

FLAG

Fictional Lands Adventure Game

FLAG – Fictional Lands Adventure Game - D20 FANTASY GAME PLAYTEST

Successful skill roll is roll 1D20 lower than skill level. Rolls of 1 are automatic success; rolls of 20 are automatic failure (ignore this for opposed rolls). Lower or raise the skill level to reflect difficulty, from very easy +8 to very hard -10

MAIN ATTRIBUTES

Roll 1D20 for each one, minimum is 5, maximum is 15 – this means a roll will yield a result from 5 to 15. Alternatively, roll 3D6 for each Attribute (although this is too D&D-like).

DEXTERITY (DEX) This score denotes how agile and dextrous the character is. A character with a high DEX will be able to fight well, move faster than most and have quick reactions.

INTELLIGENCE (INT) This score is the characters brainpower, and generally covers their mental capability. A low INT score does not denote any kind of mental incapability. Characters with low INT can still learn things that will benefit them in the future.

PERSONALITY (PER) The social and personal Skills of a character are very important to the role-playing aspect of the game and, after all, not every situation can be resolved with the edge of a sword. This score describes how charismatic the character can be, and calculates the reaction of NPCs to the character.

STRENGTH (STR) The land can be dangerous at times, and the overall fitness of a character will determine how physically able the PC is, and how she will withstand the rigours and pressure put upon the body during these trials.

(Bonuses to skills from high Attribute scores?)

HIT POINTS

These points determine how much damage the character can take until death. That may sound gruesome, but personal injury through violence or accident is a fact of life.

If the Hit Points score ever reaches zero, then the character is unconscious. If it goes below zero, then they are dead.

Hit Points = STRENGTH attribute.

SKILLS

Add each of the attributes total points together – this is the number of points that can be spent on skills. Skills can be any number from 2 to 10 during initial character creation. Choose from list below:

1-Handed Weapon
2-Handed Weapon
Animal Lore
Artisan
Bargain
Bludgeon

Bow
Charisma
Climb
Con
Crossbow
Dodge
Entertainment
Gambling
Hide
Leadership
Leap
Locks
Magic
Medicine
Perception
Ride Animal
Sneak
Swim
Thrown
Traps
Unarmed

You can still roll against a skill if you do not have it (except magic) - you'll just have to roll a natural 1 for an automatic success.

Skills cannot go above a value of 10 during initial character creation, but can be increased by xp and Advancement.

OPPOSED ROLLS

Roll 1D20 and add applicable attribute or skill – highest roll wins. Use this for melee/hand to hand combat also. Ranged weapon is standard skill roll.

DAMAGE

If a hit is successful, take the amount of damage below from Hit Points, derived from the STRENGTH attribute. Lower all skill levels by the same amount to reflect the effects of injury. For random damage roll the dice in the parentheses.

Hand to hand – 2 (1D3)
Knife – 3 (1D6)
1-handed weapon – 5 (1D6)
2-handed weapon – 7 (1D6+3)
Bow/Crossbow – 6 (1D6+2)

ARMOUR

If wearing leather reduce damage by 1D2
If wearing chain reduce damage by 1D3
If wearing plate, reduce damage by 1D6
If you have a shield, reduce damage by 1

ADVANCEMENT

All characters start at level 0. For every single hit point of damage you inflict on an enemy you get 1 experience point (you can share kills this way). You only get xp if you inflict damage on a target that is a threat to you. Once you get to 50 points, you get 1 point to spend on any skill, 1 extra hit point and you can add 1 extra point to all your damage rolls.

Double the total target number every time you go up a level. So, the first xp target is 50, after that 100, after that 200, and after that 400, then 800, and so on.

So, if you create a level 5 character you get an extra 5 points to spend in skills, an extra 5 hit points and +5 to all damage rolls.

For every level a foe is below your level, divide the xp by the difference (rounding down).
For every level a foe is above you level, multiply the xp by the difference between the levels (rounding down).

MAGIC ITEMS

These can be anything and they will have a plus effect to skills, attributes, damage or armour. They can be +1 or +2.

MAGIC

Use Magic skill to cast spells. Once spell is cast the mage must meditate on spell to be able to reuse it – this takes 1 round per level of the spell (so level 4 spells take 4 rounds to recharge, level 8 spells take 8 rounds to recharge etc). Mages know number of spells equal to every 2 points they have in Magic skill. Only once a successful roll is made is the spell cast.

You may only choose spells that match your level

LEVEL 0 (Starting Spells)

Fireball – 2D6 damage + 1 every level

Fireblast – 1D6 damage per target in group + 1 every level

Shield – Minus 1D20 damage done to every character within two yards for 1 combat round (non-magical attacks only)

Light – Create a sphere of light 5 yards radius

Mist – Create a mist 5 yards radius, all attacks reduced by –5

LEVEL 2

Small Cure – Restore 1D6 HP to target

Animate Weapon – Makes a chosen weapon fight at skill level 10. Two successful combat hits on weapon ends spell

Flaming Arrow – Enables an arrow to burst into flames doing double Fireball damage on impact

Breath Underwater – Lasts 5 in-game minutes

Dispels Magic – Dispels any spell of equal level to caster

LEVEL 4

Medium Cure – Restore 2D6 HP to target

Cure Poison – Rids target of all poisons

Fear – sends target running in opposite direction for 2 rounds

Magic Shield – Minus 1D20 damage done to every character within two yards for 1 combat round (magical attacks only)

Tongues – speak any language for 6 rounds.

LEVEL 6

Large Cure – Restore 3D6 HP to target

Wind Blast – Throws back all targets in front of caster 2D6 yards

Animal Tongue – Choose one animal and you can speak to it for a day

Invisibility – Makes target invisible for rounds equal to caster's level

Start Rain – Makes it rain for 1D6 hours (outdoors only)

LEVEL 8

Huge Cure – Instantly restores all HP of target

Animate Element – Creates an elemental of any element (air, fire, water, earth) to fight for caster,

Unarmed Combat Skill 12 HP 12

Curse – Reduce one of a target's Attributes or Skills (caster's choice) by 2D6 (minimum 5) for days equal to caster's level

Extinguish Fire – Puts out any fire no larger than 10 yards radius

Shrink – Makes target 1-inch tall for minutes equal to caster's level

Minor Enchant Item – put a spell into an item making it capable of casting that spell once (only one spell per item)

LEVEL 10

Illusion – Create an illusion to fool a target's perception. Lasts for minutes equal to caster's level.

Freeze – Stop target in tracks for rounds equal to caster's level. Total immobilisation.

Summon Spirit – Call upon a spirit (good or evil) and ask it a single question or have it fight for you.

Caster will lose 1 point in magic skill permanently per spirit summoned.

Inspiration – Raises all skill levels of character's within 5 yards of caster by 1 point for rounds equal to caster's level.

LEVEL 12

Enchant Item - put a spell into an item making it capable of casting that spell once per day (only one spell per item)

Full Shield – Minus 1D20 damage done to every character within two yards for 2 combat rounds (magical and non-magical attacks)

Resurrection – Bring one character back from the dead, but permanently lower all skills and attributes by 1 point.

CAREERS

If a player wants they can choose a career. The careers enable characters to advance more quickly in certain fields by giving them an extra skill point to spend in certain skills every time they go up a level. If they want a bit of random character creation, roll 1D6 to decide what to be.

1 - WARRIORS can put an extra skill point in any hand weapon skill, Leadership, Unarmed and Thrown per level.

2 - RANGERS can put an extra skill point into Bow or Crossbow, Climb, Dodge, Animal Lore and Traps per level.

3 - BRIGANDS can put an extra skill point into Hide, Sneak, Locks, Con and Bargain per level.

4 - MAGES can put an extra skill point into Artisan, Perception and Magic per level.

5 - NOBLES can put an extra skill point into Charisma, Gambling, Leadership and Ride Animal per level.

6 – COMMONERS get no bonuses.