# CHRONICLES OF GREENLAND - GIKO D&D GAME

**Setting:** Cronus Ends

**Story Name:** Gates of Acris - The Valley Path

**Difficulty:** Hardcore (Progressive)

**Players:** 4-5

The days have shortened, and the nights have lengthened; the harvest season has come to an end. Villagers prepare to leave the highlands and return home. Caravans loaded with goods have long set out on the roads, while those pursuing work have begun to wander in search of new opportunities.

To fight is not exclusive to heroes; it is also a profession. Cadmus, a mercenary, and his companions invite young, skilled individuals to join their cause after an intriguing display. Four self-assured youths, who witness this during a festival organized by people from nearby villages, stand out and accept the offer. Bidding farewell to their families, these young individuals start following in the footsteps of their new patrons.

**Kavron:**

Kavron is a village in rocky mountains, also known by another name as the "hawk's nest." It is a small village built on a protrusion on the slope. The village is famous for its goat cheese and meats. The residents enjoy drinking tea and engage in boar hunting. They have skilled blacksmiths who craft excellent hand tools.

**Keban:**

Keban is a fishing town. They produce special fermented fish preserves and smoke fish. They have a unique, spicy drink called Akvavit. The town is known for its wood craftsmanship, and it is also home to the only dam in the region. They cultivate their own fish.

**Wolfram:**

The residents of Wolfram, who typically engage in agriculture, migrate to the highlands and stay in vineyard houses during warm weather, descending to the plains during harvest time. They are involved in general farming and animal husbandry, producing enough for self-sufficiency. They are affiliated with the Burkhardt Church.

**Tusla:**

Tusla is located on one of the trade routes of the Erstonia Alliance and is considered a waystation. They have a large inn in their village. Merchants from other villages set up stalls in the Tusla square. During the winter season, traffic to this area slows down, and it changes direction towards the north. Tusla village houses an Erstonia garrison. The local population used to be involved in forestry before this became a waystation, but over time, they shifted towards the service sector.

**Special:**

A young girl who lost her way and ended up in these lands when she was just a child. An elderly couple, finding her alone in the forest, realizes that she is different from others. To protect her from evil and envious eyes and to bestow upon her a proper life, they lead an isolated existence in the mountains, away from other people. However, one day, their peace is disrupted by a stranger knocking on their door. This young girl has a bounty on her head, and the stranger is determined to claim the reward.

# Homebrew / House Rules

No spellcaster classes, half casters use spell-less variants.

## Allowed Classes at Level 1:

**Barbarian** (Short-fused, country people):

Rage is per Encounter (3 times a day Fatigue>Exhausted>Passed Out).

Aggressive trait is forced (+2 init -1 AC).

Totems are OK but cannot be religious (Pagan only).

**Fighter** (Most customizable):

Can have any feat as a bonus.

Variant, Thug.

Can stack with Warrior class.

**Ranger** (Most useful):

Can have “Humanoids” as a favored enemy, only applies to civilized foes.

Bonus feat instead of combat style (optional).

Hit Dice: 1d10.

Can train an animal companion.

Urban variant.

**Swashbuckler** (Rp options):

Dex to DMG automatically.

Can access the Weap. Focus tree without prerequisites.

Distinctive trait is forced.

**Rogue** (Most versatile):

Variant, Martial Rogue (d8 hit die, full BAB, lose sneak attack, gain bonus feats).

**Knight** (Tankest):

2d6 Hit die for Knight.

Honest trait is forced for Knight.

Damage Reduction (Ex): At 2nd level, the knight gains DR (Half HD Round Down) /Bludgeoning when wearing medium to heavy armor.

**Other:**

Commoner, Savant, Scout

**Open Classes for further Leveling:**

Unlocked in the game.

**Open to debate:**

Crusader, Warblade, Swordsage.

**Special:**

Nature-related classes are allowed; spellcaster classes are OK, but no martial classes or bards.

## Character Stuff

* + 4d6 Drop the lowest, Re-roll lowest score once (optional), Re-roll again (at the cost of a flaw).
  + Determine your character’s way: Faith or Sanity (Wisdom score x 5).
  + No XP penalties for multiclassing.
  + Can apply Dex to Attack with light weapons (Lose STR bonus to DMG).
  + Weap. Finesse is Dex to DMG (17 Dex prerequisite).
  + Level 0 spells are always cast spontaneously.
  + All characters have access to all skills regardless of class (Some exceptions).
  + First Level HP is CON+Hit die roll.

## Gameplay Stuff

* + Shield bonuses apply against “some” touch attacks.
  + More than %20 percent of the character’s body weight as carry weight applies armor penalty.
  + Healing spells are Necromancy, not Conjuration.
  + Skill checks are only rolled when stated by DM.
  + Massive damage: half of maximum HP (DC: 10+dmg value) dmg/5 rounded up.

# Extra Rules

Since this is not a classic D&D scenario, I made some adjustments to align the gameplay with the concept. I compiled rules from core books, internet forums, and dandwiki homebrew rules based on my understanding and needs.

**New Rules:**

Armor Construction Rules

Weapon Overhaul

Dueling System

No-Roll Actions

## Armor Construction

In this game, for the sake of 'realism,' we won't be using the classic armors found in core rulebooks. You can create a custom armor to suit your preferences or purchase ready-made armors. You may also acquire new pieces from your enemies.

1. Pick armor style (partial, cuirass, hauberk, suit)
2. Pick a material
3. Pick a technology (mail, weave, scale, etc.)
4. Notes

### 1a. Armor Style

| **Coverage** | **Base**  **Armor** | **Maximum**  **Dex** | **Armor Check**  **Penalty** | **Spell**  **Failure** | **Armor**  **Type** |
| --- | --- | --- | --- | --- | --- |
| Partial | -1 | — | -1 | 5% | Light |
| Cuirass | +0 | +5 | -2 | 10% | Light |
| Hauberk/Jack/Coat | +2 | +3 | -4 | 20% | Medium |
| Suit/Full | +3 | +1 | -6 | 30% | Heavy |
| Reinforced | +1 | -1 | -1 | +5% | - |

Light armor Weighs 5 lb.

Reinforcement increases total weight by 50%.

### 1b. Materials

| **Material** | **Armor Bonus** | **Maximum**  **Dex** | **Armor Check Penalty** | **Spell Failure** | **Weight** | **Special** |
| --- | --- | --- | --- | --- | --- | --- |
| Padded Cloth | -6 | +3 | +4 | -15% | 5 lb. | One step lighter |
| Wicker | -5 | +2 | +3 | -10% | 5 lb. | One step lighter |
| Cord/Rope | -4 | +1 | +2 | -5% | 10 lb. | One step lighter |
| Leather | -3 | +1 | +2 | — | 10 lb. | One step lighter |
| Wood/Soft Metal | -2 | +1 | — | — | 20 lb. |  |
| Bronze | -1 | — | — | — | 20 lb. |  |
| Iron/Steel | — | — | — | — | 20 lb. | One step heavier |

### 1c. Technology

| **Material** | **Armor Bonus** | **Maximum Dex Bonus** | **Armor Check Penalty** | **Spell Failure** | **Weight** |
| --- | --- | --- | --- | --- | --- |
| Mail | +2 | — | — | — | One step lighter, −5 |
| Weave | +2 | -1 | -1 | +5% | One step lighter |
| Scale | +2 | — | — | — | ×2/3 |
| Lamellar | +3 | — | — | — | — |
| Splint/Brigandine | +4 | — | — | — | — |
| Laminar | +4 | — | — | — | −5 |
| Plate | +5 | — | — | — | +5 |

### 1d. Notes

Some armors can be stacked up with a padding layer underneath. +1 AC bonus for padding.

Armor bonus to AC is used for Impact Resistance in dueling rules.

Partial armor acts as a shield bonus, can stack with shield bonus.

## 2. Weapon Overhaul

### 2a. Penetration:

To unlock the true potential of weapons, you can master a weapon's Impact power by taking the Penetration Skill feat.

**Attack Type Values:**

Piercing +1 / Slashing +0 / Bludgeoning +2

Size Values:

Tiny –4 / Small –2 / Medium 0 / Large +2 etc..

### 2b. Fighting Styles:

Masterwork +1 Bonus

Two handed +2 Bonus

Charge/Ready +2 Bonus or Mounted +4 Bonus

Sneak Attack +6 bonus

Weap. Finesse: Reduce Accuracy to add Impact bonus 1 -> 1

Power Attack: Reduce Accuracy to add DMG

**Penetration Skill Feats:**

Fighting Style (Half Swording):

13 Str, +1 BAB

1d4/Piercing, 1d6/Bludgeoning, 1d8/Slashing versatile weapon

+4 Impact bonus with Longswords

Grapple without provoking Attack of Opportunity while halfswording

Fighting Style (Polearm Fighting):

15 Str, +1 BAB

Add 1d6/Bludgeoning to reach weapons at 5 ft

+(12-16) Impact bonus depending on the weapon

Fighting Style (Oversized Weapon):

17 Str, +1 BAB

1d8/Bludgeoning, 2d6/Slashing versatile weapon, 1d4/Piercing at 10ft

+10 Impact bonus with Greatswords

**Ranged Weapons:**

Shortbow: +1

Longbow: +2

Greatbow: +4

Hand Crossbow: +2

Light Crossbow: +8

Heavy Crossbow: +10

## 3. Dueling System (PvP or PvNPC)

This is mainly for Honor Dueling, 1v1 Fights within Knights etc. But be aware, this will be used in some circumstances through the game.

Now, we are splitting our AC (Armor Class) and BAB (Base Attack Bonus) scores into two separate components. When attacking an opponent, we must first ensure precision to hit them and then surpass their Impact AC to inflict damage. Therefore, attacks are now divided into three aspects: striking accurately, penetrating armor, and dealing damage.

Divide BAB: Accuracy (A-BAB) / Impact (I-BAB)

**AC:**

Dodging: 8 + Dex bonus + Shield bonus + Size bonus + Deflection bonus + Dodge bonus + Insight bonus + Luck bonus + Cover bonus

Resistance: 2 + Armor bonus + Natural Armor bonus + Deflection bonus + Luck bonus

**ATTACK:**

Accuracy: 1d12 + A-BAB + Dex modifier + Size modifier + Insight bonuses + Morale bonuses + Luck bonuses

Impact: 1d8 + I-BAB + Strength modifier + Morale bonuses + Luck bonuses + Magical weapon

## 4. No-Roll Actions

Players determine their actions when given agency. Instead of saying 'I use Move Silently,' players describe their actions, such as stating that they approach quietly. In most cases, rolling dice for these actions may not be necessary; the Dungeon Master (DM) decides if a skill check is required, especially in the presence of a challenge.

In collaborative tasks, there's no need to roll dice again. The person with the highest score rolls, and a cumulative +2 bonus is added to the task.

Knowledge checks should be closely tied to roleplay. For instance, situations like a character approaching an altar, interacting with it, or carefully examining a symbol could trigger knowledge checks based on brainstorming within roleplay.

In this game, knowledge isn't just about what you know about a subject; it's about the familiarity and your ability to acquire information or make deductions related to that subject. Your knowledge score determines how effectively you can make deductions as you continue to check. You can always know if you heard anything about a certain subject before, if not, it will be stated as it is. If so, most of the time you won’t need any rolls to hear them from DM.

We are gonna rolls more when in stressful or time-sensitive situations, situations with potential danger.