

In the world of Ivalice, there exists a small continent to the south. The port city of Bella Rosa, the largest Hume settlement in the country, stands tall like a gateway to the rest of Spania. Small towns and villages dot the land offer safe haven from monsters and bandits, with the rare road being kept safe and free by the king's army.

It was not until recently that areas which used to be relatively tame and monster-free became overrun by hostile flora and fauna, their presence always announced by a magical phenomenon known as the Mist. Smaller towns and keeps became home to these monsters, having driven out all the people in the area. Well-guarded and fortified settlements soon faced the problem of overpopulation, food and space for people quickly becoming scarce.

With the countryside quickly becoming hostile to civilized life, the emergence of Clans have become a necessary development. Foolhardy young men and women were willing to put their life on the line for pay, food, and shelter, with the leaders hoping to beat back the Mist pervading and corrupting the continent. The purpose of Clans are thus threefold: Provide work for anyone foolish enough to risk their life in combat, assist the kingdom in taking back the land from the corruptive blight of the Mist, and to perform field research to assess the true nature of the mist and its origins.

The five known races in Spania: Bangaa, Hume, Mooglee, Nu Mou, and Viera, have all decided to work together in a joint effort to be rid of the Mist. Thus, the Bangaa and Viera city-states have ceased their violent conflicts and agreed to a ceasefire while the Mist has presence in Spania. Mog and Nu Mou have temporarily allied themselves with the Humes, their armies not as strong but both races providing able bodies willing to help.

Races

Bangaa: 9CON min / 17CHA max. Bangaa have a keen sense of smell, able to identify people by scent. They can easily determine the presence of concealed or invisible creatures (only being surprised on a 1 in 6 chance), and any penalties associated with combating such foes is halved. They roll Hit Dice one size larger, d4 becoming d6 and so on. Bangaa can become Fighters, Clerics, and Thieves. Their lifespan is roughly 1.5-2 times a Hume's.

Hume: Humes gain +10% bonus experience. Can become any class including Fighter/M-U and Thief/M-U. A Hume generally lives to about 70 years of age.

Mooglee: 9DEX min / 17STR max. Mogs are adept with ranged weapons and gain +1 attack bonus when using them. They gain +2 bonus AC when attacked by creatures larger than man-sized, and they are able to hide very effectively; so long as they remain still in wilderness there is only a 10% chance they will be detected, and 30% otherwise. However their maximum Hit Dice is a d6, they cannot wield Large weapons, and Medium weapons must be held with two hands. They can become Fighters, Clerics, Magic-Users, Thieves, and Thief/M-U. A Mog's lifespan is around the same as a Hume's.

Nu Mou: 9INT or 9WIS min / 17CON max. Nu Mou gain +4 to save against charm-like effects and spells and can discern illusions with a 1-2 on a d6. Their maximum Hit Dice is a d6. They can become Fighters, Clerics, and Magic-Users. A Nu Mu will live over 3 times as long as a Hume's.

Viera: 9DEX min / 17CON max. Viera have Darkvision with a 60' range. Due to their superb hearing and eyesight they have a 2 in 6 chance to observe hidden things and can only be surprised on a 1 in 6 chance. They can become Fighters, Clerics, Magic-Users, Thieves, and Fighter/M-U. A Viera's lifespan is over 3 times as long as a Hume's.

Note: Viera are extremely sensitive to the Mist. Any Viera exposed to high concentrations of Mist must make a Saving Throw vs. Spells or go into a Mist frenzy. Under this berserk status, their Strength score temporarily becomes 18 as they become able to tear off metal shackles and kill Humes with bare blows. Viera in this state are uncontrollable.

Classes

While the classes are the standard four in the book, there are changes as to how they work.

Clerics

Weapon Restrictions: Clerics have no weapon restrictions.

Spell Restrictions: Clerics must find or buy their spells now.

Fighters

Fighters choose one profession during character creation and gain the associated ability. They gain an additional profession at level 10.

Archer/Slinger: The Archer (or Slinger) gains +1 to hit with ranged weapons.

Berserker: During a fight, Berserkers can choose to gain +1 to hit and +2 to damage, at the cost of a -3 armor class penalty.

Blade Dancer: Blade Dancers gain a +2 AC bonus when fighting unarmored.

Crusader: Crusaders do an extra 2 points of damage on any melee attack against undead or demons.

Dragoon: Dragoons may jump 10' into the air on their movement. They may initiate a Charge attack this way and they do not take falling damage for the first 10' fallen.

Duelist: Duelists score a critical hit on a natural roll of 20, unless only a 20 will hit their foe. Critical hits automatically do maximum weapon damage.

Harrier: Harriers gain a +1 to initiative rolls. They also gain a +1 bonus to hit an opponent who missed them in the preceding or same round of combat. They may not wear armor heavier than mail.

Hoplite: Hoplites may attack with their shields. If they hit, they do 1d3 damage and their opponent must save vs. paralysis or be knocked down. Creatures larger than the hoplite automatically pass their saving throw.

Noble: Nobles gain a +1 bonus to henchmen loyalty and may have up to 3 additional followers.

Pugilist: Pugilists cause 1d6 damage with unarmed strikes. They may attack armored enemies with no penalty if they are wearing some type of hand protection.

Slayer: Slayers can make an attack with a -2 to hit penalty. If successful, they hamstring their opponent, who then suffers a -1 to all attack rolls.

Scout: Scouts gain a +1 bonus to avoid surprise and to detect ambushes.

Sniper: Snipers make critical hits on a natural 19 or 20 with ranged weapons, unless only a 20 will hit their foe. Critical hits always do maximum weapon damage.

Soldier: Soldiers gain a +2 AC bonus from shields, instead of the normal +1.

Templar: Templars can Heal a number of hit points equal to 2 times their level once per day.

Warlock: Warlocks can use magic-user scrolls as if they were an equivalent level magic-user.

Warrior: Warriors get one attack per level each turn against foes of one hit dice or less.

Weapon Master: Weapon masters may choose one melee weapon to master. They gain a +1 bonus to hit with this weapon type.

Thieves

Thieves have a d6 hit dice and deal 1d6 damage with clubs and daggers. Note that Thief Abilities are inherently supernatural and are rolled when all possibilities are exhausted.

Magic-Users

Magic-Users may use any weapon of Medium size or lower.

Fighter/Magic-User

Cannot cast spells in Plate and they do not gain Fighter Professions, their Hit Dice is d6.

Thief/Magic-User

Works exactly like in the book.

Miscellaneous Rule Changes

- Generate characters using 3d6 strict, swap any two ability scores once. If the modifiers total out to 0 or less, reroll.
- Magic-Users and Clerics can memorize a total spell number of spells per day equal to their level + their Int / Wis bonus respectively. When they cast a spell, they use a spell slot of that level or higher to cast it.
- Buffing spells to weapons can also affect gauntlets, for purposes of punching things.
- All first level characters get max on their Hit Dice to start.
- Once per day you may 'take a break' to eat rations and rest for an hour, letting you roll your Hit Dice and gaining that many Hit Points back.
- At Death's Door: Characters at 0 HP are considered to be At Death's Door and must make saving throws vs. Death each time they are hit. For each saving throw they make they take a cumulative -1 penalty to the roll.

Swords & Wizardry Whitebox...?

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Class Changes

Cleric

Weapon Restrictions: Clerics have no weapon restrictions.

Armor Restrictions: Clerics are limited from casting in Platemail.

Spell Restrictions: Clerics must find or buy their spells now, but they use the Magic-User spell progression.

Turn Undead is a first level Cleric spell.

Magic-User

Weapon Restrictions: Magic-Users have no weapon restrictions.

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