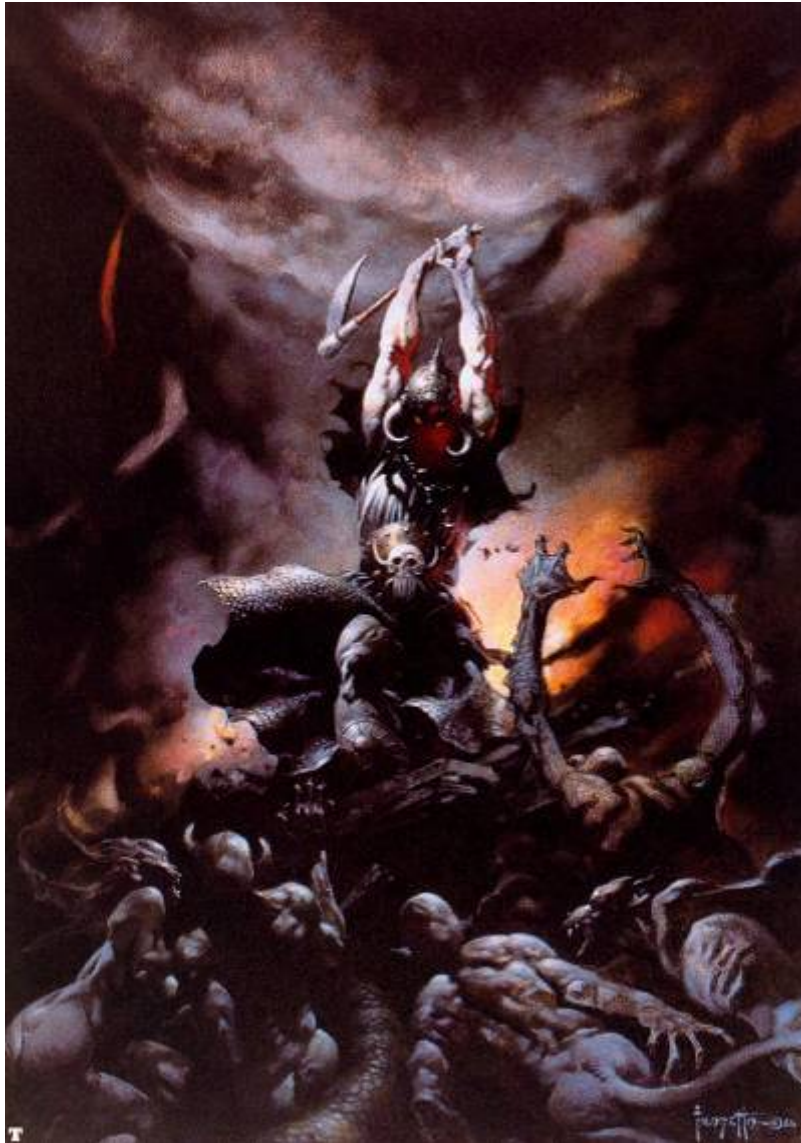


WrathofZombie's Grim, Gritty, and Strange Sword and Sorcery Frankenhack



“They stopped short. Conan faced them, not a naked man roused mazed and unarmed from deep sleep to be butchered like a sheep, but a barbarian wide awake and at bay, partly armoured and with a long sword in his hand... Conan sensed their uncertainty and grinned mirthlessly and ferociously. "Who dies first?"” (Robert E. Howard)

*An OSR- Old School Renaissance System
Also Known As Oh! Shit! Run!*

Table of Contents

Character Creation	Pg 3
Luck	Pg 3
Races	Pg 3
Dark Elf	Pg 3
Dwarf	Pg 4
Elf	Pg 4
Half Demon	Pg 5
Half Elf	Pg 5
Half Orc	Pg 6
Halfling	Pg 6
Humans	Pg 7
Classes	Pg 7
Fighter	Pg 7
Ranger	Pg 8
Rogue	Pg 9
Barbarian	Pg 10
Monk	Pg 11
Alchemist	Pg 12
Sorcerer	Pg 14
Void Manifestations	Pg 16
Rituals	Pg 18
Druid	Pg 19
Warrior Priest	Pg 21
Wrath of the Gods	Pg 23
Witch	Pg 23
Experience Guidelines	Pg 25
Backgrounds	Pg 26
Starting Gear	Pg 27
Weapons, Shields, and Armor	Pg 28
Alternate Weapon and Armor Rules	Pg 32
Special Rules	Pg 33
Shields	Pg 33
Hit Points	Pg 33
Sanity	Pg 33
Sundering Items	Pg 34
Combat Actions	Pg 34
Aiming	Pg 34
Firing Into Melee	Pg 34
Surprise Attacks	Pg 34
Back Attacks	Pg 34
Called Shot Mechanics	Pg 35
Save VS Death	Pg 35
Mounted Combat	Pg 35
Mutations	Pg 35
Cover	Pg 35
Other Rules	Pg 36
Mutations	Pg 37
Monsters and Beasties	Pg 40
Small But Vicious Dog Critical Table	Pg 41



Character Creation-

Players roll 3d6 six times, rerolling any rolls of '1' (so the lowest score that a starting character can have in any ability score is '6'). Assign the six to their characters attributes (strength, intelligence, wisdom, dexterity, constitution, and charisma) as they choose or in order (GM final call). If a player's character does not have at least two ability scores that are 10 or greater, he or she may reroll the entire set.

Attribute Modifier Table							
1	2-3	4-5	6-8	9-12	13-15	16-17	18-19
-4	-3	-2	-1	0	+1	+2	+3

Luck Points-

Characters start with three Luck Points each session that they can use in the following:

- Catch your breath and regain ½ of your total HP back.
- Re-roll a failed ability check (may not be used to reroll critical failures).
- Put extra hurt into an attack or spell (if applicable) and add an extra 2d6. This can be used on healing spells as well.
- Burn a point to NOT die. You may not end up in the most ideal situation, but thank fuck you're alive!

Undone by Your Own Hubris (optional)

You are a cocky son of a bitch and love testing the fates that be. Luck may or may not have been with you this day. Claim even or odd- If it lands on that you start the session with 1 extra Luck Point. If it lands on the opposite you start with one less Luck Point.

Race Selection (optional)

Humans are the most prevalent race. As a GM you may decide that the players can play whatever race and class they want. That is more than fine.

If decided otherwise, at the bottom of each race is a list of three suggested classes. Humans are the exception, they can be anything.

If you want to keep the races rare as well, just have each player roll a d100, if they roll 20% or

below they can play any of the other races. Anyone who rolls higher is a human.

Races-

Dark Elves-



Racial Attributes- +2 to Class Prime Attribute.
Darkvision- A Drow can see 160 ft in the dark.
Blood Drinking- A Dark Elf can drink the blood of a helpless or willing target. Doing so takes one minute and drains 2d6 HP and restores the same amount to the Dark Elf.
Talk to Spiders- A Dark Elf can communicate with spiders by making an Int check.
Spell Like Abilities- Spider Climb and Web 1x/day. A Dark Elf can attempt to summon a giant spider to serve them for 2d6+Wis bonus rounds, 1x/day. If a 1 is rolled on the Wisdom

check the Spider appears and immediately attacks the Dark Elf

Classes- Rogue, Warrior Priest, Sorcerer

Dwarf-



Racial Attributes- +2 to Class Prime Attribute.

Hardy- Dwarves receive a +2 to saving throws against Poisons.

Dwarven Resistance- +2 against spells, and Spell-like Abilities (this includes spells that help the Dwarf as well). Dwarves are unable to cast spells.

Hatred- Dwarves loathe and hate Goblinoids due to generations of nasty and bloody wars. This hatred fuels a dwarf's swings in combat. They do an extra d6 damage (that can explode) against all Goblinoids.

Troll Hunter- Roll d100- If rolls a 10% or under this hatred and training has also been focused on killing Trolls. However as a Dwarf you are suicidal and will most likely die in the most terrific fashion possible.

Giant Hunter- Roll a d100- If rolled under 5% this hatred and training has also been focused on giants. You can also wield large sized weapons due to training (You do not get the benefit of Troll Hunter). You are suicidal and will most likely die in the most spectacular fashion possible. They will sing songs of your deeds.

Darkvision- A Dwarf can see up to 60ft in the dark.

Stonecraft Knowledge- A dwarf lives much of his life in caves, castles, and keeps. When passing within 10 ft of different types of stone, unique constructions, stonework traps, and structural stability they receive +2 to their Wisdom roll. If actively looking they receive +4.

Know Direction- A Dwarf's sense of direction underground is uncanny. A dwarf knows roughly which direction they are facing and how deep underground they are as if it were second nature.

Slow and Steady- Dwarves move at 20 ft, but their speed is never affected by armor penalties.

Classes- Fighter, Barbarian, Ranger

Elves-



Racial Attributes- +2 to Class Prime Attribute.

Low-Light Vision- Elves can see twice as far as humans in dim light conditions.

Sharp Senses- Elves are known for their keen sight and heightened hearing. All Elves receive +2 to sight and hearing based checks.

Move Silently- In the wild Elves are capable of moving silently up to ½ their speed with no penalty. If the Elf moves faster they suffer -5 to the check.

Elven Immunities- Elves are immune to sleep effects and receive a +2 against Enchantment spells and effects.

Elven Instability- You suffer -2 to Wisdom checks to resist insanity.

Elven Magic- The blood of Elves is magical. When doing anything that is mystical or revolves around the arcane they receive +2 to their roll.

Classes- Ranger, Sorcerer, Druid

Half Demon-



Racial Attributes- +2 to Class Prime Attribute.

Darkvision- A Half Demon can see 60 ft in the dark.

Spell-like Ability- A Half Demon can tap into their infernal blood and cast Darkness 1x/day.

Infernal Parentage- Choose One: Charm Person (Succubus) or Cause Fear (Infernal) as a Spell-like Ability. This reflects the type of Infernal that sired the Half Demon. They can use this 1x/day.

Smell- Half Demons with infernal parentage smells of sulfur while one with succubus parentage smells faintly intoxicating (the smell differs from person to person based on what attracts them). They receive +1 to intimidate checks (sulfur) or persuasion checks(intoxicating)

Fiendish Resistances- Due to their heritage a Half Demon receives a +2 to any save when dealing with the following types of damage; Cold, Electric, and Fire.

Classes- Rogue, Sorcerer, Witch

Half Elf-



Racial Attributes- +2 to Class Prime Attribute.

Low-Light Vision- Half-Elves can see twice as far as humans in dim light conditions.

Partial Elven Immunities- Half-Elves receive a +1 against Enchantment spells and effects and sleep effects.

Sharp Senses- Elves are known for their keen sight and heightened hearing. All Elves receive +1 to sight and hearing based checks.

Resourceful- Half-Elves have had to learn to be tenacious and prepared. Once per session a Half-Elf is able to burn a Luck Point to have something in their pack that is small and believable. An extra healing potion, torch, lock picks, rations, dagger, etc.

Hound Dog- Half Elves are somehow able to “sense” mutations and others cannot. They are often hired as trackers of hunted mutants in cities or in the wilds. If a Half Elf concentrates for one minute they can sense mutated creatures in a 100ft radius. If they make a successful Wisdom check -2 they can focus in on one single mutant. They must remake that check every couple of rounds.

Mixed Blood- Many scholars aren't quite sure how or why, but for some strange reason the mixing of human and elven blood has created a strange creature indeed. You're a mutant, but a useful one. Half Elves start the game with 2 mutation. Half Elves are for more resilient to further corruption and receive +2 to Con rolls to resist mutation.

Classes- Ranger, Rogue, Alchemist

Half Orc-



Racial Attributes- +2 to Class Prime Attribute.
Dark Vision- Orcs can see up to 60ft in the dark.
Orc Rage- Once Per day a Half Orc can tap into the anger that flows through his veins and become ferocious and dangerous. An Orc gains +2 to damage and a Damage Reduction of 2 for 1 + his Constitution Modifier rounds. While this ability is active a Half Orc cannot cast spells or perform tasks that require concentration. This ability can stack with a Barbarian's Rage.
Ferocious Presence- +2 to Charisma checks when intimidating.
Uncanny Sense of Smell- Half-Orcs live and hunt by their sense of smell. They receive +2 on any perception roll having to do with smell.
Classes- Fighter, Barbarian, Warrior Priest

Halflings-



Racial Attributes- +2 to Class Prime Attribute.
Small- Due to their stature a Halflings movement is 20 ft.
Fearless- Halflings receive a +2 racial bonus on all saving throws against fear.
Halfling Luck- Halflings are bastards and start each session with one extra Luck Point.
Mutation Immunity: For some strange reason Halflings, being the bastards they are, are immune to Mutations.
Stealthy- Halflings are a small people and generally overlooked. When a Halfling hides or moves silently it's almost as if they weren't even there. A Halfling who moves while hiding can do so at up to ½ their normal pace with a -5 to their check. At up to full speed it is -10.
Classes- Rogue, Alchemist, Witch

Humans-



Racial Attributes- +2 to Class Prime Attribute.
Human Ingenuity- A human receives one additional Primary Attribute.
Human Constitution- Humans start with +4 HP at level 1.
Random Starting Item- Humans roll twice on the random starting item list.
Classes- Any

Languages

Dark Elf- Common and Narrithian
Dwarf- Common and Dwarven
Elf- Common and Elven
Half Demon, Half Elf, Half Orc, and Human- Common
Halfling- Common and Halfling

Additional Languages: A character's Intelligence modifier gives them an x in 6 chance to know another language at character creation. *IE- A character with a +3 in has a 3 in 6 chance to know another language.* They get an automatic language for having a +1, but no more for additional modifiers.

Languages: Abyssal, Dwarven, Elven, Goblinoid, Halfling, and Narrithian.

Classes

Fighter (Strength)-



Level 1- **Martial Training-** Fighters are able to sacrifice finesse and accuracy and put the energy into delivering a more devastating blow. The fighter can subtract a number from his base attack bonus (maximum of 5) and adds that amount to damage (maximum of 5).

Catch Off-Guard (Intelligence)- Fighters are trained to react and be aware of the unexpected. A fighter receives +2 to rolls before a surprise attack or feint (this includes Rogue abilities).

Level 3- **Bravery-** A Fighter has tested their mettle against uneven odds and survived. Fighters get +2 to any saves VS fear effects.

Level 4- **Cleave-** A fighter can make an additional attack on an adjacent target if the original attack lands.

Quick Draw- A Fighter is able to draw small or one-handed weapons as a free action.

Level 6- **Multi-Attack-** A Fighter can now make a second attack with a -5 to their Base Attack

Bonus. They can make this attack even if they move.

Level 8- **Blind Fighting**- A Fighter no longer suffers -8 to attacks when made against targets they cannot see (whether invisible or from being in complete darkness).

Level 10- **Vital Strike**- A Fighter can choose, as a full action, to put everything into one attack, adding 1d8 damage (which can explode).

Prime Attribute- Strength
Armor Proficiency- All Armor

Level	Hit Points	Base Attack Bonus
1	+3	+1
2	+3	+2
3	+3	+3
4	+3	+4
5	+3	+5
6	+3	+6
7	+3	+7
8	+3	+8
9	+3	+9
10	+3	+10

Ranger (Strength)-



Level 1- **Track (Wisdom)**- A Ranger is able to pick up the trail of someone or something, or hide tracks so others can't follow him. When a

Ranger does this they receive a +2 to their Wisdom check. At Level 3 a Ranger is able to distinguish characteristics of those being tracked. This can be intimate info should the GM decide to reveal it.

Survival- A Ranger knows how to survive and fight in nature. Any type of task that is nature related falls into the realm of the Ranger. This can be from climbing impossible looking cliffs, building, finding, or disabling simple natural traps, camouflaging and hiding in the brush, being able to survive and find food and shelter, and knowledge of herbs and fauna to use to treat poisons and toxins. Depending on what activity the Ranger is attempting will determine which Attribute is being rolled. Rangers are also able to hide and move silently in nature. This functions as the Rogue Stealth Ability.

Favored Enemy- The Ranger has studied one enemy that has hounded them in the past. The Ranger receives +2 to hit the enemy, +2 AC when fighting the enemy, +2 to tracking the enemy, and knows how to create anecdotes to neutralize commonly used (manufactured or natural) poisons of the enemy.

Level 3- **The Archer**- The Ranger has learned how to use a bow very effectively. If the Ranger doesn't take any other action for the round and are using a short bow, they are able to fire off two shots in that round. Each attack must be resolved separately. A Ranger can also Aim and shoot in a single round.

Level 5- **Hunters Bond**- The Ranger is able to form a strong bond with an animal of the wild. This animal is extremely loyal to the Ranger (unless obviously abused and mistreated) and will defend the Ranger at all costs. The type of animal should fit the area and feel of the campaign. This could be a fox, wolf, mountain lion, black bear, or even a Dire Wolf. The GM has final approval.

At Level 10 the Animal, from training with the Ranger, gets a +2 to attack and AC.

Level 6- **Combat Marauder**- A Ranger has trained hard to be most effective against their Favored Enemy. They receive a bonus to damage that is equal to 1/2 their Ranger level. If a Ranger is wearing any armor other than those allowed they lose this ability.

Level 10- **Second Favored Enemy**- This functions the same as described above.

Prime Attribute- Strength
Armor Proficiency- Light and Medium Armor

Level	Hit Dice	Base Attack Bonus
1	+3	+0
2	+3	+1
3	+3	+2
4	+3	+3
5	+3	+4
6	+3	+5
7	+3	+6
8	+3	+7
9	+3	+8
10	+3	+8

Rogue (Dexterity)-



Armor- A Rogue suffers no penalty to their abilities while wearing leather armors. Anything after that suffers a -1 to their abilities per +1 past the +3 of Studded Leather.

Level 1- **Improved Back Attack**- A Rogue that is successful in sneaking up on a target unawares is able to make an attack at a +4. If the attack is successful it does double damage. At 5th level the damage is tripled and at 9th level it is quadrupled.

Climb (Strength)- Rogues are skilled at climbing walls, even ones that are almost sheer. If a Rogue fails their check, they make no progress. If the Rogue fails their check by 5 or more they lose their grip and fall and may take falling damage, if applicable.

Decipher Script (Intelligence)- A Rogue can study scripts written in code, archaic, or foreign languages and attempt to get the general idea of what is contained within. If the check is

successful it takes the Rogue 2d8 rounds to fully decipher what is on the parchment.

At level 10 a Rogue can attempt to understand arcane writings at a -5.

This can only be attempted once per writing.

Stealth (Dexterity)- Rogues live by the shadow. When they hide it's almost as if they are invisible. A Rogue who moves while hiding can do so at up to ½ their normal pace with no penalty. At up to full speed it is -5 to the check.

Listen (Wisdom)- Rogues have trained themselves to be able to listen and pick up things others might not. Listening through a stone wall or door is -10 to the check. Other materials may have other modifiers.

Open Lock (Dexterity)- The Rogue is able to open locks that others cannot without the use of a key. The Rouge must have Thieves Tools to do so.

Pick Pocket (Dexterity)- A Rogue may slip something in or out of someone's pocket or purse. They can also use this as a sleight of hand maneuver. A penalty of the person's level or HD is applied to the roll.

Traps (Intelligence)- A Rogue can use this to find, disable, or set up traps. Each one requires a separate roll. A Rogue can use this for magical traps as well, however they are much harder to detect and deal with than mechanical ones.

The GM will determine the modifiers based on the complexity of the trap.

Level 4- **Improved Initiative**- Rogues have learned to respond quickly when fights break out. Rogues receive +4 to initiative rolls.

Level 6- **Two Weapon Fighting**- Rogues can fight using two small or one small and one medium sized weapon at a -3/-3 instead of the standard -6/-6.

Level 10- **Crippling Strikes**- A Rogue has learned the art of fighting and exploiting the weaknesses. On a successful Back Attack the Rogue can decide to strike the target and cause bleeding. The target must make a Constitution roll or take 3 damage each round until successful.

Primary Attribute- Dexterity
Armor Proficiency- Light Armor and Studded Leather

Level	Hit Dice	Base Attack Bonus
1	+2	+0
2	+2	+1
3	+2	+1
4	+2	+1
5	+2	+2
6	+2	+2
7	+2	+2
8	+2	+3
9	+2	+3
10	+2	+4

Barbarian (Constitution)-



Level 1- Fast Movement- A Barbarian adds +10 to their movement.

Rage- A Barbarian embraces the ferocity of nature and taps into it. When a Barbarian rages they gain a damage reduction of one half their level, rounded down (minimum of 1), +2 to Damage, and +2 to Wisdom saving throws. They also incur -2 to AC and -2 to

Intelligence checks. Rage lasts a number of rounds equal to one half the Barbarians level rounded down +1. This is true except at level one; a Barbarian can rage for 2 rounds.

When the rage is over the Barbarian is fatigued and suffers -4 to all rolls for the same amount of time as the rage lasted.

The damage reduction of Rage stacks with the benefits of Thick Skinned.

A Barbarian is unable to perform tasks that require concentration.

If all enemies are felled and the Barbarian is still raging he will then turn on his allies. A Barbarian must make a Wisdom save to avoid doing this. They do not receive their +2 to Wisdom saves here.

A Barbarian can use this ability once per day. At level 5 this is increased to 2 times and at level 10 three times.

Primal Force- Barbarians are able to fight through pain and torment. They receive +1 to saves VS paralysis, petrification, polymorph, and death effects.

This increases to +2 at 5th level, and +3 at 10th level.

Level 3- Brute Force- A Barbarian with a 2-handed weapon is a terrible foe to face. They add Strength and a half to their damage instead of just the normal strength modifier.

At level 10 this increases to double strength.

Level 5- Primal Vitality- A Barbarian is able to push themselves past the normal physical boundaries and keep fighting.

Once per day a Barbarian can reinvigorate herself regaining 2d8+con in HP.

A Barbarian can use this twice per day at level 10.

Thick Skinned- A Barbarian is able to shrug off damage as if it were an annoying gnat. They are able to ignore one point of damage per attack, magical or mundane. This is increased to 3 at Level 10.

Level 10- **Primal Howl (Charisma)**- A Barbarian is able to unleash a scream that rattles those on the battlefield in a 30ft radius. Targets must make a successful Wisdom save or suffer -2 to all rolls. This is active until the target(s) successfully make a Wisdom save. A Barbarian can use this 1 + Con modifier per day before straining their voice.

Prime Attribute- Constitution
Armor Proficiency- Light and Medium Armor

Level	Hit Dice	Base Attack Bonus
1	+4	+0
2	+4	+1
3	+4	+2
4	+4	+3
5	+4	+4
6	+4	+5
7	+4	+6
8	+4	+7
9	+4	+8
10	+4	+8

Monk (Constitution)-



Level 1- **Way of the Monk**- A Monk is able to defend himself while not wearing any armor. This increases as they grow more experienced.

Unarmed Attack- The Monk's fists are considered weapons. As they become more experienced they gain more attacks.

Stunning Fist- As an attack action a Monk can choose to use this ability. A foe struck by a Monk's stunning fist must make a successful constitution save or be stunned for 1d4 rounds and take normal fist damage. A Monk can only use this once per round. A Monk must declare they are using this attack before rolling. If a target succeeds on the save they cannot be affected again for 24 hours.

Level 2- **Deflect Missiles**- If a ranged attack is successful against the Monk, they may roll a dexterity check. If successful the Monk is able to deflect the missile. The Monk must have a free hand to use this ability. Doing this consumes the Monk's normal attack. If she has a secondary attack then she may still use that.

Level 3- **Fast Action**- A Monk moves rapidly. They gain +2 to Initiative rolls.

Level 3- **Ki Strike**- A Monk is able to channel Ki energy into their strikes. Their fists are now considered magical. They receive +1 to damage. This increases to +2 at 5th and +3 at 8th.

Level 4- **Slow Fall**- A Monk is able to use a vertical surface they are falling against to slow their fall. They treat a fall 20 ft shorter than it actually is. At 10th level they treat the fall 30ft shorter.

Level 6- **Fast Healing**- A Monk heals an additional 1 CON per day with actual rest.

Level 10- **Still Mind**- A Monk receives +2 bonus to saving throws against confusion, charm, fear, and spells that effect the mind.

Primary Attribute- Constitution
Armor Proficiency- Not proficient with any Armor.

Monk Special Abilities

Level	Unarmored AC	Prime/Secondary Unarmed Attack
1	10	1d4/-
2	11	1d4/-
3	11	1d6/-
4	12	1d6/-
5	12	1d8/-
6	13	1d8/1d4
7	13	1d8/1d4
8	14	1d8/1d4
9	14	1d10/1d6
10	15	1d10/1d6
Level	Hit Dice	Base Attack Bonus
1	+3	+0
2	+3	+1
3	+3	+2
4	+3	+2
5	+3	+3
6	+3	+4
7	+3	+4
8	+3	+5
9	+3	+6
10	+3	+6

Alchemist (Intelligence)



Level 1 Alchemy- Alchemists are able to create standard alchemy fare with ease. Things like Twinder Twigs, Alchemist Fire, Acid Flasks, Tanglefoot Bags, Smoke Sticks, Sunrods, and Thunder Stones all are able to be made without a roll from the Alchemist. Each costs ¼ of the

original cost and takes one hour to make. An Alchemist must have an Alchemist Lab to be able to create these.

Bomb- Alchemists are able to create explosive compounds by using strange chemicals and herbs. As the Alchemist experiments and becomes more experienced he can make more bombs each day and they are more potent.

Bombs are a concoction of highly unstable chemicals. It takes one round to create and must be thrown in that round or becomes inert. Failure to throw a Bomb still counts against the Alchemists total for the day.

An Alchemist can make a number of bombs equal to ½ their level (minimum of 1) to a maximum of 5 at level 10. An Alchemists bombs do 1d6 damage from levels 1-5, 1d8 damage from 6-8, and 2d6 damage from 9-10.

Examine Potions- An Alchemist can identify what a potions is by holding it in his hands for one minute and succeeding on an Intelligence check minus the level of the potion.

Extracts- Extracts are quick potions that an Alchemist can whip up in one minute. An Alchemist can only make a number of extracts equal to their level +2 per day. Extracts are unstable and go inert if not used by the end of the day.

An Alchemist starts with 2 level one Extracts. Each level an Alchemist makes a discovery through research and gains two new Extracts (to be determined randomly).

Level 1- Cure Light Wounds, Endure Elements, Obscuring Mist, Remove Fear, Resist Elements Change Self, Charm Person, Comprehend Language, Command, Detect Secret Doors, Feather Fall, Jump, Sleep, Spider Climb, Detect Undead

Level 2- Remove Paralysis, Alter Self, Detect Thoughts, Levitate (drinker), Mirror Image, See Invisibility, Darkness, Invisibility, Scare, Web

Level 3- Remove Curse, Remove Disease, Water Breathing, Clairvoyance, Dispel Magic (Drinker), Fly, Nondetection, Tongues (Black)- Blink, Gaseous Form, Stinking Cloud

Level 4- Air/Water Walk, Delay Poison, Cure Serious Wounds, Remove Curse, Freedom of Movement, Neutralize Poison, Confusion, Detect Scrying, Discern Lies, Shout, Fear, Improved Invisibility, Polymorph

Level 5- Create Food, Dream, Nightmare, Telekinesis, True Seeing, Cloud Kill

Level 6- Restoration, True Strike, Anti-Magic Shell, Transmute Flesh to Stone

Level 2- Mutagen- The Alchemist has begun experimenting with potions and using his own body as the test subject. Through error or on purpose he has discovered a concoction that turns him into a horrible monster. The potion takes one hour to make and contains some of the Alchemists own blood. An Alchemist can only make one of these per day. If another person drinks this potion they must succeed a Constitution based save or become horribly ill for one hour.

After drinking the potion the Alchemist undergoes a painful transformation that takes a full round action. Once transformed the Alchemist is considered a Large creature and looks like a hideous monster. The Alchemist chooses Strength, Dexterity, or Constitution and gains a +4 modifier to it. He takes a -2 modifier to his Intelligence or Wisdom as well as a -4 modifier to his Charisma. He gains +2 Natural Armor bonus and his fists now do a 1d6 + Str mod damage.

This transformation lasts 10 minutes per level of the Alchemist and cannot be ended prematurely.

When an Alchemist drinks a mutagen he is opening up himself to the effects of the Void. He must make a Constitution or suffer a permanent mutation.

Level 3- Craft Poisons (Intelligence) - Alchemists are able to craft various poisons, so long as they have the correct ingredients. An Alchemist must succeed at an Intelligence check to successfully craft the poison (as per the rules in Castles and Crusades Monsters and Treasure, pg 126).

Level 5- Poison Training- The alchemist has become adept at handling poisons and no longer runs the risk of poisoning himself when applying poison to a weapon, etc.

Level 7- Brew Potion- An Alchemist has learned to give their Extracts permanency by taking time at an Alchemists lab and allowing the strange concoctions to simmer and stew. Brewing a potion takes a number of hours equal to the extract level, which consumes the Alchemists use of that Extract for the day, and costs an amount of 100 gold per spell level in components needed to preserve the potion.

Prime Attribute- Intelligence

Armor- Light

Level	Hit Dice	Base Attack Bonus
1	+1	+0
2	+1	+1
3	+1	+1
4	+1	+1
5	+1	+1
6	+1	+2
7	+1	+2
8	+1	+2
9	+1	+2
10	+1	+3

Sorcerer (Intelligence)-



Level 1- Spells- Through intense study and training a Sorcerer is able to tap into the mystic energies and cast arcane spells. A Sorcerer can cast any spells of level 1-6 that they know as long as they can hit the target number. This requires studying from a scroll, another spell book, or from the instruction of another Sorcerer. The amount of study is 8 hours per spell level.

Learning a spell requires no roll to be successful, but takes 8 hours per spell level to be properly learned. Have the player roll 1d3. If they roll a 1-2 that is how many 1st level spells that they start out with that the GM will determine randomly. If they roll a 3 they begin with two 1st

level spells and one 2nd level spell. The spells they gain after are from searching forgotten ruins, sifting through ancient tomes of knowledge, etc. Players also start with 1d4 level 0 spells.

Casting Spells- A Sorcerer can cast any spell that they know. It is possible for them to discover and understand spells that they aren't capable of casting yet. However they can make a **Deal With the Devil** (see below) and attempt to cast a spell otherwise impossible for them.

The Sorcerer rolls their Magic skill and must make the spells Target Number (see below). There is great danger in tapping into the power of chaos however; See below.

Read Magic- A Sorcerer is able to read magic of any type (as per the spell).

Summon Familiar- As the spell in Castles and Crusades.

Scribe Scroll- A Sorcerer is able to write down any spell that they know onto paper for later use. Each Sorcerer's spell dialect is different. Scribing a scroll costs 500 x spell level and is completed in 1 day x spell level. The caster rolls at the time of scribing all the nasty things that can possibly happen when dabbling in magic.

Level 5- **Ritual Magic-** See Ritual Magic below.

Level 10- **Magical Research- Item Creation-** A Sorcerer can now create magical items as per the rules in ACKS (pg 117-118).

Primary Attribute- Intelligence
Armor Proficiency- Very Light

Level	Hit Dice	BAB	Magical Skill
1	+1	+0	1d10
2	+1	+1	
3	+1	+1	2d10
4	+1	+1	
5	+1	+1	3d10
6	+1	+2	
7	+1	+2	
8	+1	+2	4d10
9	+1	+2	
10	+1	+3	

Spell Level	Target Number
0	3
1	4
2	8
3	15
4	20
5	25
6	32

Deal With the Devil

Once a day a Sorcerer can call forth a spectral form of a devil from the Void and engage in a high stakes game of chance. To everyone else this is instantaneous, almost as if the Sorcerer daydreamed for a moment. The game is thus: Roll 5d6 and treat like a game of cards (or Yahtzee).

If the Sorcerer wins the Devil begrudgingly gives him an extra source of power. One time that day he can add 2d10 to a magic roll (this must be used together and cannot be split up). If the Devil wins he gleefully siphons off some of the Sorcerer's soul, causing the Sorcerer to lose 1 Wisdom permanently (this cannot be regained by any spell).

Catastrophic Failure

There is no luck when casting spells. If a spell fails, there is no burning luck points and rerolling. That's it... It's done.. Dabbling in Magic is dangerous, so beware. If a Sorcerer rolls 1's on his Magic Skill he automatically gains 1 insanity point.

Worse than Catastrophic Failure is Chaos Manifestation; if you roll doubles consult the Minor Chaos Manifestation Table. If you roll triples, consult the Major Chaos Manifestation Table. If you roll quadruplets consult the Catastrophic Chaos Manifestation Table. If you make a **Deal With the Devil** and roll quintuplets there is no table. You die screaming as you explode in an amazingly gory spray of blood, death, and fecal matter.

Minor Void Manifestation	
Roll	Result
1-10	Witchery: You fuck up all food stuff in a 100ft radius. It goes bad and is unusable. Now the poor village folk are going to starve.. Actually you look pretty good to eat.
11-20	Rupture: Blood spurts from your eyes, nose, and ears until you make a successful Con check. People run from you! Surely you have the plague!
21-30	Breath of the Void: A cold and unnatural gust of strong wind blows through the area. This causes fires to extinguish, water to get ice crystals, small things (like Halflings) to be blown over.
31-40	Void Surge: Your eyes change color, your teeth yellow, and your hair falls out. This lasts for 1d4 days.
41-50	Void Saturation: You glow with a strange light. It is impossible to hide. You are a great big flashlight and see perfectly, as do others, in the dark. This lasts for 1d10 minutes.
51-60	Unnatural Aura: Animals within 100ft radius of you don't just get spooked, but go batshit crazy! They bite, they claw, they scratch, and go agro on your ass! Dogs and cats live together! It's mass hysteria!
61-70	Spirits: Ghostly voices fill the area. Glimpses of strange figures can be seen. Normal folk in the area must make a Wisdom save or be driven insane.
71-80	Magical Shock: Magic blasts arcs through you and you take 1d6 points of damage.
81-90	Magical Lancing: Magical energy lances through your body. Reduce your Magical die by 1 for 1d10 minutes.
91-95	Mutation!: You are totally fucked and are being warped by Chaos. Roll 1 mutation.
96-00	Unlucky: Roll on Major Chaos Manifestation Table instead.

Major Void Manifestation	
Roll	Result
1-10	Witch Eyes: Your pupils turn bright red. You can see people's auras. This lasts 1d4 days.
11-20	Silenced: You lose the ability to speak for 1d10 rounds. Thank fuck.
21-30	Overload: You are overloaded by Magical Energy which explodes out of you, throwing you back 1d10 feet. You are prone and stunned for 1 round.
31-40	Hellborne Imp: A small Imp is awakened and summoned from the pit and will attack you next round. Only you can see and fight this creature. Sucks to be you.
41-50	Chaos Foreseen: You catch a glimpse of Chaos and the great beyond and lose 1 Wisdom permanently. From this point on however you get a +2 to rolls on Chaos Knowledge.
51-60	Magical Plague: Strange boils grow on your skin and burst in 1d4 rounds causing 1d10 damage to you. Anyone in a 5 ft radius must make a Con save or have the same thing happen to them as well. Entire villages have been wiped out this way. Way to go.
61-70	Aged: You must make a Constitution save or age 2d10 years. If this puts you at the 70 year mark make another Con save or die while losing bladder control.
71-80	Braindead: Magic lances through your brain and fries it. Roll an Int check or lose one point of INT permanently.
81-90	Demonic Possession: A fucking demon takes possession for 1 day. During this time it does terrible stuff while wearing your body like a party suit. You have no memory of this time and no control over your body. You wake up in the morning with your various orifices sore and tender.
91-95	Mutation!: You totally bend over for Chaos. You take a step closer to becoming that which you are fighting. Roll 3 mutations.
96-00	Trick of Fate: Roll on Catastrophic Chaos Manifestation table.

Catastrophic Void Manifestation	
Roll	Result
1-10	Wild Magic: Magic blasts out of you and eats the flesh of those within a 50 foot radius in the most gory and bloody fashion possible. All targets must make a Con save or take 2d10 damage. Way to be a mass murderer.
11-20	The Withering Eye: Your eyes become mummified, dry, and crumbly for 1d10 minutes. Any target that looks at you must make a Con save or dry up into a mummified husk. Don't look in the mirror stupid.
21-30	Brainblank: Searing pain hits your brain and knocks you out for 1d10 minutes.
31-40	Chaos Critical: You take a Critical hit to a random squishy part of your body. Roll 1d10 for Crit value.
41-50	Demonic Corruption: A Demon reaches into your mind and bestows you of a vision of Chaos. You lose 1d10 permanent Wisdom. After this event you gain +2 on Chaos Knowledge.
51-60	Magical Feast: Strange Shadow Leeches appear from beyond and feast on the magic of your body. No one else can see these disgusting slimy horrible little bastards. Your Magic Skill is reduced to zero in a matter of seconds as you run around flailing your arms uselessly and screaming like a terrified child. Each day of rest you gain back 1 point until full.
61-70	Demonic Swarm: The ground opens up and a swarm of imps surge forward to bring havoc and death to all. Roll magic skill dice used to determine number of imps.
71-80	Demonic Contract: You feel a burning pain (and take 1d10 wounds) as a strange glowing rune burns into your skin. Should you collect 5 of these your soul is forfeit and a demon gets to have its way with you in some horrible and perverse manner. This brings back memories of prom.
81-90	Mutation!: Chaos calls you its bitch because you are such a sweet supple piece of ass. Roll 5 chaos mutations! Hope you survive, you fucking freak.
91-95	Called to the Void: Space and time rip open and show you everything all at once. It is too much to bear and you relinquish your body and soul to the void and are sucked away... We know, much like the rest of your life, this isn't how you wanted to end up.
96-00	Unbelievably Fucked: There are no words for how bad this is.. Except roll twice.

Rituals-



Ritual magic spells are extremely powerful, complicated, expensive, time consuming, and dangerous. Should the Sorcerer complete in his task however, the benefits are immense. Truly to be feared is the Sorcerer who can wield such awesome power.

Learning the Ritual- Takes two weeks of intense study and \$1,000 in gold. At the end of the study the Sorcerer makes an Intelligence Roll the TN is 12 (prime attribute) plus the spells level. For each additional week of study the Sorcerer gets +1 to the roll. If the Sorcerer fails the roll this particular Ritual is beyond his scope or understanding and he cannot attempt to learn it again. A library is required for this study, either the Sorcerer's own or another person's.

Casting the Ritual- Casting Rituals cost not only in gold but in the soul as well. A Ritual costs 1500gp in rare and strange ingredients and the Sorcerer must sacrifice 1 permanent point of Wisdom (they receive 2d10 to the magic roll). The casting takes 1 week plus a number of days equal to the spell level. When the Ritual is done

being performed the Sorcerer rolls his magic check and must make the TN of the spell (see the table below for the TN and for special modifiers), if successful the Ritual has been completed. If not see the disasters of failure below, this is in conjunction with any other mishaps that can occur when dealing with magic. At the beginning of the casting the Sorcerer must make a decision on whether the spell is to be cast immediately upon completion, or if he is storing it in an item (IE- Ring, Scroll, Amulet) to use at a later date. A Wizard can only have a number of Rituals stored equal to his Int mod.

Ritual Level	Target Number	Required Magic Skill
7	35	2
8	40	3
9	45	4

Special Modifiers- For every individual helping in the ritual (maximum of 5) the Sorcerer gets +1 to his roll. If cast in the Sorcerer's hallowed Workshop he receives an additional +1. A Ritual Sacrifice gives a +3 to the roll. The victim must be involved against their will and bound in special restraints.

Failure- The casting of rituals is not to be taken lightly. Messing with the powers of the cosmos does not go unnoticed by those beings long forgotten in space and time. Generally these powerful spells do little more than disturb these strange creatures sleep, however every so often they stir and seek to destroy that which has gained their ire.

Roll 1d8-

1. The creature has stirred but goes back to sleep. A second failure at a Ritual will immediately reawaken this being and will immediately manifest at the casters location and destroy all within in its grasp.
2. The creature stirs and moves in its sleep. An earthquake that is centered on the caster and affects a 10 mile radius rocks the area.
3. The being is not interested in the movement of ants and goes back to sleep.
4. The being sends something from the void to kill the Sorcerer. A being from the Summon Spell (Lamentations of the

- Flame Princess) appears immediately and attacks the caster and all those in the room.
5. The creatures brief moment of consciousness causes the weather to be completely opposite for the season. This lasts for 1d3 weeks.
 6. In a moment of agitated sleep the creatures shifts. The caster catches a glimpse of this terrible being and immediately loses half their Intelligence score.
 7. The being perverts the caster who now becomes a devoted servant seeking to bring his master into the world.
 8. Like swatting a gnat on the wall the creature simply wills the caster out of existence.

Level 7 Ritual Spells

Control Weather
 Finger of Death
 Greater Restoration
 Greater Scrying
 Insanity
 Mass Invisibility
 Resurrection
 Sequester

Level 8 Ritual Spells

Antipathy
 Binding
 Create Greater Undead
 Discern Location
 Distort Reality
 Earthquake
 Fire Storm
 Incendiary Cloud
 Mass Charm
 Maze
 Mind Blank
 Polymorph
 Power Word Blind
 Sunburst
 Symbol
 Teleportation Circle
 Trap the Soul
 Wind Walk

Level 9 Ritual Spells

Astral Projection
 Dysjunction
 Gate
 Imprisonment
 Meteor Swarm
 Power Word Kill

Refuge
 Regenerate
 Shapechange
 Temporal Stasis
 Time Stop
 Weird

Druid (Wisdom)



Animal Empathy (Charisma)- Druids respect all living creatures. When attempting to read, calm, or commune with animals they receive +2 to their attribute roll.

Animal Companion- A Druid's bond with nature can be seen in the love and care they treat their animal companion. A Druid may pick one animal native to their area to serve as a faithful companion. The animal gains +1d8 HP and has the ability to "read" the Druid's emotions. The Animal Companion will obey almost anything the Druid asks of it, so long as it doesn't go against the creature's nature.

Call of the Animal (Wisdom)- A Druid has the ability to call upon the savagery of nature and channel it into his being. He must make a successful Wisdom test to call the Animal Spirit into his body. If he fails the spirits do not heed his call and this consumes his attempt for the day. If successful the effect lasts a number of rounds equal to the Druid's Wisdom. Each Animal Spirit grants a different bonus (see below).

A Druid can use this ability once per day. This increases to two times per day at level 5 and three times at level 10.

Animal Spirit	Granted Bonus
Mountain Lion	+2 to Dexterity Attribute checks and movement is now 40.
Grizzly Bear	Fists harden and nails grow slightly longer and do 1d6 + str dmg.
Fox	Foxes are fast and hard to hit. Increase defense by +2.
Wolf	Pack Leader- Add +2 to intimidation rolls and +2 to charisma.
Coyote	Gain the ability to track by scent.
Hawk	Increases sight by double. +2 to hit with any ranged weapon.
Owl	Ability to see clearly in the dark.
Snake	Gains Back Attack Ability as Rogue.
Mouse	Gain Move Silently Ability as Rogue.
Elk	Inspires those around him. Adds +2 to all Attribute rolls.

Druidic Restriction- A druid prefers natural weapons and armor. If they use any armor, shields or weapons of metal they lose the following abilities for 24 hours; Call of the Animal, Woodland Stride, and Totem Shape.

Nature Lore (Wisdom)- A Druid has an intimate knowledge of nature. She is able to identify flora and fauna from her area with ease. If she is in a foreign type of climate she must make a Wisdom check to identify the subject.

Druids are able to tell if water is clean and safe to drink. A Druid can make a Wisdom check to successfully tell how the weather will turn out for the next 12 hours. Druids are able to scavenge for food and shelter for themselves easily. If they wish to find such for 2-8 people they must make a Wisdom check and spend 6 hours hunting and foraging.

Natural Weapons- Druids know how to make weapons of stone, wood, and bone with ease, should they have the materials available. This can be axes, staves, spears, bows and arrows, swords, etc. If the Druid rolls a 1 on an attack roll the weapon breaks.

Level 2- **Endure Elements (Constitution)-**A Druid receives +2 to any save against any form of elemental damage or hardship.

Level 3- **Woodland Stride-** A Druid has become one with nature and is able to move through obstructions like thorns, brambles, roots, thick branches, and the like as if they were water. A Druid will suffer no damage from troubles like Thorns. A Druid also leaves no tracks when walking in nature.

Level 6- **Totem Shape-** A Druid is able to tap further into their animalistic nature and turn into a small or medium sized animal. This operates like the Polymorph Self spell. The druid chooses the totem shape upon gaining this ability. Once the selection is made it cannot be undone.

At 7th and 8th levels, the Druid gains a new Totem Shape that can be assumed once per day. At level 10 the druid is able to take the shape of a large version of one of his totems. This can be used in lieu of one of the standard Totem Shapes.

Prime Attribute- Wisdom
Armor Proficiency- Medium (Natural)

Level	Hit Dice	Base Attack Bonus
1	+2	+0
2	+2	+1
3	+2	+1
4	+2	+1
5	+2	+2
6	+2	+2
7	+2	+2
8	+2	+3
9	+2	+3
10	+2	+4

Warrior Priest (Charisma)-



Level 1- Channel Energy- A Warrior Priest can channel energy of her deity to hurt the undead or evil creatures in a 30ft radius. This causes 1d6 damage to undead and evil. This increases to 2d6 at 5th, and 3d6 at 10th. A Warrior Priest can use this ability 3 times per day. Protection from Good will negate the effect of Channel Energy. Undead 2HD under the Warrior Priest must make a Wisdom based save or cower in terror.

Divine Health-A Warrior Priest is immune to all diseases, whatever their origin.

Invoke the Name- Invoking the name of a God is not to be taken lightly as it brings both boon and hardship. A Warrior Priest can speak the name of their God and call forth holy powers once per day. *See Invoking below.*

Lay on Hands-A Warrior Priest can touch a target and heal them for 2hp per level. This cannot be divided up among multiple targets. The Warrior Priest can use this on herself. At level 5 a Warrior Priest can use this twice per day.

Miracles- A Warrior Priest is able to cast spells by praying to their god/goddess. The Warrior Priest can cast any spells from level 0-4 so long as they are able to hit the target number.

Weapon of Deity- When a Warrior Priest wields the chosen weapon of their Deity the weapon is given a +1 to hit and damage and is considered magical. At level 5 the damage bonus is increased to +2 and +3 at 8th level.

Level 3- Smite Evil- Once per day a Warrior can channel positive energy into their weapon to strike evil targets. A Warrior Priest gains +20 to hit and deals an extra 1d6 plus an addition +1 per level of damage. This can only be used on evil creatures.

Invoking- When a Warrior Priest calls forth the power of their Deity it is to summon the strange will of an unknowable being. The effects are varying and can be terrifying.

GM's are encouraged to make up their own deities and each one have a power when invoked that is both a boon and a hindrance.

Example: Invoking the name of a God of War gives the +1d6+1 to hit for the duration of combat, but he subtracts that amount from his AC.

Another possible suggestion is to come up with a table with d6, d8, etc options and when the Warrior Priest invokes the name have them roll. The option is completely random and can be good or it can be bad. The option should not be overpowered or a deal breaker either way.

Prime Attribute- Charisma

Armor Proficiency- Light and Medium Armor

Level	Hit Dice	BAB	Magical Skill
1	+2	+0	1d10
2	+2	+1	
3	+2	+1	2d10
4	+2	+2	
5	+2	+2	3d10
6	+2	+3	
7	+2	+3	
8	+2	+4	
9	+2	+4	
10	+2	+5	

Spell Level	Target Number
0	3
1	4
2	8
3	15
4	20

Catastrophic Failure

There is no luck when casting spells. If a spell fails, there is no burning luck points and rerolling. That's it... It's done.. Dabbling in magic is dangerous, so beware. If a Warrior Priest rolls 1's on his Magic Skill he must succeed at a Wisdom test (you can burn a luck to reroll the save) or permanently lose 1 Wisdom.

Warrior Priests do not have to worry about Chaos Manifestation as their spells are fueled by self-righteous zealotry and begging to their snooty and strange gods. However a Warrior Priest runs the risk of pissing of their deity and suffering grave consequences; if you roll doubles or triples, consult the Wrath of the Gods Table.

If you use **Luck of the Gods** and roll quadruplets don't bother consulting the Wrath of the Gods table. You've seen Raiders of the Lost Arc? You shrivel and die and scream and blood is leached out of you in a terrible swirl of godly fire.

Luck of the Gods- A Warrior Priest is able to burn a luck point to gain an additional d10 to their Casting roll.

Wrath of the Gods	
Roll	Result
01-15	Unearthly Vision: Your god sends you a vision that rattles you to your core. Waves of strange imagery and emotion racks your brain. You suffer -1d6 temporary Wisdom loss and are stunned for 1 round.
16-30	Prove Your Devotion: Your god demands tribute! You must give your god what they ask. Each day you don't you lose one level of Casting die. Once the god is satisfied one level is replenished a day.
31-45	I am NOT Amused: Your god pulls the plug on your ability to cast spells for 2d6 rounds. The spell you currently cast works if you succeeded on the roll.
46-60	You Existence is Inconsequential: Your god is bored with you and ignores you. You lose ALL your Warrior Priest abilities for 1 day.
61-75	Stinging Rebuke: Your god is bored with your antics. The exact opposite of the spell you're casting happens. This could be as lucky as simple failure in some cases.. Worse in others.
76-90	I Require Blood!: Your goddess requires blood from your body to fuel the spell. Blood leaches out of your skin in think wavering wisps and disappears. The spell succeeds even if you failed the casting roll but you take 2d6 damage in blood tribute.
91-99	Feel My Wrath: Your god is fucking pissed at you and lances your body with pain and agony. You are forced into a penitent position immediately for 1d10 rounds and are completely helpless to what befalls you during that time.
00	Demonic Interference: Some malignant force answers your prayers before you God does. Instead roll a 1d6 and consult the indicated chart- 1-5) Roll on the Major Void Manifestation; 6) Roll on the Catastrophic Void Manifestation.

Witch (Charisma)-



Bewitch- A witch is able to beguile a person into believing that she is his best friend. The target must succeed a Willpower check VS the Witch's Charisma roll or he will do pretty much anything that the Witch asks. If the Witch asks the target

to attack friends and allies he is allowed a second Willpower save with a +2. This lasts 1 hour per level. She can use this ability the same amount of times per day as equal to her Charisma modifier.

Blood Boil- Once per day a Witch can draw dark power from within and make the blood of a target boil. They must succeed at a Constitution Save or be wracked with feverish pain as their innards are cooked. Targets take 2d6 damage. Successful save means target takes half damage. This increases to 3d6 damage at level 5.

Ravage (Wisdom)- A Witch is able to channel her negative energies and cause physical pain and wounds on a target, but at risk to herself. The Witch must declare how much damage she wishes to inflict on the opponent, 1-2d6 and then make a Wisdom check minus the targets Wisdom modifier. If she succeeds the target takes that amount of damage. If she fails then she takes that amount of damage.

Summon Familiar- As the spell in Castles and Crusades.

Level 3- **Nightmare-** The Witch is a thing of nightmares. A Witch can turn her gaze upon a target and cause them to see horrible visions. The Target must succeed a Wisdom save or

become frightened of the witch, shying away from her. The target takes 1d6 Wisdom damage per round until a successful save. If the target reaches zero Wisdom they run, full bore, away from her. If the target makes a save they regain 1 Wisdom per minute after combat is over.

A Witch can use this once per day till level 5 where it increases to two times per day.

Level 3- Spirit Talker (Wisdom)- The Witch can commune with the spirits from beyond the living and receive guidance. The Witch can pose a question that can be yes/no or require explanation. The Spirits reply may be cryptic, repetitive, and an assault of visions that hit all five of the senses. If the Witch communes with the spirits during the Witching Hour she receives +4 to her roll, otherwise she suffers a -2 to the roll.

A Witch can do this one per day until level 10 when she can perform this two times.

Level 5- Succubus/Incubus- A Witch is able to heal herself by absorbing another person's life essence through sex.

The Witch and the target (if unwilling) must make opposing Attribute rolls; The Witches Charisma VS the targets Constitution. The victim receives a +2 modifier. If she succeeds she is healed for 1d6 Con while the target takes that amount in damage.

If she continues to feed on the same victim for more than a 3 of days (if she doesn't purposefully or accidentally kill the target first) the target will start looking pale, fatigued, and sickly. The wounds taken do not show up physically except that they will have low energy and perhaps look starved.

If the targets succeed their save the Witch is unable to feed off of them for 24 hours.

Witch Hexes- At level 5 a Witch can begin to create strange small dolls, idols, and amulets that she keeps in her Gris Gris bag. These objects cost 500g in special materials and one day to create. These small objects remain inactive until the Witch enchants it with her life force in a ceremony that takes 1 hour during the Witching Hour. The Witch must give over 2 points of her Constitution to enchant these creations. Once the object is used she immediately gets back the

lost Constitution and the object is destroyed. A Witch is able to create and enchant a number of objects equal to her constitution modifier (minimum of 1).

Hexes-

Agony- The Witch has created a small doll that she can use to torture a target. The target must make Wisdom save or be wracked with unbearable pain, suffering -4 to all rolls, for a number of rounds equal to the Witches Charisma modifier.

Blight- The Witch blights an area of ground around her in pure malevolence. All targets in a 30ft radius must make a Constitution save or suffer -2 to all rolls and immediately lose 1d4 Con. The lost Con replenishes as per the normal resting rules. This lasts for a number of rounds equal to the Witches Charisma modifier.

Cassandra- The victim is cursed with the gift of one major prophecy that will be correct and that she will passionately believe. No one will believe her under any circumstance.

Chatterbox- The target must make a Wisdom save to resist the effects of this enchantment. Failure means the victim will not be able to lie or disassemble in any way. He will tell secrets and say more than is necessary. This lasts a number of rounds equal to the Witches Charisma Modifier.

Disguise- This allows the Witch to change her appearance like the Alter Self spell. The duration is same as the spell.

Dreamwalker- The Witch may possess a sleeping victim (humanoid only), provided that victim has given her any object and she succeeds at a Charisma roll -2. She may stay in their body until the sun rises.

Eternal Shame- Victim must save or will perform humiliating acts on oneself or another in full view of the world. If he saves, he does these in private or with only a few witnesses.

Flight- This salve is applied to the handle of a broom and grants the Witch the ability to fly as per the spell for a number of minutes as her level.

Fortune- The Witch is blessed with a small amount of good fortune. This amulet allows her +4 to one roll (including opposed tests).

Gluttony- The Witch may afflict victim with an addiction. This requires some amount of the substance if physical (eg. wine) or must be cast while the victim is doing the activity that is to be the addiction (eg. gambling). The target is allowed a Wisdom save to resist.

Heal- The Witch is able to destroy this small doll which reinvigorates the Witch for 2d8+1 Hit points.

Just Resting- The Witch seizes on a short moment of denial that happens at death. The victim will seem not dead just long enough to convince all around that she isn't dead. "I swear she twitched." But she's deal all right. Can be cast conversely as well (not dead but seems it). This lasts a number of minutes equal to the Witches Constitution Modifier.

Misfortune- A Witch is able to tap into dark powers and direct them at a foe, hindering them. The target of this check must make a Willpower check -2 or suffer terrible misfortune. If the target fails the save the next roll the target makes must be rerolled and they must take the lowest of the two.

Retribution- The Witch uses this amulet to transfer damage inflicted on her back at the target. This can only be designated towards one target. The target is allowed a Wisdom savings throw to negate this affect initially. This a number of minutes equal to the Witches level.

Tongues- This amulet allows the Witch to speak and understand any language. This ability lasts a number of minutes equal to the Witches level.

Level 10- **Death Hex-** The Witch has become shrouded by Dark Powers. She can add this spell to her list of hexes. She is able to reach out and snuff out the life energies of an individual. Targets with 4 or less Hit Dice die instantly with no save. Targets with 5-7 hit dice must succeed a Constitution Save +2 or have their life force leached out of them. Failure means death in 1d6 rounds. The Witch can take one victim of this hex as a thrall. They will rise up after 1d3 days as a Ghoul and serve the witch faithfully. Success means the target takes 3d6 damage. Remove Curse will save the target.

Targets of 8 or more Hit Dice take 3d6 damage. A successful Constitution save means damaged is halved.

Prime Attribute- Charisma

Armor Proficiency- Light Armor (Leathers)

Level	Hit Dice	BAB
1	+1	+0
2	+1	+1
3	+1	+1
4	+1	+1
5	+1	+1
6	+1	+2
7	+1	+2
8	+1	+2
9	+1	+2
10	+1	+3

Character Advancement Table	
1	0
2	2,000
3	5,000
4	9,000
5	15,000
6	23,000
7	35,000
8	51,000
9	75,000
10	105,000

Experience Guidelines

- 1) Enemies-** Enemies give 100 xp per HD, +25 for weak special abilities, and +50 per beefy special abilities.
- 2) Gold-** Each 1 gp found equals 1 experience point.
- 3) Magic Items-** Magic items that are not used and sold are given an allotment of xp based on the gp value.
- 4) Experience Base-** Each session the base amount of experience for playing is 100.
- 5) Role-playing/Creativity-** Playing your character, less metagaming, and coming up with cool and creative ideas can grant bonus xp of 30.

Formula: Combine totals from numbers 1-3 and divide between the number of characters active (including NPC's). Take the total and add number 4 (and 5 if applicable) for the full allotment of experience per character.

Backgrounds

*“What do I know of cultured ways, the gilt, the craft and the lie?
I, who was born in a naked land and bred in the open sky.
The subtle tongue, the sophist guile, they fail when the broadswords sing;
Rush in and die, dogs- I was a man before I was a king.” --Robert E. Howard.*

Characters come from all walks of life. The focus of Swords and Sorcery and OSR gaming however is not where you came from, but where you are going. The emergent stories that take shape from a player’s actions are more epic and important than anything put on paper about character history.

Life is short, hard, and only those who are willing to risk it all get any reward. Death comes quick to fools, the weak, and unprepared. Crafting a complicated backstory is unnecessary since death could be behind the next door or lurking in a dark alley way.

At character creation a player will choose a few words or quick phrases to flesh out a character and give them a unique feeling that is apart from the class. There is no comprehensive list of backgrounds; this is created entirely by the player. A few examples are listed below:

Player 1-
Street Rat
Adopted by Nobleman

Player 2-
Farmer
Clergyman

Player 3-
Lived on haunted grounds
Gladiator

The benefit of these backgrounds is simple; this functions as a sort of life knowledge for the character. If a situation arises that can fit into this background the character can add a +2 to their roll to achieve success. This stacks with class knowledge rolls (if applicable).

Example: Jordan the Half Demon was raised in a small church when he was little. During an adventure the group stumbles across a strange symbol that no one recognizes and does not emanate magic. Jordan’s player asks if this is a religious symbol and the GM states that it could be. Jordan then asks to roll an Intelligence roll to see what he can glean from it. The GM agrees and Jordan is able to roll a d20, plus his Int modifier, +2 from the benefit of his background knowledge.

Starting Gear

Each Character Starts with the Following:

- Adventurer gear- Backpack
- Bedroll
- Torches x2
- Rations x 5
- Waterskin
- Flint and Steel
- 1 healing potion (1d8+1 HP)
- Hemp Rope (50ft).
- Roll Once on Random Item Chart (Humans Roll Twice)
- Adventurer's Clothing
 - Barbarians- Hide Armor, a Shield, and 2 weapons.
 - Fighter- Chainmail, a Shield and 2 weapons.
 - Ranger- Studded Leather, Tent, a bow and either 1 Weapon and a shield or 2 weapons.
 - Rogue- Studded Leather, Caltrops, Thieves Tools, Dagger, Hand Xbow, and 1 other weapon.
 - Witch- Dagger and 1 other weapon, and Padded Leather Armor
 - Sorcerer- Spellbook, Staff, 1 other weapon, and Cloth Armor.
 - Warrior Priest- Holy Symbol, Vial of Holy Water, Weapon of Deity, 1other weapon, and Chain shirt.
 - Alchemist- Alchemists Lab, dagger, and Leather Armor.
- All Characters start with 1d4x100 GP

Starting Gear (optional)

Some playstyles do not enjoy keeping track of things like rations, water, torches and the like. If that is the case just assume that the characters have the basic essentials at all times. Players are not going to be foolish and not buy rations, water, torches, rope etc. Just assume that when in town they restock on these much needed items. When traveling the wilds they eat their rations and then hunt. If it becomes dynamic or exciting, then have them hunt, etc.

In a dungeon setting just default that they have 3-5 days food and water and 3 torches each. After that time is when they will need to start foraging and etc.

Either play style is valid and fun. The starting arms and armor and potions can be handled the same or as the GM chooses.

Weapons, Shields, and Armor



*“Blood dripped from the shimmering blade,
The deadly dance; one by one they fall.
Vanquished foes; their part played,
The way of the sword brings death to us all.” -Wrathofzombie*

Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Range	Type	Special
<i>Unarmed Weapons</i>							
Unarmed	-	1d2	1d3	1d4	-	B	Nonleathal
Gauntlets	2gp	1d2	1d3	1d4	-	B	-
<i>Light Melee Weapons</i>							
Axe, Throwing	8gp	1d4	1d6	1d8	10ft	S	-
Dagger	2gp	1d3	1d4	1d6	10ft	P & S	-
Dagger, Punching	2gp	1d3	1d4	1d6	-	P	-
Gauntlet, Spiked	5gp	1d3	1d4	1d6	-	P	-
Hammer, Light	1gp	1d3	1d4	1d6	20ft	B	-
Handaxe	6gp	1d4	1d6	1d8	-	S	-
Mace, Light	5gp	1d4	1d6	1d8	-	B	-
Sickle	6gp	1d4	1d6	1d8	-	S	Trip
Starknife	24gp	1d3	1d4	1d6	20ft	P	-
Sword, Short	10gp	1d4	1d6	1d8	-	P & S	-

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Range	Type	Special
<i>One-Handed Melee Weapons</i>							
Battleaxe	10gp	1d6	1d8	1d10	-	S	-
Club	-	1d4	1d6	1d8	10ft	B	-
Flail	8gp	1d6	1d8	1d10	-	B	Disarm and Trip
Longsword	15gp	1d6	1d8	1d10	-	S	-
Mace, Heavy	12gp	1d6	1d8	1d10	-	B	-
Morningstar	8gp	1d6	1d8	1d10	-	B & P	-
Scimitar	15gp	1d4	1d6	1d8	-	S	-
Shortspear	1gp	1d4	1d6	1d8	20 ft	P	-
Sword, Bastard	35gp	1d8	1d10	1d12	-	S	-
Trident	15gp	1d6	1d8	1d10	10ft	P	Brace
Warhammer	12gp	1d6	1d8	1d10	-	B	-
Whip	1gp	1d2	1d3	1d4	-	S	Disarm, Nonleathal, Reach, Trip

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Range	Type	Special
<i>Two-Handed Melee Weapons</i>							
Chain, Spiked	25gp	1d6	2d4	1d10	-	P	Disarm and Trip
Falchion	50gp	1d6	2d4	2d6	-	S	-
Flail, Heavy	15gp	1d8	1d10	1d12	-	B	Disarm and Trip
Glaive	8gp	1d8	1d10	1d12	-	S	Reach
Greataxe	20gp	1d10	1d12	2d6	-	S	-
Greatclub	5gp	1d8	1d10	1d12	-	B	-
Greatsword	50gp	1d10	2d6	2d8	-	S	-
Halberd	10gp	1d8	1d10	1d12	-	P & S	Brace and Trip
Lance	10gp	1d6	1d8	1d10	-	P	Mounted Only
Longspear	5gp	1d6	1d8	1d10	-	P	Brace and Reach
Quarterstaff	-	1d4	1d6	1d8	-	B	Double
Scythe	18gp	1d6	2d4	1d10	-	P & S	Trip
Spear	2gp	1d6	1d8	1d10	20ft	P	Brace

Weapon	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Range	Type	Special
<i>Ranged Weapons</i>							
Blowgun	2gp	1	1d2	1d3	20ft	P	ROF- 2
Darts (10)	5sp	-	-	-	-	-	-
Bolas	5gp	1d3	1d4	1d6	10ft	B	Nonleathal and Trip
Crossbow, Hand	100gp	1d3	1d4	1d6	30ft	P	-
Bolts (10)	1gp	-	-	-	-	-	-
Crossbow, Heavy	50gp	1d8	1d10	1d12	120ft	P	ROF- ½
Bolts (10)	1gp	-	-	-	-	-	-
Crossbow, Light	35gp	1d6	1d8	1d10	80ft	P	-
Bolts (10)	1gp	-	-	-	-	-	-
Dart	5sp	1d2	1d3	1d4	20ft	P	ROF- 3
Javelin	1gp	1d4	1d6	1d8	30ft	P	-
Longbow	75gp	1d6	1d8	1d10	100ft	P	-
Arrows (20)	1gp	-	-	-	-	-	-
Longbow, Comp	100gp	1d6	1d8	1d10	110ft	P	Strength (Min 14)
Arrows (20)	1gp	-	-	-	-	-	-
Net	20gp	-	-	-	10ft	-	Tangle
Shortbow	30gp	1d4	1d6	1d8	60ft	P	-
Arrows (20)	1gp	-	-	-	-	-	-
Shortbow, Comp	75gp	1d4	1d6	1d8	70ft	P	Strength (Min 12)
Arrows (20)	1gp	-	-	-	-	-	-
Sling	-	1d3	1d4	1d6	50ft	B	-
Bullets (10)	1sp	-	-	-	-	-	-

Armor and Shields

Armor	Cost	Armor/Shield Bonus	Max Dex. Bonus	AC Check Penalty	Speed
<i>Light Armor</i>					
Padded	5gp	+1	+8	0	-
Leather	10gp	+2	+6	0	-
Studded Leather	25gp	+3	+5	-1	-
Chainshirt	100gp	+4	+4	-2	-
<i>Medium Armor</i>					
Hide	15gp	+4	+4	-3	-
Scale Mail	50gp	+5	+3	-4	-
Chainmail	150gp	+6	+2	-5	-
Breastplate	200gp	+6	+3	-4	-
<i>Heavy Armor</i>					
Splint Mail	200gp	+7	+0	-7	-10ft
Branded Mail	250gp	+7	+1	-6	-10ft
Half Plate	600gp	+8	+0	-7	-10ft
Full Plate	1,500gp	+9	+0	-8	-10ft
<i>Shields</i>					
Buckler	5gp	+1	-	-1	-
Light Wooden	3gp	+1	-	-1	-
Light Steel	9gp	+1	-	-1	-
Heavy Wooden	7gp	+2	-	-2	-
Heavy Steel	20gp	+2	-	-2	-
Tower	30gp	+4	-	-8	-

**Standard Equipment can be found on the [Pathfinder SRD website](#) (not all gear available).

Alternate Weapons and Armor Rules

For ease of play and not having a plethora of weapons and armor or having to constantly reference this or whatever weapons and armor tables you are using you can always just use this rule. These rules may not be “realistic,” but does facilitate quick play without the need of bookkeeping.

Weapons-

Unarmed- 1d3 (Except the Monk Class)

Light Weapons- 1d6-2 (minimum of 1 damage)

Example: Dagger, Sap, Handaxe

One Handed Weapons- 1d6

Example- Longsword, Short Sword, Mace, War Hammer

Two Handed Weapons- 2d6

Example- Greataxe, Greatsword, Bastard Sword, Long Spear

Light Ranged-1d6-2 (minimum of 1 damage)

Example- Hand Crossbow, Bola, Sling, Dart

Regular Ranged-1d6

Short spear, Light Crossbow, Short Bow, Javelin

Heavy Ranged-2d6

Long Bow, Heavy Crossbow,

Armor-

Very Light Armor- +1 AC- Max Dex Bonus +5- Dex Skill Roll Penalties- 0

Example- Cloth

Light Armor- +2 AC- Max Dex Bonus +4- Dex Skill Roll Penalties-0

Example- Light Leather

Medium Armor- +3 AC- Max Dex Bonus +3- Dex Skill Roll Penalties-2

Example- Studded Leather, Chain Shirt

Heavy Armor- +4 AC- Max Dex Bonus +2- Dex Skill Roll Penalties-3

Example- Breatplate, Hide Mail, Half Plate, Chainmail

Very Heavy Armor- +6 AC- Max Dex Bonus +0- Dex Skill Roll Penalties- 5

Example- Full Plate

Special Rules



“The Lion strode through the Halls of Hell;
Across his path grim shadows fell
Of many a mowing, nameless shape-
Monsters with dripping jaws agape.
The darkness shuddered with scream and yell
When the Lion stalked through the Halls of Hell.” – Robert E. Howard

Shields-

All characters are able to use a shield. A shield allows the target to make a parry against being attacked. If someone lands a successful blow against the character they can make a Strength check, TN 12/18 to avoid damage. Characters using a shield cannot cast spells, use any two handed weapons, dual wield, dig in their bag, take potions, etc.

You can also use a shield to guarantee protection from a particularly savage blow. No roll is required and the shield does its job, but it is rendered completely useless from that point on.

Hit Points-

Characters start at level 1 with their Constitution Score + Con Modifier + Class HP amount in Hit Points. Each level a character receives only their Class HP amount in HP. When a player reaches zero HP they must make a constitution save or fall unconscious and are bleeding out (see below). If they succeed they are awake, and can take further actions, but suffer -2 to all rolls.

Bleeding Out-

Bleeding out characters are dying and lose 1 HP per round until they reach their Con Score as a negative number (this can change due to

temporary or permanent changes to the ability), at which point they die. A bleeding out character can attempt a Constitution based save each round at a -2 to stabilize. They can also burn a Luck point to gain back ½ of their HP or not die should they reach death.

Critical Hits-

When a character scores a critical hit, damage is doubled. Also roll on the Small But Vicious Dog table at the end of the document. These rolls result in horrific, terrible, and nasty outcomes that make soft things, like mere mortals scream, bleed, rupture, then die.

Sanity



*“And through the veil the Creature came,
As if from Shadows and Evil wrought.
Those who glimpsed were never the same,
How does man defeat what cannot be
fought?”*

*Even the bravest were rendered lame
From the shambling Nightmare from a
distant plane.*

*Not a man dared utter Its name,
For fear it would bring an eternal reign.”
-Wrathofzombie*

People’s minds are such fragile things and when forced to witness terrible atrocities, strange beasts of the Dark, or worse it is possible that their mind snaps.

A character’s Wisdom is their grounding in reality and how well they cope with the strange, absurd, and terrible. When confronted with something that could result in a player becoming unhinged they must make a successful Wisdom test or gain 1 Insanity Point. When a character gains 6 Insanity Points they must make a Wisdom check with a -6 modifier or they gain some psychosis that may or may not make sense to what was encountered to just push them over the edge.

Sundering Items-

Sunder- Weapons/Shield/Armor- Roll characters attack VS defense- on successful hit roll 1d6. On a 5 or 6 you succeed in breaking the weapon. *Magical Weapons/Shield/Armor* can only be destroyed on a roll of 6. **Objects-** Roll of 4-6 will destroy most items. *Magical Objects-* Magical Objects can only be destroyed on a roll of 6. **Glass-** Roll of 2-6 glass is destroyed.

Combat Actions-

Standard Action
Movement Action
Full Round Action
Free Action

Movement- 1 square or 1 inch= 5 ft.

Aiming

As a full action a character aims and readies their shot. On their next action they receive +4 to attack. Doing so negates the risk of firing into melee (except if a 1 is roll on attack).

Firing into Melee

If a character uses a ranged weapon against an enemy that is engaged in melee there is x in 6 chance they will strike a friendly. The number reflects up to 5 companions engaged.

Surprise Attacks-

When a character makes an attack against a target that is surprised there is a chance that the target can be knocked unconscious in one hit.

The damage must exceed the targets Constitution Score + HD. Several characters can attack one surprised enemy at the same time to achieve this.

Back Attacks-

All characters can perform back attacks. They receive +2 to attacks and damage is doubled. Rogues get Improved Back Attack (see class).

Called Shot Mechanics-

A player can attempt a heroic act of daring do such as shooting a dagger out of a sorcerer's hand right before he stabs into a sacrifice or attempt cut a monster's head in two. Before the roll the player specifies the risk that they are taking to increase their natural critical hit range, up to 11-20. If the player rolls within that amount they perform a feat of awesome. However by doing increasing the critical hit range the player also increase their critical fumble range by the same amount. If you fumble you do a feat of terribleness, most likely the exact opposite of your plan.

Save VS Death Mechanics-

Rather than having spells do instant death type effects they do ability damage that is linked to the situation. IE- Disintegrate would deal immediate CON damage per round until it reaches zero and turns the target to dust. Petrify would affect DEX. When the target reaches zero DEX they are turned to stone.

Mounted Combat

All characters are capable of riding horses and functioning well enough in combat with them. If stationary both the mount and the rider may make an attack roll. If the mount moves then one or the other may attack.

If there is a clear space between the target and the mount that is over 20 feet away the rider may choose to charge. With this both targets may attack the intended target only, but receive +2 to their attack. To do this the rider sacrifices his

attention to defense and both he and the mount suffer -2 to AC.

If the mount is attacked the rider must make a Dexterity check to remain seated.

Mutations

A character can get mutated in several ways. Sorcerer's are in danger of getting mutated by messing with the powers of the Void.

Regular people can become mutated by becoming infected by other mutants. After combat a person who has been attacked by a mutant must make a Constitution based save with a negative modifier equal to number of times struck. If the save fails they gain a mutation and roll on the chart below to determine which one.

When a target gains a number of mutations equal to their Wisdom modifier+1 they must make a Wisdom save or lose their mind and become a ravenous mutant that will eventually be hunted and killed. If successful they retain their identity and can continue the good fight, whatever that may be.

A Wisdom save is required for each additional mutation there after.

Cover Mechanics

25 % Cover +2 AC

50% Cover +4 AC

75% Cover +6 AC

90% Cover +10 AC

If in any cover you receive +2 to Dexterity saves.

“The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown.” –H.P. Lovecraft

Other Rules



“Lo there do I see my father. Lo there do I see my mother and my sisters and my brothers. Lo there do I see the line of my people, back to the beginning. Lo, they do call to me, they bid me take my place among them, in the Halls of Valhalla, where the brave may live...forever.”

-13th Warrior

Mutations



Mutation Table

Roll	Mutation	Effect
1	Albino Skin	If you stand still long enough people think you're a statue.
2	Black Skin	You just a freak.
3	Grey Skin	You just a freak.
4	Green Skin	You just a freak.
5	Cyan Skin	You just a freak.
6	Extremely Pale	You sparkle in the sunlight and people openly ridicule and mock you.
7	Blotchy Skin	You look sick.
8	Orange Skin	You just a freak.
9	Sunburned Skin	It looks angry and constantly hurts.
10	Purple Skin	You just a freak.
11	Slimy Skin	You are a slip and slide. Barefoot must make a Dex roll to stay standing. Targets have a hard time grappling you. -2 to their rolls.
12	Sticky Skin	Small light objects stick to you if you don't wear gloves.
13	Bluish Skin	Looks like you aren't breathing.
14	Rotting Skin	You look terrible and sickly. People think you're a zombie and try to attack you!
15	Skin Covered in Boils	They hurt.
16	Skin Dry and Crumbly	Your skin cracks and bleeds.
17	Slimy Hair	It's gross.
18	No Hair on Entire Body	Just weird.
19	Grey Hair	You just a freak.
20	Green Hair	You just a freak.
21	Pink Hair	You just a freak.
22	Blue Hair	You just a freak.
23	Constantly Wet Hair	You just a freak.
24	Hair Smells Like Garbage	People don't like to stand close to you.

25	Black Hair	You just a freak.
26	White Hair	You just a freak.
27	Whole Body is Covered in Hair	Just weird.
28	Purple Hair	You just a freak.
29	Extra Hand	It's little and nubby and has no range of motion.
30	Extra Arm	You can get an additional attack but a -6 as standard.
31	Extra Leg	When running roll 1d6 you can go that many more inches/hexes/etc.
32	Extra Nose	It doesn't smell anything, but somehow it is constantly running.
33	Extra Eyes	Roll location. No other effect but gross.
34	Extra Mouth	It can't talk, but it screams constantly.
35	Extra Stomach (external)	It's gross and bulging and pulsating. You can go twice as long without starving.
36	Extra Heart	You get +2 on endurance type rolls.
37	Extra Genitals	No one wants to know what you plan to do.
38	Extra Head	You can talk and argue with yourself.
39	Ooze-like Body	You become rubbery and a puddle on the ground. You're pace is reduced to ¼ but you can DR 2. You can fit under cracks of doors. This takes 1 round to do and 1 round to reform. All your clothes/etc are left behind.
40	Fire Breath	You can breathe fire (2d6 damage) 2 times a day.
41	Oddly Attractive	Despite the fact that you are a freak you are able to attract others. +2 to Charisma attribute.
42	Telepathy	You can read others minds. This is an opposed Wisdom roll. If you roll a 1 you are overloaded by the mental assault and gain 1 Insanity Point.
43	Acid Blood	When struck with a sharp weapon acid blood spurts forth dealing 1d4 damage to the attacker. You go through lots of new clothes and armor.
44	Stomach Maggots	Strange maggots grow in your stomach. Once per day you can vomit 1d6 of these things out and they will attack your chosen target. They have 1 HP each, no bonus to attack (but do get a +1 for each as a gang up option). Damage is 1d3 (+1 for each attacking the target). They die at end of the day. If you don't puke them up, oddly enough you aren't hungry.
45	Void Jaunt	Once per day you can pop through the Void up to 15ft away. You can do this all at once or in 5ft clumps.
46	Chitinous Skin	Your skin is hard and nasty. You gain +2 Natural Armor bonus.
47	Hypnotic Gaze	You are able to hypnotize someone you start at. They must make a Wisdom check to resist. If successful they cannot be affected for 24 hours. Once under your gaze this operates like Charm Person.
48	Spiked Tongue	Your tongue is 5 feet long and does 1d4 damage.
49	Claws and Fangs	You have natural weapons. Claws- 1d6 damage. Fangs- 1d4.
50	Emotional Control	You are able to change the emotional state of those around you in a 10ft radius by making a successful charisma check -2
51	Goat Legs	It hurts when you kick someone- 1d4 damage.
52	Dog Legs	People look at you warily when you lift your leg to pee.
53	Half Bat Face	You look creepy.
54	Pig Face	You look creepy.
55	Goat Head	You look creepy.
56	Bear Arms	You're strong. +1 to Strength Attribute.
57	Cat Tail	It's a tail and it hurts when someone steps on it.
58	Crab Claw	1d6 damage.
59	Patagium (Flying Squirrel)	You can glide at ½ your movement.
60	Bat Wings	You can fly at your movement.
61	Puma Arms and Legs	You can run as a quadruped

62	Wild Boar Nose	+1 to smell type checks and you look ridiculous.
63	Wolf Head	You look regal and creepy.
64	Small mutant conjoined twin out of your stomach	It's horrible and slimy and talks incessantly. It's vile, it's disgusting, it's your best friend.
65	Eyestalks	Pike you in the eye and it goes into your skull.
66	Covered in angry bleeding and exploding boils	These boils pop constantly and give off the smell of sulfur, death, and decay. -2 to Charisma.
67	Overgrown body part	It does something weird. (Add +1 to corresponding attribute that makes sense).
68	Sickly	You are small and sickly and everyone makes fun of you. -2 to Constitution Score.
69	Misshapen head	You're head is big and an easy target. People point at you and laugh. They laugh harder when you try to wear a hat.
70	Protruding Bone Spurs	Bones jut out of your skin at odd angles. They are sharp and extremely painful. When you grapple with someone they take 1d4 damage per round.
71	Transparent Skin	They can see your muscle and internal organs and you make things awkward at parties.
72	Savage Temper	You have trouble controlling your temper. When something injures you roll a Wisdom check to keep it in check. If you fail it functions like barbarian rage but for only 2 rounds.
73	Worm Skin	Worms poke out of your skin and wiggle around. It's creepy. You get +2 to Charisma checks when intimidating.
74	Shriveled and malformed body part	It looks gross and creepy. (Subtract -1 to corresponding attribute that makes sense).
75	Plague Skin	The GM selects an appropriate disease. Anyone who touches your skin must make a successful Constitution save or contract the disease.
76	Mandibles	Can bite for 1d4 damage, but makes kissing really fucking hard.
77	Elongated Arms	Increased Reach.
78	Bulbous Eyes	You can stare at someone very intensely.
79	Compound Eyes	+4 against surprise attacks. Can't victim of back attack.
80	Scorpion Tail	You have a tail full of nasty venom. 1d4 damage. Con save or suffer -1d4 dex initial and -1d6 dex secondary.
81	Huge Body	You're easier to hit, because you're large, but your fists do 1d6 damage and +2 to your Strength attribute.
82	Heightened Survival Instincts	You're a coward and the urge to run away during dangerous situations is always present. You suffer -2 to all Fear type checks.
83	Flower Killer	Potted plants and flowers die at your touch.
84	Bleeding Eyes	You scare the living shit out of people as your eyes constantly ooze blood, but you can see in the dark like a Dwarf.
85	Androgynous	You are neither male or female. You don't have any of the parts.
86	Beak Mouth	You have a beak mouth that does 1d3 damage. It clicks funnily when you talk.
87	Cyclops	You only have one eye. You suffer -1 to all perception checks.
88	Puny	You're body is tiny and small. You get +1 to dex but -1 to your strength attribute.
89	Feathers	You are covered in feathers. People mock you for being a coward, thinking you have been tarred and feathered.
90	Hump	You have hump that is full of fluid and is squishy to the touch. It can soften your landing should you fall.
91	Blank Face	Your face is an entirely smooth surface. How the fuck do you talk, see, and

		breathe? Who knows, but you can.
92	Milky White Eyes	You look blind but see in shades of grey, white, and black.
93	Breath of Flies	Once per day you can blow a swarm of flies out of your mouth. Really nice for a distraction. Not so good for dates.
94	Touch of Madness	If your bare skin touches someone they must make a successful Wisdom save or gain 1 Insanity point. A person can only be affected by this once per day. This affects even you. This makes masturbating difficult.
95	Moon Skin	Your skin glows faintly in the dark. If you are in moonlight it glows bright white.
96	Regeneration	You regrow body parts. You also regain 1 HP a round.
97	Reptilian Skin	You have scaly skin. Very rough, but looks good as a hand bag.
98	Tentacle Arm(s)	This isn't anime porn. They give +2 on grapple and disarming (against you) checks.
99	Extra Fingers/Toes	You have 1d12 extra digits on a hand/foot.
100	Unhinged Mind	You were born with a psychosis. Life hasn't been easy for you. You also have the strange gift of letting others experience your psychosis for a limited time. The target must succeed on a Wisdom save or be afflicted with your psychosis for 1d6 hours. You can do this once every 24 hours. While someone else is afflicted you are not.

Monsters and Beasties-

If stuck without a Monster Manual or Bestiary of some sort just use a rule of thumb for the creatures. Figure their base Hit Dice type is a d8 and then give them a HD number. This will also function as the creature's to hit bonus, bonus damage, and their bonus for making saves. This hack uses the Castles and Crusades mechanic, so it is easy to decide whether a creature's saves are physical or mental.

For damage here is a quick chart:

Easy- 1d6

Medium- 1d12

Tough- 1d20

Putting the Hurt On- 2d12

Fuck I'm on Fire- 2d20 (this can be used to simulate damaging spells in a pinch)

*This can also be used for damage per creature size as well.

Armor Class Works the same:

Easy- +1

Medium- +2

Tough- +3

Putting the Hurt On- +5

Fuck I'm on Fire- +5/+6

Finally, if so desired, just give the creature some special abilities that make sense for the monster. Remember abilities that do strange (and possibly terrible) things are much more enjoyable than things that just do outright damage.

Small But Vicious Dog Table

Critical Hits

When a player scores a critical hit by rolling a natural 20 on their attack, damage is doubled and roll 2d10, one for the power and the other for the location, and consult the charts below.

Roll 1d10	1	2	3	4	5	6	7	8	9	10
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Location

1	2	3-4	5-6	7-9	0
Leg, R	Leg, L	Arm, R	Arm, L	Body	Head

	Arms	Legs	Head	Body
1	Butterfingers Drop wielded item	Staggered Lose next action	Disorientated Lose next action	Winded -4 to all actions for 1 rnd
2	Arm Numbed No attack or Dex bonus to AC for 1 rnd	Leg Numbed Move 1/2, -4 to Agility checks for 1 rnd	Ear Ringing -2 to all perception checks for 1 rnd	Kidney Shot Stunned for 1 rnd
3	Dead Arm As #2 but for 1d4 rnds	Dead Leg As #2 but for 1d4 rnds	Nose Crumpled Same as #2 but for 1d4 rnds	Groin Shot Stunned for 1d4 rnds
4	Hand Incapacitated Cannot use hand till healed	Leg Incapacitated Floored 1 rnd, move 1/2 and -2 to Agility until healed	Scalp Sliced -2 to all actions	Ribs Cracked -2 to all actions
5	Arm Broken Cannot use arm till healed	Hip Cracked In shock 1d4 rounds, move 1/4	Concussed -4 to all actions for 1d6 rnds	Badly Winded -4 to all actions for 1d6 rnds
6	Arm Mauled As #5, but bleeding out	Leg Mauled As #5, but bleeding out	KO-ed Unconscious and helpless 1d10 minutes	Walloped Stunned for 1d10 rnds
7	Arm Mangled As #6, but roll Con save or lose hand	Leg Mangled As #6, but roll Con save or lose foot	Brain Bashed As #6, but roll Con save or lose 1d4 perm Int	Gutted Helpless and bleeding out
8	Arm Hanging Off As #6, but roll Con save or lose arm at elbow	Leg Hanging off As #6, but roll Con save or lose leg at knee	Face Mangled As #6, but make Dex save or lose eye	Spine Shattered As #7, but make Con save or lose use both legs
9	You are dead, bloodily so			
10	You are dead, messily so			