

# Snice Core Rulebook

The Core Rules for the Snice Pen & Paper System's Core Setting



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## What is a Pen & Paper RPG?

A Pen & Paper RPG is a roleplaying game that, theoretically, is completely playable without any expensive materials, visualizations or anything else than a couple sheets of paper and a pen. Pen & Paper RPGs usually consist of one Game Master, called the *Snaister* in Snice, and at least, but not limited to, one Player.

### The Snaister

In Snice, the Snaister is the player's interface to the world of the game. Players ask the Snaister what their characters see and can and can't do. The Snaister prepares the campaign and its contents for the players to experience. They are the narrator of the game and lead the players through the scenario.

### The Player

As the player, you will create a character that interacts for you in the game's campaign. They can be a reflection of yourself or someone completely different. Maybe a type of fantasy character that you always wanted to play. In Pen & Paper RPGs, it is common but not specifically needed, to actively roleplay with your character, speak and act like your character would in conversations with NPCs (Non-Player Characters) or other player characters. You should do what you

feel comfortable with. To have fun, it is very important that everyone feels as comfortable as possible. If active roleplaying is not something that you feel comfortable with, you don't have to do it.

In this rulebook, you will be guided through the creation of your character and the basic rules of Snice. The Core Rulebook is limited to what you, as a beginner or advanced player, need to know and covers information and mechanics of the Snice core setting „*Advantica*“. For more situational information, your Snaister and the *Snaister Guide*, as well as *Creatures of Advantica* are there to answer your questions as the game proceeds.

The Snaister has access to their own special handout with information on how to exactly calculate the outcomes of combat, how to run a game and tips on campaign creation.

When you enter a room, you can ask the Snaister what you see. When you try to smash through a door, the Snaister will tell you if you need to roll a check to see if and how it happens. Everything your character does needs to be communicated to the Snaister.

### The Dice

To play Snice (and most other Pen & Paper RPGs), you need a set of RPG dice, also called polyhedral dice. These sets usually contain a total of 7 dice, consisting of a 20 sided, 12 sided, 8 sided, 6 sided and 4 sided die, as well as two 10 sided dice.

For Snice, you will mostly use the 20 sided die, called the d20. You roll most of the checks with it. For specific actions, and especially in the case of damage calculation in combat, you will need other dice as the used action needs.

The Snaister usually has their own set of dice and rolls most actions hidden and separated from the players. The players can usually share one set of dice, meaning to play a game of Snice, at least two sets of dice are needed for ease of play.

### About this book

The core rulebook is parted into different sections. Each one of these gives you an understanding of how the Snice system works at its fundamentals.

In this book, you can find the basic rules that every player should know to properly play Snice, as well as information about character creation and the different classes, base species and skill lists each player can choose from in the Snice core setting *Advantica*.

#### Quick note

The Snaister, or Game Master, plans and leads the story part of the game. The players interact with the Snaister to figure out what they see, can do and what they need to roll their dice for.

Players are responsible to keep track of the information and data on their Character Sheet. A Pen & Paper RPG is a combination of working together and having fun with everyone at the real or virtual table.



# Creating your Character

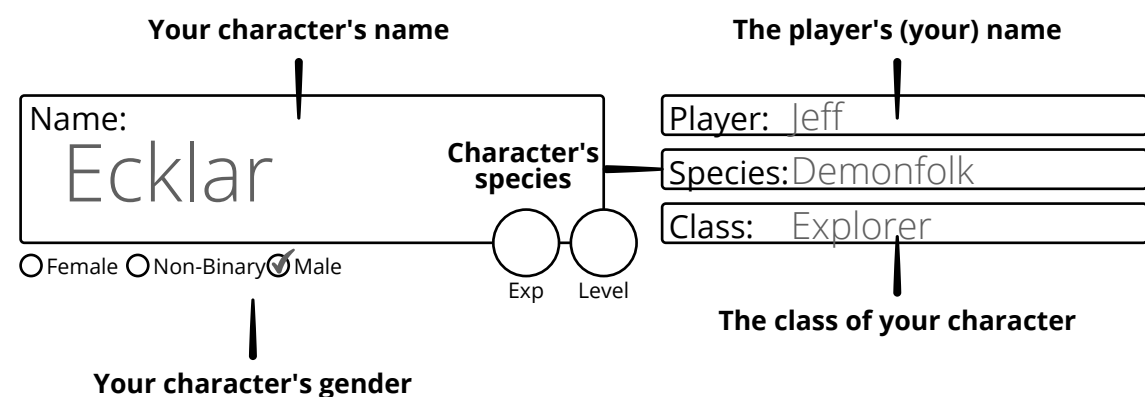
When creating your character, you should usually start by thinking about what you want your character to be, leaving the general mechanics and given attribute names aside. Imagine what kind of character you might enjoy playing.

How they look, how they act, what they should be able to do. Are they trained in using swords? Guns? Maybe magic? Are they a nice person, a hero, or maybe even an evil villain that was pressured into accompanying the

party by circumstances?

Once you figured that out, you are ready to fill out the Character Sheet. This will represent your character in the game's world.

Start by writing down the name of your character, their species (See chapter „Adventurers of Advantica“), their class (See chapter „Classes“) and their gender.



Now that we figured out what your character is supposed to be, we can look at the *Attributes* section of your *Character Sheet*.

(Attack)  Points:  Bonus:  Modifier:

This is one of the main attributes, as seen by the original name on the left "(Attack)". There are 6 main attributes: Attack, Constitution, Dexterity, Magic, Perception, Intelligence

These main attributes start with 4 points in each of them. You can rename them in the box next to their original name, to fit the personality and background of your character. Doing so, will give you an easier time rolling critical successes (see chapter „Rolling the Dice“).

Ex: You want your character to be a sword fighting warrior. You can either leave the

Attack attribute as it is, or specialize it by renaming it to something like "Sword Fighting". This will give you the advantage of being able to roll a critical success with a natural 19 **and** 20 instead of only with a natural 20 as long as the roll matches your specialization.

On the other side, you may roll a critical failure with a natural 2 **and** 1.

Specializing can increase your chances of rolling critical successes drastically, but may result in an easier failure as well.

## Using points for your attributes

Every character starts with 4 points in all of the six main attributes. When creating your character, you additionally start off with 10 attribute points that you can allocate as you wish.

Every point in Constitution and Dexterity makes 2 additional Life Point for your character overall. Before investing any points into your character's attributes, that already makes 16 Life Points (= 4 Points in Constitution + 4 Points in Dexterity times 2). Putting additional points into Constitution gives you one Life Point for every point you invest. The half value, rounded down, of Life Points equals the amount of endurance points your character has.

The **Constitution** attribute symbolizes the body strength and general health of your character outside of special circumstances and conditions.

**Dexterity** gives you additional Life Points, too and increase your chances to succeed in situations that need a more fluid and smooth movement or acrobatic talents.

**Attack** generally gives you a higher modifier when attacking with a weapon, as well as when deciding if your attack hits your target in the first place.

**Magic** is an attribute mainly used by characters that are trained in using ranged magical attacks, curses, healing spells and similar things. The usage of magic is usually directly linked to your Endurance Points, as spells typically consume those. Any point in Magic above 4, gives you 1 additional Endurance Point.

**Perception** is an attribute reserved for any abilities related to the senses of your character and is mainly used to decide if your

character is able to notice not so obvious details in a location and detect their enemy's attacks at the right moment.

**Intelligence** reflects your character's general intelligence and ability to combine clues, control social interactions and learn concepts such as languages.

Aside from the six main attributes and their specialization option, you have access to one even more advanced customization option. *Custom Attributes* are the three untitled attributes listed on your Character Sheet right below the five main attributes. If your specialization needs do not fit one of the five main attributes, you can use these to further specialize your character. Just like renaming one of the main attributes, you can name these as you want and gain the same mechanic for critical successes without the disadvantage of the additional critical failure rule on unmatching rolls.

Ex: You want your character to be a magic user specially trained in healing magic. You could change the magic attribute to a healing attribute and gain benefits on healing magic but easier negative rolls on any other kind of magic. With a custom attribute, instead you would take 2 (half of the 4 starting points) points from an attribute that is less important for your character, like Attack, and put it into a newly created custom attribute called Healing. You now start with a point disadvantage in Attack, but an additional attribute for specific actions that give you the specialization benefits without the negative aspects on a main attribute.

## Modifiers & more

The *Modifier* is the value that will mostly be applied to your dice roll results. It is calculated by adding the points of an attribute to a potential bonus value and subtracting 5 from it. This results in a value that can be positive, negative or even 0. To make this easier, you can think of it as if your modifier increases by 1 every additional point you invest in an attribute.

A bonus value is usually added by items such as equipment (Ex: Armor). Another source of such a bonus might be a specialized attribute as explained on the previous pages. Your Snaister will usually tell you if you get a bonus on one of your attributes.

An example of a fully calculated Constitution attribute modifier with a 2 point bonus from an armor piece:

With this in mind, if you rolled a Constitution check with a dice result of 10, adding the modifier of 3, your actual check result would be a 13.

In an attack action, you will usually be asked to roll a dice combo of a maximum of two equal or different dice associated with your weapon. Then an attribute modifier (typically Attack or Magic) will be added on top of the result, similar to checks.

## Social Status Value

The Social Status of your character is a special value that can range from 1 to 10. It is completely open to you and any campaign specific guidelines of your Snaister to chose this value based on what would fit your character best. The Social Status' base value is

5 and equals an average citizens social status. If your character is poor or known for their criminal past, you would want to decrease the value. If your character is rich, works in an honored field or is known for their truthfulness and good deeds, you would want to increase the value.

It is a purely comparable value between Player Characters and NPCs that can be used when certain interactions take place that would benefit from a good social standing - or the opposite.

## Strengths & Weaknesses

To further customize your character and tell their story, you can choose from a list of strengths and add up to a total of 3. Strengths are special talents of your character that automatically give you advantage on check rolls that fit the situation of the strength. Every strength needs one weakness for balance. Weaknesses give you a disadvantage on fitting situational check rolls or pressure you into certain roleplay situations. Certain opposing strengths and weaknesses do not work together, such as Manipulative and Honest. The „Fear of \_\_\_\_\_“ option can be filled out with a reasonable entity or situation that you think your character should be afraid of.

**Strengths:** Swimming; Sleight of Hands; Brewing; Gambling; Languages; Drinking; Navigation; Blacksmithing; Agile; Athletic; Strategic; Couragous; Cunning; Creative; Manipulative; Herbal Knowledge

**Weaknesses:** Water; Gullible; Clumsy; Gambling; Spellcasting; Studying; Easily lost; Alcohol; Fearful; Greedy; Honest; Fear of \_\_\_\_\_

(Constitution)  Points: **6** Bonus: **2** Modifier: **3**



## Your Inventory

Your *Inventory* is where you keep track of any objects and equipment you might find on your adventure. These could be potions, weapons, armor or currency like gold. On the right side of your inventory, you can see two special sections specifically for weapon- and equipment type items. The boxes next to them are the dice associated with them.

Ex: You have a sword that uses an 8 sided die, as well as a 4 sided die to determine the damage it inflicts in a fight. You can then write d8 and d4 into the two boxes so when you are asked to roll for damage, you know exactly which dice you need to use.

Ex 2: You have a magical shield that, aside from blocking certain damage, has a special ability that gives you a chance at converting some of your inflicted damage to Life Points. You can then write down the dice used for this calculation.

Sword of Curses	d8	d4

Other Equipment: Action Dice (1dX + 1dX)

Shield of Vampirism	d6	

Life Potion	Points needed 0
Restores Life Points by 2d6 points.	
d6	d6
Action Dice (1dX + 1dX)	
	Cost 0
Cost	

To further describe longer or more complicated effects of items, you can use blank entries of your skill sheet. This is especially useful for typically returning items like potions.

For a more in-depth description on how to manage your skill sheet, see *Skills & Special Abilities*.

## Skills & Special Abilities

Skills, or Special Abilities, are special actions that can be obtained by investing *Skill Points* into "buying" them or if the Snaister decides that a character should automatically receive them due to their attributes (As in the example of a healing efficient priest with an additional Healing attribute, it could be possible that the Snaister decides, the character should already know how to use a low tier healing ability without having to pay initial Skill Points).

Skills often cost Endurance Points upon usage, as seen in the bottom right of a possibly pre-written Skill entry.

Depending on the exact description, a skill can be anything. A special attack, a spell for mage users, a curse, even just a normal potion effect that needed to be further specified and was best to be located on the *Special Abilities Sheet*.

Depending on the preparations and ideas of the Snaister, the Special Abilities Sheet can

already contain certain pre-written limited Skills for the campaign and further Abilities, be completely empty or just contain a couple basic entries to remind the player of how certain actions work.

Generally speaking, the Special Abilities Sheet can be used as an ongoing collection of actions the player character learns as they go, with the Snaister setting possible requirements. If the campaign allows free use of creativity in such actions, the Special Abilities Sheet can be used to collect and describe more complicated actions to be able to recall and reuse them later again.

A pre-written skill typically contains a description of what it does, with further instructions on the usage and possible attribute requirements. On the top right, it shows possible Skill Point requirements, on the bottom, the dice used to determine the action's effect strength. The last detail is typically the cost in Endurance Points per usage.

Skill title			
Sword Slash			Attack
Skill type			
Description: You make a focused attack with your sword that causes a normal sword attack + 1d6 additional damage.			
Learn 1 Point	Requirements Sword	Dice 1d6	Cost 2
Needed to buy skill		Dice used	
Requirements to use the skill, like materials or other conditions.			
Endurance Cost			

## Rolling the Dice

Everytime you want to do something, it is possible you might be asked by the Snaister to roll your dice against an attribute. This is called a *Check* and determines your success or failure of an action or challenge based on one of your attributes. An attribute check, if not defined otherwise, is rolled with a d20 and the attribute's modifier applied to the result.

Ex: You try to open a mysterious, unusual door. The Snaister asks you to roll a Perception check. In their mind (or even already planned on a note of the campaign) they defined a number that needs to be beaten to succeed, in this example the Snaister defined the difficulty as a 10. You roll an 8. After adding the Perception attribute's modifier, in this example 2, the check's result is a 10. You perfectly match the difficulty of the challenge and succeed.

Typical challenge goals are 5, 10, 15, 20, 25, 30 - with everything above a 25 usually only reachable with an extremely high level of the attribute in question or a critical success.

Sometimes, you might get asked to divide a result. If the result of that calculation is a decimal, it gets rounded down. Everytime this happens in some way, the number usually gets rounded down.

### Critical Success

If you roll a 20 directly on a d20 before any modifiers are applied, this is called a natural 20. Such a result counts as a so called **Critical Success**. A specific kind of result that often times is enough to succeed a check even without having a high level in the attribute you rolled for.

But not always is a critical success enough. For specifically difficult challenges, the

Snaister may decide that you still need to add your attribute modifier in order to see if your roll matches the goal.

### Critical Failure

Opposing to the critical success, there is a mechanic called **Critical Failure**. If you roll a natural 1 on a check, this can count as an automatic failure, without taking any modifiers into account.

The Snaister may still decide that you succeed an especially low difficulty challenge with a twist in your performance reflecting the critical failure.

### Dice in Combat

In *Combat*, you will be frequently asked to roll for defensive actions, magic resistance and much more. The most important series of dice throws in combat follows an attack.

If a character attacks a target (Character, Enemy), the first thing to do is to roll an Attack check against the result of a defensive roll (as further specified in the class details of your character) of the target. If the Attack roll is higher than the opposing result, the attack succeeds and hits the target.

If the attack is a magic attack, the used attribute or process can vary based on the description of the used skill.

## Rolling for Damage

The damage of an attack is rolled in the case of a successful hit. In this case, the dice combination associated with the previously chosen attack action gets rolled and the corresponding attribute (typically Attack) applied to the end result. The attacker now inflicts damage equal to the result on the target.

### Critical Hits

If an Attack roll equals to a critical success in a check, the damage dice have a chance to explode. Exploding dice are a mechanic used in some games, where a die that rolled the highest number possible with this die, gets rolled again. If the second result is the highest again, the additional roll gets repeated until it results in a number lower than the die's maximum. At the end, all results of the exploding dice get added to the first result and make up the full result as if it was a single roll.

### Advantage & Disadvantage

The concept of advantage and disadvantage is an additional tool in any roll a player or other entity taking part in the game can perform. If a character is in a very fortunate position, the Snaister can tell the player that they can roll with advantage. To do so, they roll their entire action twice and use the higher result. The lower result gets ignored.

Disadvantage works the other way around. The character in question gets a double roll as well, but the lower result gets used, the higher result ignored.

This concept can be applied to everything: Attribute Checks, Attacks, Defending Actions, Evading, Non-Attribute-Specific Checks, etc.

## Death Saving Actions

When a character would die due to combat or other means, there are certain options to save the character from dying.

If it is a first time near death situation, the player of the character can roll 2 separated d12.

If the first result is an 8 or above, the character regains 1d4 Life Points and remains in a critical state and dies without saving rolls if they take any damage again unless they heal through other sources. If the result is below an 8, the player has to roll the second d12 and hope for an 8 again. If both rolls result in failures, the character dies.



# Classes

Classes are currently work in progress.



# Bard

Bards are the supporting entertainers who record the adventures of their parties in their song texts and motivate their allies.

With their instrument, they produce beautiful sounds that are said to have healing effects and their voices often resemble those of angels.

They are dexterous sword fighters and charismatic speakers.



## Class Features

### Attributes

The bard uses the **Dexterity** attribute for defensive actions.

A success counts as *evaded*.

### Skills

You are granted the **Healing Touch** skill from the base skill list without having to pay any skill points. You don't need to touch your target to be able to affect it.

### Additional Features

You gain access to the following list of additional strengths to choose from when creating your character:

- Performance
- Music

### Subclass

**At level 3**, you can choose from one of the following bard subclasses and gain their level up benefits: *Dancer, Singer*

## Starting Equipment

You start with the following items in your inventory:

- Bardic Instrument (Harp, Lute, Flute, etc.)
- Long Sword or similar
- Dagger
- 20 Gold

## Class Abilities

### Charismatic Personality

When you try to deceive or persuade someone, you have advantage on your **Intelligence Checks**.

### Spellcasting

You have a natural affinity to magic. You have access to *Spell* and *Attack Spell* type skills. You need a bardic instrument to be able to cast spells.

## Subclass: Dancer

Dancers are perfectly trained in their body movements and can strengthen their body to perform even difficult choreographies. Their dances are loved by many and proof of their long practice in dexterity.

### Inspiring Dance

**Starting with Level 3**, as an action, you can perform a motivating dance that lets up to three creatures of your choice roll an additional 1d4 on their next **Attack Roll** that either increases the roll or decreases it by your choice.

You can do this a number of times equal to your **Dexterity** modifier.

**At level 6**, the die is upgraded to 1d6.

### Impressive Choreography

**Starting with Level 5**, when you use *Inspiring Dance*, until your next turn, your defending rolls increase by your **Constitution** modifier.

You also gain advantage on any **Attribute Check** related to your dance performance in social interactions when you try to impress or charm someone.

## Subclass: Singer

The singer is trained in accompanying any instrument with their voice. With beautiful songs, they motivate their allies, while keeping their enemies away.

### Inspiring Song

**Starting with Level 3**, as a bonus action, you can sing a motivating song that grants one ally of your choice an additional 1d6 that can be freely added onto an **Attribute Check** until the next rest. You can only give one die to the same creature at a time.

You can do this a number of times equal to your **Magic** modifier.

**At level 6**, the die is upgraded to 1d8.

### Sneering Tune

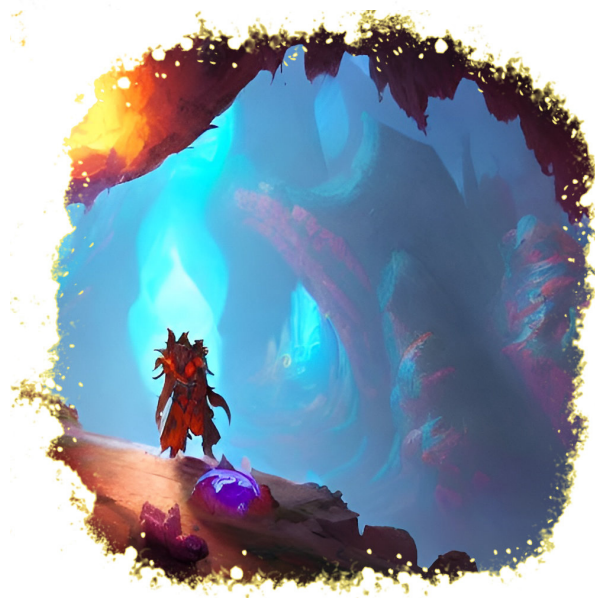
**Starting with Level 5**, when using *Inspiring Song*, you can choose to pay 4 Endurance to try to demotivate an *additional* target of your choice with mocking words in your song.

If the target fails an **Intelligence Check** against 10 + your **Magic** modifier, they can't attack in their next turn and move *away* from you.



# Explorer

Explorers are especially curious adventurers. They analyze their environment, create useful maps and drawings of interesting landmarks and curiosities, or navigate their parties through dense forests and lead entire fleets of ships over the seas of the world.



## Class Features

### Attributes

The explorer uses the **Dexterity** attribute for defensive actions. A success counts as *evaded*.

### Skills

You are granted the **Herbal Expertise** skill from the base skill list without having to pay any skill points.

### Additional Features

You gain access to the following list of additional strengths to choose from when creating your character:

- Cartography
- Animal knowledge

### Subclass

**At level 3**, you can choose from one of the following explorer subclasses and gain their level up benefits: *Seafarer*, *Survival Expert*

## Starting Equipment

You start with the following items in your inventory:

- Cartography Journal & Pencil
- Compass
- Sleeping Bag
- 2 Days worth of Rations
- 10 Gold

## Class Abilities

### Cartography

Whenever you are taking a rest, you can draw a rough map of the nearby environment. Doing so gives you an understanding of important landmarks and the general wildlife & plants in the area. You can set up to 2 magical markers that are visible to you and creatures of your choice as rays of light from the sky.

### Trained Senses

**Starting with Perception Level 6**, when you fail a defensive roll you have the ability to pay your Perception level in Endurance and add your Perception modifier to your roll.

You also gain a **+2 Bonus** in **Perception**.

### Subclass: Seafarer

Seafarers are explorers who specialized in the wonders of the sea. You are an expert at the navigation with the help of the stars, know the wide variety of sealife and have experience in the navigation of a ship.

### Guidance of the Void

**Starting with Level 3**, you gained enough experience on your adventures to be able to read the stars like markers on a map. Navigating through the wilderness or guiding a fleet over the sea, nothing is out of question for you. You always know where you came from and the direction of your target location, unless it is magically hidden.

### Observant Spellcaster

**Starting with Level 5**, you are granted access to the usage of skills from the type *Attack Spell*. If such a skill adds your Magic modifier to its damage, you instead add your **Perception** modifier.

You still roll Magic to determine a hit.

### Subclass: Survival Expert

Survival experts are masters of the life in wilderness. They know about most local plants, are able to easily spot wild animals and always have a secret escape plan prepared.

### Ressource Management

**Starting with Level 3**, you are an experienced wild life expert. You know exactly what kind of wild animals and plants are common wherever you currently are. After a rest, you can choose 1d4 of a local material that you gathered in your offtime.

### Fast Travel

**Starting with Level 5**, you are able to teleport yourself and any creature that touches you to one of your previously set map markers. This ability can only be used once per rest.