



Barrows & Wights

by Z. S. Edwardson
A bare-bones RPG in the classic 1970s style

Version .01

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Author note: This started off as a challenge to make a old school RPG solely on memory, without reference to any rule books. It turned into a OSR system with the mantra of KISS (keep it simple) and the goal is to have a bare bones OSR system that can be used to run games with the minimum of prep time. This text assumes that you understand what Role Playing Games are, what the traditional dice are, and have some experience with gaming.

Character sheet: This should be able to fit on a single sheet, or even a index card if using both sides. All the items are of the traditional sort except for H0 – which stands for Hit Zero, or your ability to hit something with a Armor Class (AC) of Zero.

Str:
Dex:
Int:
Wis:
Con:
Char:

Class:
HP:
H0:
XP:
XP bonus:
Gold:
Equipment:
Saving Throw:
Weapon:
Armor class:
Spells:

Character generation

Steps:

1. Roll 3d6 in order to generate attribute scores.
2. Pick a class and give yourself your XP bonus and saving throw score.
3. Roll for Hit Points (roll for HP, give max HP for 1st level, and roll twice, taking the higher score are all valid ways)
4. Roll 3d6 and times it by 10, that will be the starting gold.
5. Purchase equipment
6. Calculate your AC
7. As the referee for your spells if you are a Magic User.

Congrats, name your Character and write a single sentence that describes him or her. You are now ready to play!

Attribute bonus: if the score is above a 15, it gives a +1 to related rolls. If it is under 7 then it causes a -1 penalty.

Strength – determines how strong you are. STR gives bonuses to opening doors, and melee hits and damage.

Dexterity – determine how coordinated you are. Gives bonuses to missile weapons

Intelligence - determines how book smart you are, bonus to what wizard spell levels you can use, and what AC you have.

Wisdom – determines your common sense – gives bonuses to Saving throws and max clerical spell level.

Constitution – how healthy you are, gives you a bonus for each Hit die you earn.

Charisma – How good looking and personable you are – modifies reaction rolls and how many hirelings you can have.

Saving throw: Each character will have a base saving throw. For each level the PC gains, the saving throw will be lowered by 1 till it hits 4. Saving throws are modified also by what is being saved.

Poison/Death ray -2 (thus if the saving throw is 14, it only requires a 12).

Magic Wands – 1

Petrify/paralysis 0

Breath weapons +1

rod/staff/spell +2

Saving throws are rolled by a d20, higher is better.

Classes:

Fighterpersion – can use any type of armor or weapon. Has 1d8 hit points per die. Base saving throw is 14. Cannot use spells of any type. If STR is higher then 15, the fighter gains 5% XP bonus.

Fighters special skill is that they get 10% bonus XP.

At level 9 they become name level.

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d8	14	19
2000	2	2d8	13	18
4000	3	3d8	12	17
8000	4	4d8	11	16
16000	5	5d8	10	16
32000	6	6d8	9	15
64000	7	7d8	8	14
128000	8	8d8	7	14

256000	9	9d8	6	13
350000	10	9d8+1	5	12
450000	11	9d8+2	4	10
550000	12	9d8+3	4	9
650000	13	9d8+4	4	8
750000	14	9d8+5	4	7

Cleric – Can use any type of armor, but only blunt weapons. Has 1d6 hit points per die. Base saving throw is 15. Uses clerical spells. If Wisdom is higher than 15, the cleric gains 5% XP bonus. Max Level is 14.

XP	Level	Hit dice	Saving throw	Spells	H0
0	1	1d6	15		19
2000	2	2d6	14	1x1	19
4000	3	3d6	13	2x1	18
8000	4	4d6	12	2x1 1x2	18
16000	5	5d6	11	2x1 2x2	17
32000	6	6d6	10	2x1 2x2 1x3	17
64000	7	7d6	9	3x1 2x2 2x3	16
128000	8	8d6	8	4x1 2x2 2x3 1x4	16
256000	9	9d6	7	4x1 3x2 2x3 2x4	15
350000	10	9d6+1	6	4x1 4x2 3x3 2x4 1x5	14
450000	11	9d6+2	5	5x1 4x2 3x3 2x4 2x5	13
550000	12	9d6+3	4	6x1 4x2 4x3 3x4 2x5	12
650000	13	9d6+4	4	6x1 4x2 4x3 4x4 2x5	10
750000	14	9d6+5	4	6x1 4x2 4x3 4x4 2x5 1x6	9

Clerics can also turn undead. (See combat)

Magic User – User of arcane magic. Get 1d4 hit dice. Cannot wear armor, can only use daggers and staves as weapons. If intelligence is over 15 gets a 5% XP bonus. Max level is 14

XP	Level	Hit dice	Saving throw	Spells	H0
0	1	1d4	15	1x1	19
2000	2	2d4	14	2x1	19
4000	3	3d4	13	2x1 1x2	19
8000	4	4d4	12	3x1 2x2	18
16000	5	5d4	11	3x1 2x2 1x3	18
32000	6	6d4	10	4x1 2x2 2x3	18
64000	7	7d4	9	4x1 3x2 2x3 1x4	17
128000	8	8d4	8	4x1 3x2 2x3 2x4	17
256000	9	9d4	7	4x1 4x2 3x3 2x4 1x5	16
350000	10	9d4+1	6	4x1 4x2 3x3 2x4 2x5	15
450000	11	9d4+2	5	4x1 4x2 3x3 3x4 2x5 1x6	14
550000	12	9d4+3	4	4x1 4x2 4x3 4x4 2x5 2x6	13
650000	13	9d4+4	4	5x1 5x2 4x3 4x4 2x5 2x6 1x7	12
750000	14	9d4+5	4	5x1 5x2 4x3 4x4 2x5 2x6 2x7	10

Thief – Can wear leather armor and no sword bigger then a short sword. Cannot wear a shield. Use a 1d6 as a hit die. If Dex is greater then 15 they get a 5% XP bonus. Max level is 14

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d6	16	19
2000	2	2d6	15	19
4000	3	3d6	14	19
8000	4	4d6	13	18

16000	5	5d6	12	18
32000	6	6d6	11	17
64000	7	7d6	10	17
128000	8	8d6	9	16
256000	9	9d6	8	15
350000	10	9d6+1	7	14
450000	11	9d6+2	6	13
550000	12	9d6+3	5	12
650000	13	9d6+4	4	11
750000	14	9d6+5	4	10

Thief skills – thieves have special skills. Climbing Walls, Pick-pocketing (which also disarms traps), hiding in shadows, open locks, and moving silently. This is determined by rolling a d20, higher the better.

Level	Climbing	Pickpocket	Hiding	Open locks	Silent
1	4	16	18	17	15
2	3	15	17	16	14
3	2	14	16	15	13
4	1	13	15	14	12
5	1	12	14	13	11
6	1	11	13	12	10
7	1	10	12	11	9
8	1	9	11	10	8
9	1	8	10	9	7
10	1	7	9	8	6
11	1	6	8	7	5
12	1	5	7	6	4
13	1	4	6	5	3
14	1	3	5	4	2

Demi-humans

In addition to the 4 human classes, there are 3 demi-human races – dwarves, elves, and halflings.

Dwarf – Dwarves have infra-vision and can detect secret doors more easily. Dwarves minimum requirement is a Constitution of 9. They cannot ride horses by themselves (can ride behind a rider) and must have custom armor made (10% markup). Dwarves get no XP bonuses. Max level is 12

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d8	15	19
2000	2	2d8	14	18
4000	3	3d8	13	18
8000	4	4d8	12	17
16000	5	5d8	11	17
32000	6	6d8	10	16
64000	7	7d8	9	15
128000	8	8d8	8	14
256000	9	9d8	7	13
350000	10	9d8+1	6	12
450000	11	9d8+2	5	11
550000	12	9d8+3	4	10

Elves – while fay and magic using, they are much tougher than human magic users. They can use any weapon or armor. They have infra-vision and are immune to Ghoul paralysis. They also have the ability to cast some spells as a Magic-user. However Elves progress at a slower rate than most. If an elf has charisma higher than 15 they get a 5% XP bonus. Max level is 10.

XP	Level	Hit dice	Saving throw	Spells	H0
0	1	1d6	15		19
4000	2	2d6	14	1x1	19
8000	3	3d6	13	2x1	18
16000	4	4d6	12	2x1 1x2	18
32000	5	5d6	11	3x1 2x2	17
64000	6	6d6	10	3x1 2x2 1x3	17
128000	7	7d6	9	4x1 2x2 2x3	16
256000	8	8d6	8	4x1 2x2 2x3 1x4	15
350000	9	9d6	7	4x1 3x2 2x3 2x4	14
450000	10	9d6+1	6	4x1 3x2 3x3 2x4 1x5	13

Halflings – small creatures of surprising abilities, they can use any armor (but must be made for halflings or human children) and any small weapon. They cannot use longswords, longbows, crossbows, or any two handed weapon. If outdoors they have the ability to hide on a 1-3 on a d6. In addition, they gain thief skills at 2 level below their current level (so a 4th level halfling can use the 2nd level thief skills. Max level is 8.

XP	Level	Hit Dice	Saving Throw	H0
0	1	1d6	16	19
2000	2	2d6	15	18
4000	3	3d6	14	18
8000	4	4d6	13	17
16000	5	5d6	12	17
32000	6	6d6	11	16
64000	7	7d6	10	15
128000	8	8d6	9	14

Equipment:

Generally everything is sold in gold pieces, while treasure takes many forms, most merchants charge in gold pieces. Coins can be converted at a money changer after a 10% cut. Plauers start with 3d6x10 Gold.

Item	Cost (GP)
Backpack (300 coin capacity)	5
Bedroll	2
Case (scroll/map)	4
Crowbar	5
Flint and Steel	5
Garlic	10
Grappling Hook	5
Hammer	2
Holy Symbol (wood)	1
Holy Symbol (Silver)	25
Holy Water	25
Lantern	10

Lantern (Hooded)	30
Lantern Oil	1
Mirror (small steel)	5
Pole 10'	1
Rations regular (Day)	1
Rations, Iron (Day)	5
Rope (Hemp) 50 foot	1
Rope (Silk) 50 foot	10
Sack (300 coin capacity)	1
Sack (600 coin capacity)	2
Shovel	1
Spellbook (Blank)	200
Spikes (iron)	5
Torches (6)	1
Waterskin	1
Wolfsbane	10

Saddle bag	10
Rowboat	100
Cart	80
Galley (Large)	30,000
Galley (Small)	10,000
Horse, draft	30
Horse, riding	50
Horse, warhorse	500
Mule	20
Raft	40
Ship (sailing)	20,000
Riverboat	5000
Wagon	160
Rickshaw	300
Saddle	25

Weapon	Damage	Cost
Battle Ax*	1d8	7
Hand Ax**	1d6	5
Short Sword	1d6-1	3
Dagger	1d4	3
Long Sword	1d6	10
Bastard Sword	1d6/2d4 (if two handed)	15
Spear**	1d6	5
Club	1d6-1	-
Morning Star	1d6	5
Mace	1d6	4
Warhammer	1d6	8
Two handed sword*	1d8	25
Staff*	1d6	4
Flail	1d6	4
Polearm*	1d8	15

*Two handed weapon

** can be used as a melee or Ranged weapon

Weapon	Damage	Range	Cost
Arrows (20)	-	-	5
Bolts (20)	-	-	5
Hand Ax	1d6	10	5
Longbow	1d6	70	40
Shortbow	1d6-1	40	25
Crossbow (heavy)	1d6+1	80	25
Crossbow (light)	1d6-1	60	15
Spear	1d6	20	5
Javlin	1d4	30	1
Sling	1d6	30	2
Silver arrow/bolt	-		5
Stones (20)	-		1
Pouch (stones)	-		1
Quiver/Case	-		20

Note: Bows shoot twice in around. Light crossbow shoots 1 time a round. Heavy crossbow shoots every other round.

Armor	AC adjustment	Cost
Leather Armor	-2	15
Chain Mail	-4	30
Plate Mail	-6	60
Sheild	-1	10

Calculating AC:

$9 - (\text{Adjustment do to armor}) - (\text{Intelligence adjustment}) = \text{AC}$

Lower is better.

Encumbrance and movement:

Base Speed is 160/120/90/60/30 feet per turn.

Dwarves and Halfings move down one slot.

Leather armor drops you one slot

Chain Mail drops you 2 slots.

Plate mail drops you 3 slots.

Speed doubles if you are in a area that does not need mapping. Speed triples if you are running.

Having more then 600 coin worth of treasure will drop you a slot.

Maximum treasure weight is 1800, if the back and both arms are used.

Find secret door – 1d6 unless thief or dwarf, which is 2d6

Combat

Combat has three stages – rolling for surprise, rolling for initiative, and then carrying out combat.

Surprise: If the referee deems that surprise check is needed, roll a 1d6. On a 1 you are surprised. Referee is allowed to alter that roll if the other side is quiet or set an ambush.

Initiative: all players roll a 1d10. This is the order of combat from lowest to highest. Anyone using a two handed weapon (both melee or ranged) goes at the end of the combat round. If tied, they are simultaneous. All henchmen go on a single roll, and all monsters do, unless the refree deems one a “hero” monster who gets an independent roll. Once combat initiative is set, it is not altered.

To hit and Damage.

To hit.

To hit is calculated by each Hit Zero (H0) - (armor class of target) + adjustments

For example – if a fighter has a H0 of 15, and the target AC is 5, then the fighter will hit on a 10 or better.

Monsters H0 is based on HD.

< 1 hit dice monsters have a H0 of 20.

1 hit dice monsters have a H0 of 19

and for every HD after the H0 is reduced by one.

A 1 on a d20 is always a miss. A 20 is always a hit. Men at arms have a H0 of 20.

Damage:

Roll for damage based on the weapon. The Referee will tell you of any adjustments needed.

A natural 20 always does max damage.

Turning Undead:

Clerics can use a holy symbol to attempt to turn the undead that are visible and within 100 feet. The player rolls 3d6 and references this chart.

Level of Cleric	1 HD	2 HD	3 HD	4 HD	5 HD	6 HD	7 HD	8 HD	9-10 HD	10-15 HD	15+ HD	Demons and Specials
1	10	13	15	17	-	-	-	-	-	-	-	-
2	T	10	13	15	17	-	-	-	-	-	-	-
3	T	T	10	13	15	17	-	-	-	-	-	-
4	T	T	T	10	13	15	17	-	-	-	-	-
5	D	T	T	T	10	13	15	17	-	-	-	-
6	D	D	T	T	T	10	13	15	17	-	-	-
7	D	D	D	T	T	T	10	13	15	17	-	-
8	D	D	D	D	T	T	T	10	13	15	17	-
9-13	D	D	D	D	D	T	T	T	10	13	15	17
14	D	D	D	D	D	D	T	T	T	10	13	15

Number – roll higher to turn 2d6 creatures

T – 2d6 creatures are turned

D – 2d6 creatures crumble to dust

Hirelings – Hirelings are highly recommended. Characters with a Charisma of 15+ can have 3 hirelings. Character with Charisma under 7 can have 1 hireling. All other characters can have 2 hirelings.

Most hirelings will start as level zero men at arms. They will ask for 1/2 of a share of the treasure. They are normally armed with a weapon, leather or chain armor, and sometimes a shield. After earning 500 xp, or defeating a monster or doing a great deed the referee may raise the hireling to a 1st level character. Eventually once they reach 1st level they will ask for a full share.

You can hire hirelings to also carry stuff and not fight, they will ask for ¼ of a share.

Spells: Most clerics can only do 5th level spells, clerics with a WIS of 15+ can do 6th level spells once they gain the needed level. Clerics with a WIS of below 7 can only do 4th level spells.

Most Magic users can only do 6th level spells. Magic Users with a INT of 15+ can do 7th level spells once they gain needed levels. Magic Users with a INT of under 7 can only do 5th level spells..

Spells- monsters-and treasure details– can be selected from any number of free or paid versions of the classic RPG game.