minimum.

light
easy
fast.

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"There is no greatness where there is not simplicity, goodness, and truth."

WHAT IS THIS?

The idea behind this simple ruleset is to allow for fast preparation and fast games even between people that never played before. The system is loosely based on B/X and Old School D&D editions but it's intended to be setting neutral, consistent and streamlined. The players should be able to read the rules, create a character and start playing in **less than 30 minutes.**

WHAT WILL I NEED?

To start playing you will need only a handful of items:

- Some multi-sided dice (4 sides, 6 sides, 8 sides and 20 sides)

- Pencil and paper

- Friends

- This rulebook

THE REFEREE

The **Referee** is a key figure in the game. He is the one that decides the outcome of the players' actions and he is the one creating the world where the game is set. The Referee should be familiar with the rules so it's recommended for him to read the entirety of this book.

WHY MINIMUM?

If you played any other OSR inspired games you might be wondering what's the deal and why is there a new ruleset?

As stated in the introduction the idea behind **minimum** is to streamline the gaming process to speed up the game and allow everyone to play in minutes. Character creation is fast and easy and you'll be able to jump into the game as soon as you want!

HOW DO I PLAY?

If you've ever played any other tabletop RPG the gist is the same. The Referee creates a world, the players interact with it by saying the actions of their characters out loud and the Referee makes the world react to said actions. In case the outcome of an action is dubious then the players should roll a die (usually a d20) and determine the outcome via the result of the roll.

Every player controls a character with different attributes and characteristics and said values influence what a character can and cannot do.

These characters usually adventure and live wonderful (or terrifying) stories in a gameworld that the Referee created. They befriend NPCs, make enemies, solve political intrigues and find lost treasure.

The only limit is your imagination and the common sense of the world you're playing in!

1.

character basics

CHARACTERS

Each character is a representation of a player in the fictional world of the Referee. As such there has to be an abstraction of the main characteristics that is possible to use and modify. As a Referee remember that those are just a descriptor of the **Playable Character** (PC) and are by no means set in stone. Feel free to homebrew and add effects that are not really considered in the character sheet (i.e. a broken leg that limits movement).

i. class

Every character is good at something and the class should provide some foundations for that.

When trying to be setting agnostic it's hard to fully embrace the concept of class but there are at least 3 distinct macro areas of specialization that should be generic enough to fit any setting: **Fighter**, **Healer** and **Spellshaper**. Each class will be explained more in detail later.

One could argue that all of them seem too combat focused but be assured they're not. Minimum isn't combat focused and it just assumes that every Class should be able to perform the same tasks in the same way. If there are different races in your setting this System encourages the concept of Race-as-class so the Referee should feel free to homebrew some general race stats and bonuses.

If this seems too daunting of a task then the race should be treated just as an aesthetic addition.

ii. health

Health is a numerical abstraction of the PCs conditions. When it reaches 0 the character should be considered **dead**. The current health of a character can't go above its maximum value and it can be recovered either via resting or by magic.

iii. statistics

Each stat is a number that can go from 1 to 20 and is explained in the following table. No stat can be made higher than 20, even temporarily. The statistics are at the core of the Character: every uncertain action, every attack and every saving throw benefits from them. There are 4 main stats in the game: **Strength**, **Dexterity**, **Constitution** and **Mind**

optional rule:

If you would like a less lethal game consider 0hp to be the point where a character falls unconscious and then roll 1d4 to determine in how many rounds they'll die. For said number of rounds the fallen character will be unconscious and it will be possible to save him only by providing immediate medical assistance.

Strength

This is the ability to wield melee weapons, destroy doors and punch people. A strong character isn't necessarily bulky or muscular. Strength gives an advantage to melee attacks.

Constitution

Constitution is the ability to tirelessly walk for hours, resist poison and enemy attacks. It also dictates what kind of armor the character can wear. Constitution gives a bonus to Health Points.

Dexterity

It generally describes how good a character is at performing corporeal tasks that don't require physical strength. Dexterity gives an advantage to ranged attacks.

Mind

Mind is the general mental characteristic of every PC. The higher the Mind of a character is the more scholarly he is, the more languages he knows and if magic is a thing in your setting it also determines the strength of a Magic User.
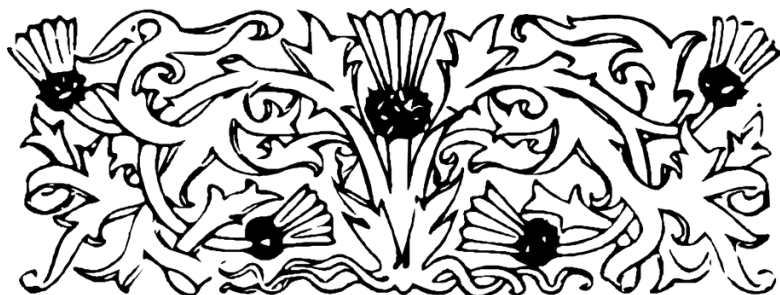
iv. armor

Every player can wear armor. Different armors absorb different amounts of damage. If an enemy rolls a 1 on an attack the armor of the defendant is considered to be **broken** and must be repaired

v. inventory

A Character will want to carry multiple things with them while going on an adventure. **Encumberance** management is explained later in this book.

vi. experience

Experience (XP for short) dictates at what level the PCs are. A Referee should provide various ways for the players to receive XP and to remember that, while there are rules for combat, **minimum** is not a game focused solely on combat. Each won encounter should provide XP based on the strength of the enemy and each XP gain is divided among every Character that has contributed to the win.

Hit Dice	XP
1	10
2	25
3	50
4	100
5	150
6	250
7	500
8	750
9	1000
10	1300
11+	1500

Please note that winning an encounter doesn't necessarily mean killing all of the enemies, bypassing them without dying or having them surrender is also considered a victory.
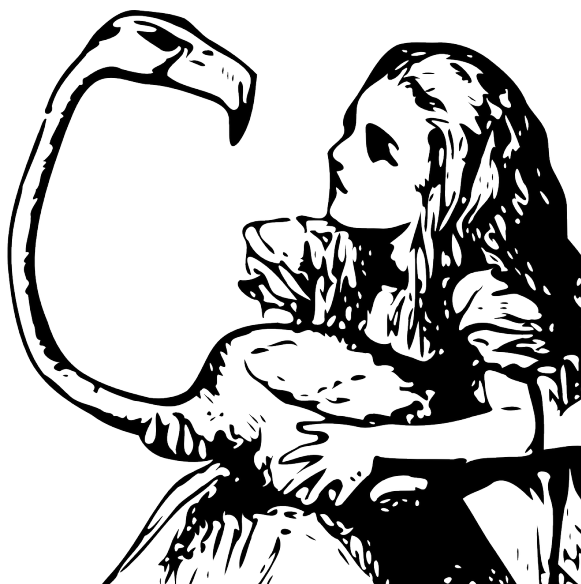
2. character creation

bullet
points

i. roll your stats

ii. write down the modifiers

iii. choose a class

iv. determine HP

v. determine starting possessions and equipment

vi. name your character

i. roll your stats

Roll 3d6 for every statistic and write down the result next to it. If you rolled a result of 15+ on a stat your next one will have a value of 7.

You are also free to rearrange the numbers you rolled how you see fit.

ii. write down your modifiers

To each stat corresponds a modifier; write it next to your stat.

Statistic	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-20	+3

optional rule:

For avoiding sub-optimal characters you can sum all the modifiers. If the result is less than zero you can allow your players to reroll the Statistics

iii. choose a class

Choose a class and write your bonuses somewhere.

iv. determine Hit Points

Roll the Hit Die of your corresponding class rerolling the 1s. Then add your **Constitution** modifier.

v. determine starting possessions and equipment

Being setting agnostic we will introduce here a generic currency called Coin (C) for the next examples. Referees should change it to whatever monetary standard is present in their settings.

Every character begins with **3d6x10c**.

After rolling you should buy some equipment. The full equipment list is left up to the Referee but here are some general prices for generic goods.

optional rule:

For a less lethal game you can allow every character to start with their highest possible HP on level one. (As if they rolled the maximum result on their Hit Die).

vi. name your character

This point is self explanatory. Choose a name that represents who you are and fits the setting. Choose carefully as you might be stuck with it for a while (or not)

items
weapons

Item/Service	Cost
Backpack	4c
Food (1 day)	1c
Meal (standard)	1c
Lodging (avg.)	5c
Rent (1mo./10'sq.)	40c
Small Ship	15.000c
Land Vehicle (motor)	30.000c
Land Vehicle (animal)	300c

Weapon	Cost	Damage
Minor Melee Weapon	10c	1d6
Melee Weapon	20c	1d8
Great Melee Weapon	50c	1d10
Ranged Weapon	40c	1d8
Heavy Ranged Weapon	80c	1d10

Armor Type	Min Con	Cost	Damage Reduction
Light Armor	12	30c	d3
Medium Armor	14	100c	d4
Heavy Armor	16	1000c	d6
Shield	14	15c	1

Other Items	Cost
Bedroll	2c
Book	5c
Caltrop	1c
Candle (10)	1c
Chalk	1c
Clothing	5c
Crowbar	2c
Fishing Gear	1c
Flask Of Lamp Oil	5c
Grappling Hook	10c
Hourglass	100c
Ink	1c
Lantern	4c
Lock	8c
Map	10c
Mirror	15c
Paper (3)	1c
Pick, Miner's	10c
Pole, 10'	1c
Rope, 50'	3c
Shovel	3c
Tent	10c
Tinderbox	1c
Torch (5)	1c
Vial	1c
Waterskin	2c
Whistle	1c

Lodging	Cost
Inn, Poor	2c
Average	5c
Good	10c
Fancy	30c
Luxury	100c

Services	Cost
Coach, Local	1c
Distant	20c
Post, Local	1c
Distant	20c
Ship (1 day)	3c

3.
classes

fighter

FIGHTER

The fighter is the class that heavily partakes in combat. A fighter can either be offensive or defensive and as such he gets different bonuses based on his equipment.

While using a shield he gets a **bonus to its defense value** (a plain reduction to damage taken) and when using a two-handed or a one-handed weapon he gets a **bonus to his attacks.**

This bonus is applied to the Attack roll (See combat section)

Note: the defense bonus doesn't stack with the previous levels.

This is the only class in the game that can wear Heavy Armor.

Level	XP	Hit Points	Defense Bonus	To Hit
1	0	1d10	+1	+1
2	2,200	+1d8	+1	+1
3	4,400	+1d8	+1	+1
4	8,800	+1d8	+1	+2
5	17,600	+1d8	+2	+2
6	35,200	+1d8	+2	+2
7	70,400	+1d8	+2	+3
8	140,800	+1d8	+2	+3
9	281,600	+1d8	+3	+3
10	422,400	+3	+3	+4
11	563,200	+3	+3	+4
12+	+140,800/lvl	+3	+3	+4

healer

HEALER

A Healer is the only one that has access to healing capabilities. Be it Healing Spells or Healing Implants (it should be left up to the Referee to determine).

Refer to the Magic chapter of this guide for more information.

Level	XP	HP	Spell Slots						
			1	2	3	4	5	6	7
1	0	1d6	1						
2	1,750	+1d6	2						
3	3,500	+1d6	3						
4	7,000	+1d6	3	1					
5	14,000	+1d6	3	2	1				
6	28,000	+1d6	3	3	2				
7	56,000	+1d6	4	3	3	1			
8	112,000	+1d6	4	3	3	2			
9	224,000	+1d6	4	3	3	3	1		
10	336,000	+2	4	4	3	3	2		
11	448,000	+2	5	4	4	3	3	1	
12	560,000	+2	5	4	4	3	3	2	
13	672,000	+2	5	4	4	4	3	3	1
14	784,000	+2	5	5	4	4	3	3	2
15	896,000	+2	6	5	5	4	4	3	3
16	1,008,000	+2	6	5	5	4	4	3	3
17	1,120,000	+2	6	5	5	5	4	4	3
18	1,232,000	+2	6	6	5	5	4	4	3
19	1,344,000	+2	7	6	6	5	5	4	4
20+	+112,000/lvl	+2/lvl	8	7	7	6	5	5	4

spellshaper

SPELLSHAPER

This system assumes that there is some kind of magic in your setting, if there is not then it's easy to thematically replace spells with extraordinary skills or implants that can be used a limited amount of times a day.

Refer to the Magic chapter of this guide for more information.

Level	XP	HP	Spell Slots								
			1	2	3	4	5	6	7	8	9
1	0	1d6	1								
2	2,250	+1d4	2								
3	4,500	+1d4	2	1							
4	9,000	+1d4	2	2							
5	18,000	+1d4	3	2	1						
6	36,000	+1d4	3	2	2						
7	72,000	+1d4	3	3	2	1					
8	144,000	+1d4	4	3	2	2					
9	288,000	+1d4	4	3	3	2	1				
10	432,000	+1	4	4	3	2	2				
11	576,000	+1	5	4	3	3	2	1			
12	720,000	+1	5	4	4	3	2	2			
13	864,000	+1	5	5	4	3	3	2	1		
14	1,008,000	+1	6	5	4	4	3	2	2		
15	1,152,000	+1	6	5	5	4	3	3	2	1	
16	1,296,000	+1	6	6	5	4	4	3	2	2	
17	1,440,000	+1	7	6	5	5	4	3	3	2	1
18	1,584,000	+1	7	6	6	5	4	4	3	2	2
19	1,728,000	+1	7	7	6	5	5	4	3	3	2
20+	+144,000/lvl	+1/lvl	8	7	6	6	5	4	4	3	2

4

game mechanics

Outside of combat **minimum** doesn't have many rules, but once again don't be fooled! This is not a game focused on combat; the latter is just the part of the game that needs the most rules. Almost everything else should be left up to the Referee. Creating rules limits what players can do and as such we want to avoid that.

ABILITY THROWS

Whenever a player tries to do something with an uncertain result make them roll 1d20. If the result is lower than the stat most fitting the situation then the action succeeds (A player is trying to recall a piece of lore about a creature? Roll 1d20 and compare the result to its Mind. Someone is trying to bash a door open? Compare to Strength). Remember, **rolls are needed only when the result is uncertain**. If a player is trying to use a grappling hook on a tree or to break the box powering a laser field and there is no time pressure you should consider the action an automatic success.

Saving Throws are a subcategory of Ability Throws: they are made in dangerous situations and even a success can still lead to undesirable results. Some class abilities might enhance the Saving Throws but not the Ability Throws of a character

Important Note: Stats play an important role in the game, with every roll being heavily tied to a statistic. As such Referees should try to minimize rolls to an absolute minimum and embrace the role-play aspect of the game. Players should be rolling dice only in combat and in perilous situations.

ADVANTAGE AND DISADVANTAGE

When a player is receiving help or using a tool that aids him in a task he gets **advantage** on the roll. This means that he can throw two d20s instead of one and choose the result he desires.

On the other hand, if the player is trying to make a risky task under pressure or in unfavorable conditions he receives **disadvantage**. Make him roll two dice and take the highest result (lowest in case of an Attack action).

ENCOUNTERS

An encounter happens whenever the party meets an NPC that is potentially hostile. If the players don't immediately attack the NPC consider rolling 1d20 on the reaction table to see how he reacts to the party

Roll	Reaction
<3	Hostile
4-7	Unfriendly
8-15	Neutral
16-18	Friendly
>19	Helpful

This allows for some of the encounters to be opportunities for Role Playing and Story Exposition. If no combat occurs consider the encounter to be resolved (do not award XP if the resolution was trivial), otherwise if the players attack the NPC or if the NPC is hostile to the players proceed to combat.

RESTING

Resting recovers 1d4 health per night and 1d4+1 per full day of resting. One full week of resting will fully restore the health to characters independently on the amount.

Some players might rest in hospitals or receive medical treatment during their rests. In this case the recovery rate is doubled.

COMBAT

Combat happens whenever two opposing parties start physically fighting. The Referee should roll 1d20 for each enemy type present on the battlefield and one of the players should do the same for their group. The group that rolled the highest goes first and this order is preserved throughout the whole combat encounter. During the player's turn they should be able to act in whatever order they see fit.

Each player gets an action they can make during their turn and so do the enemies.

Continue making turns until either the players are victorious or dead.

ACTIONS

Only one of these actions is allowed per turn but the Referee should apply common sense to resolve any player's request

- **ATTACK:** Whenever a player wants to attack they should roll a d20 and apply the relevant modifiers: Strength for melee attacks, Dexterity for ranged attacks. (Remember that Fighters get to apply their class bonus as well). If the result is higher than the target's Dexterity then the attack hits. Roll the die corresponding to the weapon used and subtract the result from the target's HP.

- **MOVE:** A character can move up to 150' during their turn and half of that if he is encumbered.

- **MOVE AND ATTACK:** A player might want to move and attack during the same action. It is possible to attack before or after a movement of less

than 40'. A player can move the full rate and attack by getting a **Disadvantage** on their attack roll.

• **CAST A SPELL:** Spending a full action allows a character to start casting a spell. He must have both hands free to cast and he must avoid all damage for one entire round (this makes casting a spell very risky!), if the character gets damaged the spell is lost otherwise it gets cast at the beginning of your next turn. A character can move up to 40' before casting.

• **CHANGE WEAPON:** Changing a weapon takes one entire action.

• **USE AN ITEM:** Using an item takes one action if said item is readily available (for example it's in a pouch or on a belt). Otherwise it takes 1 action to find the item and 1 action to use it.

• **OTHER ACTIONS:** Reward players for doing interesting things and, even if an action isn't specified in the rules, it

doesn't mean it's not possible. As a Referee you should encourage fun and non-standard solutions to problems instead of saying no to them.

ESCAPING

Sometimes the players will want to escape from a perilous situation. If they decide to do so everyone should roll a **Dexterity** check (with advantage if they're faster than the enemy). The characters that pass the check manage to escape.

HIRELINGS

In civilized areas players might be able to find people willing to work for them. The monthly wage for a hireling is roughly 150c and some of them might accept to be paid on a daily basis.

Hirelings will follow the party into dungeons and will carry stuff for them. Treat them as NPCs with 4hp and 9 in each stat.

Use common sense to decide what a Hireling will and will not do as they **will not** perform suicidal and openly deadly tasks.

ENCUMBERANCE

Each character can carry a number of items equal or lower to their Constitution roll. Some items might count as two and some items might not count. Similar items can be grouped and count only as one used slot. This is left up to the referee. If a character has more items than allowed he is encumbered and moves at half his normal rate. If a character is carrying thrice the allowed number of items then he's not allowed to move

magic 5.

Healers and Magic Users have different ways of using magic. **minimum** provides a basic spell list for both classes but Referees are encouraged to add and re-flavor spells as they see fit.

HEALERS

Healers don't need to learn spells and they have their full arsenal at their disposal. Each day they can memorize and cast a number of spells equal to the number in their class table. For example a level 4 healer can memorize three level 1 spells and one level 2 spell and then cast them whenever during the day. The spells also don't have to be unique: the Healer can memorize the same level 1 spell three times

To change the memorized spells a Healer must rest for at least **six hours.**

SPELLSHAPERS

The art of the Spellshapers is more subtle and elegant as it requires a lot of studying. At the start of the game Spellshapers don't know all of their possible spells but their starting selection is randomly determined. Each character should roll on the "Level 1 Spells" list and determine 3 staring spells. Every new level a Spellshaper learns an additional spell **randomly** determined from the levels he is able to cast.

After that, similarly to the Healer, the Spellshaper must decide a number of spells (equal to the number on his class table) that he wants to memorize for the current day; he is then able to cast them whenever he wants, expending that spell for the day.

To change the memorized spells a Spellshaper must rest for at least **six hours.**

SPELL VESSELS

Sometimes Spellshapers will find items that contain instructions to cast a spell (or even entire spell books!). Every character in possession of such items should be able to transcribe the spells present on it into his own book. To do so the player must spend 1d4 days transcribing the spell (spending 30c every day). At the end of this period the player should also make a Mind Roll, and if it fails the process fails as well and the scroll is destroyed.

HEALER SPELLS

LEVEL 1

- **BLESS:** Gives +1 to all attack rolls to one target for 1 minute.

- **COMMAND:** Give a one-word-long command to a target and he must obey. Save possible.

- **CURE WOUNDS:** Heal the target for 1d8.

- **OBSCURE:** A stationary mist 25x25x10 obscures vision up to 5ft. Strong wind disperses. Lasts 5 minutes.

- **REMOVE FEAR:** Gives -4 to Mind saves against fear. If the target is already feared it dispels the effect.

- **SANCTUARY:** Wards a creature. Said creature can't attack or cast spells (otherwise spell ends) but every other creature attacking him must roll Mind or can't attack. Lasts 1d4 rounds.

- **SOUND BURST:** Generates a loud noise up to 50ft away in a 20ft radius. 1d8 damage. Mind save or be stunned for 1 round.

LEVEL 2

- **AID:** The target gets 1d8 temp HP.

- **AUGURY:** Find out if particular actions have good or bad consequences. 70% chance for answer. Events up to 30min can be seen.

- **DARKNESS:** Creates a blaksphere up to 50ft away in a 20ft radius. Cancels out light sources and spells. Lasts 5 minutes.

- **DELAY POISON:** The target can't be affected by Poison during this spell duration. Lasts 1 hour.

- **HOLD CREATURE:** Physically holds a creature in place for 1d4 rounds. The target can still speak and breathe. Save possible.

- **LOCATE OBJECT:** Locate an object that the caster has seen before up to 1000ft away.

- **SILENCE:** Every creature in a 15' radius becomes silent for 1 minute. Save possible.

- **ANTIPARALYSIS:** Removes any paralysis effects on the target.

LEVEL 3

- **CREATE FOOD:** Creates food for 1 day for 3 people or 1 horse.

- **CREATE WATER:** Creates water for 1 day for 3 people or 1 horse.

- **SPOIL FOOD/WATER:** Destroys food/water rendering it inedible.

- **DISPEL MAGIC:** Suppresses magic for 1d6 rounds in a 60ft. radius. Caster is affected as well if he enters the zone. Lasts 1d6 rounds.

- **REMOVE CURSE:** Removes a curse from the target.

- **AURA:** The target gets +1 to all attack rolls, enemies get -1 to all attack rolls against the target. Lasts 1d4 rounds.

- **REMOVE DISEASE:** Removes a disease from the target.

LEVEL 4

- **WATER WALK:** Allows the target to walk on water for 10 minutes.

- **DISCERN LIES:** Concentrate for 1 round and tell if someone is lying. Does not reveal the truth or inaccuracies. Save is possible.

- **FREEDOM:** Target is immune to all movement impairing effects for 10 minutes.

- **HEALING CIRCLE:** Heals 2d8 in a 20ft. sphere.

- **NEUTRALIZE POISON:** Stops poison and poison related effects on a target.

- **TONGUES:** Allows the caster to speak and understand everyone

regardless of language for 10 minutes.

- **RESTORATION:** Restores ability scores and level drains on a target.

LEVEL 5

- **DEATH WARD:** The target becomes immune to death spells for 10 minutes.

- **PHASE JAUNT:** The target can phase trough solid objects and walls for 1 round/healer level.

- **FLAME STRIKE:** Creates a wall of fire in a 20ft. radius up to 120ft. away. 1d6 damage/healer level. No save.

- **PLAGUE:** 180ft thick cloud. Everyone in the area takes 1HP of damage every round. Creatures <2HD must make a Mind save or flee.

- **RAISE DEAD:** Bring a humanoid back to life if raised within 1 day/level of death. Raised target loses 1d4 Constitution permanently.

- **TRUE SEEING:** Grants True Seeing to the target for 1 round/healer level.

LEVEL 6

- **BARRIER:** Creates a 30x60x5ft magical barrier that deals 12d6 damage to everyone passing trough. Must place in an unoccupied space. Lasts 3 rounds/caster level.

- **FIND THE PATH:** Finds the most direct route to an area in a specified location.

- **GEAS:** Give the target a task. If the target is not working towards said task his stats are halved. Lasts until the task is finished or the spell is removed.

- **HEAL:** Fully heals the target

- **RECALL:** The Healer must first designate an area familiar to him as a sanctuary. After doing so using this spell teleports the Healer to said location instantly.

LEVEL 7

- **CONTROL WEATHER:** Allows the caster to change the weather in an area (in a way that is appropriate to the region) for 4d12 hours.

- **GREATER RESTORATION:** Removes curses, lost levels and ability drains. Cures also poisons, diseases and other harmful effects.

- **REGENERATE:** Regrows lost limbs and broken bones in 2d10 minutes. Also cures 1d8/ healer level HP.

- **RESURRECTION:** As Raise Death but with no drawbacks.

- **MASS HEAL:** As Heal but in a 25ft radius.

SPELLSHAPER SPELLS

LEVEL 1

- **ALTER SIZE:** Makes one target 50% bigger/smaller for 1 minute/spellshaper level.

- **BURNING HANDS:** Makes a 5x10ft cone of flames that does 1d4+1/ spellshaper level damage.

- **CHANGE SELF:** Allows the spellshaper to alter himself physically. 1ft. taller or shorter and no race change.

- **CHARM CREATURE:** Makes the target think that the caster is a friend. Will not do harmful things to himself. A Save is possible.

- **COMPREHEND LANGUAGES:** Allows the caster to read and understand a language for 10 minutes/spellshaper level. Does not tech how to write or speak.

- **DANCING LIGHTS:** Creates up to four lights in a 100ft radius for 1 minute., The spellshaper can move the lights.

- **DAZE:** Creatures with less than 4HD in a 25ft radius from the caster skip the next turn.

- **ERASE:** Mundane writing is erased with no trace. Up to 3 pages in a book per cast.

- **FEATHER FALL:** The target falls 50ft/ round for 1 round/ spellshaper level.

- **IDENTIFY:** Reveals the features of a magic item.

- **HOLD OPEN:** Choose a door or a lock. It can't be closed for 1 hour.

- **JUMP:** Double the jump ability of the target for 1 minute/spellshaper level

- **MAGIC MISSILE:** 1d3 missiles hit the target for 1d4 damage each.

- **SHIELD:** The target is protected for 1d4 extra damage for 2 rounds/ spellshaper level

- **SLEEP:** 2d4 creatures are put to sleep in a 30ft radius. 5HD+ creatures are immune. The targets sleep for 1d4 minutes or until damaged.

- **SPIDER CLIMB:** Allows the target to climb vertical walls and ceilings. Hands and feet must be free. It lasts 1d4 minutes.

- **MESSAGE:** Allows the user to send a brief telephatic message to a creature he can see

LEVEL 2

- **ACID ARROW:** The spellshaper makes a Mind check. On a success the target receives 2d4 damage. Unless taken the time to clean the acid deals 2d4 damage each

subsequent round.

- **ALTER SELF:** As Change Self but allows the caster to change race as well.

- **BLUR:** The spellshaper becomes out of focus for 1 minute/ spellshaper level. Every enemy attacking the spellshaper receive a -2 to the attack.

- **CONTINUAL FLAME:** This spell generates a heatless torch that lasts until dismissed.

- **DETECT THOUGHTS:** Concentrate for 1 round to sense the general thoughts of the target. Save is possible.

- **ENHANCE ATTRIBUTE:** Adds +4 to an attribute chosen by the spellshaper for 1 round.

- **FOG:** Creates a 50x20x20 cloud of fog that conceals anyone further than 5ft for 10 minutes.

- **INVISIBILITY:** Makes the target invisible for 1 round or unless the target attacks (in
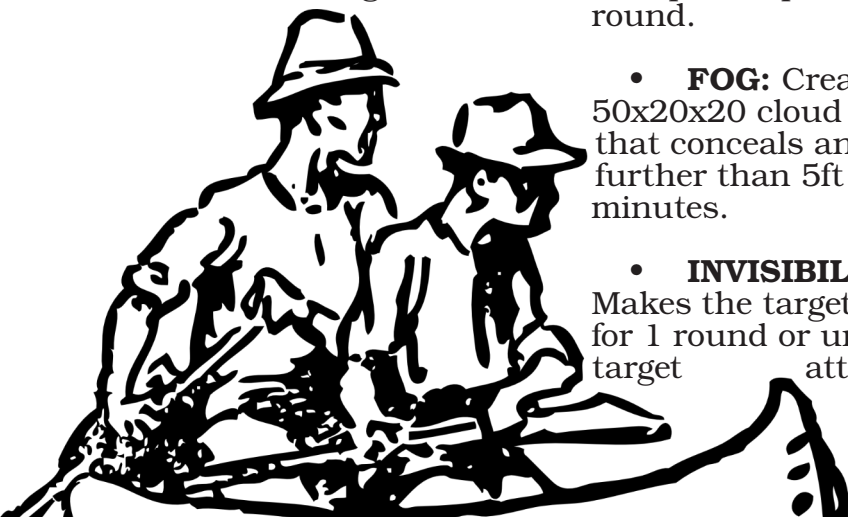
that the attacker has a +8 to hit)

- **KNOCK:** Unlocks every locked door or chest.

- **LEVITATE:** Gives the ability to float vertically at 20ft/round for 10 minutes.

- **MIRROR IMAGE:** Creates 1d4+1 exact copies of the spellshaper for 3 rounds/spellshaper level. Whenever the caster is attacked roll randomly to determine the target.

- **PROTECTION FROM ARROWS:** For 10 minutes the target ignores normal arrows.

- **ROPE TRICK:** Allows the spellshaper to control a rope. Up to two targets can climb it even if it's not attached to anything.

- **SCARE:** Creatures with 5HD or less must save or be scared and flee in terror for 1d4 rounds.

- **SEE INVISIBILITY:** Allows the spellshaper to see invisible things for 10 minutes.

- **SHATTER:** Breaks windows and glass objects in a 25ft radius from the caster.

- **WEB:** Creates a web in a 20x20x10 area. It lasts for 1d4 rounds. Every creature in the area must make a Dexterity check. On a fail its movement is reduced to zero and it gets -2 to the attacks.

LEVEL 3

- **BLINK:** Allows the spellshaper to teleport himself up to 100ft from his current position to a place he can see. The spell has a 50% of failing.

- **DISPEL MAGIC:** Suppresses magic for 1d6 rounds in a 60' radius.

- **EXPLOSIVE RUNES:** Allows the spellshaper to scribe runes on an object. When the runes are read they explode for 6d6 damage, no save allowed. Caster can read the runes and the object doesn't get destroyed.

- **FIREBALL:** A giant

fireblast that hits a target up to 450ft away. 1d6 damage/spellshaper level.

- **FLY:** Allows the target to fly 100ft per round for 10 minutes/ spellshaper level

- **GASEOUS FORM:** The target turns into fog for 1d4 minutes. His speed is 100ft/round and he can be blown away by wind.

- **GUST OF WIND:** Snuffs small/large flames and knocks over small creatures.

- **HALLUCINATORY TERRAIN:** Changes a 10x10 square of terrain in whatever the spellshaper desires for 10 min. Creatures can Save to discern the illusion.

- **HASTE:** Double the attacks/movement rate of every creature in a 25ft radius for 1round/ spellshaper level. After the spell ends every creature must roll a Constitution Save or age 1 year.

- **HOLD CREATURE:** Physically holds a creature in place for 1d4 rounds. The target can still speak and breathe. Save possible.

- **INVISIBILITY SPHERE:** Everyone in a 100ft radius becomes invisible until attack/ cast.

- **LIGHTNING BOLT:** Hits a creature for 1d6. Each hit has a 30% chance of propagating to a creature that is at least 5ft close.

- **STINKING CLOUD:** Creates a 20x20x20 cloud that lasts for 1 round/ spellshaper level. Everyone inside the cloud must make a Constitution Save or feel sick.

- **SUGGESTION:** The target of the spell must receive a reasonable suggestion and he will try to do it. Save is possible.

- **TONGUES:** Allows the caster to speak and understand everyone regardless of language for 10 minutes.

- **WATER BREATHING:** Allows the target to breathe underwater for 2d4 hours.

LEVEL 4

- **ARCANE EYE:** The spellshaper can create an invisible eye that sends what it sees to the owner. It lasts 10 minutes.

- **CHARM CREATURE:** Makes the target think that the caster is a friend. Will not do harmful things to himself. A Save is possible.

- **CONFUSION:** If the target fails a Save roll 1d6. 1) Stand still; 2-3) Attack Self; 4-5) Attack an ally; 6) Act normally.

- **DETECT SERVING:** Detects if someone is spying trough magical means on you or on someone else.

- **PHASE DOOR:** The spellshaper is transported up to 450ft to a place he can see or saw max. 30 minutes before. He cannot act until the next round.

- **FEAR:** All creatures in a 25ft radius flee in terror for 1d4 rounds. Save is possible.

- **FIRE SHIELD:** The target is engulfed in a shield of flames. Attacks that hit him do normal damage but the attackers take 1d6+1/ spellshaper level damage.

- **STORM:** Creates a storm in a 50x10ft line that lasts 1d4 rounds. Every creature in the area suffers 5d6 damage. Movement is halved in the storm.

- **MINOR GLOBE OF INVULNERABILITY:** Creates a small shield around the spellshaper that lasts for 1d4 rounds. It absorbs all spells of levels 1 to 3.

- **PHANTASMAL KILLER:** The spellshaper summons an invisible entity that causes terrible horror to the target. He must Save or die.

- **POLYMORPH:** Target can be transformed into any creature with less than 5HD that the spellshaper has seen. The transformation lasts 10 minutes/spellshaper level or is permanent if both parties agree.

- **SERVING:** Allows to think about someone and watch them as if there. If the target succeeds a Save they know they're observed.

- **ELEMENTAL WALL:** Creates a wall in a line or a in a circle around the caster of the chosen element for 1 round/spellshaper level. 1)Fire -2d4 damage + 3d4 when going trough; 2)Ice - 1d6 damage + Strength check to break; 3)Wind - 1d6 damage + Knockbacks everyone 5ft from it but the caster.

LEVEL 5

- **CLOUDKILL:** Creates a 20x30x20 cloud 150ft from the caster. Every creature with less than 3HD dies instantly. Every creature with 4-5HD is allowed to Save. Every creature with more than 6HD gets 1d10 damage on a failed Save. The cloud lasts 1 minute.

- **CONE OF COLD:** A cone 5x50ft that deals 1d6/spellshaper level of damage.

- **FAITHFUL HOUND:** An hound that follows the spellshaper is created for an hour. It howls in alarm, his bite is magical and does 3d6 damage. Dexterity is 18.

- **FEEBLEMIND:** Reduces the target to a blathering idiot whose Mind becomes 1d4 until the spell is dispelled. A Save is possible.

- **PASSWALL:** Allows the spellshaper to pass trough any wall 5ft wide for 10 minutes.

- **PERMANENCY:** Makes a spell effect on an item permanent. Use the Referee discretion on what spells can be made

permanent.

- **TELEKINESIS:** Lifts 25 lbs/spellshaper level at 20ft/round for 1 hour. Creatures can Save to avoid being moved.

- **TELEPATHIC BOND:** Makes a telepathic bond with 1 target every 3 levels. All targets must be within 30ft of each other. The bond lasts for 1 hour.

- **WALL OF STONE:** Creates a stone wall 2ft thick for a maximum of 1000 sq. feet.

LEVEL 6

- **ANTIMAGIC SHELL:** Creates a 20ft mobile sphere that nullifies magic for 10 minutes. Magical creatures lose their abilities but still function.

- **CHAIN LIGHTNING:** Hits a creature for 1d6. Each hit propagates to a creature that is at least 5ft close and hasn't been hit yet.

- **CONTROL WEATHER:** Allows the caster to change the weather in an area (in a way that is appropriate to the region) for 4d12 hours.

- **DISINTEGRATE:** Choose one target up to 150 feet. Said target must Save or die leaving inorganic matter only. Successful save takes 5d6 damage.

- **GEAS:** Give the target a task. If the target is not working towards said task his stats are halved. Lasts until the task is finished or the spell is removed.

- **GLOBE OF INVULNERABILITY:** Creates a shield around the spellshaper that lasts for 2d6 rounds. It absorbs all spells of levels 1 to 4.

- **MASS SUGGESTION:** As Suggestion but in a 25 feet radius.

- **TELEPORT:** Teleports the spellshaper, objects and additional people (5lbs/spellshaper level) to a location known to the caster. If the location is very familiar nothing happens, otherwise roll 1d6. On a 1

everyone takes 2d10 damage and gets teleported to a random location chosen by the Referee.

LEVEL 7

- **FINGER OF DEATH:** The touched target dies horribly unless he succeeds a Save. In that case he takes 3d6+1/spellshaper level damage.

- **ANIMATED ARTWORK:** Allows to pull an object or a creature from a piece of art into the real world. The better (and valuable) the art is the stronger and realistic is its real world counterpart.

- **BESTOW SPELL ABILITY:** The spellshaper chooses up to 3 spells he has prepared and transfers them to a willing creature. That creature can now cast those spells as if they were his. Until the spells have been cast the spellshaper can't prepare new ones using those slots.

- **MASS**

INVISIBILITY: As invisibility but with a 50ft radius. It breaks if an individual gets away more than 180ft from the group.

- **REMOTE SURVEILLANCE:** One item of choice has to be enchanted. As soon as someone touches that item the spellshaper becomes fully aware of all the senses of the creature that touched the item. The spellshaper can also cast spells trough the subject. The subject doesn't become aware of the spell activation. The spellshaper can't read the mind of the subject. The spell lasts 10 minutes/spellshaper level.

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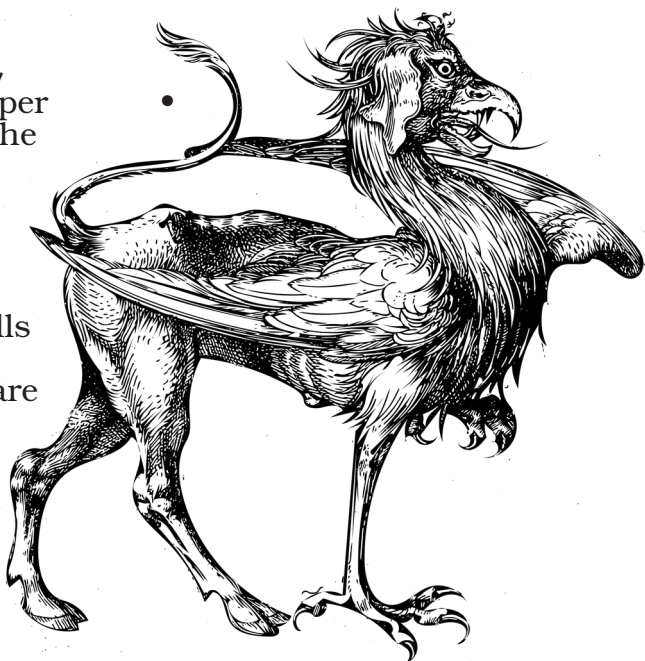
REVERSE GRAVITY: This spell allows to invert the gravity in a 30x30x20 area. If a creatures reaches the maximum height it remains there oscillating, if it hits the ceiling the creature takes damage as if it fell down from the same height. The spell lasts 1d4 rounds.

- **STATUE:** Turns the target (or the caster) into solid stone. The target can hear and smell normally but doesn't need to breathe. Breaking the statue might cause severe damage to the target. The subject of the spell can return to its normal state just by wishing it, otherwise the spell ends in 1 hour/spellshaper level.

- **STUN:** If the target has 35HP or less it's stunned for 2d4 rounds. If it has less than 70HP it's stunned for 1d4 rounds. Save is possible.

- **VANISH:** As Teleport but works only on objects.

- **VISION:** The spellshaper can ask a question to a greater power while casting this spell. Making an offering improves the result (+1 to the roll for every 1,000c offered). Then roll 2d6 and check the result: (1) The spellshaper dies horribly; (2) The spellshaper falls under a Geas spell and becomes bound to the power; (3-5) Nothing happens; (6-10) Partial and ambiguous information is gained; (11-20) The power answers in great detail and accurately.

LEVEL 8

- **BLIND:** Blinds all enemies in a 25ft radius. Targets with less than 40HP get blinded for 2d4 days. Targets with less than 80HP get blinded for 1d4 days. Targets with a higher health don't get affected.

- **CLONE:** Paying 5,000c in materials and the skin of a creature allows to create a magical vat where a clone is stored. The clone is born after 2d4 months and has the same stats of the skinned creature.

- **DEMAND:** Allows

the spellshaper to contact the previous owner of an item sending a telepathic message and a Suggestion spell on him. Save is possible.

- **INCENDIARY CLOUD:** Creates a cloud of smoke with hot white embers in a 20x30x30ft area that lasts 5 minutes. Everyone inside gets 3d6 damage every round. Vision is obscured past 5ft.

- **MAZE:** The target is banished into a labyrinth. The time to escape said labyrinth is based on the target Mind (should be estimated by the Referee) and it's equal to (15-Mind)d20 minutes. (With a minimum of 1d20 minutes)

- **MASS CHARM:** As Charm Creature but can charm a number of creatures equal to the spellshaper level in a 50ft radius.

- **MIND BLANK:** Protects about all forms of scrying for 1 day.

LEVEL 9

- **DISJUNCTION:** All magical items in a 25x25 area get destroyed

- **METEOR SWARM:** Eight meteors fly at the target from the caster. Each one explodes for 5d6 damage in a 10ft radius.

- **KILL:** If the touched target has 50HP or less it dies instantly, otherwise it's unaffected.

- **SHAPE CHANGE:** The spellshaper can assume the shape of any creature he knows for 1d4 hours.

- **TIME STOP:** This spell bring everything to a stop allowing the spellshaper to take 1d4+2 rounds instantly. (This amount should be rolled by the Referee in secret).

- **WISH:** Allows to make a wish whose interpretation is up to the Referee. After making it the player should roll a Constitution Save. On a fail the caster can't use spells for 2d4 weeks, on a success only for 1d4 weeks.

5

referee

guide

The following section is intended only for people planning to be the Referee in their games and, as such, it can be skipped by anyone else. It will deal with **extra rules** like traveling, dungeon exploration, campaign generation etc. It will also contain advice for using this ruleset to homebrew custom rules and classes to fit whatever setting you might have.

WORD OF ADVICE

Minimum is a cooperative game between players and the rule of the Referee is to make the players have fun. You control the world and make it react realistically to the players' actions. It is not your goal to win or to kill your players.

Most of the situations in a game world can be resolved with common sense and without any dice roll (remember, dice is both an ally and an enemy!). Your players should resort to rolling dice only in perilous and tense situations.

Sometimes there is no point in checking if a player can open a door if he has a crowbar and a hammer and as such those actions should be ruled with common sense; jumping across a 15ft. gap wile enemies are chasing you with dogs on the other hand...
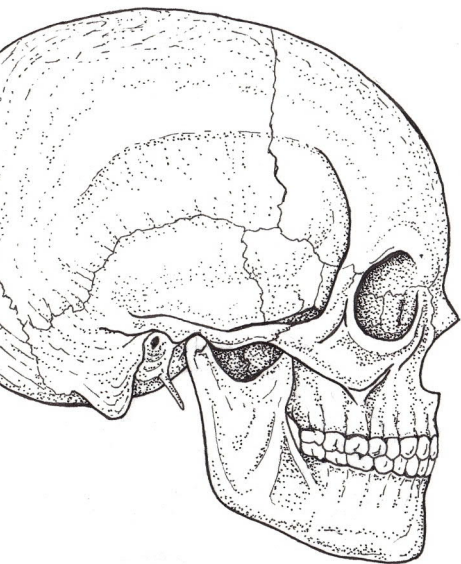
ADDITIONAL RULES

Most of the **minimum** games can be played with only the basic rules described in the first chapters of this book, but once you and your players have familiarized themselves with everything there is to know consider integrating this concepts as well. With them your game will feel complete and more fun to play

Exploring

It's not unusual for players to find themselves exploring unknown places so there should be a solid set of rules to embrace that. This section is, however, not specifically dedicated to dungeoneering.

The most important rule of them all is: **strict bookkeeping is important.** Without this a lot of challenges become trivial since they can be done in an arbitrary amount of time and there is no pressure. Bookkeeping refers both to time passed and to items acquired. Encumberance should be a problem, rations should be a problem, time should be a problem. As such you (or your players) will have to keep track of passing time, food requirements and occasionally weather.

- **Foraging**: Sometimes it becomes necessary to find some food and water in an area. Make one of the players roll 1d6 and compare the result with the following

Type of area	Result
Wasteland	1<
Prairie, grassland	2<
Jungle, Forest	3<
City	4<

table. If it's lower or equal then the party managed to find enough food for one day for four people.

Of course if the zone doesn't appear in the table you should feel free to improvise a difficulty.

- **Getting Lost**: In lush wilderness or in a sprawling city the risk is always present. For every

day the party is traveling roll 1d6: on a result of 1 the party is lost and wanders in a random direction without noticing.

- **Light And Vision:** Most characters, unless specified otherwise, will have a limited range of vision. In normal light a character usually can see everything that is reasonable to see. In dungeons, at night or in places with little to no light they will have to carry torches, candles or lanterns. Depending on your setting light might be not a problem but in a medieval world torches burn for 1 hour, candles for 2 and a lantern can burn a whole day.

Dungeoneering

A lot of games have dungeons: be them ancient ruins, destroyed spaceships or an abandoned bank. The thing that unites them is the sense of danger in a perilous and enclosed environment.

- **Mapping:** If the place is unknown then some form of mapping will be needed to not get lost. One player of the party should be the one responsible for making a map of the dungeon. It's strongly recommended to make your players actually draw the map based on your indications instead of showing it to them. Of course to draw a map some paper and some ink will be needed.

- **Wandering Enemies:** If it makes sense for the place, you should introduce a time constraint to every dungeon in the form of wandering monsters. Every 30 minutes (roughly, feel free to adjust as needed) you should roll 1d6. On a result of 1 the party encounters a wandering enemy from a table you should prepare beforehand. This roll should also be made if the players are resting in the dungeon. If the players are making a lot of
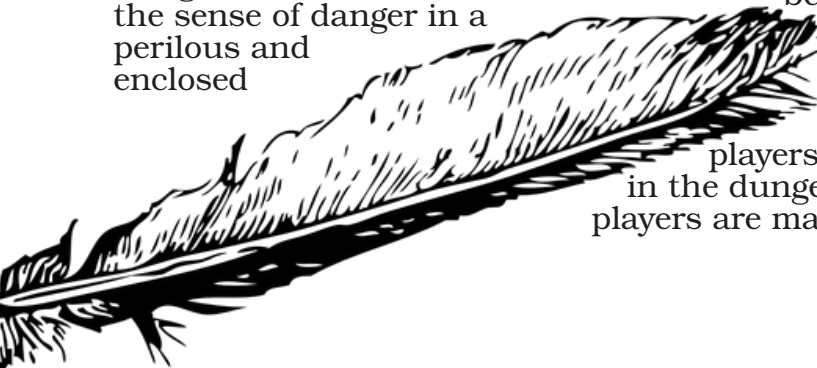
noise make the enemies appear on a roll of 2 or even 3.

• **Traps And Hidden Items:** As you might've noticed there is no skill specifically designed with finding stuff in mind. This is because it's assumed that players will use common sense and real world tactics to find things. Most importantly, traps shouldn't feel cheap and you should introduce them in a way that allows your players to notice and bypass them. The same goes for items: if there's a hidden gun in a hidden drawer leave some clues for the players and let them find it if they pick them up, no rolls needed.

RUNNING A CAMPAIGN

Characters survive, get stronger, the world changes around them and dungeons mutate. A set of games in a world with a continuous story and the same group of characters is called a campaign. It's the job of the Referee to design a world for the players to explore and to play in.

Overworld Creation

Everything that is not an indoor location is called overworld. It is not necessary to meticulously design each city and its surroundings but it's a good idea to decide in what type of environment will the players be, so the checklist is as follows:

1. Decide the setting

2. Decide what area of the setting you'd like to explore

3. Make some general notes about the

surroundings

4. Design one Hub for the players

5. Come up with some random points of interests nearby

This should be enough for your players to play and immerse in the world. Remember that for it to be believable it doesn't have to be precise and detailed but consistent and alive.

Dungeon Creation

Every indoor location that presents some kind of challenges is called a dungeon. There are multiple resources on the web for generating dungeons that fit your style and setting. The general checklist is as follows:

1. Think about the theme of the dungeon, what is its history and why is it there?

2. Generate a general layout fitting the type of dungeon

3. Populate the rooms with monsters and other types of encounters

4. Put treasure in it

Dungeons should be highly dynamic environments because rarely they're empty. Make it change with subsequent visits and make it adapt to the players.

Plot Creation

There are many discussions about the need of a plot in a tabletop RPG game but we think your players should at least have a motivation for doing what they're doing. The general advice of **minimum** is to rely on random generators and emergent gameplay to shape the world according to your players' personal quests and needs.

Remember that every NPC will have their needs, their fears and their goals and as such they'll try to pursue them. Don't make plots, make living environments that would function even without the players and see how said players affect them in game.

1. Think about what goals and problems could someone have in your world

2. Decide how those goals could pose a problems

3. Identify the conflicts

4. Envision some possible and **broad** resolutions

5. Think heavily about how the world would interact with itself

As you might've noticed the term broad is in bold. That's because the more you focus on a solution to a problem the more you make it set in stone. Don't draw the bottom line and let your players find one of their own.

ENEMIES

Almost every conflict needs enemies and because of that **minimum** contains rules for combat and interacting with enemies, but the definition of enemy is left as vague as possible not to limit the Referee. Every enemy needs to have three main characteristics:

• **Hit Die:** The number of d8 that should be rolled to determine the hit points of the enemy

• **Strength:** The amount that is needed for the Attack Check of the enemy. By default it's 10

• **Dexterity:** The amount that is needed to calculate if an attack hit the enemy or not. By default it's 10

Any other characteristic is left to the discretion of the referee. If an enemy has to do a Save

against a spell then roll under the Mind characteristic of the caster, for any other save consider the base value as 10.

Enemies can have special abilities or attacks as the Referee sees fit; every such special ability counts as 1 more Hit Die while it comes to XP calculation.

HOMEBREW

Minimum should be both easy to learn and to modify. The rules are kept as simple as possible so doing something wrong is almost impossible if common sense is applied. The basic rules of the system should cover almost every possible interaction but people playing with this book will want to introduce elements of their own. It should be possible to easily create: enemies, classes, spells and even additional rules.

Creating Enemies

1. Determine what kind of entity you'd like to create and eyeball its strength

2. Estimate its Hit Dice comparing it to the current strength of the party and the desired result

3. Estimate its Strength and Dexterity (they can also be left at 10; that means that, on average, every non-fighter character will have roughly a 50% of hitting and of getting hit)

4. Determine if the Enemy has any special abilities. They can be things like flying, multiple attacks, charges, shields etc.

Creating Classes

Depending on your setting you might want to create classes based on common races or jobs in the world you're using. Remember that sometimes it's superfluous creating another class that is already described good enough by one of the

existing archetypes

1.   Determine what kind of class you want to create and what differentiates it from the already existing classes

2.   Choose the class that closely resembles yours and copy its progression table (adjusting it as you see fit)

3.   If the class knows how to cast spells homebrew a spell list or take an existing one

4.   Give the class one unique ability that separates it from the others. It might be a passive bonus or an active ability. Remember that if something is too powerful it can be changed later on!

Creating Spells

Creating spells should be fun and easy

1.   Determine what kind of spell do you want to create

2.   Determine its effect

3.   Choose a duration and an area of effect

4.   Decide what level the spell is comparing it to already existing spells

5.   Decide who can cast the spell

Creating Rules

As said before, **minimum** aims to cover the general rules of every game but sometimes situations that require additional rulings come up. Things like hacking, potion brewing, enchanting, vehicle combat etc. all fall under this category

1.   Decide what exactly needs to be ruled and what are you trying to achieve

2.   Understand why the situation can't be solved with the basic rules of the game

3.   Use the core ideas of minimum to expand on the situation. Remember to stay as close as possible to the basic rules so the solution remains elegant in every game you play.