

Ten Foot Polemic Unified House Rule Document

For LotFP and Similar OSR Systems

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Char Gen

Basically

- Roll 3d6 down the line for each stat. Higher is better. Swap one result for another if you want.
- Roll a random failed profession. This will give you a weapon, two skill points, and another thing.
- Pick a class
- Roll starting cash and buy equipment
- Think of a name (the hard part!)

Stat modifiers

The numbers you rolled for ability scores give you bonuses or penalties to the various stuff written under your scores. Write them down next to the scores.

<i>Ability Score</i>	<i>Modifier</i>
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

<i>Charisma</i>	<i>Starting Cash</i>
3	1d4
4-5	1d6
6-8	2d6
9-12	2d8
13-15	3d6
16-17	3d8
18	4d6 (explodes)

Starting cash

You start with the stuff you got from your failed profession and some random starting silver based on your charisma.

1 silver is worth 10 copper

1 gold = 50 silver = 500 copper

Equipment Packs

Optionally, you can buy stuff off the equipment list or get some of these equipment packs.

Each pack costs 5 silver pieces. *Italics* means non-encumbering. **Bold** is oversized.

<i>Cartographer</i>	10 <i>sheets of paper</i> , <i>pen</i> , <i>ink pot</i> , 5 <i>candles</i> , 4 <i>sticks of chalk</i> , scroll case
<i>Delver</i>	50' rope, 10' <i>pole</i> , 5 torches, 3 <i>iron spikes</i> , <i>stick of chalk</i>
<i>Lanternbearer</i>	Hooded lantern, 2 flasks of lamp oil, tinderbox
<i>Wayfarer</i>	Bedroll, waterskin, cooking pots, fishing gear, 3 standard rations, <i>soap</i>

Consumables

Food, light and ammunition are consumables you will often need to repurchase, the costs are given here.

Standard rations – <i>Goes off after 1 week, must be cooked</i>	<i>5 copper pieces per ration</i>
Iron rations – <i>Never goes off, resists spoilage</i>	<i>1 silver piece per ration</i>
Torches – <i>Lasts 6 turns / 1 hour</i>	<i>1 copper piece per torch</i>
Lamp oil – <i>Lasts 24 turns / 4 hours</i>	<i>5 copper pieces per flask</i>
Arrows/Bolts – <i>d8 ammo die</i>	<i>5 silver pieces to fill quiver</i>
Sling bullets – <i>unlimited</i>	<i>1 silver piece to fill pouch</i>
Gunpowder and shot – <i>d12 ammo die</i>	<i>10 silver pieces to fill powder horn and shot bag</i>
Scattershot – <i>Auto-hits all in 45° angle</i>	<i>1 silver piece per scattershot charge</i>

Experience Points

Exp is an abstract measure of your character's skill and power. Gain enough and you level up.

Theft: You gain experience for treasure looted on a 1:1 silver-for-exp basis.

For exp purposes, treasure looted is any valuables stolen or removed from uncivilised, abandoned or otherwise adventurous locations at substantial risk to life and limb.

You must get the loot to a safe location for it to count for experience purposes. This generally means "out of the dungeon".

This is the most efficient means of gaining exp.

Murder: You get experience for defeating enemies. For exp purposes, "Defeating" includes killing, scaring off, knocking out, or otherwise neutralising hostile entities.

Stronger and stranger creatures are worth more exp, and vice versa.

This is the least efficient means of gaining exp.

Adversity: You get experience for personally surviving danger and terror. You get individual bonus exp for each of the following that happened to you during the session:

- Near death experience
- You failed at least one saving throw.
- You saw another player die.
- You were the sole survivor.

Exploration: You get experience for exploring the world and boldly delving where no man has delved before. In general you will get these rewards for being the first party of players to ever see something in the campaign. They include:

- Locations discovered and landmarks seen
- Distance travelled and areas explored
- Dungeons delved and rooms explored
- Entering deeper levels of a megadungeon

Downtime Activities: Amongst the other downtime options, you can burn treasure on a big night out or charitable works in exchange for exp.

Bigger cities enable bigger parties and require larger acts of charity to make an impression.

See the Downtime Activities section (page 4) for more information.

Events and Miscellaneous Bonuses: You get experience per interesting thing that happened in the session, mainly so that when I'm looking back at the session recaps I can remember what happened.

I also give out a bunch of silly bonuses which include such things as the Michael Bay bonus for causing massive explosions and the PETA bonus for being unusually cruel to animals.

A Good Death: Dying is just another part of living. Well I mean, obviously not, but the sentiment is there. If you nobly sacrifice yourself to save others, die in an amusing way, or having some really good famous last words you will get an experience boost to your next character.

Alignment

You don't choose your alignment and your alignment doesn't affect who you are or how you act or anything like that. It just shows where you get your power from. Some magic can detect it.

If you use or are tainted by magic which causes chaos and corrupts reality you are **Chaotic**.

If you use or are tainted by magic which preserves order and maintains reality you are **Lawful**.

Everybody else (ie. the vast majority of humanity) is **Neutral**.

Living Standards

Your character's living conditions affect how healthy they are and how they are seen in society.

Costs are as specified in the table on the right and include the price of food.

Living Conditions	Rural Cost	Urban Cost	Capital Cost	Healing Rate
Vagrant	Free	Free	Flogging	Low
Comfortable	2sp	5 sp	10sp	Normal
Splendid	10 sp+	25 sp+	50sp+	High

Vagrant is living in a bin. If you have at least 1HP, gain your Bushcraft score in HP.

In a city you may be flogged for vagrancy. Pass a Charisma check each night or be flogged to 0HP.

Comfortable is living at an inn. If you're on 0HP, gain 1 HP. If you're between 1 and half HP, heal up to half. If you're between half and full HP, heal up to full.

Splendid is living like a king. Heal to full health in a single night. If you're already on full health, gain an additional Hit Die of HP. Any extra hit points above maximum wear off when you next sleep.

Rations

Due to the way living standards work, you don't usually have to buy rations every day to survive.

Rations are instead useful for healing.

Standard rations go off after a week and require half an hour cooking time before you can eat them.

Iron rations never go off and can be eaten raw.

Take a break: You can consume a ration to heal 1d6 HP. This takes ten minutes and involves generally chilling out, adjusting your bags, and pumping yourself up.

Camping out: If you have a tent and hot food overnight you count as sleeping in Comfortable conditions. This is why it's good to bring rations and camping gear for an extended trip out into the wilderness.

Hunting : You can roll Bushcraft to hunt/fish/forage for food.

Success halves your overland speed that day and gathers 1d4 standard rations.

Failure takes all day and you get back to camp with nothing to show for it.

Success or failure, gathering attempts shrinks your Ammo Die by one size.

You can improve your chances by hunting in food-rich terrain, using equipment inventively, or arguing for a bonus from your Failed Career. Lack of missile weapons and sparse terrain reduce your chances.

Healing

First aid: First Aid is a skill that can be used to heal damage, although the inept can do more harm than good. See the New Skills section (page 11) for details.

Magic: Various magical abilities, particularly those available to Clerics, can be used to heal damage. The chief advantage of magical healing is that it comes with no risks and is quick enough to use in combat.

Downtime Activities

Downtime activities are things you can do between days of adventuring, usually as something to do with all that money!

ACTIVITY	BENEFIT	DOWNSIDE
Carousing	Turn cash into exp!	Can cause complications.
Philanthropy	Turn 0.8x cash into exp!	Can cause complications.
Banking	Dependable interest!	Taxed on death.
Construction	Build stuff!	Time, cost, upkeep.
Investments	Earn cash over time!	Can lose you money.
Magical Research	More spells!	Something of a gamble.

Carousing: Swap sp for 100% of the value in exp. Carousing costs a random amount of money based on the size of the town. Worth 10% more experience on weekends. Carousers roll 1d20 on the What The Fuck Did I Do Last Night table unless they pass a Poison save modified by their Wisdom.

Philanthropy: Swap sp for 80% of the value in exp. Philanthropy has a minimum cost based on the size of the town, but you can otherwise choose the size of your donation. Philanthropists roll 2d10 on the Being a Good Person table. Charisma modifier applies.

Banking: You can put your money in the bank for safe keeping. Banks exist only in major cities and give a 2% p.a interest rate., compounded monthly. In the event of your death a 10% death tax is enacted on your savings, but your money may be withdrawn by anyone you choose such as other party members or your successor character.

Property: Buy property or build structures and fortresses of your very own. Land must be acquired first if building. Upkeep and land taxes apply. See the Property section (page 10) for details.

Investments: Make money! Choose something to invest in (or make a startup!) and we'll work out whether you're making a stable, risky or wild investment. Higher risks, of course, mean higher rewards. See the Investments section (page 9) for details.

Magical Research: Spellcasting classes may spend time and money researching spells, copying spells between spellbooks and scrolls, or creating scrolls and potions. Costs are as per standard LotFP and are available on request.

Basic Combat

Simple initiative: Each side rolls a d6, highest goes first. Ties are broken in favour of the PCs unless it's a spider or something else super fast. Initiative is rerolled every round.

Attacking: Roll a d20, get equal to or better than the target's AC. Add strength mod to melee attacks or dex mod to ranged attacks. Roll damage based on weapon. Pretty standard.

Inventive play and use of stuff and scenery will give you bonuses.

Crits and fumbles: A natural 20 is a critical hit and a natural 1 is a fumble. Each has its own table.

Fancy Combat Options

Gambits: If you want to do something extra fancy make two attack rolls.

If both hit, the thing happens!

If one hits and one misses, it only partially succeeds or succeeds at a cost (I'll give you an option).

If both miss there is some sort of ironic reversal, like if you tried to trip them they trip you instead.

Aim: Do nothing this round, get +4 to hit with a ranged weapon next round.

Backstab: Enemy must be unaware of you, +2 to hit and they get no dex or shield bonus.

Bumrush: -2 AC, double damage. Enemies with polearms can miss their next go to automatically strike first and do double damage to you if they hit.

Cover: You get an AC bonus ranging from +2 to +10 based on how much cover you have.

Firing into Melee: Roll to hit against a random combatant. If you Aimed first you can double your chance of hitting a specific combatant.

Parry: Give up your go to get +2 AC. Fighters, barbarians, elves and dwarfs get +4 AC. You can declare you're parrying in response to an attack if you give up your next go.

Wrestling: Roll off against your opponent. 1d20+melee attack bonus. The winner decides whether they Brawl, Disarm, Hold, or Kick Away. Brawl means attack with small or minor weapons or fists. Disarm grabs or knocks away something they're holding. Hold stops them moving, three successful Holds in a row pins someone completely. Kick Away kicks them in the direction of your choice.

Fighters, barbarians, elves and dwarves have a couple of extra attack options -

Reckless: +2 to hit, -4 to AC

Defensive: +2 to AC, -4 to hit

Big Purple d30 Rule

Otherwise I'd never use it: The d30 starts on the player's side. You can replace any single die roll with the Big Purple d30, but if you do it goes to the DM's side.

Declare before rolling. If you use it to hit the crit range extends all the way from 20-30.

Whenever it's on the DM's side I can use it to replace any single die roll with the Big Purple d30. In practice I'll probably use it in the same way you did. When I do it goes back to the player's side.

Feed me beer: If you bribe the DM with a beer you can steal the d30 back to the player's side.

Death and Dismemberment

Hit points: HP is more like Not Getting Hit Points. It is an abstract buffer between you and real bodily harm and means you're dodging stuff, tiring out, getting worn down and taking minor cuts and bruises.

Death crits: You don't die when you reach 0HP. At least, not immediately. I'll pass you a white die of Pain. You'll roll it and add any excess damage you took below zero, then I'll look it up on the Death and Dismemberment table to see how bad you're hurt.

Some results will give you more dice. The higher results are more brutal, so more dice is bad.

In general you can expect the first hit to mess you up a bit, the second hit to chop off some limbs and bodyparts, and the third to outright kill you.

Death dice kickers: Bleed dice are red. Every round you're bleeding you get another red die.

Pain dice are white. Each gives you a -1 penalty to all your rolls and a chance of passing out.

Internal Bleed dice are black. Each gives you a chance of dying immediately of internal wounds.

Encroaching doom: Every round roll your Hit Die. If it's equal to or less than your Pain total you pass out, and if it's equal to or less than your Internal Bleed total you die choking on your own blood.

You can instead just lie there sobbing and holding in your guts. All attacks against you count as backstabs, but your Bleed stops increasing and you don't have to roll for unconsciousness or instant death.

Healing: Using First Aid on someone with death crit dice allows you to remove as many dice (your choice of colour) as you'd usually heal HP. Rolling a 6 deals 1 damage as normal which could be awkward.

Magical healing is similar, removing as many dice as it would usually heal HP. Excess goes to hit points.

Broken arms and other long term injuries mean you are at 0HP until it is healed.

What to do when somebody dies

If you die or are too messed up to adventure for a while you have several options.

The new guy: You can roll up a new character at level 1 and we'll make up some excuse for your convenient arrival.

The henchman: You can hire classed character as henchmen. They are always at least 2 levels below you and earn a share of exp and treasure, but they can be your replacement character when you die.

The return: As long as you're paying Fortress City Fate's exorbitant taxes you're eligible for immediate reconstitution and revival. Complications are more common for higher level characters.

Funerals

Though your character may be gone, they are not necessarily forgotten.

Holding a funeral for a character requires taking the character's remains to a safe place with a church or cultural equivalent.

The dead character's experience points can be "bought" on a 1:1 silver-for-exp basis via memorials, parades, bar tabs, lavish ceremonies, and otherwise giving someone a proper send-off.

Retirement

For whatever reason, the time may come when you wish to retire a character for a while.

If you do, give me their goal and three adjectives to describe their personality and they'll become an NPC under my control. You can take a character out of retirement at any time you're near their location.

Ammo Tracking

We're using a system of cascading dice to track ammunition.

As an example, a full quiver of arrows has an Ammo Die of d8.

Every time you shoot an arrow, roll the Ammo Die. If it's a 1 you go down a die size.

So a d8 becomes a d6 becomes a d4 becomes your last arrow.

The idea is that you can go "oh I have heaps of arrows" or "oh no I'm running out" without having to obsessively track every single shot. If you ever want to share ammo with someone else you can drop a die size to increase their ammo die to the next level.

You pay a flat cost to fill your ammo back up to the maximum die size, and an ammo container plus its ammo takes up one encumbrance slot. For ammunition prices see the Char Gen section (page 1).

Wear and Tear

Notches: A notch is an abstract measure of weapon and armour degradation.

Each notch on your weapon means it's more likely to break.

Each notch on your armour reduces your AC by 1.

Weapon Quality: When you roll to hit, if the number on the die is equal to or less than your weapon's Quality it takes a notch.

Standard weapon Quality is 3. Quality 1 weapons cost double and Quality 5 weapons are half price.

Weapon Breakage: When you roll for damage, if the number is under the number of notches on your weapon (without modifiers) it breaks.

Armour Quality: When somebody hits you, if the number is equal to or better than 21 minus your armour's Quality (without modifiers) it takes a notch.

This is slightly janky because higher numbers are better with armour. Suffice to say that crappy Quality 5 armour gets damaged when hit on a 15+ and awesome Quality 1 armour only gets damaged on a 20.

Standard armour quality is 3. Quality 1 armour costs double and Quality 5 armour is half price.

Armour Breakage: At any time you can sacrifice your armour to reduce the damage from an attack to 1.

If you do this your armour falls to pieces and is irreparable. This is generally more worthwhile when your armour is so badly damaged that it's not worth wearing.

Firearms: A firearm that takes a notch misfires, taking 3 rounds to clean.

A firearm that breaks explodes, dealing 1d6 damage (Save vs Breath for half) to all in melee range.

A matchlock in damp conditions doubles its chance to notch but does not explode when broken.

Repairs: Repairs require an appropriate craftsman and cost 10% of standard cost per notch repaired.

Dwarfs can repair a single notch per day with simple tools due to their natural knack for crafting.

Inventory

Inventory slots: You can usually stack up to 5 of the same thing into 1 inventory slot. Weapons are an exception and always take up their own slot. 100 coins take up one slot.

Backpacks: Taking stuff out of your inventory takes 1d4 rounds, during which time any attacks against you count as backstabs. Having a rummage while someone tries to shank you is a bad idea.

That said, a successful Sleight of Hand roll means rummaging in your inventory is instant.

Melee Weapon Types

Melee weapons come in a variety of delicious flavours. The generic weapons categories (small, medium, etc) represent all weapons. When you buy one you get to choose what it is! Each type has advantages–

Choppy: Axes. Damaging on evens does double damage to Light armour or less.

Smashy: Hammers. +1 to hit vs Medium armour or better, damaging on evens notches Heavy armour.

Stabby: Swords. If your side won initiative roll twice for damage, take the best.

Shanky: Daggers. If you hit someone you can grab hold and shank the fuck out of them. Auto-crit on each round you win a wrestling roll. Anyone with a Medium weapon or larger can't attack until they kick you off.

Whippy: Whips. Zero damage against armoured foes but can be used to melee attack and wrestle from a distance. Brawl option is replaced by Get Over Here which pulls the loser to the winner.

If your weapon can do more than one thing (like it's got a hammer end and an axe end) or you're dual-wielding, choose one modifier when rolling to attack.

Melee Weapon Options

You've got a few options with how you use melee weapons.

Reach: You can make a contested Initiative roll to attack first when someone closes into melee. Against charging enemies you always attack first and do double damage.

Dual wielding: Roll once to hit as normal, but then roll damage for both weapons and pick the highest. Rolling doubles means add them together! This makes pairing smaller weapons a good choice.

Shield: Adds +1/+2 AC against melee/ranged. Sacrifice it to cancel all damage from a single attack.

Two-Handed Weapon: Apply your strength modifier to damage rolls.

Ranged Weapon Options

With ranged weapons you've got a trade-off between armour penetration and reload speed.

Bows and slings: Shoot every round and have high range and accuracy.

Crossbows: Light and Heavy varieties available. Penetrate armour but take a round or two to reload.

Guns: Come in Pistol, Arquebus and Musket varieties. They have massive armour penetration at close range and deal 1d8 exploding damage but are unreliable, inaccurate and take a long time to reload.

Base reload time is 10 rounds. Add encumbrance level, subtract dexterity modifier, subtract 2 if you're playing a Fighter. A successful Sleight of Hand roll halves reload time.

Instead of reloading you could always just try and club people over the head! Pistols do 1d4 damage and longarms deal 1d6 damage when used in melee.

Matchlock and wheellock firing mechanisms are both available.

Matchlocks are extra unreliable in the damp and require lighting a glowing, smoky matchcord.

Wheellocks are expensive and Notch every time they're used as a melee weapon, but they aren't affected by damp and can be kept wound up and ready to fire.

Investments and Business Ventures

Investments and business ventures work in the same way – you put money in, and hopefully get more money out later.

When investing, choose the following:

- **Initial Investment:** Simply choose how much money you're putting in.
- **Risk Level:** Choose the risk level of your investment. You can use the table on the right and the Risk Table at the bottom to weigh the risks.
- **Business Type:** Choose what you're investing in!

Risk	Max Growth/mo.	Risk Dice
Stable	10%	3d6
Risky	20%	2d6
Wild	100%	1d6

Every month the following happens:

- **Risk Table:** Roll on the table at the bottom of the page to see how successful the business was this month. What the actual event was is up to you! A Major Calamity in a mine might mean that a primary mineshaft collapsed, or Encouraging Signs for a pie shop might be an upcoming festival.
- **Profit and Loss:** Roll to see how much value the investment lost or gained.

If your investment made a profit you receive the profits in cash to be spent or reinvested at your leisure. If your investment made a loss it simply loses that much value.

Outside Influence: You can influence the Risk Table through your actions. Setting up the business personally or clearing the nearby area of threats might give you a bonus, for instance, whilst a change in management or work in hazardous environs might impose a penalty.

Get an Accountant: Having an Accountant on staff grants a +1d10% bonus to the investment's value per month.

Liquidated Assets: If you want to get your money out you can withdraw an investment or liquidate a business at the time of the monthly return.

Safe (3d6)	Risky (2d6)	Wild (1d6)	Risk Table
-	-	1	Bankrupt! Lose every last copper piece.
-	2	2	Terrible Catastrophe. -1d20% value.
3-4	3	3	Major Calamity. -1d10% value.
5-6	4	-	Mild Setback. -1d6% value.
7-8	5	-	Bad Omens. -1d4% value. -2 to next risk roll.
9-12	6-8	-	Business as usual. +1% value.
13-14	9	-	Encouraging Signs. +1d4% value. +2 to next risk roll.
15-16	10	-	Good Fortune. +1d6% value.
17-18	11	4	Excellent Luck. +1d10% value.
-	12	5	Massive Windfall. +1d20% value.
-	-	6	Huge Profits! +1d100% value.

Property

Having property cements your place in the world and is likely to embroil you in local plots and issues. It is likely to lead many interesting people to become involved in your life, for good or ill, and is obviously also a great place to stash loot and stolen goods.

You have three main choices when it comes to property – rent, buy or build.

Renting and Buying: Prices per 10' of floor space are given in the table to the right. You can draw up the floorplans yourself if you like!

It is assumed that you can find and rent/purchase a property of the chosen size in the area you wish to buy it.

Per 10' sq.	Rural	Urban
Rent	15sp	30sp
Buy	1500sp	3000sp

Building: Cost and time to build a structure are given in the table below. You will usually need to own the land first or somehow gain permission to build.

Built Structure	Cost	Time
Abbey	50,000sp	400 days
Cathedral	50,000sp	400 days
Church	15,000sp	100 days
Guildhall, town or city	5000sp	60 days
Keep or small castle	50,000sp	400 days
Noble estate with manor	25,000sp	150 days
Outpost or fort	15,000sp	100 days
Palace or large castle	500,000sp	1200 days
Tower, fortified	15,000sp	100 days
Trading post	5,000sp	60 days

Contractors: Building takes three times longer if you are not around to oversee the work. Essentially three days of unsupervised work is equal to one day of supervised work.

Libraries and Laboratories: A library takes up 10' of space for every 500sp of value it is worth. A laboratory takes up 10' of space per 1000sp of value it is worth.

Household staff: The wages and space requirements of live-in retainers are specified on the Retainers list.

Ongoing costs: Maintenance costs and taxes are as specified in the following table:

Type of Cost	Base Cost	No Accountant?	No Handyman/Craftsman?
Food, etc (per month)	1gp/resident of household	-	-
Taxes (per year)	1d4+3% property value	+1d10%	-
Upkeep (per year)	1d6% property value	+1d10%	+1d4%

New Skills

There are several new skills added to the normal LotFP skill list. As normal, they can be used by everyone but only the Specialist can get better at them.

Arcana: This skill replaces Architecture and is used to identify potions and scrolls and to cast spells from magical devices such as scrolls, wands and staves.

Identification of magical devices takes a turn and is rolled in secret. Intelligence modifier applies. Success means you have correctly identified the item (but not necessarily its effects). Failure means you have misidentified the object as a random other object of its type.

You can use Arcana to cast spells from magical devices, but it is perilous. If you fail, look up the number you rolled on the Casting Failure table below.

Casting Failure:

6 – Casting fails, no ill effects.

5 – Item charge or scroll wasted.

4 – As 5, and a Chaos Burst is released.

3 – As 4, and the precise opposite of the spell effect occurs.

2 – As 3, and a Summon spell is cast with creature HD equal to spell level.

Spellcasters need not roll Arcana to cast if they have previously cast Identify or Read Magic on the item.

A spellcaster who has Identify prepared and uncast gains +2 to Arcana.

First Aid: This skill has different applications inside and outside of combat.

Out of combat it takes a turn and is used to heal HP.

In combat it takes a round's action and is used to remove Death and Dismemberment dice.

If successful out of combat, it heals the recipient for the value shown on the die.

If successful in combat, the healer may remove a number of Death Crit Dice equal to the value shown on the die.

In either case, failing a First Aid roll on a 6 deals 1 point of damage to the recipient instead. This may trigger Death and Dismemberment damage if the injured party's health is low enough.

Music: This skill covers instruments of all kinds and is, obviously, rather noisy. A successful Music roll gives the musician a +2 to the reaction rolls of music-appreciating creatures.

It can also be used to busk in populated areas. If successful the musician earns 1d6sp multiplied by the value shown on the die.

Sailing: This skill applies to every aspect of running, steering and maintaining ships of all sizes.

Sailing rolls are only called for in times of stress or dire need, such as steering a riverboat through rapids or sailing through a storm or maneuvering in ship-to-ship combat.

Rune Magic

Rune Magic is a secret type of magic that can be used by anyone. It is not available until it is discovered in the campaign world.

A Master rune can be combined with any number of Minor runes to create a Glyph.

It takes one round to draw a single rune in chalk, dirt or similar and a further round to draw all the connecting lines. More permanent runes made on, in or with different materials take longer.

It takes one round of concentration to power a glyph, during which time you can be interrupted, but the connection can thereafter be maintained indefinitely. The character gets a penalty to AC and encumbrance level based on the number of Minor runes in the glyph and distance from a glyph they're powering.

Penalties for complexity and distance can be shared among any number of characters, so two characters powering a glyph containing two minor runes would have no penalty.

Distance and complexity penalties for powering glyphs are one step less severe for Dwarfs.

Distance/Complexity Penalties

1 ft or less: No penalty!

5 ft or less: -1 AC, +1 encumbrance point.

15 ft or less: -3 AC, +2 encumbrance points.

30 ft or less: -6 AC, unable to move at all.

Over 30 ft: Connection breaks

1 minor rune: No penalty!

2 minor runes: -1 AC, +1 encumbrance point.

3 minor runes: -3 AC, +2 encumbrance points.

4 minor runes: -6 AC, unable to move at all.

5 minor runes: Impossible to power.

Damage

Using effect runes used for direct damage (fire beams, lightning sprays, etc) is possible.

The damage from glyphs depends on the element used and what it's used on.

The baseline damage die size is 1d6.

If the target is particularly vulnerable to that element the damage die size might increase to d8 or d10.

If the target is particularly resistant or wearing appropriate armour it might decrease to a d4 or d2.

Augmenting weapons: Adds 1 damage die on top of normal weapon damage.

Beam: Deals 2 damage dice. Roll to hit once against unarmoured AC, adding your ranged attack bonus. Pierces through creatures you kill with it. If you miss the beam scatters in a random direction.

Repel: Deals 1d6 damage, save vs breath for half. Automatically hits all targets in a 90 degree cone.

Class tweaks: Cleric

Swapping spells: A cleric can channel power through a holy symbol in order to swap a spell for one of an equal or lower level. Time taken is based on the holy symbol's value.

Wood means it takes a turn.

Steel means it takes a round.

Silver means it's instantaneous.

Interrupted casting: If the cleric is interrupted while casting they can roll a WIS check to avoid losing the spell, allowing them to try to cast it again.

Class tweaks: Fighter

Critical bonus: A fighter adds their level to crit/fumble rolls.

Cleave: When a fighter kills something they can immediately cleave through and attack something next to it with a +1 bonus to hit and damage for every enemy they cleaved through that round.

Martial bearing: The fighter gains a +2 bonus to morale checks and reaction rolls when dealing with the military, henchmen and retainers, and law-abiding citizenry.

Class tweaks: Magic User

No doubling up: A magic user can't have the same spell prepared twice, but a reversed version of a spell counts as a different spell.

Spell flipping: A magic user can flip a reversible spell as they cast it.

Inspired: On level up a magic user immediately gains a random spell of an appropriate level, they feverishly scratch down the formulas into their spellbook at the earliest opportunity.

Interrupted casting: If the magic user is interrupted while casting a spell they lose the spell as if they'd cast it. The magical fallout manifests as a Chaos Burst unless they pass an INT check.

Cantrips: Minor magical effects can be manifested at will based on spells still in the magic user's head, so Sleep could make somebody yawn or Identify could let them touch an object to sense if it's magical.

If a magic user keeps a spell in their head for over 1 night per level, cantrip effects manifest spontaneously and sporadically until the spell is cast.

Familiars: A magic user can have a smallish animal as their familiar which holds an extra spell of any level the magic user is able to cast and can cast it as normal. The familiar can be given simple instructions, can communicate mentally with the caster, and cannot be killed. If its casting is interrupted it loses the spell and releases a Chaos Burst.

If the magic user dies their familiar erupts as a Summon spell of HD equal to the caster's level.

Class tweaks: Specialist

Additional Skills: Specialists have access to additional skills as detailed in the New Skills section.

Class tweaks: Dwarf

Low light vision: Dwarfish eyes are much like ours, the difference is that they adapt more quickly to changes in brightness and can see in the dark.

They take a single round to adapt to changes in light level and can see in pitch blackness. When seeing in the dark everything is greyscale and fuzzy like when you wake up in the middle of the night.

Dwarf eyes reflect light like a cat's which might be seen by someone with a light source.

From a land down under: Dwarfs instinctively know the direction they're facing and sense changes in elevation, but only when underground.

Natural craftsman: With only simple tools and half a day a dwarf can repair a single Notch on a weapon or armour.

Runesmith: Distance and complexity penalties for powering glyphs are one step less severe.

Lorebonds: Detailed in Secret Santicore 2013, every third level a dwarf may choose a new Lorebond which gives them strange and unique powers.

Additionally there is a Lore of the Glyphs which boosts rune magic.

1 – You can power glyphs instantly without giving up your actions.

2 – You can draw a complete glyph in a single round.

3 – You can set glyphs to be always on, taking no effort to maintain.

Class tweaks: Elf

The fey: Every elf was once a human. Each experienced the touch of the Fey Folk as a child, though this experience differs from person to person and elf to elf.

They never sleep, but every night they cavort and yammer in the moonlight to regain their spells for an hour per level. An elf somehow prevented from doing this does not regain their spells and associated characteristics and benefits.

Moondancers: An elf gains an extra spell slot of any level they are able to cast in the week preceding the new moon and loses a spell slot during the week preceding the full moon.

At the time of the new moon they gain an extra spell slot of every level they are able to cast and vice versa at the time of the full moon.

Heartspell: Each elf is defined by one of the first level spells, known as their heartspell. An elf can cast their heartspell in place of any other spell at will.

Natural magicians: Elves, like wizards, cannot double up on spells and may flip reversible spells upon casting. They do not need to maintain a spellbook but learning a new spell takes the same time and cost in ritual components as normal.

Interrupted Casting: If the elf is interrupted while casting a spell they release a Chaos Burst but may pass an INT check to maintain casting.

Changeling: The more spells an elf has in their head, the more weird and alien abilities and characteristics they exhibit. The abilities and characteristics are defined by their heartspell, and they lose them as they cast their spells. An elf who has cast all their spells is functionally human.

Cold iron: Cold iron is elf bane. Cold iron is simply iron which is cool to the touch. It gives the elf -2 to hit and damage on any round they were touched by it and makes them unable to cast spells for as many rounds as they have spells prepared.

Class tweaks: Halfling

Monster taming: Starting at second level, Halflings gain the ability to Dominate a creature and bring it under their complete control.

Both sides roll off against each other on a d20, highest wins.

The following modifiers apply:

- The Halfling's charisma modifier.
- The creature's wisdom modifier.
- The difference between the Halfling's level and the creature's hit dice.
- The creature gets +2 if above half HP, +0 if below half HP, or -2 if below 25% HP.

If the Halfling wins the creature will obey the letter and intent of their commands.

If the creature wins unintelligent beasts will be filled with madness and fear and intelligent creatures may attempt to escape, protect themselves, or kill the Halfling before it can enslave their free will.

I will not: A creature can attempt to resist via a Save vs Paralysis if the Halfling forces them to do something drastically against their will, treats them badly or is obviously vulnerable.

Two successful saves in a row means the creature has broken free of the Halfling's control.

Attempting to dominate a new creature breaks the Halfling's hold on the previous one.

Mind slave: A creature with HD less than half the Halfling's level can never attempt to break free or disobey orders. A freed creature will remember its treatment for good or ill.

New Class: Goblin

Base class: HD, saves and exp track of the Halfling.

Tricksy: Goblins have a 5 in 6 Stealth skill in urban and dungeon environments and a 3 in 6 Tinker skill which progresses at the same rate as the Halfling's Bushcraft.

Small and lucky: Goblins, like Halflings, get a +1 bonus to their Dexterity modifier and +1 to their AC when not surprised. They cannot wield large weapons and must wield medium weapons two-handed.

Buddies: At second level the goblin gains the ability to bud off goblin buddies who act as foolish, capricious and totally loyal 0-level henchmen. They can grow one buddy per night. At second level they can have a maximum of one buddy and this limit increases by 1 every level thereafter.

New Class: Muscle Wizard

Base class: HD, saves and exp track of the Magic User.

Punch-casting: Muscle wizards cast all spells instantly and thus can never have their spells interrupted. All spells have a maximum range of 10' which is extra distance they run/jump/flash-step and punch, although they are never adversely affected by their area effect spells.

Muscle magic: A muscle wizard's fist does d4 damage. Their fists get a bonus to hit and damage based on the highest level of spell they have prepared. They can use this bonus on other muscle-based activities like running, arm wrestling and kicking down doors.

They gain +1 HP for each level of spell they have prepared.

They lose these bonuses as they cast the spells.

If they hit 0HP as a result of spellcasting they fall unconscious from the overexertion.

Still a wizard: Muscle wizards cannot double up on spells and may flip reversible spells upon casting. They spend the same amount of time on research and transcription as a normal wizard.

New class: Necromancer

Base class: HD, saves and exp track of the Magic user.

Spells: The Necromancer uses a unique spell list and draws his power from the souls of the Dead.

Ritual caster: The necromancer has no limitations on doubling up on spells. However necromancy requires ritual components and offerings to attract, bind and satisfy the souls of the wayward dead.

It is the necromancer's responsibility to locate and protect their spell components.

Individual components will be tracked with an Ammo die based on amount harvested, carried, and used per spell.

Last Breath: Any spells which raise or control the dead require the dying gasp of a sapient creature. The caster must breathe it in as he casts the spell in order to speak with the voice of the dead.

Last Breath must be collected at the moment of a creature's death and is usually stored in glass vials.

Interrupted Casting: If the necromancer is interrupted while casting they lose the spell and components used as if it was cast. They may save vs WIS to exert their will over the spirits of the dead, if failed a burst of uncontrolled death magic, raw pain and vindictive ghosts deals d4 damage per spell level to the necromancer and all living things within 5'. Plants and small animals in the radius wilt and die. Undead creatures in range are healed by the same amount instead.

Getting more spells: A necromancer may take magic user spellbooks to the Dead Cult of Duvan'Ku and lay them at the feet of their dark masters. In return they will be rewarded with necromantic equivalents.

This is Bad News for the original owner of the spellbook.

Alternatively they may research spells at the normal rates.

New class: Barbarian

Base class: HD, saves and exp track of the Fighter.

Unique: Even more so than any other class, every barbarian is different. At first level, and each level thereafter, the Barbarian gets their hit points as normal then rolls twice on the Barbarian Level Up table.

Fuck armour: Barbarians never wear armour. Luckily their toughness, luck and/or protective tattoos grant them a natural AC of 14 makes them immune to the effects of extreme weather.

Fuck magic: Barbarians hate magic. Back home all sorcerers are evil and old habits die hard.

A Barbarian's fists count as magic vs creatures immune to mundane weaponry.

They may save vs any spell from a Chaotic source, especially those that usually grant no save.

Rolling a 20 on the save means the barbarian temporarily "eats" the spell. This negates the spell's effects completely, makes their tattoos and eyes glow a cool thematic colour, and lets them unleash the spell on the next person they hit in combat. They may not necessarily know what the spell does though.

Fuck pain: Barbarians don't feel pain. Once per day they can go berserk for one round/level. A berserking barbarian gets +3 strength, -3 AC, adds their strength modifier to damage and cannot die.

If taken below 0HP they take death crits as normal, except that all negative modifiers due to pain are reversed and they feel no effects from injuries until the rage ends.

If they run out of enemies to kill while raging they will attack anything else nearby at random.