

CHARACTER SHEET

name		level	
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-	race	language	element 1	(element 2)
mum				
dad				

Health Dice (HD)				
HP max		current HP		
fatigue levels		1	2	3

Mana Dice (MD)				
Mana max		curent Mana		

ability				

Momentum Points									
1	2	3	4	5	6	7	8	9	10
Experience Points									
1	2	3	4	5	6	7	8	9	10

equipment	
Each slot can hold 1 item or up to 100 coins. 100 copper coins (cp) = 10 silver coins (sp) = 1 gold coin (gp)	

skilled	denied

BASIC d10 – PLAYER'S MANUAL

- Roll 2d12 on the table below to learn your parents' race. Each race speaks its own language. All races speak Common. If a character is born from two different races, he controls the elements of both parents and can even combine them to create new spells.

race	element	race	element
1	human	7	hominid
2	triton	8	elf
3	fairy	9	celestial
4	dragonborn	10	infernal
5	dwarf	11	goliath
6	orc	12	reptilian

- Roll 1d10 to determine your Hit Die (HD) and your Mana Die (MD)

	Health Dice (HD)	Mana Dice (MD)	ability
1 - 2	1d12	//	You can attack with V, but you get attacked with V
3 - 4	1d10	1d2	You can spend 1 MP to add 1d4 damage to weapon attacks
5 - 6	1d8	1d4	If your d10 result is < 9, you can spend 1 MP to get a +1 to the d10 roll
7 - 8	1d6	1d6	when you spend HD, you also recover 1 Mana and vice versa
9 - 10	1d4	1 d8	When you are hit, you can spend 1 Mana to reduce the damage by 1d4

- Your starting Hit Points (HP) are the highest value of your HD + 1 HD roll.
- Your starting Mana is the highest value of your DM + 1 Mana Die roll.

ACTION RESOLUTION

To determine an action with an uncertain outcome, roll 1d10:

1d10	result	effect
1 - 4	failure	you don't do what you wanted
5 - 7	partial success	do what you wanted with a penalty

8 - 9	success	do what you want
10	critical success	do what you want with a bonus

SKILLED or DENIED

If you roll a 10, you become *skilled* at that action and can always roll it with advantage in the future (roll 2d10, take the higher one). If you roll a 1, you become *denied* at that action and roll it with disadvantage in the future (roll 2d10, take the lower one).

WEAPONS

	type	exemple	cost	damage
1	natural	fist, kick, ...	/	1d2
2	ranged, 1 hand	dart, blowpipe, ...	20 mo	1d4
3	melee, 1 hand	sword, axe, mace, ...	30 mo	1d6
4	ranged, 2 hand	crossbow, bow, ...	40 mo	1d8
5	melee, 2 hand	greatsword, maul, halberd, ...	60 mo	1d12

MAGIC

In this game, there are no fixed lists of spells to memorize. Magic is pure creativity, limited only by the elements the character controls. Casting a basic spell costs 1 Mana and requires the use of a free hand for each element you wish to use. You can add an additional effect by spending double the mana. For each level of mana spent beyond the first, you deal 1 extra damage to the target (if the spell allows it). Example:

effect	cost	damage
fire bolt, single target	1 M	1d10
fire bolt, double target	2 M	1d10 + 1
fire bolt, double target, burn the enemies	4 M	1d10 + 2
fire bolt, double target, burn the enemies and burn their clothes	8 M	1d10 + 3

RECOVER RESOURCES

Spend and roll your HD and MD to recover HP or Mana equal to the result of the relevant dice. All your resources are fully restored after a complete night's rest. This rest also removes all levels of fatigue.

fatigue levels	effect
1	Max HP and Max Mana are halved
2	disadvantage on d10 rolls
3	unable to do anything

COMBAT

At the start of combat, each character rolls 1d10 to determine their action order, then moves in descending order. In the event of a tie, reroll the same dice.

On your turn, you can perform two actions, including:

- spending DM or HD to recover resources
- moving 20 feet or squares
- using an item or spell
- aiding an ally to give them an advantage
- making a weapon attack

When you want to make an attack, roll 1d10 to determine the outcome of the attack and the damage die for the weapon or spell used.

If you want to hit a specific point on the target to inflict further negative effects (shooting an arrow into an eye to blind it), you must attack with disadvantage.

DEATH ROLLS and FATIGUE

When a character reaches 0 Health Points, they fall to the ground incapacitated and have 1d2+1 turns to succeed on a death roll.

If a character is healed while down, they immediately end their death rolls. If a character succeeds on their death rolls, they return to life with 1 HP and 1 level of fatigue.

BEYOND THE FIRST LEVEL

A character gains 1 Momentum Point (MP) when they get a 8 – 10 on a d10 roll. If the action fails (1 – 4), they lose 1 MP and gain 1 Experience Point (XP).

A character levels up when they gain 10 MP or 10 XP. When a character levels up, they gain 1 Health Dice and 1 Mana Dice. Roll both dice to see how much your maximum and current resources increase.