

MAZE RATS

CORE RULES

Saving Throws

When a player character (PC) attempts a risky action, the GM may call for a **Saving Throw**, or **Save**. The player rolls 2d (two six-sided dice), adds the appropriate ability, and +1 if their PC's Path covers the action. A total of **9 or greater** succeeds.

- **Add Strength** when using power or resilience.
- **Add Dexterity** when using agility or finesse.
- **Add Will** when using intellect or personality.

Ability scores may never rise higher than +3. Rolling a save requires the risk of danger, and failed saves always have consequences. Safe, easy tasks always succeed, absurdly difficult tasks always fail.

If the task is directly opposed by another character, the GM may call for an **Opposed Save**, in which both characters roll a save and try to beat the other's total. Defenders win ties, or the save is rerolled.

NPC Reactions

When encountering an NPC of unknown disposition, the party leader may make a WIL save to determine if they are cooperative or not.

Initiative

If one group surprises another, it gains initiative and acts first. If not, pick which side has initiative randomly. Sides alternate turns until combat ends.

On a side's turn, each of its characters may take two actions. Surprised characters that fail a WIL save skip their first turn. Actions include attacking (only once per round), moving about 20 feet, drinking a potion, or combat maneuvers.

Spellcasting

Casting a spell takes two actions. To cast a spell, lose HP equal to the cost of the effect you want to create. See "Sigil Magic."

Combat

To attack a target, roll 2d and add your PC's Combat Bonus (+1 at level 1). Ranged attacks are prohibited in close combat. If the total **exceeds** the target's Armor Class (AC), you hit and deal damage to their HP equal to the difference (+1 if using a heavy weapon). **Unarmored characters have AC 6**. Light armor and shields provide +1 AC each, and heavy armor provides +2 AC. Zero HP means death.

As an action, characters can also attempt combat maneuvers (disarming, tripping, grappling, etc.) as long as they are not wearing heavy armor. The GM may call for a standard or opposed save.

Morale

When an NPC faces more danger than they were expecting (their leader or half of their group is defeated, they lose half of their HP, etc.) the GM may call for a WIL save to see if they flee or surrender.

Healing

Heal half your damage (rounded up) by eating a ration during a rest or by using a bandage and passing a healing (WIL) save. Each works once per day.

Leveling Up

At the end of each session, the GM gives 1 to 3 XP (based on the session's difficulty) to each PC who survived the whole session. 1 bonus XP is awarded to PCs whose players were unusually clever. When you have enough XP, gain a level and 2 max HP.

XP	LVL	Level Features
2	2	Ability Score +1
6	3	Ability Score +1 OR Combat Bonus +1
12	4	Gain an additional Sigil slot
20	5	Ability Score +1 AND join a second Path
30	6	Ability Score +1 OR Combat Bonus +1
42	7	Gain an additional Sigil slot
56	8	Ability Score +1
72	9	Ability Score +1 OR Combat Bonus +1
90	10	Gain an additional Sigil slot

CHARACTER CREATION

1. Roll or choose abilities

Roll a row or choose one with GM permission.

1d	Strength	Dexterity	Will
1	+1	+0	-1
2	+1	-1	+0
3	+0	+1	-1
4	-1	+1	+0
5	+0	-1	+1
6	-1	+0	+1

2. Set your HP and Combat Bonus

You start with a max of 6 hit points, and a Combat Bonus of +1. Your max HP rises by 2 every level.

3. Roll or choose a path

Your path adds +1 to related saving throws. You will choose a second path at level 5.

1d	Path
1	Fingersmith: Picking locks, picking pockets, tinkering with machines, sleight of hand, etc.
2	Greenwatch: Tracking, trapping, foraging, weather-watching, orienteering, survival, etc.
3	Inksworn: Languages, lore, arcana, etiquette, deciphering scripts, forgery, etc.
4	Roofrat: Climbing ropes or walls, balancing, contorting, leaping, free running, etc.
5	Sawbones: Alchemy, potion-making, poisoning, dissection, surgery, healing, etc.
6	Shadowjack: Moving silently, blending in, impersonation, hiding in shadows, etc.

4. Choose a gear package

A) Light armor, a shield, and a light weapon.

B) Light armor and a heavy weapon.

- **Light Armor:** +1 AC
- **Shield (1 hand):** +1 AC
- **Light Weapon (1 hand):** Handaxe, dagger, mace, short sword, throwing knives or sling.
- **Heavy Weapon (2 hands, +1 damage):** Spear, halberd, hammer, longsword, bow or crossbow.

5. Roll or choose six items

Roll an item by rolling 2d. The first die indicates the group, the second indicates the item within the group. I.e. "3, 4" means group 3, item 4: Lantern.

Animal Scent	Cooking Pot	Grappling Hook
Three Rations	Crowbar	Incense
Black Grease	Deck of Cards	Iron Spikes
Bottle of Wine	Fifty Foot Rope	Lantern
Caltrops	Fishing Net	Lantern Oil
Chalk	Glass Marbles	Large Sack

Love Potion	Sewing Kit	Three Bandages
Lump of Resin	Shovel	Three Lockpicks
Lump of Wax	Waterskin	Knife
Manacles	Small Tent	Vial of Acid
Tinderbox	Steel Mirror	Vial of Poison
Roll of Twine	Ten Foot Pole	Whistle

6. Roll or invent appearance

Aquiline	Bullnecked	Furrowed
Athletic	Chiseled	Gaunt
Barrel-Chested	Coltish	Gorgeous
Boney	Corpulent	Grizzled
Brawny	Craggy	Haggard
Brutish	Delicate	Handsome
Ill-favored	Sinewy	Towering
Lanky	Slender	Trim
Pudgy	Slumped	Weathered
Rakish	Solid	Willowy
Rosy	Square-Jawed	Wiry
Scrawny	Statuesque	Wrinkled

7. Roll or invent details

Arctic Furs	Broken Nose	Desert Robes
Battle Scars	Bronze Skinned	Dreadlocks
Belts & Pouches	Burn Scars	Exotic Accent
Body Paint	Cult Insignia	Faded Finery
Braided Hair	Dark Skinned	Flogging Scars
Bright Silks	Deerskins	Hair Ornaments
Haute Couture	One-Eyed	Soldier Uniform
Hooded Cloak	Pale Skinned	Strange Charms
Missing Ear	Perfumed	Tangled Hair
Mohawk	Piercings	Tattoos
Nine Fingers	Ritual Scars	Topknot
Oiled Hair	Shaved Head	War Paint

9. Name your character

THE MARKET

Light Weapons (2og) (1 hand): Handaxes, daggers, maces, short swords, throwing knives, slings, etc.

Heavy Weapon (4og) (2 hands, +1 damage): Spear, halberd, hammer, longsword, bow, crossbow, etc.

Shield (1og) (1 hand): +1 AC.

Light Armor (10og): Padded, leather, etc. +1 AC.

Heavy Armor (20og): Chain, plate, etc. +2 AC.

Common Items (1-5g): 50ft Rope, Chalk, Tinderbox, Torch, Bag of Marbles, Lockpick, Iron Spikes, Rations, Steel Mirror, Candles, 10ft Chain, 10ft Pole, Steel Wire, Grease, Glue, Net, Sack, Crowbar, Tent, Hatchet, Pickaxe, Saw, Grappling Hook, Shovel, Lantern, Lantern Oil, Bear Trap, Pliers, etc.

Luxury Items (20-100g): Book, Glass Mirror, Spyglass, Musical Instrument, Poison, Acid, Antitoxin, Ether, Flashpowder, Smokebomb, Potion, etc.

Animals: Mule (2og), Horse (10og), Dog (5g), Bloodhound (10og), Chicken (5g), Falcon (1,000g).

Transport: Cart (3og), Wagon (10og), Coach (25og). Rowboat (5og), Fishing boat (50og), Caravel (5,000g), Warship (10,000g).

Property: Small House (1,000g), Tavern (2,000g), Guildhall (5,000g), Manor (10,000g) Fortified Outpost (25,000g), Country Estate (50,000g), Castle (200,000g), Palace (1,000,000g).

Domestic Servants (1-10og/month): 3 HP, AC 6, one ability up to +2.

Torchbearer (5-10g/day): 3 HP, AC 6, Torch.

Guide (10-20g/day): 5 HP, AC 6, Maps, Mule.

Mercenary (20-50g/day): 7 HP, AC 7 or 8, Short Sword or Bow, Combat Bonus +1.

Specialist (50-100g/day): 5 HP, AC 6, Tools, one ability up to +2, appropriate path.

Magician (100-200g/day): 7 HP, AC 7, one sigil.

Sigil (1,000-10,000g): The cost is usually between 1,000 and 5,000, but may rise higher for spells that are weirder, extremely specific, or innately powerful. Inscribing a sigil may take up to a week, and you will feel metaphysically disoriented until it is finished.

SIGIL MAGIC

Magic is encoded in unique, arcane tattoos called spell sigils. PCs start out with no sigils, but may purchase them during the game. The number of sigils you may bear at any one time is limited by your sigil slots, which start at 1, but may increase as your PC levels. If a PC gains more sigils than they have slots, the excess sigils are overwritten and lost. When players wish to buy a sigil, the GM generates the several sigils offered by the shop, using the charts to the right, modifying or rerolling if the results are confusing or dull. The best way to do this is to combine an effect or element with a form, but other combinations are possible. The GM should feel free to invent unique sigils at will.

When players cast a spell, they tell the GM what kind of effect they want to create within the limits of the sigil's name. **Magic can never heal HP.** The GM then sets a HP cost for that effect, based on its power and how closely it aligns with the sigil's name. The GM should use previous rulings as precedents for determining the cost of new effects. Minor spells typically cost between 1 and 4 HP, major spells between 5 and 8 HP, and master spells between 9 and 12. Players may negotiate costs by adding or removing effects, or ask for a lower cost if they risk a corruption vs. WIL save. The final decision is the GM's. Consult the guidelines below.

(+1 HP) Increase range or area of effect of the spell by one step, (Close > Nearby > Far > Distant).

(+1 HP) Add an additional target to the spell.

(+1 HP) Increase the duration of the spell by one step, either linearly (1 round > 2 rounds > 3 rounds etc.) or exponentially (round > minute > hour > day etc.) depending on the type of spell.

(+1 HP) Increase spell damage one step, typically something like 3 > 6 > 9 > 12.

(+1 HP) Add an additional effect to the spell. For example: your light spell emits a blinding flash, your invisibility spell no longer casts a faint shadow, you entangle spell now also deals crushing damage, etc.

(+1 HP) Spell target may not make a save to resist.

Corporeal Effects

Rending	Creeping	Duplicating
Hastening	Crushing	Animating
Attracting	Greasing	Enveloping
Binding	Repelling	Expanding
Blossoming	Transporting	Levitating
Consuming	Diminishing	Grasping
Hindering	Petrifying	Fusing
Imprisoning	Phasing	Screaming
Spawning	Piercing	Sealing
Illuminating	Shapeshifting	Shielding
Resurrecting	Pursuing	Dividing
Opening	Reflecting	Transmuting

Corporeal Elements

Acid	Insect	Clay
Vine	Blood	Crow
Bat	Bone	Crystal
Venom	Brimstone	Flesh
Salt	Water	Stone
Sand	Worm	Rat
Fungus	Lava	Obsidian
Glass	Tar	Amber
Honey	Thorn	Brine
Ice	Wine	Sap
Iron	Serpent	Milk
Oil	Slime	Moss

Corporeal Forms

Fist	Assassin	Crystal
Fountain	Bastion	Elemental
Gate	Beast	Eye
Golem	Blade	Face
Hand	Colossus	Lock
Heart	Column	Maze
Tentacle	Wall	Monolith
Throne	Tunnel	Mouth
Shroud	Tree	Road
Swarm	Trap	Sentinel
Steed	Tower	Servant
Shield	Tongue	Web

Ethereal Effects

Terrifying	Soothing	Blinding
Revoltng	Menacing	Deafening
Nullifying	Withering	Silencing
Enraging	Foreseeing	Enlightening
Maddening	Energizing	Charming
Bewildering	Emboldening	Compelling
Paralyzing	Scrying	Disguising
Excruciating	Wearying	Summoning
Deceiving	Dispelling	Banishing
Mesmerizing	Deciphering	Warding
Revealing	Mindreading	Intoxicating
Communicating	Concealing	

Ethereal Elements

Battle	Probability	Fog
Plague	Dusk	Ash
Mutation	Rot	Steam
Nightmare	Smoke	Snow
Plague	Wind	Rain
Time	Dust	Harmony
Star	Sun	Chaos
Echo	Moon	Stasis
Fire	Void	Thunder
Dream	Pain	Lightning
Doom	Soul	Light
Ghost	Mind	Shadow

Ethereal Forms

Cloud	Arc	Bolt
Coil	Aura	Bubble
Cone	Beacon	Burst
Cube	Beam	Call
Disk	Blast	Cascade
Touch	Blob	Circle
Torrent	Storm	Field
Portal	Spray	Form
Word	Loop	Gaze
Pulse	Moment	Grip
Pyramid	Nexus	Wave
Ray	Shard	Vortex