

Bandits & Bastards



Bandits & Basilisks
Old School Rules System

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<http://worldofortix.blogspot.com>
<http://terminalspace.blogspot.com>

ABILITIES

There are six basic abilities, determining mental and physical traits of the character. In some cases (if it fits to the particular campaign setting) Referee may add extra abilities, such as Tech Level or Social Class. **Score of each ability should be determined by a 3d6 roll.**

Strength – a reflection of the character's physical power. STR defines the amount of damage caused by a character in melee and how much he can be encumbered.

STR score	Melee combat damage	Carrying capacity
3	-2	6 kg
4 – 6	-1	12 kg
7 – 14	+0	20 kg
15 – 17	+1	25 kg
18	+2	35 kg

Intelligence illustrates the character's wits and ability to comprehend. The higher the INT is, the more languages character knows.

INT score	Languages known	Increase of Lore skill per level*
3	1	-4%
4 – 6	1	-2%
7 – 14	1	+0
15 – 17	2	+1%
18	3	+2%

Characters with at least INT 8 are literate (this score may be changed, depending on referee's preferences and / or genre of setting).

Wisdom is a reflection of character's intuition, his psychic resistance and the ability to act under pressure or in life threatening situations.

WIS score	Save vs magic modifier	Save vs fear modifier
3	-2	-2
4 – 6	-1	-1
7 – 14	+0	+0
15 – 17	+1	+1
18	+1	+2

Constitution is ability to withstand pain, fatigue and other negative conditions. It also depicts the character's toughness and resistance to poison and disease.

CON score	Save vs poison modifier	HP per level
3	-2	-1 (at least 1)
4 – 6	-1	+0
7 – 14	+0	+0
15 – 17	+1	+1
18	+2	+1

Dexterity is character's nimbleness, precision, and natural grace.

DEX score	To-hit modifier	AC modifier
3	-2	-1
4 – 6	-1	-1
7 – 14	+0	+0
15 – 17	+1	+1
18	+2	+1

Charisma reflects the perception of the character by others, his ability to influence other persons and in some cases his / her appearance, grace and manners.

CHA score	Morale and reaction modifier	Max number of hirelings
3	-2	1
4 – 6	-1	2
7 – 14	+0	3
15 – 17	+1	5
18	+2	8

ARCANE LORE SKILL

There is only one percentile skill in the game. Every other action of the character should be solved with role-playing. The mentioned skill is the *Arcane Lore*, depicting character's knowledge about magical and mystical things, such as rituals, alchemy, demonology or artifacts. It may be helpful in indentifying magical items and preparing scrolls / magical dusts / potions / other components needed to cast a spell.

The maximum level of the skills below is 95% to mark the fact that even the best can make mistakes.

CHARACTER LEVELS AND ADVANCEMENT

Level	XP needed	HD	Arcane Lore	Maximum spell level
1	–	1	–	–
2	2000	2	–	–
3	4000	3	5%	1
4	8000	4	10%	2
5	16000	5	20%	3
6	32000	6	30%	3
7	64000	7	40%	4
8	128000	8	50%	4
9	256000	9	70%	5
10	512000	10	90%	6

Access to the spells depends on the level of the character, but their number is not limited. However, the preparation of a spell is not simply memorizing it – it must be “made” in the form of a magic scroll, potion, powder or even a wand or enchanted item. Cost of the components and time needed to prepare a spell is shown in the table below. In case of particularly powerful and / or rare spells Referee may decide to impose additional requirements, such as a special place where the ritual must be celebrated, special equipment or very rare (and do not necessarily expensive) components.

Spell level	Time needed	Cost
1	One day	200 gp
2	One day	400 gp
3	Two days	600 gp
4	Two days	800 gp
5	Three days	1000 gp
6	Three days	1500 gp
7+	One week	3000+ gp

In the case of Mystic / Cleric / other character associated with a deity, the method of preparing / obtaining a spell should be changed. Enchantment of an object (scroll, powder etc.) would require adequate time for praying / meditation and a sacrifice for the deity (and it's not about throwing some gold pieces to the temple treasury, but about a more or less bloody offering).

Arcane Lore check is not required if the spell is prepared in appropriate circumstances – a character has time to prepare himself and the place to create a “spell container”. He (or she) has access to necessary equipment and he / she is not doing it under pressure (such as stressful working conditions, limited time etc.).

SAVING THROWS MATRIX

Level	Poison and Disease	Death	Psychic Powers & Fear	Magic	Elements	Radiation
1	12	14	17	18	13	16
2	11	14	16	18	13	16
3	11	13	15	17	13	16
4	10	13	14	16	12	15
5	10	12	13	15	12	15
6	9	12	12	14	11	15
7	9	11	11	13	11	14
8	8	11	10	12	10	13
9	7	10	9	11	9	12
10	6	9	8	10	8	11

PCs ATTACK MATRIX

AC	Description	Lvl 1 - 3	Lvl 4 - 6	Lvl 7 - 9	Lvl 10- 12	Lvl 13 - 15
9	Unarmored	11	9	6	3	1
8	Shield	12	10	7	4	1
7	Leather armor	13	11	8	5	2
6	Leather armor & shield	14	12	9	6	3
5	Chain mail	15	13	10	7	4
4	Chain mail & shield	16	14	11	8	5
3	Plate mail	17	15	12	9	6
2	Plate mail & shield	18	16	13	10	7
1	Magical armor	20	18	15	12	9
0	*	–	20	17	14	11

AC 0 may be attained only by gods and demigods.

MONSTERS ATTACK MATRIX

AC	HD 1	HD 2 - 3	HD 3 - 4	HD 4 - 6	HD 6 - 8	HD 9 - 10	HD 11+
9	10	8	6	5	4	3	1
8	11	9	7	6	5	4	2
7	12	10	8	7	6	5	3
6	13	11	9	8	7	6	4
5	14	12	10	9	8	7	5
4	15	13	11	10	9	8	6
3	16	14	12	11	10	9	7
2	17	15	13	12	11	10	8
1	19	17	15	14	13	12	10

WOUNDS AND DEATH

When a PCs HP is reduced to zero, he drops unconscious. Character dies when his Hit Points are reduced to negative (level+1).

PCs can regain 1-4 HP after combat if they treat their wounds. The amount of recovered Hit Points cannot exceed the amount lost in last combat.

SURPRISE AND AMBUSH

If the opponent (PCs or NPCs) are surprised during combat, attacker gets a free attack against them. If the target was ambushed, roll d6. On a score of 1-5 it was surprised, on 6 it wasn't.

During an accidental encounter (when both sides had not detected each other), roll d6. On a score of 1, only PCs are surprised. On a score of 2-5 both sides are surprised and on a score of 6 only NPCs are surprised by the encounter.

REACTIONS OF NPCs

When PC / PCs encounter an NPC (or group of NPCs) for the first time, reaction of the encountered group may be determined by the Referee, depending on the motivation of the NPCs or circumstances of the encounter.

If the situation is uncertain, first reaction should be determined by roll made by one of the players. Roll 2d10 and add the PCs CHA bonus, comparing the result with a table below:

2d10 roll	Reaction
5 or less	Hostile (NPCs attacks immediately)
6 – 8	NPCs remain alert (will attack if provoked)
9 – 13	Neutral (or uncertain)
14 – 16	Trusting (will help if it's possible)
17+	Friendly (will help for sure)

ENCUMBERANCE AND MOVEMENT

If the weight carried by the character exceeds his carrying capacity, but is not greater than twice the capacity, movement rate of the PC is reduced by half. Character is unable to carry burden greater than his doubled carrying capacity.

Movement rate:

Careful – 50 meters per minute;

Normal – 100 meters per minute;

Running – 300 meters per minute.

SAMPLE SPELLS

If you are searching for great spells for your old school campaign, look at the Bat's website – it contains dozens of great and very original spells:

<http://ancientvaults.wordpress.com>

I encourage you to drop **all** "classic" magical spells and switch to his set of magic.

SAMPLE MONSTERS

Bandit

Typical brigand or murderer. Usually armed with a sword, axe or polearm, armored with leathers or chain mail, 50% to have a shield. 25% of them carries a bow or sling.

Usually they try to ambush their victims and strike with ranged weapons first.

Number appearing: 1-20

Armor Class: by armor

Movement: standard human (50/100/300)

Hit Dice: 1+1 (sometimes more)

% in lair: 50

Variants of bandits:

Rogue cyborg – strikes at +1 damage, has 3 HD and AC 4 (cyborg armor). May possess highly advanced items and weaponry.

Elven guerilla – always have longbows, chance to discover them in the woods or forests are reduced to ~5%.

Dwarven outcasts – have better armor (chain or even scale armor – AC 4), usually carry axes and crossbows. HD 1+2 or more.

Basilisk

Big and vicious reptile, capable of paralyzing their victims by staring in their eyes or even turning them into stone / instant-kill them. Victim of a basilisk's gaze must make a successful saving throw vs magic or become paralyzed for 1-12 minutes. If save is failed and "1" was rolled, victim drops dead.

Number appearing: 1-2

Armor Class: 3

Movement: 60/120/360

Hit Dice: 6

% in lair: 75

TREASURE CHART

HD +d6	Gold pieces	Common Items	Valuable items	Weapons*	Artifacts
2	-	-	-	-	-
3	50% for d4	-	-	-	-
4	d4	-	-	-	-
5	d6	-	-	-	-
6	d8	25% chance for 1	-	-	-
7	d10	50% chance for 1	-	-	-
8	2d6	d4-1	-	-	-
9	2d8	d4	-	25% chance for 1	-
10	2d10	d6	-	50% chance for 1	-
11	d6x5	d8	-	d4-1	-
12	d8x5	d10	1	d4	-
13	d10x5	2d6	d4-1	d6	-
14	d6x10	2d10	d4	d8	-
15	d10x10	2d10	d6	d10	25% for 1
16	d6x50	Referee's discretion	d8	d4*	50% for 1
17	d10x50	Referee's discretion	d10	d6*	1
18	d10x100	Referee's discretion	2d6	d8*	d4-1
19	d10x500	Referee's discretion	2d10	d10*	d4
20	d10x1000	Referee's discretion	2d10	d10*	d6
21	d10x1000	Referee's discretion	2d10	d10*	d8
22	d10x1000	Referee's discretion	2d10	d10*	d10

Asterisk (*) mark means that in this case the weapon should be of a special kind (finely crafted, ceremonial, etc.) or of an advanced kind.

Referee can use gold coins (in most cases they should fit the situation quite well) or commodities of value determined by the table above instead of credits (typical paper notes or coins) found in the creatures lair.

Common items: this point needs no explanation.

Valuable items: these can be gem stones, works of art or personal belongings ornamented with expensive materials. Average value of such is 10-1000 gold pieces.

Weapons: the tech level of such objects found in the lair should mirror the surroundings. A beast living on a swamp is more likely to surround itself with primitive weapons of local inhabitants

unlike a creature dwelling on an abandoned space station that prowls the dark corridors to hunt the careless and unwary space travelers that disturb its lair.

Artifacts: these can be made by mankind in times long past and hold a great value, magical tomes, items endowed with power or objects (including weapons) created by the alien whose knowledge and abilities quite often surpass that of humans.

