

RULES OF THE WENDIGO

Inspired by Nicolas Dessaux's Searchers of the Unknown

CONCEPT

Old-school monsters have very concise stat blocks, Player Character's (PC's) should be defined similarly:

Humphrey the Bald (Fun-Loving Fishmonger)

AC 12, MV 9, HD 1, HP 6, #AT 1, halberd, helmet, rations

CHARACTER CREATION

Name Your Character

The name you choose should be descriptive, you can also use a few extra words to describe the PC further. Imagine what your character was before becoming an adventurer.

Roll Starting Equipment

Roll 3 times on the table below. If you receive no weapon, keep rolling until you get one. Re-roll duplicate results if desired, you can also re-roll if you get too many weapons. Every character starts with warm winter clothing, a bedroll and a backpack that can fit up to 10 items. (Within reason of course.)

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|------------------------------|-------------------------|
| 1. Iron Spikes (12 pcs) | 16. Mace |
| 2. Rope (50') | 17. Morning Star |
| 3. Torches (6 pcs) | 18. Wine Skin |
| 4. Battle Axe | 19. Bear Trap |
| 5. Bow (w/20 arrows) | 20. Plate Armor |
| 6. Dagger | 21. Glaive |
| 7. Flail | 22. Shield |
| 8. Chainmail Armor | 23. Silver Symbol |
| 9. Halberd | 24. Small Mirror |
| 10. Wood Axe (mainly a tool) | 25. Silver Tipped Arrow |
| 11. Crossbow (w/30 quarrels) | 26. Spear |
| 12. Helmet | 26. Sword |
| 13. War Hammer | 27. Two-Handed Sword |
| 14. Rations (2 days) | 28. Snow Shoes |
| 15. Leather Armor | 30. Lantern (full) |

Armor

Actually you don't get to choose, just hope for a good result on the Starting Equipment table above. Armor affects Armor Class (AC) and Movement (MV).

Armor	AC	MV
None	10	15
Leather	12	12
Chainmail	14	9
Plate	16	6
Shield	+1	
Helmet	+1	

Roll Hit Points

1d6 Hit Points (HP) per Level (HD). All first level PC's start with 6 HP, no need to roll.

Number of Attacks (#AT)

Is 1 at first level, but increases to 2 at level 5 and 3 at level 9 and so on.

COMBAT

Initiative

Each side rolls a die, highest goes first. Armed missile weapons go before mêlée weapons in any case.

Attack

Roll d20+HD. If the total is equal or higher than the opponents AC, you score a hit.

Damage

All weapons do 1d6 damage. (Two-Handed Sword 1d6+1, but you cannot use a shield.) Reduce the result from the opponents Hit Points. At 0 HP you are knocked out, at negative HP you are dead. (Unless quickly cared for and brought back to at least 0 HP.) A shield may be sacrificed to stave off all damage from a single attack.

Morale

If outnumbered or after the first death, or when reduced to half their numbers, most monsters and NPC's check their Morale. The Referee rolls 1d10. If the result is over the subjects HD, it will withdraw from the battle or surrender (if appropriate).

Rest and Bandages

Some bandages, a splint, or even a swig of wine will restore 1d4 worth of HP instantly. After an appropriate amount of rest and care, all lost Hit Points are restored.

ADVENTURE

Stealth, Stunts and Actions

Sneak, hide, climb, swim. Roll 1d20+HD. If the total is equal or higher than the character's AC, the attempt succeeds.

Saving Throws

To avoid traps, magical charms and other dangers, roll 1d20+HD. If the result is equal or higher than 16, the Saving Throw is a success.

Dangers

If something could kill a man, like a fall, a fire, or a trap, it does 1d6 damage. If it could kill a horse, 2d6. If it could kill an Ogre, 4d6. Never more.

EXPERIENCE

PC's start at level 1 (Hit Dice, HD). Each time they survive to brag about a dangerous adventure or feat, they rise in level. There are no limits to how high a character may rise, but each new adventure or feat must be more difficult and dangerous than the last.

Gaining a level means better rolls for Combat, Saving Throws and Actions, and also additional Hit Points.