

WORLD OF DUNGEONS plancher code

LEVEL :: NAME []

str	int
dex	wis
con	cha

JOBS & PATRONS

SKILLS SPECIAL ABILITIES

ATHLETICS	BLESS	CURE
AWARENESS	TURN	VISION
DECEPTION	HARDY	SKIRMISH
DECIPHER	SLAY	TOUGH
HEAL	BACKSTAB	LUCKY
LEADERSHIP	REFLEXES	TINKER
LORE	CANTRIPS	COMMAND
STEALTH	RITUAL	SUMMON
SURVIVAL	PET	SCOUT
	VOLLEY	WILD

HERITAGE :: HOLD

AT THE START OF A SESSION OR WHEN YOU INVOKE YOUR RIGHTS OF BLOOD AND/OR TRADITION, ROLL+WIS. 10+, HOLD 3; 7-9, 2; 6-, 1.

DESC:

MOVE []

MOVE []

MOVE []

COUNTDOWNS & NOTES

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WEAPONS & EQUIPMENT

START WITH 25 SILVER + CLOTHES ON YOUR BACK.

WEALTH :: ARMOR

xp

hit

hp

CHARACTER CREATION

Roll for attributes: on a 6-, the value is 0; 7-9, the value is +1; 10-11, the value is +2; 12, the value is +3. Choose two skills and any two special abilities:

- Bless** (make items +3 damage vs. evil for a time), **Cure** (heal poisons, curses, or wounds), **Turn** (hold undead at bay with a holy symbol), **Vision** (commune with deity).
- Skirmish** (+1 damage and armor counts as one lighter), **Tough** (+1 armor), **Slay** (+2 melee damage), **Hardy** (+6 hp).
- Backstab** (+3 damage if hidden), **Lucky** (once per day, turn a 6- into 7-9), **Reflexes** (go first and react when surprised), **Tinker** (quickly pick a lock, pocket, or trap).
- Cantrips** (simple magical spells), **Command** (any spirit, demon, etc.), **Ritual** (start with two known), **Summon** (see below).
- Pet** (loyal and effective animal companion), **Scout** (always spot the target before it spots you), **Volley** (+2 ranged damage), **Wild** (converse with and command animals).

Describe your heritage; take up to three associated monster moves. Roll for starting hold; spend hold to make a heritage move, just like that.

Your starting Hit Dice is 1 + your CON. Roll and keep dice equal to your level to determine hp. When you rest and eat/drink, re-roll your hp. If you are attended by a healer, roll an extra die.

SUMMONING

Most magic requires summoning a spirit, demon, or elemental. A wizard begins play with the occult knowledge to summon **two spirits**. A spirit has a name, an appearance, and two domains of power (flame, shadow, stone, lightning, secrets, fear, etc.). **To summon a spirit you know**, you require one of:

- a magic item containing a bound spirit.
- 1 hour of uninterrupted ritual.
- quicksilver—a mild poison and addictive drug. (10s per dose). If you drink more doses per day than your Level, roll+CON.

A wizard may command a spirit to perform a single magical effect within its domains. Magical attacks do 2d6+level, or 3d6+level if they are especially suitable.

EQUIPMENT

- Light Weapon** (10s): d6; may be wielded as a secondary weapon, allowing you to re-roll damage. Includes daggers, short swords, hand axes. **Martial Weapon** (30s): d6+1; must be wielded in main hand; includes long swords, hammers, axes, spears. **Great Weapon** (40s): d6+2; two hands; includes swords, battle-axes and pole arms.
- Shortbow** (10s): d6. also slings. **Bow** (30s): d6+1; also crossbows, pistols. **Heavy Bow/Gun** (50s): d6+2 if stationary.
- Light Armor** (30s): armor 1. **Full Armor** (60s): armor 2; makes it very hard to move quickly or carefully. **Shield** (10s): +1 armor.
- Adventuring Gear** (2s each): 20ft rope, iron spike, chalk, parchment, flint/steel, torches (4), tent, caltrops (slows pursuers), bandages, travel rations, waterskin. **Tools** (5s each): crowbar, hatchet, animal trap, lockpicks, pen & ink, fishing rod, shovel, grappling hook, pickaxe, pole. **Occult Items** (10s each): quicksilver (per dose), pouch of bone dust, vial of holy water (one use), vial of blood, ritual incense and oils. **Fancy Items** (20s each): mirror, lantern, spyglass, hourglass, elaborate clothes, holy symbol. **Fire Oil** (20s per flask): sets an area on fire (d6+1 damage for 3 rounds) or fills a lantern.
- Carts**: cart (30s) to wagon (100s). **Horses**: mule (30s), horse (100s), warhorse (1,000s).
- Property**: house (1,000s), manor (100,000s).
- Taverns**: 1s to sleep, eat, or drink; more for quality.

ROLLING THE DICE

When you attempt something risky, roll+stat. (The GM will tell you some of the possible consequences before you roll.) On a 6-, things don't go well and the risk turns out badly. On a 7-9 you do it, but there's some cost, compromise, harm, etc. On a 10-11, you do it without complications. On a 12+, you do it perfectly to some extra benefit or advantage. **If you have an applicable skill**, you can't miss: a 6- counts as a 7-9, but with a bigger compromise or complication. **If you help**, they get +1 on a hit.

Sometimes the GM will roll the **die of fate**. Low numbers are ill-fortune, high numbers are good fortune (or at least not misery).