

THE D2 SYSTEM CORE RULES

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INTRODUCTION

Welcome to the D2 system, a table top gaming system designed for quick role playing games when you don't have time for more complicated RPG systems but you still want to do a little role playing. The focus behind the simple mechanics of the D2 system is to encourage more role play and less roll play. All you really need for the D2 system is this document, *The D2 Monster Manual*, a few pencils, some paper, a coin or die per player, and someone willing to be the game master. Once you have these you'll be ready to start role playing using the D2 system.

The acquisition of items and gold is of little importance in the mechanics of the D2 system. It is assumed that the heroes will acquire better armor, newer weapons, and so on, the details of which are left up to the game master and the player's imaginations. When your character goes up a level your character will automatically have skill points to spend on various things, including a better armor class and better damage potential. Players are encouraged to give stories and reasons as to why their characters have improved. Perhaps your character now has a long sword instead of a short sword, has a new shield, or has learned the art of getting out of the way, feel free to be creative. With that said on to the details of the D2 system.

SKILL POINTS

Everything in the D2 system is a skill; Hit Points, Resistances, Spells, etcetera. A character will receive a base of 10 or 15 skill points at first level depending on the result of a d2 roll. A character will also receive 5 or 10 more skill points per level depending upon the result of a d2 roll.

HIT POINTS

A character will automatically receive either 1 or 2 hit points per level depending on the result of a d2 roll. Also, skill points may be spent to increase hit points beyond this. A character is active and can attempt perform any action until brought below 0 hit points. At -1 to -9 hit points a character is unconscious and dying. At -10 hit points a character is dead.

SPELL POINTS

Any class can purchase spell points and cast any spell they have points in. A character must spend one spell point in order to cast a spell.

SPELLS

There are four kinds of spell and resistances for each type of spell. The types are Fire, Cold, Electricity, and Sonic. A d2 roll determines whether or not the spell hits the target and the number of points a spell has determines the amount of potential damage dealt. In order for the target to be actually damaged the potential damage must be greater than the targets resistance. So if Sulan has a fire resistance of 2 and Joba has a fire spell of 3 then 1 damage is dealt.

WEAPON DAMAGE

A d2 roll determines whether or not the weapon hits the target and the number of points a character has in weapon damage determines the amount of potential damage dealt. In order for the target to be actually damaged the potential damage must be greater than the targets Armor. So if Sulan has an Armor of 2 and Joba has a Weapon damage score of 3 then 1 point of actual damage is dealt.

ARMOR

The number of Armor points a character has determines how well a character can absorb or avoid damage from weapons. In order to actually damage a character the potential Weapon Damage of the opponent has to beat the Armor of the target. (Unless the optional Critical Hits rule is used)

HEAL SPELL

The number of points a character has in the Heal Spell determines the amount of that character can heal a target of. A d2 roll determines whether the target is healed or the total amount of points in the Heal Spell skill or only half. The target cannot end up with more than its max Hit Points.

SNEAK

This skill is used to attempt to sneak up on or around an enemy. A d2 roll determines whether or not it is possible and the number of points in the Sneak skill is how effective the sneaking is.

SPOT

This skill is used to catch those attempting to sneak up on one. A d2 roll is used to determine whether or not it is possible to spot an opponent and if the number of skill points in this skill is greater than the opponents skill points in sneak then the opponent is spotted.

INITIATIVE

Initiative is based on a combination of the result of a d2 roll and the number of skill points in the Initiative skill. The d2 roll determines whether a character goes Quickly or Slowly. All who go quickly go before those who go slowly. Those with the same main initiative, both slow or both quick, use the skill points to decide who goes first. The one with the most skill points in the Initiative skill goes first. It is possible for two characters to go at the same time. So if Sulan has 5 points in Initiative and Joba has 4 points, and they both roll to go Quickly then Sulan will go first. However if Joba rolls to go Quickly then he will go before Sulan even though she has more points in Initiative.

OPTIONAL RULE - CRITICAL HITS

If a character succeeds at hitting a target with a weapon attack or with a spell attack then the character can roll again to see if a critical hit is scored. If the critical hit succeeds then 1 point of critical damage is dealt to the target. This 1 point of critical damage ignores Resistances and Armor.

CREATING NEW SKILLS

Creating New Skills is fairly simple one needs simply to keep in mind that a counter skill needs to be created for every skill. Just as spot and sneak are opposites of each other, and weapon damage and Armor are opposing skills. Also you may wish to increase the number of skill points allotted per level.

RACES

A character may be a human, elf, dwarf, gnome, or hyn. See the races table at the end of this document for the bonuses inherent to each. Please, feel free to experiment with creating new races and assigning bonuses as appropriate. All bonuses for a race should add up to no more than a total of 6 skill points.

CLASSES

A character may be a fighter, a sorcerer, a cleric, or a thief. See the class table at the end of this document for the bonuses for each class. Please, feel free to create more classes with an appropriate +2 modifier in a skill.

LEVEL ADVANCEMENT

Level Advancement will go according to the level advancement table at the end of this document. See the D2 Monster Manual for the experience value of different creatures.

NOTES

* Anything not covered in these rules is up to the Game Master. The Game Master may reserve the right to change the rules. If a decision cannot be made as to whether or not something can be done, maybe you can flip a coin.

TABLES

Class	Bonuses
Fighter	Weapon Damage +2
Thief	Sneak +2
Sorcerer	Spell Points +2
Cleric	Heal Spell +2

Race	Bonuses
Human	Spell Points +2 Spot +2 Any Spell +2
Elf	Spell Points +2 Spot +2 Any Spell +2
Dwarf	Armor +2 Hit Points +2 Weapon Damage +2
Gnome	Spell Points +2 Armor +2 Any Spell +2
Hyn	Sneak +2 Spot +2 Hit Points +2

Level	Min Exp
1st	0
2nd	100
3rd	300
4th	700
5th	1100
6th	1600
7th	2200
8th	2900
9th	3700
10th	4600
11th	5600
12th	6700
13th	7800
14th	9100
15th	10500
16th	12000
17th	13600
18th	15300
19th	17100
20th	19000