

Mazes & Minotaurs (Rev.) in a Nutshell

to do nearly anything,
you make a check

for most checks, roll a d20
and add bonuses
(combat, saving, other)

...but the MM might call for
a d10, d6, or anything else

you'll have a target number

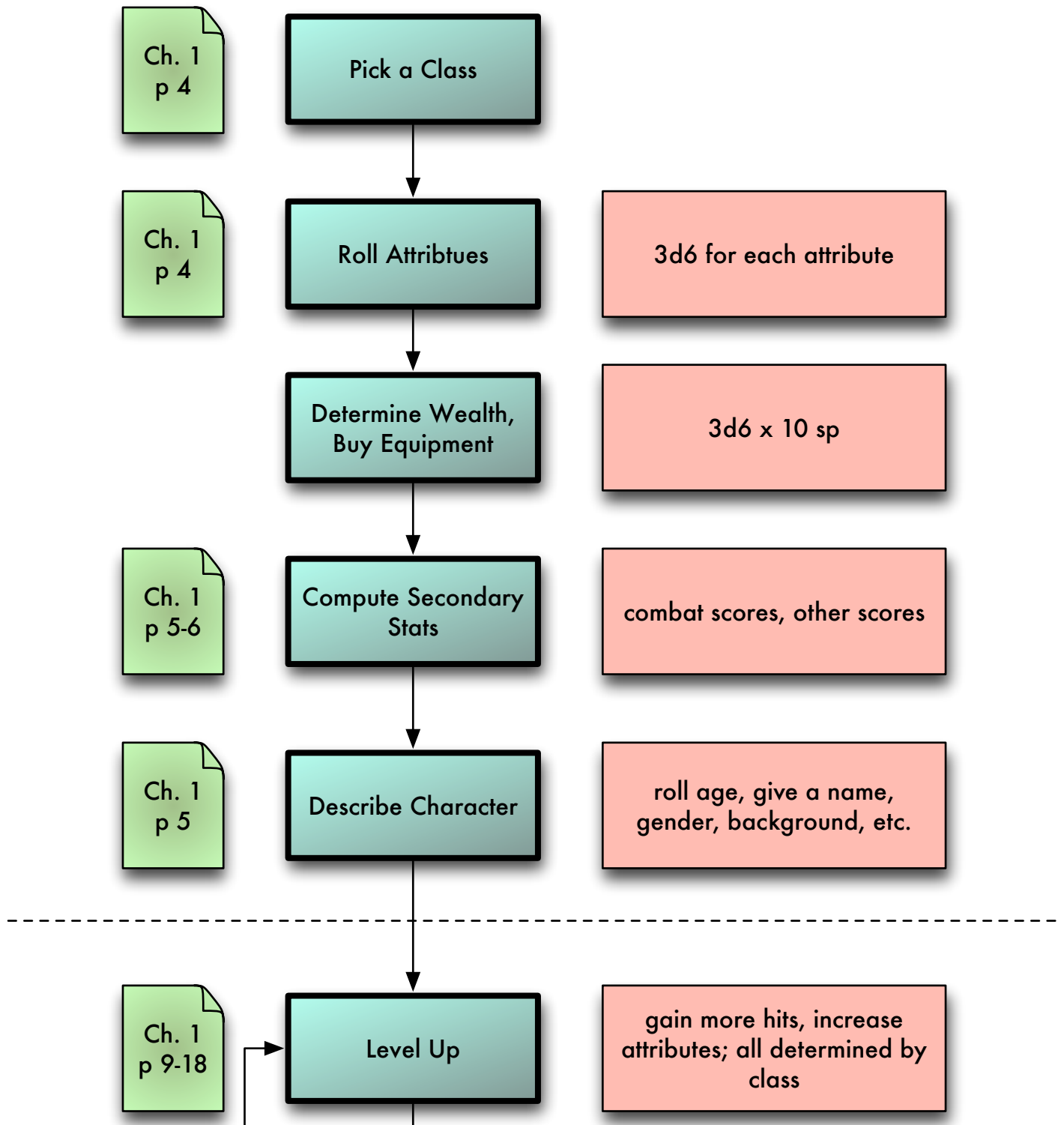
a fixed number
from the DM

or another
character's roll

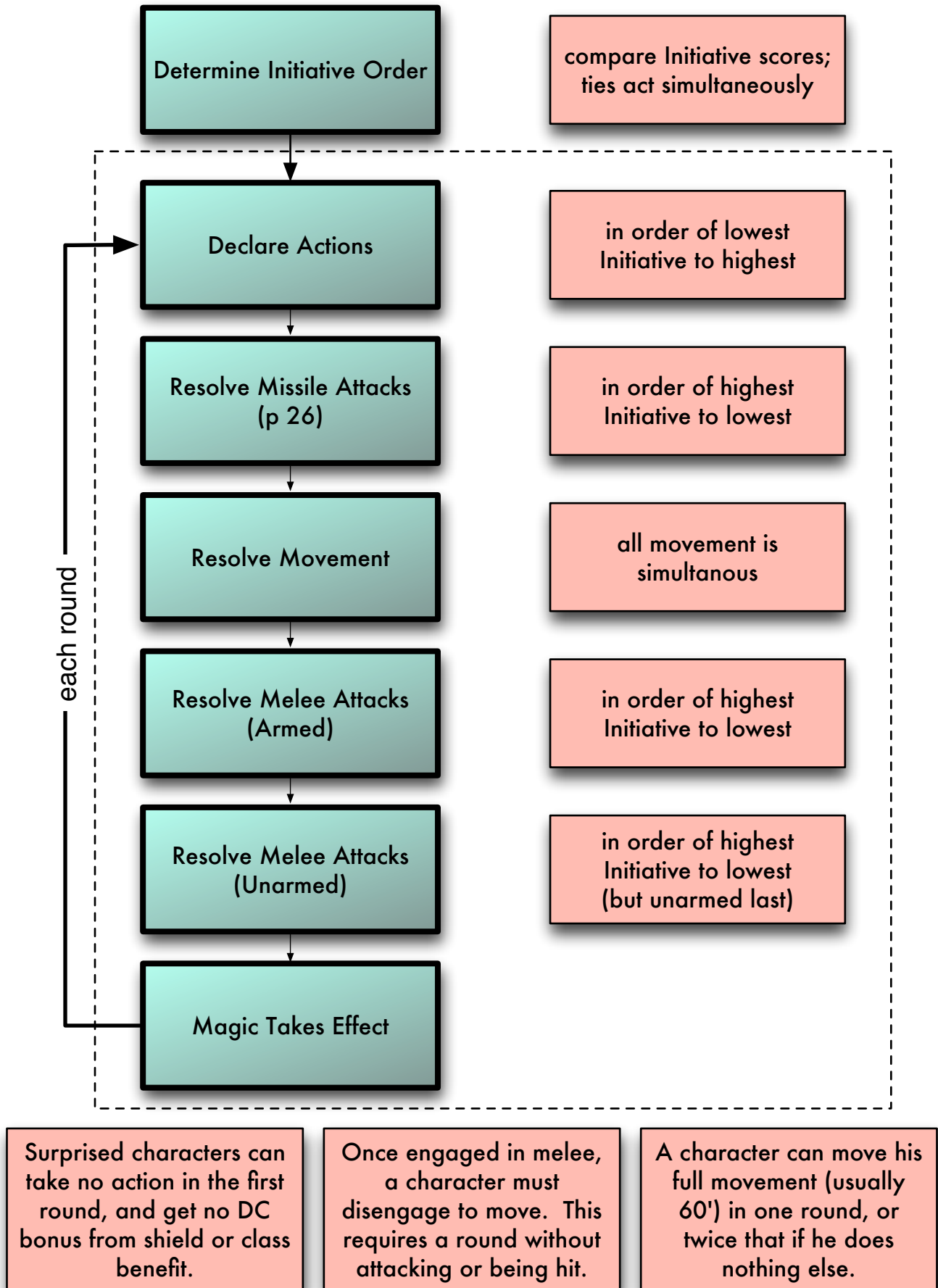
if you rolled it or higher,
you succeed; otherwise, you
fail

if you rolled higher, you
succeed; otherwise, you fail

Mazes & Minotaurs (Rev.) Chargen



Mazes & Minotaurs (Rev.) Combat (1/2)



Mazes & Minotaurs (Rev.) Combat (2/2)

Attack!

Attack rolls are $d20 + \text{Melee or Missile bonus}$ versus the defender's EDC. If you're using your Weapon of Choice, you can roll $2d20$ and discard the lower roll

Incapacitation

When reduced to zero Hits, roll $1d20 + \text{Physical Vigor}$. On less than 10, the PC dies. Otherwise, the character can survive just 1 more Hit. On less than 20, the PC is incapacitated. At 20 and above, he may continue to fight.

Two-Weapons Fighting

With a Skill of 13, a warrior can fight with a dagger in his off hand, for +1 to attack. With a Skill and Might of 13, he can use two blades, for +2 to attack.

Hold Back / Weapon Parry

With a Skill of 13, a warrior wielding a spear (Hold Back) or sword or barbarian weapon (Weapon Parry) can forgo making an attack for one round to add his Skill bonus to his EDC.

Pugilism

Pugilism is a standard Melee attack, doing $1d6 + \text{Might mod. temporary damage}$. When a victim's temporary damage exceeds his total hits, he is rendered unconscious. Pugilism only works against humanoids.

Subterfuge

With a Wits of 13, a character can spend a round doing nothing but studying an opponent to use his Wits modifier as a bonus on a melee attack in the following round.

Wrestling

Wrestling is a standard Melee attack, whereby the attacker grapples his foe. Once grappled, the victim can do nothing but try to break free (melee attack v. grapplers Might). Attacks vs. grappled foe are at +4.