

I. CHARACTERS

Roll 3d6, the first/leftmost die is for STR, the middle one is for DEX, and the last one is for WIT. Only record exceptional attributes descriptors. Then, pick a character class.

STR

- 1 - Weak (can't be a Fighter)
- 6 - Strong (+1 ATK & HP)

DEX

- 1 - Clumsy (can't be a Thief)
- 6 - Quick (+1 DEF & HP)

WIT

- 1 - Dim (can't be a Wizard)
- 6 - Clever (+1 ATK & HP)

FIGHTER

- Roll 3d6 keep highest one for HP, +1hp per adventure up to 18hp
- +1 to ATK & DEATH SAVES
- Take a 2H Weapon (+1 ATK) *or* 1H+Shield (+1 DEF) *or* 1H+Ranged
- Take Light Armor (+1 DEF) *or* Heavy Armor (+2 DEF) & 3-supplies

THIEF

- Roll 2d6 keep highest one for HP, +1hp per adventure up to 12hp
- Skilled at lockpicking, tinkering, stealth, climbing and listening to faint noises
- Take Light Armor (+1 DEF) *or* a Ranged Weapon, a 1H Weapon, and Thieves Tool
- Can't use Heavy Armor or 2H Weapons, must be unencumbered to use skills reliably

MAGIC-USER

- Roll 1d6 for HP, +1hp per adventure up to 8hp
- Spend HP or components to cast spells, burn HP to write new spells
- Take a 1H Weapon, a Grimoire containing 3-spells & 3-magical components
- Can't use Heavy Armor or 2H Weapons, must be unencumbered to cast spells reliably

Other Considerations Regarding Characters

- All Characters begin with 3d6-currency and a Shared Debt of 10,000-currency.
- Each time a replacement character joins the party, 1,000-currency is added to the Debt.
- Small groups of characters may begin play with one or two employed NPCs per player.
- During character generation, the Referee will generate a Rival and his Lackeys.

Encumbrance

Carrying 5 items or less	Unencumbered
Carrying 6 to 10 items	Encumbered
Carrying 11+ items	Overburdened

Movement per Exploration Turn

12 (x10' Underground, x1 Miles in Wilderness)
6
3, lose DEF bonus from being Quick

Note: Heavy Armor & 2H Weapons count double for the purposes of encumbrance

Other Considerations Regarding Equipment

- Supplies can be turned into specific mundane (readily available locally) equipment or resources.
- Firearms and Crossbows get +1 ATK with Quick characters instead of Strong ones.
- Each point of supplies or magical components counts as one item when tallying up encumbrance.

Magic

- All Magic-Users belong to a philosophy or magical tradition, to be picked or made up by the player.
- Magic-Users begin play with 3-spells in their Grimoire - these may be defined during play.
- All spells have a name, a cost in HP or ritual conditions, and a description of specific effects.
- Magical components can be spent instead of HP on a 1:1 ratio to cast spells.
- Ritual magic may be attempted by non-Wizards with supervision or detailed instructions.
- To create or learn new spells, magic-users must sacrifice permanent HP and/or fulfil conditions.
- Potions/Scrolls may be created by "banking" HP which is recovered after the item is destroyed.

Experience

After each successful adventure, all surviving player characters increase their Max HP by 1 point. All characters may sacrifice 6hp to increase their ATK or DEF by 1, once each per adventurer.

II. ADVENTURES

When an action's outcome is uncertain, the referee may ask the player to **roll 5+ on 1d6 to save**.

The low base chance of success represents a difficult or disadvantageous situation. Skilled players will attempt to use creative problem-solving to stack advantages and make the roll easier or bypass it entirely. Modifiers are at the referee's discretion, usually from equipment or clever preparations.

The back and forth of questions & answers between Referee and Players is the essence of the game. Everything else is supporting material to make the game more fun and unpredictable.

Encounter	d6, 1=Encounter, 2-3=Sign that someone/something is near, 4+=Clear
Distance	d6, 1-2=Close, 3-4=Near, 5-6=Far (d4 indoors, etc.)
Reaction	2d6, 2=Hostile, 3-5=Negative, 6-8=Neutral, 9-11=Positive, 12=Friendly • Monsters with a clear advantage in strength or number will usually attack • Animals with a clear disadvantage in strength or number will usually flee
Surprise	d6 vs d6, beat the other party by 3 points or more to win surprise • Whoever wins surprise may set the encounter distance or avoid the encounter • Surprise lasts until the other party is alerted (not necessarily after one round) • Surprise attacks ignore a target's DEF
Initiative	All actions in a round (1 minute) are resolved simultaneously. • If a creature is killed, it still gets to act before the end of the round. • All creatures may move one range (Close/Near/Far) and attack once per round. • Ranged may act in an extra round before melee if attackers are Far.
Attacks	$d6! + \text{ATK} - \text{Target DEF} = \text{Damage}$ • Re-roll and add 6s until another number is rolled. Mods only apply to the first roll • Damage is subtracted from HP. Creatures reduced to 0HP are slain or KO'd • Player-controlled characters may be granted a save vs death. Fighters get +1 • Damage from other sources such as trap may deal fixed or random (1-3)d6 damage
Creatures	Get a name, a description and stats expressed as HP/+ATK/-DEF. • People should have names a drive or goal to act upon. • Animals have a chance (d6) to attack, flee or stalk the party (ex: A5/F2/S4). • Monsters may be unique or part of an ecology. They usually have special abilities.
Morale	Nobody fights to the death unless they have a very good reason to do so. • After an individual loses HP or a group takes a casualty, roll 2d6 to check morale. • A low result means they want to stop fighting (flee, organize a retreat or surrender) • A medium result means they are reconsidering (parley or change of tactics) • A high result means they have strong morale (demand surrender or press on) • Apply situational modifiers (ex: fallen leader -4, winning +2, deprived -2, etc.)
Deprived	Characters who are deprived of an essential need (food, water, warmth, cool, etc.) • Are treated as if their stats are one step lower (high→normal, normal→low) • Must drop items if Overburdened • Cannot recover HP, and lose 1HP per minute (air) or day (food/water, warmth/cool) • Fighters that become Weak lose the +1 ATK bonus from 2H Weapons
Recovery	Characters recover 1HP after a meal and a night (or day) of rest. • One week of rest allows any character to go back to full HP.

III. BESTIARY

The referee should come up with its own monsters and not worry much about numbers or balance. The following are traditional fantasy monsters to be used, modified, or drawn inspiration from.

Creature (d10-d6)	HP	ATK	DEF	Notes & Special Abilities
Alzabo (1-1)	15	2	2	Bear-thing that absorbs the minds of its prey and mimics their cry
Ant, Giant (1-2)	8	2	2	Mindless drones act as the Queen's body. She talks and is petty
Ape, White (1-3)	15	4	2	Savage four-armed furry beast. Throws rocks if Far. Always pissed
Bandit/Watchman (1-4)	3	1	1	Always have an interesting gimmick and tactics, boring otherwise
Bird, Giant (1-5)	12	2	2	Colourful (valuable) feathers, limited intelligence, fancy mating call
Cannibal, Wastelands (1-6)	4	2	1	Nihilistic desert rider constantly high on moon-powder
Centipede, Giant (2-1)	9	2	1	Venomous bite will rot your limb (d4 location), terrible smell
Cleric (2-2)	5	2	2	Follows a weird god. Might be useful if compatible values
Clown, Killer (2-3)	4	1	1	Makes a fool of itself until it is close enough to bite your face off
Cockroach, Giant (2-4)	15	0	2	Immune to Magic. Communicate telepathically with its antennae
Cyborg (2-5)	20	2	2	Skin comes off at 10hp. Time-travelling killer from a dark future
Diplodocus (2-6)	25	1	3	Very long neck giant lizard - eats grass and ponders meaning of life
Dragon (3-1)	10-30	1-5	1-5	Big lizard with magic breath - comes in wildly varied shapes/sizes
Dragonfly, Giant (3-2)	8	0	2	Great mount for a few day's journey - easily tamed with sugary treat
Drone, Killer (3-4)	10	4	3	Dog-sized death-machine from distant past. Targets any living thing
Dwarf (3-5)	3	1	1	Short, bearded, greedy craftsmen fuelled by alcohol and gems
Elf (3-6)	4	2	1	Natural or animal trait, beautiful and alien, very moody
Gator (4-1)	15	2	2	Warns of its presence with the sound of a ticking clock, fake friendly
Ghost (4-2)	-	1	-	Lingering spirit of the dead. Often vengeful and scary. Incorporeal
Ghoul (4-3)	8	2	1	Super stealthy. Unlucky=Ravenous Lucky=Polite & Well-mannered
Giant (4-4)	30	6	6	Extreme about everything they do and think. Can't win surprise
Goblin (4-5)	2	0	0	Red - Eat Anything Yellow - Acid Spit Blue - Walk on Ceilings
Gola (4-6)	6	1	1	Artificially grown human with implanted memories. Seeks freedom
Grue (5-1)	-	4	-	Hides in any pocket of darkness. Eats those without light sources
Jelly, Pink (5-2)	12	1	1	Skin contact puts living creatures to sleep
Lich (5-3)	30	3	3	Incorporeal, wizard & mummy on steroids. Has a Grand Plan
Mold, Cyan (5-4)	20	-	0	Breathing its spores make you want to kill others then yourself
Moth, Giant (5-5)	12	1	1	Blood-sucking abomination attracted by torch or lantern-light
Mummy (5-6)	20	3	3	Curse burns 1 Max HP per adventure until lifted
Mutant (6-1)	4	2	1	Irradiated survivors of the wastes. May have psionic powers
Ogre (6-2)	12	3	3	Greedy and opportunistic. Often have an artistic bent/side gig
Ooze, Violet (6-3)	15	1	0	Living creatures in physical contact are overcome with apathy
Orc, Pig-Faced (6-4)	4	2	2	Eat prisoners alive. Hated by the gods, they hate them in return
Praying Mantis, Giant (6-5)	15	3	3	Jumps from Far to Close with its hidden wings. Fears nothing
Pteranodon (6-6)	8	1	1	Flying lizard, often mounted by Orcs and Goblins
Robot (7-1)	10-30	1-5	1-5	Follows its Prime Directive or Final Orders. Know only one emotion
Scarecrow, Cursed (7-2)	8	2	1	Animated by Goblin sorcerers. Likes surprising people with shotgun
Scorpion, Giant (7-3)	10	2	2	Irradiated Venom causes spontaneous combustion
Skeleton (7-4)	6	1	2	Smash their soul-stone or they re-assemble a round. Cackles
Slime, Purple (7-5)	12	2	0	Organic matter rapidly rots into cancerous growth on contact
Sphinx (7-6)	15	2	1	Passive-aggressively argues on trivia, attacks when proven wrong
Spider, Giant (8-1)	12	2	2	Paralyzing poison, can and will talk to you in a caring motherly tone
T-Rex (8-2)	30	4	3	Like all dinosaurs, may be upgraded with cybernetics
Triceratops (8-3)	20	3	3	Great ride for itinerant merchants and small nomad families
Troll (8-4)	15	3	3	If they get a taste of your blood, will track you anywhere, forever
Vampire (8-5)	15	2	2	Organized in clans and bloodlines covering all powers/weaknesses
Velociraptor (8-6)	10	2	1	Clever, hunts in pack, can gut you, leaving you bleeding 1hp/round
Wasp, Giant (9-1)	9	2	1	Lays eggs inside corpses, they burst with small flying larvae in a day
Werewolf (9-2)	12	3	1	Only hurt by silver. Sanguine temperament but fiercely loyal
Witch (9-3)	2	0	3	Brew potions and curses fools. Always hide behind illusions
Wizard (9-4)	3	0	3	Doesn't give a fuck. Turn your skin inside-out. Smoke moon-powder
Wizard's Apprentice (9-5)	2	0	0	Thirsts for knowledge and power. Frustrated intern with cantrips
Zombie (9-6)	6	1	1	Infectious bite, act out horrifying parodies of former daily lives
Referee Creation (0-Any)				Roll d10 & d6 once for an encounter or 2-3 times for an adventure

IV. GENRE RULES

The rules of Underground Adventures suggest a Science-Fantasy, Post-Apocalypse setting. Referees should come up with their own worlds to play in, or freely steal from other works of fiction. To help with that, here are two examples of alterations to the rules to fit other genres.

A. CYBERPUNK

FIGHTER - Rename as **KILLER**, Replace the two equipment • with these:

- Pick two: Big Gun (+2 ATK), Gun (+1 ATK), 2H Weapon (+1 ATK), 1H Weapon
- Take Light Armor (+1 DEF) *or* Heavy Armor (+2 DEF), Chrome & 3-supplies

THIEF - Rename as **OPERATOR**, replace last three • with these:

- Pick three skills: Security, Stunt Driving, Deals, MedTech, Mechanics, Stealth, Survival
- Pick three: Gun (+1 ATK), 1H Weapon, Tools of the Trade, Light Armor (+1 DEF), Chrome
- Must be unencumbered to use skills reliably

MAGIC-USER - Rename as **NEUROMANCER**, replace last three • with these:

- Spend HP or data spikes to use programs, burn HP to write new programs
- Take a Gun (+1 ATK), a Cyberdeck containing 3-programs & 3-data spikes
- Must be unencumbered to use programs reliably

Other Changes

- Big Guns count double for encumbrance purposes
- Chrome means the character is augmented with cybernetics - one useful and a lot of cosmetics
- Ritual magic is replaced by routines - easy to use universal programs for mostly harmless functions
- Potions/Scrolls are replaced by cassettes - portable one-shot programs to load into one's cyberdeck
- Characters may sacrifice 4hp for additional useful chrome

Maximum "Max" Law, Ex-Corporate Security for Arasaka

Strong, Quick, 8HP, ATK+3 (Bullpup) / +2 (Bowie Knife), DEF-3 (Kevlar & Subdermal Armor)

B. COSMIC HORROR

FIGHTER - same mechanics but you get a Gun (+1 ATK) or 1H Weapon like a knife or baseball bat

THIEF - Rename as **INVESTIGATOR**, replace Thief skills with Investigation ones:

- Questioning, Forensics, Find Hidden Object, Criminal *or* Legal Connections
- Take a Gun (+1 ATK) *or* a Car

MAGIC-USER - Rename as **SCHOLAR**, you get skills:

- Natural Sciences *or* Hard Science *or* Social Sciences, and Library Search

Other Changes

- All characters may attempt ritual magic, although it always has a cost in permanent HP
- Learning more about the nature of the world and witnessing eldritch horrors also reduces HP
- Reaching 0HP may mean going irremediably insane instead of death, though it is always near
- Characters may *regain* HP lost due to learning too much by destroying evidence and monsters

Matthew McLimey, Private Detective

Weak, Clever, 4HP, ATK+1, Crappy Old Car, Trench coat & Phonebook