

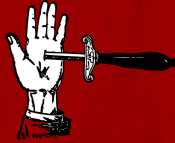
## SCOUNDREL

You're a lurker and slinker, dabbling in the arts of thievery and espionage. You can't be trusted.

- +6HP bonus
- When attempting a skill roll for stealth, moving quietly, picking locks & pockets and finding traps, add 1d6 to the roll
- You cannot use heavy weapons or heavy armour

Roll 1d6 for your background:

1. Orphaned street rat
2. Ex-assassin of the Black Rose
3. Mushroom smuggler
4. Crime family runt
5. Misunderstood vigilante
6. Obsessive jewel thief



Starting Gear: 2 light weapons, light armour, 3 torches, tent, bedroll, lockpicks, 3 days rations

## SORCERER

You can control the wyrd of the world, turning its ethereal golden threads into magical spells. You're not a fighter, but you're powerful.

- +4HP bonus
- You can cast SPELLS
- You can only use light weapons and light armour

Roll 1d6 for your background:

1. Descendent of the High Mage of Greenfire
2. Self-taught miscreant
3. Suspicious royal advisor
4. Eccentric experimentalist
5. Evangelical priest
6. Barely sane wizard

Starting Gear: 1 light weapon, magnifying glass, tent, ink and quill, light armour, 3 days rations

## CREATE YOUR DELVER

Your delver has six ability scores:

- Strength: a measure of physical might
- Dexterity: a measure of physical skill
- Mind: a measure of mental prowess
- Spirit: a measure of mental resilience and willpower
- Charm: a measure of looks and affability
- Luck: a measure of fortune

Roll 3d6 and total up for each ability score. Figure out your HIT POINTS by adding your Strength to your class HP bonus. Figure out your COMBAT POINTS by totalling up every point over 10 you have in Strength, Dexterity, and Luck.

Gold coins: Begin with 3d6x10 gold coins

## CLASS SELECTION

### CHAMPION

You're a battle-hardened slayer. You're The first into the fray and the last to leave.

- +8HP bonus
- Add 1d6 to your Combat Rolls
- You can use all weapons and armour



Roll 1d6 for your background:

1. Disgraced city guard
2. Gladiator on the run
3. Crusading holy knight
4. Seafaring mutineer
5. Betrayed desert dervish
6. Dishonoured Samurai

Starting Gear: A medium and light weapon, medium armour, 3 torches, tent, bedroll, chalk, 3 days rations

SCOTT MALTHOUSE

# DELVERS OF THE UNDERCHASM

Old school tabletop roleplaying



For example, a Rot Goblin could have FR18, meaning it has 18HP and rolls 2d6+9 in combat. You can give foes armour, spells and special abilities if you wish.

### WEAPONS

Weapons offer a bonus to a character's Combat Total.

Light: +3, 10 gold (*i.e. staff, dagger, knuckle duster, sling*)

Medium: +5, 60 gold (*i.e. shortsword, shortbow, katana, axe*)

Heavy: +7, 150 gold (*i.e. claymore, longbow, battleaxe, warhammer*)

PCs with Strength 13 or above can dual-wield light weapons, adding their bonuses together.

### ARMOUR

Armour reduces HP damage received.

Light: 2, 15 gold (*i.e. cloth shirt*)

Medium: 3, 80 gold (*i.e. chain shirt*)

Heavy: 5, 300 gold (*i.e. plate mail*)

Shield: +1, 40 gold (can have a shield in addition to armour when using a one-handed weapon)

### SPELLS

You may use one of the below spells per day:

Fire: Do damage equal to your Mind score to an opponent

Teleport: Appear up to 200ft away from where you were.

Fly: Gain flight for 10 minutes

Water: You create two gallons of drinking water

Heal: You heal yourself and your allies equal to your Mind score, split across everyone who is being healed

Enchant: Give one weapon a +10 bonus for 1d6 rounds

Boost: Give one target a +10 to any Skill Roll.

Sleep: You put one enemy to sleep for 1d3 rounds. They awaken if harmed

Freeze: A target cannot move for 1d6 rounds

Feast: Conjure a meal big enough for four people

## RULES OF PLAY

Whenever you need to accomplish something that could fail, make a Skill Roll. Roll 2d6 plus the relevant ability score, adding any special class or kin traits. The total must meet or exceed the difficulty set to succeed. These are: Easy 15, Fine 18, Tough 21, Severe 24, and Extreme 27. If you roll a double, add them up and roll again, totalling everything.

### COMBAT

Combat is played in rounds. This simulates a few minutes of battle, where combatants are moving around the battlefield causing damage and dodging blows. All combatants on each side roll 2d6+weapon bonus+Combat Points. Each side adds all of their totals together to get the Combat Total. Compare the Combat Total from each side, the highest succeeds. The loser takes the difference in damage to HP, splitting the points equally across all involved. Once all damage has been taken, the new round starts.

### COMBAT STUNTS

At the beginning of a round, each character can attempt a Combat Stunt to gain some kind of advantage. Stunts come in the form of Skills Rolls. The GM determines the effect if they succeed depending on the stunt. Throwing sand in an enemy's face could halve their Combat Total, for instance. Unsuccessful stunts should have consequences.

### SPELLS IN COMBAT

If a character is casting a spell, they cannot contribute to the overall Combat Total. Spells always resolve before the rest of combat.

### FOES

Enemies have a Foe Rating (FR). This is a number that represents how adept they are in combat. The FR acts as their HP. Divide it by 2 to get their Combat Points. In combat they roll 2d6 + Combat Points.

### KIN SELECTION

Now choose your kin. Kins offer bonuses to ability scores and a special kin trait.

- Human: No bonuses [Adaptive: may re-roll any failed SKILL ROLLS and take the highest]
- Ratling: +2 DEX, +1 MIND [Venom: +2 Combat Points when using daggers]
- Grey Dwarf: +2 STR, +1 SPI [Hardy: +5 HP]
- Red Dwarf: +2 STR, +1 LUK [Flame: Can cast Fire spell]
- Summer Elf: +2 MIND, +1 CHAR [Awake: Immune to sleep effects. Does not sleep]
- Winter Elf: +2 SPIR, +1 DEX [Shiver: Immune to cold effects]
- Goblin: +2 DEX, +1 LUK [Silent: Gain +2 to stealth Skill Rolls]
- Brownie: +2 CHAR, +1 SPIR [Invisible: Once per combat can turn invisible for one round]
- Halfling: +2 LUK, +1 DEX [Pipeweed: Once a day, can smoke a pipe for a +2 bonus to Skill Rolls for an hour]
- Half Angel: +2 SPIR, +1 CHAR [Stunning: Once per combat you can halve an enemy Combat Total]
- Gnome: +2 MIND, +1 DEX [Magical: You may choose any one spell to know]

