

M20 HYBORIAN AGE

Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND). Scholars have a fourth stat, Sanity (SAN), set at 0.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Races

Hyborians get +1 to all skill rolls.

Barbarians get +2 to STR

Picts and Zamorians get +2 to DEX

Eastern Nomads get +1 to DEX, +1 to Physical and +1 to all attack rolls with Bows

Stygians get +1 to MIND, +1 to Knowledge and +1 to Subterfuge

City Dwellers get +1 to MIND, +1 to Subterfuge, +1 to Communication

Classes

The classes are Fighter, Rogue, Scholar and Noble. Characters begin at Level 1.

Fighters wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls.

This increases by +1 at 5th level and every five levels afterwards

Rogues can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

Scholars wear no armour. They gain a +3 bonus to Knowledge. A scholar can choose to learn a magic spell with every new level, provided he is given access to training, or ancient books of horrible truths. A scholar can instead choose to gain an extra +1 to Knowledge. A Scholar is given one spell at the outset of the game. A Scholar that is a priest for a benign deity (such as Mitra) should pick Exorcism as his first spell, and then use his spell slots to increase his Knowledge.

Nobles can wear any kind of armour and use shields. They gain a +3 bonus to Communication. They also gain the ability to Lead a number of followers up to their Level + Communication rating. The Noble gives an order, and those who he Leads who decide to follow his order gets a +1 bonus to their roll. All else being equal, NPCs will follow his orders.

Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR for Fortitude saves, Physical+ DEX for Reflex saves, and Level + MIND for saves against magic or Will saves.

Magic

Scholars acquire spells one at a time. There are only two ways for a scholar to access new spells: discover a scroll or learn a spell from another scholar. There are no new spells created, only the discovery of ancient spells. At 1st level, a scholar has two spells. For every level advanced, a scholar may learn one new spell.

Casting a spell of any kind costs Hit Points. The cost is listed with the spell. A scholar may use the hit points of a sacrificial victim instead of his or her own. The victim must have enough hit points to pay for the entire spell.

This loss **cannot** be healed normally but is recovered after 8

hours rest. There is no need to memorize spells in advance.

The Difficulty Class (DC) for all spells is

10 + Caster Level + Caster's MIND bonus

Failed spells subtract 1d6 points from a Scholar's SAN. When SAN reaches -30 or more, the character is hopelessly insane.

Alchemy

Alchemy is the art of creating sorcerer items. To create an item requires 7 consecutive days of success against the DC for a given item. The greater the success in an attempt, the more days of success are rolled. Each attempt costs 3 hp.

Example: Rah-Imren the sorcerer is preparing Yellow Lotus Resin, a weak healing salve. He is a 5th level Scholar with a +6 Mind bonus. Preparing Yellow Lotus Resin is the easiest alchemical item to make at DC 15.

First attempt: Rah-Imren rolls 8. $8 (\text{roll } 1d20) + 5 (\text{Caster Level}) + 6 (\text{Mind Bonus}) = 19$. Success! Days of Success equals 19 (result of roll) - 15 (DC of Resin) which is 4. $4 / 2 = 2$. 2 Days of Success.

Cost 3 hp.

Second attempt: Rah-Imren rolls 15. $15 + 5 + 6 = 26$. Success!!

Days of Success: $26 - 15 = 11$. $11 / 2 = 5$ (ignore fractions). 5

Days of Success for a total of 7 days of Success.

Cost: Additional 3 hp for a total cost of 6 hp.

If a scholar fails at any point, the days of success reduce to zero and he/she must start over or attempt it another time. Unlike magic, failure does not cost a Scholar Sanity points.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, dodge, parry, etc.

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Dodge defence bonus = STR bonus + Level

Parry defence bonus = DEX bonus + Level

Defence rating is 10 + STR + Level. (Dodge) or 10 + DEX + level (Parry). A Light Shield adds +1 to a Parry bonus, a Heavy Shield adds +2 to Parry bonus. Shields do not add anything to a Dodge defence bonus.

Add attack bonus to d20 roll. If higher than your opponent's Defence Rating, it's a hit. Natural 20 is automatically a critical doing maximum base damage. If an attack is a hit, roll for damage and subtract the Armor Rating from that roll. The result is subtracted from the victim's hit points.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save.

DC=depth fallen in feet

Spikes : add +1 point to falling damage per 10' fallen, max +10

Poison : Phys+STR save to avoid or for half, depending on poison.

Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection,

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Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials. When the total = 20 x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

When a scholar advances a level, they may add one more spell to their repertoire. It is possible for a scholar to possess more spells than he or she can use.

Example: Three first level adventurers have just completed a quest to Stygia to harvest black lotus. They each need 20 XP to reach third level. Their expedition was extremely successful. They defeated 10 XP worth of monsters and earned 6 XP from traps and other GM specials for a total of 16 XP each. The party's scholar earned 4 XP for great roleplaying while distracting an enemy scholar so that the party's fighter could rescue a captive and for the successful creation of black lotus juice. The party's fighter received 2 XP for great roleplaying in using cunning instead of brawn in an encounter. The party's noble received a 2 XP for great roleplaying in using his influence to recruit a team to search for lotus. Each character has more than 20XP, so each advances one level to Level 2.

Spell List

****Spells are being developed. This is a placeholder for the future spell list. ****

Level 0

Petty Curse: -1 on next action

Exorcism: Lift Petty Curse or Curse

Manipulate: Move tiny object up to a foot (open door, tip bowl etc)

Hunch: +1 to next roll to detect or avoid danger, trap or ambush within an hour

Fascinate: Can trap the attention of victim for one round, give a -1 to any roll to notice anything but the caster

Level 1

Curse: -1 on STR, DEX or MIND bonus for the rest of the day

Speak to Animal: Can ask an animal one question. Response is limited by animals intelligence.

Level 2

Spying Bird: Cast on a small bird, the caster can direct its flight, and see through its eyes for 1 hour.

Level 3

Foresight: Bulletpoint overview of next room/scene/important event from GM.

Ward against Entities: A secret sign written on a hard surface that stops entities from Beyond

Level 4

Summon Lesser Entity: Each type of entity (demon, thing from beyond) is summoned through an individual spell.

Banish Lesser Entity: Each type of entity is banished through an individual spell

Level 5

Control Lesser Entity: Unless controlled, an entity will follow its own nature

Level 6

Summon Greater Entity: Each entity (demon, thing from beyond) is summoned through an individual spell.

Banish Greater Entity: Each entity is banished through an individual spell

Level 7

Control Greater Entity: Unless controlled, an entity will follow its own nature

Deadly Curse: The victim will loose 1hp per hour until dead

Level 8

Lift Curse: lifts any curse, including lycanthropy, madness and wasting diseases.

Level 9

Summon Divine Entity: Summon a Great One

Alchemical Items

****Alchemical Items are being developed. This is a placeholder for the future list. ****

DC 15

Yellow Resin

DC 20

Black Lotus Powder

DC 25

Black Lotus Wine

Creating Items

The GM guide will provide the system to create alchemical items and spells.

Monsters

Monsters will appear on a separate list.

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