

## **INTRODUCTION:**

This document has the purpose of outlining a basic version of 4e D&D. The hope is that this system will be simpler to but distinctly different than standard 4e.

I am trying to keep it close enough that resources for standard 4e (such as magic items, adventures, and monsters) can be used with this basic version with little or no modification, in much the same way that Moldvay/Cook and Mentzer basic versions of early D&D could share resources with AD&D while being a much simpler game.

This basic version removes most of the tacticalness of 4e and can be played with or without a grid (even going back and forth from battle-to-battle).

## **CHARACTER CLASSES:**

The new classes contained herein are the focus of this supplement. 4<sup>th</sup> edition D&D has most of its complexity in the class and power system. By greatly simplifying these things the whole of the game can be simplified.

My simplification results in using just four generic classes that can be flavored as players and DMs wish to create almost any type of hero you wish. Since each class is not restricted from choosing trained skills from a class list there is more customization that can be done through skill choice. The skills you choose can give a mechanical backing for your view of your character. For example, the fighter can be a knight, a barbarian, or a ranger. A thief can be a burglar, an assassin, or scout. A wizard can be a master of arcane magic or a divine servant.

These classes are not designed to be at exactly the same power level as the official classes. This will lead to the encounter guidelines not being as mathematically precise. Therefore (as in the early days of the game) the DM will need to use judgment in crafting appropriate encounters.

## CLERIC

**Key Ability:** Charisma

**Armor Proficiencies:** leather, hide, and chain armor, and shields

**Weapon Proficiencies:** All simple melee and ranged weapons, plus the deity's favored weapon

**Bonus to Defense:** +1 Fortitude and +1 Will

**Hit Points at 1st Level:** 12 + Constitution Score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution Modifier

**Trained Skills:** Religion plus pick any 5

Clerics have the following class features.

**Healing Word:** Twice per encounter (but only once per round) as a move action the cleric can let one ally in a range of 5 spend a healing surge and regain his surge value plus 1d6 in hit points. Every five levels after 1<sup>st</sup> (i.e. 6<sup>th</sup>, 11<sup>th</sup>, etc.) an additional 1d6 in hit points is regained.

**Turn Undead:** A cleric may spend a minor or major power-up to an attack against undead creatures.

The attack is CHA vs. Will, has a [W] of 1d10, and if hit the target is immobilized (saves ends).

If a minor power-up is used then it is a close burst 2 and does 2[W] + CHA mod radiant damage.

If a major power-up is used then it is a close burst 5 and does 3[W] + CHA mod radiant damage.

This power only targets undead creatures and increases its damage by [W] at 11<sup>th</sup> level and every five levels after that.

## **FIGHTER**

**Key Ability:** Strength

**Armor Proficiencies:** All armor and shields

**Weapon Proficiencies:** All

**Bonus to Defense:** +2 Fortitude.

**Hit Points at 1st Level:** 15 + Constitution Score.

**Hit Points per Level Gained:** 6

**Healing Surges per Day:** 9 + Constitution Modifier.

**Trained Skills:** Pick 6

Fighters have the following class features.

**Defender Aura:** You activate an aura 1 that lasts until you end it as a free action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active.

**Battle Guardian:** When an enemy subject to your defender aura either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active defender aura as an opportunity action you make a melee basic attack against the triggering enemy.

## ROGUE

**Key Ability:** Dexterity

**Armor Proficiencies:** Cloth, leather.

**Weapon Proficiencies:** All simple melee and simple ranged weapons, short sword, shortbow and rapier

**Bonus to Defense:** +2 Reflex.

**Hit Points at 1st Level:** 12 + Constitution Score.

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 6 + Constitution Modifier.

**Trained Skills:** Pick any 6

Rogues have the following class features.

**First Strike:** You have combat advantage against any enemy that has not yet acted this encounter.

**Sneak Attack:** When you make an attack with a light blade, a hand crossbow, a shortbow, or a sling and hit an enemy granting combat advantage to you, that enemy takes an extra 2d8 damage. You can deal this extra damage only once per turn.

The damage increases to 3d8 at 11<sup>th</sup> level and 4d8 at 21<sup>st</sup> level.

## WIZARD

**Key Abilities:** Intelligence

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** All simple melee and simple ranged weapons.

**Implements:** Orbs, staves, wands

**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 10 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Arcana plus pick any 5

Wizards have the following class features.

**Basic Spell Attack:** You must choose two damage types for your basic spell attacks. The source determines the damage type and the defense the attack targets.

Source/Damage Type	Defense
Acid	Reflex
Cold	Reflex
Fire	Reflex
Force	Reflex
Lightning	Reflex
Necrotic	Fort
Poison	Fort
Psychic	Will
Radiant	Will
Thunder	Fort

Using either source the wizard can make a basic spell attack once per round as a standard action.

The basic spell attack is an INT based attack that takes one of the following forms.

- A Ranged 20 attack that does 1d8 damage to a single target.
- Burst 1 (area or close) attack that does 1d6 damage.
- Blast 3 attack that does 1d6 damage.

When using a minor power-up (see next page) the damage increases to 2[W], burst attacks increase to burst 2, and blast attacks increase to blast 5.

When using a major power-up (see next page) the damage increases to 3[W], burst attacks increase to burst 2, and blast attacks increase to blast 5.

**Utility Spells:** When making a skill check roll you may substitute the skill bonus with your Arcana skill bonus. You may do this a number of times per day equal to your INT mod plus half your level.

## OTHER RULE MODIFICATIONS:

**Actions:** Each round a character can use a standard action and a move action. Minor actions are not used. If something calls for a minor action then it can either be used as a free action or a move action (DM's choice).

**Feats:** Feats are not used.

**Attribute:** Attributes are not increased as levels are gained.

**Basic attack bonus (BAB):** All characters have a basic attack bonus equal to their level. This replaces the half level and enhancement bonuses characters normally get in the game. As well as replacing the added bonuses gained through increased attributes and feats.

Characters also add their level to the damage of all attacks.

**Basic attacks:** If the character is using a light blade then he can use his dexterity instead of strength for melee basic attacks, and intelligence can be used instead of dexterity for making basic ranged attacks.

**Defense bonus:** In place of the half level bonus and enhancement bonus to defenses, as well as other bonuses (such as through masterwork armor and feats) each character also gains a bonus to all defenses equal to their character level.

**Two-Weapons Fighting:** When fighting with a weapon in each hand the characters get a +1 to damage and +1 to AC.

**Magic Items:** The plus of a magic item only adds to the damage caused and not the attack roll (the BAB already accounts for enhancement bonuses).

**Adjustments to Races:** To make the races fit with these rules make the following adjustments.

- **Humans** – use the **Heroic Effort** racial ability.
- **Dwarves** – the **Dwarven Resilience** racial power lets a dwarf use a second wind as a free action.
- Characters only get the attribute increases and the encounter power of their race.

**Minor and Major Power-ups:** All characters start with 1 minor and 1 major power-up. At levels 3 and 7 he gets an additional minor power-up. At levels 5 and 9 he gets an additional major power-up.

With a minor power-up a cleric, fighter, or rogue can make a 2[W] attack. With a major power-up a cleric, fighter, or rogue can make a 3[W] attack.

Clerics can also use power-ups to Turn Undead.

Wizards can use power-ups to augment his Basic Spell Attack.

**Superior Weapons:** All superior weapons are re-classified as martial weapons.

**Playing Beyond 10<sup>th</sup> Level:** At 11th and every five levels after that the minor and major powers add an additional [W] to damage (i.e. at 11th level minor powers do 3[W] and major powers do 4[W], and they go to 4[W] and 5[W] at 16<sup>th</sup>).