

Begone, FOE!

Revision 6

A lightweight dungeon crawling game by mellonbread

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ADVANCEMENT

CHANGELOG FOR REVISION 6

- Players no longer roll for each ability score, but instead increase a random ability score by 1 at chargen
- Soul Dice can now be spent to reduce incoming damage
- Multiple Soul Dice can now be spent at once
- Added a weapon to the Cleric's starting equipment
- Clarified stacking of potions and scrolls
- Magic Users can now choose what spell they get from their starting class
- Altered rules for stealth, perception and surprise
- Increasing MIND during advancement now lets the player choose what spell to learn

CHANGELOG FOR REVISION 5

- Removed results of +2 from attribute generation at chargen
- Added rules for turning with Soul Dice (may need to return to this if too powerful)
- Clarified which starting items encumber the player
- Added additional clarification for coins and helmets to encumbrance rules
- Slightly increased wandering monster chance
- Added more detail for creating scrolls and potions
- Adjusted text for the downed state on the injury table
- Adjusted morale dice

CHANGELOG FOR REVISION 4

- Altered advancement to bring it slightly closer to Basic treasure tables
- Added the DM facing tables back in so I don't have to reference two documents. Adjust the math in these later if they're too harsh/lenient
- Changed example spell list to B/X Essentials

CHANGELOG FOR REVISION 3

- Fighting Arts buffed across the board, new Fighting Arts added, subpar Fighting Arts removed
- Alignment XP reworked for Lawful and Chaotic characters
 - Chaotic gains 50 XP per HD of enemies defeated, but this is divided equally among all Chaotic characters
 - Lawful now gains 50 XP per HD of Chaotic enemies converted and/or killed, but each character still gains the full amount
- Sneak attacks reworked (now granted by passing an opposed SKILL test rather than via a Fighting Art)
- (Slightly) reduced likelihood of starting with positive ability scores

CHANGELOG FOR REVISIONS 1 AND 2

- Added fourth ability score (HEART) and the Cleric class
- Added "Soul Dice" for use with HEART, which can be spent on healing and boosts to D20 rolls
- Converted everything to a D20

- Clarified Magic User starting spells (MIND gets you random spells, the Magic User class gets you one offense, one defense and one random)
- Updated rules for a long rest
- Updated pursuit rules (roll D20 plus the number of empty slots in your inventory)
- Changed XP thresholds for leveling
- Altered HP gain rules for leveling

CHARACTERS

Ability Scores

You've got four ability scores

1. **BODY** - How Strong and Tough you are. HP, hand to hand fighting and carry weight
2. **MIND** - How Smart and Magical you are. Magic spells
3. **SKILL** - How Skilled and Speedy you are. AC, skills, ranged attacks and initiative
4. **HEART** - How Spiritual and Charismatic you are. Reaction rolls, saves and Soul Dice

Roll a single D4. Add 1 to the corresponding ability score.

Character Class

Choose a starting class

- A **FIGHTER** gets +1 to BODY
- A **MAGIC USER** gets +1 to MIND
- A **THIEF** gets +1 to SKILL
- A **CLERIC** gets +1 to HEART

Aside from the free point and your starting equipment, your class probably won't come up much

Derived Statistics

- You start with 5 HP, plus your BODY score
 - Your Initiative is equal to your SKILL
 - If your BODY score is positive, that's how many Fighting Arts you start with. Pick some Fighting Arts.
 - If your MIND score is positive, that's how many spell slots you start with. You also start the game with random first level spells equal to MIND.
 - If your SKILL score is positive, that's how many skills you start having mastered. Pick some skills to master
 - If your HEART score is positive, that's how many soul dice you start with.
 - Your ARMOR CLASS (AC) is 10+SKILL, unless your class starts with protective armor, in which case it's equal to the AC from that protective armor plus your SKILL
-

Alignment

Choose whether you want your character to be Lawful, Neutral or Chaotic. You get bonus experience depending on your alignment. It also gives you bonus uses for your Soul Dice, if you have any.

- **Lawful:** 50 XP per HD of beings converted to Lawful alignment (by persuasion, force or otherwise) and 50 XP per HD of Chaotic (or freshly converted Lawful) beings killed
 - **Neutral:** Double XP from treasure, applied after XP from treasure is divided
 - **Chaotic:** 50 XP per HD of enemies killed, captured, driven off or otherwise defeated, divided equally among all Chaotic party members
-

Fighting Arts

These give you optional special abilities you can use in combat. You can use one Fighting Art each turn.

You start the game with Fighting Arts equal to your BODY if it's positive.

- **Brave Attack:** You automatically go first (declare at the top of the order)
- **Careful Strike:** Sacrifice your action to double your attack and damage bonus next turn
- **Crowd Control:** If your attack kills the target, you may attack again. If that attack kills its target, you may attack again, and so on

- **Crushing Blow:** If you hit, the target's AC is reduced by 2
 - **Cleave:** Attack two adjacent targets. Use the same to-hit and damage roll for both
 - **Decapitate:** If a target has 5 HP or less after being hit with this attack, it dies
 - **Defensive Tactics:** Add your attack bonus to your AC until your next turn
 - **Power Attack:** Double your damage bonus when rolling damage
 - **Sure Strike:** Double your attack bonus when rolling to hit
-

Spells and Magic

An example spell list can be found [here](#).

You can add spells you find in the game world to your spellbook with enough time to scribe them from another source, as long as its level is equal or less than your MIND score. Spells of higher level can be recorded for later, but not added to your spellbook for casting. You don't need to memorize or cast "Read Magic" or the equivalent to scribe spells.

You have spell slots equal to your MIND stat. A level 1 spell uses up 1 slot, a level 2 spell 2 slots, etc. You have the choice of every spell in your spellbook at a given time, provided you have slots for it. The slots are used up when you cast them. It takes a full rest to refill your spell slots.

Spent spell slots recover once per day after a full night's rest.

You need at least one hand free to cast spells

You can't cast spells while wearing anything heavier than a gambeson. A helmet is fine.

This game uses ascending numeric difficulties for saving throws versus spells (and everything else). The save DC for your spells is 10 plus your MIND plus the level of the spell.

Skills and Mastery

Adventurers are assumed to be competent in basic things such as kicking in doors, climbing ropes, etc. You can do normal things without rolling. If your ability to succeed is called into question, such as a tricky task or a simple one under duress, roll D20 plus SKILL. If it's equal to or greater than the target number set by the DM, you succeed.

Skill mastery indicates a greater level of competence than this. Example skills include

- Lockpicking
- Climbing
- Sneaking
- Interrogation
- Wilderness Survival
- Tracking
- Alertness (Spotting sneaky people)
- Architecture (Spotting traps and doors)
- Mechanics (Disarming mechanisms)

If you've got a skill mastered, you can do it without rolling, even under duress or if it's more difficult than normal. It's only in very extreme cases - cases where an untrained person couldn't even attempt it - or in opposed tests - situations where you're pitted against other people - that you have to roll.

Soul Dice

Adventurers with 1 or more HEART get Soul Dice equal to their HEART. Soul Dice are a resource used to aid and inspire. They can be used on any party member in earshot. Or on yourself. The effects of Soul Dice could represent divine intervention, or the sheer force of your adventurer's personality, inspiring yourself and others to resist hardship and achieve greatness. Spend a Soul Die to...

- Spend a Soul Die to heal D8 HP
- Spend a Soul Die to reduce damage from an incoming attack by D8 (even on someone else's turn)
- Spend 5 Soul Dice to remove a curse or cure a disease
- Spend 10 Soul Dice to heal a crippling injury
- Spend a Soul Die to **Turn Undead**

In addition, Soul Dice have additional uses based on the user's alignment.

- Lawful Adventurers can spend a Soul Die to add D8 to a Saving Throw, or to AC versus a single attack. This may be done after the saving throw or attack roll is made, even during someone else's turn.
- Neutral Adventurers can spend a Soul Die to add D8 to a single SKILL test, Reaction Roll or Surprise Roll. This may be done after the roll is made, even during someone else's turn.
- Chaotic Adventurers can spend a Soul Die to add D8 to a single to-hit roll. This may be done after the roll is made, even during someone else's turn.

All Adventurers can spend multiple Soul Dice at once on a single roll.

Spent Soul Dice replenish a maximum of twice a day. Once during a short rest, and once with a full night's rest.

Turning Undead

When someone spends a Soul Die to turn undead, they roll a D8. The use of the ability affects that many hit dice worth of undead creatures. Affected undead must make a morale test, with a penalty equal to the number rolled on the die. On a failure, they must flee for combat rounds equal to the number shown on the die, or cower ineffectually if they can't get away.

The caster can spend additional Soul Dice to boost the power of a single turn. They roll additional D8s equal to the number of dice spent. The total is added together to determine the maximum hit dice of creatures affected. Only the number shown on the **highest** die is used for the morale check penalty, or for the number of rounds the effect lasts.

Starting Equipment

Items with an asterisk* take up an inventory slot.

Every character begins the game with

- A small weapon such as a dagger or cudgel (1D6 damage)
- A backpack
- A belt or baldric
- A flask or canteen
- A blanket
- 3 rations*
- 3 torches*

- A change of clothes*
- 10D6 Silver Pieces

If you're a FIGHTER

- Choose between
 - Chain** (14 AC) and helmet*
 - Gambeson* (12 AC), helmet*, and a bow* (D8) with 30 arrows*
- And choose between
 - Mace*, sword* or spear* (D8) and shield* (+1 AC)
 - Two handed axe*, greatsword* or polearm* (D10)

If you're a MAGIC USER

- You get a spellbook*. In addition to the random Spells from your MIND score, you get one more level 1 Spell of your choice, taken from the same [list](#).
- You also have paper, empty flasks, and tools for the scribing of scrolls and brewing of potions*.

If you're a THIEF

- Choose between
 - Gambeson* (12 AC) and sling* (D6)
 - Crossbow* (D10) and 20 bolts*
 - Rapier* (D8) and buckler* (+1 AC)
- And choose between
 - A grappling hook and 30' of Rope*
 - 10' Pole* (can be unscrewed into 3 pieces)
- And choose between
 - A shovel*
 - A crowbar*

If you're a CLERIC

- Choose vestments appropriate to your religion. This could be a robe, a necklace, a set of full body tattoos, or something else entirely.
- Choose either a copy of your holy book* if your religion has written scriptures, or some other essential religious object (oracle bones, ancestral totem, etc) if it doesn't*
- Choose a hand weapon appropriate to your faith (D8)*

The party also starts with a set of shared items. Decide who will carry

- A set of cookware (Metal pan and pot, wooden utensils and bowls)*
- Flint and steel for lighting fires*
- Charcoal and paper (for mapping)*

GAMEPLAY

Movement and Travel

Base land travel speed on foot is 24 miles a day on road, 18 miles a day across open country, and 12 miles a day through rough terrain

In a dungeon, one ten minute “exploration turn” of movement (mapping, keeping an eye out for danger) gets you 100 feet.

One combat turn with an action gets you 30 feet of movement

One combat turn without an action gets you 60 feet of movement

Encumbrance

You have 10 inventory slots, plus your BODY score.

- An item (like a sword) takes up 1 slot.
- A bundle of three smaller items (torches, rations, potions, scrolls) takes up 1 slot
- A dagger, blackjack or similar doesn't take up a slot
- A single small item like a ring doesn't take up a slot.
- Worn items like a backpack, normal suit of clothes or belt pouch don't take up slots.
- Chain takes up 1 slot, half plate takes up 2, full plate takes up 3
- A helmet takes up 1 slot
- A bundle of a thousand coins (and/or the equivalent in gems and jewelry) takes up 1 slot
- Some oversized items take up 2 slots instead of 1.

Some of your inventory slots are on your quick belt. You get quick belt slots equal to 3+SKILL. You can access items stored in these slots without spending an action to dig through your pack.

If you exceed your number of slots, you can move at half your normal speed. Exceed it by double and you can't move at all.

A creative solution like a wheelbarrow or hand truck doubles your slots, but slows your movement to 1/4 normal speed through rough terrain or up and down stairs.

Light

A torch, lantern or similar lasts five exploration turns as long as nothing happens to quench it. It takes a free hand to hold a light source. You need a light source to see in areas with no light sources. You can move around these areas in the dark if you want, but you'll hurt yourself if you hit a trap.

Light is an important factor in stealth. If you carry a light in the dark, it's almost impossible to hide. If you put your light out, you can sneak, but can't see. This does not apply to creatures with darkvision, psychic powers, or which cannot see. Light has no effect on their ability to detect the party.

If you get stuck in complete darkness, you make every D20 roll with disadvantage - you roll twice, and take the lower of the two rolls.

Stealth

Basic stealth is an opposed D20+SKILL test between the character or group sneaking and the character they're trying to sneak by. If it's a group, roll once and use the highest SKILL in the group. You can't sneak while wearing armor heavier than chain. If one party has a relevant skill mastery (sneaking, hearing, etc) and the other doesn't, this either gives them advantage or they succeed automatically. Use common sense as to what's possible and what isn't.

Traps

Finding traps generally doesn't require a die roll. If the adventurers are using due diligence (moving at mapping speed with appropriate lighting) that's usually enough to get the physical details indicating a trap might be present (a scored wall, a discolored floor tile, a giant stone head, etc). The trick is not so much detecting the signs that the trap is there, but interpreting them correctly, negotiating it without triggering it, or triggering it in such a way that it does not harm them.

If, on the other hand, the adventurers are running full speed down a darkened hallway, they'll probably trigger the trap without so much as a saving throw.

Saving Throws

There are three Saving Throw: BODY, MIND and SKILL. If you've got to make a saving throw, roll a D20 and add the relevant attribute. The target number is set by the DM. If you get equal to the target number or better, you pass.

If your HEART is higher than the attribute used by the saving throw the DM calls for, you can use it in place of that attribute.

By default, the target number for a save vs a monster ability is equal to 10+the monster's hit dice. The default for a save vs a spell is 10+the spell's level. In the absence of any specific information, the default target number is 11, or 16 for a particularly challenging save.

Wandering Monsters

If you're using a dungeon that already has patrol routes keyed or other monster movement mechanics built in, you can use those specific rules instead of this rule.

Dungeons are a dangerous place. Roll a D10 to check the wandering monster table. The frequency of this check is based on how dangerous the dungeon is. If the adventurers are in a relatively safe place, you may roll once every few exploration turns, and once when they take a night's rest. If the dungeon is more dangerous, you might roll once per exploration turn, and multiple times a night. Different areas of the dungeon can have different frequencies, reflecting different levels of challenge.

Roll	Result
1-5	No Monster
6-8	Monster from a nearby keyed room (if there's an unobstructed path, and the monster is motile)
9-10	Monster

Note that clearing out nearby rooms and blocking off entrances to form "safe" areas can turn a result of 6-8 into No Monster.

Determining what Monster appears on a result of 9-10 requires reference to the random encounter table for whatever section of the dungeon the player characters are in.

Causing a commotion, like a big loud fight, can be enough to prompt a roll on the table.

Monsters aren't necessarily hostile by default. You can use a Reaction Roll to determine their affect toward the player. Sometimes a Wandering Monster table has neutral or even helpful NPCs on it, like merchants, fellow adventurers, or civilians who are lost in the dungeon for some reason.

Monsters aren't necessarily all on the same side as one another. If a fight draws another group of dungeon denizens, they might attack the other side, wait to see who wins, pick off wounded or loot bodies in the confusion, or just get the hell out of dodge without intervening at all.

Surprise

When monsters are encountered, it's important to know whether the monsters detect the players first, or vice versa. In some cases, the circumstances make this obvious. Otherwise, roll 2D20 for the players and 2D20 for the monsters.

- One of these dice is the perception roll. Add the highest SKILL in the group to that.
- The other is the stealth roll. Add the lowest SKILL in the group to that.

Compare each side's perception roll to the other side's stealth roll.

- If one sides' perception roll beats the other's stealth roll, and their stealth is not beaten in-turn, the winning side has the opportunity to hide, ambush the other, etc.
- If both sides' perception rolls beat each other's stealth rolls, both sides become aware of one another's presence at the same time.
- If both sides' stealth rolls are better than the opposing perception rolls, neither side notices the other. They either pass each other without meeting (if there's space to do so) or run into each other and are surprised.

Modify the roll as-appropriate for things like players or monsters that make lots of noise, special types of perception such as heat vision, invisibility, etc.

If one or more of the player characters has a skill specialization in Alertness, the group's Alertness roll is made with advantage.

If one of the players is scouting ahead, and has a specialization in Stealth, the group's Stealth roll is made with advantage.

If the monsters detect the players and the players remain unaware, the dungeon master must decide whether the monsters will surprise attack the players, hide and observe them, avoid them entirely, engage them in conversation, or do something else entirely. If the outcome is in doubt, use a reaction roll.

Reaction Rolls

As a rule, NPCs and monsters that immediately attack the players on sight apropos of nothing are not interesting. Exceptions can be made for things like ambush predators which rely on attacking from stealth, or intelligent foes who know that the players are coming and are hostile for a good reason.

If the DM or the module they're running has an interesting way of determining how the monsters react to the players' presence, use that. The bugbear security guards will escort players from the premise unless bribed. The vicious pack hunters will attack if they have the advantage, but are easily distracted with food. The statues will strike players who try to pass without answering their riddle, but will never leave the room they are assigned to guard.

If the DM genuinely isn't sure how a given NPC would react to the players, they can try a reaction roll. Throw a D10 and consult the table.

Roll	NPC Disposition toward players
1-2	Hostile - Attacks the players
3-5	Guarded - A wrong move could start a fight
6-8	Indifferent
9-10	Friendly - Willing to share information or trade

If someone immediately tries to make a good impression on the monsters, add their HEART to the roll. You can also modify this based on things like how the players look (disguised, drenched in blood, etc) and how they're behaving.

Scrolls and Potions

A scroll is a portable spell that can be cast without memorizing it or taking up a spell slot. Anyone with MIND equal to or greater than the spell's level can cast it from a scroll. Casting from a scroll consumes the scroll.

A potion is a bottled spell. Anyone can drink a potion. Obviously you can't bottle some spells (unless maybe you want a potion that casts Fireball on the drinker).

You can scribe your spells to scrolls yourself if you're prepared to put in the time and pay out the ass. Same with brewing potions. It requires that you know the spell you're preparing, and costs 200 SP per spell level.

Rest and Recuperation

Once per day, you can spend a few minutes resting, drink some water and have a snack, etc to recover all your HP. Anyone regenerating HP in this fashion consumes a ration. You can do this without taking off your armor. As a rule of thumb, resting takes long enough for a roll on the wandering monster table, or whatever else the DM using to calculate the dangers of lingering in dungeons and other unsafe areas.

A full night's sleep (6 hours) recovers all HP. You can't do this wearing plate or half plate, so you'd better take it off if you want to heal. When the group does this, everyone consumes a ration, regardless of whether they restored any lost HP. This also takes long enough for a roll on the random encounter table, maybe more than one.

All this means that a character consumes between 1 and 2 rations a day, depending on how strenuous a lifestyle they lead.

HP recovery starts from a base of 0, you don't have to climb out of the negatives.

Hirelings

A normal hireling has a 0 in all stats. Hirelings with higher ratings in BODY, MIND or SKILL can be hired for combat, magical or specialized tasks respectively. The higher the skill, the higher the daily wage (or share of the treasure, depending on the payment structure) they demand.

By default, mercenaries and other thugs hired to fight have a morale score of 14. Other hirelings have a morale of 6.

COMBAT

Initiative

To roll initiative, roll a D20 and add your SKILL. Proceed from highest to lowest. All monsters and NPCs with the same SKILL (if they have one) will roll initiative together and act together.

If one side initiates a fight by surprising the other, the side doing the surprising gets a free round of attacks. After they've all gone, roll initiative as normal.

Action Economy

On your round, you can do one of the following

- Move your movement speed (30 ft) and take an action
- Move your full running speed (60 ft)

Attacking

To attack with a melee weapon, roll a D20 and add your BODY score. If the result is equal to or better than your foe's AC, you hit them.

If you hit your target, roll your weapon's damage die and add your BODY score to the result. Subtract the total (if positive) from the target's HP

To attack with a ranged weapon, do the same, but add your SKILL instead.

In combat, if circumstances give one party a decisive advantage, that character may roll to hit twice and take the higher of the two results. Likewise, anyone at an obvious disadvantage rolls twice and takes the lower of the two results. What constitutes a decisive advantage or disadvantage is largely at the discretion of the DM.

Sneak Attacks

Characters who have passed an opposed D20+SKILL test against unaware opponents as per the stealth rules may make a Sneak attack to initiate combat. Such an attack is made with Advantage and does double damage if it connects.

Only the character who rolls the successful opposed SKILL test can claim the double damage bonus from sneak attacking an unaware opponent. Anyone else who wants to claim the bonus must make their own D20+SKILL tests and risk alerting the enemy, depriving their comrades of the sneak attack bonus.

Getting Hit

When you run out of HP, you're in trouble. HP doesn't go negative, but bad things happen when you hit zero. Determine how far "below zero" the attack that knocked off your HP would have taken you, and roll a D20 for location. Next time you get hit, consult the table again, all the damage dealt by that hit counts as "excess damage". This applies until you get your HP back or you die.

Excess Damage	1-8 Limb	9-17 Torso	18-20 Head
0 to 2	Tripped if leg, disarmed if arm	Winded	Stunned if wearing a helmet, Downed if not
3 to 5	Limb cannot be	Downed	Downed if wearing a helmet, Incapacitated

	used until night's rest		if not
6 to 7	Limb severed or ruined	Incapacitated and Lose 1 BODY	Incapacitated, Lose 1 SKILL or MIND if wearing a helmet. Instant Death if not
8+	Instant Death		

If you roll something the character already has already rolled, treat it as the box below it (unless you were hit on a different limb). This holds true until you get some HP back.

When you're **Winded** you fall over on the ground and drop your weapon

When you're **Stunned** you fall over on the ground, drop your weapon, and lose your next action

When you're **Downed**, you're knocked prone, disarmed, and lose your next action. You can't do much in combat except limp away, and can't do strenuous activity outside of combat. Anything that recovers HP cures this state.

Being **Incapacitated** requires medical care, which can only be administered with a night's rest. An incapacitated character left on their own without stabilization/treatment will die. Either way, any stat loss is permanent.

If one of your stats reaches -2, you die.

Armor

- Base unarmored AC is 10
- Gambeson (or Leather) is 12
- Chain is 14
- Half Plate (such as Almain Rivet) is 16, but you lose your SKILL bonus to AC
- Full Plate is 18, but you lose your SKILL bonus to AC
- Shield adds 1

Gambesons, chain and brigandine can be donned and removed pretty easily. Partial plate has a couple separate pieces (tassets, breastplate, etc) but isn't that hard to get on and off. Full plate is impossible to don without someone helping you.

Helmets don't provide AC, but they protect your head from bad things. Getting hit in the head breaks the helmet, and you have to find a new one.

Weapons

- Unarmed does D2
- Improvised weapons (except for really nasty ones) do D4
- Daggers, cudgels, staffs and slings do D6
- Swords, maces, spears and bows do D8
- Two handed weapons and crossbows do D10

Crossbows take an action to reload

Morale

When NPCs or monsters are in dangerous situations, they must test morale. Roll a 2D6 and compare it to their morale rating (unless the bestiary you're referencing uses some other dice to check morale). If the value is greater than their morale, they try to escape the dangerous situation rather than fight.

- Groups test morale when they take their first casualty, and again when half their number is incapacitated.
- Solo enemies test morale when they reach half HP.

Trained combatants withdraw in good order, cover their retreat, etc when they fail morale. Everyone else who fails morale runs the hell away. Cornered foes who fail morale will surrender if they are intelligent enough to do so and expect to be spared. Otherwise, they fight to the death.

Common sense or special circumstances unique to a particular dungeon or encounter can override these mechanical considerations.

Pursuit

Fighting to the death is a bad idea. When the players (or NPCs) try to escape from a battle, switch from the combat rules to the pursuit rules.

Enemies with loaded and readied ranged weapons might get a free attack, if the adventurers have to flee across open ground. Enemies with hand weapons don't get a free attack, unless the adventurers have to push past them to get away. - it's harder than you might think to hit someone running away from you.

When player characters run away from combat, each rolls a D20 and adds the number of empty slots they have in their inventory. Their pursuers (if the NPCs chase them) each roll a D20 and add any bonuses they get from their movement speed (default +0, up to +5 for a speedy foe, +10 for a blazing fast one).

Escapees who roll lower than their pursuers are forced back into combat for one round, before they have a chance to try and escape again. Escapees who beat their pursuers are able to get away.

If a player (or NPC) fails to escape pursuit, they may elect to drop encumbering items equal to the difference between their roll and that of the pursuer, in order to escape that round.

Get a bonus to your roll to escape for running through an uncharted area, but run the risk of triggering traps or running into other monsters. You can choose to do this after you roll and fail to escape.

A clever solution (I cut the rope bridge with my axe once everyone's across!) might just succeed automatically.

If the players pursue fleeing enemies, it is the same, but roles are reversed.

When dragging an incapacitated character, the person doing the dragging rolls to escape pursuit as normal, but subtracts the number of items carried by the character being dragged from their total. They may improve their odds by leaving behind the victim's backpack, weapon, etc.

ADVANCEMENT

Experience (XP) accrues at the rate of 1 per silver piece (or gold piece if the module you're playing uses the gold standard) worth of treasure recovered from a dangerous location. "Recovered" means brought out of the dungeon. XP can also be earned by other lucrative adventure related activities, such as ransoming prisoners and hunting bounties.

XP from treasure is divided among the party equally.

XP from treasure for neutral characters is doubled after this division occurs. Money can't buy happiness, but it can buy character levels.

XP given to Lawful characters for killing or converting enemies is not divided up. Every Lawful member of the group gets the full amount. Virtue is its own reward.

XP given to Chaotic characters for defeating enemies is divided equally between all Chaotic characters in the party. It is more profitable to surround yourself with rubes than with other scoundrels.

Level	Total XP Required	Level	Total XP Required
1	0	6	16,000
2	1,000	7	32,000
3	2,000	8	64,000
4	4,000	9	128,000
5	8,000	10	256,000

When you level up,

- You gain D8 more max HP at levels 2 and 3. At level 4, and every level afterward, you may reroll all your hit dice (3D8) and take the new result, if it's higher than your current total.
- You get to add 1 to an ability score of your choice. This means:
 - **BODY:** You get plus 1 to hit and damage with melee weapons, and to your HP. You also get a new Fighting Art
 - **MIND:** You get another spell slot and learn a new spell of your choice. The spell can be any level, as long as it's equal or less than your MIND
 - **SKILL:** You get plus 1 to hit and damage with ranged weapons, your initiative and AC go up by 1. You also get a new Skill to master
 - **HEART:** You get another Soul Die