

WAYFARER M20

Wayfarer M20 presents 4 sections that are designed to be used in conjunction with Microlite20 core rules. It provides additional basics such as expanded race, class, and combat options as well as providing a way to simulate d20 feats in M20. MicroMagic20, MonsterMill20, MastersManual20 present alternate, fast-moving, and detailed systems to break free of the tyranny of lists, and provide game masters with tools to instantly create an infinite variety of needed material on the spot.

Races

Gnomes get +2 AC

Half-Elves get +2 to Feat bonuses

Half-Orcs get +1 Attack bonuses

Classes

Barbarians can wear light or medium armor and use shields. They have a + 3 bonus to Physical and may expend HP to go into a rage, suffering -2 AC. For every 4 HP expended, gain +2 to melee attack rolls, melee damage rolls, and ignore 2 points each time they take damage.

Bards can use light armor. They have a + 3 bonus to Knowledge and may inspire allies to add +1 to their d20 rolls for the rest of an encounter. Inspiration increases +1 at lv. 8, 13, and 18. They may cast Arcane spells with a max spell level of level/3 (round down).

Druids can wear light and medium armor but may never use worked metal. They have a +3 bonus to Communication. May transform into any creature with HD less than or equal to caster level. Casts any nature related spell at +1 HP cost (no signature spells).

Monks wear no armor but add both DEX and MIND bonuses to AC. They add +3 to Physical. Unarmed attacks deal d8 damage and are treated as light weapons. Add +1 to AC, 'saving throws,' and attack and damage rolls made with unarmed attacks. This increases at 4th level, and every four levels on.

Paladins use any kind armor and use shields. They have a +3 bonus to Communication. Their touch and melee attacks may cure or inflict 2 HP on allies or evil enemies for every 1 HP they exhaust. May cast Divine spells with a spell level equal to or below ¼ caster level (round down).

Rangers use light armor and shields. They have a + 3 bonus to Subterfuge. They reduce total penalties from additional attacks by +1, increasing by +1 at 6th level and every five levels on. At 6th level, may add a second two-weapon/bow attack if they take a further -2 penalty on all attacks that round. May cast Divine spells with a spell level equal to or below ¼ caster level (round down).

Sorcerers wear no armor and add +3 to Knowledge. They cast Arcane spells with a spell level equal to or below ½ their class level, rounded down (minimum 1st). They treat every spell as if it were a signature spell.

Wizards are referred to as Magi in the core rules.

Combat

Each round, a character may do 2 things: attack once and move 30 feet. Movement may be traded to make extra attacks. Attack may be traded for 120 feet of movement. Characters may also do something minor (like draw a weapon) for free each round.

Rather than standard extra attack progression, at level 6 characters may choose to make a bonus attack, but every attack you make that round is with a -2 penalty. Reduce all bonus attack penalties 1 at level 11 and 16.

Members of every class, except those with a max spell level of ½ level, may use Dex bonus + Level as Melee attack bonus if wielding two light weapons. They may also make an extra attack when using two light weapons or a bow if they take a -2 penalty on all attack rolls that round.

Saving Throws= Level + relevant ability bonus.

Feats

Feats are used to perform extraordinary tasks, and may be used three times per day. Feats may be used to add a bonus equal to ½ the character's level (round up) to any of the following: d20 roll, damage roll, AC, or spell DC. The GM might also allow you to expend feat use to attempt a rule-bending action or cause hazardous effects.

Mounts and Vehicles

Vehicle speed is expressed in five categories with accompanying modifiers: Stationary/Slow Speed (0), Average speed (1), Fast (2), and Full (4). These modifiers apply positively to the vehicles' and passengers' defense and apply negatively to many passenger actions. Riders use the vehicle's speed rather than their own. A typical horse moves twice as fast as a humanoid.

Equipment

Most equipment is purchased in sets of items used for similar purposes. A basic set merely allows the character to participate in the corresponding activity (survive in the wild, navigate a cave, etc). If a specific item is required, a d20 roll of 11+ substantiates that the character has the item in question. Deluxe kits lower this DC to 5 and add a +2 to appropriate skill rolls. Characters may carry a weight equal to their STR score.

Arms and Armor

Weapons: gp Cost = points*X 5.

Points	Damage	Feature
1	D4	2 Handed
2	D6	1 Handed
3	D8	Ranged
4	D10	Thrown
6	D12	Light

*Maximum point value= 8

Armor: gp Cost = AC bonus times 5, squared.

Light +1; +2; +3
Medium +4; +5; +6
Heavy +7; +8

Shields: gp Cost = AC bonus times 7.

Standard +1; +2
Tower +4

Equipment					
Set	Price (gp)	Weight	Set	Price (gp)	Weight
Wilderness Survival Pack	15	5	Craftsman's Tools	5	3
Deluxe Survival Pack	200	10	Deluxe Craftsman's Tools	55	10
Dungeoneering Kit	20	3	Healer's Supplies	100	5
Deluxe Dungeoneering Kit	150	5	Deluxe Healer's Supplies	400	10
Scholar's Bag	70	3	Common Mount and Gear	92	-
Deluxe Scholar's Bag	250	5	War Mount and Gear	580	-
Thieves' Implements	40	3	Magic Craft Assortment	500	10
Deluxe Thieves' Implements	130	5	Unique Tool	50	1

MICROMAGIC20

MicroMagic20 is an alternative to the d20 SRD magic system that allows for spontaneous spell creation. It presents 8 spell schools from which many unique spells may be derived instantaneously. A unique spell is cast by shifting any/all default descriptors up or down the descriptor lists. The default level of each of these spells is Lv. 0 (indicated by the bracketed descriptors). Increase a spell's level +1 by shifting a descriptor down, decrease level -1 by shifting a descriptor up. A spell's final level must fall between 0 and 9. Signature Spells: Choose one school, rather than 1 spell/level, that costs 1 HP less to use.

Guidelines

Descriptor settings are to be representative; GMs may allow effects that are not listed. Err on the side of the higher level.

- A spell's area may be a cylinder (10' radius, 30' high), cone (40' long), four 10' cubes, a ball (20' radius spread) or a 120' line.
- To combine multiple spells into one, set all common descriptors identically, total combined spell levels, and add +2.
- Cast spell as a free action by adding +4 levels.
- Set a specific condition to trigger spell cast into creature or object by taking MIND rather than HP damage.
- Delay spell effects up to 5 rounds by adding +3 to spell level.
- Effect additional targets (up to caster level) dealing half damage or -4 DC by adding +3 to spell level.

Conjuration: *Create, Summon* Arcane & Divine

Range	Duration	Manifestation	Effect
	1 round/Lv.		+/- 1; dazzle
[close]	[10 min/Lv.]	[1 physical]	[+/- 2; disarm]
long		area effect	+/- 4; entangled
			Total cover, pin

Abjuration: *Ward, Protect* Arcane & Divine

Range	Duration	Bonus	Type
			martial; spell school
			arcane or divine
[personal]	[1 min.]	[+1]	[all spells]
close	1 min./Lv.	+2	
long	1 hr./Lv.	+4	
area		+8; dispel	
		-	
			immune
			deflect back

Divination: *Learn, Find, Discern* Arcane & Divine

Range	Duration	Detail	Subject
close	instant		plant; animal
[medium]	[1 min/Lv.]	['yes' or 'no']	[characteristic]
long	10 min/Lv.	status; location	creature; thing
unlimited	1 hr./Lv.	peculiar info.	
	8 hrs.		
	1 day		

Evocation: *Manipulate, Blast* Arcane

Range	Targets	Die Type	Progression
touch		-2 sizes	1d/caster Lv./3
[close]	[single]	[base*]	[1d/ spell Lv.]
long	area	+2 sizes	1d/ caster Lv.

*Spell Level- damage = 0-d3; 1st-d4; 2nd-7th: d6; 8-9th: d8
max dice=(Spell Lv. /2+1)x5

Enchantment: *Effect, Influence* Arcane & Divine

Range	Duration	Effect	Number	Target
	1 round	calm		
touch	1 round/Lv.	-		animal
[close]	[1 min/Lv.]	[charm]	[1]	[humanoid]
long	1 hour/Lv.	sleeping	-	-
	1 day/Lv.	speak	-	-
		hold	-	any
		control	area	

Illusion: *Deceive, Project* Arcane

Range	Duration	Sense	Interaction
personal	concentration	sound	
[close]	[1 round/Lv.]	[sight]	[if focused]
long	10 min/Lv.	both	interactive
	1 day	all senses	
	permanent	20% real	

Transmutation: *Change, Morph* Arcane & Divine

Range	Target	Duration	Effect
personal		1 round	
[close]	[creature]	[1 rnd/Lv.]	[appearance; +1 roll]
long	-	10 min/Lv.	resize; +2 stat score
	object	1 day	alteration; fly; +4 stat
	-	permanent	transformation
	1/lv.		

Necromancy/Healing: *InFLICT, Cure* Divine

Range	Target	Condition
[touch]	[1]	[1 HP; contamination]
-	-	1d8+ Lv.* HP; fear
close	1/Lv.	2d8+ Lv.* HP; paralysis; d4 stat
		3d8+ Lv.* HP; blindness; disease
		4d8+ Lv.* HP
		2d4 stat
		-
		death

* max level bonus = 5x number of dice.

MONSTERMILL20

These are two systems for developing M20 monsters quickly, and with a little more detail than the "Create your own" section of the core rules. While it was designed for monsters, these systems can be used to create unique NPCs and even characters. These values represent the complete monster, thus equipment is relegated to flavor or posthumous treasure. Simply perform each step in order.

Creating Wandering Monsters

HD	Spells/-like Abilities
d4	High/arcane
d6	Medium/divine
d8	1-3 Schools/spell-like abilities
d10	1 Low powered spell/ability
d12	None

1. Choose monster's Encounter Level (usually same as player level)
 2. Choose any HD/Spells pairing
HP= Roll HDx EL.
AC= 8+ max HD face value
Attack and Skills= EL
Weapon= 2HD dice, +1d at EL 6, 11, and 16.
Feats= Per Player Characters
Example: The (EL 8) Die Six Monster
HD 8d6 (24 hp); AC 14; Weapon +8 (3d6); Divine Caster

Creating Campaign/Adventure Monsters

1. Develop monster's concept, including how it will use its magical ability. Note that this can represent cast-able spells or spell like abilities for non-casting monsters.
2. Determine monster's level/ EL. A single monster with the same level as the characters is a good wandering monster challenge.
3. Use the Monster Creation Table below. Every monster has a default setting indicated by the bracketed descriptors. For every value that is shifted up, another value may be shifted down.
4. Decide if a template is to be used. These create different versions of the same monster, based on its role in the adventure.
5. Allocate Feat bonus or usage. (explained below).
6. Calculate Monster's HP, AC, Weapon Die, Magic known, Max spell level, Stats, and Attack and Skills.

Monster Creation Table

Hit die	AC Value	Weapon Dice	Spell Schools/-like Abilities	Max Spell Level
d4	12	2d4	1 Spell	0
d6	14	2d6	1 School	1
[d8]	[16]	[2d8]	[3 'Arcane & Divine' schools]	[1/4 Level (round up)]
d10	18	2d10	All Divine schools	1/3 Level (round up)
d12	20	2d12	All Arcane schools	1/2 Level (round up)
d12+1	22	2(d12+1)	All Divine + 1 Arcane	1/2 Level (round up) +1
d12+2	24	2(d12+2)	All spell schools	1/2 Level (round down)+2

HP= Roll: EL x HD

d20 rolls= EL.

AC, Magic Known, and Max Spell Level= Per table.

Damage= Weapon Dice. +1 Die at level 6, 11, & 16. Monsters gain extra damage dice rather than extra attacks. Note that this determines how much damage a melee or ranged attack does, not necessarily what weapon the monster is wielding, or 'how many' times it hits a Character.

Example: Mothman (EL 8, using default settings). It finds people, curses them, and then flies away.

HD 8d8 (24 hp); AC 16; Claws +8 (3d8); Skills +12 (feat increased);

Magic known: Level 2 Divination, Enchantment, & Transmutation.

Feat

The monster's Feat bonus is level/2 (round up) and does one of the following: 1. used 3x per day during play, just like a PC's feat bonus; 2. exchanged permanently during creation to additionally increase attack rolls, skill rolls, spell DCs, damage rolls, AC or damage reduction.

Stat Bonuses

Stat bonuses have already been factored into the monsters' makeup. But, if needed, a monster's primary ability bonus= level/2 (round up). Their second and third most important stats are primary bonus -1 and -3 respectively. Full ability score= [bonus]x2+10.

Monster Role Templates

Cohort: HP=1, EL awarded toward level Advancement is 1/4 original.

Captain: Double HP; +2 AC; +1 Damage Dice; EL awarded is 2x.

Lone Boss: +2 AC; +2 Damage Dice; Multiply HP and EL awarded by the number of players.

Prestige Classes

The best Prestige Classes are created for specific players and campaigns. For M20, Prestige classes have a minimum skill requirement, narrow the character's area of expertise, and provide additional options and benefits in that area of expertise. Many of the Prestige Classes from the SRD are too crunchy for M20, however, some M20 versions of Prestige classes are provided below.

Arcane Archer Requirements: Physical 9; *May not utilize any class benefit while using heavy armor, shields, or weapon other than a bow.*

May cast Arcane spells into loosed arrows which trigger upon impact. Spells used for this purpose are treated as having a +2 Spell Level. May add MIND instead of DEX to bow attack rolls.

Arcane Trickster Requirements: Subterfuge or Knowledge 11. *May not utilize any class benefit until Subterfuge is used in an encounter or while using medium armor or shields.*

Feature: May cast Arcane spells but at +1 spell level. May sneak attack but must add level, rather than Subterfuge, to damage. All other class features are void.

Archmage Requirements: Knowledge 16. *May not any class benefit unless casting an Arcane spell. May not use signature spells.* Feature: May expend 4 hp to lower a spell's final level by 1.

Assassin Requirements: Subterfuge 8. *May not utilize any class benefit against an enemy that were not unaware.* Feature: May study a victim for 3 rounds before making an assassination attack roll (d20+ DEX+ MIND+ Subterfuge). If hit, the victim makes a saving throw vs. the assassination attack roll: success= takes damage+ Sub; failure= death or temporary paralysis (Assassin's choice).

Blackguard Requirements: Communication 9. *May not utilize any class benefit unless doing the will of an evil outsider.* Feature: May use any weapon, armor, or shield. May cast Divine Spells with a spell level equal or below 1/4 their class level rounded up.

Duelist Requirement: Physical 9. *May not utilize any class benefits while wearing armor or using a shield and unless wielding a light melee weapon.* Feature: Add physical skill bonus -8 to AC and DEX+ Phys rolls.

Dwarven Defender Requirement: Physical 9. *May not utilize any class benefit unless adjacent to an enemy.* Feature: May choose to take defensive stances during an encounter. Once the stance is taken, add 1/2 Level (round up) to AC and ignore 1 point whenever damage is taken. When your position changes, take a -1 to all STR rolls for the rest of the encounter.

Eldritch Knight Requirements: Knowledge 9.

Class features may not add to weapon damage.

Feature: May wear at least light armor and shields and cast Arcane Spells. Spells are cast at +1 Spell Level.

Hierophant Requirement: Communication +16.

May not any class benefit unless casting a Divine spell. May not use signature spells. Feature: May expend 4 hp to lower a spell's final level by 1.

Mystic Theurge Requirement: *Communication or Knowledge* +9. *May not any class benefit unless casting a spell. May not use signature spells.* Feature: May cast Arcane and Divine Spells, but at +1 Spell levels.

MASTERSMANUAL20

Improvised Hazardous Effects

The table below can be used to approximate effects for unexpected hazards such as being pushed into a campfire, or serve as a guide for attacks made by players that aren't covered by the rules (such as dropping on a monster from a height to knock it out or do extra damage). The DC to succeed on damage is equal to 10 + maximum die face value + targets level/HD/EL. The DC to impose a condition is the same as if attempting damage on the same row. To attempt both damage and a condition, total the DCs, either all of the effects are imposed, or none of them. Targets have a chance to end a condition every turn DC= roll to impose effect.

Improvised Hazardous Effects

Damage Dice*	Condition
0	AC and Saves -2
2d4	-2 to d20 rolls
2d6	Do only 1 thing per round (target's choice)
2d8	Cannot move or cannot attack (assailant's choice)
2d10	Skip turn (except for saving throw)
2d12	Totally helpless

*(+1 die at level 6, 11,16)

Traps

To create traps, simply use MicroMagic20 spells for effects. Use the spell level as its EL and experience award.

Treasure

As a rough guide a good treasure award for an encounter is EL X 300gp worth of treasure.

Afflictions

Afflictions are similar to Hazardous Effects except they do ability damage to a Stat rather than HP damage and so have an EL. 1/2 of the afflictions EL is added to the experience pool upon completing the encounter. Afflictions have an interval, the amount of time between exposure and each saving throw. One saving throw is made to avoid the initial threat (2 dice of damage). Each additional dice of damage (if any) has its own saving throw, made at each interval.

Intervals= 1 round (inhaled and injury poison); 1 minute (ingested or contact poison); or 1 day (disease)

Save DC = 10+EL+ max die face value.

Price= DC multiplied by maximum initial damage, multiplied by half of the maximum additional damage (for one dose).

Craft DC= Save DC, may be modified by crafter. Spend 3/4 market price in materials.

Magic Items

Magic items can be brought over directly from the SRD. If this is done, modify DC's to fit M20. They may also be made from MicroMagic20 spells. There are 4 basic types of magic items: single charge, multiple charge, renewable use, and constant use.

Creators Single Charge: contains single disposable charge, such as a potion or scroll. (Cost= spell level x caster level x 50gp)

Multiple Charge: contains many disposable charges such as a wand. (Cost= spell level x caster level x 50gp x Number of Charges)

Renewable use: contains multiple charges that renew each day. (Cost= spell level squared x 2000gp / (5/ Charges per day).

Constant use: effect is continuous, such as magical weapons or rings. (Cost= spell level squared x 2000gp).

If PCs create magic items, they must expend 1 exp for every 250gp of cost (round down) rather than HP for each charge cast into the object, so this may take many days.

Alternate Character Creation and advancement

Standard Point Buy: Purchase Stat scores with the following system using 13 points.

Stat Score 8 9 10 11 12 13 14 15 16 17

Point Cost 0 1 2 3 4 5 6 8 10 13

Elite Array: Rather than rolling stats, assign these scores as desired: 15 (+2), 12 (+1), 8 (-1).

Stat Based Level Advancement: Increase HP STR score/3 (round down). Increase MIND score/5 (round down) skills by +1.

Wild Magic

Magic-users may gain the Wild Magic feature in place of 'signature spells.' After determining spell school, modify caster level by 2d4-5 for the purpose of casting the spell. If the wild magic modifier is odd, add the effects of a level 0 spell from a different school to the original spell. The spell's school is determined randomly by GM (d8). Higher modifiers are helpful, lower modifiers are bad.

Unified Math

There is no unified math in the SRD. The closest things are scaling values, the most basic of these are dice progressions. Two reasons for the difficulty is that 1. a standard tenant of d20 is trading off benefits for disadvantages making things difficult to quantify; 2. circumstances skew the value of things (a +1 melee bonus is not as useful for a wizard as it is a fighter). Thus, reducing a value one category justifies an increase in another, or a higher DC. This is the foundation of the tables presented in Wayfarer20.

There is however, a way to balance numeric character values with one another using a decimal system. When using the decimal system, it is important to compare values with similar permanency. A permanent HP increase is not the same as a temporary damage increase (even though 3 HP = 3 damage).

One EL/level= 1.0

Non-progressive class feature .01 (one armor category, signature spells, etc)

Stat Score point .08 (average for 20 levels)

Skill point .04

One kind of attack bonus .026 (ex. Melee)

3 HP/damage .02

"Arcane and Devine" spell school at 1/2 level progression. .02

Arcane or Divine spell school at 1/2 level .04 (like illusion)

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