

## Rules

Briefly, this game is d20 clarity without miniatures. Without miniatures, you basically don't have attacks of opportunity. Big sigh of relief.

Additionally, this game is optimized for fast uptake rather than for endless play. The rules are designed for about six consecutive sessions of maybe four hours each, but they can work for fewer or more sessions as well. You can repeat the campaign over and over with different characters and very different results.

The game is optimized for free-form, allowing the GM the tools to invent monsters on the spot so that the players can diverge from the expected plot and the GM can run with it. In addition, the players contribute creatively to the world setting of the campaign. The GM needs creative freedom to restructure or reënvision encounters and monsters.

### Generating ability scores

1. Roll three 6-sided dice. Change the lowest die that's not a 1 to a 6. You can change a 2 through 5 to a 6, but not a 1. This gives you a number from 8 to 18 with a 1/216 chance of getting a 3.
2. Repeat until you have 6 scores.
3. Assign each score as you wish to an ability: Strength, Consitution, Dexterity, Intelligence, Wisdom, and Charisma.

Your score gives you a mod (modifier).

Score 3 is -2 penalty.

8 is -1 penalty.

9-12 is a 0 mod.

13-17 is +1

18 is +2.

### Abilities and classes

Each ability corresponds to one of six classes. Each class has a particular combat emphasis. No more than one of any class in the party. The party doesn't need a cleric to survive.

Ability, class, and specialty

Strength: Fighter. Melee damage.

Constitution: Dwarf. Defending.

Dexterity: Elf. Archery.  
Intelligence: Wizard. Damage spells.  
Wisdom: Cleric. Team player.  
Charisma: Paladin. Champion battler.

### **Combat Round**

1. Start round.
2. Roll initiative. 50/50.
3. Players or monsters all act in any order.
4. Other side all act in any order.
5. New events (new combatants arrive, special room effects go off, etc.).
6. End round.

### **d20 checks**

Players roll d20s for each action. The DM rolls no d20s.

Monster Armor Class, attack bonus, saving throws/ defenses, and special attack DCs are all configured as target numbers. When a PC attacks, the player makes an attack roll against the monster's AC score or a special attack roll against the monster's saving throw score.

Player character Armor Class, attack bonus, saving throws, and special attacks are all configured as bonuses on a d20 roll. When a monster attacks, the player makes an AC roll against the monster's combat attack score or a saving throw against a monster's special attack score.

### **Monsters**

The point of having a super simple system for monsters is so that the GM can invent monsters on the spot. Original D&D had that, but each successive addition to the rules system made inventing monsters on the spot more difficult. In 1974, if a GM needed to invent a monster, all they had to come up with, basically, was hit dice and armor class. Hit dice determined attack and saving throws, and all monsters dealt a single die of damage by default. When Gygax later added "damage" as a monster stat, it was a big improvement and only a tiny added difficulty. Even so, it made inventing monsters one step harder. It also gave the GM another easy way to make a mistake, i.e. giving a monster too high a damage rating or (theoretically but not commonly) too low a rating.

### **Ego monsters**

An ego monster counts as two monsters. It has twice the hit points and deals double damage (perhaps as multiple attacks).

When a power affects multiple monsters, the player can target the ego monster twice and must do so if it targets the ego monster at all.

When a power affects a single monster, an ego monster has a 50% chance to shrug it off (not affected by it).

It still gets just one recovery check per round.

Maybe some ego monsters count as three or more monsters.