THE CRYING BLADES HOUSERULES

www.daimongames.com

Character & Player names:

Traits:

Class:

Alignment:

current XP to next LEVEL

ATTRIBUTES

GIFT, SCORES & MODIFIERS

SAVING THROWS

5+mod +Level

Mark the +2 class bonus ○

CHArisma

Hirelings: 3 ± mod
Discount: if mod>0, mod x10% off
Reaction roll: ± mod

vs charm/ possession

CONstitution

Hit Points: if mod>0, HD+mod
Save vs Death: 5+level+mod

vs poison/ harm/ death

DEXterity

Initiative: d6±mod
Armor Class: if mod>0, +1
Ranged: if mod>0, +1 to hit & damage

vs traps, dodge/ avoid

INTelligence

Languages: if mod>0, read&write, add mod known languages
Daily Spells: mod+level

vs spells/ curses/ magic

STRength

Melee: if mod>0, +mod to hit & damage
Load: carry items = STR score

vs paralysis/ fire/stone

WISdom

Notice: if mod>0, +1 notice
Daily Blessings: mod+level

vs undead/ deception

ADVENTURING SKILLS

Climb ○○○○○○

Mapping ○○○○○○

Finesse ○○○○○○

Notice ○○○○○○

Foraging ○○○○○○

Stealth ○○○○○○

Hunting ○○○○○○

Swim ○○○○○○

Traps ○○○○○○

GEAR

Normal items
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keep lines=STR

ENCUMBRANCE

-1 Initiative & combat
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ENCUMBRANCE

-2 Initiative & combat
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ENCUMBRANCE

-3 Initiative & combat -3 Saves, -3 attr. checks
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GEAR

Small items
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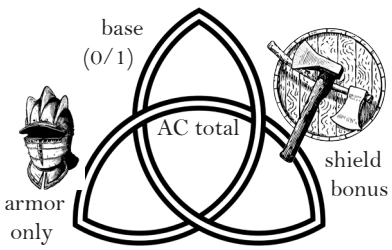
keep lines=STR

ARMOR CLASS



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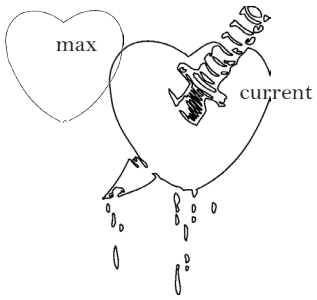

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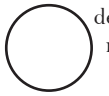

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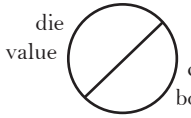

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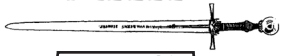
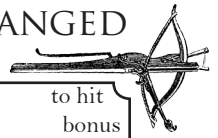


to hit bonus

damage bonus

RANGED



to hit bonus

damage bonus

Weapon/Armor	Dmg/AC	Range	Enc

The Fighter

☒ Hit Points Die: d8.

☒ Attack bonus: add Level/3 (rounded down) to melee attack rolls + the normal To-Hit modifier.

☒ Damage: add the STR mod. for damage if positive.

☒ Armor/Shield permitted: any (no penalty for heavy armor).

☒ Weapons permitted: any (no penalty with 2-handed weapons).

☒ Magic items: can carry a number of magic, enchanted, blessed, charmed items equal to Level, and never more than nine.

☒ Magic: cannot cast any type of spell (unless multiclassing).

☒ Robust: Saving Throws with STR and CON are rolled with an additional bonus of +2.

☒ Skills: select one between Explorer, Guide, or Hunter.

Talents

☐ Bastion: calculate the Basic Armor Class (before armor) adding +1 if the STR mod. or the CON mod. is positive. Do not apply the DEX modifier.

☐ Blood drive: after killing an enemy or reducing them to 0 HP, the fighter regains a number of HP equal to their own (fighter's) Level divided by 2 (rounded down); this can happen only once per combat.

☐ Push: after a successful attack landed by the fighter, the enemy is pushed back and the fighter can step in into their place instead.

☐ Steel trained: wearing any metal (chainmail or plate) and carrying any metal shield, counts only as 1 Encumbrance (4 weight) in total, not more.

☐ Defend: giving up other actions like moving or attacking, a fighter can defend another character for a round. All the attacks against that character will use the fighter AC, and even if they hit, they have a 50% of chances to hit the fighter instead of the other character (roll: even for fighter, odd for the other).

☐ Merciless: all damage rolls done by the fighter are increased by the fighter Level/2 (rounded down) plus strength bonus, if any. Double it for 2-handed weapons.

☐ Hard trained: no penalty (as all fighters) but bonus +2 To-Hit for using 2-handed or pole weapons and one of these can be carried for no encumbrance (list in weight 0 items).

☐ Attacking stance: fighters can assume an attacking stance that offers them multiple attacks; one more per Level divided by 3 (rounded down). Each bonus attack comes at the price of a cumulative -1 AC.

☐ Multiple Attacks: the fighter can make one attack per level each round, against enemies with 1 HD or less. The fighter can attack multiple 1 HD enemies and with a last attack, a stronger one.

Level 6+ Talents

☐ Critic: the fighter scores a critic (hit automatically and for double damage) on a roll of 19 and 20, not just 20.

☐ Block and parry: by forsaking their attack, a fighter can increase their AC +2, and gain +2 to hit and +2 to damage in the next round. They can forsake a second attack round for a cumulative +4 to hit and +4 to damage in the third round. If the fighter is hit, though, the bonus is lost.

☐ Double attack: throw a weapon on the off-hand (like a dagger) and attack with another (like a sword), or attack and then throw the same weapon, in one round.

☐ Momentum: after killing an enemy or reducing them to 0 HP, the fighter can once attack a nearby enemy with a new attack roll, in the same round.

☐ Parry and disarm: after a successful attack, the fighter can forsake their damage roll and disarm the opponent if they pass a Strength attribute check. The opponent must have HD equal or lower than the character level.

☐ Slayer: when fighting a large monster, fighters can grapple, or even climb on the enemy, with a successful DEX roll. If they succeed, and for as long as they manage to hold on (the GM might rule that re-rolls are required), they attack with a bonus of +2 and inflict +2 damage.

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Notice: if mod>0, +1 notice
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vs undead/ deception

ADVENTURING SKILLS

Climb ○○○○○○

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Traps ○○○○○○

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ENCUMBRANCE

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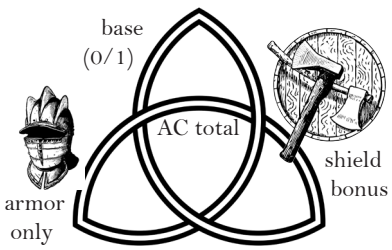
ARMOR CLASS



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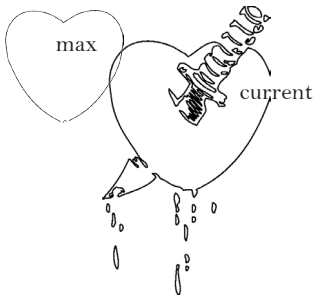
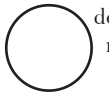


INITIATIVE



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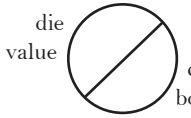

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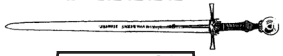
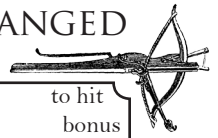


to hit bonus

damage bonus

RANGED



to hit bonus

damage bonus

Weapon/Armor	Dmg/AC	Range	Enc

The Cleric

☒ Hit Points Die: d6.

☒ Attack bonus: normal To-Hit modifier for melee.

☐ Damage: add the STR mod. for damage if positive (in some games only the fighter has access to this).

☒ Armor/Shield Permitted: any, but with penalty for heavy armor.

☒ Weapons Permitted: any, but with penalty for 2-handed weapons.

☒ Magic: can cast miracles and blessings from the cleric's spell list. Cannot produce scrolls or charge staffs or wands; needs a sorcerer to make potions.

☒ Multiclass: cannot multiclass as a sorcerer.

☒ Divine protection: Saving Throws with CON and WIS are rolled with an additional bonus of +2.

☒ Skills: select one between Explorer, Guide, or Hunter.

Talents

☐ Comfort: when taking a short rest, through prayer you regain +1 HP. Every character that prays with you gains the same benefit, regardless of their real faith.

☐ Divine intercession: Saving Throws with DEX and CHA are rolled with an additional bonus of +2.

☐ Divine tool: select randomly one of your starting miracles; when casting it you don't need energy for it (you still need to roll, and it can be Unstable).

☐ Holy Symbol against undead: you can bless a single holy symbol that will then aid your allies. They can use it to turn undead as you would, but when they do, you must roll for the blessing (as if you were casting it) and it's drained from your energy (mark it as one of the spells of today). You can have only one symbol at the time, and you must know the Turn Undead blessing before you can prepare it. Blessing another symbol will break the previous unused symbol.

☐ Blessed wood: you can make a blessed staff (or a wand), as long as it has some holy symbol on it. It works like the sorcerer's staff or wand, but can have a max. of 3 spells ready in it, and cannot be charged with a single, flexible, ready-spell.

☐ Holy scrolls: you can write blessed scrolls with a clerical spell in it; everyone (with no restriction) can read them and use them if they read your language. The time and the costs (in holy offerings) is the same as the one of the sorcerer.

☐ Blessed by blood: your blood counts as a holy symbol; when you're hurt (or you hurt yourself) you can cast miracles even if they've taken away your holy symbol.

☐ Exorcist: your Turn Undead blessings always affect an additional number of undead HDs equal to your Level.

☐ The Unspeakable Truth: in the sorcerers' books you found proof that your divinity is not alone in this world. Your faith is lost or shaken, but you can now read sorcerers' scrolls to cast sorcerers' spells (that are then erased) but you must use Read magic first. You still cannot use sorcerer's spells from memory or other items.

Level 6+ Talents

☐ Steel trained: wearing any metal (chainmail or plate) and carrying any metal shield, counts only as 1 Encumbrance (4 weight) in total, not more, and remove penalties for heavy armor.

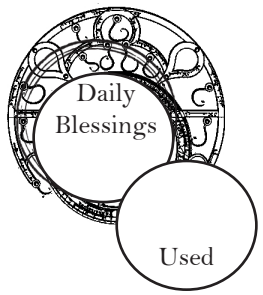
☐ Robust: Saving Throws with STR and CON are rolled with an additional bonus of +2 to determine the Save threshold (roll under 5 + Level + attribute modifier + 2).

☐ Shield master: by letting your shield to be destroyed by an attack, you can reduce to zero the damage you would suffer this round from a single opponent.

☐ War trained: using 2-handed or pole weapons incur in no penalty (no -2 to hit) and one of these can be carried with no encumbrance (list in weight 0 items), but get no bonus.

☐ Punisher: add your Level/3 to your To-Hit rolls, but only against non-human adversaries or cursed/possessed humans.

☐ Divine warrior: select one fighter's talent and use it as your own.



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ADVENTURING SKILLS

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Mapping ○○○○○○

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GEAR

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keep lines=STR

ENCUMBRANCE

-1 Initiative & combat
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ENCUMBRANCE

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-3 Initiative & combat -3 Saves, -3 attr. checks
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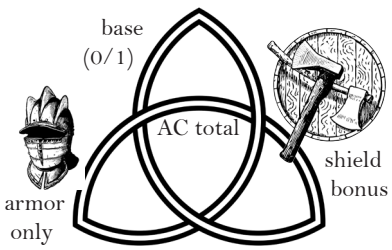
ARMOR CLASS



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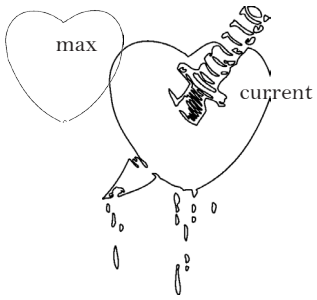
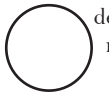


INITIATIVE



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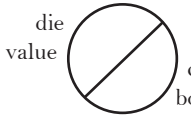

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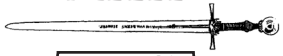
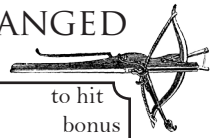


to hit bonus

damage bonus

RANGED



to hit bonus

damage bonus

Weapon/Armor	Dmg/AC	Range	Enc

The Sorcerer

☒ Hit Points Die: d4.

☒ Attack bonus: normal To-Hit modifier for melee.

☐ Damage: add the STR mod. for damage if positive (in some games only the fighter has access to this).

☒ Armor/Shield Permitted: any, but with penalty for heavy armor.

☒ Weapons Permitted: any, but with penalty for 2-handed weapons.

☒ Magic: can cast spells from the sorcerer's spell list, use scrolls, staffs & wands, create potions. Cannot cast spells if severely or heavily encumbered (2 or more above limit).

☒ Multiclass: cannot multiclass as a cleric.

☒ Moon-guard: Saving Throws with INT and WIS are rolled with an additional bonus of +2. The INT modifier applies for all saves against any form of sorcery. or curse or similar.

☒ Skills: select one between Explorer, Guide, or Hunter.

Talents

☐ Silent caster: the sorcerer is a master in non-verbal casting. They can cast spells without talking, just by doing the necessary (visible) movements.

☐ Immobile caster: the sorcerer can cast just with words, no need for gestures. This also removes the restriction on casting when encumbered.

☐ Natural energy: select randomly one of your starting spells; when casting it you don't need energy (you still need to roll and it can be Unstable).

☐ Staff master: you always know where your staff or wand is. With a round of concentration, you can hear, see, feel, smell, touch, as if you were there.

☐ Power source: the first spell you cast during the day, does not count towards your daily limit. The GM might allow this talent to be acquired multiple times to increase the sorcerer's spells daily limit.

☐ Fast learner: every time you pay for new spells, you pay 75 XP per PWL instead of the default 100.

☐ Hardwork: it takes less time for you to write scrolls and spellbooks, or make potions. Remove the +1d6 days from the necessary time; keep only spell PWL as the necessary time.

☐ Fast preparation: when you recover spells from the Unstable state, you can recover two instead of one.

☐ Magic forge: you can treat a weapon like a sword, or a spear, etc. as a wand or a staff, and charge it with spells. It's handy but as fragile as an original wand in case of trouble while charging it.

Level 6+ Talents

☐ Scholar: the sorcerer can select one clerical blessing of PWL 2, or two clerical blessings of PWL 1. These are transcribed to the spellbook as new spells, and are available as normal spells (they count for the daily limit, they are cast rolling with INT etc.).

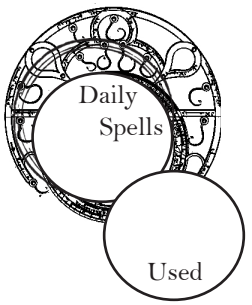
☐ Potion master: you can replicate a potion (even if it contains a spell you don't know or if it contains a clerical blessing). The process requires passing a ST with INT and the original potion is destroyed regardless of the result. In case of success, you can then write this potion as a spell in you spellbook, but you cannot cast it: you can only use it to load the spell into a new potion (with its regular cost).

☐ Magic touch: just by touching an object, including scrolls or spellbooks, if it's magical you immediately gain knowledge of its powers; it counts at all purposes as a Read magic spell, but requires no casting and no time.

☐ Tools master: when charging a staff or wand, a success allows you to store the same spell twice in the wood, if you choose to do so (for the price of one, but counting for the staff's maximum number of spells).

☐ Focused charge: if you charge only the same spell into a staff or wand, it can hold up to your LVLx2 instead of up to your LVL. You still must charge each spell individually, though.

☐ Wands/staffs arsenal: you can have two charged staffs or wands instead of the normal single one.



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vs charm/ possession

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Hit Points: if mod>0, HD+mod
Save vs Death: 5+level+mod

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DEXterity

Initiative: d6±mod
Armor Class: if mod>0, +1
Ranged: if mod>0, +1 to hit & damage

vs traps, dodge/ avoid

INTelligence

Languages: if mod>0, read&write, add mod known languages
Daily Spells: mod+level

vs spells/ curses/ magic

STRength

Melee: if mod>0, +mod to hit & damage
Load: carry items = STR score

vs paralysis/ fire/stone

WISdom

Notice: if mod>0, +1 notice
Daily Blessings: mod+level

vs undead/ deception

ADVENTURING SKILLS

Climb ○○○○○○

Mapping ○○○○○○

Finesse ○○○○○○

Notice ○○○○○○

Foraging ○○○○○○

Stealth ○○○○○○

Hunting ○○○○○○

Swim ○○○○○○

Traps ○○○○○○

GEAR

Normal items
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keep lines=STR

ENCUMBRANCE

-1 Initiative & combat
1
2
3
4

ENCUMBRANCE

-2 Initiative & combat
1
2
3
4

ENCUMBRANCE

-3 Initiative & combat -3 Saves, -3 attr. checks
1
2
3
4

GEAR

Small items
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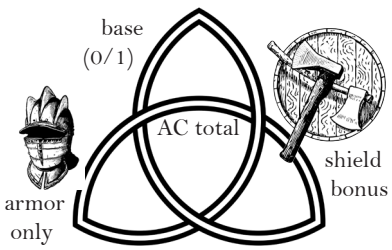
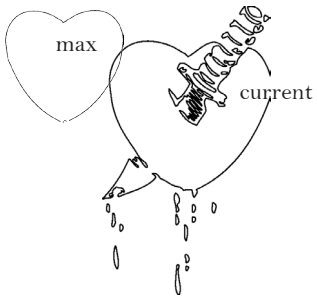
keep lines=STR

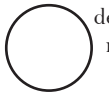
ARMOR CLASS



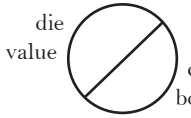
HIT POINTS



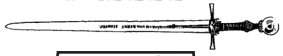
INITIATIVE



HIT DICE



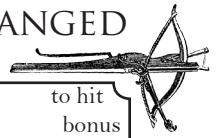
MELEE



to hit bonus

damage bonus

RANGED



to hit bonus

damage bonus

Weapon/Armor	Dmg/AC	Range	Enc

The Rogue

☒ Hit Points Die: d6.

☒ Attack bonus: normal To-Hit modifier for melee.

☐ Damage: add the STR mod. for damage if positive (in some games only the fighter has access to this).

☒ Armor/Shield Permitted: any, but with penalty for heavy armor.

☒ Weapons Permitted: any, but with penalty for 2-handed weapons.

☒ Movement bonus: bonus for various actions can be obtained with talents that are tied to Skills. If the bonus is related to movement, it does not apply if the rogue is heavily or severely encumbered.

☒ Magic: cannot cast any type of spell (unless multiclassing).

☒ Lucky bastard: Saving Throws with DEX and CHA are rolled with an additional bonus of +2.

☒ Skills: select one between Explorer, Guide, or Hunter. Then select another one between Thief, Tinkerer or Assassin

Talents

☐ Nasty: all damage rolls made by the rogue are increased by one.

☐ Double attack: throw a weapon on the off-hand (like a dagger) and attack with another (like a sword), or attack and then throw the same weapon, in one round.

☐ Second blade: a second small blade can be used in the off-hand; it grants +1 AC and +1 damage in combat.

☐ Explorer: gain 1 dot in one Explorer skill and 1 dot in a different skill of your choosing.

☐ Guide: 1 dot in one Guide skill and 1 in a skill of your choosing.

☐ Hunter: 1 dot in one Hunter skill and 1 in a skill of your choosing.

☐ Thief: 1 dot in one Thief skill and 1 in a skill of your choosing.

☐ Tinkerer: 1 dot in one Tinkerer skill and 1 in a skill of your choosing.

☐ Assassin: 1 dot in one Assassin skill and 1 in a skill of your choosing.

- **Explorer**: notice, mapping, climb
- **Guide**: notice, swim, foraging
- **Hunter**: notice, hunting, stealth
- **Thief**: notice, stealth, finesse
- **Tinkerer**: notice, traps, finesse
- **Assassin**: stealth, climb, finesse

Level 6+ Talents

☐ Good aim: increase the range of any ranged weapon you use by 1, or by 2 if the original range was 4 or more.

☐ Backstab: when hitting from behind (usually +4 To-Hit and +2 damage) the rogue will also inflict additional damage equal to their Level/2 (rounded down). The +4 To-Hit remains the same.

☐ Always lucky: once per session, if you fail a Saving Throw, you can try a re-roll, but the second result stands.

☐ Invisible: enemies will consider you the less dangerous and attack you last or with their weakest members; if the target is random, all others count double than you.

☐ Evasion: you never remain long in chains; every evasion from chains, manacles, prisons, etc. gains a +2 bonus per day/hour (at GM discretion) for a maximum of +6.

☐ Parry and disarm: after a successful attack, the rogue can forsake their damage roll and disarm the opponent if they pass a Dexterity attribute check. The opponent must have HD equal or lower than the character level.

☐ A little magic: you can read magic (as the spell) naturally. This even makes your character able to cast from scrolls or books. Requires one turn to concentrate and one for casting.

☐ Perfect aim: all damage you inflict with ranged weapons is increased by your LVL/3 (rounded down). This sums to other bonuses, if any.

☐ A magic touch: you can select one spell of PWL 1 or 2 from the sorcerer's list; you can cast it once per day (no PowerMatrix) but you need to roll with INT for possible failure.

☐ Poison master: you can extract poisons from the remains of uncommon monsters. The GM will provide you with the details and dosage (and perhaps require that you work on it on a rest period to obtain the poison). The effects may vary from additional damage to paralysis or other more peculiar effects, as described by the GM. It is up to you to keep track of which poison you can extract from which monster, and what is the effect.

THE CRYING BLADES HOUSERULES

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Character & Player names:

Traits:

Class:

Alignment:

current XP to next LEVEL

ATTRIBUTES

GIFT, SCORES & MODIFIERS

SAVING THROWS

5+mod +Level

Mark the +2 class bonus ○

CHArisma

Hirelings: 3 ± mod
Discount: if mod>0, mod x10% off
Reaction roll: ± mod

vs charm/ possession

CONstitution

Hit Points: if mod>0, HD+mod
Save vs Death: 5+level+mod

vs poison/ harm/ death

DEXterity

Initiative: d6±mod
Armor Class: if mod>0, +1
Ranged: if mod>0, +1 to hit & damage

vs traps, dodge/ avoid

INTelligence

Languages: if mod>0, read&write, add mod known languages
Daily Spells: mod+level

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Melee: if mod>0, +mod to hit & damage
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Mapping ○○○○○○

Finesse ○○○○○○

Notice ○○○○○○

Foraging ○○○○○○

Stealth ○○○○○○

Hunting ○○○○○○

Swim ○○○○○○

Traps ○○○○○○

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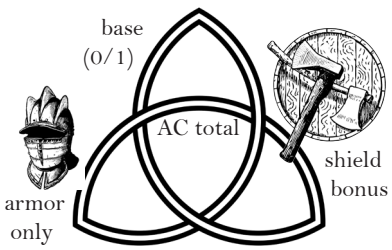

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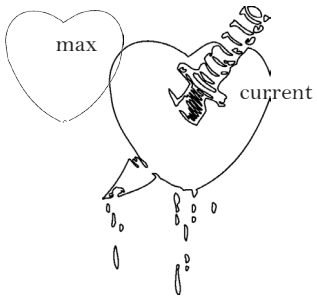

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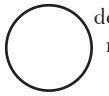

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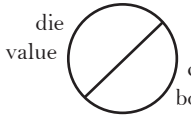

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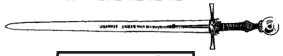
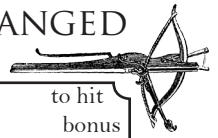


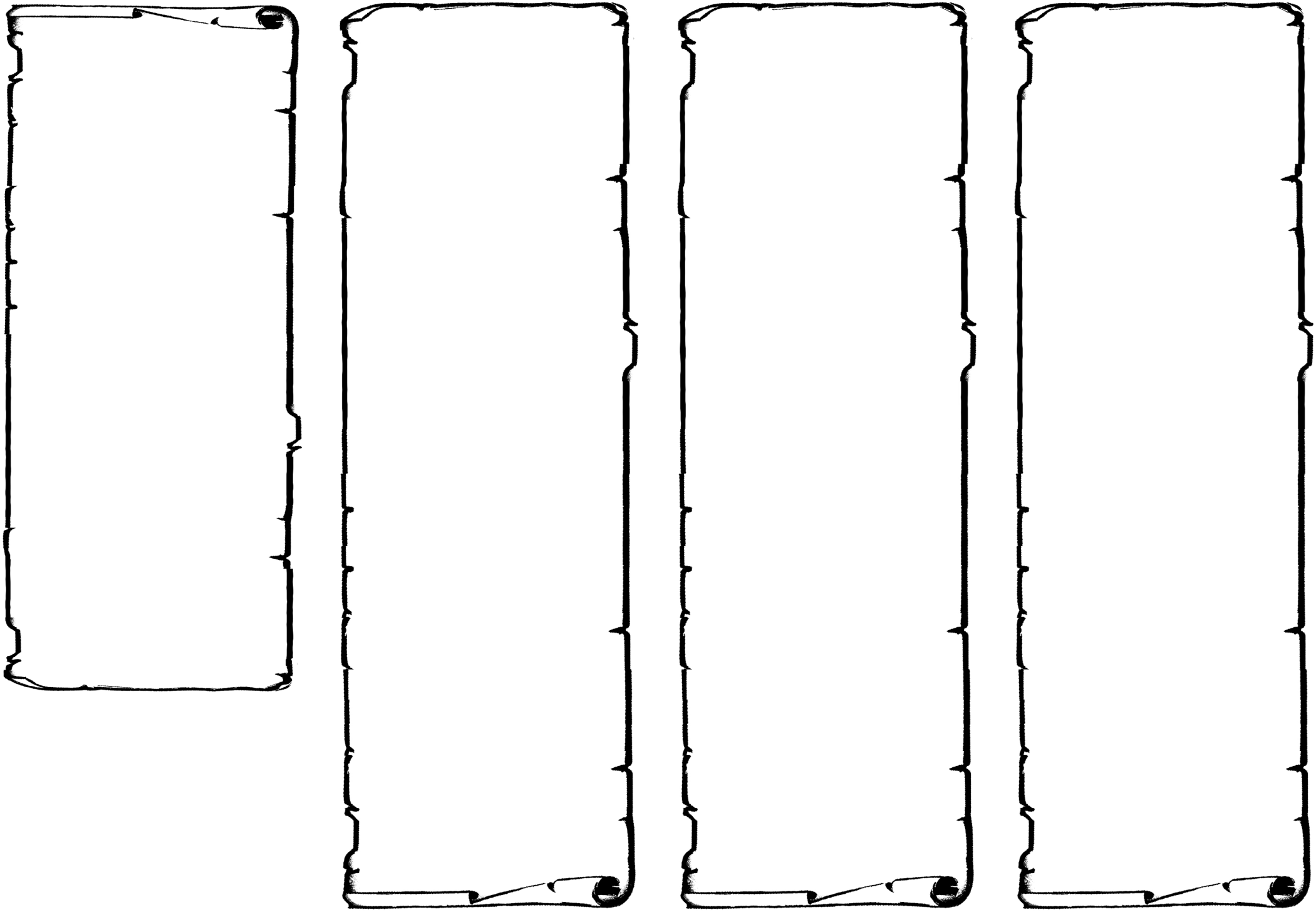
to hit bonus

damage bonus

RANGED



to hit bonus

damage bonus

Weapon/Armor	Dmg/AC	Range	Enc