

Dead World: Reborn

DEAD WORLD: REBORN

a narrative roleplay game
created by Joseph Sale

Dead World: Reborn

In the beginning...

There was once a world that was dead. This world was flat, a sliver of colour on the perforated dark, an island lit only by the undead glow of stars, a fragile pane of glass, soon to be dropped, soon to shatter.

And shatter it did.

As the pieces fell, earthquakes rippled across the shards of colour and life, cities crumbled, landscapes shuddered and reformed, all light was snuffed out like a feeble candle under a calloused hand. It seemed these pieces would fall forever, tumbling and changing, being remade and destroying themselves, until they hit some point of absolute black; many prophesied this dreadful fate, that only oblivion awaited, an oblivion so profound it would not even be aware of itself.

But something scooped these pieces up. Like a blacksmith, it soldered them back together. No one knew why or by whom, which god it was that answered the screams.

They only knew that the dead world had been reborn...

Introduction

Hello and welcome to *Dead World Reborn*, the next level in narrative roleplay gaming. Here, you will find much that is familiar and strange. The aim was to create a system that was flexible enough to accommodate the wild imagination and creativity of its players (and Dungeon Masters for that matter) whilst also having a structure that facilitated tactical and immersive gameplay.

In many instances in the old system *Dead World Legends*, we found that the storytelling and gameplay were not sufficiently integrated, and so, while this made for some quite zany and unpredictable games, which were all good fun, a lot of responsibility fell on the player to create their character and retain many elements of their character's profile in their head. With the introduction of our new *skills* system as well as *languages*, more balanced magic and combat mechanics, streamlined races and classes, and much more, we're hoping to address this and make *Dead World Reborn* the ultimate RPG experience everyone has been hungering for.

So, without further ado, I hand it over to you. May your worlds be reborn with this. Mine was in writing it.

-Joe Sale, 2017

The Basics:

Dungeon Masters & Adventurers

Role-Play games consist of two types of player: the *Adventurer* and the *Dungeon Master*. *Dungeon Master* is often abbreviated to DM. The DM creates the world which the *Adventurers* will inhabit, and the DM is primarily responsible for telling the story and making events flow together. The world, or 'dungeon', is often created and extensively prepared before the eve of the event. Here is a list of a few things a DM would need to do:

- create a dungeon/map
- choose monsters (or create their own) and populate the dungeon with them
- plan out interactions, encounters and rewards for the *Adventurers* to deal with
- make judgement calls on whether an *Adventurer* may be allowed to perform an action and how difficult it might be for them to succeed
- tell a story that is immersive and full of character – don't worry, you don't need to be a published author to do this!

The DM has to **challenge** the *Adventurers* to the point at which the *Adventurers* are struggling to get through and need to work together to succeed, but **not** slaughter them (as it is all too easy to do with the godlike powers of a DM). Murdering the *Adventurers* with a ridiculous encounter or one-hit-kill trap takes away the fun of the game for everyone and should be avoided. If an *Adventurer* accidentally kills themselves in a hilarious manner, this is a slightly different issue and the DM may make a call on whether the *Adventurer* has died too early in the game, etc. All of this will be covered in more detail later, so please don't worry. DMing is like riding a bike. Once you can do it you can never unlearn it! Having said that, the DM has a huge responsibility but successfully running a challenging event is one of the most rewarding experience you can ever have.

Dead World: Reborn

There can be any number of *Adventurers* (although between 1 and 6 per DM is recommended). It is the *Adventurers* task to play as the fantasy characters they create and make their way through the DM's world. They are responsible for part of the storytelling as they can make decisions and perform actions which may alter the game, but they principally are the recipients of the DM's inventions and devices!

What You Will Need

Adventurers will need the following:

- Pencil and rubber
- Character Sheet (can be found at the back of this book or downloaded for free)
- Spare paper for making notes
- A willing heart!

Dungeon Masters will need the following:

- Pencil and rubber
- A map of their dungeon
- Six sided dice (d6). We recommend 10 -15
- Twenty sided dice (d20). We recommend 3-5
- Hundred sided dice (d100). We recommend 3
- Eight sided die (d8)
- Four sided die (d4)
- Twelve sided die (d12)

Optional extras:

- If you want to represent the dungeon visually you will need 'tiles' or some kind of visual aid which can be flexibly re-worked. It is entirely possible to play *Dead World Reborn* entirely in the imagination but often players find some kind of representative useful. There are several ways the game can be translated into a board or tiles. Either you can say each tile represents 1ft of movement, or, you can equivocate 1ft in the game to 1 inch on the table (which would mean you may also require a tape measure).
- Something to represent players and monsters. This could be table-top gaming miniatures or alternatively bottle caps (yes, back in our university days we all played an early version of this game using cut up strips of card and bottle caps!)

The Player's Handbook

Character Creation

The first step of an adventurer is to create their character. Creating a character in roleplay can be a uniquely personal and rewarding experience, and while it can be time consuming, we know that often players *want* to take that time to come up with a character who is truly interesting to play as. There are also options for those who would rather be dealt something random, as we know there's not always time in the day to spend two hours on a character, but if you want to give it the care and attention to detail of a master craftsman, the sky is the limit.

At the root of your character there is **race**. The Dead World is full of intriguing peoples, from desert dwellers to sewer inhabitants to mountain nomads. Race determines many specialisms: the different environs and genetics influencing your skills, aptitudes and strengths. Don't worry too much about the complex rules stuff now, that will come later. We've tried to make all races equally balanced. For now, pick what is most attractive to you in terms of the story.

Races

There are 8 races available. Below is a list and over the next few pages you will see more detailed information on those races, what their homeland is like, their goals, their culture, and their philosophies.

Human
Elf
Dwarf
Halfling
Lizardkin
Undead
Ratkin
Demonkin

Next, you can choose a class. There are 10 to choose from.

Warrior
Ranger
Thief
Warlock
Necromancer
Druid
Paladin
Bard
Monk
Illusionist

Your Class will determine what skills and abilities you acquire; each Class has its own unique sets of talents and skills that you can use in combat and in other situations. Not all Classes are

Dead World: Reborn

compatible with all Races. This is where the narrative angle of *Dead World Reborn* comes in, however, because we believe it's better to tell an amazing story than become a stickler for the rules. So, if an *Adventurer* can make a compelling argument as to why their character should be able to violate the Race/Class restrictions, exceptions can be allowed by the DM.

Example: an *Adventurer* wants to create a Dwarf/Ranger as they have a great idea for a sneaky bow-shooting dwarf who picks people off from hiding and putting arrows in their necks. The DM points out this is not normally allowed and that dwarves, as a civilisation, are founded on fighting and metalworking. The *Adventurer* counters by telling a compelling story of a dwarf forced into exile after their family was burned alive in their home and that, though foraging and forestry did not come naturally, over time their character was forced to learn these skills to survive.

The DM rules that the Dwarf Ranger is allowed, but must sacrifice the **Blacksmith** skill, as they never had the chance to properly learn the trade. The adventurer agrees and the deal is done.

On the next few pages are details of the classes and races, at the moment the abilities, character stats and profiles may not mean much, but all will become clear in later chapters. The focus in *Dead World Reborn* is on the story, so think about who you would like your character to be, what traits they have, their personality rather than worrying about which is the 'best' combination of skills.

Human

“The most diverse flame is said to flourish best. Humanity is stolen from a fire that ever changes shape, strength and colour, but at its heart, remains the same: destructive and consuming.”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Strength (7)	4d6	<i>Hunting Diplomacy</i>	7	d6+2	10ft

Classes Available

All classes

Languages

Common

Dead World: Reborn

Traits

Human are as diverse as they are prodigious in number. When creating a human character you must choose from one of 3 origins below to determine their **traits**.

Frost-Walker

These nomadic tribespeople who live in the frozen north of Ever-Dark are natural survivalists who make use of the land and their cunning to get through. Tough, hardy, plain-spoken, and fearsome adherents to an ancient code of honour, Frost-Walkers are respected as well as shunned throughout Ever-Dark.

- ◆ Replace **Diplomacy** with **Leatherworking**.
- ◆ *Survivor*: Frost-Walkers gain (+d6) to the hit points restored by consuming *food & beverages*.
- ◆ *Hide Wearer*: Frost-Walkers gain (+50%) to the Armour Class bonus of *light armour*.
- ◆ *Icy Climes*: Frost-Walkers can **resist frost** attacks (4% / Constitution).

Sand-Walker

The great cities of the deserts are renowned for their trade and also the creative talents of their people. Architecture, art, culture, music all thrive here. But there is an edge to the city too. The desert is dangerous and the need to succeed is born not out of greed or career-furthering but necessity.

- ◆ *Traveller*: Sand-Walkers may learn (1) additional language of their choice
- ◆ *Trader*: Reduce the cost of store items (20%) + an additional 2% per Level
- ◆ *Dune Blades*: Sand-Walkers gain (+d4) to melee combat damage with *scimitar, sickle* and *dagger* weapons. At Level 5 they gain (+d6) & at Level 10 they gain (+d8).

Planes-Walker

The Planes-Walkers are the most common type of human, born to temperate climes, quiet cities, agriculture and green fields. Often self-reliant and adept at learning crafts, Planes-Walkers have long been the bulwark against the Dark Offences, battering back the encroaching nothing with steel and bravery alone.

- ◆ *Shield Bearers*: Planes-Walkers gain (+50%) to the Armour Class bonus of *shields*
- ◆ *Bravery*: In the first round of melee combat the Planes-Walker gains (+d4) to melee combat damage. At Level 5 they gain (+d6) & at Level 10 they gain (+d8).

Elf

“Nobility is a rare thing in this world. The elves represent the wisdom and power of ancient times. But we must must ask the question, is the continuance of the beauty of yester-years not just another mark of intrinsic decay?”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Intelligence (7) Dexterity (7)	4d6	<i>Arcana</i>	4	d6+4	12ft

Classes Available

Warrior, Ranger, Thief, Warlock, Druid, Paladin, Bard, Monk, Illusionist

Languages

Common, Elvish

Dead World: Reborn

Traits

All elves have the below **traits** as standard:

- ◆ *Keen Eyes*: Elves can **see in the dark** & add (+10ft) to the range of *ranged* weapons.
- ◆ *Perception*: Elves gain +d4 to **detection** rolls & may re-roll failed **percentile rolls** to *detect hidden traps/objects*.

There are two opposing factions of the elves, those who live the ascetic high-cultured life of their distant ancestors, known as the Higher, and those who submit to their baser urges and embrace what might be called a more human and emotional existence. When creating an elf character you must choose from one of 2 origins below to determine their additional **traits**.

High Elf

These highly civilised, but arrogant, elves live in crystal fortresses hidden deep within forests enchanted with warding magics. They do not take kindly to humans or any of the other races. Their pride, however, is somewhat warranted with their incredible magical and physical abilities, inherited from their great forebearers, who warred against the demons of the Ever-Dark millennia ago.

- ◆ *Ancient Teachings*: High Elves can **resist magic** (2% / Wisdom)

Dark Elf

The Dark Elves give in to their emotions and urges as a rebellion against their forefathers and the oppressive elven culture of their past. They are brutal, cruel and malevolent by nature, though not ungenerous. They hate their High Elf brethren and prefer to deal with humans and dwarves whom they consider to be more enlightened.

- ◆ *Enrage*: Dark Elves gain (+d8) to melee combat damage when their hit points fall below 50%. They gain **critical hit rank (+1)** when their hit points fall below 25%. These bonuses cease to apply as soon as their hit points rise above 50% or 25% respectively.

Dwarf

“Stone is the foundation of all worlds. Stone that harbours so many secrets, that seems so solid, but in fact, cracks like fragile glass to reveal the deeper, substantial dark beneath.”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Constitution (7)	7d6	Blacksmithing	5	d6+2	8ft

Classes Available

Warrior, Thief, Warlock, Paladin, Bard, Monk

Languages

Common, Dwarfish

Traits

There are two opposing factions of dwarves, the lazy city-dwelling dwarves who have become accustomed to a life living off vast wealth they have inherited, or else, earned from an easily-plied craft, and the hard-working miners of the mountains, who religiously dig for gems, stones and ore in the hope of winning honour with the Mountain King. When creating a dwarf character you must choose from one of 2 origins below to determine their other **traits**.

City Dweller

After the many tragedies of the past, many dwarves have abandoned their mountain kingdoms in favour of living in the city alongside humans. These enterprising citizens often become experts in a trade, respected in the community, and valued by their peers.

- ◆ *Persuaders:* City Dwellers have the gift of the gab and therefore can re-roll failed **percentile rolls** to *persuade* or *convince* characters.
- ◆ *Personable:* City Dwellers also have the **Entertainer** skill.

Mountain Dweller

These stalwarts of the old ways are often said to be made of the stone they dwell in: unemotive, stoic, given to few words. Their determination to live on in the darkening mountain kingdom is a testament to their resilience. At least, that's what some say. Others call it stubbornness.

- ◆ *Metal-Clad:* Mountain Dwellers gain (+25%) to the Armour Class bonus of *heavy armour*.
- ◆ *Determination:* Mountain Dwellers can re-roll the roll of a (1) on rolls 'to hit' in combat.

Halfling

“Shadows cannot fall everywhere at once. For now, the halflings seem un-dimmed by the shadows the Ever-Dark. But soon enough the sun will shift, the shadows change, and then their world will become like the rest of it.”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Dexterity (7)	3d6	<i>Entertainment Diplomacy</i>	6	d6+3	8ft

Classes Available

Warrior, Ranger, Thief, Druid, Bard, Monk, Illusionist

Languages

Common

Traits

All halflings have the below **traits** as standard:

- ◆ *Small & Sly*: Halflings can re-roll failed **percentile rolls** to *pick-pocket, pick-lock, steal* and can add (+d4) to rolls to **avoid detection**.
- ◆ *Nimble*: Halflings may add their Dexterity Bonus to their Armour Class.
- ◆ *Leaf Lover*: Halflings may consume *smokes* during a **rest period** without having to spend an action.

Undead

“Some pain lies so deep it continues in death and will not allow the body to fully rot away. So it is, the pain of this Dead World is so great, that many of its inhabitants do not die, but merely continue in new form.”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Wisdom (7)	5d6	<i>Arcana</i>	4	d6+1	10ft

Classes Available

Warrior, Ranger, Thief, Warlock, Necromancer, Monk, Illusionist

Languages

Common, Narglect

Dead World: Reborn

Traits

- ◆ *Cannibalism*: Undead may not consume *food, beverages* or *smokes* during **rest periods**. Instead, they can elect to consume *uncooked meat* or *corpse flesh*. Doing so restores (+d8) hit points.

There are many kinds of undead. When creating an undead character you must choose from one of 3 origins below to determine their **traits**.

Vampiric

Parasites by nature, and yet in bearing and strength these creatures of the night are echoes of a once great darkness.

- ◆ Vampires have a Speed of (d6+5)
- ◆ *Two-Faced*: Vampires have the **Diplomacy** skill
- ◆ *Blood Drinker*: When a vampire scores a **critical hit** in melee combat, they may regenerate 1 used **action point**
- ◆ *Loathe the sun*: Vampires can **see in the dark**. Any **flaming** attacks made against a vampire always count as a **critical hit**.

Necrotic

The decomposing bodies are blessed by the great unclean gods of a bygone era: terrifying star-deities that were carnal, vivid and fleshly.

- ◆ Necrotic undead start the game with (6d6) hit points
- ◆ *Flesh-weaver*: Necrotic undead have the **Leatherworking** skill
- ◆ *Rotten*: Necrotic undead can **resist disease** (4% / Constitution)
- ◆ *Bilious Excretion* (Ability / 1 action point): **Poisons** one melee weapon or ammunition stockpile (arrows/bolts). The **poison** is power (3) & lasts for (4) turns.

Lycanthropic

Shape-shifters are feared throughout the land for their tempestuous natures and superhuman power. If only people could see the shackles which the great wolf imposes on its host.

- ◆ Lycans additionally have Aptitude: Strength (7)
- ◆ *Predator*: Lycans have the **Hunting** skill
- ◆ *Transformation* (Ability / 2 action points): The lycan transforms into a hideous beast of legend. The lycan doubles their hit points and increases their Strength by (2d6) points (which may exceed the maximum of 24). The lycan may not use weapons while transformed and instead attacks with bestial claws (melee weapon) which deal (4d6) damage + Strength Bonus. If the lycan kills a living creature with a melee attack, it restores (d8) hit points. The lycan may not cast spells or speak while transformed. The lycan increases their movement to 16ft per action while transformed & may re-roll *jump, climb* and *break down door* **percentile rolls**. The lycan does not gain **Experience Points** while transformed. When the lycan chooses to revert back to their normal state, they will suffer the **traumatised insanity effect** for (6) turns.

Ratkin

“In the dank places, where flames are almost extinguished, new life shall rise, and the flame shall fear it, the earth shall not be able to impede its coming. The number of the life shall be multitudes and the nature shall be verminous.”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Dexterity (7)	3d6	<i>Leatherworking</i>	5	d6+4	12ft

Classes Available

Warrior, Ranger, Thief, Warlock, Necromancer, Monk, Illusionist, Druid

Languages

Common, Rattle

Traits

- ◆ *Tail*: Ratkin can re-roll failed *climb & jump percentile rolls*
- ◆ *Ambidextrous*: Ratkin gain Strength & Dexterity bonuses on their off-hand weapon when dual wielding.
- ◆ *Gutter Existence*: Ratkin can **resist poison** (3% / Constitution)

Lizardkin

“The scaled ones were once masters of this earth before they were cursed with weakness and exiled from civilised ways into the swamps and marshes of the earth. They pray for a time in which the tables will turn once again and the reptiles of the earth will acquire dominion.”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Strength (7)	4d6	<i>Alchemy</i>	5	d6+2	10ft

Classes Available

Warrior, Ranger, Thief, Warlock, Necromancer, Monk, Illusionist, Druid, Paladin

Languages

Common, Rattle

Traits

- ◆ *Tail:* Lizardkin can re-roll failed *climb & jump percentile rolls*
- ◆ *Amphibious:* Lizardkin can hold their breath indefinitely underwater.
- ◆ *Scaly Skin:* Lizardkin can **resist fire** (4% / Constitution)
- ◆ *Tribal:* Lizardkin gain (+d4) to melee combat damage with *hammer, club, mail & mace* weapons. At Level 5 they gain (+d6) & at Level 10 they gain (+d8).

Demonkin

“Not all darkneses are of the same sable. Some are cut from another cloth and distinguish themselves from their all-covering parent. Who knows what these errant scraps of dark might achieve in a dying world?”

Aptitudes	Hit Points	Skills	Allocation Points	Speed	Move
Intelligence (7)	4d6	<i>Arcana</i>	6	d6+2	10ft

Classes Available

Warrior, Ranger, Thief, Warlock, Necromancer, Illusionist, Bard

Languages

Common, Eldritch

Dead World: Reborn

Traits

When creating a demonkin character you must choose from one of 3 origins below to determine their **traits**.

Nether-Thrall

Lesser demons can sometimes find ways to secure their manifestation on the physical plane. Though retaining many aspects of their ethereal nature they become gifted with corporeal bodies and corporeal needs.

- ◆ *Demonic Shield* (Ability / 1 action point): (+d6) points to Armour Class (self only). This effect lasts for (3) turns.
- ◆ *Psychic Tear*: When afflicted by an **insanity effect**, a Nether Thrall may choose to remove it (without having to roll) and then re-allocate it to an ally or enemy within 10ft.
- ◆ *Flesh of Ether*: Nether Thralls can **resist magic** attacks (2% / Wisdom).

Half Breed

Though reviled by all peoples, couplings between demon and humanoids are known to occur. When they do, the result is a half-breed: violent, potent and vengeful.

- ◆ *Blood Lust*: When a Half Breed scores a **critical hit** in melee combat, they may immediately make a bonus attack on the same target at no action cost.
- ◆ *Enflame* (Ability / 1 action point): Enchant one melee weapon *or* ammunition stockpile (arrows/bolts) to become **flaming**. The **flame** is power (2) & lasts for (6) turns.

Corrupted

Some humanoids are so deviant, malignant and twisted that they attain demonhood through their deeds alone, ascended by the demonic gods to new heights where they might enact greater depravities.

- ◆ *Strike from the shadows*: Corrupted gain (+d4) to rolls to **avoid detection**. In addition, when fighting in **darkness**, they gain (+2) to all 'to hit' rolls.
- ◆ *Resourceful Evil*: Corrupted may choose to learn (2) additional skills of their choice.

Warrior

Equipment Allowances

- ◆ Warriors may wear *clothing, light armour & heavy armour*

Level 2 – Toughness: Warriors are particularly hardy and therefore can add (+d8) to their **maximum hit points** and a further (+d4) increase each time they **level up**.

Level 4 – Rending Strike (Ability / 1 action point): The warrior makes (1) attack which hits automatically. The attack causes **grievous bleeding**.

Level 6 – Stunning Blow (Ability / 1 action point): The warrior targets (1) enemy. The target must make a save (Const vs Str). If they fail, then they are **paralysed** for 1 turn. In addition, the warrior can immediately make a free attack against the target that has **critical hit rank +4**.

At **Level 8**, warriors must choose one of the below paths.

The Path of Fury

Level 8 – Sweeping Strikes

(Ability / 1 action point)

The warrior makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.

Level 12 – Mortal Strike

(Ability / 2 action points)

The warrior makes (1) attack which hits automatically. The attack counts as a **critical hit** and causes an additional (+10) damage for each point of Strength Bonus the warrior has.

Level 16 – Titan’s Grip

The warrior is so strong they may now treat *two-handed* weapons as *one-handed*.

Level 18 – Raging Wargod

When the warrior successfully lands a hit in melee combat, they may immediately make an additional attack within the same action. This is called *chaining*. The maximum number of attacks that can be chained is (3) in one action. When dual wielding, a warrior can chain (2) attacks with their off-hand weapon & (3) attacks with their main hand.

The Path of Courage

Level 8 – Defender

Warriors can *dodge* enemy attacks at the cost of 1 **action point** per attack. To *dodge*, a warrior rolls a d20 + Dexterity Bonus. If the result is equal to or greater than the opponent’s roll ‘to hit’, the attack is nullified. If the warrior fails to *dodge* the attack, no **action point** is deducted. Critical hit attacks cannot be dodged. If the warrior rolls a natural 20 when *dodging*, the dodge becomes a *parry*. The warrior then may make (1) free attack on the opponent with their main hand weapon.

Level 12 – Ram

(Ability / 1 action points)

The warrior chooses up to (2) enemies in combat. They are **knocked back** a number of (ft) equal to (d6) + Strength Bonus. This effectively can end combat.

Level 16 – Warrior’s Heart

The warrior gains **regeneration** (d4).

Level 18 – Never Surrender

When the warrior is reduced to 0 hit points, they may re-roll a failed **death save**.

Ranger

Equipment Allowances

- ◆ Rangers may wear *clothing & light armour*
- ◆ Rangers do not receive stat bonuses when using *two handed* weapons

Level 2 – Sneak Attack: If a ranger is **sneaking** and has not been detected and they make an attack (melee or ranged) on an opponent, that attack will be classified as a **sneak attack**. Sneak attacks cause normal damage +(2d6) + an additional (d6) for each point of Dexterity Bonus the ranger has.

Level 4 – Hunter’s Shot (Ability / 1 action point): The ranger makes (1) ranged attack with their equipped weapon which hits automatically. The attack causes **crippling**.

Level 6 – Arrow Flurry (Ability / 1 action point): The ranged can make up to (3) ranged attacks with their equipped weapon.

At **Level 8**, rangers must choose one of the below paths.

The Path of the Hunter

Level 8 – Envenomed Shot

(Ability / 1 action point)
The ranger may make (1) ranged attack with their equipped weapon that automatically hits. In addition to any other effects, the attack is **poisoned & envenomed**.

Level 12 – Unearthly Accuracy

The ranger adds (+10ft) to the range of ranged weapons & a permanent **+1 critical hit rank**.

Level 16 – Pinning Shot

(Ability / 2 action points)
The ranger may make (1) ranged attack with their equipped weapon that automatically hits. In addition to any other effects, the attack **paralyses** for (d3) turns.

Level 18 – Slayer of Monsters

(Ability / 2 action points)
The ranger may make (1) ranged attack with their equipped weapon that automatically hits. The attack counts as a **critical hit** and causes an additional (+10) damage for each point of Dexterity Bonus the ranger has.

The Path of the Protector

Level 8 – Tamer of Wild Things

The ranger may take a **unique pet** from the list detailed over the next few pages. The **pet** becomes a lifelong companion & will accompany the ranger on their adventures.

Level 12 – One with the Woods

The ranger gains (+d6) to rolls to **avoid detection** in a forest setting & (+d3) in all other settings. The ranger can additionally climb trees/vines without having to make a **percentile roll**.

Level 16 – Flash Arrow

(Ability / 1 action point)
The ranger may make (1) ranged attack with their equipped weapon that automatically hits. In addition to any other effects, the attack **blinds** enemies within a (2d6ft) radius. **Blinded** enemies automatically miss with all attacks (even abilities) & cannot cast offensive spells. Enemies remain **blinded** for (3) turns.

Level 18 – Lord of Beasts

The ranger’s **pet** increases in size and becomes an **epic mount**. In addition, the **pet** increases its hit points (50%) and all its bonuses by (+d4).

Ranger Pets

- ◆ Pets can make (3) actions per turn

Sabre Cat

Hit points	Move	Speed	Special:		
4d6	12ft	9	<i>Enrage</i>		
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+4	+4	+2	+0	+0	+0

Action Points (2)

Equipment: Claws & Teeth (d8, one handed)

- ◆ **Rending Strike** (Ability / 1 action point): The beast makes (1) attack which hits automatically. The attack causes **grievous bleeding**.
- ◆ **Pounce** (Ability / 1 action point): The beast makes (1) ranged attack on an enemy within (x)ft where x = the beast's Dexterity Bonus multiplied by 2. The attack automatically hits and causes (2d6) + Strength Bonus damage. Move the beast in a straight line towards the targeted enemy until they are within melee combat range.

White Wolf

Hit points	Move	Speed	Special:		
5d6	10ft	8	<i>Bravery</i>		
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+5	+2	+2	+1	+0	+0

Action Points (2)

Equipment: Teeth (d8, one handed)

- ◆ **Rip Hamstring** (Ability / 1 action point): The beast makes (1) attack which hits automatically. The attack causes **crippling**.
- ◆ **Howl** (Ability / 1 action point): All enemies within 15ft suffer a **traumatised** effect for (3) turns.

Empiric Eagle

Hit points	Move	Speed	Special:		
2d6	30ft	8	<i>Flying</i>		
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+1	+1	+1	+1	+1	+0

Action Points (0)

Equipment: Beak & Claws (d4, one handed)

- ◆ **Eagle Vision:** The eagle counts as having **keen eyes**. In addition, a ranger can draw line of sight from the eagle, effectively seeing 'through' the eagle's eyes. The eagle can be sent ahead to scout areas and report back to the ranger. The eagle speaks **common** and **elvish**.

Monk

Equipment Allowances

- ◆ Monks may wear *clothing & light armour*

Level 2 – Open Palm: Monks are adept at fighting bare-handed and therefore their main-hand unarmed attacks cause (d4) + Strength Bonus damage. Monks count as dual-wielding if they do not have any weapons or shields equipped and so may make an additional off-hand attack for (d4) damage. Monks use their evasive abilities to avoid attacks and hence can add their Dexterity Bonus to their Armour Class if they do not have any weapons equipped.

Level 4 – Flying Kick (Ability / 1 action point): The monk makes (1) ranged attack on an enemy within (x)ft where x = the monk's Dexterity Bonus multiplied by 2. The attack automatically hits and causes (d6) + Strength Bonus damage. Move the monk in a straight line towards the targeted enemy until they are within melee combat range. The targeted enemy is then **knocked back** (x)ft where x = the number of damage points dealt by the initial ranged attack.

Level 6 – Qi Strike (Ability / 1 action points): The monk makes (1) unarmed melee attack. The attack automatically hits and causes normal damage + **magic** (x) where x = the number of Wisdom Bonus the monk has. The target is also **knocked back** (d6)ft.

At **Level 8**, monks must choose one of the below paths.

The Path of Serenity

Level 8 – Meditation

The monk may spend a **rest period** in a state of meditation. This confers the **refreshed** bonus & restores (d4) hit points for each point of Wisdom Bonus the monk has. Meditation cures **traumatised, paranoid & hopeless** effects. In addition, monks may re-roll forthcoming **detection** rolls for (8) turns.

Level 12 – Light as Wind

The monk doubles the distance they can fall safely. The monk re-rolls failed *climb & jump* **percentile rolls**.

Level 16 – Disarm

(Ability / 2 action points)
The monk makes (1) melee attack which automatically hits. The target must make a **save roll** (Dex vs Dex) or else have their main hand weapon taken from them & added to the monk's inventory (if no space, it is discarded on the floor).

Level 18 – Enlightenment

The monk has **resist magic** (4% / Wisdom). The monk adds Wisdom Bonus to the damage of their attacks. The monk has **regeneration** (d4).

The Path of Shadows

Level 8 – In Shadows

So long as the monk is in **darkness**, it cannot be detected. The monk can **see in the dark**. The monk can make **sneak attacks**.

Level 12 – Lethal Strike

(Ability / 1 (+1) action points)
The monk makes (1) attack which hits automatically. The attack counts as a **critical hit** and causes **grievous bleeding**. The monk may choose to expend an additional **action point** to cause a further (+10) points of damage per point of Wisdom Bonus the monk has.

Level 16 – Death Touch

(Ability / 2 action point)
The monk makes (1) attack which hits automatically. This attack can only target humanoids. The attack causes (0) damage but **paralyses** for (2d6) turns.

Level 18 – Go No Rin Sho

The monk gains the **Defender** ability. Humanoid enemies attacking the monk must make a **save** (Int / Wis) or suffer **terror**.

Thief

Equipment Allowances

- ◆ Thieves may wear *clothing & light armour*
- ◆ Thieves do not receive stat bonuses when using *two handed* weapons

Level 2 – Sneak Attack: If a thief is **sneaking** and has not been detected and they make an attack (melee or ranged) on an opponent, that attack will be classified as a **sneak attack**. Sneak attacks cause normal damage +(2d6) + an additional (d6) for each point of Dexterity Bonus the thief has.

Level 4 – Hail of Knives (Ability / 1 action point): The thief makes up to (4) ranged attacks within **throwing** distance. Each attack hits automatically and causes (d6) + Strength Bonus damage.

Level 6 – Disengage (Ability / 1 action point): A thief engaged in melee combat may immediately move (d6)ft + Dexterity Bonus in any direction (including over other characters/monsters so long as they end up in an open space), effectively ending the combat.

At **Level 8**, thieves must choose one of the below paths.

The Path of Masques

Level 8 – Throw Dirt

(Ability / 1 action point)

The thief may make (1) melee attack that automatically hits. The attack causes (0) damage and **blinds** the target. **Blinded** enemies automatically miss with all attacks (even abilities) & cannot cast offensive spells. Enemies remain **blinded** for (3) turns.

Level 12 – Fire Bomb

(Ability / 1 action point)

The thief makes (1) ranged attack within **throwing** distance. The attack causes (2d6) damage and is **flaming** (6).

Level 16 – Impersonate

The thief can expertly mimic voice, appearance and bearing. The thief can speak all languages. The thief may spend (1) turn **studying** a humanoid target. The thief may then spend (1) **action point** to mimic that person exactly for (8) turns.

Level 18 – Lightning Blades

The thief counts as **ambidextrous**. The thief may attack with their main-hand weapon twice in one action. If dual wielding, the thief may attack with their main-hand weapon twice and off-hand weapon twice.

The Path of Silence

Level 8 – Looter

The thief may increase their inventory slots to (30). In addition, the thief may make a **percentile roll** to *detect treasure within 60ft* (4% / Intelligence). The thief may re-roll *pick-pocket* and *steal* **percentile rolls**.

Level 12 – Tread Softly

The thief gains (+d4) to rolls to **avoid detection**. The thief automatically succeeds rolls to pick locks.

Level 16 – Piercing Strike

(Ability / 2 action points)

The thief makes (1) melee attack which automatically hits. The attack counts as a **critical hit** and causes an additional (+10) damage for each point of Dexterity Bonus the thief has. In addition, the target's AC is reduced by (1) for each point of Dexterity Bonus the thief has.

Level 18 – Vanish

(Ability / 2 action points)

The thief turns fully **invisible**, meaning they cannot be **detected** regardless of whether they are in line of sight or combat. Invisibility lasts for (6) turns. Invisibility ends when the thief attacks.

Bard

Equipment Allowances

- ◆ Bards may wear *clothing & light armour*
- ◆ All bards start the game with a choice of musical instrument: *citar, lute, flute, drum*

Level 2 – Poetry & Song: The bard may choose to recite songs or poetry during **rest periods**. Depending on the chosen piece, the bard may confer different benefits onto the other party members:

- ◆ ***Song of Heartbreak*** → All party members are cured of **paranoid, traumatised & hopeless** effects.
- ◆ ***Song of War*** → All party members gain **bravery & determination** for (6) turns.

Level 4 – Inspiring Song (Ability / 1 action point): The bard plays a melody to inspire the party. All party members within earshot gain +(x) to ‘to hit’ rolls where x = the bard’s Charisma Bonus score.

Level 6 – Dazzling Radiance: The bard emits an aura of radiance and beauty which few can but find inspiring. The bard adds +(1) to their AC for each point of Charisma Bonus the bard has.

Dead World: Reborn

At **Level 8**, bards must choose one of the below paths.

The Path of the Lover

Level 8 – Sweet Words

(Ability / 1 action point)

The bard begins a sweet melody. All party members within earshot gain **regeneration** (d4) for (6) turns.

Level 12 – Kiss of Seduction

(Ability / 1 action point)

The bard makes (1) melee attack against a humanoid. The attack automatically hits and causes (0) damage. The target immediately falls in love with the bard and therefore cannot make any attacks against them. The effect lasts for (d4) turns.

Level 16 – Enchanting Melody

(Ability / 1 action point)

The bard makes (1) ranged attack with a (12)ft range. The attack automatically hits and causes (0) damage. The target is **paralysed** for (2d6) turns.

Level 18 – Dominate

(Ability / 2 action points)

The bard targets (1) humanoid within line of sight. The humanoid must make a **save roll** (Int vs Char) or become enslaved to the bard for (d6) turns. The bard may only ever **dominate** (1) enemy at any given time.

The Path of the Wanderer

Level 8 – Shatter Scream

(Ability / 1 action points)

The bard howls, causing all enemies within earshot to suffer the **traumatised** effect for (4) turns. In addition, all humanoid enemies must make a save (Const vs Char) or suffer **paralysis** for (1) turn.

Level 12 – Song of Far Lands

(Ability / 1 action point)

The bard plays a melody to quicken the party. All party members within earshot gain (+d4) to their Speed for (3) turns.

Level 16 – The Epic of Ancients

(Ability / 1 action point)

The bard restores (d3) **action points** to all party members within earshot, excluding themselves.

Level 18 – Soul Awakened

The bard may use their musical instrument as a ranged weapon with a (12)ft range (unlimited ammunition). The weapon deals (d6) damage per point of Charisma Bonus the bard has. When attacked with a ranged weapon, the bard may also expend (1) **action point** to create a **wall of sound** which automatically nullifies the attack.

Warlock

Equipment Allowances

- ◆ Warlocks may wear *clothing*
- ◆ Warlocks do not receive stat bonuses when using *two handed* weapons

Level 2 – Magic Missiles (Ability / 1 action point): The warlock summons (1) missile +(d3) additional missiles for each point of Intelligence Bonus the warlock has. Each magic missile can target a separate opponent or the same one. Each missile is a ranged attack (25)ft that is **magical** (1). The missiles automatically hit.

Level 4 – Fireball (Ability / 1 action point): The warlock makes (1) ranged attack on a target within (25)ft. The attack automatically hits and is **magic** (x), **flaming** (x) where x = the Intelligence Bonus score of the warlock.

Level 6 – Magical Shield (Ability / 1 action point): The warlock summons a magical shield to defend themselves. The warlock adds +(1) to their AC for each point of Intelligence Bonus the warlock has. They gain **resist magic** x(10%) where x = the Intelligence Bonus of the warlock.

At **Level 8**, warlock must choose one of the below paths.

The Path of Fire

Level 8 – Flaming Blade

(Ability / 1 action point)

The warlock summons a fiery blade to their aid. The blade has the following stats: (2d6), one handed, **flaming** (2). The blade lasts for (6) turns and then vanishes.

Level 12 – Wall of Fire

(Ability / 1 action point)

The warlock creates a wall up to (20)ft long. Any enemy crossing the wall suffers (1) automatic hit that is **flaming** (8). The wall burns for (3) turns and then is extinguished.

Level 16 – Pyromancer

When the warlock casts a spell or makes an attack with a weapon that is **flaming**, they can double the power value of the flame.

Level 18 – Meteorite

(Ability / 3 action points)

The warlock may make (1) ranged attack on an enemy within (30)ft. The attack hits automatically and is **flaming** (10). In addition, any enemies within (d6)ft + (1) per point of Intelligence Bonus the warlock has suffer a **flaming** (5) attack.

The Path of Ice

Level 8 – Frost Bolt

(Ability / 1 action point)

The warlock makes (1) ranged attack on a target within (20)ft. The attack hits automatically and is **magic** (x) where x = the Intelligence Bonus score of the warlock. The attack causes **frostbite**.

Level 12 – Icicle Shards

(Ability / 1 action point)

The warlock creates (x) projectiles where x = the Intelligence Bonus score of the warlock. Each projectile may target the same target or different ones and have a range of (20)ft. The projectiles automatically hit and count as **magic** (2), **grievous bleeding** attacks.

Level 16 – Ice Blade

(Ability / 2 action point)

The warlock summons an icy blade to their aid. The blade has the following stats: (3d6), two handed, **frostbite**, **magic** (3), **venom**. The blade lasts for (6) turns and then vanishes.

Level 18 – Blizzard

(Ability / 3 action points)

All enemies within (30)ft of the warlock suffer **frostbite** and **paralysis** for (2) turns.

Necromancer

Equipment Allowances

- ◆ Necromancers may wear *clothing & light armour*

Level 2 – Summon Zombies (Ability / 2 action points): The necromancer summons (x) zombies where x = the Intelligence Bonus score of the necromancer. A necromancer can have a maximum of (10) zombies summoned at any given time.

Level 4 – Blight of Insects (Ability / 1 action point): The necromancer may make (1) ranged attack (25)ft that automatically hits. The attack causes (0) damage and **blinds** the target. **Blinded** enemies automatically miss with all attacks (even abilities) & cannot cast offensive spells. Enemies remain **blinded** for (3) turns.

Level 6 – Decay (Ability / 1 action point): The necromancer may make (1) ranged attack (25)ft that automatically hits. The attack causes (0) damage but is **poisonous** (x) and **envenomed**, where x = the Intelligence Bonus score of the necromancer.

Dead World: Reborn

At **Level 8**, necromancer must choose one of the below paths.

The Path of Life

Level 8 – Summon Skeletons

(Ability / 2 action points)

The necromancer summons (x) skeletons where x = the Intelligence Bonus score of the necromancer. A necromancer can have a maximum of (10) skeletons summoned at any given time. The a necromancer may not have zombies & skeletons summoned at the same time.

Level 12 – Wrath of the Dead

(Ability / 2 action points)

The necromancer casts this spell on all accompanying undead summons. The minions gain **enrage** and learn the ability **rending strike**. The minions acquire (1) action point each.

Level 16 – Master Summoner

The necromancer may increase the maximum number of zombies & skeletons they are able to control to (15). The necromancer may reduce the number of action points it costs to **summon skeletons** & **summon zombies** to (1).

Level 18 – Summon Monstrosity

(Ability / 3 action points)

The necromancer summons (1) undead monstrosity to the battlefield. The necromancer may control a maximum of (2) monstrosities at any given time.

The Path of Death

Level 8 – Entropic Energy

The necromancer restores (d4) hit points every time a player, creature or enemy dies within (15)ft.

Level 12 – Life Drain

(Ability / 2 action points)

The necromancer may make (1) ranged attack (25)ft that automatically hits. The attack is **magic** (x) where x = the Intelligence Bonus score of the necromancer. For every point of damage dealt, the necromancer restores (1) hit point.

Level 16 – Black Cloud

(Ability / 2 action points)

The necromancer creates a dark, noxious cloud which affects all enemies within (15)ft. Affected enemies are **envenomed**. In addition they are **blinded** for (2) turns.

Level 18 – Dark Revival

(Ability / 2 action points)

Revive one player in a **coma**.

Necromancer Summons

Zombies

Hit points	Move	Speed	Special:		
30	5ft	2			
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+2	+0	+0	+0	+0	+0

Action Points (0)

Equipment: Claws & Teeth (d4, one handed), Rags (+0 AC)

Skeletons

Hit points	Move	Speed	Special:		
20	10ft	8	<i>Determined</i>		
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+2	+2	+0	+0	+0	+0

Action Points (0)

Equipment: Scimitar (d8, one handed, **bleeding** (1% / Dex)), Chainmail (+7 AC)

Undead Monstrosity

Hit points	Move	Speed	Special:		
120	10ft	6	<i>Determined</i>		
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+7	+2	+7	+0	+0	+0

Action Points (2)

Equipment: Greatsword (3d6, two handed), Platemail (+10 AC)

- ◆ **Sweeping Strikes** (Ability / 1 action point): The monstrosity makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.
- ◆ **Trample** (Ability / 1 action point): The monstrosity moves forward in a straight line up to their maximum move distance in one action, disregarding any intervening humanoid sized characters (but not impassable terrain). Any humanoid creature touched by the monstrosity as it moved suffer (7d6) points of damage and are **knocked back** (2d6)ft.

Druid

Equipment Allowances

- ◆ Druids may wear *clothing & light armour*
- ◆ Druids do not receive stat bonuses when using *ranged* weapons

Level 2 – Commune with animals: Druids may communicate with animals as though they were sentient beings. Animals smaller than humanoids will obey druids, unless the druids' instructions cause them harm. Druids can learn information from animals – such as the lay of the land, the position of enemy units, overheard conversations, etc.

Level 4 – Wolf Transformation (Ability / 2 action points): The druid transforms into a large, mystical wolf. The druid may not use weapons while transformed and instead attacks with bestial jaws (melee weapon) which deal (2d6) damage + Strength Bonus. If the druid kills a living creature with a melee attack, it restores (d8) hit points. The druid may not cast spells or speak while transformed. The druid increases their movement to 16ft per action while transformed & may re-roll *jump, climb* and *break down door* **percentile rolls**.

Level 6 – Spear of the Hunter (Ability / 1 action point): The druid makes (1) ranged attack (30)ft. The attack does **not require line of sight**. The attack automatically hits and is **magic** (x) where x = the Intelligence Bonus score of the druid. In addition, draw a line between the druid and the target. Any enemies along that line will also suffer an automatic hit from this spell.

At **Level 8**, druids must choose one of the below paths.

The Path of the Wild

Level 8 – Bear Transformation

(Ability / 2 action points)

The druid transforms into a large, mystical bear. The druid may not use weapons while transformed and instead attacks with bestial claws (melee weapon) which deal (3d6) damage + Strength Bonus. If the druid kills a living creature with a melee attack, it restores (d8) hit points. The druid may not cast spells or speak while transformed. The druid doubles their **maximum hit points** while transformed, benefits from +(7) AC & may re-roll *jump*, *climb* and *break down door* percentile rolls.

Level 12 – Awaken

(Ability / 2 action points)

The druid may bring trees to life as allies. The druid needs to be able to touch a tree to cast “awaken” on it. The druid may awaken a maximum of (3) trees at any given time.

Level 16 – Vine Lash

(Ability / 1 action point)

Make (1) ranged attack (15)ft. The attack automatically hits and causes **venom & poison** (x) where x = the Intelligence Bonus score of the druid.

Level 18 – Dragon Transformation

(Ability / 3 action points)

The druid transforms into a large dragon. The druid may not use weapons while transformed and instead attacks with bestial jaws (melee weapon) which deal (4d6) damage + Strength Bonus. If the druid kills a living creature with a melee attack, it restores (d8) hit points. The druid may not cast spells or speak while transformed. The druid increases their movement to (25)ft per action and gains flying. The druid can breathe fire as a ranged attack, which counts as the fireball spell (but costs 0 action points).

The Path of the Storm

Level 8 – Lightning Bolt

(Ability / 2 action points)

Make (1) ranged attack (40)ft that automatically hits. The attack causes (2d6)x damage where x = the Intelligence Bonus score of the druid.

Level 12 – Cleansing Rain

(Ability / 1 action points)

The druid brings down healing rain on themselves and all allies within (20)ft. Affected allies gain **regenerate** (d3) for (6) turns.

Level 16 – Hurricane

(Ability / 2 action point)

All enemies within 2ft of the druid are **knocked back** (2d6)ft.

Level 18 – Storm Lord

Can enchant a weapon with **lightning damage** (2d6)x where x = the Intelligence Bonus score of the druid (costs 1 action point). Like **flaming** attacks, **lightning** damage cannot be **saved**. In addition, the **Lightning Bolt** ability now creates (d3) ranged attacks instead of (1).

Druid Summons

Awakened Tree

Hit points	Move	Speed	Special:		
160	10ft	5	<i>Determined</i>		
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+3	+0	+9	+0	+2	+0

Action Points (2)

Equipment: Tree Limb (3d6, two handed), Barkskin (+11 AC)

- ◆ **Sweeping Strikes** (Ability / 1 action point): The monstrosity makes (1) attack against all enemies within reach of their equipped melee main-hand weapon. The attack automatically hits and causes normal damage.
- ◆ **Trample** (Ability / 1 action point): The monstrosity moves forward in a straight line up to their maximum move distance in one action, disregarding any intervening humanoid sized characters (but not impassable terrain). Any humanoid creature touched by the monstrosity as it moved suffer (7d6) points of damage and are **knocked back** (2d6)ft.

Paladin

Equipment Allowances

- ◆ Paladins may wear *clothing, light armour & heavy armour*.
- ◆ Paladins do not receive stat bonuses when using *ranged* weapons.

Level 2 – Healing Miracle (Ability / 1 action points): The paladin may choose to cast this spell on themselves or (1) ally within 6ft. The healing miracle restores (d6) hit points for each Intelligence Bonus score point the paladin has (minimum 1d6).

Level 4 – Holy Fire (Ability / 1 action point): Enchants (1) weapon with **flaming** (2). The enchantment lasts for (6) turns.

Level 6 – Armour of the Divine (Ability / 1 action point): The paladin may choose to cast this spell on themselves or (1) ally within 6ft. The armour of the divine confers **resist fire** (100%), **resist magic** (100%) for (3) turns.

At **Level 8**, paladins must choose one of the below paths.

The Path of the Saint

Level 8 – Restore

(Ability / 2 action points)

The paladin may choose to cast this spell on themselves or ally within 6ft. It heals all lost hit points, and cures **venom, bleeding**.

Level 12 – Blessings

(Ability / 1 action point)

All party members within line of sight gain **regenerate** (d6) and (+1) to 'to hit' rolls. This effect lasts for (6) turns.

Level 16 – Holy Being

The paladin can perform **greater miracles**. They may spend (1) action point to do any of the following: purify water, walk on water, create food, cure **disease** with touch, cure **crippled** with touch.

Level 18 – Revival

Revive one player in a **coma**.

The Path of the Judge

Level 8 – Destroy Undead

The paladin can *detect undead within 60ft* (4% / Wisdom). The paladin always counts as scoring a **critical hit** with attacks against undead-type enemies.

Level 12 – Sanctuary

(Ability / 2 action points)

The paladin creates a circle around them with radius x where x = the Intelligence Bonus score of the paladin. Undead may not pass into this circle via any movement form. The sanctuary lasts for (3) turns.

Level 16 – Smite

(Ability / 2 action points)

The paladin makes (1) attack which hits automatically. The attack does normal damage + counts as **flaming** (18).

Level 18 – Destroyer of Evil

The paladin becomes immune to **bleeding & grievous bleeding, venom, terror** and **paranoia**.

The Illusionist

Equipment Allowances

- ◆ Illusionists may wear *clothing, light armour & heavy armour*.

Level 2 – Create Light (Ability / 1 action point): The illusionist illuminates an area of 30ft around them. The light emanates directly from the illusionist and continues to shine for (8) turns. While standing in this light, party members (including the illusionist) may add +(d4) to **detection** rolls.

Level 4 – Spectre (Ability / 1 action point): The illusionist targets (1) enemy within (30)ft. The target rolls a d20 + Intelligence Bonus. The illusionist rolls a d20 + Charisma Bonus. If the target rolls equal to or higher than the illusionist, no effect occurs. If the illusionist rolls higher, the target is **terrorised**.

Level 6 – Riddles of Light (Ability / 2 action point): The illusionist casts this spell on themselves. They add (+1) to their **critical hit rank** for each Charisma Bonus score point they have (this may go beyond the maximum of +4). In addition, when the illusionist is struck by an attack, they may ask the enemy to re-roll the damage roll of the attack. They may only ask for the damage to be re-rolled once and must accept the result of the second roll. The effect lasts for (4) turns.

At **Level 8**, illusionists must choose one of the below paths.

The Path of the Magician

Level 8 – Telekinesis

The illusionist can manipulate objects with their mind, including themselves. The illusionist can move any object of equal or lesser weight than themselves that is within (12)ft. They can move the object up to (12)ft. If the object is explosive (such as a Gunpowder satchel) they can detonate it. Alternatively, the illusionist can levitate up to 12ft high in the air.

Level 12 – Create Darkness

(Ability / 1 action point)

The illusionist creates a pall of **darkness** in a (30)ft area around them. In addition, they gain the ability to **see in the dark**. All attacks made by the illusionist count as being **dark imbued**. The effects last for (8) turns.

Level 16 – The Lie of the Self

(Ability / 1 action point)

The illusionist may choose to cast this spell on themselves, in which case it cures **venom, bleeding, grievous bleeding, paranoia, trauma, frostbite, or crippled** effects. It can also be cast on a target within (25)ft. The target suffers (1) of the above effects of the illusionist's choosing.

Level 18 – Vanish

(Ability / 2 action points)

The illusionist turns fully **invisible**, meaning they cannot be **detected** regardless of whether they are in line of sight or combat. Invisibility lasts for (6) turns. Invisibility ends when the illusionist attacks.

The Path of the God

Level 8 – Lightbend

The illusionist manipulates matter in such a way that acts of impossible logic become reality. The illusionist may walk through solid objects such as walls or doors. They may also walk across pits or drops if they can clear the distance of the pit within a single turn.

Level 12 – Shadow Self

(Ability / 3 action points)

The illusionist summons a copy of themselves called a **shadow self**. The **shadow self** has (1) hit point and access to the illusionist's equipped weapons & armour (but no other inventory). In all other aspects the **shadow self** is the same as the illusionist. The **shadow self** is active for (x) turns where x = the Charisma Bonus score of the illusionist. Only (1) **shadow self** may be active at one time.

Level 16 – Changer of Ways

(Ability / 2 action points)

The illusionist may choose to **change** an object, altering its essential character. The illusionist can alter the **type** of a weapon, armour, component or jewellery within (8)ft. For example, they might change a piece of armour from *light* to *heavy*, thereby making it unwearable by their opponent.

Level 18 – Dominate

(Ability / 2 action points)

The illusionist targets (1) humanoid within line of sight. The humanoid must make a **save roll** (Int vs Char) or become enslaved to the illusionist for (d6) turns. The illusionist may only ever **dominate** (1) enemy at any given time.

Stats

Stats represent your proficiency at performing particular actions and are the cornerstone of playing a game of *Dead World Reborn*. If your character is very strong (aka, has a high Strength) he will be able to kick down doors and lift portcullises; if he is intelligent he will be able to read ancient runes and find ancient scrolls more easily. As any actions and scenarios as possible have been covered here, but the DM will doubtless have to make their own calls on the **percentage chance of rolls**. This will be covered in more detail later.

There are six stats.

Strength
Dexterity
Constitution
Intelligence
Wisdom
Charisma

These stats are generated randomly for your character at the start of the game. For each stat, roll 2d6 and add (3) to the result. Certain races have **Aptitudes**. These reflect a stat that that particular race is particularly good at nurturing, or else genetically predisposed towards. In terms of determining what your stars are, it means you can replace the (3) you add to the 2d6 roll with the number specified in brackets (most commonly 7).

So, after randomly roll, your stats could look something like the below:

Strength	9
Dexterity	15
Constitution	15
Intelligence	5
Wisdom	6
Charisma	13

Races have different number of **Allocation Points** depending on how good they are at changing the hand they are dealt at birth. Humans, for example, are very good at rising above and changing the hand they are dealt in life and hence have an allocation of (7), meaning they can allocate 7 additional points after stats have been rolled. Elves, despite having more **Aptitudes** than Humans, are not so great at changing their station in life and hence only have (4) **Allocation Points**.

So, a human could add (7) points to their stats. To continue the earlier example, it might look something like the below:

Strength	16
Dexterity	15
Constitution	15
Intelligence	5

Dead World: Reborn

Wisdom	6
Charisma	13

The maximum a stat can ever reach is (24).

Stat Bonus

Another key part of *Dead World Reborn's* gameplay is the **stat bonus** system. Each stat confers a bonus on you, and this bonus is used to determine all sorts of things from fall damage to the length of time you can swim to the accuracy of your attacks. **Stat bonuses** are calculated like so: a bonus of (+1) for every 2 points over a score of 10. So, to continue the earlier example:

Strength	16 (+3)
Dexterity	15 (+2)
Constitution	15 (+2)
Intelligence	5 (+0)
Wisdom	6 (+0)
Charisma	13 (+1)

Percentile Rolls

These stats can be used to perform difficult actions where a **percentile roll** is required. These will be necessary frequently throughout your game to overcome obstacles. The DM will indicate when you need to take one and what the chance of succeeding is. As always with this game, if the player wishes to make an argument about an action they can perform or a factor the DM has not taken into account which might increase their chance of succeeding then the DM may use their discretion to take it into account.

When you are making a **percentile roll** to perform a difficult action you can never have a 100% chance of success. The maximum is a 96% chance of succeeding.

When making a **percentile roll**, roll a d100. This is not actually a one-hundred sided dice but often two ten-sided dice (often abbreviated to 2d10) one of which shows multiples of ten (00, 10, 20) and one of which shows numbers from 1-10 (1,2,3). This gives you a range from 1-100 (sometimes it is 0-99 or 11-110 depending on how the dice are printed but the principle is the same). You must roll **equal to or less** than the number the DM has dictated is required to pass the roll (not over) in order to succeed.

The best way to illustrate this process is always with examples. See below a list of the stats, their bonuses and some instances at **percentile roll** might be required.

Strength

This stat increases your chance of performing actions like lifting, jumping and breaking things. Strength is an important characteristic for Warriors and Paladins.

Perks:

- ◆ When in combat, add your Strength Bonus to your melee and/or ranged attack damage
- ◆ When **swimming underwater**, you can swim for a number of turns equal to your Strength Bonus. Afterwards, you will take damage each turn (see **Exploration**).
- ◆ When jumping, the number of feet you can jump *without* having to make a **percentile roll** is equal to your Strength Bonus. Afterwards, you can jump a number of feet equal to your Strength (E.G. Strength of 22 would mean a 22ft jump).

Percentage chance of rolls:

Jumping a wide gap: For every point of Strength: increase the chance of jumping a gap by 4% starting from 0%.

Lift a very heavy object: For every point of Strength, increase the chance of lifting the object 3%, starting from 0%.

Breaking down fortified or locked doors: For every point of Strength, increase the chance of knocking down the door 3%, starting from 0%.

Breaking out of chains: For every point of Strength, increase the chance of breaking out of chains 2%, starting from 0%.

Dexterity

Dexterity determines how good you are at working precisely: picking locks, moving with stealth and agility as well as your fighting technique. It is particularly key for Rangers and Thieves, though Warriors also require it.

Perks:

- ◆ When in combat, add your Dexterity Bonus to your rolls 'to hit' with melee and/or ranged weapons.
- ◆ When rolling for **initiative**, add your Dexterity Bonus to the result for an improved chance of winning and getting to take your turn first.
- ◆ When falling, you can fall a number of feet equal to your Dexterity without taking damage (E.G. A character with a Dexterity of 20 could fall 20ft without taking damage). Any greater distance will cause **falling damage** (see **Exploration**).
- ◆ When **sneaking**, you can add your Dexterity Bonus to rolls to **avoid detection** (see **Visibility**).
- ◆ When making a **sneak attack**, you can add (+d6) to the damage of the attack for each Dexterity Bonus point you have.

Percentage chance of rolls:

Picking locks: For every point of Dexterity, increase the chance of picking the lock 4%, starting from 0%.

Pick pocketing: For every point of Dexterity, increase the chance of pick pocketing 4%, starting from 0%.

Climbing: For every point of Dexterity, increase the chance of climbing a rock face, or other climbable surface 3%, starting from 0%.

Constitution

How tough you are, a high constitution allows you to take more damage and endure more pain. For Warriors, Constitution is extremely important.

Perks:

- ◆ When you level up, upgrade your maximum hit points by $\frac{1}{2}$ your Constitution. (E.G. A character with 24 hit points and a Constitution of 10 could upgrade their hit points to 29)
- ◆ On most occasions (there are a few exceptions) when you make a saving throw against **poison, magic** or another type of attack that requires a **save roll**, you can add your Constitution Bonus to the result.

Intelligence

Intelligence determines how good you are at things like examining texts for key information, deciphering languages and locating hidden items. Intelligence also heavily affects the strength of magical capabilities and so is important for Paladins, Warlocks, Druids and Necromancers.

Perks:

- ◆ When rolling to **detect** someone who is **sneaking**, add your Intelligence Bonus to the roll (see **Visibility**).
- ◆ Intelligence & Intelligence Bonus frequently determines the amount of damage spells deal

Percentage chance of rolls:

Searching for hidden items: For every point of Intelligence, increase your chance of finding the item 4%, starting from 0%.

Searching for traps: For every point of Intelligence, increase your chance of finding the trap 3%, starting from 0%.

Working out another language or a code: For every point of Intelligence, increase your chances of working out the other language or code 2%, starting from 0%.

Discover item properties: For every point of Intelligence, increase your chances of discovering an items properties 2%, starting from 0%.

Wisdom

Wisdom is an important and often overlooked attribute, as it does not relate to a specific class or style of play, but is rather universally applicable; characters with higher Wisdom will learn quicker and develop at a faster rate as they more fully understand the events unfolding around them. Monks, unlike other classes, utilised Wisdom extensively in their fighting style.

Perks:

- ◆ For each point of Wisdom Bonus you have, you can **re-roll (1) damage die**. A die can only be re-rolled once and the new result must be accepted regardless of whether it is greater or lesser than the original roll.
- ◆ Some spells and abilities, as well as **saving throws**, require Wisdom

Remember lore/history/doctrine For every point of Wisdom, increase your chances of recalling the lore or history 3%, starting from 0%.

Charisma

Charisma represents your charm, looks and overall ability to persuade others into liking you. A high Charisma stat will allow you to influence characters or even monsters in the game. A very high Charisma stat will allow you to dominate others. Bards and Illusionists in particular draw on Charisma to work their influence and power.

Perks:

- ◆ When purchasing items, deduct (4%) from the cost of the item for each point of Charisma Bonus

Percentage chance of rolls:

Persuasion (getting information out of someone): For every point of Charisma, increase your chance of getting the information you want 2%, starting from 0%.

Persuasion (swaying someone to follow your cause): For every point of Charisma, increase your chance of persuading the character to follow you 2%, starting from 0%.

Persuasion (swaying someone to part with an item): For every point of Charisma, increase your chance of getting the character to part with the item you desire 2%, starting from 0%.

Mollifying an enraged monster (provided it understands your language): For every point of Charisma, increase your chance of pacifying the monster 1%, starting from 0%. It should be noted the DM does not have to allow a player to perform this action: not all monsters can be reasoned with!

Hit Points:

Hit points are your character's life blood. Those who regularly play role-play will be all too familiar with the concept of them, but for those who aren't, hit points are a numerical indicator of your health. The more you have the better. You have a **Maximum Hit Point** count, which indicates you at peak physical condition. You then have your **Current Hit Point** count which fluctuates depending on a number of factors, such as whether:

- your character has been hit and damaged in melee combat
- your character is poisoned or infected with a disease
- your character is bleeding or has a permanent wound
- your character is cursed with a spell or on fire!

To determine how many **Maximum Hit Points** your character has at the start of the game, roll a number of dice indicated under the 'hit points' field specific to your race. For example, a Human has 4d6, so would roll four d6 and get a result between 4 and 24.

Example: A Dwarf *Adventurer* has 7d6 hit points, so rolls 7d6 (7-42). The Dwarf rolls a 34 on the dice. $34 + 7 = 41$. The Dwarf starts the game with a **Maximum Hit Point** count of 41. You always start an adventure at full health so they would have 41/41.

This final result is your **Maximum Hit Point** count. Each time you are struck by an enemy (whether via ranged, melee or magic) you will lose hit points, reducing your **Current Hit Point** score. The difference between your **current** and **maximum** Hit Points are often represented like so:

4 / 20

When you reach 0 hit points you will enter a **death save** state, and potentially could die (see **Death**).

The number on the left indicates your **current** Hit Points and the number on the right indicates your **maximum**. You can also be healed during the game as well as suffering damage in which case your **current** count will increase. However, it may never exceed your **maximum**.

Example: The same Dwarf *Adventurer* is later wounded and reduced to 34/41 Hit Points, but they are fortunate enough to find a strange moss which can heal 8 Hit Points. The Dwarf eats the herb and is healed 7 points back to full health: 41/41. The eighth point which the herb would have healed is lost, as the maximum Hit Points of the Dwarf is 41 and therefore he cannot exceed this value.

Skills

In order to survive in *Dead World Reborn*, your character will need survival skills, but survival is not always as clear cut as killing or fighting or being able to blow away opponents with magic. Sometimes it requires something more creative. That's where your character's *skills* come in.

Hunting

At some point you have lived in the wild, or else been taught how to forage and hunt for food. You are a survivalist by nature, capable of finding sustenance in even the sparsest landscapes.

- ◆ At Level 1: You can harvest *uncooked meat* from animals and beasts that you kill, as well as *hide* and *bone*, which can either be passed to a **Leatherworker** or sold at a shop for 2 CP per piece. You can prepare *uncooked meat* during **rest periods** which will turn it into a *food* consumable (depending on the type of meat cooked). This does not cost an action.
- ◆ At Level 5: You can prepare traps (such as stake pits & bear traps), identify animals and humanoids by their tracks and use raw materials such as bone, metal shards and glass to create ammunition. Creating a trap or ammunition can only be done during **rest periods** and costs 1 action.
 - ◆ d8 **Bone Arrows** → (+0) to ranged attack damage (2 bone)
 - ◆ d8 **Steel Arrows** → (+1) to ranged attack damage (8 metal shards)
 - ◆ d4 **Glass Arrows** → (+2) to ranged attack damage (8 glass shards)
 - ◆ **Stake Pit** → Embedded in the ground, 4ft by 4ft, causes (6d6) damage to any creature that falls into it. Creatures/enemies can take a **detection test** against the Hunter's Intelligence in order to see if they become aware of the trap. (8 logs, shovel, blanket)
 - ◆ **Bear Trap** → Embedded in the ground, 1ft by 1ft, causes (3d6) damage & **paralysis**. Creatures/enemies can take a **detection test** against Hunter's intelligence in order to see if they become aware of the trap. (6 metal shards, leather strip, thread)
- ◆ At Level 10: You add (+d8) to melee and ranged combat damage when against beasts or animals. In addition you can make more sophisticated and powerful arrows. The raw materials for these can be purchased or discovered during adventuring.
 - ◆ d4 **Onyx Arrows** → (+6) to ranged attack damage (8 onyx fragments)
 - ◆ d4 **Dragon Tooth Arrows** → (+8 to ranged attack damage) (8 dragon teeth)

Diplomacy

You are an experienced social climber, or else, born into a rich family with connections and a proper education. Either way, the elite recognise their own in you.

- ◆ At Level 1: You can re-roll **percentile rolls** to *persuade* and *convince*. You are skillful at calligraphy, writing and create legitimate, or legitimate seeming, documents (to convince a character you have x authority for example).
- ◆ At Level 5: You have friends in high places. Before you enter a dungeon/embark on an adventure, receive a payment of (4d6) silver pieces. You acquire the item *Robes of Office* (+0 AC, *clothing*). Noble-born characters will treat you as a peer.
- ◆ At Level 10: You may choose a **mount** from the equipment store free of charge. In addition, you gain a **mercenary** to follow you around at the cost of (1) gold per dungeon/adventure. The DM generates the character sheet for the **mercenary** but the player may choose the race & class of the **mercenary**. The **mercenary** is Level 10. The DM rolls randomly to determine their stats. The player determines where their stat points are allocated. The **mercenary** does not acquire experience and will remain at Level 10. The mercenary is equipped with (1) Special Weapon & (1) piece of armour (randomly rolled) from the Equipment Store.

Blacksmithing

- ◆ At Level 1: You can work with materials such as metal shards and ore to augment existing heavy armour. You can break down existing weapons and armour to create the raw materials necessary to craft. You are skilful at metalworking, smithing and smelting. You have the ability to improve *heavy armour* & weapons at the cost of raw materials. Augmenting equipment can only be done during **rest periods** and costs 1 action. See below the types of augmentation you can work. It is not possible to double up if armour already has an augmentation. For example, you cannot apply a 'plated' augmentation to armour which is already plated.
 - ◆ **Weapon & Armour Destruction** → The blacksmith can destroy a weapon or piece of armour to yield (d6) metal shards & (d3) ore (of type relevant to the weapon destroyed). If the weapon is **magical** or if the armour has an enchantment then it will also yield (1) runestone.
 - ◆ **Steel Plated** → The armour is welded with extra metal plates, conferring an additional (+2) AC against melee attacks only (4 steel ore)
 - ◆ **Spiked** → The armour is augmented with cutting spikes which lends its wearer additional combative edge. Whenever an enemy combatant misses the wearer of this armour, they suffer (1) damage. (8 metal shards)
 - ◆ **Sharpened** → The weapon is sharpened to a fine edge, making it even more lethal. Sharpened weapons gains (+d3) to their damage. (whetstone)
 - ◆ **Weighted** → The weapon is remade so that it is perfectly balanced. Weighted weapons gain (+1) on rolls 'to hit' in melee combat.
- ◆ At Level 5: You can create full sets of steel & chainmail armour using raw materials, as well as steel weaponry.
 - ◆ **Chainmail Armour** (+7) AC, *Heavy Armour* (6 metal shards, 1 steel ore)
 - ◆ **Plate Mail** (+10) AC, *Heavy Armour* (6 steel ore)
 - ◆ **Longsword** (d8, *one handed*) (4 steel ore, whetstone)
 - ◆ **Greatsword** (3d6, *two handed*) (7 steel ore, whetstone, leather strip)
 - ◆ **Steel Buckler** (+3) AC, *shield* (3 steel ore, leather strip)
- ◆ At Level 10: You can create more advanced armour using rarer materials. In addition, you can use runestones to **imbue** weapons with special traits. A weapon can only benefit from (1) **imbue**. **Imbues** cannot be upgraded once set.
 - ◆ **Glass Armour** (+7) AC, *Heavy Armour*, (+1) Speed (12 glass shards, 1 steel ore, leather strip)
 - ◆ **Onyx Armour** (+12) AC, *Heavy Armour* (7 onyx ore, leather strip)
 - ◆ **Dragon Scale** (+14) AC, *Heavy Armour*, **resist fire**, **resist magic** (20%) (40 dragon scales, leather strip, thread)
 - ◆ **Flame Imbue** → Enchant one weapon with **Flame** (x). x = the number of runestones used in the creation of the weapon. (runestone, fire coal)
 - ◆ **Cold Imbue** → Enchant one weapon with **Frostbite**. (runestone, ice ember)
 - ◆ **Dark Imbue** → A weapon that is 'dark' has an (8%) chance of causing **traumatised & hopeless** insanity effects when it successfully hits a target. (runestone, abyssal soul)
 - ◆ **Magic Imbue** → Enchant one weapon with **Magic** (x). x = the number of runestones used in the creation of the weapon. (runestone)

Leatherworking

- ◆ At Level 1: You can work with materials such as bone and hide to augment existing armour or clothing. You are skilful at sowing, weaving, cutting precisely and tanning. You are not skilful at harvesting these materials, however. Only a **Hunter** can harvest the materials from the animal. You have the ability to improve *light armour* at the cost of raw materials. Augmenting armour can only be done during **rest periods** and costs 1 action. See below the types of augmentation you can work. It is not possible to double up if armour already has an augmentation. For example, you cannot apply a 'studded' augmentation to armour which is already studded.
 - ◆ **Studded** → The armour is studded, conferring an additional (+2) AC against melee attacks only (2 bone)
 - ◆ **Scaled** → The armour is riven with bone, chitin or metallic scales, conferring an additional (+2) AC against ranged attacks only (20 scale pieces)

- ◆ At Level 5: You can create full sets of leather & scale armour using raw materials. You can also create basic clothes, cloth (such as blankets), satchels and bags.
 - ◆ **Leather Armour** (+4) AC, *Light Armour* (8 leather strips, thread)
 - ◆ **Scale Mail** (+6) AC, *Light Armour* (40 scale pieces, thread, 2 leather strips)
 - ◆ **Jerkin / Trousers** (+0) AC, *Clothing* (4 leather strips, thread)
 - ◆ **Blanket Misc** (wool)

- ◆ At Level 10: You can create more advanced armour using the hides of wild beasts.
 - ◆ **Bear Armour** (+5) AC, *Light Armour*, **resist frost** (25%) (bear hide, 8 leather strips, thread)
 - ◆ **Wolf Armour** (+5) AC, *Light Armour*, (+d4) damage in first round of melee combat (wolf hide, 8 leather strips, thread)
 - ◆ **Stag Armour** (+4) AC, *Light Armour*, (+2) Speed (stag hide, 8 leather strips, thread)

Arcana

- ◆ At Level 1: You can detect enchantments and spells within 60ft, including magical traps and magical equipment (4% / Wisdom)
- ◆ At Level 5: You become a scholar of the arcane, able to identify the properties of rings and necklaces without having to make a **percentile roll**. You start each dungeon/adventure with a charged **spell scroll**. A **spell scroll** is a consumable item that casts a spell. You may only have (1) **spell scroll** in your inventory at any one time. You may choose from the following spells: magic missiles, magic shield or healing miracle. The spell is cast at power (3).
- ◆ At Level 10: You can speak Eldritch language and communicate with demons. You start each dungeon/adventure with (2) charged **spell scrolls**. A **spell scroll** is a consumable item that casts a spell. You may only have (2) **spell scrolls** in your inventory at any one time.
 - ◆ For the **first spell scroll**, you may choose from the following spells: magic missiles, magic shield or healing miracle. The spell is cast at power (3).
 - ◆ for the **second spell scroll**, you may choose from the following more powerful spells: lightning bolt, restore, summon skeletons, fireball or flaming blade. The spell is cast at power (4).

Entertainment

- ◆ At Level 1: You are excellent at performing and can mimic voices, sing and dance. You may re-roll **percentile rolls** to *distract* opponents. You acquire an item *Tragic Mask* (+0AC, *Component: Helmet*). You can also busk/perform where appropriate, and this will yield (4d6) copper from onlookers.
- ◆ At Level 5: Busking yields (2d6) silver as you gain more renown. There is a (10%) chance when entering cities or settlements that you will be recognised by fans of your work. You may re-roll **percentile rolls** to *convince*, *persuade* and *lie*.
- ◆ At Level 10: Your busking performances yield (5d6) silver pieces in revenue as you reach immense critical acclaim. There is a (35%) chance of being recognised when you enter a settlement, town, city or village. You have written and published an epic poem/story which is famous throughout the land and yields revenues of (2d6) silver per dungeon/adventure. You always have a copy of this published work in your inventory. Your fans are now so loyal that you may recruit up to (2) to follow you on your adventures.

Alchemy

- ◆ At Level 1: You can identify and harvest ingredients for potion-making. When encountering fauna, roots, trees and substances in the world, you can immediately identify their traits and qualities without having to make a **percentile roll**. These ingredients include but are not limited to:
 - ◆ Death lily
 - ◆ Lavender
 - ◆ Devil's Claw
 - ◆ Darkroot
 - ◆ Red Moss
 - ◆ Aloe Vera

- ◆ At Level 5: You can create potions using alchemical tools (alembic, retort, mortar & pestle) and ingredients either purchased or harvested in the wild.
 - ◆ **Lesser Healing Potion** – Restores (2d6) hit points (mortar & pestle, aloe vera x3, lavender)
 - ◆ **Rejuvenation Potion – Regeneration** (d6) for (8) turns (alembic, retort, devil's claw x2, red moss)
 - ◆ **Antivenom** – Cures **venom** (alembic, retort, darkroot)
 - ◆ **Poison Lather – Poisons** one melee weapon *or* ammunition stockpile (arrows/bolts). The **poison** is power (x) & lasts for (4) turns, where x = the number of death lilies used. (mortar & pestle, alembic, retort, death lily x, red moss)

- ◆ At Level 10: You can create more advanced potions.
 - ◆ **Greater Healing Potion** – Restores (4d6) hit points (mortar & pestle, aloe vera x5, lavender x2)
 - ◆ **Warming Draught** – Cures **frostbite, traumatised, paranoia** (alembic, retort, red moss x 3, aloe vera x 2, lavender x 2)
 - ◆ **Drake's Blood – Resist fire** (100%) (alembic, retort, mortar & pestle, dragon's blood, red moss, darkroot x2)
 - ◆ **Deep Poison – Poisons** one melee weapon *or* ammunition stockpile (arrows/bolts). The **poison** is power (x) & lasts for (4) turns, where x = the number of death lilies used. The lather also causes **venom** damage. (mortar & pestle, alembic, retort, death lily x, red moss, devil's claw x 2)
 - ◆ **Berserker's Poultice** – Grants **enrage** for (8) turns (mortar & pestle, red moss x3, devil's claw)
 - ◆ **Energising Serum** – Restores (1) **action point** (alembic, retort, lavender x8, devil's claw x8, red moss, aloe vera)

Core Rules

Now the players have all the tools they need to set up a character and have also had a small introduction as to what some of their stats and abilities might allow them to do; we now come onto the mechanics of how a game of *Dead World Reborn* can be played.

Speed & The Turn

The game is divided into turns. Each player character has a turn and the DM's creatures also have turns when they are discovered. The **turn sequence**, or rather, the order in which people take their turns, is determined by **speed**. The character/creature with the highest speed goes first, followed by the next highest, and so on and so forth. If two or more characters have the same speed, then they have to roll **initiative**, i.e., which one of them acts first. This is done simply by both players/creatures rolling a d6 and adding their Dexterity Bonus. Whoever gets highest wins.

The DM also have responsibilities outside of the turn order to describe the surroundings to the Adventurers, so they can picture their location and what is available to them to interact with. The DM might say:

“Before you a long dark corridor stretches. You detect the smell of decay and slime. To your left is a strong wooden door that appears to be unlocked.”

Above is an example of how the DM might tell the story. Remember that the DM has constructed an entire adventure for the *Adventurers* to play through and so they should have an idea of what each room/scene/place looks like. Provided the DM does not wish to divulge anything else, that would be the end of their narration and the *Adventurers* would now take their turns. However, to convey a clearer picture of what a DM can do, let us say that in describing the scene the DM chooses to reveal a monster:

“Before you can investigate, a warband of reanimated skeletons bursts through the door: three in total. They lurch toward your party.”

Now the monster/s have been ‘revealed’, they become characters which the DM can control. They even get their own turns – the order of which is determined by **speed**. Monsters can perform 2 **actions** per turn. Players can perform up to 3 so have a slight edge over the monsters. Monsters have a choice of several different actions and abilities they can perform just like players. The DM may direct the monster however he/she sees fit. Below is a list of possible actions. Remember, creativity is the essence of a good DM, and narrative is the focus of this game, so feel free to do whatever makes an interesting story: these are merely basic principles to introduce you to the game.

- The monster can move up to its maximum Movement range as 1 action
- It can attack with a ranged weapon if it has one as 1 action
- If the monster moves into within 2ft of the *Adventurers* it can enter **combat** with them and attack (1 action), or alternatively use a **special ability** (if it has one, also 1 action)

The Adventurer's Turn

The *Adventurers* can perform 3 **actions** per turn. These **actions** can be anything from walking, opening a chest, searching for documents, shooting a bow or crossbow, or throwing something. The DM can decide what constitutes 1 action. For example, the DM might allow an *Adventure* to give an item to another *Adventure* while moving past them and count that as 1 action, whereas they might deem lifting up an unconscious *Adventurer* and then running down the hallway as 2.

The most basic action is **moving**. Each race has a different movement speed. Elves and Ratkin can move 12ft, which is farther than most races. Dwarves and Halflings can only move 8ft. This means that if a Human character spent their entire turn (all 3 actions) moving they could move up to 30ft.

Each time an *Adventurer* performs an action the DM must let them know what the result of their action is.

Here is an example of a simple turn:

The *Adventurer* declares they will use their first **action** to move down the dark corridor. The DM advises that after they have moved down the corridor they reach a dead end, but a treasure chest is situated at their feet. The *Adventurer* declares they will use their second **action** to open the chest. The DM advises it is trapped!

Here is another example which is perhaps more complex because it involves a **combat**. More information about how **combat** works will be covered later in the book, but just remember with role-play there are few hard and fast rules and the whole aim is for *Adventurers* to creatively problem-solve and DMs to creatively thwart their efforts!

To return to the previous example, after the Skeletons appeared and attacked the party of *Adventurers*, one of the *Adventurers* might (shamefully) declare they are going to run away from them as their first **action**. Here's an example of how the DM might respond to that:

*“As you have been sprung upon you will need to make a **percentile roll** using your Dexterity to determine whether you can make it away from Combat without being hurt or caught by a wild strike. You have Dexterity 13 and the **percentage chance of roll** is 4% per point. You need a 52 or less. Roll!”*

This is just an example of how the DM might tell the story. The adventurer in this example has moved: this is only 1 of the 3 actions. The *adventurer* could then (provided they got away successfully from the **combat**) choose to cast a spell or use an **ability** with their remaining actions to help with the combat.

Please note that if you **fail** to successfully pass a **percentile roll** then that action is wasted and cannot be retrieved (unless another ability allows you to re-roll the die).

Once an *Adventurer* has completed their 3 actions then it moves on to the next *Adventurer* or monster and then the next until all of them have taken a turn.

Exploration

Exploring the *Dead World Reborn* is extremely dangerous. As well as the many challenges faces from monsters and opponents, you will also have to navigate its dangerous terrain and sometimes even traps.

Swimming

You can move at the same speed in water as on land. If you are swimming underwater, you will have to hold your breath. You are able to hold your breath for a number of turns equal to your Strength Bonus score (so a Strength Bonus of 7 would mean you could swim for 7 turns underwater). If you are not able to surface for air and have run out of breath, then you will suffer (5d6) damage each subsequent turn you remain underwater and unable to breathe.

Falling

You can fall a number of feet (ft) equal to your Dexterity score without taking any damage. So for example, if you had a Dexterity of 22, you could fall 22ft without taking damage. If you fall further than your safe fall distance, you will suffer (d6) damage for every 2ft over your safe fall distance you fell. So, to continue the previous example, if you fell 28ft, with a Dexterity of 22, you would suffer (3d6) damage.

Darkness

Sometimes your journey will take you into an area that is so dark your character cannot see. As a general rule, players can see up to 2ft in darkness unless they have a special ability which allows them to **see in the dark**. Characters that cannot **see in the dark** must deduct (d4) from **detection** rolls when in darkness.

Picking Locks

Sometimes a character might wish to pick a lock on a door. To do this, they will require a lockpick item, and must make a **percentile roll** according to the DMs guidance. If they fail to pick the lock, the lockpick is destroyed. If they succeed, the lockpick is retained.

Flying

Certain creatures – and sometimes even players – can fly. Flying means that you can move in all directions through the air. When airborne, you may only be attacked by ranged weapons. You may only spend a maximum of (2) turns in the air without landing. After this, you will have to come down and land on solid ground.

Languages

There are (6) main languages in the game: Common, Elvish, Dwarfish, Rattle (Lizardkin & Ratkin), Narglect (Undead), Eldritch (Demonkin). Characters who do not speak the same language will not be able to communicate with one another.

Combat

Entering Combat

Combat can be entered in one of two ways: (1) The DM moves a creature to within 2ft of an adventurer. Or alternatively (2) the *Adventurer* moves their character into 2ft of a monster or creature. It's that simple! Once you are **engaged in combat**, your character cannot leave without either risking **fleeing strikes**, or, a special ability that allows them to exit combat safely.

When an *Adventurer* moves their character within 2ft to engage in **combat** they must declare that they wish to enter **combat**. At this point the *Adventurer* may then make **attacks** using their remaining actions.

Example: A Human Warrior moves 10ft towards a Skeleton and ends his movement within 2ft. This was their first **action**. They now have 2 **actions** remaining. They choose to use both these actions to attack the Skeleton.

Example II: A Human Warrior begins their turn in combat with a Skeleton. They choose to make 2 attacks with their first 2 **actions** and then with their third they choose to drink a healing potion.

Actions in Combat

Inevitably one has to fight and defend oneself in the Dead World. Though exploration, interaction and character building are huge parts of *Dead World Reborn*, fighting is also key. Once an *Adventurer* has entered **combat**, they are more restricted with which actions they can perform. They may

- Attack
- Use an item
- Use a **special ability** or **spell**

Special actions called **abilities** may be available to an *Adventurer*, depending on what class/race they have picked. These can deal special damage and cause extra effects but will use up **action points** (see **Abilities & Action Points**). Remember, an *Adventurer* cannot perform a **special ability** if they do not have enough action points left in their turn to perform it. All Classes can perform a **standard attack**.

Standard Attacks

Roll a d20 for each attack you wish to make. As standard, an *Adventurer* may make up to 1 attack per action. A monster may make 1 attack per action as well. To damage your opponent you must first hit them.

To hit your opponent you must roll *equal to or over* your opponent's Armour Class (often abbreviated to AC) on a d20. You may add your Dexterity Bonus to the roll. All characters, creatures and players have a basic AC of (+5), regardless of their equipped armour.

Dead World: Reborn

For example: A Human Warrior has 2 **actions** remaining after moving into **combat** with a Skeleton. The Warrior chooses to use both these actions to attack the Skeleton. The Skeleton has an AC of 7. The Warrior needs a 7 to hit. He rolls two d20s and gets a 6 and a 9. The 6 is a miss and is discarded but the 9 is a hit! The Warrior can now roll for damage.

As well as receiving bonuses 'to hit' from your Dexterity, you may also receive bonuses from spells, abilities or special weapons, so make sure you keep track of these.

If you successfully 'hit' your opponent you can now damage them. The amount of damage dealt varies depending on what weapon you are using. You will see weapon damage shown like so:

(2d6)

The dice-indicator in brackets is a helpful prompt to let you know which dice you need to roll. In the above example, it is 2 six-sided dice.

You can receive bonuses to melee damage from special abilities and racial skills. You may add your Strength Bonus to the damage of your melee attacks.

The total Damage calculated is then deducted from the Hit Points of your opponent. If all of the monsters in **combat** with the *Adventurer* are reduced to 0 Hit Points then combat ends. When monsters die the *Adventurer* gains EXP (see **Experience & Levelling Up**) and may loot any items the monster was carrying. The game then continues, with either the next *Adventurer* or DM taking their turn. I

If the *Adventurer's* Hit Points reach 0 then they must make a **death save**.

Death Saves

To make a **death save**, roll 2d20. If the result is equal to or less than your Constitution, then restore 1 hit point and remain standing and fighting. If the result is greater than your Constitution, then you fall into a **coma**.

Coma

Whilst in a **coma** players are immobile, mute, and cannot perform any actions. **Coma's** last for 2d6 turns. Fellow players have this period of time to revive players in a **coma** with certain specific abilities – healing potions and *food* cannot be used to revive players from **comas**.

Once the allotted number of turns has expired (and the player has not been revived), the player makes another **death save**. If the player succeeds, they wake from the coma with 1 hit point. If they failed, they suffer **permanent death**. Their character is terminated and cannot be used again.

Critical Hits

If a monster or *Adventurer* rolls a 20 to hit when attacking (Not including bonuses from Dexterity etc) then you have struck a critical point on the creature you are fighting, or perhaps just

Dead World: Reborn

accidentally struck particularly hard. This means that the opponent suffers *double* the normal damage the weapon would have dealt (bonuses, **magical** attacks, **poison** attacks, etc, are not included in the *doubled* damage). Occasionally some abilities may allow you to score a **triple critical**, which will multiply the damage by 3.

It is important to bear in mind that no matter the opponent's AC value or any modifiers to hit that may be placed upon the player/creature **a roll of a 20 is always a hit**.

Sometimes a weapon or ability might increase your chance of critical hitting by increasing your **critical hit rank**. If your **critical hit rank** was increased by +1 for example then you would critical hit on a 19 and 20. Your **critical hit rank** however can never be increased above +4.

Fleeing strikes: If you wish to leave combat, you must roll a d20 + Dexterity Bonus. The opponent rolls a d20 + their Dexterity Bonus. If your result is higher than your opponents, you leave combat successfully and may make a normal move. If your result is equal to or lower than your opponent's, they may make a free attack on you with +4 **critical hit rank**.

Ranged Weaponry

If you have a *ranged* weapon you can use this outside of combat to attack your foes from great distances. DM monsters can also use ranged attacks if they have them. A ranged weapon can strike any target within its maximum range.

To make a ranged attack, roll to hit the enemy in the same way as in combat; using a 20 sided dice and trying to roll equal to or higher than their AC value. You receive bonuses from your Dexterity and other skills to increase your hitting chance as normal.

Once you have hit, calculate the amount of damage the weapon does as you would with a melee attack (including adding Strength Bonus to the damage total) and deduct the value from the target's Hit Points.

Ammunition

Each time you fire a ranged weapon you must deduct 1 of the weapon's ammunition type from your inventory. Crossbows fire 'Bolts' whereas bows fire 'Arrows'. If you do not have one of the correct ammunition type in your inventory then you may not make a ranged attack with that weapon. Certain special ammunition may even boost the damage of your ranged attacks.

Firing a ranged weapon takes 1 action of your turn. Attacking with ranged weapons does not count as entering combat.

If you reduce the opponent to 0 Hit Points it **dies or enters a death save** exactly as described above.

Throwing weapons

Adventurers (and indeed monsters) can choose to throw one of their melee weapons at an opponent out of combat. The weapon can strike any target within a number of ft equal to $\frac{1}{2}$ their Strength characteristic. In the case of monsters/enemies that the DM controls it is up to the DM's discretion.

Example: A Warrior with Strength 18 could throw their weapon up to 9 ft.

To throw, roll to hit the enemy in the same way as in combat; using a 20 sided dice and trying to roll equal to or higher than their AC value. You receive bonuses from your Dexterity and other skills to increase your hitting chance as normal.

Once you have hit, calculate the amount of damage the weapon does as you would with a melee attack and deduct the value from the target's Hit Points. You may add bonuses from special abilities to increase the damage, including bonuses from Strength.

Throwing a weapon takes 1 **action** of your turn. Once you have thrown the weapon it may be reclaimed later.

Equipping Weapons & Armour

During an adventure, you will doubtless wish to reward hardworking *Adventurers* with weapons, armour and equipment which they will wish to use to aid them on their Quest.

First we will look at weapons. There are many types of weapon: *one handed, two handed, long*.

- *One handed* weapons are normally light and short so that they can be wielded in one hand, allowing you to equip either another one-handed weapon in your off-hand or a shield
- *Two handed* weapons are normally heavier and more powerful but take up two hands, meaning you cannot also equip a shield or off-hand weapon
- *Ranged* weapons are bows, crossbows and, though these are extremely rare, gunpowder contraptions.

You can only have one 'set' equipped at one time. A set might be a shield and one-handed weapon, a two-handed weapon, a ranged weapon, or a one-handed weapon and an off-hand weapon. It is also possible to attack with your bare fists (which deals damage equal to your Strength bonus). Monks can make more effective unarmed attacks with their special martial arts skills.

While equipped you may use this weapon/weapons's damage value in **combat** (or at a range). Different weapons will have different strengths and weaknesses.

Long Weapons

Long weapons are specialist weapons such as spears, pikes, halberds, which have additional reach. A character armed with a *Long* weapon can attack an opponent within 4ft rather than 2ft exactly as though they were within melee combat. This means that they can attack enemies who cannot attack back without moving closer, a significant advantage.

Dual Wielding

When dual-wielding (using 2 one-handed weapons, one in main hand and one in the off-hand) you can make 2 attacks in combat in 1 action: one with each weapon. The attack with the weapon in your off-hand does not receive bonuses from Dexterity or Strength however (as this is your less favoured hand) – unless you are **ambidextrous**.

Armour & Clothing

Adventurers can also choose to equip *one* piece of armour at a time. There are 3 types of armour: *clothing*, which is merely basic garments offering little defence, *light armour*, normally leather or scale armour that confers some defence, and *heavy armour*, which is the heaviest armour, shielding against even the deadliest blows. Certain classes can only equip certain types of armour. Different types of armour will confer different beneficial effects and AC bonuses, but you may only equip *one* piece at a time and therefore only receive the bonus from one at a time.

Armour Components

There are 4 types of armour component:

- ◆ Helm
- ◆ Gloves
- ◆ Greaves
- ◆ Pauldrons

The player may only equip (1) of each type of armour component.

Jewellery

There are 2 types of jewellery:

- ◆ Ring
- ◆ Necklace

The player may equip up to (1) necklace and (2) rings.

Abilities & Action Points

As a player levels up they will acquire **abilities**. These abilities allow them to perform special skills, either attacking in a special way, protecting them or a host of other effects. Each time a player uses an **ability**, it costs **action points**. Players start the game with (6) **action points**. Most **abilities** use 1 **action point**, but some more powerful spells or powers require more than 1. Each time a player uses an **ability**, they deduct the relevant number of **action points** from their total. Eventually, they will reach (0) and be unable to activate any other **abilities**. **Action points** can be replenished via **rest periods** and certain special abilities (such as the vampire's unique ability *Blood Drain*). Managing your **abilities** and **action points** and ensuring optimum usage is key to overcoming the trials of the dungeons. Don't blow all your points at once!

Rest Periods

Adventuring is dangerous and hard work. Players will periodically need to rest to recover their strength (even dwarves!). Resting can only be done if the following criteria are met:

- ◆ No enemies or threats within 60ft
- ◆ No *damage over time* effects active on any players

Players collectively rest – i.e., the whole party must be in agreement that they want to go through a **rest period**. If all party members agree and the criteria are met, then a **rest period** is activated. A rest period automatically passes a turn for all players. During the rest period, players restore all lost **action points**. In addition, players can perform (1) action from the following list:

- ◆ **Consume** → The player may use (1) consumable *food, beverage* or *smoke* to restore health.
- ◆ **Sleep** → This **refreshes** a player. Refreshed players can re-roll (1) **percentile**, ‘to hit’, **save**, or **detection** roll. **Refreshed** lasts for (8) turns.
- ◆ **Skill Craft** → Certain *skills* allow players to craft or augment items during **rest periods**

Ambush

Each time players undergo a **rest period**, they increase their chances of being ambushed by enemies lying in wait. The first **rest period** the ambush chance is 0%. However, each subsequent **rest period** increases the odds of ambush by 6%. The DM may use their discretion on the nature of the ambush.

Visibility

Some characters or indeed monsters thrive on remaining unseen. Hence, it is important to determine whether characters or monsters are visible or not.

Characters (or monsters) can declare that they are going to **sneak** if they are not within line of sight of any opponents. A **sneaking** character can move their normal move distance, but they do so silently. Characters in *heavy armour* cannot **sneak**.

The **sneaking** character must roll to see if they are detected **sneaking** once they come within 25ft of an enemy. The **sneaking** character rolls to **avoid detection** whereas the opponent rolls to **detect**.

To **avoid detection**, roll a d20 and add Dexterity Bonus.

To **detect**, roll a d20 and add Intelligence Bonus.

If the **avoid detection** roll is higher, the **sneaker** remains unseen.

If the **detection** roll is higher, then the **sneaker** is spotted.

Certain actions (such as *pick pocketing* and *Sneak Attacks*) can only be performed while **sneaking**.

Experience & Levelling Up

As you journey through *Dead World Reborn*, your character will acquire EXP (Experience Points) from fallen enemies, which will allow them to increase their level.

As *Adventurers* progress through the game, kill monsters, and complete quests they become more powerful. This power is reflected in their Level. *Adventurers* start at Level 1 and with 0 **Experience Points**. Experience points can be awarded by the DM for completing Quests and performing heroic deeds and are also acquired from enemies when they are killed.

The number of EXP a player acquires from killing a monster or player is equal to their **hit points**. I.E. if a player killed a monster with 51 hit points, they would acquire that many EXP.

Once a character accumulates a certain number of **Experience Points** then they can progress to the next level. For example, from Level 1 to Level 2. Each time they do this they can potentially unlock new skills on their Class sheet, will increase their **Maximum Hit Points**, and in addition with gain a **stat point**. The top Level an *Adventurer* can reach is 20.

- ◆ **Stat points** can be spent to upgrade one of the six main stats, thereby increasing the *Adventurer's* abilities and further defining where their proficiency lies. For each stat point you acquire you can upgrade either Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma by 1 point.
- ◆ Each time an *Adventurer* levels up their **Experience Points** are reset to 0. The higher the Level, the more **Experience Points** you will need to reach the next level.
- ◆ Your **maximum hit points** increases by $\frac{1}{2}$ of your Constitution each time you Level Up.

Required for next level:

Level 2 – 200 points	Level 11 – 7,350 points
Level 3 – 300 points	Level 12 – 11,025 points
Level 4 – 450 points	Level 13 – 16, 540 points
Level 5 – 675 points	Level 14 – 24, 810 points
Level 6 – 1,015 points	Level 15 – 37, 215 points
Level 7 – 1,530 points	Level 16 – 55, 830 points
Level 8 – 2,295 points	Level 17 – 83, 745 points
Level 9 – 3,400 points	Level 18 – 125, 620 points
Level 10 – 5,100 points	Level 19 – 188, 430 points
	Level 20 – 282, 645 points

Status Effects

Damage Over Time (DOT) Effects

Bleeding

- ◆ (d4) damage at the start of each turn for the duration (8) turns

Grievous Bleeding

- ◆ (d8) damage at the start of each turn for the duration (8) turns

Venom

- ◆ (d6) damage at the start of each turn for the duration (8) turns

Special Damage Effects

Magical

- ◆ **Magical** weapons and attacks have a **power level** which is indicated in brackets ()
- ◆ If a target is struck with an attack or weapon that causes **magical** damage, they must take a Constitution save (roll a d20 & add Constitution bonus). The attacker rolls a d20 and adds the **power level** of the **magic**. If the target's total is equal to or higher than the attacker's, then there is no effect and the magic damage is resisted. If the target's total is less than the attacker's, they suffer (d4) additional points of damage per level of **power**. E.G. Power (3) would cause (3d4) damage.
- ◆ **Critical hits** with **magical** attacks do not double **magical** damage, only normal damage.

Poison

- ◆ **Poison** has a **power level** which is indicated in brackets ()
- ◆ If a target is struck with an attack or weapon that causes **poison** damage, they must take a Constitution save (roll a d20 & add Constitution bonus). The attacker rolls a d20 and adds the **power level** of the **poison**. If the target's total is equal to or higher than the attacker's, then there is no effect and the poison is resisted. If the target's total is less than the attacker's, they suffer (4d6) additional points of damage +(d6) for each point the attacker's total beat the target's by.
- ◆ **Critical hits** with **poison** attacks do not double **poison** damage, only normal damage.

Flaming/Fire

- ◆ **Fire** weapons and attacks have a **power level** which is indicated in brackets ()
- ◆ Unlike **poison** and **magical** attacks, targets struck cannot make a save unless they have **fire resist** abilities/equipment.
- ◆ **Fire** attacks/weapons do additional damage equal to (d6) per **power level**

Crippled

- ◆ A target suffering from **crippling** reduces movement (50%)

Frostbite

- ◆ A target suffering from **frostbite** reduces movement (50%)
- ◆ Target also reduces Speed by (2)
- ◆ Unless otherwise stated, **frostbite** lasts for (4) turns.

Paralysed

- ◆ A target that is **paralysed** cannot move, attack or perform any actions, including **resting**. Paralysis lasts for (d4) turns unless otherwise stated in the effect/ability description.
- ◆ Paralysed enemies are hit automatically.

Other Effects

Knocked Back

- ◆ Some attacks are so powerful they move characters. Knock back is simple: move the character/monster directly away from the attacking unit that causes them to be **knocked back**. Move them the number of (ft) specified in the ability/weapon description.
- ◆ Certain enemies cannot be knocked back. This is up to the DMs discretion, but as a general rule:
 - ◆ Large enemies above humanoid stature
 - ◆ Quadrupeds
 - ◆ Serpents
 - ◆ Enemies with 14 or more AC

Regeneration

- ◆ A character or enemy with **regeneration** heals a number of hit points at the start of each turn. The hit point amount is indicated in brackets (). The number of hit points could be a set number such as (2) or a random amount determined by die-roll (d8).

Intoxication

- ◆ Some alcoholic beverages will add to your **intoxication** levels: the amount added is indicated in brackets (). When your **intoxication** is equal to or exceeds your Strength Bonus, you become **intoxicated (drunk)**.
- ◆ **Intoxication** lasts for (2d6) turns. During which time you suffer the following:
 - ◆ (+d8) melee attack damage
 - ◆ (-2) Speed
 - ◆ Negate Dexterity Bonuses
 - ◆ (-3d6%) to the success chance of all **percentile rolls**

Insanity Effects

Paranoid

- ◆ Players, characters or creatures that are **paranoid** do not replenish their reserve of **action points** during **rest periods**.

Traumatised

- ◆ Players, characters or creatures that are **traumatised** no longer receive the benefit of **stat bonuses**
- ◆ They reduce their Speed by (2)

Hopeless

- ◆ Players, characters or creatures that are **hopeless** cannot gain EXP points

Terrorised

- ◆ Players, characters or creatures that are **terrorised** can think only of survival, and hence, instead of taking any actions, move 3d6ft directly away from the source of their **terror**. They may perform 1 action per turn which may not be an attack or offensive spell. They may heal themselves but not others via potions or spells. Players, characters or creatures can test via a **percentile roll** at the start of each turn to overcome their **terror** (2% / Wisdom).

Items & Inventory

There are other types of items than weapons and armour: there are also tools useful for your adventure, and consumables that can restore faltering stats.

- (1) **Tools:** Tools do not do anything until the adventurer chooses to use the tool. A tool might be a rope, torch or packet of gunpowder, and these can be either bought or discovered on your journey. The DM must make sure that he/she lets the adventurer know what the result of using the tool is. Tools often have a description next to them to show the adventurer what they might be useful for.
- (2) **Consumables:** Consumables do not do anything until the adventurer chooses to use the consumable. The consumable is destroyed after it is used but it will confer a beneficial effect on the adventurer: this could be the restoring of hit points, increasing of a stat or the removal of a curse or illness. Potion consumables can be drunk **at any time** during the adventure (1 action). Other consumables may only be consumed during **rest periods**.
- (3) **Multi-function items:** Some weapons & armour has two lines of data, such as the Bastard Sword. This means that the weapon or armour can be used in two ways. The player/monster must declare which way they are using the weapon at the start of their turn.

Your character can store twenty items in their rucksack which includes armour and weaponry, though items that you have **equipped** do not count as **stored**. If you have twenty items stored and wish to pick up another item then you will have to exchange it, you can *never* have more than 20 items in your rucksack at any one time.

Stacking

Certain items will not take up a whole slot in your rucksack, and therefore can be 'stacked' in the slot to save space. Below is a list of items that can be stacked (if the Dungeon Master creates new items then he/she can determine whether they are stackable or not). The number next to the item indicates how many of that item can fit into 1 slot of your rucksack.

Arrows = 40
Bolts = 40
Consumables = 20
Lock-pick = 20
Plants (*Nightshade, Lavender, etc*) = 20
Bone, tissue, blood-phials = 20
Shards = 30
Scales = 30
Ore = 10

Mercantile

In the Dead World money has, surprisingly, lost none of its potency. As *Adventurers* find loot, kill monsters and become renowned throughout the lands they will acquire wealth and resources. The standard currency of the Dead World is copper, silver and gold.

(100) copper pieces is equivalent to (1) silver piece and (100) silver pieces is equivalent to (1) gold piece. The DM should reward the *Adventurers* with currency as they progress through the game. Items can be bought from merchants and vendors for the prices indicated. In addition an adventurer can sell items to merchants for a price agreed upon by the DM.

Adventurers each start the game with 50 (+4d6) copper pieces to buy themselves basic equipment. From then on, money must be earned.

Equipment Store

Basic Weapons

	Damage	Type	Special	Cost
Dagger	d4	one handed	(+1) <i>Sneak Attack</i> damage	2 copper
Throwing Knife	d3	one handed	(+2) damage when thrown	1 copper
Short Sword	d6	one handed	none	5 copper
Longsword	d8	one handed	none	8 copper
Mace	d4+3	one handed	none	5 copper
Axe	d6	one handed	(+2) damage when thrown	6 copper
Spear	d8	one handed	<i>long</i>	10 copper
Halberd	d10	two handed	<i>long</i>	15 copper
Scimitar	d8	one handed	bleeding (1% / Dex)	40 copper
Greatsword	3d6	two handed	none	40 copper
Great axe	2d6+4	two handed	none	35 copper
Maul	d20	two handed	none	50 copper
Staff	d3	one handed	<i>long</i>	8 copper
	d6	two handed	<i>long</i>	

Shields

Ox-hide Shield	-	shield	(+1) AC	5 copper
Steel Buckler	-	shield	(+3) AC	15 copper
Spiked Shield	-	shield	(+3) AC	25 copper
	d6	one handed	(+1) AC	
Pikeman's Shield	-	shield	(+3) AC, resist fire (15%)	50 copper
Black Steel Shield	-	shield	(+5) AC, resist magic (15%)	1 silver

Ranged Weapons

	Damage	Type	Special	Cost
Shortbow	d6	ranged (20ft)	none	8 copper
Longbow	d8	ranged (30ft)	none	12 copper
Elven bow	2d6	ranged (40ft)	none	20 copper
Ivory bow	2d6+4	ranged (30ft)	none	30 copper
Crossbow	3d6	ranged (20ft)	none	30 copper

Ammunition

	Damage bonus	Weapon type	Special	Cost
Plain arrow	(+0)	bow	none	1 copper
Plain bolt	(+0)	crossbow	none	1 copper
Steel arrows	(+1)	bow	none	2 copper
Elven arrow	(+2)	bow	(+1) 'to hit'	6 copper
Venom bolt	(+0)	crossbow	venom	10 copper
Buckshot	(+0)	cannon	none	25 copper

Special Weapons

	Damage	Type	Special	Cost
Kitana	d12	two handed	magical (3), bleeding (1% / Dex)	30 silver
Bastard Sword	2d6	one handed	+1 critical hit rank	20 silver
	2d6+3	two handed	+1 critical hit rank	
Fell Hammer	4d6	two handed	flaming (1)	40 silver
Silver bow	3d6	ranged (40ft)	magical (4)	40 silver
Buckshot Cannon	2d6	ranged (15ft)	flaming (6)	1 gold

Armour & Clothing

	AC bonus	Type	Special	Cost
Jerkin / Trousers	+0	Clothing	none	2 copper
Robes	+0	Clothing	none	2 copper
Traveller's Wraps	+2	Clothing	none	5 copper
Leather Armour	+4	Light Armour	none	10 copper
Scale Mail	+6	Light Armour	none	15 copper
Elven Plate	+8	Light Armour	none	50 copper
Chainmail Armour	+7	Heavy Armour	none	25 copper
Plate Mail	+10	Heavy Armour	none	40 copper
Dwarven Iron	+11	Heavy Armour	(+1) Const saves	20 silver
Black Steel Plate	+11	Heavy Armour	resist magic (10%)	20 silver

Components

	AC bonus	Type	Special	Cost
Grisly Thorn Helmet	+1	Helm	All attacks cause bleeding	1 gold
Hermit's Gloves	+0	Gloves	(+1) 'to hit'	1 gold
Springheel Boots	+0	Greaves	Double jump distance (+1) Speed	5 gold
Vanguard Shoulders	+3	Pauldron	"In memory of those who held the Fort against all odds"	2 gold

Jewellery

	AC bonus	Type	Special	Cost
Knight Band	+0	Ring	(+2) melee damage	2 gold
Twine Ring	+0	Ring	(+2) ranged damage	2 gold
Souls Ring	+1	Ring	The ring counts as a <i>consumable</i> item, using the ring restores (d6) used action points	2 gold
Ember Ring	+1	Ring	(+d8) to spell-damage	10 gold
Valthorian Ring	+1	Ring	(+7) greatsword weapon damage (+1) critical hit rank	10 gold
Ring of Betrayal	+0	Ring	Nullifies additional damage from sneak attacks	10 gold

Tools

Torch → See up to 30ft in darkness as long as equipped (one handed). Can be used as a one-handed melee weapon (d4). The light of the torch lasts for (10) turns. (4 copper)

Rope → The rope is 25ft long and can hold the weight of up to (3) *Adventurers* at any given time. (12 copper)

Pick Axe → The pick axe allows a player to mine for ore raw materials. It can also be used to help dig out cave-ins and smash down weak walls. The pick axe can, in desperate circumstances, be used as a one-handed melee weapon (d4). (4 copper)

Lockpick → The lockpick is required to pick locks on doors. Also makes a great tooth-pick. (1 copper)

Deck of Cards → The cards serve no obvious use in adventuring, other than perhaps luring a drunken enemy into a distracting game. (1 copper)

Gambling Dice → The dice are made of bones and engraved with octopus ink. A fine collector's item, but not anything that could save a life. Still, some adventurers swear by carrying these kinds of items around for good luck. (1 copper)

Tobacco Pipe → This item is required in order to consume *smokes*. (1 copper)

Alembic → A tool for **Alchemy**. (5 copper)

Retort → A tool for **Alchemy**. (5 copper)

Mortar & Pestle → A tool for **Alchemy**. (3 copper)

Materials

Crafting

Thread	(1 copper)
Leather strip	(2 copper)
Fire Coal	(1 silver)
Ice Ember	(1 silver)
Runestone	(1 silver)

Herbs & Ingredients

Death lily	(20 silver)
Lavender	(1 copper)
Devil's Claw	(10 copper)
Darkroot	(10 copper)
Red Moss	(20 silver)
Aloe Vera	(1 copper)

Consumables

	Type	Effect	Cost
Lesser Healing Potion	Potion	Restore (2d6) hit points	5 copper
Greater Healing Potion	Potion	Restore (4d6) hit points	10 copper
Rejuvenation Potion	Potion	Regeneration (d6) for (8) turns	10 copper
Antivenom	Potion	Cures venom	5 copper
River Pipedream	Smoke	Restore (d4) hit points, remove paranoid, traumatised	1 copper
Hill & Dale	Smoke	Restore (d6) hit points	1 copper
The Old Waggoner	Smoke	Restore (d4) hit points (+1) Speed for (6) turns	2 copper
Tankard of Dwarven Ale	Beverage	Restore (d8) hit points (+1) intoxication Bravery for (d8) turns	4 copper
Elven Wine	Beverage	Restore (2d6) hit points (+2) intoxication	4 copper
Grog	Beverage	Restore (d3) hit points (+3) intoxication	4 copper
Spiced Tea	Beverage	Enrage for (d8) turns Restores (d4) hit points remove paranoia, frostbite	2 copper
Cooked Boar	Food	Restore (2d8) hit points	8 copper
Fruits	Food	Regeneration (2) for (2d6) turns	4 copper

Mounts

Stable Horse (3 gold)

Hit points	Move	Speed	Special:		
4d6	25ft	9			
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+1	+0	+1	+0	+0	+0

Action Points (0)

Equipment: Hooves (d4, one handed)

- ◆ The stable horse may carry (10) additional inventory slots

Pack Horse (3 gold)

Hit points	Move	Speed	Special:		
4d6	20ft	8			
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+1	+0	+1	+0	+0	+0

Action Points (0)

Equipment: Hooves (d4, one handed)

- ◆ The pack horse may carry (15) additional inventory slots

Black Courier Horse (5 gold)

Hit points	Move	Speed	Special:		
4d6	30ft	10			
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+1	+0	+1	+0	+0	+0

Action Points (0)

Equipment: Hooves (d4, one handed)

- ◆ The black courier horse may carry (10) additional inventory slots

Dead World: Reborn

Mountain Goat (5 gold)

Hit points	Move	Speed	Special:		
5d6	20ft	7			
<i>Strength</i>	<i>Dexterity</i>	<i>Constitution</i>	<i>Intelligence</i>	<i>Wisdom</i>	<i>Charisma</i>
+1	+0	+1	+0	+0	+0

Action Points (2)

Equipment: Horns (d6, one handed)

- ◆ **Ram** (Ability / 1 action points) The goat chooses up to (2) enemies in combat. They are **knocked back** a number of (ft) equal to (d6) + Strength Bonus. This effectively can end combat.

New Game+, Reaching Level 20

When you reach Level 20, you will have achieved the highest possible level in the game. Many players find at this point in roleplay scenarios that the game no longer becomes as enjoyable, as they can deal with most problems the DM throws at them too easily. That, or the DM creates something ridiculously powerful that can kill anything in a single hit, and thus the game also becomes less enjoyable due to unfair difficulty spikes which force the player to play in a certain way. Most players create new characters once they reach Level 20 and prefer to start again.

In the Dead World, things work a little differently. At Level 20, you will be presented with a choice. Due to the power you have attained, you will have roused the awareness of the Ever-Dark. It now considers you a threat. You can choose to respond to this in two ways. You can remain as you are, which will cause the Ever-Dark to **encroach**, bringing darkness across the civilised lands. Or you can choose to be **reborn**.

Darkness Encroaches

In this mode, your character remains unchanged. However, all monsters, players, characters will deal **double damage** to you when they hit. Monsters and creatures will target you specifically over other players and NPCs. In addition, periodically, at the DM's discretion, you will be subject to **invasions**. **Invasions** are dead adventurers entering your world, resurrected and corrupted by the darkness, in order to hunt down and slay you. These **invaders** are Level 20 characters created and controlled by the DM. The **invaders** behave with exactly the ingenuity of a player. They have (3) actions, and their equipment is determined by the DM. Slaying an **invader** will yield you an abyssal soul + **ever-dark fragment**. An **ever-dark fragment** is a consumable item that allows you to increase your **maximum hit points** by 10%.

Rebirth

In this mode, your character undergoes a rebirth and is reset to Level 1. Their stats and hit points are re-rolled. The player may retain (1) piece of equipment but all other equipment and money is lost. However, the player retains all of their skill-powers and their special abilities.

Dead World: Reborn

Dead World: Reborn