Simple RPG — Short Rules

d6 roll-under edition · 2026-11-06

334 DIGITAL / PETER JONES

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Game Mechanic

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The Game Master (GM) creates a world. The world consists of characters, non-player characters (NPC), creatures, equipment, locations and objectives.

The player uses a character to perform actions, use equipment, fight and cast spells to interact with the world and achieve objectives. Characters have an initial class, attributes and skills.

The outcome of a character's action is resolved by checking an attribute.

A player should roll below the attribute on a d6 to pass.

That single d6 roll-under check is the core of SRPG. Advantage, Disadvantage, critical hits and critical failures are defined in Advantage, Initiative & Combat and always use the same d6 (or 2d6 keep-lowest / keep-highest). Attributes of 7 or higher always succeed on an unmodified check; attributes of 1 never succeed without Advantage or a GM ruling.

Creatures don't make checks — a character must avoid their attacks by making a check. The only time a creature rolls is for damage.

The game is played in turns.

The game ends when the objectives are met (or the characters are dead). The GM awards experience allowing the characters to gain levels for future games in the world.

Characters

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The player choices of their character class from either; Manual Skilled, Combat Skilled & Knowledge Skilled.

The class determines how much damage you can do, your Hit Points (HP) and unique abilities.

The values for attributes are generated with a d6 in the following order.

- Strength (STR)
- Dexterity (DEX)
- Constitution (CON)
- Intelligence (INT)
- Wisdom (WIS)
- Charisma (CHA)

2 of the generated attributes may be swapped around.

COMBAT SKILLED ("WARRIOR" OR "FIGHTER") CLASS

The Combat skill modifies the basic attributes using the assumption that the character has acquired addition STR & DEX through practice and training of combat skills.

Attribute	Value	Notes
Name		
Type	PC / NPC	
Class	Combat	
Level	1	
STR	d6 + 1	
DEX	d6 + 1	
CON	d6 + 2	
INT	d6	
WIS	d6	

Attribute	Value	Notes
CHA	d6 + 1	
HP	d6 + STR + CON + ARM	d6 is rolled at beginning of game
HP Recovery	d6 – 2 per Rest	
Armor (AP)	1	Clothing provides 1 AP
Attack / Damage	d6 + Weapon	
Tools	Basic 4 Weapons 6 Armor 6 Magic 1 Rations 6	

Combat Skilled Features

- Once per hour, while in combat, the character can regain d6 lost HP.
- The Combat skill can make +1 attack per level.
- If the character fails a STR or DEX check and would be dealt damage from an attack, they can opt to sunder (destroy) their shield – if they have one equipped – and ignore the damage.

MANUAL SKILLED ("THIEF" OR "TRADES") CLASS

The manual skill modifies the basic attributes using the assumption that the character DEX and WIS has through Training or Practice.

Attribute	Value	Notes
Name		
Type		
Class	Manual	
Level	1	
STR	d6	
DEX	d6 + 2	
CON	d6	
INT	d6	
WIS	d6 + 2	
CHA	d6 + 2	
HP	d6 + STR + CON + ARM	d6 is rolled at beginning of game
HP Recovery	d6 per Rest	
Armor (AP)	1	Clothing provides 1 AP
Attack / Damage	d6 + Weapon or Tool	
Tools	Basic 6 Weapons 2 Armor 2 Magic 2 Rations 4	

Manual skilled Features

- Check DEX to avoid damage or effects from traps and magical devices.

- Attacking from behind and deals d6 + Thief's level damage.
- Performing skilled tasks, climbing, hearing sounds, moving silently, understanding written languages and opening locks.

KNOWLEDGE SKILLED ("CLERIC" OR "CONJURER") CLASS

The Knowledge skill modifies the basic attributes using the assumption that the character is INT and has acquires WIS through Education or Study.

Attribute	Value	Notes
Name		
Type		
Class	Knowledge	
Level	1	
STR	d6	
DEX	d6	
CON	d6 + 1	
INT	d6 + 1	
WIS	d6 + 2	
CHA	d6 + 1	
HP	d6 + STR + CON + ARM	d6 is rolled at beginning of game
HP Recovery	d6 + 2 per Rest	
Armor (AP)	1	Clothing provides 1 AP
Attack / Damage	d6 + Weapon / Magic	
Tools	Basic 5 Weapons 1 Armor 2 Magic 6 Rations 4	

Knowledge Skilled Features

- Check CON to avoid damage or effects from poison or being paralyzed.
- Check INT to avoid damage or effects from spells or magical devices.
- The character can banish all nearby undead by checking their WIS and adding the creature's HD to the roll.
- Characters start with a book containing a total of 1d6 spells from the Level 1 and 2 Spell lists.
- At second level, the character can cast a number of spells per day.

Equipment

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Every new character starts with some basic equipment; set of clothes, one day rations and a one-handed weapon, as allowed by their class.

Characters have a purse which contains 1d6 x 10 coins with which to buy equipment.

Equipment is bought from NPC in a shop, stolen or traded with another character.

Attribute	Uses	Cost	Mass	Level	Benefit
Pack / Sack, blanket		5	1	1	+ 2 Carry
Work Tools, Hammers, knives	d6	5	1	1	+1 DEX
Rope (50'), Spikes	1	1	1	1	
Food, Wine, Beer	1	1	1	1	
Food Luxury / Herbs/ Medicines	1	5	1	2	+1 heal
Fire Maker		1		1	Light Torch or Lantern
Torch	1	1	1	1	
Lantern		10	1	2	
Oil	1	2	1	2	Fill Lantern
Pole / Staff		1	2		
1 Handed Weapon		10	1		
2 Handed Weapon		50	2	2	
Small items, Holy Symbols, Lucky charms, Vials, Mirrors	d6	25	1	2	+1 WIS when banishing
Clothes		10	1	1	
Leather		20	1	1	+1 AP
Small Shield		10	1	1	+1 AP
Chain		50	2	1	+2 AP
Plate		100	3	2	+2 AP
Large Shield		50	2	2	+2 AP
Knight (Fitted Chain, Plate, Shield)		200	6	3	+6 AP
Magic Armor		0	0	3	x 2 AP

All Equipment is consumable and has limited use. When that item is used the next (turn) its Usage die is rolled. If the roll is 1-2 then the benefit is lost. Usage is downgraded with continue use.

A character can carry the number of items equal to their STR with no issues. Carrying over this amount means they are encumbered, and all attribute checks are taken with disadvantage – you can also only ever move to somewhere Nearby. They simply cannot carry more than double their STR.

Armor provides protection by reducing all incoming damage. Each type will reduce damage by a limited amount. Armor Points are regained after rest. Once the characters armor has absorbed its maximum HP, the Character is too tired or wounded to make effective use of it again – they then begin taking full damage. If a character wears armor that is not listed in their class, they add their total Armor points to any rolls to Attack or Avoid Damage.

Larger, more deadly weapons deal additional damage, but are also harder to hit with. Add +2 to any dice rolled with them.

When using a weapon not listed in their class, combat checks have Disadvantage.

Creatures have 1 point of armor for every HD above 1, to figure this out quickly simply -1 from their HD – Human based creatures can also carry shields. (All to a maximum of 10).

Turn, Time, Movement, Encounters & Reactions

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During a player's turn a character may move and perform an action. They could attack, look for a clue, talk with an NPC, cast a spell – interacting with the world is an action. Often, they will check their attributes to determine the outcome.

There are 2 types of tracked time – Moments (rounds) and Minutes (turns).

- Moments are used during combat and fast paced scenes of danger.
- Minutes are used when exploring and adventuring.

A GM may advance the clock as they need substituting Minutes for Hours, Days or even Months, should the game require it.

Movement uses ranges for measuring distances; Close, Nearby, Far Away and Distant.

On their turn every character can move somewhere Nearby as part of an action, performing that action at any stage of the move. They can forgo their action and move somewhere Far Away instead. Anything beyond Far Away can be classified as Distant and would take 3 moves to get to.

This supports the narrative 'theatre of the mind' style of play and is less concerned about tracking squares and distances. For converting existing movement rates or measures use the following.

Distance	Feet	Meters
Close	0–5	0–2
Nearby	5–60	2–20
Far Away	60 -120	20–50

Some creatures and NPCs will have pre-determined personalities and goals that will guide a GM when choosing their actions towards the characters.

When the characters are on travelling, The GM should roll a 1d6 every 20 minutes of real-world play. A result of 1-2 means the players will encounter a randomly generated creature or distraction in the next turn. Randomly encountered creatures will react to the characters, make a 2d6 Reaction roll.

Result	Reaction
2-3	Flee
4-6	Avoid
7-8	Confront and Call for Reinforcements
9	Confront and attempt to capture, kill or Eat the Character
10	Mistake the PC for friends or Trick the PC (re-roll)
11-12	Provide assist, usually trade items or information

The likelihood of a meeting, and to some extent the reaction, will depending on the terrain, time of day and outcomes of previous encounters.

Advantage, Initiative & Combat

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All attribute checks in SRPG use the core mechanic: **roll 1d6; succeed if the result is below the relevant attribute**. Armor Points (AP) reduce damage as usual after a hit is confirmed.

ADVANTAGE AND DISADVANTAGE

When a check is easier or harder than usual, the GM calls for Advantage or Disadvantage:

- **Advantage:** roll **2d6** and use the **lower** die (more likely to land below the attribute).
- **Disadvantage:** roll **2d6** and use the **higher** die (less likely to land below the attribute).

Do not stack multiple instances of the same condition. If both would apply, they cancel and you roll a normal 1d6.

INITIATIVE

If combat breaks out, everyone is sorted into an order so they each get to act and react in turn. Every character checks their DEX. Those that succeed take their turn before their opponents; they then act as a group, deciding their own order for actions. Those that fail their DEX checks go after their opponents.

ATTACKS AND DEFENSE

When a character attacks a creature, they must roll below their STR for a Melee Attack or DEX for a Ranged Attack. Likewise, when a creature attacks, the character must roll below their STR against a Melee Attack and DEX against a Ranged Attack to avoid taking damage. A GM will often name the attribute required for the check. The damage an attack deals is based on the character's class or the number of HD a creature has.

To make a Melee Attack an opponent must be Close. Ranged Attacks against Close opponents are possible, but the attacker suffers Disadvantage.

Creatures deal damage based on their HD. Creatures do not make attribute checks; only characters do (see Game Mechanic).

CRITICAL SUCCESS AND FAILURE (D6)

Because checks use a d6:

- **Critical hit:** on an attack check, a natural **1** always succeeds and the attacker doubles the result of the damage dice they roll. AP still applies.
- **Critical failure when avoiding:** on a defense check to avoid an attack, a natural **6** always fails and the character takes double damage. AP still applies.

(There is no "natural 20" in SRPG.)

HARDER FOES (HD VS LEVEL)

For every HD above the character's level, add +1 to every roll the player makes for any attribute check that would determine the outcome of a conflict between them and that NPC or creature. Because success is roll-under, a higher roll is worse. For example, a level 3 character defending against a HD 5 creature's attack adds +2 to their roll.

EFFECTS, TRAPS AND SPELLS

The player should roll an attribute check when any spell, trap or effect would impact them.

Attribute	Effect
STR	Physical harm that cannot be avoided
DEX	Physical harm that can be avoided
CON	Poison, disease or death
INT	Resisting spells and magic
WIS	Deception and illusions
CHA	Charming effects

OUT OF ACTION

When a character is reduced to zero Hit Points (HP) they are taken Out of Action (OOA): they are unconscious and cannot make any actions.

Rest and Healing

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When the fight is over/are out of danger, a character that is taken OOA can roll 2d6 on the table to see what happens to them. If they survive, they gain 1d6-2 HP.

Roll	
2	Knocked out
3-5	Concuss, Disadvantage on all checks for the next hour.
6-8	Physically Stressed. STR, DEX and CON are -2 for the next day.
9-10	Physically Impaired .STR or DEX is permanently reduced by 2
11	Disfigured or traumatically shocked – CHA reduced to 4
12	Dead

If all the characters lose the fight or are unable to recover the body of the character, they are lost (Dead)

When characters rest for about an hour, they regain the use of all their Armor points.

Once per day, after resting, they may roll a Hit Die associated with their class and regain that many HP.

Characters can gain Hit Points from Spells, Potions, and Abilities. They can never gain more than their maximum – and can never go below zero either. When healing a character who is OOA, just start at zero and count up. That character is now back on their feet and no longer OOA.

Experience and Gaining Levels

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Characters learn by meeting objectives and overcoming obstacles.

Killing one Goblin won't bring a revelation. Surviving a dungeon, completing a quest or simply living to tell the tale will bring perspective and growth.

The GM should be clear and upfront with the player so they know what the objectives of the game are. For every session, level, quest or major event the character survives, it should contribute to gaining a level. The GM should decide the advancement pace; it is recommended that the decision remains mostly constant throughout the campaign.

HIT POINTS ON LEVEL-UP

When a character levels up, add **1d6** to their maximum Hit Points (the same Hit Die used at character creation).

ATTRIBUTE IMPROVEMENT

Then, for **each** attribute, roll **1d6**. If the result is **higher** than the current attribute, increase that attribute by 1. There is no hard cap: scores above 6 always succeed on an unmodified d6 check (see Game Mechanic).

Optional focus (GM may limit improvement attempts to these key attributes for the class):

Class	Key attributes
Combat	STR and DEX
Manual	DEX and WIS
Knowledge	INT and WIS

Creatures

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HD represents a creature's level and the number of d6 rolled to determine its HP.

Creatures deal damage based on their HD.

For Random creature encounters, roll 1d6 for type and 1d6 for the creature.

Apply a +/- modifier to change.

D1 HUMAN LIKE

Human or human like creatures, distorted by temperament, size or predation.

2d6	Creature	Description	HD	Actions
D1D1	Human, Early Human	Human, feral, unbalanced or with malign intent	1	
D1D2	Goblin, Half-Human	Tribal, Adapted for forest and underground	1	1d6 HP
D1D3	Hob Goblin	Smart and organized, usually has a backup shield if one lost	1	
D1D4	Berserker or Bugbear	Disadvantage on defense rolls when attacks.	2	
D1D5	Ogre or Giant	Gives advantage on all CHA checks made against it	4	
D1D6	Doppel-ganger or shapeshifter	Change form in a moment, disadvantage against magic checks.	3	
D1D 6+1	Succubus, Incubus or Vampyre	Rare. 2 Claws or Fangs 1d6, Advantage on magic checks, immune to non-magic weapons, level drain (-1) with kiss. Can cast Charm person (spell) once per hour.	6	1d6 HP

Human Options

*Disadvantage against magic checks

*Advantage on magic checks, immune to non-magic weapons, level drain (-1) with kiss. Can cast Charm person (spell once per hour.

D2 CREATURES OF THE NIGHT

Folklore Nocturnal creatures infected with were or with Vampyre like traits.

2d6	Creature	Description	HD	Actions
D2D1	Vampire Bat	1d6 damage next moment after attack.	1	1d6 HP
D2D2	Wererat	Cannot gain Advantage when attempting to surprise a Wererat	2	
D2D3	Night Terror	Removes the effect of Rest	2	
D2D4	Werewolf	Only silver weapons can hurt it.	4	1d6 HP
D2D5	Werebear	2 claws 1d6 if both hit hug for 1d2+2 damage	4	
D2D6	Vampire	2 Claws or Fangs 1d6	4	

D3 DEMONS

Creatures of the underworld, Magic and Fire

2d6	Creature	Description	HD	Actions
D3D1	Manes	2 Claws 1d6 + 1 Bite 1d6, Half damage from non-magic weapons	1	2d6 HP
D3D2	Elemental, Fire	Burn for 2d6 fire damage.	2	2d6 HP
D3D3	Gargoyle	Gargoyles are only found in / or on buildings. A random gargoyle is an inert statue. 2 claws 1d6 + 1 bite 1d6 + 1 horn 1d6.	4	3d6 HP
D3D4	Banshee	Shriek – CON check or Paralyzed for 2d6 moments.	7	
D3D5	Balor	Sword 2d6+2 + Whip (0) DEX check or be pulled close to the Balor and burnt for 3d6 fire damage.	9	3d6 HP
D3D6	Hezrou	2 Claws 1d6 + 1 Bite 2d6, Cause Fear (as per Banish) or Darkness (spell) – each once per fight	9	2d6 HP

D4 CREEPY-CRAWLIES

Insect like creatures that have grown to a giant size with a bad attitude.

2d6	Creature	Description	HD	Actions
D4D1	Fire Beetle	Light glands have a usage die of d6 when reused in a lantern	1	
D4D2	Deadly Centipede	Bite (0) plus CON check or 'OOA' – only has 1-2hp.	2	
D4D3	Giant Ant Warrior	Poisonous Bite 1d6 + CON check or add 2d6 damage to the attack	2	1d6 HP

2d6	Creature	Description	HD	Actions
D4D4	Giant Leech	Drains a Level the moment after dealing damage.	2	
D4D5	Carrion Creeper	Bite (1) + 6 Tentacles (0) + CON check or Paralyzed.	3	
D4D6	Gelatinous Cube	CON check on touch or be Paralyzed, immune to cold and lightning.	4	
D4D6+1	Giant Slug	Rare. Spit Acid – 1d6 nearby targets 2d6 check DEX for 1/2 damage.	12	1d6 HP

D5 SUPERNATURAL

Creatures that have been returned from the dead and are linked to place.

2d6	Creature	Description	HD	Actions
D5D1	Ghoul	2 claws 1d6 + 1 bite 1d6 + CON Check or paralyzed.	2	2d6 HP
D5D2	Shadow	Touch 1d6 and -1 STR, only hit by magic weapons.	3	1d6 HP
D5D3	Wright	Can only be hit by magical or silver weapons, Drain 1 Level with Hit	4	
D5D4	Mummy	Attacks stop healing until cure wounds cast, immune to normal weapons, half damage from magic weapons.	6	
D5D5	Djinni	Can take Gaseous Form, Create Objects, Create Illusions, Cast Invisibility (spell) as action.	7	
D5D6	Specter	A person killed by a Specter will become a Specter in 1d6 minutes.	8	

D6 MYTHICAL BEAST

Creatures of legend that have a real enough presence.

2d6	Creature	Description	HD	Actions
D6D1	Large Snake / Lizard	2 claws 1d6 + 1 bite 1d6	1	2d6 HP
D6D2	Harpy	Song – CHA check or PCs must move towards it.	3	
D6D3	Owlbear	2 claws 1d6 + 1 bite 2d6 + Hug for 2d6 if to-hit roll is 1-4.	5	5d6 HP
D6D4	Cockatrice	Bite 1d6 and CON check or Petrified.	5	1d6 HP
D6D5	Basilisk	CON check on eye contact or be petrified.	6	
D6D6	Chimera	2 Claws 1d6 + 2 Goat horns 1d6 + 1 Lion bite 2d6 + 1 Dragon bite 3d6 or Breathes fire as a Dragon 4d6.	8	7d6 HP

2d6	Creature	Description	HD	Actions
D6D6+1	Dragon	Rare. 2 Claws 2d6 + Bite 3d6, Breathes fire – 1d6 nearby targets 4d6. Can cast 1d6-2 level1 spells + 1d6-4 level2 spells.	9 to 11	10d6 HP

Mythical Beast Options

*1 Dragon bite 3d6 or Breathes fire as a Dragon 4d6. **Breathes fire – 1d6 nearby targets 4d6. Can cast 1d6-2 level1 spells + 1d6-4 level2 spells.

D7 MAGIC CONSTRUCTS

Creatures that have been constructed from the use of magic.

2d6	Creature	Description	HD	Actions
D7D1	Zombie	Animated dead, unbound to place and hungry	1	1d6 HP
D7D2	Automata	Animated Equipment, usually fixed to a place with some defensive capability	1	
D7D3	Blink Dog	Teleport nearby once per fight.	4	1d6 HP
D7D4	Black Pudding	Metal objects that touch it melt the next moment.	10	
D7D5	Frost Giant	Throws boulders or great chunks of ice.	10	3d6 HP
D7D6	Stone Golem	Only spells that affect rock or stone will work, weapons must be +2 or better to damage it.	12	3d6 HP

Books & Spells

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The Knowledge skill allows the player of the character to use their faith, innate or learned or abilities to pray or cast a "spell" that is chosen from a list in their book.

They can cast what they know by reading from a book (or can memorize from a book) equal to their Level.

They have several 'slots' that they can cast each day. These represent a user's 'energy' and the taxing nature of casting. When they run out of slots, they cannot cast.

Spell Level CHR level	1	2	3	4	5	6	7
1	1						
2	1						
3	2	1					
4	2	2					
5	2	2	1				
6	2	2	2				
7	2	2	2	1			
8	2	2	2	2	1		
9	3	3	2	2	2	1	
10	4	3	3	2	2	2	1

Once a spell is cast it should be checked against their WIS/INT – adding its level to the roll. If they fail, then they reduce the number of 'slots' corresponding to the spell level just cast by 1. When a memorized spell is cast it is not forgotten.

After roughly 8 hours rest, the number of 'slots' a character has refreshes to its maximum.

Magic weapons add +1 to any attribute being checked whilst using the weapon and +1 to each damage dice rolled. More powerful weapons (+2/3) at the GM discretion.

Magic applies to armor adds to its AP. It operates per the normal AP rules.

Traditional OSR games deal with magic items by adding +1 or +2 to attack rolls and AC. If the GM intends to give out stronger magic armor (+2/3) to high level players, then consider tripling the Armor Points.

If a spell calls for a creature to make a save, the character must check their INT or WIS – to see if the magic cast was powerful enough to overcome their defenses (remember the Powerful Opponents rule).

level	Name	Description	Effect
D1D1	Detect Magic	Everything nearby that is Evil or Charmed glows	5mins.
D1D2	Light	Create dim light from a nearby spot or object	1hr.
D1D3	Cure	Heal HP	+ 1d6 HP
D1D4	Purify	Removes all contamination from all Nearby food and drink	
D1D5	Protect	Advantage on all harmful checks from a source	1hr.
D1D6	Charm	Makes a Nearby target obey commands for a duration	Check WIS each turn
D1D7	Missile	A Nearby, far away or distant target takes damage	1d6 per level
D1D8	Shield	Increase AP	2AP per level
D1D9	Sleep	Makes a Nearby target sleep for 8 hrs.	4d6 HP
D2D1	Detect Traps	Notice all nearby traps	10mins.
D2D2	Darkness	Creates darkness covering a Nearby area that blocks all types of vision	1hr.
D2D3	Bless	Nearby allies gain +1 to stats when making attacks and saves	1hr.
D2D4	Invisibility	A nearby creature is made invisible until it attacks or dispelled.	
D2D5	Knock	A Nearby door or lock is opened.	
D2D6	Levitate	The caster floats up to 6 feet from the ground	10mins.
D2D7	Web	Traps a Nearby area, stopping movement. Check WIS	
D2D8	Silence	Magical silence covering everything Nearby to a target	1hr.
D2D9	Hold Person	Paralyze 1d6 Nearby targets. Check WIS each turn to see if the effect lasts.	
D2D10	Speak with Animals	Can understand and talk with animals	1hr.
D3D1	Daylight	A nearby area is illuminated by sunlight	1hr.
D3D2	Cure Disease	Cures a Nearby target of all diseases.	
D3D3	Locate Object	Sense direction of a known object	1min.
D3D4	Prayer	All Nearby allies defend against attacks with Advantage	1d6 moments.
D3D5	Remove Curse	Removes a curse from a Nearby target.	
D3D6	Speak with the Dead	Ask a Nearby corpse 3 questions.	
D3D7	Darkvision	See in absolute darkness	10mins.
D3D8	Dispel Magic	Removes a Nearby Arcane spell.	

level	Name	Description	Effect
D3D9	Fireball	1d6 Nearby creatures take 1d6	
D3D10	Read Language or Magic	Read all languages and magic	10mins.
D3D11	Magic Mouth	Creates an illusory mouth that repeats a phrase to all Nearby creatures.	
D4D1	Create Food		
D4D2	Cure Serious Wounds	Heal 4d6+3 HP to a Nearby target.	
D4D3	Neutralize Poison	Remove	
D4D4	Protection from Evil	Nearby allies gain 6 temp AP against evil creatures	10mins.
D4D5	Confusion	2d6 Nearby targets immediately make a Reaction roll.	
D4D6	Dimension Door	Teleport a target to a Distant Location.	
D4D7	Polymorph Self	Transform a creature to have the appearance of another.	
D4D8	Remove Curse	Removes a curse from a Nearby target.	
D4D9	Wall of Fire or Ice	Wall covers a Nearby area, WIS to attack Close targets 3d6	10mins.
D4D10	Wall of Stone or Iron	A wall covers a Nearby area – 1hr.	1hr.
D5D1	Commune	The Cleric's deity truthfully answers 3 questions	10mins.
D5D2	Dispel Evil	Removes a Nearby Divine (Evil) spell.	
D6D3	Finger of Death	Choose a Nearby target and check WIS, if a pass the target is OOA.	
D6D4	Plague	Check WIS for all Nearby targets, they lose 2d6 HP for the next 1d6 turns.	
D6D5	Quest	Force a Nearby creature to obey an order.	
D6D6	Raise Dead	Return a Nearby willing target to life, who's died within the last 7 days.	
D6D7	Animate Dead	Create 1d6+1 Skeletons	
D6D8	Cloud kill	Anyone with less than 5HD that touches it must check INT or be OOA	1hr.
D6D9	Conjure Elemental	Create an Elemental of chosen type with 2d6 HD.	
D6D10	Contact Higher Plane	Ask 1 question	
D6D11	Feeble mind	Reduce a Nearby target's INT to 4	10mins
D6D12	Telekinesis	Move Nearby objects	1hr.
D6D13	Teleport	Transports a Nearby target to any place known to the caster.	
D7D1	Animate an Object	Give a Nearby object motion and a simple intelligence	10mins.

level	Name	Description	Effect
D7D2	Blade Barrier	Wall covers a Nearby area, WIS to attack Close targets (3d8)	10mins.
D7D3	Conjure Elemental	Summons an elemental with HD equal to caster's level	1hr.
D7D4	Find Path	The path to a chosen location is made known	1hr.
D7D5	Speak with Creatures	Can understand and talk with creatures	1hr.
D7D6	Word of Recall	Give ability to teleport back to the location this spell was cast	1year.
D7D8	Anti-Magic Shell	Creates a Nearby Zone around the caster blocking all magic.	
D7D9	Death Spell	2d6 Nearby targets with 7HD or fewer die.	
D7D10	Disintegrate	Makes one Nearby target or object turn into a fine powder.	
D7D11	Invisible Stalker	Summons an extra dimensional creature to perform one task.	
D7D12	Stone to Flesh	Turns a Nearby target into stone (or vice versa).	
D8D1	Aerial Servant	Summons a servant to recover a distant object.	
D8D2	Astral Spell	Projects an avatar of the caster onto a chosen plane	1hr.
D8D3	Control Weather	Control the Nearby weather to all extremes	10mins.
D8D4	Earthquake	Check WIS for all Nearby creatures, passes are taken OOA.	
D8D5	Holy Word	Nearby creatures with less than 5HD die, 6	10HD paralysed for 1d6 turns.
D8D6	Wind Walk	Turn into mist and back, at will	1day.
D8D7	Restoration	Returns all levels lost to creatures with level drain.	
D8D8	Limited Wish	Change reality in a limited way or time.	
D8D9	Power Word, Kill	A Nearby target with 50HP or fewer dies and cannot be resurrected.	
D8D10	Conjuration of Demons	Summons a Demon with 2HD	
D8D11	Meteor Swarm	Effects the same as casting Fireball 4 times.	
D8D12	Time Stop	Stops time completely in a Nearby area	1d4+1 Moments.

Knowledge skills can attempt to banish all nearby undead as an action. They must successfully check their WIS for each group of creatures they are attempting to banish, adding the creature's HD to the roll. A GM will determine which creatures are banished. Undead creatures that are Banished must spend all their movement (and convert actions to movement) to move away from the character for 2d4 Moments after being Banished.

Character Sheet

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Name	
Type	PC
Class	
Level	
STR	
DEX	
CON	
INT	
WIS	
CHA	
HP	
HP Recovery	
Armor (AP)	
Attack / Damage	
Tools	
Basic	
Weapons	
Armor	
Magic	
Rations	

Acronym and Glossary

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Acronym	Term	Notes
AP	Armor Point	Subtracts from damage taken.
CHA	Charisma	Attribute.
—	Check	Roll 1d6; succeed if below the relevant attribute.
CON	Constitution	Attribute.
d6	Six-sided die	The only die needed for attribute checks. Damage and tables may use more than one d6.
DEX	Dexterity	Attribute.
—	Advantage	Roll 2d6, use the lower die.
—	Disadvantage	Roll 2d6, use the higher die.
GM	Game Master	
HD	Hit Die / Hit Dice	Creature level; also dice rolled for creature HP and often for damage.
HP	Hit Point	
INT	Intelligence	Attribute.
NPC	Non-Player Character	A character used by the GM — for example to set objectives, provide information, or sell equipment.
OOA	Out of Action	At 0 HP: unconscious, no actions.
PC	Player Character	
STR	Strength	Attribute.
WIS	Wisdom	Attribute.

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