

Low Fantasy Gaming Deluxe Ed - Core Features

- **PDF & Hardcover:** 2 versions, Full Colour + B&W Line Art.
- **9 Classes:** Artificer, Barbarian, Bard, Cultist, Fighter, Monk, Ranger, Rogue & Magic User; only two of which involve magic.
- **12th Level Max** eliminates the most powerful spells, and keeps the mightiest monsters scary.
- **Unique Features:** every 3rd level design your own PC ability in conjunction with your GM. Don't want to make your own? Choose from 36 examples instead.
- **Roll Equal or Under** for attribute checks (inc degrees of success), making every stat point matter.
- **Skills** provide access to a level based **Reroll Pool**, smoothing the fickleness of d20 probability distribution.
- **Willpower & Perception** attributes replace Wisdom.
- **Luck** attribute replaces saving throws and powers some *Martial Exploits*.
- **Minor, Major & Rescue Exploits** on top of damage, not in lieu, promote improvised stunts and moments of greatness.
- **Dangerous Combat:** Dropping to zero hp requires a roll on the *Injuries & Setbacks* table and healing is delayed by 1d3 minutes (magical or otherwise). Players don't roll to find out if their PC is *All Dead* or *Mostly Dead* until the battle ends and someone checks the body.
- **Party Retreat & Chase** rules allow the GM to throw whatever makes sense at the party, unshackling them from balanced encounters and quarantined zones.
- **5 minute Short Rests** allow PCs to attempt Willpower checks to recover hit points and class abilities, encouraging the party to push on rather than camp.
- **Long Rests** take 1d6 days (or 1d4 in a safe, comfortable environment), mitigating the nova, rest, repeat problem for adventures with long periods between battles (eg: wilderness treks).
- **Dark & Dangerous Magic** tests and **Divine Rebuke** tests make all spell casting inherently uncertain. No at-will, teleport, mind reading or resurrection magic. Magic Users are less reliant on spells, proficient in one handed weapons and light armour.
- **Evocative Spells:** Spells have been tweaked and renamed, eg: *Silent Image*, *Invisibility*, *Magic Missile* and *Hold Monster* are instead *Shadows & Dust*, *A Wisp Unseen*, *Lash of Unerring Pain* and *Crush of the Warp*.
- **Rare Magic Items**, with obvious and discreet attunements, that unlock as their owners level up.
- **GM Tables** for Weather, Exploration Events, Random Encounters, Traps, Treasure, Disease, Madness, Tavern Brawls, Hirelings, Mass Battle, Naval Combat, NPC Quirks, Rival Adventurers, Blackpowder, and more.
- **130+ Monsters** including effective *Boss Monster* options (eg: *Off Turn Attacks* match the party's action economy, and *Stronger Luck* grants saves even when a save is not normally permitted), plus custom monsters guide.
- **Online Play Support:** an LFG character sheet is available for online play via Roll20.
- **Open Game Content:** 99% of LFG text is "Open Game Content" under the Open Game Licence. Want to make your own adventures or expansions for LFG and sell them (including using expressions such as "Compatible with Low Fantasy Gaming")? Go right ahead!