

The 3D System



Character Build

- HUGE (STR + 2, AGL - 2)
- Large (STR + 1, AGL - 1)
- Normal (_____)
- Small (AGL + 1, STR - 1)
- Tiny (AGL + 2, STR - 2)

Character Arch-Type

- Mental (INT + 1, VIT - 1)
- Physical (VIT + 1, INT - 1)
- Balanced (_____)

(Roll 2d3 for the following stats) (All Stats have a denominator of 10)

(EXP: You get a 4 for Str, which makes it a 4/10)

Str (Strength) Your characters physical power. A character with a high score here is more likely to hit for more damage in combat.

Agl (Agility) This is your characters overall hand-eye coordination. A character with a high score in this is more likely to hit a target in combat, or to succeed at handstands.

Int (Intelligence) It is this score that helps to determine starting Skill Points, and even spells

Wis (Wisdom) This will effect your characters overall will power. For instance this will determine if a SLEEP spell effects him or not.

Vit (Vitality) Vitality scores your characters overall health. A character with a high score in this is less likely to be poisoned and is going to have more HP

Cha (Charisma) This is your characters overall social standings. How he performs in a conversation, or in negotiations.

Then move onto your derived stats

Stamina (STR x 2) (Used to modify melee attacks, and chances.)

Reflex (AGL x 2) (Used to modify range, and finesse attacks. Also used in performing other feats of agility)

Mental (INT x 2) (Used to modify knowledge checks or spells.)

Will (WIS x 2) (Used to modify a characters resistance to emotion inducing spells, and other will breaking feats)

Fortitude (VIT x 2) (Used to modify your characters stoutness, to modify your armor when taking damage)

Repator (CHA x 2) (Used to modify your characters performance in social situations. Bluffing, Singing, ect.)

Impotent Stats

HP (Class HD + VIT)

ARMOR (AC Bonus + AGL)

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(Optional Step)

(1d8) (1d8)

Disadvantages / Advantages

- Cramping Joints (STR - 1) - Toughness (STR + 1)

- Flat Footed (AGL - 1) - Spring Tendons (AGL + 1)

- Uneducated	(INT - 1)	- Educated	(INT + 1)
- Bad Health	(VIT - 1)	- Good Health	(VIT + 1)
- Illiterate	(MENT - 2)	- Endurance	(STAM + 2)
- Brittle Bones	(FORT - 2)	- Double Jointed	(REFL + 2)
- Short Winded	(STAM - 2)	- Great Mental Health	(MENT+2)
- Missing Toe	(REFL - 2)	- Stoutness	(FORT + 2)

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SKILLS (Skill Points = Mental Points + 2 + Misc. Bonuses)

Skills basically serve as a modifier for free actions.

Anyone can fire a bow, but someone who is skilled in

Archery will do much better than someone who is not.

(NOTE: At 1st level NO CHARACTER may have a skill higher than 3)

Alchemy (You skill with chemistry and making potions)

Archery (Your Skill with a bow and arrow)

Arts (How well you perform a special art form, or instrument)

Balance (The way your character keeps his or her balance)

Climb (Your characters overall ability to climb a surface)

Diplomacy (This is your characters political wits in extreme situations.)

Escape (You ability to escape handcuffs or what have you)

Forgery (Your ability to forge a signature or a document)

Gather Information (This scores your ability to gather information from various sources)

Handle Animal (With this skill you will be better settled to handle animal companions)

Heal (This determines how fast you regain HP after taking damage)

Hide (This measures your ability to hide in a safe place.)

Jump (This will help determine just how far you can jump)

- Knowledge/Magic (Your knowledge of runes, the Arcane, and the world of Magic)
- Knowledge/History (Your intellectual backing in history)
- Knowledge/Local (This measures your overall knowledge of your hometown area)
- Knowledge/Nobility (Here you display your knowledge of nobility, and royalty. Politics mainly)
- Knowledge/Religion (This relates to your knowledge of theocratic nature. Just how much do you know about the different churches?)
- Listen (Relates to just how keen your ears are)
- Move Silently (This will help you not make them annoying cracking sounds when you walk)
- Open Lock (The prime request for any rouge or thief. With a few points in this skill, opening them locks will be a lot easier)
- Pick Pocket (How light are your fingers:? well that don't matter because this skill will increase your chances of getting that fat cats wallet, and he will never know)
- Swim (This will help to determine just how you fair at the swim hole, and if you impress the women or embarrass yourself by drowning.)
- Tumble (Can you do a cartwheel anywhere, or do you need a soft GYM mat to keep you safe. With this skill you will not keep landing on your head)

Combat

Characters involved in combat roll 1d6 and tack on their AGL. They can also choose to modify it with as many REFLEX points as they see fit (but should keep a few for combat). After this the characters declare their actions in descending order starting with the highest number.

INIT = (1d6 + AGL + REFLEX POINT MODIFIER)

Weapon Statistics

HD (Hit Die)

AP (Armor Pierce Bonus)

Decisions to make in combat

- Attack
- Defend (Next turn if you take damage you reduce it by 1/2 your AC + (X) fortitude points.)
- Dodge (Your AC gets a Bonus equal to the number of Reflex points spent on it.)
- Focus Attack (You attack with a +2 damage bonus weapon for this round) (2 Stamina)
- Finess Attack (You attack with a +2 AP bonus weapon for this round) (2 Reflex)
- Charge Attack (Your gain +1/+1 if you can charge for 30 feet. If your weapon is a pole arm you get +3/+3) (4 Stamina)
- Finishing Attack (Weapon gets +5 AP bonus for this turn) (1/2 REFLEX)
- Magic Attack (You cast a spell that your character has or a magic item allows to be used)
- Meditate (You meditate for this turn to receive a +1/+1, and to get 2 derived points back.) (AC - 2)
- Use Item (You take time out to use a potion or to use a scroll)

When a decision is made and a target chosen (If a target needs to be), then you move onto rolling the dice. First you try to roll over the enemies ARMOR. You roll a d10 and add onto your roll any bonuses your weapons AP might have. If you roll over the armor then you roll your weapons HD and add on any HD bonuses your weapon might have. If a character reaches 0 HP or below he or she is unconscious. If they fall to -5 they are dead.

Also if a character has strength of 7 or more then you deal an additional dice of damage.

If you have an Agility Score of 7 or more you get a free action dodge

Spells

Varies dependant on system plug-in (For traditional spells see (3D FANTASY PLUG-IN)

Equipment

ARMOR

MATERIAL

ARMOR TYPE

- CLOTH	(+0)	1 GP	-HELM	(+1)	+3 GP
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- Leather	(+1)	5 GP	-BODY	(+2)	x2 GP
- Scale	(+2)	50 GP	-BOOT	(+1)	+5 GP
- Chain	(+3)	100 GP	-SHIELD	(+2)	x2 GP
- Plate	(+4)	500 GP	-Accessory	(+1)	+5 GP

WEAPONS

(The Dice referred to are d2's.)

Type

- Edged	(2 Dice)
- Bashing	(2 Dice)
- Missile	(1 Dice) + Range
- Polearm	(1 Dice) + Reach

Size

- Large	(+2 Dice)
- Normal	(+1 Dice)
- Small	(+0 Dice)

Level

**(+ X dice where X is equal to the weapons level)

(EXAMPLE: A simple short sword of level 1 would deal 3 dice of damage. Or 3d2.)