

## M20 HYBORIAN AGE

### Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND). Scholars have a fourth stat, Sanity (SAN), set at 0.

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.

### Races

**Hyborians** get +1 to all skill rolls.

**Barbarians** get +2 to STR

**Picts and Zamorians** get +2 to DEX

**Eastern Nomads** get +1 to DEX, +1 to Physical and +1 to all attack rolls with Bows

**Stygians** get +1 to MIND, +1 to Knowledge and +1 to Subterfuge

**City Dwellers** get +1 to MIND, +1 to Subterfuge, +1 to Communication

### Classes

The classes are Fighter, Rogue, Scholar and Noble. Characters begin at Level 1.

**Fighters** wear any kind of armour and use shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls.

This increases by +1 at 5<sup>th</sup> level and every five levels afterwards

**Rogues** can use light armour. They have a +3 bonus to Subterfuge. If they successfully Sneak (usually sub+DEX, but depends on situation) up on a foe they can add their Subterfuge skill rank to the damage of their first attack

**Scholars** wear no armour. They gain a +3 bonus to Knowledge. A scholar can choose to learn a magic spell with every new level, provided he is given access to training, or ancient books of horrible truths. A scholar can instead choose to gain an extra +1 to Knowledge. A Scholar is given one spell at the outset of the game. A Scholar that is a priest for a benign deity (such as Mitra) should pick Exorcism as his first spell, and then use his spell slots to increase his Knowledge.

**Nobles** can wear any kind of armour and use shields. They gain a +3 bonus to Communication. They also gain the ability to Lead a number of followers up to their Level + Communication rating. The Noble gives an order, and those who he Leads who decide to follow his order gets a +1 bonus to their roll. All else being equal, NPCs will follow his orders.

### Skills

There are just 4 skills : Physical, Subterfuge, Knowledge and Communication. Roll higher than the given Difficulty Class to succeed.

Skill rank = your level + any bonus due to your class or race.

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR for Fortitude saves, Physical+ DEX for Reflex saves, and Level + MIND for saves against magic or Will saves.

### Magic

Scholars acquire spells one at a time. There are only two ways for a scholar to access new spells: discover a scroll or learn a spell from another scholar. There are no new spells created, only the discovery of ancient spells. At 1<sup>st</sup> level, a scholar has two spells. For every level advanced, a scholar may learn one new spell.

Casting a spell of any kind costs Hit Points. The cost is listed with the spell. A scholar may use the hit points of a sacrificial victim instead of his or her own. The victim must have enough hit points to pay for the entire spell.

This loss **cannot** be healed normally but is recovered after 8

hours rest. There is no need to memorize spells in advance.

The Difficulty Class (DC) for all spells is

**10 + Caster Level + Caster's MIND bonus**

Failed spells subtract 1d6 points from a Scholar's SAN. When SAN reaches -30 or more, the character is hopelessly insane.

### Alchemy

Alchemy is the art of creating sorcerer items. To create an item requires 7 consecutive days of success against the DC for a given item. The greater the success in an attempt, the more days of success are rolled. Each attempt costs 3 hp.

Example: Rah-Imren the sorcerer is preparing Yellow Lotus Resin, a weak healing salve. He is a 5th level Scholar with a +6 Mind bonus. Preparing Yellow Lotus Resin is the easiest alchemical item to make at DC 15.

First attempt: Rah-Imren rolls 8.  $8 (\text{roll } 1d20) + 5 (\text{Caster Level}) + 6 (\text{Mind Bonus}) = 19$ . Success! Days of Success equals 19 (result of roll) - 15 (DC of Resin) which is 4.  $4 / 2 = 2$ . 2 Days of Success.

Cost 3 hp.

Second attempt: Rah-Imren rolls 15.  $15 + 5 + 6 = 26$ . Success!!

Days of Success:  $26 - 15 = 11$ .  $11/2 = 5$  (ignore fractions). 5

Days of Success for a total of 7 days of Success.

Cost: Additional 3 hp for a total cost of 6 hp.

If a scholar fails at any point, the days of success reduce to zero and he/she must start over or attempt it another time. Unlike magic, failure does not cost a Scholar Sanity points.

### Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

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

Melee attack bonus = STR bonus + Level

Missile attack bonus = DEX bonus + Level

Magic attack bonus = MIND bonus + Level

Dodge defence bonus = STR bonus + Level

Parry defence bonus = DEX bonus + Level

Defence rating is 10 + STR + Level. (Dodge) or 10 + DEX + level (Parry). A Light Shield adds +1 to a Parry bonus, a Heavy Shield adds +2 to Parry bonus. Shields do not add anything to a Dodge defence bonus.

Add attack bonus to d20 roll. If higher than your opponent's Defence Rating, it's a hit. Natural 20 is automatically a critical doing maximum base damage. If an attack is a hit, roll for damage and subtract the Armor Rating from that roll. The result is subtracted from the victim's hit points.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus instead if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you cannot wield two rapiers at the same time.

If the total bonus is +6 or more a second attack can be made with a -5 penalty. If the total bonus is +11 or more a third attack can be made at -10. For example, if the total bonus is +12, three attacks can be made at +12/+7/+2.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

### 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,

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Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

### Level Advancement

Characters get Experience Points (XP) when their party defeats monsters. Experience Points (XP) = Hit Dice of defeated monsters. Add +1 for each doubling of the number of foes. e.g.: 1 kobold (a 1 hit die monster) = 1 XP. 2 kobolds = 2 XP. 4 kobolds = 3 XP, 8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like. The GM should assign XP depending on the situation (usually from 1 to 5 XP).

Add up the Experience Points (XP) of every successful encounter you take part in plus any earned from GM specials. When the total = 20 x your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

Each level adds:  
+1d6 to Hit Points  
+1 to all attack rolls

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

When a scholar advances a level, they may add one more spell to their repertoire. It is possible for a scholar to possess more spells than he or she can use.

Example: Three first level adventurers have just completed a quest to Stygia to harvest black lotus. They each need 20 XP to reach third level. Their expedition was extremely successful. They defeated 10 XP worth of monsters and earned 6 XP from traps and other GM specials for a total of 16 XP each. The party's scholar earned 4 XP for great roleplaying while distracting an enemy scholar so that the party's fighter could rescue a captive and for the successful creation of black lotus juice. The party's fighter received 2 XP for great roleplaying in using cunning instead of brawn in an encounter. The party's noble received a 2 XP for great roleplaying in using his influence to recruit a team to search for lotus. Each character has more than 20XP, so each advances one level to Level 2.

### Spell List

**\*\*Spells are being developed. This is a placeholder for the future spell list. \*\***

#### Level 0

Petty Curse: -1 on next action

Exorcism: Lift Petty Curse or Curse

Manipulate: Move tiny object up to a foot (open door, tip bowl etc)

Hunch: +1 to next roll to detect or avoid danger, trap or ambush within an hour

Fascinate: Can trap the attention of victim for one round, give a -1 to any roll to notice anything but the caster

#### Level 1

Curse: -1 on STR, DEX or MIND bonus for the rest of the day

Speak to Animal: Can ask an animal one question. Response is limited by animals intelligence.

#### Level 2

Spying Bird: Cast on a small bird, the caster can direct its flight, and see through its eyes for 1 hour.

#### Level 3

Foresight: Bulletpoint overview of next room/scene/important event from GM.

Ward against Entities: A secret sign written on a hard surface that stops entities from Beyond

#### Level 4

Summon Lesser Entity: Each type of entity (demon, thing from beyond) is summoned through an individual spell.

Banish Lesser Entity: Each type of entity is banished through an individual spell

#### Level 5

Control Lesser Entity: Unless controlled, an entity will follow its own nature

#### Level 6

Summon Greater Entity: Each entity (demon, thing from beyond) is summoned through an individual spell.

Banish Greater Entity: Each entity is banished through an individual spell

#### Level 7

Control Greater Entity: Unless controlled, an entity will follow its own nature

Deadly Curse: The victim will loose 1hp per hour until dead

#### Level 8

Lift Curse: lifts any curse, including lycanthropy, madness and wasting diseases.

#### Level 9

Summon Divine Entity: Summon a Great One

### Alchemical Items

**\*\*Alchemical Items are being developed. This is a placeholder for the future list. \*\***

#### DC 15

Yellow Resin

#### DC 20

Black Lotus Powder

#### DC 25

Black Lotus Wine

### Creating Items

The GM guide will provide the system to create alchemical items and spells.

### Monsters

Monsters will appear on a separate list.

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