



Quick 20



Fast OGL Fantasy Gaming
mum25100

QUICK20

Revision 1.4

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How to Play

Simple. Light. Fast. This is **Quick20** gaming. The rules below show you how to run and play an OGL fantasy game in under ten pages.

Let's get to it, shall we?

I: Make a Character

A character is a fictional persona. Your character needs certain statistics to help resolve any event that your GM and group agree *might* happen, as opposed to things that *can't* happen or *will* happen. Here's how you make a character:

A – Generate attributes. These are:

1. **Fortitude** – your resistance to fatigue, injury and disease.
2. **Might** – your ability to strike, lift and push things within arm's reach
3. **Reflex** – your quickness and agility
4. **Will** – your intelligence, perception and personal drive.

Divide 6 points between your character's attributes. The minimum is 0; the maximum for a starting character is 3, though you may increase it higher as you gain levels.

B – Pick a class. These are:

1. **Warriors** – Knights, soldiers and classic heroes. Add +1 Might or Reflex. The Warrior's special ability is **Combat Expertise**. Gain a Combat Expertise pool equal to Might + Reflex. This refreshes every 24 hours or after 8 hours of com-

<i>Equipment</i>	<i>Example</i>	<i>Cost (gp)</i>	<i>Rules</i>
Armor			Armor Bonus/Special
Light	Furs, Leather, Padded	20	+2
Medium	Chainmail, Studded Leather, Half Plate	100	+4
Heavy	Double Chain, Plate Mail, Field Plate	500	+8
Light Shield	Buckler, Target	10	+1
Heavy Shield	Kite Shield	20	+2/Cannot perform manual skills.
Melee Weapons			Damage
Unarmed	Punch, Kick, Headbutt, Elbow, Knee	0	1
Light	Dagger, Club, Hatchet	5	3/Dual wielding allowed
Medium	Sword, Mace	25	5
Two-Handed	Claymore, Halberd, Longspear	125	7/Requires Two Hands
Ranged Weapons			Damage/Range
Light Thrown	Dagger, Tomahawk, Shuriken	5	3/Short
Medium Thrown	Spear, Javelin, Throwing Iron	15	4/Short
Light Bow	Shortbow, Light Crossbow	25	5/Medium
Heavy Bow	Longbow, Heavy Crossbow	125	7/Long
Mystical			
Mystic's Focus	Holy Symbol, Staff	50	+1 Spell Power.
Laboratory (Portable)	Altar, Alchemy Kit	500	Can create expendable magic items
Specialized Equipment			
Tools of the Trade	Lockpicks, Lenses, etc.	50	+1 to one type of skill check.
General Equipment			
Rations	Hardtack, jerky, water	5	One week's supply
Peasant's Clothing	Tunic, Breeches	0	
Wealthy Clothing	Doublet, Minor Jewelry	250	
Rope		10	50 feet
Backpack		10	-2 Encumbrance
Sack		5	-2 Encumbrance but must be held in one hand
Riding Horse	Runs from fire and violence	250	Level 3; Fortitude 6, Might 6, Reflex 3, Will 0; Att. 3 dmg. Move 60 ft.
Warhorse	Will fight with rider	500	Level 5; Fortitude 6, Might 8, Reflex 4, Will 1; Att. 5 dmg. Move 50 ft.
Inn Service		15	Medium quality, one week

plete rest. Gain equipment: Medium Weapon, a Light Weapon and Medium Armor.

2. **Mystic** – Wizards, magical priests and psychics. Add +1 Fortitude or Will. The Mystic's special ability is **Spellcasting**. Gain a Spellcasting pool equal to Fortitude + Will. This refreshes every 24 hours or after 8 hours of complete rest. Gain equipment: Mystic's Focus and Light Weapon.

3. **Expert** – Thieves, scholars and jacks of all trades. Add +1 Reflex or Will. The Expert's special ability is **Highly Skilled**. Gain a Highly Skilled pool equal to Reflex + Will. This refreshes every 24 hours or after 8 hours of complete rest. Gain equipment: Light Weapon and Tools of the Trade.

Note: 1st level character class bonuses can increase an attribute beyond its maximum for 1st level and subsequent levels.

C – Record your character's remaining details. These include:

1. Name, gender and personal background.
2. Appearance.
3. Record a *hook*: a motive to team up with the other characters and pursue the story. See the table on page 2.
4. List your character's starting level: 1st!
5. Spend 50 gp ("gold pieces," but this can be any kind of equivalent currency) on equipment.

D – Advance and improve: Characters begin at 1st level, but gain further levels at a rate determined by the GM and the play group as a whole. One guideline is to advance characters to 2nd level once they reach their third session. After that, add one additional session between each new level (so that 3rd level requires four sessions of play, 4th level requires five sessions of play and so on).

A new level grants the following benefits:

1. Add a total of 3 points to the character's attributes. No attribute can be more than 3 points higher than the character's level before adding class bonuses.
2. Adjust any special ability pools that would be affected by increased attributes.
3. Add a +1 bonus to an attack roll (melee, ranged or grapple), a skill check (involving one specific attribute) or a saving throw (also linked to a specific attribute). Write it out like this:

- *(Bonus) to (skill check, saving throw or attack roll) in (specific circumstance)*

You can boost an existing bonus instead of adding a new bonus, adding another +1. You can

boost your bonus up to +3 this way. Examples include:

- Reflex saves against melee attacks (dodging).
- Reflex skill checks to sneak past people.
- Melee attack rolls with a specific type of weapon.
- Melee attack rolls while dual wielding.
- Fortitude saves versus damage (damage saves).

4. Your character can multiclass, switching to a new class at his new level. For example, you can add a level of Mystic to your Warrior once he hits 2nd level. His *character* level would be 2, but he's have one level in each class. Your character becomes a Warrior 1/Mystic 1. As you advance further, decide which class you're going to advance in.

Multiclassing gives your character his new class special ability, but no attribute bonus.

Calculate the character's new special ability pool using the 3 attribute points you got when your level went up. Previous increases don't count. As you continue to advance, only add attribute increases to the special ability of the class you advance into.

For example, your Warrior switches to the Mystic class at 2nd level. You increase Might from 4 to 5, Fortitude from 2 to 3 and Will from 1 to 2. Reflex stays at 0. Your Mystic Spellcasting pool is 2 (Fortitude + Will increases and 2nd level). Your Combat Expertise pool stays at 4, even though you gained a point of Might.

II: Play Your Character

You need at least two people to play. One of them is the Game Master (or GM) who describes the environment and plays monsters, allies and other Non-Player Characters (or NPCs). The other players pretend to be their Player Characters (PCs). They describe what they are doing and together (though the GM has the final word), the group decides whether or not an action will *definitely fail*, *definitely succeed* or *might succeed*. If an action might succeed, use the rules to resolve its success or failure. Some rules determine how much a character can carry, how fast she can move and so on. These are basic guidelines for what's possible. Use the dice and your own judgment to figure out the rest.

Rules are divided into the following categories: Moving, Time and Encumbrance, Skill Checks, Saving Throws, Combat and Magic

III: Moving, Time and Encumbrance

A: Moving – Unencumbered characters move at 30 feet per round.

B: Time – A round is around six seconds and is the unit of time used in combat and other action-packed events. Otherwise, characters' actions and the GM determine the passage of time.

C: Encumbrance – Characters slow down if they carry or wear heavy things. Heavy or bulky things have an Encumbrance value set by the GM. Here are three guidelines.

1. Armor has an Encumbrance value equal to its armor bonus. This includes shields.
2. 100 gp in coins has an Encumbrance value of 1.
3. Backpacks and sacks reduce Encumbrance for anything not worn (so it doesn't affect armor Encumbrance).

If your character's Encumbrance is higher than his Might he moves at half speed (normally 15 feet per round). If your character's Encumbrance is higher than twice his Might he also suffers a -6 penalty to Reflex actions.

This system does not determine the maximum weight the character can lift or carry for short distances. Use a Might skill check to lift heavy weights and resolve other feats of strength. The group or GM can decide that a particular load is just too heavy, regardless of Encumbrance.

IV: Skill Checks

Skills checks are actions that rely on a character's training and natural ability. These actions require a die roll whenever they *might* succeed. (and not necessarily even then; see **take 5**, **take 10** and **take 20**). Don't slow down the action by asking for skill checks when success is either certain or necessary to the story

A – The basic mechanic: To make a skill check, roll 1d20 plus your character's bonuses against a Difficulty Class (DC). If the modified roll meets or surpasses the DC, it succeeds. Unmodified rolls of 1 or 20 have no special effect.

Your character's basic bonus is based on the attribute that best fits the skill check.

1. **Fortitude:** Bonus applies to feats of endurance, resisting pain and general stamina.

2. **Might:** Bonus applies to feats of strength, such as bending bars, breaking things and so on.

3. **Reflexes:** Bonus applies to anything requiring manual dexterity, coordination and quickness.

4. **Will:** Bonus applies to intellectual tasks, using the senses and influencing people.

Determine the applicable attribute and add it to the die roll. If your character is level 2 or higher, he might have a level-based skill check bonus to add.

In addition, the GM can set situational modifiers: a bonus or penalty to the roll based on circumstances in the game world. For example, a slippery surface imposes a penalty to climbing.

B – Passive and Active Checks: Characters make two kinds of skill checks:

1. **Passive checks** occur when the character has a chance to know something, notice something or act on instinct. The GM makes the check for the player and doesn't tell her whether or not it succeeded. She just describes things and changes the situation based on the check result.

For example, if you have a chance to notice someone picking your pocket, the GM makes the check. If you succeed, she tells you about the attempt. Otherwise, you'll find out what happened after you try to retrieve the stolen item from a purse or pocket.

2. **Active checks** occur when the character knows the situation and consciously tries to do something. The player makes the check and immediately knows the results. For instance, if you're trying to jump over a pit, you know what you're doing — and know what happens if you fail!

C – Opposed checks and static DCs: There are two kinds of DCs:

1. In an **opposed check**, two characters (or a character and a dynamic situation) are attempting contradictory actions. For instance, you're looking for intruders, but a spy's trying to avoid notice. Both players roll skill checks. The highest check wins — each check is the opposition's DC. The group or GM determines who wins on a tie, but it's usually either the PC or the character with the most to lose from failure.

2. Make a **static check** against a DC set by the GM or group consensus. Use the table on this page as a guide.

D – Taking 5, 10 and 20: You can forego rolling and simply add your bonuses to a 10 or 20 in the following situations.

<i>Difficulty</i>	<i>Check DC</i>
Easy	10
Typical	15
Difficult	20
Very Difficult	25
Heroic	30
Legendary	35+

1. **Taking 5:** You can always declare that you rolled a 5 instead of actually rolling 1d20, no matter the situation.

2. **Taking 10:** When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful.

3. **Taking 20:** When you have plenty of time and you are faced with no threats or distractions you can take 20. In other words, eventually you will get a 20 on 1d20 if you roll enough times. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

E – Expert Highly Skilled Ability: Experts use their special ability to add points from their Highly Skilled Pools to almost any skill check. An Expert's player just needs to justify why the character would be especially able to perform a task by dint of training or exceptional natural ability. Experts can add as many points from their pool as their *lowest* contributing attribute (Reflex or Will) to a single skill check. Experts can do this until they're out of Highly Skilled points, after which they must rest or wait to recover their pools.

V: Saving Throws

A – Basics: A saving throw works much like a skill check, except that you roll it to avoid a harm. Like skills, saves use DCs and opposed rolls. Saves represent reflexive defenses. Each ability score is the base bonus for a different type of saving throw, as follows:

1. **Might:** Resisting a physical force with sheer strength.
2. **Fortitude:** Relying on health and stamina to avoid poison, disease and physical shock.
3. **Reflex:** Dodging and rolling away from (or with the impact of) physical threats.
4. **Will:** Resisting mind control or strange supernatural attacks that don't fit into simple categories.

The exact result of a successful (or failed!) save depends on the threat involved. One thing to be aware of is that (aside from the base attributes) modifiers to skill checks do not affect bonuses to saving throws and vice versa. An unmodified ("natural") 1 on the roll is an automatic failure; a natural 20 is an automatic success. You can never take 10 or 20 on saving throws, but you can take 5.

B – Damage saving throws: If you're struck in combat or otherwise injured, make a Fortitude save to resist injury. Add your armor bonus to this roll. The DC is 15 + the damage inflicted. This is called a **damage save**.

1. If you succeed on the save, you suffer no ill effect from the attack.

2. If you fail the save by less than 10, you have taken a **hit**. (If the attack dealt nonlethal damage, the hit is a nonlethal hit.) Each hit you take imposes a cumulative -1 modifier on future Fortitude saves to resist the same type (lethal or nonlethal) of injury.

3. If you fail the save by 10 or more, you are initially staggered: you cannot attack for the next round. If you take this injury again, you are knocked unconscious. If you take this injury a third time you are dying, and if you take it a fourth time, you are instantly killed.

4. If you fail the save by 20 or more, you are initially knocked unconscious. If you suffer this injury after being staggered or knocked unconscious you are treated as if you failed a save against *two* attacks by 10, knocking you down "two steps" to unconsciousness or death.

5. A natural 20 on a damage save is treated as an automatic success, just as normal. A natural 1 is treated as if the save failed by 10, unless the roll also fails by 20.

6. You can never die (or drop to the dying condition) from nonlethal damage. You get knocked unconscious instead.

7. You recover from (lose) one lethal hit per level per day or one nonlethal hit per level per hour. You are no longer staggered or unconscious as soon as you recover your first hit after combat.

8. If you are dying, you will die in a number of rounds equal to your Fortitude unless another character takes a round to stabilize you. This requires a DC 15 Will skill check. You can also stabilize by yourself if you succeed at a Fortitude save with the same difficulty as the damage save that knocked you into your present condition. Make one such save per round. Once you stabilize, you are considered to be unconscious.

C – Area effect threats: Some threats (fireballs, clouds of acid and so on) affect an area. If you are caught in the area of effect you must make a Reflex save (the DC is set by the situation). You cannot entirely avoid an area effect attack, so your character suffers half damage (rounded up) from the attack even if you succeed, and full

damage if you fail.

D – Dodging: If you are struck by an attack roll of 10 or higher you must make an opposed Reflex save to avoid injury. This is called **dodging**.

VE Combat

Combat is usually the heart of adventure gaming. Make sure to describe your combat scenes dramatically. Have fun with it and help each other make fights interesting. **Quick20's** system focuses on blow by blow combat, where characters actively avoid threats — and try to strike true in turn!

Combat uses game mechanics common to skill checks and saving throws, such as opposed rolls.

A – Initiative and Movement: Combat takes place in rounds. Initiative determines the order of actions. Afterwards your character may move and/or attack.

1. To determine initiative, roll 1d20 for each side in the conflict and add each character's Reflex score (you can take 5 on this roll). This sets the character's initiative number. Characters act in order, moving highest initiative to lowest initiative scores.

2. Characters can't dodge until their first initiative action in combat (the whole combat, *not* each round). Until then, they're not quite ready to react — a state called **flat-footed**.

3. You can move twice your normal movement in a round or move your normal movement and attack once.

4. If you move away from an opponent without attacking him, your opponent gets a free attack.

B – Attacking: There are three kinds of attacks: Melee Attacks, Ranged Attacks and Grapples. Characters try to hit or grapple their opponents with **attack rolls**. You may take 5 on any attack roll. A natural 20 always hits, but a natural 1 doesn't necessarily miss.

1. A **melee attack roll** is $1d20 + \text{ Might } (+ \text{ any modifiers for level advancement or special circumstances})$. If you roll a 10 or higher you hit unless your opponent succeeds at an opposed dodge (Reflex save).

2. A **ranged attack roll** is $1d20 + \text{ Reflex } (+ \text{ any modifiers for level advancement or special circumstances})$. Determine whether or not the opponent is in range and has cover or concealment. If you roll 10 or higher you hit unless your opponent succeeds at an opposed dodge.

- Every ranged weapon has an abstract range category. *Short Range* is usually about 30 feet. *Medium Range* ends at 150 feet and *Long Range* could be 300 feet or more (in fantasy games, longbows can have an impressive range as long as the light and wind are in an archer's side).

- Ranged attacks are also affected by cover (a barrier between you and the target) and concealment (a situation that makes it difficult to see the target. You can't hit what you can't see or strike through). Cover imposes a penalty to attack roll equal to -2 per 10% cover. At 100% cover, you automatically miss. Concealment imposes a penalty equal to -1 per 10% concealment. If a target is completely concealed, you can't hit it unless you have a rough idea of the target's location. Even then, your attack roll is at -10.

3. To **grapple**, you must have at least one hand free (not holding a weapon, shield or other object). Make a $1d20 + \text{ Might }$ attack roll, opposed by the defender's Might attack roll. If you succeed, neither you nor the opponent may move or act for the rest of the round. If the opponent succeeds, he chooses whether or not to impose the winning condition on you or simply escape. The winner of two or more consecutive grapples may:

- Damage the opponent with an unarmed attack or light weapon.
- Disarm the opponent.
- Move the opponent as the winner moves.
- Seize an object from the loser.

The loser of a grapple may not move unless moved and the winner can't move except to move the loser.

C – Inflicting damage: If you hit and your opponent doesn't dodge you force your opponent to make a damage save. Attack damage is either lethal or nonlethal — never both.

1. See Damage Saving Throws (pp. 4-5) for the effects of each kind of damage.

2. Characters can inflict nonlethal damage with a blunt weapon (including an unarmed attack) at no penalty, and with any other melee weapon at a -4 penalty to attack rolls.

3. See the equipment list to find out the base damage inflicted by various weapons. Furthermore, for every 5 points by which your attack roll beats the opponent's Reflex save or 10 (whichever is higher), you inflict an additional point of damage. You can simplify this by adding 2 points for every 10 points instead.

4. Other forms of damage can be determined by consulting the table on this page.

D – Dual wielding: Characters using two light weapons can dual wield. The character can attack twice per round at a -6 penalty to each attack roll.

E – Warrior Combat Expertise: A Warrior can spend points from his Combat Expertise pool to add to attack rolls, damage, or both. Warriors can spend as many points from their pool as the *lowest* contributing attribute (Fortitude or Reflex) on a single attack roll or damage result. Warriors can do this until they're out of Combat Expertise points, after which they must rest or wait to recover their pools.

VII: Magic

Only Mystics (and certain creatures) can use magic. Mystics use Spellcasting Pools to power spells. Points from the pool are called **spellcasting points**. A spell takes the same amount of time to cast as an attack action, so you can't attack and cast a spell in the same round. Mystics either **memorize** a spell to cast later on or **weave** it on the spot (never both).

A – Basics: Here are the basic facts about magic:

1. **Spell Save DC:** Characters can make saving throws against many magical spells. The DC of the save is 15 + the Mystic's level (for multiclass Mystics, only count levels gained in the Mystic class).

2. **Concentration Checks:** Mystics find it difficult to cast spells if they're struck, jostled or have to avoid danger. Make a Fortitude skill check (DC 15) when the Mystic wants to make a Reflex save while she's casting a spell. Failure disrupts the spell. If a Mystic takes a hit of damage or is successfully grappled while he's trying to cast a spell, he has to make a Fortitude skill check (DC 20), or the spell also fails. The Mystic loses any spellcasting points invested in the spell.

3. **Spell Power:** Every spell has *spell power*: a numerical rating that determines how potent the spell is. A Mystic invests spellcasting points in spell power. The conversion rate depends on whether he's memorizing or weaving a spell.

4. **Memorizing a Spell:** Memorizing a spell costs two Spellcasting points per level of power. Once a Mystic memorizes a spell he can cast it at any time, but does not recover the spellcasting points he invested until he drops the memorized spell *and* recovers spellcasting points normally. It

Severity	Damage
Mild	1-4
Moderate	5-8
Serious	6-10
Very Serious	11-14
Gruesome	15-19
Utterly Destructive	20+

takes a minimum of one hour to memorize one or more spells.

5. **Weaving a Spell:** Weaving a spell costs three spellcasting points per power level. Mystics can weave a spell at the time of casting.

6. Casting a spell usually takes as the same amount of time as a standard attack.

B – Spell power, aspects and effects: A Mystic invests spell power in two areas: aspects and effects.

1. A spell's **aspects** are its *range*, *duration* and *area of effect*. All spells have the following base aspects:

- **Area of Effect:** One human-sized target. At this area of effect, the Mystic must make an attack roll to effect the target with any physical effect.
- **Duration:** Instant for healing and damaging spells (though their effects last as long as he damage itself does), one round per level for all other spells.
- **Range:** Short (as a short ranged weapon).

- Invest spell power to increase each aspect as follows:

- **Area of Effect:** 1 power: 5 foot radius. 2 power: 15 foot radius. 2 power: 25 foot radius. 4 power: 50 foot radius. 5 power: 100 foot radius.

- **Duration:** 1 power: two rounds/level. 2 power: 1 minute/level. 3 power: 10 minutes/level. 4 power: 1 hour/level. 5 power: 1 day/level. Special: You must spread any healing or damage effect out through the duration. The set duration doesn't multiply or enhance them.

- **Range:** *Decreasing* a spell's range to touch *adds* 1 power level to the spell. Otherwise: 2 power: Medium Range. 4 power: Long Range. The GM and group may allow even higher ranges to account for long range teleportation and scrying, but should not allow very long ranges for damaging or healing effects.

2. Spell **effects** determine what a spell actually does. Choose from the list below. A Mystic can invest a spell's power in several effects, but the spell must fulfill one intention. For instance, a Mystic can combine Charm and Animate/Summon effects to call a demon who won't try to betray him, but can't summon a demon and heal a companion with the same spell. The Mystic can also designate exceptions and conditions other

than those below that can be expressed as part of the spell's intent, but don't turn the description of intent into a complex, legalistic affair.

- **Ban/Bind:** The Mystic hinders someone or something from entering or leaving the area of effect. The power invested in the effect equals the maximum level of affected individuals. Anyone or anything more powerful than that is immune to the effect. Depending on the intended effect, anyone wishing to defy a ban or binding must make a Will or Might save. If the ban or binding applies to something that doesn't have any levels, it costs 1 power level, but only counts as a level 1 ban or binding when characters try to defy it.
- **Buff/Curse:** Every power level in a buff spell adds +1 to a particular *type of* skill check, attack roll or saving throw. For example, a buff that increases stealth checks doesn't improve juggling. Each power level can also enhance damage for one weapon or armor bonuses for one suit by 1 point. Alternately, the Mystic adds one point to a single attribute per *two* power levels. A curse penalizes targets instead of enhancing them. Victims make a Will save to negate anything that affects them, including carried or worn equipment.
- **Charm:** This effect forces targets to behave as if they're the Mystic's friends and allies. The power invested in the effect equals the maximum level of affected targets. Anyone or anything more powerful than that is immune. Victims are entitled to a Will save.
- **Damage:** At 1 power, this effect inflicts 3 damage. Add 1 point of damage for every additional power level. The Mystic chooses an element or energy type (such as fire or acid) associated with the damage. Victims can dodge damaging attacks or (in the case of area effect attacks), make Reflex saves for half damage. Area effect attacks don't require attack rolls.
- **Dispel:** This effect disrupts another spell. Mystics can only dispel magic by investing as much power into the dispelling as the Mystic class level of the Mystic who cast the target spell. The dispelling Mystic then makes a Will save against the target spell's DC.
- **Heal:** Every power level heals one hit.
- **Illusion:** For 1 power, this effect creates a visual illusion up to the size of the area of

effect. Each additional level of power affects another sense. Witnesses see through the illusion with a successful Will save. They make this save when first witnessing the spell, and if they express sincere doubt at a later time. Invisibility and camouflage variations require an additional level of power.

- **Shield:** Every power level adds +1 to the target's armor bonus against *one* type of attack. All standard weapon attacks count as one type. Fire, acid and other elemental or energy forms constitute individual types of damage.
- **Scry:** The Mystic sees and hears events within the spell's range, even if there are intervening barriers. This has a base cost of 2 power. Add power based on the GM or group's discretion if the Mystic also wishes to exercise supernatural senses such as darkvision or telepathy. Victims can negate any aspect that is being directly exercised against them if they are on guard for it and make a Will save.
- **Summon/Animate:** The power level of this effect determines the effective level of the creature being summoned. The summoner can split the power level up into several creatures. This also covers animating the elements or making the dead rise, but it does not guarantee that any such creature will serve the Mystic.
- **Teleport:** Teleporting the first target requires 5 power. Each additional human-sized target in the area of effect requires an additional 2 power. Mystics can't normally teleport parts of targets or teleport targets inside objects. Involuntary targets resist teleportation with a Will save.
- **Other:** The Mystic, GM and play group can work together to adjudicate the power levels of other magical effects.

C – Magic items: Mystics can construct expendable magic items. Mystics create expendable magic items by casting a spell on material components worth 20gp x the spell's power level. This cost creates on "charge," expended once the item's user unleashes the spell in the item. The Mystic also needs access to his laboratory for trace ingredients and special tools. The Mystic's player and the GM work together to determine the physical form of the item.

Permanent magic items are beyond the scope of these rules, but should be possible for high level Mystics.

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