

M20 Core Rules Revised

Level

Characters begin at Level 1.

Stats

There are three stats: Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (Stat-10)/2, round down.

Skills

There are four skills: Physical (Phys), Subterfuge (Sub), Knowledge (Know) and Communication (Comm).

Skill rank = Level + any bonus due to class or race.

Skill roll = 1d20 + skill rank + whatever stat bonus is most applicable + situation modifiers

To successfully use a skill, the skill roll must be equal or higher than the given Difficulty Class (DC) or higher than the opponent's skill roll.

For example, Climbing would use Phys+STR bonus. Dodging a falling rock is Phys+DEX bonus. Finding a trap is Sub+MIND bonus. Disabling a trap is Sub+DEX bonus.

Note that there are no "saving throws" in this game; use Phys+STR for Fortitude saves, Phys+DEX bonus for Reflex saves, Level+MIND bonus (with no bonus due to race or class) for Will saves and magic.

Races

Humans get +1 to all skill rolls

Elves get +2 MIND

Dwarves get +2 STR

Hallflings get +2 DEX

Classes

Fighters can wear any kind of armor and shields. They have a +3 bonus to Physical and add +1 to all attack and damage rolls. Every five levels starting at five (5, 10, 15, etc.) add another +1 to attack and damage rolls.

Rogues can wear light armor and no shields. They have a +3 bonus to Subterfuge. If they successfully sneak up on a foe (usually both rogue and victim use Sub + DEX), they can add their Subterfuge skill rank to the damage of their first attack that round.

Magi wear neither armor nor shields. They have a +3 bonus to Knowledge and can cast arcane spells.

Clerics can wear medium armor and shields. They have a +3 bonus to Communication and can cast divine spells. A Cleric can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed. This can be used (2 + Level + MIND Bonus) times per day.

Combat

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll 1d20 + DEX bonus for initiative order at the beginning of combat. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level + class bonus if a fighter

Missile attack bonus = DEX bonus + Level + class bonus if a fighter

Magic attack bonus = MIND bonus + Level

Armour Class (AC) = 10 + DEX bonus + armor bonus. The DEX bonus is ignored when unaware of an attack.

Add attack bonus to d20 roll. If equal or higher than your opponent's AC, it's a hit. A natural 20 always hits and does maximum damage.

Fighters and Rogues can use DEX bonus instead of STR bonus if wielding

a light weapon. Fighters and Rogues can attack with two light weapons in a round if they take a -2 penalty on all attack rolls.

Multiple attacks with the first weapon can be made using cumulative -5 penalties as long as the total attack bonus remains positive. For example, if the total bonus is +12, three attacks can be made at +12, +7, and +2. If a second weapon is used, there are two attacks with the first weapon to be made at +10 and +5, and another attack with the second weapon at +10.

No more than four attacks may be made in a single round, regardless of bonus. If fighting with two weapons, this increases the limit to five attacks, at least one of which must be with the second weapon. For example, if a rogue has a total bonus of +20, he could attack with paired shortswords at +18/+18/+13/+8/+3 or a single shortsword at +20/+15/+10/+5.

Add STR bonus to Melee damage, x2 for 2-handed weapons. Add class bonus if a fighter.

Magic

Magi can cast any arcane spell, and Clerics any divine spell. See the d20 SRD spell list for lists of spells.

Every spell has a Spell Level. The max Spell Level for a spellcaster is Level/2, rounded up. Casting a spell of any kind costs 1 + 2 x Level in Hit Points (HP). This loss can only be healed by 8 hours rest.

There is no need to memorize spells in advance. Spellcasters can pick a 'signature' spell on every Spell Level starting at 1st level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Spell Level	0	1	2	3	4	5	6	7	8	9
HP Cost	1	3	5	7	9	11	13	15	17	19
HP Cost if favorite		2	4	6	8	10	12	14	16	18
Min. Caster Level		1	3	5	7	9	11	13	15	17

Unopposed spells always succeed. To hit evading enemies, add the magic attack bonus to a d20 roll. If equal or higher than your opponent's AC, it's a hit. To enchanting unwilling opponents, 1d20 + magic attack bonus must be higher than 1d20 + level + MIND bonus of the opponent.

Other Hazards

Falling : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet.

Spikes : add +1 point to falling damage per 10' fallen, max +10.

Poison : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Extreme Heat & Cold : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Level Advancement

Encounter Level (EL) = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

When the total number of ELs reaches 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds 1d6 to Hit Points. Attack bonus, damage bonus, skills, and maximum spell level improve as mentioned above.

Every three levels starting at three (3, 6, 9, etc.) add 1 point to STR, DEX, or MIND.

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