

A Simple System

You are an adventurer. You can be a wizard, warrior, cleric, thief, witch, scholar, peasant, sorcerer, etc. The idea here is to get away from focusing on a 'class' lets you do and onto what you want to do.

Character Creation

To start, you have 30 hit points, and know one language.

You will be picking five specializations, but the first you choose is arguably the most important:

Martial – Skilled – Spellcaster

This determines what sort of power pool you draw upon. The Martial Pool is used mostly for combat maneuvers but can also include things like feats of strength. The Skilled Pool covers your roguelike skills, but also things like most knowledges, or anything intellectual. The Spellcaster Pool allows you to cast spells.

Once you have selected your Pool, you then need to pick a Specialization that helps define your character, that is related to your Pool. Think of it like a title, or class. A Spellcaster Pool might pick Fire Mage, Death Cultist, Warlock of Dagon, or Cleric of Light. A Martial Pool might pick Knight, Archer, Street Thug, or Wrestler, and as part of this must select their primary weapon (sword/halberd/cutlass/crossbow/etc.) A Skilled Pool might pick Cutpurse, Loremaster, Ranger of the Low Wood, or Assassin. The only limit is your creativity, and the DM.

Once those are picked you have three more specializations to choose. One can be your race. If you want to be a Myconid, or an Orc, here is how you establish that. The other two can be whatever you want them to be. It could be a past career, like Sailor, Tinker, or Woodcutter. It could be a hobby like Blacksmithing, Poetry, or Scrimshaw. It could be a region or city you came from, like the Low Woods, the City of

Anderghast, or the Under. Maybe it was schooling, like the Blade School of Threen, the Temple of Scrolls, or The Black Maze. Get creative. You could use a specialization to learn more languages (two per spec).

If you would like, you can use two of your specializations to multi-class. If you picked Martial Pool to start with, and Knight, but you really want to make an Arcane Knight, you could then pick Spellcaster Pool and War Wizard as two of your specializations. The specific rules for that will be covered later.

You can also, with your Dm's permission use a specialization to be a particular item or mount. This would be something extra special to your character, and exactly what it would be capable of is up for you and your DM to decide.

So for an example, Bob wants to make a Death Cultist. For his first specialization he chooses Spellcaster, because he wants his character to fling some spells. Next, he chooses Death. He's going to be throwing around some death flavored spells. He decides he wants to be a Gnome, so he makes that his third choice. After some thought he decides that before his gnome became a cultist, he was an Herbalist. Lastly, he decides that his Gnome likes to tend his garden as a hobby, which is odd for a death cleric, but what can you do?

Your Pool

Your Pool are the number of points that you can use to do special things. For a spellcaster that could be casting a spell. For a skilled, that could be sneaking up on a guard to knock him out. For a martial it could be to swing across the room on a chandelier. How many you get per level is:

1st – 8 pts

2nd – 16 pts

3rd – 32 pts

If you only have one Pool specialization, then:

1st – 6 pts are specialized, 2 generic

2nd – 12 pts are specialized, 4 generic

3rd – 24 pts are specialized, 8 generic

What this means is that your ‘specialized points’ have to be used on your specialization, like casting a spell. The others can be used however you would like. Have a spellcaster pool, but want to try and be super sneaky? Use a generic point.

Multi-Pooling

If you want to draw on two pools, like Martial and Skilled, and have selected the specializations to do so, here is how the points would break down:

1st – 4 pts 1st spec, 2 pts 2nd spec, 2 generic

2nd – 8 pts 1st spec, 4 pts 2nd spec, 4 generic

3rd – 16 pts 1st spec, 8 pts 2nd spec, 8 generic

“But Bob, why would I multi-pool, when I have generic points I can spend on a different type of pool anyway?”

Because this gives you a bit more versatility. That’s the only real reason.

Regaining Pool Points

You regain a number of points equal to your level for each hour you spend resting.

Spending Pool Points

What do you want to do with your points? Do you want to do a magical attack? Heal someone? Knock someone back over the cliff edge? Pick that lock quickly? Decipher a code? Then you need to spend one or more Pool points.

As a rule of thumb, you can only spend a number of pool points on a single action equal to your level. So at level one, you could only cast a spell of one point. At level two, you could spend two

spell points on a single attack. As a rough guideline spells should have a spell point cap of around 10, unless there are special preparations/special circumstances in play.

Here is an example of how a spell could level:

At level 1 Piebold the Kobold Shaman casts a fireball. He spends 1 point and a small fireball hurls from his hand.

At level 2 he casts a fireball. He spends one point to cast it, and one to increase its size.

At level 3 he casts a fireball. He spends three points. Two points he spends to make a bigger fireball, and the third point he uses to increase its range.

Maybe he spends points to make the fireball appear like a flaming dragon? Or uses points to infuse lightening into the spell?

General Pool Point Guidelines.

Each pool point put into an action should have roughly 1d6 of effect. So a three point fireball would at most do 3d6 of damage. A two point mind controlling effect could at most effect two small creatures. A extra hard shield bash of three points would do 3d6 damage.

If an action is related to your specialty it is considered to naturally have 1 extra die of effect. So a spellcaster with Life as a specialty could cast a 1 point Heal to heal 2d6 of damage. A Martial character with swords as his primary weapon could get do a special one point cleave attack for 2d6 damage. A historian could roll an extra d6 on his attempt to remember a monsters weakness.

Running Out Of Pool Points.

If you run out of pool points, you can continue casting spells. Each pool point spent deals two damage to you however.

The exception to this is you have one signature one point ability, that must be related to your

specialty. It could be a small fireball, a riposte, a stealthy maneuver. This you can cast for free.

Other Benefits of Each Specialization

Each of the three specializations gets some bonuses. These bonuses are only awarded if chosen as the primary specialization, so multi-pool characters do not get the bonuses of both.

Martial:

Can wear up to heavy armor.

Melee combat attacks get a plus 1 to the roll.

Skilled:

Can wear up to medium armor.

Ranged combat attacks get a plus 1 to the roll.

Can pick two free bonus languages.

Spellcaster:

You can store a number of spellcaster pool points equal to twice your level into an item.

Spell combat attacks get a plus 1 to the roll.

Can wear up to light armor.

How to Play

1. If you want to do something, and there are no potential complications, you do it. Or, if a specialization of yours would help, tell the DM, and do it.

Example: You want walk around the town and see the sights. No roll needed.

Example: You need to find an herb. You would normally roll, but you point out you selected herbalism as a specialty, so you know just where to look. No need to roll.

2. If there is a complication of some sort, then roll a d6. If your specialization would help, roll an additional d6.

Example: You want to climb a wall. Roll a d6.

Example: You want to climb a wall, and have mountain climber as a specialty. Roll 2d6.

3. If there is a contested complication, roll opposed d6's. If your specialization would help, roll an additional d6.

Example: A wizard tries to sneak past the dragon. Both roll a d6, highest winning.

Example: A thief tries to sneak past the dragon. The thief rolls 2d6, the dragon 1 d6.

Combat

Roll 3d6 to determine initiative order. Subtract armor value from this total. Resolve turns in order from highest to lowest.

Combat works with contested rolls. All attacks do a base of 1d6 damage. The attacker declares his attack, and rolls his dice. The defender rolls 1d6. If the attacker is higher, it hits, and the point difference is the damage. If there is armor, subtract the armor from the damage total. A successful attack will always do at least 1 point of damage, no matter how much armor is worn.

Armor values:

Light – 1

Medium – 2

Heavy – 3

Shield – 1 (stacks with other armor)

You can pick armor as a specialization. For example, a wizard could pick Heavy Armor as a specialization, allowing him to wear heavy armor.

Leveling

You level whenever your DM tells you. Whenever you level you can add one new specialization. Your point pool increases as well. You gain 1 hit point. Every three levels you can add a new language.