

1. レギュレーション

基本は Core Rule。ただし、ハウスルールを適用する。

PRD 掲載ルールは申請 / 許可制で利用可能。

その他のルールは応相談。

ルール採用のガイドライン

- ・ No ST の能力は適切な ST や判定を必要とするように変更する
- ・ ハウスルールとの整合性が無い能力は変更される

2. アビリティ

以下のどちらかから選択

- ・ $4d6 \times 6$ で 3 回振って、Point-Buy 換算で真ん中のアビリティ

6 以下のアビリティのポイントは以下の通り：

Ability	Point
3	-12
4	-10
5	-8
6	-6

- ・ 15point-buy

3. 低いアビリティによる不利な特徴

いずれかのアビリティが 10 を下回る場合、そのアビリティの修正値 -1 毎に対応した不利な特徴を選択する。

Strength

Puny

You are treated as though you are one size category smaller than your racial norm with regards to weapon proficiencies.

Weak Grip

Any time you miss with a melee attack your opponent may make attempt a disarm combat maneuver as a free action.

Bad Swimmer

You cannot succeed on any swim check with a DC higher than 10.

Bad Climber

You cannot succeed on any climb check with a DC higher than 10.

Insufficient Block

盾による AC ボーナスが半分になる。Block アクションが行えない。

Dexterity

Slow Starter

You cannot win an initiative roll. If your roll is ever highest, you move to second place in the initiative order.

Butterfingers

Upon rolling a natural one in combat, you drop your weapon.

Two Left Feet

When moving over difficult terrain, or trying to move over an obstacle, the character must make a Reflex save (DC 15) or fall prone.

Pushover

Upon being struck by a critical hit, you fall prone.

Awkward Fall

Add +2 to the falling damage for every 10 feet you fall.

Constitution

Medicine Dependent

You require a daily dose of medication(価格 : HD の 2 乗 × 5gp) to avoid the fatigued condition. After two days you gain the exhausted condition.

Slow

Run するときの Speed が × 2

Cheap Drunk

Even a slight amount of alcohol, as much as half a cup of weak brew, leaves you impaired. You take a -4 to all Dexterity checks & Wisdom checks until you've rested for 8 hours.

Weak Frame

If you wear any armor in excess of 40lb, you are treated as encumbered.

Intelligence

Illiterate

You cannot read or write.

Ignorant

You cannot succeed on any Knowledge check with a DC higher than 10.

Inexpressive

You take a -2 on any check which requires you to express yourself to another. This includes Diplomacy checks, Bluff checks, Perform checks, or any abilities or spells which require a subject to understand the character.

Bad Eye for Value

You always pay 10% more than market value when buying items from merchants. You always sell for 10% less than market value.

Wisdom

Tempted

Select a temptation from the list below. Whenever presented with your temptation, you must make a will save (DC: 10 + Your Character Level) or indulge in that temptation. This flaw can be selected more than once, its effects do not stack. Each time it is taken, select a different temptation. List of temptations: Alcohol, Food, Sex, Drugs

Overly Honorable

You cannot make bluff checks.

City Slicker

You cannot succeed on any survival check with a DC higher than 10.

Day Dreamer

You cannot succeed on any reactive perception check with a DC higher than 10.

Spendthrift

For every day your character spends in a town or city, he or she loses 1d10/level gold on purchases of food, drink, and baubles.

Gullible

You cannot succeed on any sense motive check with a DC higher than 10.

Charisma

Rude

You're unable to bite your tongue. You cannot succeed on any diplomacy check with a DC higher than 10.

Meek

You're unable to assert yourself. You cannot succeed on any intimidate check with a DC higher than 10.

Magically Inept

Any successful Use Magic Device check has a 25% chance to misfire, causing the target to be determined randomly. If the target is self, the spell merely fizzles.

Bad With Animals

Animals which encounter you are unusually aggressive towards you. Those which would normally be friendly are unfriendly. Those which would normally be unfriendly may attack you.

4.hp の成長

- ・ HitDie は 1Lv 目最大、以降偶数レベルは最大値 ÷ 2, 奇数レベルは最大値 ÷ 2+1

5.Trait

キャラクター作成時に2つまで Trait を選択できる。そのうち1つは Skull & Shackles Player's Guide から選択すること。

6. ボーナスフィート

以下の Feat については、前提条件を無視して全員が最初から持っている扱いとする。クラス等の能力で該当する Feat を取得しなければならない場合、GM の許可する他の Feat を取得しても良い。

- ・ Agile Maneuvers
- ・ Eschew Materials
- ・ Weapon Finesse