

Simple Role-playing Game (SRPG)

Overview

SRPG is designed to be simple. If you want a complicated RPG with a million different rules, there are some good ones out there; however, if you want to focus on role-playing instead of roll-playing, SRPG offers some advantages. Only one type of die is used in SRPG: a twenty-sided die. When you want to do something where success is not automatic, you'll roll a twenty-sided die. It's simple. That's the point.

Doing Something Risky

When you want to attempt something like picking a lock, the gamemaster will determine the difficulty of the task and assign a target number. The 'Sample Target Numbers' section provides suggestions on assigning the target number. Once the target number is assigned, you roll a twenty-sided die (1d20). If the result is equal to or higher than the target number, your attempt succeeds; if not, it fails.

Your result can be modified. The most common modifiers are your character's attributes. Attributes are explained in more detail under the 'Attributes Explained' section. In the above example of lock picking, the gamemaster might decide dexterity is the attribute that your character will use. Your character's dexterity will be added to your result. If you rolled a 13, and had a dexterity of 2, your result would be 15. That is high enough to succeed at a hard task.

When you want to do something to someone who is unwilling, such as kicking them, we call that combat. Combat is explained under the 'Combat Basics' section.

Sample Target Numbers

- 5 – Easy, average person does this 75% of the time
- 10 – Moderate, average person does this 50% of the time
- 15 – Hard, average person does this 25% of the time
- 20 – Very Hard, average person does this 5% of the time
- 25 – Heroic, an average person cannot do this
- 30 – Godlike, the legendary heroes have a chance

Attributes Explained

There are four attributes: strength, dexterity, constitution, and magic. The average value of an attribute is 0. Characters commonly have attribute values ranging from -4 to 4. Experienced characters will specialize and have attribute values of 10 or higher.

Strength

Strength represents your character's physical muscle. Strength is used as a modifier in melee combat and used to calculate speed. Strength has a special advantage: the damage dealt by strength-based attacks is doubled.

Dexterity

Dexterity represents your character's hand-eye coordination. Dexterity is used as a modifier in ranged combat and used when determining combat initiative. Dexterity is also used to calculate speed. You must have an appropriate weapon to use dexterity offensively.

Constitution

Constitution represents your character's stamina and ability to withstand damage. Constitution's main function is damage absorption. Whenever you take damage, you reduce the damage based by your constitution score. Constitution is also used to determine your life points and is used when creating life force items.

Magic

Magic represents your character's mental power. This is used for magical combat and for tasks related to intelligence and charisma. Magic is explained in more detail in the 'Casting a Spell' section.

Calculated Attributes

Speed and life points are attributes that are calculated based on other attributes. You do not spend attribute points on these. You spend them on the attributes they are based on.

Life Points

Life points measure how much damage you can take before dying. If your life points drop to zero, you are unconscious. If your life points drop to negative twenty, you are dead. Your life points equal 25 plus 5 times your constitution. For example, if your constitution is -4, you have 5 life points, and if your constitution is 4, you have 45 life points.

Speed

Speed is measured in feet per action. You cannot spend attribute points on speed. A character's base speed is 30 feet per action. You add your strength and dexterity to your speed. For example, if your strength is -4, and you dexterity is 4, your speed is 30, and if your strength is 7, and your dexterity is -4, your speed is 33. In general, warriors will be faster than magic users.

Defense Score

This represents a character's ability to avoid taking damage. A character's defense score is equal to the average of his dexterity and constitution. For example, if your dexterity is 2 and your constitution is 4, then your defense score is 3 $((2 + 4)/2)$. As in all other SRPG calculations, round down.

Character Creation

When creating a character, you receive zero attribute points. That means the sum of your starting attributes must equal zero. No attribute can start below -4 or above 4. As you accomplish things, the gamemaster will award you attribute points. You can then assign these points to whichever attribute you want. You can never lower attributes after starting (except by creating life force items - see the 'Life Force Items' section.). A sample character sheet is below:

Name: John Doe		Life Points: 45
Strength: -4	Dexterity: -4	Speed: 22
Constitution: 4	Magic: 4	

The sample character is specialized in using magic. Characters who specialize usually accomplish more difficult tasks than generic characters. Character creation should take under five minutes, and experienced players may spend less than a minute creating a character.

Combat Basics

Attribute Usage

Whenever an attack is attempted, a specific attribute is tied to that attempt. When an attribute is tied to an attack, the attribute is referred to as the attacking attribute. Melee attacks are tied to strength. Ranged attacks are tied to dexterity. Magic attacks are tied to magic. The defender will use the same attribute as his defending attribute.

For example, if Joe punches Jane, Joe's attacking attribute is strength. Jane's defending attribute is strength.

Rounds

Combat is broken up into rounds. Each round, each combatant gets to do one standard action and up to three free actions. A round represents 3 seconds in the game world.

Initiative

Before each combat, each player rolls 1d20 and adds his dexterity. The result is the character's initiative. The gamemaster rolls for the monsters or foes (non-player characters, or NPCs). If two characters have the same initiative, the character with the higher dexterity wins the tie.

The character with the highest initiative resolves his action first. The characters then resolve their actions in order of highest initiative to lowest until all characters have attempted one standard action. Once all of the characters have had a turn, the combat round is over. Begin a new combat round using the same initiatives for all the characters. Repeat this process until combat is over.

Resolving Actions

If an action is unopposed, it takes place. If an action is opposed, the attacker will roll 1d20 for his character and add the appropriate modifiers. When resolving a strength-based or dexterity-based attack, you add the attacking attribute to the attacker's result. Modifiers to magic attacks are detailed in the 'Casting a Spell' section. The defender will add any appropriate modifiers to his defense score. If the attacker's result is higher than the defender's score, the attack is successful. The difference in the results is the amount of damage inflicted by the attack. The damage from successful Strength-based attacks is always doubled. If the result is greater than zero, subtract it from the defender's current life points.

Resolving attacks using SRPG should not be difficult. Whenever a number is divided, the result should be rounded down to the next integer. Unconscious or dead characters cannot take any actions. You must have a range weapon to attempt a dexterity-based attack. Ranged attacks can be attempted at point blank range.

An attacker can make multiple attacks against one or more targets. If this is done, the attacker's result is divided (round down) by the number of attacks attempted. The defender(s) will generate defense results normally for each attack. A character making multiple attacks is less likely to damage his targets.

Pursuit requires one special rule. If you are in melee range (within five feet) of an enemy, you can immediately attempt to grapple that enemy. Grappling is a strength-based attack that will prevent an enemy from moving or making strength or dexterity attacks,

but does not deal damage. This action is made in place of your next standard action. You can only grapple if you have not already used your action for the next round. If the grapple attempt is successful, the attacker and defender are both immobile until the defender's next action.

Combat Modifiers

+4 to attacker if invisible (str only)

+1 to attacker per 10 ft higher (str/dex only)

+10 to attacker per consecutive action spent aiming (dex only, maximum of 20)

-1 from attacker per 20 ft of range (dex only)

-2 from attacker per target's 10% cover or 20% concealment

-4 from attacker per consecutive action spent running (maximum of -20)

Immobile = defender makes no opposed roll (str/dex only)

Unconscious = defender makes no opposed roll

Common Standard Actions

Move (distance = speed in feet)

Run (distance = speed x 2 in feet)

Crawl (distance = speed / 2 in feet)

Climb (distance = speed / 3 in feet)

Cast a Spell

- Casting a spell is covered in more depth in the 'Casting a Spell' section.

Invoke a Spell from an Item

Make a Strength or Dexterity Attack

Ready/Load a Weapon

Pick up Something

Defend

- All positive defense modifiers are doubled until the character's next action, negative defense modifiers are divided in half.

Stand Up

Common Free Actions

Speak a Word

Stop Maintaining a Spell

Let Go of Something (Drop)

Drop to the Ground

Non-Combat Damage

There are situations where a character will take damage aside from being attacked by another character. This section should help determine how much damage characters take from various sources. These could be side effects of a character attack.

Falling

When a character falls more than ten feet, he has a chance of taking damage. Treat falling as the ground making a strength-based attack against the character. Give the ground a bonus of 1 for every two feet fallen more than ten. The maximum bonus is 50. If

the character does not hit the ground, the ground does not make an attack. In simplified physics, people fall at a rate of thirty feet per second, or ninety feet per round.

For example, if a character fell thirty feet, the gamemaster would roll 1d20 for the ground's attack and add 10 $((30 - 10) / 2)$. The character would then add his strength to his defense score, and compare against the ground's attack. As with all strength-based attacks, the damage would be doubled.

Another example, a character falls ninety feet off a one hundred foot cliff. The character's friend at the top of the cliff casts a flying spell on the character. The character doesn't hit the ground and doesn't take damage.

If the character was lifted into the air at least 10 feet, the character falls immediately following his action in the round after the one in which he lost contact with the ground. If a character was not lifted into the air at least 10 feet before falling, he falls immediately following his action in the current round.

Healing

Without magical assistance, a character heals twice his constitution score in life points every day. If his constitution score is zero or less, he heals 2 life points every day. For example, a character with a constitution of 4 will heal 8 life points every day. With magical assistance, characters heal much faster. See the 'Casting a Spell' section for details on healing spells.

Crafted Items

Non-magical items have no impact on game mechanics; however, you must have a range weapon to attempt a dexterity-based attack.

Life Force Items

You can willingly imbue positive attribute points into items. It costs one point of constitution to turn an item into a temporary life force receptacle and two points for a permanent receptacle. These constitution points are not temporarily lost; they are gone. It takes a standard action to turn a normal item into a life force receptacle, and it takes another standard action to imbue the receptacle with power.

The item gives its bearer an attribute bonus equal to the number of positive attribute points imbued; however, the total bonus a bearer gets from all magical items is limited to his attribute. When you imbue attribute points into an item, you lose those attribute points.

When you revoke the power, the item loses the bonuses you gave it and your attribute points are restored. If you permanently imbue points, the bonus is double, but you can never get them back. With all magical items, the attribute imbued is the same attribute that receives the bonus. You can always sense the direction and distance of items you have imbued with life force.

When an action is attempted against a life force item that the creator would not want to occur, the life force item adds an extra twenty-sided die (1d20) to the opposed roll. If the life force item is in the possession of a character, this extra die is added to that character's opposed roll. If the life force item is not in the possession of a character, the game master should still roll on behalf of the life force item and not apply any attribute bonuses.

To disenchant a life force item, you must spend constitution points. A disenchanted life force item is no longer a life force item and gives no bonuses. Disenchanting a temporary life force receptacle costs one constitution point, and takes a standard action. Disenchanting a permanent life force receptacle costs two constitution points, and takes a standard action for every attribute point that was imbued into the item.

Spell Items

Spell items are life force items with specific effects attached to them. It takes a standard action to invoke a spell effect. Spell items are created by imbuing magic points into a life force receptacle; however, a spell must be specified. The spell does not need to be a maintained spell to be imbued. If it's a maintained spell, it only needs to be invoked once, exactly as a normal maintained spell. If it's not a maintained spell, the effect only lasts as long as a regular non-maintained spell. It takes a standard action for each spell imbued. The imbued spell can be invoked by the bearer if the item, even if the bearer has a magic score of less than one. This is the value of spell items.

The person (creator) imbuing the spell can choose to use a permanent or temporary life force receptacle. If a temporary receptacle is used, the creator loses the use of the magic points used until he dies or uses a standard action to revoke the spell. If a permanent receptacle is used, the creator may use twice as many points for the same magic cost, but he can never regain the magic points imbued.

Casting a Spell

There are many different spells possible. Each spell caster tends to have a unique style. The 'Magic Costs' section lists the possible spell options briefly. When designing a spell, the first question to ask is: will the spell have a corporeal effect? Impacting senses (such as being invisible or creating an illusion) is probably the only spell you'll cast that does not have a corporeal effect. The second question to ask is: is the spell opposed or unopposed? If any of the spells targets don't want the effects applied to them, the spell is opposed for those targets.

Determine the outcome of the spell using the action resolution rules above. The only modifiers applied to the caster's opposed roll are points spent on adding to an opposed roll and points spent on inflicting damage. Damage from a spell is only dealt to targets if points were spent on inflicting damage. The caster can spend an extra action casting a spell and add 1d20 to his result: for opposed effects only. Characters cannot choose to oppose effects they want to have happen to them. For example, a character cannot declare that they are opposing a healing spell when they want to be healed by it.

Effects last for a specific amount of time. Effects that inflict damage, heal damage, or move something are instantaneous. That means they happen and the spell is over. Magical movement is not teleportation; it is just very fast. All other effects last until the caster's next action. If a spell is maintained, the effects last until the caster dies or uses a free action to end the spell. A maintained spell can have multiple effects as long as they are all unopposed.

When opposing non-damaging effects, the target rolls 1d20 and adds his magic score. This result is used instead of his defense score.

Magic Costs

- 1 point for a corporeal effect
- 1 point per twenty feet of range
- 1 point per ten-foot cube
- 1 point to maintain an unopposed spell
- 1 point per point of damage inflicted/healed
- 1 point per point of damage avoided for one specified attack type
- 2 points per point added to specified attack type
- 1 point per sense impacted
- 2 points to detect magic
- 1 point per cubic foot of matter created
- 1 point per movement of a person or two hundred pounds up to twenty feet
- 1 point per point of damage taken since last action
- 1 point per point added to an opposed roll

Magic Costs Explained

The 'Magic Costs' section lists various spell options in a brief format. This section explains each of the options in more depth.

Corporeal Effect

All spells that have a physical impact on the world are corporeal. This applies to all effects except impacting senses; as a result, most spells must spend 1 point to be corporeal.

Range

If a spell is not taking place on the caster, or someone the caster can touch, the spell must have range. 1 point will allow an effect to start within twenty feet of the caster. Multiple points can be spent on range. As examples, 2 points grants a spell the ability to start up to forty feet from the caster, and 4 points would allow a spell to start eighty feet from the caster.

Area

For a spell to affect an area, points must be spent on area. 1 point spent on area gives the spell an area effect of ten-foot cube. 2 points will give a spell two ten-foot cubes. This is most commonly used in sense impacting spells. For example, if you are casting an invisibility spell (a specialized illusion), you can spend 1 point on area and make everyone in a ten-foot cube invisible.

Maintain

Unopposed spells can be maintained. A spell is unopposed if all of its effects are unopposed. A maintained spell cannot be guided or adjusted. A caster spends 1 point when casting a spell to maintain it. The spell lasts until the caster dies or uses a free action to stop maintaining the spell. Magic points spent on a maintained spell are not available to the caster while the spell remains maintained.

A caster does not have to use his action each round to maintain a spell. Starting on the round after the maintained spell is cast, the caster does not need to take an action to maintain the spell's effects. For example, on the first round of combat, a caster could cast an invisibility spell on his self and spend 1 point to maintain it. On the second round, the caster would still be invisible, but he could take a different action such as running, stabbing someone, or casting another spell.

Inflict Damage

Inflicting damage is a very common effect. This is usually an opposed effect because it is very rare that someone wants to be hurt. Each point spent on inflicting damage adds 1 to the caster's attack result. For a spell to inflict damage, at least 1 point must be spent on inflicting damage.

Side effects can still damage target's without spending points on inflicting damage. For example, if you cast a spell that moves an opponent off a cliff, your opponent does not take damage from your spell, but he does take damage from falling.

Multiple points can be spent on inflicting damage. For example, if 1 point is spent, 1 is added to the caster's attack result. If 3 points are spent, 3 points are added to the attack result.

Heal Damage

Healing damage is another common effect. A character cannot be healed more than they have been damaged. So, if a character's maximum life points are twenty-five, they can only be healed up to twenty-five. Healing is usually an unopposed effect because most characters want to be healed. Each point spent on healing damage heals one life point. Multiple points can be spent on healing.

Healing spells can be maintained just like any other unopposed spell. This is usually referred to as a regeneration spell. Regeneration spells can be very useful because they last until the caster dies. So, if a caster casts a regeneration spell, and falls unconscious, then the caster will continue to heal every round.

Avoid Damage

A caster can protect himself or someone else from damage. This effect only applies to one type of attack: melee, ranged, or magical. The type of damage being avoided must be specified when the spell is cast. For each point spent on avoiding damage, that many points are added to the defense result. This applies to all attacks of the specified attack.

For example, a caster casts a spell to avoid 3 points of melee damage. Each time someone attempts a melee attack against the caster, the caster adds 3 to his defense result. This can be very useful when being attacked by more than one person.

Boost Attack

A caster can boost the attack for himself or someone else. When casting, the type of attack boosted must be specified. Every 2 points spent on boosting an attack type increases the attack result by 1. This is generally an unopposed effect because the target is the one being boosted, not the person the target is going to attack. Multiple points can be spent on boosting an attack.

For example, a caster could spend 6 points to increase his melee attack by 3 points. The caster would need to spend another point to maintain the spell. On the caster's next action, he could attempt a melee attack and he would add 3 to his attack result.

Impact Sense

This effect impacts one sense: sight, sound, taste, touch, or smell. This effect is always an illusion and not corporeal. The most common uses are making someone invisible, blinding someone, or creating a visual illusion. If this effect is used on an unwilling target, the effect is opposed.

If the effect is opposed, multiple points can be spent on the effect to increase the chance of success. For example, if a caster spends 3 points on trying to blind someone, he adds 3 to his attack result.

If the effect is unopposed, multiple points can be spent to make it more effective. For each point spent on a sense, one person trying to use that sense is fooled. If the effect is unopposed, you cannot choose who will be fooled and who will not be fooled.

For example, if you spend 2 points on an illusion of a boulder, the first two people who look at it will see it; however, no one else will see it. If the spell is maintained, this is the case every round (three seconds); however, the people in the area may look at it in a different order. If there were six people standing around the illusionary boulder, each round four of them wouldn't see it, and the four who didn't see it might change the next round. The most likely outcome would be for all six people to see an image of a boulder appearing and vanishing randomly.

If you spend 2 points on being invisible, you would only be hidden from the first two people who would have seen you each round. Everyone else would see you. As with the previous example, you could be hidden from a different set of two people each round.

Also, everyone can still hear, taste, touch, and smell you. Invisibility spells do not work well in crowded areas.

Detect Magic

This effect allows the caster to see a faint glow outlining magical items and effects. This effect works best with a large area of effect. Without an area effect, only those items and effects touching the caster will be outlined. With an area effect, anything in that area that is a magical item or effect will be outlined. This effect is not opposed.

For example, without using an area of effect, a caster could use this effect to detect whether or not the gold in his hand is magical or not. Of course, magical gold implies fake gold. No merchant should be without the ability to detect illusions or magically created matter.

Using an area effect, detecting magic becomes much more useful. Invisible things are outlined if they enter the area of effect. Any magically created matter or life force items are outlined if they are within the area of effect. Anything that is moving magically is outlined. Even a character that has cast a regeneration spell on himself is outlined if he enters the area of effect. All magical effects are outlined if they enter the area of effect.

Let's look at a good guard for a more specific example. A magically adept soldier is guarding a door. He has 8 magic points. He spent 2 points to detect magic, 1 point to maintain it, 1 point for range, and 4 points to add four ten-foot cubes of effect. The guard will now see outlines of any magical items or invisible people that come within any of his four ten-foot cubes. Using the range effect, he is able to position the four cubes in a square in front of him. This creates a twenty-foot by twenty-foot area in front of the guard. Any magical effects that come within that square will be outlined.

Create Matter

This effect is used to create matter of various kinds. The matter only lasts for the duration of the spell. A create matter effect can be maintained to prevent the matter from dissipating.

The gamemaster should decide how complex the created matter is allowed to be. In general, the caster should be able to create matter that uses one or two types of atoms in simple forms such as: oxygen, water, and gold.

A common use for this effect is breathing under water. A caster could cast a spell to create oxygen in his lungs and spend a point to maintain it. This would allow the caster to breath under water.

Another use is to ease theft. The caster could create gold and spend a point to maintain it. The caster could then buy merchandise with the gold, and once the caster is in the clear, he can stop maintaining the spell. The gold vanishes, but the caster still has the merchandise.

Movement

Movement can be opposed or unopposed. For each point, one person or up to two hundred pounds of inanimate material can be moved up to twenty feet. This movement can be in any direction or combinations of directions, but the total distance traveled cannot be more than twenty feet per point spent. This effect is commonly maintained and used as a flying spell.

Damage Taken

This is not an effect, but an additional cost to casting spells. For every point of damage the caster has taken since his last action, he loses the ability to use one of his magic points. This penalty does not apply to spells already cast and maintained by the caster. If the caster has taken more damage than he has magic points, he can't cast any new spells.

For example, if a caster has 4 magic points, and has taken 2 points of damage since his last action, he can use 2 points to cast a spell. If he does not take any new damage before his next action, he'll be able to use all 4 points again. If he were maintaining a spell before he was injured, the maintained spell would be unaffected.

Opposed Roll

To add points to an opposed roll, a caster must spend magic points. For each magic point spent, the caster adds 1 to his opposed roll. There is no limit on how many magic points may be spent.

For example, if a caster spends 3 magic points on the opposed roll, he adds 3 to the result of the opposed roll.

Spell Examples

Magic is the most complex part of SRPG, but it is very flexible. This section will walk through the creation of example spells and how to determine the costs and effects. Names have been given to these spells to make them easier to reference. The names and specifics of these spells can be changed. These spells should help clarify the magic rules and help you create your own spells. Spells can be created as they are cast, and don't need to have names.

Silent Attack

The silent attack is a very common spell. The idea here is to damage a single target without any bells or whistles. First, the spell has a corporeal effect (1 point). Second, the spell does damage (1 point). If the target is not within reach of the caster, the spell must have range (1 point). The spell has all of the basics and requires 3 magic points. If your wizard does not have at least 3 magic points, then you can get rid of the spell's range and make touch attacks. If you have 4 magic points, you can add another damage point.

Example: Joe casts a silent attack spell at Jane. Joe has 4 magic points. Jane is 15 feet away from Joe. Joe spends 1 point to make the spell corporeal and 1 point to give it a range up to 20 feet. Joe has 2 more magic points and he puts both of those towards inflicting damage. Jane has a magic of 3 and a constitution of 2. Joe rolls 1d20 and gets a 13. He adds the 2 magic points spent on inflicting damage and comes up with an attack result of 15. Jane rolls 1d20 and she gets a 9. She adds her constitution (2) and magic (3) attributes to that and has a defense result of 14. The attack result (15) minus the defense result (14) equals 1. Jane takes 1 point of damage.

Healing

Once someone has been hurt, the caster may want to heal him. Healing spells are more effective at close range. First, the spell has a corporeal effect (1 point). The spell will not have range. The caster will need to touch the target. The spell will heal damage (1 point). Really, you want to put as many points into healing as you can.

Example: Jane has been hurt by Joe. Jane has 3 magic points. She has taken 1 point of damage. She casts a healing spell on herself. Jane spends 1 point to make the spell corporeal. She spends 1 point on healing damage. This is Jane's first action after taking the damage; so, she must spend 1 point for taking 1 point of damage. The spell is unopposed and Jane restores 1 life point to herself.

Flying

There is not much difference from using magic to move along the ground and using it to move a few feet above the ground, except flying looks cooler. A flying spell is designed to move the caster through the air. First, the spell has a corporeal effect (1 point). The spell is only for the caster, so there is no range. The caster wants to move twenty feet (1 point) every combat action, or about three seconds. The caster also wants the spell to be maintained (1 point). This will allow the caster to remain in the air and take another action, starting on the round after the spell was cast. If an absolute point was specified when the spell was cast, the caster will continue to move toward that point. The caster can use his other action to make a ranged attack. If the caster has enough magic points, he could cast another spell.

Example: Joe has determined that he is no match for Jane. Joe casts a flying spell. Joe still has 4 magic points. Joe spends 1 point to make the spell corporeal. There is no range. Joe decides to use 2 points on movement. He will hover forty feet in the air. Joe spends 1 point to maintain the spell. Joe can now hover forty feet in the air and throw his shoes at Jane in the same round.

Invisibility

There are times when a caster does not want to be seen. The powerful wizards can also prevent you from smelling, tasting, hearing, or feeling them; however, usually preventing people from seeing you is enough. First, the spell does not have a corporeal effect. The spell has no impact on reality. Second, the spell does impact sight (1 point). The caster wants the spell maintained (1 point). This will hide the caster from one person's sight. If two people look at the caster, the second person will see the caster. If the caster spends 3 points on impacting sight, up to three people can look at the caster without seeing him.

Example: Joe is scared of Jane now. Joe casts an invisibility spell on himself as he walks around town. Joe has 4 magic points. He spends 3 points on impacting sight, and spends 1 point on maintaining the spell. Joe can now walk around without being seen, mostly. If more than three different people look at Joe within a three second period (one round), every person after the third will see him. Joe can't really control who the first three people to see him will be; however, if he stays in areas where there are three or fewer people, he will be invisible.

Guidelines for Awarding Attribute Points

The game master should award one to three points per adventure/major accomplishment depending on difficulty (easy, moderate, and hard).

Campaign Settings

Any rule may be overridden by a campaign rule. Generally, campaign rules outline races, special actions, and theme-related changes.