

Realms of Renown

An UltraMicrolite20 game



Images by Larry Elmore @ <http://www.larryelmore.com>

“Realms of Renown is a fantasy game where you can be anyone, a heroic dwarven warrior, wandering nomad, mysterious enchantress or marauding ogre mage. The action is fast, there are no complicated rules, and being the GM (Game Master) doesn’t leave you at wit’s end. In Realms of Renown the rules flow together allowing players to concentrate on adventuring and the GM on weaving a tale around the characters.”

Table of Contents			
Section	Page	Section	Page
Creating Your Character	2	Magic	8
Stats	2	GM Info	10
Where are Character Classes?	4	Renown	10
Actions	5	Character Sheets	11
Combat	6	OGL	12

Creating your Character

What do you have in mind, perhaps the heroic warrior, a swashbuckling rogue or a mysterious crone? Form an image in your mind of what you would like your character to be like. Such as, will he or she be wearing heavy armor or something light to stay nimble? Will they want to be able to fight out in the open or something a bit subtler? Do you plan on having your character wield a certain weapon? Characters are made up of an assortment of three stats that are assigned a number to indicate strength or weakness in that area. Now that you have a mental picture of your character the first thing is to learn how stats affect your character.

Stats

Strength – STR

Dexterity – DEX

Mind – MIND.

These stats can have scores that range from -1 to 6 which determine how easy or difficult it will be to perform various actions. To help figure out what stat should get what score read through the rest of the “*Stats*” section and then read the “*Actions*” section to get an idea of how stats might affect things you want your character to be good at. If you’re still not entirely sure you can change them later in the character creation process. Okay, so back to the three stats...

Strength – The sheer muscle power and combat training of your character.

- Adds to melee attack rolls.
- Allows a character to use better armor.
- Allows a character to do more damage.

Dexterity – Is a measure of one’s quickness and agility.

- Adds to armor class.
- Adds to ranged attack rolls.
- Allows a character to use dexterity for offense as well as defense.

Mind – The total intellect, wisdom and common sense of your character.

- Adds to defense against mind spell attacks.
- Allows a character to use Wands and Scrolls.
- Allows a character to cast more spells per day.



Images by Larry Elmore @ <http://larryelmore.com>

Take your three stats; STR, DEX, and MIND and share a total of five points between them, you can reduce one stat to -1 to get an extra point. These will be your stat bonuses.

Stat	Strength	Dexterity	Mind
-1	-	-	-
0	-	-	-
+1	Use a shield	Use light armor	Use scrolls/wands
+2	Use medium armor	Use DEX bonus for attacks	-5 per spell per day*
+3	Use heavy armor	Can make 2 attacks at -2 each	-4 per spell per day*
+4	2 “hits” damage with a two-handed weapon.	Sneak attack	-3 per spell per day*
+5	Cleave	Pick locks/disable traps	-2 per spell per day*
+6	Power Attack	Death blow	-1 per spell per day*

* See “*Magic*”

Strength

1. Use a shield – Character can use shields, bonus to armor class +2.
2. Use medium armor – Character can wear medium armor, bonus to armor class +3.
3. Use heavy armor – Character can wear heavy armor, bonus to armor class +5.
4. 2 “hits” damage with a two-handed weapon – Character does 2 “hits” of damage on a successful attack when wielding a two-handed weapon.
5. Cleave – A character that kills an enemy may make an immediate additional attack on an enemy within melee range.
6. Power attack – A character may give up some of or their entire attack bonus from Strength and put it towards damage instead.

Dexterity

1. Use light armor – Character can wear light armor, bonus to armor class +1.
2. Use DEX bonus for attacks – A character may use their DEX bonus for melee attacks.
3. Can make 2 attacks at -2 each – A character can make 2 attacks in one round at a penalty of -2 to each attack roll.
4. Sneak attack – A character that approaches an enemy unseen may deal double damage on their first attack.
5. Pick locks/disable traps – The character has the knowledge to locate traps, disarm them, and to pick locks.
6. Death blow – A character that approaches an enemy unseen may make a death blow. A successful attack drops the enemy to 0 “hits”.

Mind

1. Use scrolls/wands – The character may use scrolls and wands.
2. -5/-4/-3/-2/-1 per spell per day – Penalty per spell cast that day. See “*Magic*”.

Where are Character Classes?

There are no set classes but you are welcome to a title or trade that you could refer to your character as having. This will make it easier for other players to get an idea of who you are. The table below shows some examples of different types of character titles, or trades, separated by groups into what a character of a strong certain stat may pursue.

Characters of Strength	Characters of Mind	Characters of Dexterity
Adventurer	Abbot	Assassin
Barbarian	Acolyte	Bandit
Brigand	Archmage	Bard
Cavalier	Chronicler	Blackguard
Cavalrymen	Cleric	Friar
Crusader	Conjurer	Guide
Explorer	Crone	Hermit/Hermitess
Footman	Curate	Initiate
Gladiator	Druid	Journeyman
Guard	Enchanter/Enchantress	Knave
Holy Warrior	Hag	Longbowman
Knight	Hedge Wizard	Minstrel
Man/Woman-at-Arms	Heretic	Monk
Martyr	Illusionist	Ninja
Mercenary	Mage	Outlaw
Militiaman	Missionary	Pathfinder
Nomad	Necromancer	Pirate
Paladin	Pilgrim	Ranger/Rangeress
Patron	Priest/Priestess	Robber
Raider	Seer	Rogue
Rebel	Shaman	Scout
Renegade	Sorcerer	Smuggler
Ronin	Spellbinder	Spy
Samurai	Thaumaturge	Thief
Seaman	Theurgist	Traveler
Soldier	Warlock	Troubadour
Squire	Witch	Wayfarer
Warmonger		

Remember, these are not guidelines just ideas. Feel free to make up your own or use one from above. You might even combine words to form something unique, such as, A Holy Heretic, “The Naïve Knave”, An Elemental Enchantress, or “The White Wayfarer”.

Actions

Actions are things such as bashing doors, climbing, disguise, hiding, gathering information, jumping, listening, sneaking, etc. the list goes on and on. A character can try anything. Anytime a character wishes to perform an action an Action Roll is made versus the Difficulty Class (DC) of the action performed. The GM decides which stat is appropriate to the action being performed and how difficult it will be for the action to succeed. For instance, climbing would use STR bonus, dodging a falling rock is DEX bonus, finding a trap is MIND bonus and disabling a trap uses the DEX bonus.

Actions are resolved by rolling 1d20 + relevant stat bonus (1d20 means roll a twenty-sided dice one time). Roll equal or higher than the given Difficulty Class (DC) or higher than the opponent's skill roll to succeed.

Action is...	DC
Simple	2
Easy	5
Average	10
Hard	15
Extremely difficult	20

Your GM may use these DC numbers or a DC number in-between depending on the situation. A GM may also discuss a DC with the person wishing to perform the action to get their point of view on the chances of success and then both agree mutually on a DC.

Example- Hadsui wishes to roll under a portcullis before it comes down. The GM decides that dexterity would be the relevant stat and that it would be a hard, DC 15, action. The player counters saying that since a fellow party member defeated one of the opponents helping to lower the portcullis that it is now coming down at a slower speed. The GM agrees and negotiates a DC12. The player would take a 1d20 roll and add their character's dexterity bonus and try to roll equal to or higher than the DC12 for success. A player may also decide the chances are too risky and pass on the idea.

Combat



Image by Larry Elmore @ <http://www.larryelmore.com>

How Combat Works

First of all, to begin combat, everyone rolls a 1d20 + DEX bonus, including the GM for the party's opponents. This determines who acts first and in what order, highest number first. Combat is divided into rounds and each character and opponent gets a chance to act in the round. Once everyone, both party members and opponents, has had a turn than that "round" is considered over and the person who attacked first, back at the very beginning of it all, gets to go again which starts another round.. These rounds account for about 6 seconds of time.

Swinging a weapon or shooting a bow is done by rolling a 1d20 and adding the characters STR bonus for melee attacks, swords and daggers, or DEX bonus for ranged attacks, bows and slings. See "**Magic**" for spell attacks. This number must beat the target's armor class to be successful. A successful attack normally deals 1 hit worth of damage.

A character's armor class is $10 + \text{DEX bonus} + \text{Armor} + \text{Spell bonus (if any)}$. Light armor is +1, medium armor is +3, and heavy is +5. A shield can add a further +2.

A character's health is tracked by "hits". A character has $3 \text{ hits} + \text{STR bonus}$ to start. Being attacked and exceeding your number of hits leaves you unconscious. If you are

knocked unconscious roll a 1d20 + STR bonus, needing a DC15 or better to survive. Larger critters can take more hits before dying but that's up to the GM.

In order to accommodate monk or ninja type characters bare-handed fighting may be used by considering all hits to be "non-lethal". When an opponent is reduced to 0 hits they make their DC15 survival roll but instead of death occurring on a failed roll the opponent simply does not regain consciousness. In the next round the character may deliver a "death blow" which is pretty self explanatory.

Overwhelming the opponent happens when there is more than one person attacking the same target in the same round. Each attacker beyond the first against the same target in the same round adds +1 to their attack rolls for each attacker before them. So, a second attack on the same target in the same round by a party member would be at +1, a third attack at +2, etc.

Characters move 40' in light or no armor, 30' in medium armor and 20' in heavy armor.



Image by Larry Elmore @ <http://larryelmore.com>

Magic



Image by Larry Elmore @ <http://www.larryelmore.com>

Characters cast spells by drawing from the energy around them or by petitioning their god, and then channeling this power through their body and releasing it as a spell. Magic can take any form the caster wishes. To cast a spell a mage makes a magic roll, $1d20 + \text{MIND}$ bonus. If a d20 rolls a natural twenty, add and roll again. If further natural twenties are rolled, continue adding and rolling. For every 5 points of the magic roll the caster may add 1 to either; effect (damage, healing, stat buff, etc.), duration (rounds), or area of effect (1 point per 5' radius). A spell will always have at least 1 point of effect if the magic roll is not 0 or below. A caster can target any 5' square, himself, or any one opponent in sight (within reason) without using any points from the magic roll.

Example, a wandering priest wishes to cast a healing spell. He makes a magic roll and gets a 14 then adds his +2 MIND bonus = 16. For every 5 points of the magic roll the priest gets 1 point of effect, or healing in this case, so he may heal 3 hits of damage.

Casting spells takes a toll on the caster and each spell beyond the first cast that day adds a cumulative penalty to the magic roll depending on the caster's MIND stat. See the "*Stats*" section under MIND. A character may rest for 8 hours to refresh.

To attack an opponent with a spell the caster must beat the target's armor class if making a physical attack, such as a magical flaming arrow. If making an attack on the opponent's mind then the caster must beat the opponent's $1d20 + \text{MIND}$ roll. If the character casts a spell that effects an area, such as a ball of fire, he does not need to beat any opponent's defense.

When a character casts a spell that affects an area, such as a ball of fire, the character must decide how to divide the magic roll between area of effect and damage.

Example, a mage casts a ball of fire with a d20 magic roll of 14 and his MIND bonus of +3 = 17. For every 5 points of the magic roll the mage may get 1 square radius of effect away from the original target square or 1 point of damage. He must decide if he wants 1 square radius of area affected away from the target square and his opponents to take 2 hits of damage, or, 2 squares radius of area affected away from the target square and 1 hit to each person caught in the effect area.

If a caster tries casting a spell that requires more than 1 point to produce the desired result due to effect, duration, and/or area of effect, like a ball of fire which has damage and area of effect, but the caster does not get a magic roll that gives more than 1 point to assign then the spell is considered to only effect the targeted 5' square or it's targeted opponent. If the spell was to have an effect and duration, such as a strength spell on a party member, then the party member's strength receives the 1 point, +1 to strength, and the duration is instantaneous meaning as soon as the party member uses their strength stat the spell expires.

Resurrection. It is possible for a character with magic ability to raise a fellow party member however it is an extremely dangerous undertaking with possibly serious consequences and you really should seek a professional. A caster makes a magic roll and for every 5 points of the magic roll the dead character receives 1 point to put back towards his/her stats, minimum of 1 point as long as the magic roll is 1 or more, and life is restored with 0 hits remaining but conscious. A bad magic roll can leave a character a shell of their former self, albeit alive, but unable to ever reach their original stat points.

Spell examples;

Strength; effect – boosts the targets strength stat +1 for each point used, **duration** – instantaneous (target loses boost as soon as STR stat is used) or 1 round per 1 point used, **area of effect** – target.

Magic Energy Missile; effect – deals 1 “hit” of damage per point used, **duration** – instantaneous, **area of effect** – target.

Move Earth; effect – causes an area of earth, ground, stone, etc. to disappear and reappear at the caster's choice, **duration** – instantaneous, **area of effect** – one 5x5x5' area, plus one additional 5x5x5' area for each point used (additional 5x5x5' areas may be below the first).

Fear; effect – targets must make a d20 + MIND bonus higher than the caster's magic roll or flee for duration, **duration** – 1 round per point used, **area of effect** – 1 square or target, +5' radius per point used.

A character's spell can take any form they can think of as long as effect, duration and area of effect are figured. An “instantaneous” duration does not cost the caster any points nor does area of effect when targeting one 5' square or one target.

GM Info

Other Hazards

Drowning: A character can hold their breath for 5 rounds per point of STR.

Falling: Damage is 1 hit per 10', half on DEX saving throw (round up). DC=depth fallen in feet.

Spikes: Add 1 hit to falling damage.

Poison: STR saving throw to avoid or for half damage, depending on poison.

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

Renown

As characters adventure around the realms they become more and more well-known as news of incredible feats done by great heroes travels fast and fame soon follows. Foul deeds done by the not-so-good also garners lots of attention and word spreads quickly to watch for the newest threat to the good people of the land.

Renown is gained from defeating one's opponents and successfully performing difficult actions. GM's may choose to assign titles to characters who achieve high levels of Renown, such as Lord, Master Thief, Grand Wizard, Priest, etc.

Points for Renown are completely up to the GM. Below is a table that may be used for giving out Renown. Renown for successfully performing actions is given to the character that performed the action while Renown for defeating a monster is divided amongst the party.

Monsters Stats Total	Renown	Monsters Stats Total	Renown
0-3	25	13-15	200
4-6	50	16-18	300
7-9	100	19-21	400
10-12	150	22-24	600

Action DC	Renown	Action DC	Renown
15-19	25	23	200
20	50	24	300
21	100	25	400
22	150	26	600

Character Sheets

<i>Realms of Renown Character Sheet</i>					
Name:		Title:		Renown:	
Description:					
Hits	STR	Weapon	Gear		
	DEX				
AC	MIND	Armor			
Notes:					

<i>Realms of Renown Character Sheet</i>					
Name:		Title:		Renown:	
Description:					
Hits	STR	Weapon	Gear		
	DEX				
AC	MIND	Armor			
Notes:					

<i>Realms of Renown Character Sheet</i>					
Name:		Title:		Renown:	
Description:					
Hits	STR	Weapon	Gear		
	DEX				
AC	MIND	Armor			
Notes:					

<i>Realms of Renown Character Sheet</i>					
Name:		Title:		Renown:	
Description:					
Hits	STR	Weapon	Gear		
	DEX				
AC	MIND	Armor			
Notes:					

THIS LICENSE IS APPROVED FOR GENERAL USE. PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)

Rank20 copyright 2006, rycanada

Simple20 – Copyright 2006, James D. Hargrove; author James D. Hargrove

Realms of Renown – copyright 2006, Chad E. Rose

All images property of Larry Elmore Productions, Inc. @ <http://www.larryelmore.com> used per Q&A guidelines.

[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Realms of Renown and Chad E. Rose.