

Saint Clones Game Master's Notes

Introduction:

I developed this game in order to play with the youth group at All Saints Kingsway Anglican Church in Toronto. It was a group of mostly younger teens, who were extremely energetic and loud. The games were raucous, and usually didn't move very quickly. But we had a lot of fun.

In order to accommodate our large rowdy team, which was usually between 8-12 players, I really simplified the gameplay. There were a few players in our group that were used to more advanced games of Pathfinder/D&D, and they sometimes found the simplified gameplay frustrating. If you're an experienced Game Master, or you're playing with a smaller group, you can add as many game mechanics as you'd like.

Useful Information:

If you haven't already read the player guide, you should read it now. If this is your first-time as a Game Master and you're interested in how others do it, there's lots of online videos where you can watch others GM (also known as DM [Dungeon Master]) for reference. Remember that every GM has their own individual style. Don't forget to take lots of notes and be creative. The goal is to make the game as fun for your players as you can, while also providing structure. You're in charge.

Character Sheets: Because I was dealing with a large group that only had a small amount of time to play, I gave the players already-filled-out character sheets. I always had extra characters available in case anyone showed up last minute. I've made both options available for you.

The player guide has instructions for players to fill the character sheets out themselves. If you desire, you could allow these options when they're calculating their ability scores:

Point Swapping: Allow the player to "move" points from one Ability Score to another, at a rate of -2 to one score for each +1 added to the other. The maximum score is still 18, and the player should not be allowed to lower any score below 9.

Score Swapping: Let the player exchange any two Ability Scores, once per character.

Death: The rules state that, at zero hit points, the character is dead. If the player wants to continue, they must start again with a new character. If this is too harsh for you, here are several approaches to changing the situation:

Sell a Resurrection Potion: Arrange matters so that characters killed in an adventure can be easily raised (but at a substantial cost). This not only "deals" with the mortality issue, it also soaks up excess treasure, preventing the player characters from becoming too rich to be interested in adventuring. It also tends to reward the cautious (since they get to keep their gold more often). For example, I have a non-player character that sells resurrection potions in some of the later adventures.

Raise the Dead Spell: Give Dr Aqua and/or Dr Columba this spell to use if necessary, and they want to. Since these two characters are selfish and evil, the team will probably have to wheel and deal in order to get them to raise the dead person.

Lazarus it: It is a religious-themed game, so... You could have a voice from heaven say "They are not dead, but only sleeping", and they could come back to life? I wouldn't recommend such deus-ex-machina stuff with adult players, but if you have an upset

young person, you can just play the God card and resurrect them. Also, a dead Saint can always be brought back to life again for the next adventure.

Levelling Up: I really simplified the levelling up procedure. At your discretion, each completed campaign is worth between 1000-5000XP. I don't use an exact calculation for this but base it on the length/complexity of the campaign. If a character has been particularly useful/useless during the campaign, you might add or subtract from this number. If a player only completes part of a campaign, estimate the percentage of the campaign they completed, and give them those XP. For example, if a player joins a 1000XP game half-way through, they only get 500XP at the completion of the campaign. When a character levels up, follow the next steps:

Add a hit die roll: Players get to roll the appropriate hit die for their class once per level and add that number to their hit points. So if they are a level 1 Fighter with HP 6 and they go up to level 2, they roll 1d8 again and add that result to their HP. At level 3, do it again, and so on.

Attack Bonus: Each level, players get an additional +1 to their attack bonus.

Spells: Clerics gain one free spell per level (can be chosen by the GM or the player, at your discretion). Also, many spells grow in strength as level-ups occur. See below for the "Turn the Undead" chart.

Clerics vs. Undead Table

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Ghost
1	13	17	19	No	No	No	No	No	No
2	11	15	18	20	No	No	No	No	No
3	9	13	17	19	No	No	No	No	No
4	7	11	15	18	20	No	No	No	No
5	5	9	13	17	19	No	No	No	No
6	3	7	11	15	18	20	No	No	No
7	2	5	9	13	17	19	No	No	No
8	T	3	7	11	15	18	20	No	No
9	T	2	5	9	13	17	19	No	No
10	T	T	3	7	11	15	18	20	No
11	D	T	2	5	9	13	17	19	No
12	D	T	T	3	7	11	15	18	20
13	D	D	T	2	5	9	13	17	19
14	D	D	T	T	3	7	11	15	18
15	D	D	D	T	2	5	9	13	17
16	D	D	D	T	T	3	7	11	15
17	D	D	D	D	T	2	5	9	13
18	D	D	D	D	T	T	3	7	11
19	D	D	D	D	D	T	2	5	9
20	D	D	D	D	D	T	T	3	7

(If the table indicates "No" for that combination, it is not possible for the Cleric to affect that type of undead monster. If the table gives a number, that is the minimum number needed on 1d20 to Turn that sort of undead. If the table says "T" for that combination, that type of undead is automatically affected [no roll needed]. If the result shown is a "D," then that sort of undead will be Destroyed rather than merely Turned.)

Thief roll percentage: Thieves gain 10% on their skill rolls every two levels. They start at 25% at level one, noting that you may apply situational adjustments (plus or minus percentage points) as you see fit. So, at level 3 - 35%, at level 5 - 45% and so on (to a maximum of 85%)

XP needed doubles: The XP needed to advance doubles at each level. So, if a Cleric needs 2000 XP to advance to Level 2, they need 4000 to advance to Level 3, 8000 to Level 4 and so on.

Adjust monsters and traps if necessary: If your group levels up a lot, you may need to make the monsters etc more difficult in the later adventures.

Ability Rolls: There will be times when a player character tries to do something in the game that seems to have no rule covering it. In some of those cases, the only attribute the character has that seems appropriate may be an Ability Score. Here is a suggested method for making rolls against Ability Scores that gives better odds to higher level characters: The player rolls 1d20 and adds their Ability Bonus for the score the GM thinks is most appropriate, as well as any situational bonus or penalty the GM assigns. Consult the following table. If the total rolled is equal to or higher than the given Target number, the roll is a success.

Level	Target
1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

Early and Late Players: I often had players that would arrive late and/or leave early. I played the God card and just teleported them in and out.

Ending the Game: Tell the players how many XP they have earned so they can write it down. If you run out of time before the adventure is over, estimate an XP amount for the portion of the adventure played. It's up to you whether you want to collect and store the character sheets, or trust them to bring them back (I always collected them). Characters keep all of their items/money/treasure/spells/etc and carry them into the

next game. It's a good idea to have fresh character sheets to transfer onto if needed. If you don't complete the adventure, make sure you take good notes about what happened so you can remember for when the game continues.

Saint Clones Characters: I created these characters with specific teens in mind, trying to make the best gaming experience for the individuals that were playing. Here are some notes for you to consider as you assign characters, or help guide players in choosing their own.

- *Dr Aqua is a necessary character, but Dr Col isn't.* I would recommend only adding Dr Col if you have a large group (9+ players). You don't want to deal with too many evil characters! *Someone needs to play as Dr Aqua.*
- Terry/Resa and Frank/Mal should be played by people who get along really well, and that you can rely on attending. It's hard to play as Terry without Resa, or Frank without Mal. I wouldn't use both "duo" characters in a small group; pick one or the other.
- Frank/Mal are difficult characters to play. Mal particularly needs to be an easy-going and creative player, or they can get frustrated with their limitations.

Adventures: I've made all the adventures we played or attempted available to you. Some of them include running around and other active portions, which I created to cater to my particular (loud, rowdy) group. You can skip those adventures if you'd like. We had access to a large church space which you might not have.

I hope I have given you everything you need, and you have as much fun as we did! Happy adventuring!

References: Some of Saint Clones is from Basic Fantasy RPG, which can be found here: <http://www.basicfantasy.org/downloads.html>. There is also some Pathfinder, which can be found here: <http://paizo.com/pathfinderRPG>. Some of the Saints bios are adapted from the Godly Play Saint Stories, which can be found here: <https://www.godlyplayresources.com>.

This game was created by Lindsay B-e.

You can find more information and downloads about the Saint Clones RPG at biseenscene.com.