

2<sup>nd</sup> Edition

# Drawbridge

## Role-Playing Game



Designed by Taylor Liss

No player may have less than 1 skill die or more than 7.

### SKILLS

Whenever a player needs to make a skill roll, first find the appropriate stat linked to the skill (ex. STR for climbing a wall), then roll the skill dice indicated by that stat's score.

A success is any die that comes up as a 4, 5 or 6. A failure is any die that comes up as a 1, 2 or 3.

Players need to roll a number of successes equal to or greater than a difficulty class (DC) set by the GM. The DC is determined by the GM based on the following chart:

DC	Rating
1	Very Easy
2	Easy
3	Challenging
4	Hard

*Marcus the Wizard has an INT score of 12. He cast's magic missile on an approaching goblin. He rolls 4d and gets 2, 2, 4, 5. He has two successes and beats the goblin's AC of 1. He rolls for damage getting a 3 and a 4. Added to his INT bonus of 1, he deals 8 damage in total.*

### GOLD

Players start the game with 4d6 x 10 gold.

Item	Cost in Gold
Light Weapons	40
Medium Weapons	80
Heavy Weapons	110
Shield	30
Good Armor	60
Great Armor	120
Shortbow	40
Longbow	90
Crossbow	100

### COMBAT

Initiative is determined by having each combatant roll 3d plus their DEX bonus. Highest number goes first, ties go to the combatant with the higher bonus.

Players can do anything on their turn that would take approximately 4 seconds such as:

- finding a potion in a bag and drinking it
- running to an enemy and attacking with a sword
- reloading a crossbow

### HEALTH

Players max health points (HP) at character creation are equal to:

$$10 + 1d6 + \text{STR bonus}$$

A character always starts play with at least 1 HP.

At 0 HP, a character is unconscious. At negative their STR score, they are dead.

### SPELLCASTERS

Spellcasters (Wizards and Clerics) can cast any spell on their spell list. They can cast a number of spells per day equal to their INT bonus + level (minimum of 1).

### SPELL LIST

The following spells are just suggestions to get your spellcasters started. Players are encouraged to come up with other spells pending GM approval. Where ambiguities occur, the GM has the final word.

#### ARCANE SPELLS

**Invisibility** – Target cannot be seen or heard. Lasts 1 minute per caster's level.

**Knock** – Opens a locked container or door.

**Mage hand** – Can levitate any object up to 100 lbs. Lasts 1 minute per caster's level.

**Create illusion** – Creates an illusion that lasts 1 minute per caster's level.

**Magic Missile** – Ranged attack that deals damage based on the magic damage table.

*Lady Greyhawk has a DEX score of 16 (6d). She wants to attack a bear with her longbow. The bear has an AC of 2 (he gets +1 for his thick fur). She rolls 6 dice and gets 3 successes. The attack succeeds and she may roll for damage.*

### MELEE WEAPONS

Melee weapons have a minimum STR requirement to use and deal damage equal to their weapon dice plus a player's STR bonus.

Type	Dice	Example	STR
Light	1d	dagger, hand axe, club, quarterstaff, short spear	3-7
Medium	2d	sword, battle axe, war hammer, flail, mace	8-13
Heavy	3d	great sword, great axe, long spear, halberd, maul	14+

Quarterstaves and heavy weapons all require the use of two hands.

*Jonas has a strength of 13. He can only use light and medium weapons. If he uses a sword (a medium weapon) he will deal 2d6+1 damage per attack.*

### RANGED WEAPONS

Ranged weapons have a minimum DEX requirement to use and deal damage equal to their weapon dice plus a player's DEX bonus:

Type	Dice	DEX	Range
Crossbow*	2d	3-7	80'
Shortbow	1d	8-13	60'
Longbow	2d	14+	100'

\*Crossbows do not get a DEX bonus and require a full turn to reload.

*Gary has a DEX score of 12. He can use a shortbow or a crossbow. His DEX bonus is +1 so if he uses a shortbow he deals 1d6+1 damage per attack.*

Backpack	30
Rope (10 yards)	5
Torch	3
Blanket	20
Climbing Gear	20
Compass	50
Fishing Rod	50
Grappling Hook	20
Iron Spike	1
Lantern	20
Oil Flask	2
Flint & Steel	5
Wineskin	10
Light curing potion (1d6 HP)	50
Shovel	12
Horse	300

## STATS

There are 3 stats in Drawbridge:

- Strength (STR)
- Dexterity (DEX)
- Intelligence (INT)

Each stat has a score determined by rolling 3d at character creation and totaling the results.

Stats have a bonus equal to:  $(\text{score} - 10) / 2$   
[round down]

Stats have skill dice as indicated on this chart:

STAT Score	STAT Bonus	Skill Dice	STAT Score	STAT Bonus	Skill Dice
3	-4	1d	11	0	4d
4	-3	2d	12	+1	4d
5	-3	2d	13	+1	5d
6	-2	3d	14	+2	5d
7	-2	3d	15	+2	5d
8	-1	3d	16	+3	6d
9	-1	4d	17	+3	6d
10	0	4d	18	+4	7d

## WELCOME

Welcome to the Drawbridge Role-playing Game! With this booklet, some paper and pencils, and a few 6-sided dice you have everything you need to create amazing fantasy adventures with your friends!

What makes Drawbridge special? Drawbridge:

- is fast-paced
- is rules-light
- only uses 6-sided dice
- and is 100% Free!

If you enjoy Drawbridge, please share it with your friends! If you want to make your own additions to the game, by all means do so!

Please note that this rulebook assumes you know the basics of role-playing games. We won't waste time explaining common terms. If you need help, feel free to ask questions on the wonderful resource that is [rpggeek.com](http://rpggeek.com)!

## SAMPLE CHARACTER

### Wenik Phire of Eastmarsh

	Score	Bonus	Dice
STR	13	+1	5d
DEX	12	+1	4d
INT	15	+2	5d

Warrior	Level 1
Good armor (+1) Shield (+1) Sword (2d)	HP: 16/16
	AC: 4
	Damage: 2d+2

## LEVELING UP

Leveling up occurs when the GM sees fit (usually after a major plot point, or at the end of a session). To level up, roll 1d6 and add that value to a player's maximum health. The player may then increase one of their stat scores by 1, taking any benefits that come with it.

## CLASS

At character creation, all players choose one of the following four character classes, each of which has special attributes:

### Warrior

- Rolls +1d6 for HP at every level (including first level)
- Deals an extra +1 melee damage per level

### Rogue

- Starts with +2 DEX
- For every level, gains one extra fortune die to use in a roll. Only one extra die may be used per roll. Extra fortune dice replenish every 24 hours.

### Wizard

- Can cast arcane spells

### Cleric

- Can cast divine spells

## ARMOR CLASS

All characters have a base armor class (AC) value of 1 (minimum), modified by different conditions which make them better protected:

Condition	Bonus	Requirement
Nimble	+1	DEX 15-16
Very Nimble	+2	DEX 17+
Shield	+1	STR 3-7
Good armor	+1	STR 8-13
Great armor	+2	STR 14+
Surprised	-1	-

*Dave has a DEX score of 15 and is wearing good armor with a shield. Including his base AC of 1, his total AC is 4.*

## ROLLING TO HIT

When a player wants to attack an enemy, he rolls his STR skill dice for a melee attack or his DEX skill dice for a ranged attack. If the successes equal or exceed the target's AC, the attack hits and the player may roll for damage.

## DIVINE SPELLS

**Bless** – Target gains +1d to attack rolls. Lasts 1 minute per caster's level.

**Cure** – Target gains 1d6 HP per caster's level.

**Shield** – Target gains +1 AC. Lasts 1 minute per caster's level.

**Empower** – Target deals +1 damage. Lasts 1 minute per caster's level.

**Smite** – Melee attack that deals damage based on the magic damage table.

## MAGIC IN COMBAT

When casting a spell that deals damage, a spellcaster must beat the target's AC in a way similar to a melee or ranged attack. When the caster rolls, they roll their INT dice to beat the target's AC. On a successful attack, spellcasters deal damage as indicated on the chart below:

Strength	INT	Damage
Weak	3-7	1d + INT Bonus
Strong	8-13	2d + INT Bonus
Very Strong	14+	3d + INT Bonus

*Zander wants to kick down a door. The GM says the door is heavy so the task is challenging (DC 3). Zander has a strength of 13 so he rolls 5d. He gets a 2, 3, 4, 5, and 5. That's three successes and two failures so he succeeds in kicking down the door.*

## FORTUNE DICE

Anytime a player rolls dice (for skills or combat), one of the dice used is designated as the fortune die. You can make the fortune die easier to distinguish by making it a different color from the rest of your dice.

If when rolled, the fortune die comes up as a 6, you may keep the result and roll the fortune die again. If the next roll is also a 6, you can repeat the procedure again. In this way a player always has a chance to perform a task, no matter how unlikely.

*Gurps wants to pick a lock but only has a DEX of 4 (2d). The GM says the task is challenging (DC 3), but Gurps tries anyway. He rolls two dice. He gets a 5 on his normal die and a 6 on his skill die. He re-rolls the skill die and gets a 4. That's a total of 3 successes! He successfully picks the lock.*