Spaces of the Unknown Rules Cheat Sheet

Build a PC

Player Characters (PCs) are dungeon crawlers and sellswords. Clerics serve in churches while wizards stay in their towers; they do not adventure.

Step 1: Choose armor. This determines your armor class (AC) and movement (MV).

Armor	AC	MV
No armor	10	10 yards or meters
Leather armor	13	8 yards or meters
Chainmail	15	6 yards or meters
Plate mail	17	4 yards or meters

Step 2: Roll 1d8 for Hit Points (HP).

Step 3: Choose 3 weapons, or 2 weapons and a shield:

Weapon	Description	Damage
Small weapon	Dagger, sling (easily concealable)	1d4
Improvised weapon	Torch, table leg	1d4
Range weapon	Bow, crossbow	1d6
Melee weapon	Mace, sword, hammer	1d8
2-handed weapon	2-handed sword, polearm	1d10
Shield	*AC +1 and MV -1; cannot use ranged or 2-handed weapon while holding shield*	1d6 (shield bash)

Step 4: Write a post that includes your character's **stats, name, and description**. Choose a race, like human, dwarf, or elf. Describe what he or she was before becoming an adventurer. *Example character: Travik the Human Farmer (AC 5 MV 6 hp 6 #AT 1; 1d10 pitchfork (2-handed), 1d8 sword (melee), 1d4 sling (small))*

Scenes

The Game Master (GM) writes a post describing a situation that the characters face. The players comment with their reactions to this situation, and the GM responds.

Actions

For **combat attacks**, the GM rolls 1d20 + level. If the result is greater than or equal to the defender's AC, the attack hits; roll the attacker's damage die and subtract it from the defender's HP. At 0 HP or below monsters die, but player characters are sidelined and cannot attack, but can grant +1 to an ally or +2 to an ally after successfully performing a stunt. *Example: A 3rd level adventurer attacks an orc with AC 13; rolls 1d20 + 3 and gets 16 for a successful hit.*

For **stunts**, like sneaking past a monster, hiding in the shadows, climbing, or swimming, the GM rolls 1d20. If the result is greater than or equal to the character's AC - level, the roll succeeds. *Example: To sneak past a guard, a 2nd level PC with 13 AC would have to roll 11 or more.*

For **traps or other dangers**, the GM rolls 1d20 + level as a **saving throw**. If the result is greater than or equal to 15, the

PC avoids the danger; otherwise the danger deals damage to the PC as follows. A danger that could kill a person, like a fall, a fire, or a trap, deals 1d8 damage. If it could kill a horse, 2d8. If an ogre, 3d8. No more. *Example: To dodge out of the way of a dart trap, a 1st level PC rolls 1d20 + 1 but gets 12, so the trap deals 1d8 damage.*

Combat

Phase 1: Choose movement. The GM comments "[Move?]" with a real-world deadline. Each player comments describing where his or her PC will move. After the deadline, the GM moves all characters and monsters simultaneously, then comments with their new positions.

Phase 2: Choose actions. The GM comments "[Actions?]" with a real-world deadline. Each player comments, describing how his or her character should act: attack, or sneak, or check for traps, *etc*. After the deadline, the GM performs all actions simultaneously, then rolls for all damage simultaneously, and comments with the result.

Phases 1 and 2 can be combined once positions are established. The GM can respond once all moves/actions are described, not just at the deadline.

Morale: When half of a group of monsters are killed, the GM rolls 1d10. If the result is greater than the monsters' Hit Dice, they surrender or withdraw to a better position. *Example: 4 monsters of 5 HD attack. When the 3rd monster dies, the GM rolls 1d10; if it rolls 6 or more, the remaining 2 monsters retreat.*

Rest: When all monsters are defeated, all PCs' HP are restored to their original score (and see Experience below).

Magic

A PC can cast any spell written on a **scroll**. Upon casting, the scroll immediately crumbles to dust.

Magic spells are self-descriptive. A combat spell typically lasts for the length of a fight; a non-combat spell for a day. Range and area of effect are typically one room or one person.

Experience

Every 20 monsters defeated levels up the party; parties start at level 1. So, at 20 monsters defeated the party levels up to 2; after defeating 20 more (40 total) they level up to 3.

When the party gains a level, players roll a d8 for each level. If the result (all dice added together) exceeds the character's current Hit Points, set the new value as the character's Hit Points. *Example: 3st level PC with 9 HP levels up to 4, rolls 4d8, gets 17; new HP is 17.*

Every 4 levels (at levels 5, 9, 13, *etc*.) the PC gets an extra attack (not action) each action phase. *Example: A 9th level PC can make 1 action (attack or stunt) and 2 attacks per action phase.*