

# SagaBorn Roleplaying Game

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## Errata 1.0

### Spells:

Alter Self As **Disguise**, plus more drastic changes.

Arcane Guard gains +1 per 4 levels.

Mage Bolt 1 bolt per 2 levels

Fireball: Reflex for half

Xavian's Warding Armor - Duration - 1 hour/level.

Xavian's Warding Armor is canceled by steel or iron armor on the recipient. AC bonus is to whichever is highest, armor AC or Xavian's bonus.

### Class abilities

Spell shield 1 round/ level

Ranger Favored Terrain list

Tracking chart

Add magical beast

Rogues can use awareness or thievery for detecting traps.

### General

Size and Reach

#### Size

This line describes the creature's size. A size modifier applies to the creature's Armor Class (AC). A creature's size also determines how far it can reach to make a melee attack and how much space it occupies in a fight.

Creature Size	Size Modifier	Space	Weight	Height or length	Reach
Fine	+8	6 in. or less	1/8 lb. or less	½ ft.	0 ft.

Diminutive	+4	6 in. - 1 ft.	1/8 lb. - 1 lb.	1 ft.	0 ft.
Tiny	+2	1 ft. - 2 ft.	1 lb. - 8 lb.	2½ ft.	0 ft.
Small	+1	2 ft. - 4 ft.	8 lb. - 60 lb.	5 ft.	5 ft.
Medium	+0	4 ft. - 8 ft.	60 lb. - 500 lb.	5 ft.	5 ft.
Large	-1	8 ft. - 16 ft.	500 lb. - 2 tons	10 ft.	10 ft.
Huge	-2	16 ft. - 32 ft.	2 tons - 16 tons	15 ft.	15 ft.
Gargantuan	-4	32 ft. - 64 ft.	16 tons - 125 tons	20 ft.	20 ft.
Colossal	-8	64 ft. or more	125 tons or more	30 ft.	30 ft.

A creature's size modifier is applied to it's Armor Class.

A tie in a heroic action goes to the initiator.

Melee is base attack plus STR mod

Ranged is base attack plus DEX mod

The GM and the game are fans of the heroes. If it benefits the Heroes, fractions are rounded up, if it harms them, it is rounded down.

Max fall damage

**Starting Hit points.** Starting hp is max HD for class plus con bonus. A character gains one Hit Die of the class it advances in at level up.

### Heroic Action

When a character wants to do something out of the ordinary, such as tackle their opponent, they must succeed at a Heroic Action. A Heroic Action is a player vs. Game Master roll: each rolls a d20 and adds the appropriate ability modifier (for a roll against the environment the GM decides the Difficulty Class and the player rolls against that DC). The highest roll wins. Heroic actions can be used for any non-combat actions that would be contested by another creature.

### Stabilizing a Disabled character.

If a hero is disabled they must succeed at a DC12 Fortitude check to stabilize. After stabilized, they may try to succeed at a dc14 con check to see if they become mobile. If they become mobile, they may do one action such as move at 1/2 speed, cast a spell, use a skill, or attack an adjacent creature at - 5 to hit and damage.

A companion or NPC can use a standard action to stabilize a disabled character on a DC12 Survival check.

## Talents

**Animal Companion** - Animal Companions can not take the Animal Companion Talent.

**Blind Fight (1)** - In melee, any time you miss because of blindness you can reroll your miss chance percentile roll one time to see if you actually hit. An Invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being Invisible. The Invisible attacker's bonuses do still apply for ranged attacks, however.

**Healing (1)** - **During combat you may**, you can take a round to bind an injury (the target gains back +1 HP). During rest a healer can use their abilities to allow other characters gain back double the normal hit points.