

# Rules

## Points in Abilities

In addition to the points allocated in the [Character Creation Sheet | World of Aedelore](#), you receive 10 extra points to distribute freely among your talents.

Note that no single talent may exceed a total value of 5 at the start of the game.

## Dice System Overview:

This game uses a simple D10 (10-sided dice) system, similar to the Storyteller System, allowing players and the Dungeon Master (DM) to be creative. Each point in an ability, skill, spell, or talent typically equals 1D10. The DM decides how many successes are needed and which abilities can be combined.

If you prefer a more complex system, you can switch to Dungeons & Dragons, The Chronicles of Darkness, or another rule set. This particular system was created specifically for the World of Aedelore.

### Core Abilities and Dice:

Your character's main abilities (like Strength, Dexterity, Wisdom, etc.) determine how many dice you roll:

- 1-2 points: 1 die
- 3-4 points: 2 dice
- 5-6 points: 3 dice
- 6-7 points: 4 dice
- 8-9 points: 5 dice
- 10+ points: 6 dice

You often add additional dice from relevant skills, talents, or spells.

**However, no action may exceed a total of 8 dice rolled** — regardless of how many bonuses you stack —

**unless the bonus comes from a special class ability** that specifically allows you to exceed the limit.

**Example:** If you have 5 points in Strength (3 dice) and 4 points in Athletics (2 dice), you roll a total of **5 dice**.

If bonuses would normally raise this to 9 dice, you still only roll **8** — unless part of that bonus comes from a special class ability that allows you to go beyond.

## Success Levels:

To determine if you succeed, roll the dice and check the results:

1-5: Failure

6-7: Barely a success (minimal effect)

8-9: Success (you achieve what you aimed for)

10: Critical success (you achieve more than expected, and roll the die again for a possible extra bonus)

Example: If you roll a 10, roll that die again for a chance to improve your result further.

## Combat:

Before starting a battle, each player rolls a D6 (6-sided die) to determine the order of turns, where 1 is the lowest and 6 is the highest. If there are more than 6 players, use a D10 instead to determine turn order.

### Step 1: Attack Check

To make an attack, roll a number of **D10s** based on:

- Your relevant **core ability** (usually Strength or Dexterity)
- Relevant **skill** (e.g., Melee, Ranged, Martial Arts, etc.)
- Any **attack bonus** from the weapon or traits  
(**Max 8 dice** unless otherwise specified by a class ability.)

## Success Thresholds:

- **0 successes** → Miss
- **1 success** → Glancing blow (50% damage)
- **2+ successes** → Full damage
- **Any 10s** → Critical success (roll again, may boost effects)

### Step 2: Roll for Damage

If you scored at least one success on your attack check, roll for damage:

1D10 + weapon damage bonus

- **Example - Sword attack:**
- Strength: 3 (3 dice), Melee skill: 2 (2 dice), Sword atk bonus: +1 (1 die)
- You roll 6D10 and get 2 successes → Full hit
- Then roll 1D10 for damage. You get 7
- Sword has +2 damage → Total: 9 damage

The **DM has the final say** on all outcomes.

## Abilities and Spells:

### Melee Classes:

Melee classes, such as Thief, Warrior, Hunter, or Outcast, have specific actions related to their roles.

For example, a thief may pickpocket, hide, or deceive, while a hunter excels at handling animals. Some special abilities may be needed in more extreme situations.

Example of Using an Ability (Thief's Vanish):

To use the Vanish ability, the player checks its description and sees it uses Stealth as the bonus. The player also notes that the ability grants 4D10, meaning they roll 4 extra dice for the action if they succeed in the check.

The player rolls 1D10 for each point in Stealth. They need at least 1 success to use the ability successfully. If they succeed, they gain an extra 4D10 for the action and then pay the abilities cost in "weakened".

### Magic Classes:

Magic classes, such as Conjurers and Druids, may always use spells that align with their nature. For instance, Druids can influence nature and animals, while Conjurers always may perform small magical tricks like moving objects or summoning minor items.

The DM will decide if a roll is needed or if the action succeeds automatically.

### Casting Spells:

When casting a spell, first identify the spell type and the primary ability it relies on. Then, roll 1D10 for each point you have in that ability. At least one success is required to cast the spell.

#### Example - Support Spell (*Druid's Rebirth*):

A druid attempting to cast *Rebirth* checks that the spell type is Nature and that it uses the **Nature** ability. They then roll one D10 per point in Nature. At least one success is needed for the spell to take effect.

#### Example - Offensive Spell (*Conjurer's Ray of Frost*):

When casting *Ray of Frost*, which is an Arcana-based offensive spell, the caster rolls 1D10 for each point in **Arcana**. One or more successes are required to successfully cast the spell.

### Damage Calculation:

Refer to the spell description for how to calculate damage. For example, *Ray of Frost* deals 1D6 damage. If the result is 4, and the spell multiplies damage by 3, the total damage is **3 × 4 = 12**.

### Critical Success:

If the casting roll includes a critical success, the spell's effects may be amplified—such as increased damage or enhanced secondary effects. The specifics are up to the **DM's discretion**.

The **DM makes the final decision** on any disadvantages, critical effects, and the consequences of failed spells.

**Changing Spells:** Magic users, like Conjurers and Druids, can learn more spells than they can use at once. When switching spells, they don't forget the old one—it just becomes inactive. Spells can only be changed in a safe, restful area like a city or village, not in the wilderness or small camps.

**Exhaustion and Bleeding:** Melee classes like Warriors and Thieves can push themselves hard in combat, which can lead to exhaustion, tracked as "weakened" points. Each player has 6 weakened points. Certain abilities or actions may cost a varying number of weakened points. When all weakened points are used, the character may faint or die, depending on the situation. The DM will ask the player to roll 1D10 + their Toughness.

### **Outcomes:**

1-2: Complete exhaustion, resulting in death

3-5: Full exhaustion, causing fainting

6-10: Full exhaustion, but the character can still move (though they cannot continue to fight)

Bleeding Example: If a character suffers a critical wound, they may start bleeding.

Roll 1D6 per turn to determine how much blood is lost:

1-2: Lose 3 points

3-4: Lose 2 points

5-6: Lose 1 point

Once all blood points are lost, roll 1D10 + Toughness to determine survival:

1-2: Full blood loss, leading to death

3-4: Barely alive

5-6: Fainted, unable to move or fight

### **Weapons and Armor:**

#### **Different weapons rely on different core abilities:**

Melee Weapons (like swords): Strength

Axes/Clubs: Strength

Daggers: Dexterity

Thrown Weapons: Dexterity

Bows: Dexterity

The DM may decide if other abilities or skills are needed for a successful attack.

Example of a Jumping Attack: If a player wants to jump and shoot an arrow at an enemy, they would:

1. Roll for Acrobatics or Athletics to successfully jump.
2. Roll for weapon damage with the bow. More successes lead to a stronger attack and more damage.

### **Armor Mechanics: When hit, or about to be hit, you can choose how to respond:**

Dodging: Roll 1D10 + Dexterity + skill to avoid the hit.

Parrying: Roll 1D10 + Strength + weapon attack bonus to block.

Blocking: Roll 1D10 + Strength + shield or armor to reduce damage.

Taking the hit: Roll 1D10 + Strength + armor to reduce the damage received.

### **Assisting Another Player**

A character may choose to **forfeit their action** on their turn in order to assist another player. When doing so, the assisted player gains **+1 additional D10** to their next roll related to the task being helped with.

Assistance must be **narratively justified** (e.g. providing cover, aiding with a ritual, distracting an enemy, focusing on the same task).

A player may only assist **one other player per round**.

The assisting character may not take any other actions that turn.

The **DM has the final say** on whether assistance is possible and appropriate in the given situation.

### **Food, Water, and Arrows:**

Your "Class, Race Bonus Sheet" shows how much food, water, and arrows you start with. These resources are tracked using dice.

Example of Food Supply: If you start with 1D10 food, roll 1D10 at the start of each day:

Roll 6-10: Keep your food at 1D10.

Roll 1-5: Reduce your food to 1D6.

If you roll a 3 or lower on the D6, you run out of food and have 1 day before suffering damage due to hunger. You can restock food in towns or by hunting in the wild. The same rules apply to water.

**Arrows:** After each battle, roll to see how many arrows you lost or gained.

**Worthiness and Reputation:** Your reputation is crucial when dealing with kings, leaders, and authorities. It also influences how people treat you in towns and cities. A bad reputation might lead to guards or townspeople attacking or expelling you.

**Reputation Mechanics:** Good deeds, like helping others or performing heroic acts, earn you points. Bad deeds, like unnecessary killing or theft (especially when witnessed), make you lose

points.

**Potions:** You start with three types of potions: Adrenaline Antidote Poison The number of potions you can carry depends on your character sheet. If you run out, you can buy more in towns or attempt to steal them.

Any additional potions can be stored in the "Miscellaneous" section of your inventory. Note that you cannot use poison to create poisonous arrows.

**Miscellaneous:** This system is designed to create smooth and flexible gameplay. It's not meant to be easy just because, but it gives the DM the freedom to create fun and challenging adventures.

Example: If enemies are heavily armored, the DM will account for this in combat. High Strength alone doesn't guarantee success in defeating every foe.

If your character follows a religion, you may experience certain advantages or disadvantages. For more details, check the "[Religions and Creeds](#)" page.

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