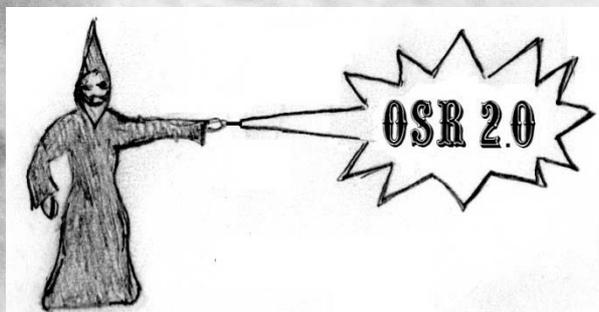


## HEXES & HOBOS

Yet & yet an other minimal way to play D&D and to hex crawl



### CONCEPT

In a typical old-school D&D module, such as Hex Crawl Chronicle module [Sword & Sorcery], stats list for a monster looks like this:

Beast-men: AC 8, Mv 12, HD 2+1, #AT 1, D 1d6 or weapon,; Al n

The idea is that, if it's enough for monsters, it should be enough for Player Characters (PCs) too. This light-rule system enables to play these modules. Run it along the Golden Rule.

### CHARACTER BURNER

Assume that PCs are dungeon crawlers, hobos, delvers or swordsmen that are mainly portrayed via a tag sentence and stuffs.

**1° Choose a Name** and describe your PC as you flavor it.

**2° Tag Sentence:** define in a sentence your PC with 2 main words according to your race, background and/or occupation.

**3° Hit Dice:** start with 1 Hit Dice (HD) and roll 1d8 hit points (hp). hps represent survival potential and pain and fatigue resistance.

**4° Alignment (AI):** PC may be good, evil, lawful, neutral or chaotic.

**5° Stuff It:** roll 3d6 gold pieces (gp) and select items on Labyrinth Lord stuff tables, and notably weapon(s) and armor to define Armor Class (AC). Follow a strict track of carried items and related total weight thereof, in pounds (lbs). Also a character can normally carry 10 items, or 13 with a sack or backpack. Some small items carried in small numbers do not count against this encumbrance limit. Other small items can be packed together into bundles as expressed in said tables, as torches and arrows for instance.

**6° Mv:** move value is equal to  $10 - 1$  for each 10 pounds (lbs).

**Example of character sheet:** Taenlor, former *guard of Messaria*  
HD 1, hp 5, Mv 7, AC 9(8), D 1d8 - crossbow heavy, Al c, XP 999  
Items: crossbow heavy | shield | quiver: 8 quarrels | flint | wolf fur cloak | 8 torches | pouch with 20 gp | wineskin | \_\_\_\_ | \_\_\_\_  
total lbs: 36

### FIGHT ON!

**0° Feat Dice (FD) [optional]:** value of a D6 dice allows attack's bonus to PCs and main opponents. Begin the fight with a value of 2; step-down it when a PC falls to 0 hp, and step-up it when a PC complies with a fancied objective or kill a main opponent. Once FD value reaches 0, fight is lost for PCs; once it reaches 5, fight is won by the PCs... opponents flee, surrender or an event forces this loss.

**1° Surprise:** whenever there is a need to check for surprise, the DM rolls 1d6 for the monsters and/or the PCs as a group. A roll of 1 or 2 means the side is surprised and cannot act for one round.

**2° Initiative:** each one roll 1d10+ its AC. The higher score has initiative, then each one attack in descending order.

**3° Attack:** roll 1d20+HD. If the score is *higher* or equal to [20 - your opponent AC], it's a hit. 1 is a fumble, 20 is always a hit. When a PC is pushing for more and wants to attempt some specific actions, DM may then raise the stake and expresses an advantage/effect if PC succeeds to attack roll or by contrast a messy or fussy outcome/disadvantage if not. Then let's roll.

**5° Damages:** if it's a hit, roll the damage according to weapon and deduce the result from opponent's hp. Opponents fall at 0 hp and are killed below. Whenever a PC kills an opponent, he can make another attack at the end of the same round on a near opponent.

**6° Rest & Recovery:** after a short rest and consumption of one resource, hps are restored back to their initial score.



**ONE GOLDEN RULE.** Everything that is not addressed or fixed by this rule set is open to interpretation and cut by the Dungeon Master (DM) fiat... and breathe back life into old-school fantasy gaming ...

## ADVENTURE

**1° Stealth & Stunts:** for such actions, as sneak a monster, hide in shadows, move silently, climb or swim, roll  $1d20+AC+HD$  higher or equal 20. Mv may be rather used to replace AC if the PC is overloaded and can't manage to let the stuff apart for the action.

**2° Saving Throws:** when such a roll is needed for any reason, roll  $1d20+HD$  higher or equal than 15. This rule applies to every other action which aren't covered by the S&S rule, but fits with the common adventurers knowledge like mountaineering, searching for secrets doors or picking locks.

**3° Advantages:** a PC gets +2 to S&S and Saving Throws roll if player can express an advantage, notably based on a smart idea, tag sentence that applies to action or consumption of one resource.

**4° Fail Forward [optional]:** if a S&S or Saving Throws roll is failed ... well it fails ... and PC endures damages if it applies. However, player may rather decide to nevertheless succeed but then let's DM turns wild and leads a juicy twist right now or later; such as encounter, odd event, bad weather, tainted food, losing stuff, getting lost ...

**5° Dangers:** if something could kill a man, like a fall, a fire, a poison or a trap, it does  $1d8$  points of damage. If it could kill a horse,  $2d8$ . If it's could kill an ogre,  $4d8$ . No more.

**6° Magic:** most spells are freeform and self-descriptive. As a rule, a spell will last for one fight or one day for non-fighting spells; their range is one dungeon room, and their area of effect is also one room, or one people per spell level, whichever apply best. Damage is treated as in the "danger" section. PCs may use spells from scrolls, only once, if the spell level is below or equal their own HD. It is also possible to use long time-consuming rituals of eldritch sorcery that PCs can learn, involving insanity and weird and costing components.

**7° Exhaustion level:** start adventure at level 0. When a PC is exhausted, it suffers from the effects as below; use index card or d6:

1. Mv halved | 2. no more possible Advantage | 3. maximum hp are halved | 5. Mv=0 | 6. death



## WILDERNESS

Keeping track of time is pretty essential in hex crawling, days and hours. DM prepares and fills a map with 6 miles wide hexes.

**1° Sight:** in open country, PCs can see all of the 6 hexes around. In wooded area, hex vision is restricted. In a hill or mountain hex, PCs can see two hexes in any direction. Mountain hexes can be seen

from two hexes away. On the river and coasts, PCs can see two hexes up and down the river.

**2° Move On:** a PC may move a maximum number of hex by day equal to its Mv. This speed is divided by 3 in thick forest, swamps, and mountains; and divided by 2 in desert, hills or light wooded areas. Forced marches add +2 hexes/day but needs to consume one resource and increase Exhaustion level.

**3° Resource Management:** resources correspond to ration, trifle and useful stuffs that may be obtained in the wilderness. One resource counts as a carried item of 1 pound. PCs can scavenge for resources; an activity that can be accomplished without hindering travel. For each day of travel while scavenging, roll  $1d6$ . Result of 1 indicates that  $1d6$  resource(s) has been acquired. Hunting follows the same, but succeeds on 1-2 with  $1d6$ , and must be engaged as the sole activity for a day; without traveling. Use tokens if you like.

**4° Camp:** at the end of each day, a character needs to consume one resource, with the possibility so to restore hp. If a PC does not eat so, step-up by 1 its exhaustion level, and for each subsequent day the exhaustion level is increased, till he could properly eat and step-down of 1 its exhaustion level.

## EXPERIENCE

**1° Reward:** each time they defeat a monster, by killing him or another method, PCs get 100 xp per monsters' HD. Reward also 1 xp for each gold piece of treasure looted. After each session reward 100 xp for right alignment and background role-play.

**2° Level up:** the number of xp needed to level up HD is  $2000 \times$  the current HD. Gaining a new HD's level means better rolls for fight and actions. Also, a PC rerolls all HDs and if the new score is better than the old one, it gets that new total. If not, it keeps the old one. Add a new main word to the tag sentence at HD 3, 5 and 7. Cap level is 7...

And now, for sure, hex on the unknown!

