

Spellementary System Rules Document

The Spellementary system is the core mechanics created for the RPG "Age of Exploration" (AoE) The material presented here is functionally a source rules doc that you can use to create your own RPG system.

If you wish you create original material specifically for AoE, including new spells, new classes, new weapons or adventures, you can! It's an open system and you are free to sell the materials you make. Please see [ExploreAlterra.com] (ExploreAlterra.com) Or reach out through @ExploreAlterra on any social media.

Core system

The Spellementary system is player-centric; designed for collaborative storytelling with a narrative focus. Its d20 based combat system halves playtime by eliminating modifiers and having players make almost all dice rolls.

TLDR - COMBAT MECHANICS

Combat magic always hits. No saving throws. A spell's damage dice has no modifiers to start. Weapons deal a flat amount of damage but roll a d20 to determine if they hit.

Spells and Special abilities are useable either - once per round, once per combat, or once per game session.

Play

Under the base rules, when players attack, they roll a d20, and 10 or higher hits. When an enemy or NPC attacks a player, the player rolls a d20 to dodge, and a 10 or higher means the enemy misses. Magical abilities always hit. Roll one or more polyhedral dice for damage, healing or other effect, without "saving throws". There are no skills and no skill checks. Stories are player-driven, so players discuss plans, and the GM should allow it as long as it's reasonable and has positive story progression. If the GM wants to increase tension or introduce an element of risk, then they can ask the player to roll a d20 and the following table shows the result:

RESOLUTION SYSTEM

| D20 | Narrative Result | Player Attack Roll | Player Dodge Roll |
|-------|---|---|---|
| 20 | Outcome better than expected Player gains some kind of advantage | Critical Hit 2x damage | Riposte (a free melee counterattack) or free shift 1 space |
| 10-19 | Things go according to plan | The attack hits the enemy | The attack misses the player |
| 2-9 | Success, but with a complication; resulting in a disadvantage or setback | The attack misses | The attack hits the player |
| 1 | Success, but with a twist worse than if the action had not succeeded | Miss and player gets disadvantage on their next dodge roll | The attack hits and the player is pushed back or knocked prone |

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Skills

If a player asks if they can jump a gap, pick a lock, identify a mushroom, or read an ancient text the storyteller should simply decide if they can or not based on the difficulty. But sometimes, especially if a character is under pressure, there may be unforeseen consequences. **This** is when a die roll comes into play. Roll a 20 sided die (d20). On a 20 things go better than expected. On a 10-19, things go as planned. On a 1-9 the storyteller makes up an unexpected consequence. If picking a lock, perhaps they open the door but the picks break off, or it made too much noise and the party on the other side of the door heard it and is ready.

Other mechanics

The short rest/long rest/full rest system, the HP recovery mechanic, and the morale system are also available as part of the Spellementary system rules through CC-By-SA 4.0. They allow GMs better pacing, and reduce metagaming by players. You can use them in the same way I do, or remix them to fit your own game. For a description of how I implement them in AoE see ExploreAlterra.com.