

Search, Kill, Loot, Drink

Concept:

SKLD is yet another minimal way to play the original Fantasy RPG. This game uses a “one-class” system, with the major differences between characters being defined by their stats, race, and equipment. *As these are not an exhaustive set of rules, the GM will need a copy of the rules for at least one “Old School” D20 based RPG in addition to these rules.* Either the original games or “retro-clones” should work nicely.

Character Creation:

There are 6 abilities – Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. For each ability, roll 3d6 and record the total.

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

Strength - The modifier is used to adjust “to hit” rolls in melee combat. It is also used in any strength based skill checks.

Intelligence – Modifier is used to adjust Magic item use checks, and any intelligence based skill checks.

Wisdom – Where Intelligence applies to magic of an arcane nature, wisdom applies to the divine. The modifier is used in saves versus magical effects, the use of certain magical items

and Turning checks, as well as wisdom based skill checks.

Dexterity – The modifier is used in missile attack “to hit” rolls, individual initiative (if used) and Armor Class. It is also used in any dexterity based skill checks.

Constitution – This is used in modifying the character’s AC, and is applied to injury rolls, as well as any constitution based skill checks.

Charisma – A measure of the character’s leadership, persuasiveness, and overall force of personality. This can also encompass physical appearance. The modifier is used in NPC reaction checks, and any other charisma related skill checks. Charisma comes in to play when employing retainers. See the section on retainers for more info.

Races:

Every character selects a race and sex. While the sex of the character has no statistical effect, each race comes with certain advantages and disadvantages. The GM should feel free to add whatever races they wish (half-elves, gnomes etc). The following are just examples, and can be tailored to your particular campaign.

Dwarves: The maximum movement for Dwarves is 9. They are also at -2 on all magic item use checks, unless the item is Dwarven made. Dwarves get a +4 on all physically related saving throws (poison, disease etc).. They have 60’ infravision underground. Dwarves are +1 to hit goblinoid races. If skill checks are used, they are +4 at checks involving engineering, smithing and stonework

Elves: Elves get +1 “to hit” with all missile weapons, and +2 on all magic item use checks. They have 60’ infravision when outdoors. Elves

get +4 on all magic related saves. If skill checks are used, they are +4 on all checks involving magic, woodcraft, and tracking (think rangers).

Halflings: The maximum movement for Halflings is 9. They cannot use 2 handed weapons, large shields, or longbows. However, they get +4 on all reflex saving throws (dragon breath, pits, traps etc). They get a +1 to AC when attacked by large creatures (ogre size or bigger), and are +1 to hit these large creatures. Halflings can't be cursed, except by artifacts. If skill checks are used, they are also +4 with all stealth related skill checks (think thieves).

Humans: Humans are "standard" race. They get a +1 to all saves. Humans can choose 1 weapon type to get a +1 to hit with. They get a +10% bonus to earned experience. If skill checks are used, they are +4 to one skill area, either chosen or randomly assigned.

Skills:

Skills in SKLD are optional, and as such are left to the GM's device (see advanced rules for an example). In general, anything not covered by the rules is left to the GM, and should be governed by good roleplaying, precise descriptions, and common sense. As such, it is useful for human characters to have some sort of background so that it can be determined what sorts of knowledge the character may have. Demi-humans don't need this, as all player characters of a particular demi-human race generally have the same sort of background/ knowledge.

Stealth and physical stunts: When attempting to hide, sneak, jump, swim, climb etc. roll 1d20 and add the characters AC and level. A result of 20+ is a success. This roll can be further

modified by appropriate ability, race, and situational modifiers.

Experience and advancement:

PCs start at level 1 and 0 xp. Characters gain xp for monsters defeated and treasure gain. Note you don't have to kill the monsters to defeat them. Defeating traps can also count for xp at the GM's discretion. As a general rule, monsters are worth 100xp for every level/hit die they have. Each Gold Piece worth of treasure is worth 1 XP.

Level	XP
1	0
2	2000
3	4000
4	8000
5	16k
6	32k
7	64k
8	125k
9	250k
10	500k
+	+250K

For each level, the character gets 1 hit, +1 on "to hit" rolls, +1 on saving throws, and +1 on skill checks.

Equipment:

As all characters have the same class, one of the main differences between them is the equipment used. Rather than providing weight and costs/availability for equipment, please use your favorite game or reference material for this information.

Armor: Armor determines the character's Armor Class, movement rate, and can be used to modify injury rolls. Armor is generally divided into 4 types; none, leather, chain, and plate. These are also referred to as none, light, medium, and heavy armors, as they don't need to be made out of a specific material or in a specific manner to have the same effect. When the rules refer to AC in a situation outside of combat (ie stealth), they generally are referring to the base AC before magic and other modifiers are added.

Armor	AC	MV
None	9	12
Leather/Light	7	9
Chain/medium	5	6
Plate/Heavy	3	3
Small Shield	-1	Max 9
Large Shield	-2	Max 6

Weapons: Weapons in SKLD do 1 hit. The differences between them is accounted for in "to hit" modifier.

Weapon	Mod	Range
Improvised melee	-2	melee
Light melee	-1	melee
1 handed melee	0	melee
2 handed melee	+2	melee
Improvised thrown	-3	2
Thrown	-1	3
Sling Stone	-2	6
Sling Bullet	-1	8
Shortbow/Light Crossbow	-1	10
Longbow/Heavy Crosssbow	0	15

Weapon Descriptions:

Range: The provided range number is the number of 5'squares/hexes for short range. Medium range is double that of short range, and Long range is 3 times as long as short. Outdoors, medium and long ranges should be tripled.

Improvised melee weapons include sticks, stones, bone clubs, candlestick, a tankard or anything else the character could pick up and bash someone with.

Light melee weapons include daggers, blackjacks, clubs and other more civilian focused melee weapons.

1 handed melee weapons refer to military weapons requiring 1 hand to use. This includes axes, swords, maces, hammers picks, 1 handed spears etc. While there is a great variety in this

group, they categorized as such for simplicity and because their overall effect is fairly similar.

Two handed melee weapons are polearms, great axes, and two-handed swords.

Staves are light melee weapons, but require 2 hands. As a general rule, any improvised melee weapon used in 2 hands can be considered a light melee weapon.

Spears are generally considered 1 handed melee weapons. However, longer spears requiring 2 hands use special rules. They still have the same “to hit” modifier, but they can be used to attack enemies that 5’-10’ away. If using a map grid this means there can be one square/hex between the attacker and defender. This space can be empty, or can be a friendly combatant. All spears allow their user to attack first when first engaging an opponent. Subsequent rounds use normal initiative. Characters using an appropriate polearm may use it as a 2 handed spear for the reach and initiative, though the +2 “to hit” modifier is lost.

Improvised thrown weapons are things like stones, chairs and frying pans.

Thrown weapons include spears, axes and throwing hammers. Sling bullets are anything specifically designed to use in a sling, be it metal or rock.

Sling stones are scavenged stones that don’t fly as straight as bullets.

Bows For game purposes, the only differences between the short and long bows are the “to hit” mods and which races can use them, and thus their size.

Light crossbows can’t move and reload in the same round. See the combat sequence notes for more info.

Heavy crossbows take a full round to reload, and thus can only fire every other round. See the combat sequence notes for more info.

Adventuring

Time and Movement:

Game time is generally tracked by 2 different increments, Turns and Rounds. A Turn represents 10 minutes, a Round 10 seconds. Turns are generally used when exploring, and rounds during combat. Movement rate given in these rules directly applies to movement during an encounter or combat, and is thus movement per round. Movement rates per turn, hour, or day are left to the GMs discretion. When using miniatures or some sort of map grid where each square/hex is ~5 feet, each point of movement translates into 1 square/hex.

Magical Items

As the PCs in SKLD are not spell casters, the use of magical items becomes of vital importance. These rules contain no information on spells or magical items, so the GM will have to reference a copy of existing “old school” rules, as mentioned in the introduction.

Class restricted items: The PCs in SKLD are able to freely use all magical items that are normally restricted to warrior and rogue type classes in other games, as well as those items that have no class restrictions, such as potions. This means that no checks are required to use these items. For items that are restricted to use by other classes (normally wizard and priestly classes) a magic item use check must be made.

The player must roll a 5 or better on a d6, modified by the following:

Magic Item Use Check

Modifiers

Per level of the spell effect*	-2
Per level of the PC	+1
Intelligence	-3 to +3
Character is an Elf	+2
Character is a Dwarf*	-2
No armor worn	0
Light Armor	-1
Medium Armor	-3
Heavy Armor	-5

Notes: The level of the spell effect is the level of the spell that is being cast. This does not take into account any sort of “caster level” A wand of magic missiles is thus a -2, as magic missile is a level 1 spell, no matter how many missiles are fired. For items with effects that do not have a direct correlation with a spell, the modifier is left up to the GM! Remember that Dwarves can ignore the -2 to their check if the item is Dwarven made.

Bad Mojo: If the result of a magic item use check is a 2 or less, and the player rolled a natural 1, then the spell has a negative effect! This exact result is up to the GM.

Quick Magic item rules: If you want to speed things up and avoid dice rolls you can use the following rules. Humans in no armor can use

Wizard items, and humans in up to light armor can use Priest items. Elves up to light armor can use Wizard items. Dwarves and Halflings can't use class restricted items (unless they are specifically made for Dwarves or Halflings!)

Combat

Initiative:

In larger battles, initiative can be done per side. Roll a d10 and the higher side goes first. However in most situations initiative is handled in an individual basis. Each character rolls 1d10 then adds base AC and their dexterity modifier. Groups of monsters equipped in the same manner can be grouped together in one initiative roll. Initiative may be rerolled every round, though some groups prefer to use the same initiative order for the entire combat to save time.

Combat sequence:

Combat is divided into several phases. All combatants participate in each phase in initiative order. Highest initiative goes first, PCs win ties. Characters may take 1 action per round. The actions in phase 3 phase 6 free “actions” which may be done in addition to their 1 action. For example, an unengaged archer may take their 1 action to fire in phase 1, then move in phase 3 and then reload in phase 6.

1. Unengaged combatants may take their action to fire missile weapons and use most magic items or other powers(Dragon Breath, turn undead). Any character that is hit during this phase may not act during it.

2. Unengaged combatants not hit in phase 1 may use scrolls or cast spells (NPCS).
3. Unengaged combatants may move 5'/1 square per point of movement.
4. All combatants that did not act in phase 1 or 2 may now shoot, melee attack, or use a magic if not hit, in that order.
5. All combatants that have not acted yet, or have only moved, may now move 5'/1 square per point of movement.
6. All combatants that did not move in phase 5 may now load a missile weapon*, or switch items in 1 hand (get a scroll or a potion out, draw a new weapon etc.)

***Notes:** When using a light crossbow, the character may only reload if they did not move at all this round. If the user of a heavy crossbow starts to reload in phase 6, they may do nothing else in the following round, unless they wish to abandon the attempt to reload the crossbow.

Attacks:

For each attack, roll 1d20. Add the target's AC, the attacker's level, weapon "to hit" modifiers, ability modifiers (str for melee, dex for missile) and any other situational modifiers. If the total is 20 or more, it's a hit. There is no damage roll. A successful hit roll does 1 hit (hit die) of damage, except in special circumstances that would include attacks from very large creates, magical weapons and certain spell effects.

Situational To Hit Modifiers

Higher ground	+1
Flanking Target	+1
Behind Target	+2
Target Stunned	+2
Target Knocked Down	+4
Target Knocked Out	+6
Size Difference*	-1 or +1
Target behind cover	-1 to 4
Attacker blind, or target invisible	-4
Short range	0
Medium range	-2
Long range	-5

*Small characters, such as halflings or gnomes, are +1 to hit large creatures (ie ogre or bigger). Consequently, these large creatures are -1 to hit smaller characters.

Targets that are Stunned may not add their dex bonus to their AC. Targets which are knocked down or knocked out do not add any dex modifier to their AC.

Damage:

As stated above, each successful hit does 1 hit of damage (this is equivalent of 1 hit die). Characters and monsters generally have 1 hit per level. When taking damage, there are no

negative effects until the target reaches 0 hits. As soon as a target reaches 0 hits, they must make an injury roll on 1d20. Every time a target takes a hit while at 0 wounds, they must make another injury roll. If an attack does multiple hits, roll multiple times.

Roll	Results
0 and under	Instant Death
1-6	3 injuries. Dying
7-12	2 injuries. Knocked Out
13-18	1 injury. Knocked Down
19+	Stunned
20*	Flesh Wound

The injury roll is adjusted by the following modifiers.

Injury Roll modifiers	
Constitution mod	-3 to +3
Light Armor	+1
Medium Armor	+2
Heavy Armor	+3
Previous Injuries	-1 or more*

Injuries: Injuries are cumulative and can be thought of as “negative hits”. For every point of injury that a character sustains, they are -1 to all actions, including rolls on the injury table and

their movement rate. These injuries are cumulative, and last until they are healed naturally or magically.

Flesh Wound: If a natural 20 is rolled on the injury table, and the modified score is 20 or better, no injury is sustained, and no negative effects are applied to the target.

Instant Death: If the modified roll is 0 or less, or if a natural 1 is rolled, and the modified score is 6 or less, the target is instantly dead.

Stunned: Stunned targets may take no further action during this round of combat.

Knocked down: The target is knocked to the ground and may take no further action during this round of combat. During the next round may get up in phase 5.

Knocked out: The target is considered unconscious. They will remain knocked out until they receive medical attention, at which point they are considered to be **knocked down**. (this can be in the form of a healing spell or First Aid.)

Dying: The target sustains 3 injuries and is **knocked out**. The target will die in a number of rounds equal to their Constitution score, unless they are healed magically. (if the GM allows First Aid or Healing skills, a successful First Aid or Healing check will stabilize the character.) Once the target is stabilized, they will still be considered **knocked out** until they are healed further.

Healing:

Healing spells need slight modifications to be used in SKLD. Cure light wounds will cure 1 hit or 1 injury. It can also be used to stabilize a dying character. In this way you can think of

1hit=1 injury=stabilization. Cure Serious will cure 2 hits and/or injuries/stabilize, and Cure Critical will cure 3. "Heal" will cure all hits and injuries, returning a character in any condition other than death to full health.

Characters will naturally heal 1 injury or hit per week of rest. If healing skills are used, a successful heal check can heal 1 injury or hit every 3 days.

Damage conversion:

When using previously published materials, you will need to convert damage for monsters and spells from hit points to hits. As a general rule, every 1d8 of damage is equal to 1 hit. For more complicated damage sources that use multiple dice and/or modifiers, you either figure out the average damage or just roll on the spot and then divide the result by 5 to determine the number of hits done

Saving Throws:

When a saving throw is called for, roll 1d20, then add the character's level +4. The saving throw is successful on a result of 20+. This can be further modified by appropriate ability, race, and situational modifiers.

Turn Undead:

As clerics are not player characters in SKLD, characters generally do not have the innate ability to turn undead, however holy symbols and relics can grant them this power. Consider relics as divine magic items that grant the wielder the ability to turn undead as a cleric of a certain level. A simple holy symbol that has been blessed may be considered a level 1 relic if wielded by a true believer of that religion.