

M20 Wildwalkers

Name:

Class/Level:

FORT: *Phys:*

DEX: *Sub:*

MIND: *Know:*

HP: *Com:*

AC:

Equipment/Spells/Notes:

Warriors and Paladins wear any kind of armour and use any shields. They add +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels on.

Wizards wear no armour. They can cast arcane spells, and gain a +3 bonus to Knowledge

The classes are Wizard, Warrior, Paladin, Brawler, Wraith, Rogue, Druid. Characters begin at Level 1.

Classes

Wolves get +2 DEX, Natural Weapons

Ravens get +2 DEX, raven strength, Flight

Bears get +4 FORT, -2 DEX, Natural Weapons

Squirrels get +4 DEX and +4 squirrel strength

Races

Humans get +2 MIND Fey get +2 MIND Folk get +2 DEX

Feyborne: Fiendish, Celestial, Divine, Fire, Air, Earth, Water, Metal, Nature, Dragon

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Stat bonus = (STAT-10)/2, round down.

There are 3 stats: Fortitude (FORT) (Replaces Strength and Constitution), Dexterity (DEX) and Mind (MIND) (Replaces Intelligence, Wisdom and Charisma).

Stats

Level Advancement

Every level add +1d6 to Hit Points

If the level divides by two (2, 4, 6...) add +1 to all attack rolls and +1 to all skills

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND and +1 to one skill and +1 to Level Bonus for AC.

If the level divides by five (i.e. levels 5, 10, 15, etc.) Warriors gain +1 to their attack and damage rolls. All melee and missile damage is doubled at level 21 and beyond.

Druids and Wizard gain access to new spell levels at levels 3, 5, 8, 11, 14, 17, 20, 23.

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

Spikes: add +1 point to falling damage per 10' fallen, max +10

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Combat Advantage

A character has Combat Advantage if their target is incapacitated, confused, blinded, unable to see them, or the character is behind them. That character gets +2 to hit that target and adds FORT bonus to Melee damage, x2 for 2-handed weapons.

Magic

Wizard can cast any arcane spell in their spellbook, and Druids can cast any spells from the list of spells they've been granted. There is no need to memorize spells in advance.

Casting a spell of any kind costs Hit Points. The cost is triple the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	0	3	6	9	12	15	18	21	24	27

This loss cannot be healed normally and "Second Wind" won't heal the loss either but the loss is fully recovered after 8 hours rest.

Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character. Select one 'signature' spell per spell level from 1st upward that they prefer to use over any other. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is 10 + Caster Level + Caster's MIND bonus

For magic attacks you must beat the target's level+ the appropriate bonus (DEX for rays or bolts, MIND for illusions, charms, or mental effects, STR for alterations like flesh to stone).

Warriors, Paladins, Brawlers, Wraiths and Rogues using a light weapon can use their DEX bonus instead of STR when attacking. They can also wield 2 light weapons and attack twice in a round (at the same time in combat order), but with a -2 to all attack rolls that round. If only one attack is made, the second weapon can be used to parry, granting +1 AC. Rapiers count as a light weapon, but two rapiers cannot be used at the same time. The hand to hand attacks of the Brawler and Wraith count as light weapons.

Once per Encounter, between Encounters, a character can get a "Second Wind". This will heal 5+Con Bonus+Character Level number of Hit Points. Use of a "Second Wind" on an unconscious character automatically brings that character back to 1 Hit Point and then heals them normally. Magical "Cures" Give a Character another "Second Wind". Each Level of Cure will only work on a Character once per day. "Cures" can be used at any time.

Saving Throws

If you are affected by a Condition, you get -2 to all rolls for each Condition. Roll d20 at the end of your turn, if you get 11 or more, you are no longer affected by any Condition (including Unconscious).

A Natural 20 automatically hits and does maximum damage regardless of the opponent's defences.

A Natural 1 is always a miss.

For melee or missile attacks, if your d20 roll plus Attack Bonus is higher than the target's AC (10+ Dex + Armor or Lvl Bns), you hit.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Armour Class (AC) = 10 + DEX bonus + Armour bonus OR Level bonus.

Melee Attack Bonus = FORT bonus + Level

Missile Attack Bonus = DEX bonus + Level

Magic Attack Bonus = MIND bonus + Level

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Combat

Hit Points = FORT Stat + 1d6/Level (Max at First Level). If HP reach 0, unconscious and near death.

Further damage directly reduces STR. If that reaches 0, death.

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For example: Climbing would use Physical + FORT bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus. Use Physical + FORT or DEX bonus for Fortitude and Reflex saves. Saving against Magic (Will save) is usually MIND bonus + your level.

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