

YARC Basics: Attributes, Saves, and Talents

Introduction

YARC (Yet Another Retro Clone) is a simple little DIY project that came to my mind. There's plenty of very fine retro clones out there. Each one has a slightly different take on things and every one has their favorite. The idea is I don't want to waste your time telling you how generate ability scores, how to roll initiative, what a Saving Throw is, or show you yet another version of Magic Missile. Pick and chose the versions and rules you want to use. YARC is all about giving you another option or slightly different way to do something. You can use all the bits or just a few. Or use it to inspire your own house rules.

With that being said, we have to have a starting point. A common point of reference is you will. That's what this little document is all about. A starting point and the very basics of characters. Attributes, Saving Throws, Talents (Skills), and some initial notes on Weapons & Armor.

Attributes

Strength: Gain a bonus To Hit (with Medium and heavier melee weapons only) and Damage. Saving Throws: Constriction, Entanglement and Crushing.

Dexterity: The modifier affects the character's AC and ranged (and light weapons) attack rolls. Saving Throws: Traps, Dodging and Area Effects.

Constitution: Gain bonus (or penalty) HP each level. Saving Throws: Drugs, Poison and Disease.

Intelligence: Gain extra languages. Saving Throws: Illusions and Magic.

Wisdom: Saving Throws: Gaze Attacks. Mind Control, Charm and Fear.

Charisma: Saving Throws: Curses, Negative Energy, Bad Luck.

Score	Modifier	Starting Save
3	-3	20
4 to 5	-2	19
6 to 8	-1	18
9 to 12	0	17
13 to 15	+1	16
16 to 17	+2	15
18	+3	14

Saving Throws

Starting Saving Throws are determined by a character's Attribute scores. Additional bonuses may granted by a character's race or class.

Increasing Saves as the Character Levels Up: When a character gains a level, the player may improve one of the character's Saving Throws by 1. No Saving Throw can be reduced below 5.

Talents

X in d6 chance. Die type may be increased (d8, d10, d12...) for difficult tasks at GM's discretion.

Each level a character increases one Talent up to a maximum of 6.

If a Talent is 0 or less: Roll 2d6 and both dice must be one's in order to succeed.

If a Talent is 6 or more: Roll 2d6. If both dice come up as sixes then it is a failure.

Talents(Starting Score)

Deftness: (Average of Dex & Int Mod's): **Nimbleness (Dex Mod):** Acrobatics, Stealth, Disarming Traps, Picking Locks and Pockets, Sleight of Hand. Balancing on Narrow Ledges, Dodging.

Feat of Strength (Str Mod): Bending Bars, Lifting Gates, and Kicking in Doors.

Insight (Average of Int & Wis Mod's): Figuring Out Ancient Arcane Texts, Buying A Clue, Searching, Tracking, Survival, and Finding Traps.

Lore (Int Modifier): General Education, History, Knowledge of Ancient Legends of Monsters, Demons, Forgotten Temples, Foreign Lands, and Magical Artifacts, Appraising Items, Understanding Foreign Languages.

Prowess (Average of Str & Dex Mod's): Running, jumping and climbing.

Sense Magic (0): What It Says. Can't Identify It But Can Sense It.

Sixth Sense (Wis Mod): Avoiding Surprise, Ambushes, and Just Getting A Bad Feeling.

Social (Cha Mod): Fast Talking, Bluffing, Seduction, Hagglng, and Detecting Lies.

ANY CHARACTER MAY USE ANY ARMOR OR WEAPON.

Armor

Use Ascending AC. Unarmored is AC 10. Armor is described by generic types. Use your imagination and be cool.

Minimal (+1), Cost: 10 GP, Examples: Padded, Light Leather, Chain Mail Bikini, Barbarian Loin Cloth.

Light (+2), Cost: 40 GP, Examples: Leather, Mishmash Of Bits And Pieces, Gladiator Armor.

Medium (+3), Cost: 90 GP, Examples: Chain Mail Hauberk, Scale Mail.

Heavy (+5), Cost 250 GP, Plate Mail. **Shield**, Cost 10 GP, +1 AC

Armor Notes

Arcane Spell Failure: Armor Bonus in d6 chance.

Physical Skills Penalty: (Armor Bonus-Strength Modifier) to Deftness, Prowess, Nimbleness, Dex Saves, and Dex Modifier to AC (Min 0).

Shattered Shield Rule: Sacrifice shield to avoid damage from an attack.

Weapons

Just like armor, weapons are by type. Describe cool weapons for your character.

Unarmed: Str Modifier (Min 1)

Lesser (d4), Cost: 4 GP, Examples: Dagger, Knife, Dart, Shuriken.

Light (d6), Cost: 6 GP, Examples: Short Sword, Really Big Dagger, Mace, Club, Spear, Staff.

Medium (d8), Cost: 8 GP, Examples: Broad Or Long Sword, Heavy Mace, Ax.

Heavy (d10), Cost 10 GP, Examples: Bastard Sword, Battle Ax.

Great (d12), Cost 12 GP, Examples: Great Sword, Great Ax. (Always two handed weapons)

Weapon Notes

Lesser & Light Weapons use Dex Modifier to hit. Others Str mod.

Ranged Weapons: Dex Modifier to hit. Str Modifier to damage if thrown weapon. Ammo: Weapon Cost in CP/ea.

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