Light RPG Engine - This is a light RPG engine focused on storytelling and realistic characters.

Dice mechanic

The main dice mechanic is simple. Players roll an “exploding” **d6** (or other dice in certain situations), and a d2, where a 2 means the d6 score is positive, 1 means negative. To this positive or negative number they add their **aptitude**, **skill** and **item** bonuses. **Exploding** **dice** mean that when you roll the highest number on a die, you get to roll the die again and **add** the result to the previous number. If you roll the highest number again, **keep** **adding**. The number you get when adding the dice score, aptitude score, and skill is called the **skill** **roll**. The **skill** **roll** is compared to a **difficulty** **class**. If the player rolls equal or **higher** than the difficulty, he **succeeds**. The more the **skill** **roll** is over the **difficulty** **roll**, the better the **success**. When two characters roll against each other, they both just roll a d6 (exploding d6) and compare their final skill rolls.

# Interpreting the result (+/-):

1-5 barely made it / almost had it

5-9 great work, well done / not even close

10+ extraordinary success / appalling failure

Aptitude scores

There are eight basic Aptitudes, determined by genes and upbringing. There may also be one extra “magic” aptitude, depending on the setting.

# Agility (AG)

How well the character is able to manipulate his body as a whole unit. Agile people are able to perform quick and accurate movements with their whole bodies, such as flips, somersaults, kicks, punches and dodges. Dancers, acrobats, and martial artists are examples of characters with high agility.

# Logic (LG)

How well the character can use his mind to make sense of the world. Characters with high Logic are good at reasoning, following causal relationships, and using if-then type of formal logic. Scientists, researchers, accountants and merchants are examples of characters with high Logic.

# Empathy (EM)

How well the character is able to understand other people. People with high empathy are able to understand social situations, and read and influence other people. Leaders, con-artists, performers and salesmen have high empathy.

# Sensing (SE)

How good the character is at using their senses to assess their environment. Characters with high Sensing are good at surveying their surroundings, noticing little details, and making visual art. Scouts, painters, spies and guardsmen tend to have high Sensing.

# Dexterity (DX)

The control of limbs in small and precise movements. People with high dexterity can move their limbs, especially hands in very small and precise movements, and have excellent knowledge of their position at all times. Marksmen, street magicians, pickpockets and precision workers usually have high dexterity.

# Endurance (EN)

The ability to sustain physical actions for long periods. People with high endurance have good muscle and respiratory stamina, and can run, walk, swim or fight for a long time without tiring. Endurance athletes, physical labourers, farm hands and huntsmen have high endurance.

# Strength (ST)

The power and size of the character and his muscles. High Strength denotes a high amount of muscle mass, as well as large size. Strongmen, blacksmiths, wrestlers and construction workers have high strength.

# Composure (CO)

Composure is the character’s mental stability, self-control and powers of introspection. High composure denotes a strong identity, stable mental health and high resolve and willpower. Monks, philosophers and priests have a high composure.

# A handy descriptive table

|  |  |  |  |
| --- | --- | --- | --- |
| **+ / -** | **Percentage of people who attain this level** | **Positive approximation** | **Negative approximation** |
| **0** | 50 % | Average | Average |
| **1** | 15 % | Above average | Slightly hindered |
| **2** | 7 % | Good | Bad |
| **3** | 2 % | Gifted | Stinks |
| **4** | 0,5 % | Highly talented | Can’t do to save his life |
| **5** | 0,1 % | Exceptional | Retarded or crippled |
| **6** | 0,02 % | Widely renowned | Badly crippled or retarded |
| **7** | 0.005 % | Superstar | Unable to do any normal work |
| **8** | 0.001 % | Jaw-dropping | Needs daily help |
| **9** | 0.0001 % | Unbelievably good | Needs constant help |
| **10** | 0.00001 % | Almost inhuman | Paralyzed, mute, deaf, blind etc. |

# Making Aptitude checks

Sometimes there are checks which cannot be trained for, such as trying to catch an object flying by, or trying to lift a big rock. In these cases the player rolls a d2 and a d6, takes the positive or negative result dictated by the d2, adds his aptitude bonus, and compares it to a difficulty class. The following are the difficulty levels to an average human. Opposed skills are handled in the same way as opposed skill checks.

-8 trivial

-4 very easy

-2 easy

0 moderate

2 hard

4 very hard

8 extremely difficult

12 insanely hard

16 practically impossible

Skills

Skills are **learned patterns** of **action** and **related knowledge**. Skills are divided into following **subcategories**. The abbreviation in parenthesis after the skill name indicates the aptitude that **governs** that skill (the player gets to **add** that bonus to the skill when making a skill roll). The second skill in parenthesis denotes which skill to use when **resisting** the effects of the skill. The skills with a **(c)** after their names are **composite** **skills**, which means the player will have to specialize in a certain sub skill when selecting this skill.

A skill point invested in a skill is considered to represent anywhere from a week or two to six months of training in it. More extraordinary and intelligent individuals will learn skills faster than others, while average or below average people will average to about six months per skill point.

# Skill list

## Agility-based skills

* **Acrobatics (c) (AG) (Acrobatics):** covers skills like dancing, tumbling, somersaults and flips.
* **Melee combat (c) (AG / ST):** covers all combat with physical weapons.
* **Subtlety and stealth (AG) (Awareness):** encompasses all the methods for physical discreetness, such as blending in to the scenery, moving silently and making physical movements without getting noticed.
* **Unarmed combat (AG / ST):** covers all forms of combat without physical weapons.

## Dexterity-based skills

* **Maneuvering (c) (DX):** the skill of steering vehicles and mounts.
* **Manual dexterity (c) (DX):** skills that involve dexterous maneuvers, like performing surgery, picking pockets or performing sleight of hand tricks.
* **Ranged combat (c) (DX):** covers combat with thrown and shooting weapons and aiming with them.

## Strength-based skills

* **Athletics (c) (ST) (Athletics):** covers skills that require physical strength and training to do, like wrestling, climbing, sprinting and swimming.
* **Melee combat (c) (AG / ST):** covers all combat with physical weapons.
* **Unarmed combat (AG / ST):** covers all forms of combat without physical weapons.

## Composure-based skills

* **Negotiation (CO) (Negotiation):** the skill of mediating interpersonal transactions. It covers bartering, parlaying and diplomacy. Negotiation can only be used in situations where both sides have a value to trade.
* **Concentration (CO):** the skill of shutting out external inputs and focusing exclusively on a single task for a long period.
* **Deception (CO) (Insight):** Lying and bluffing about facts and events. Covers withholding and tampering with information.

## Empathy-based skills

* **Influence (c) (EM) (Insight):** Positive influence on characters, like persuasion, charm, seduction and inspiration.
* **Coercion (c) (EM) (Insight):** Negative influence on characters, such as taunting, threatening, intimidation, and pressuring
* **Acting and performance (EM) (Awareness / Insight):** The skill of pretending to be someone else, disguises, conning, and entertaining performances.
* **Insight (EM) (Deception):** the skill of reading people. It can be used to tell when someone is lying, acting, or trying to get a good deal on merchandise.

## Sensing-based skills

* **Awareness (SE) (Subtlety):** the skill of constantly being aware of and assessing ones environment even when not actively concentrating on it.
* **Navigation (SE):** The skill of using maps, nature, environment and inner sense of direction to end up where you want to be.
* **Visual arts (c) (SE):** Includes painting, drawing, and other forms of visual art.

## Logic-based skills

* **Engineering and design (c) (LG):** The skill of designing and making systems and devices, like siege weapons, engines, or structures.
* **Non-visual arts (c) (LG):** Music, poetry, prose and other forms of art that are not visual.
* **Knowledge (c) (LG) (Knowledge):** Knowledge skills include all skills that require knowledge, but don’t require making any actions that require specific training. These include medicine, science, mathematics, and knowledge about laws, administration, or nobility. A subset of knowledge skill is also just “general knowledge”. This is general tidbits of information above what an average person in the world would know.
* **Strategy and management (c) (LG):** The skill of designing and executing strategies in systems involving other people, like commerce, administration, and tactical warfare.

## Other skills

* **Magic (depends on setting) (EM/LG/other):** Setting specific supernatural skills.

# Training skills

Training **skills** costs 1 **experience** **point** the first time, then 2, then 3 and so on. To buy 5 ranks in melee combat would cost 1+2+3+4+5 = **15** **experience**. The skills with a **(c)** after their names are **composite** **skills**, which means the player will have to specialize in a certain sub skill when selecting this skill. For example, when learning melee combat, the character learns to use a **specific** type of weapon, for example a light sword, a heavy axe or a light spear. A character can learn **as many composite** skills as he wishes, although focusing on just one in the beginning does give a small **bonus:** When learning one composite skill, the character **automatically** gains **half** **the** invested **points** in all the skills, but only up to **2** **extra** skill points. For example, if a character has 3 points in longsword skill, and 1 point in spears, and he gains 4th point in longsword, his spear skill is immediately set to 2, because now the lowest melee combat skill value he can have is 4 / 2 = 2. An exception to this is the knowledge skill, where the half-points rule only applies to general knowledge.

## Skill cap

Because it is impossible to only do **one single thing** in your entire life, you must **always** have as many ranks in **other skills** as is the rank of your **highest** skill. So for example if someone has 5 ranks in manual dexterity (pickpocketing) skill, he must have a total of 5 ranks in his other skills, for example 3 in deception and 2 in melee combat.

# Skill tools

**Skill** **tools** can give bonuses to skills, by **adding** exploding dice, or giving better dice, or giving a **bonus** to the skill. Examples of **skill** **tools** are a map for navigation, a saddle for maneuvering a horse, or a sword for melee combat.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tool type:** | **can be used with skill** | **made for skill** | **made for current purpose** | **made for current occasion** |
| Bonus to skill | +1 | +2 | +3 | +4 |
| Cost | 0-10 | 10-50 | 50-500 | 500+ |

# Skill levels

Untrained - 0

Novice - 1

Trained - 3

Professional - 5

Expert - 7

Master - 10

Legendary - 13

# Making skill checks

Difficulty classes are used when a pc wants to do something that requires a skill. They are also used when the pc is rolling an opposing check with an NPC, and the NPC has an advantage, or the pc wants a certain effect to happen. In these situations it is added to (or subtracted from) the NPC’s skill.

-9 trivial

-5 very easy

-2 easy

0 moderate

2 hard

5 very hard

9 extremely difficult / hard for a professional

14 insanely hard / hard for an expert

20 once in a lifetime / hard for a master

27 impossible

Creating new characters

Character creation is central to playing an rpg, and you should always begin by thinking about your characters motivations, self-image, life-goals, habits and patterns. Once you have a good idea of who your character is, the GM awards you points with which to build them.

# Amount of points for aptitudes

|  |  |
| --- | --- |
| A young child or a badly crippled person | -20 xp |
| A slightly crippled or retarded person or a teenager | -10 xp |
| Average person | 0 xp |
| A moderately gifted person | 10 xp |
| A very talented individual | 20 xp |
| A child genius or someone rigorously trained from a young age | 40 xp |
| World renowned geniuses and athletes | 80 xp |
| Conan the barbarian, Batman, Drizzt, Mary-sue | 140 xp |

# Amount of points for skills

|  |  |
| --- | --- |
| Beginner (talented teen or an average young adult) | 10-20 xp |
| Practiced (driven or talented young adult, normal adult | 20-40 xp |
| Seasoned (driven adult, normal middle-aged, genius young adult) | 40-80 xp |
| Veteran (driven middle-aged, normal elderly, an adult genius) | 80-140 xp |
| Renowned (Very talented and driven elderly, or middle aged genius) | 140-200 xp |
| Legendary (A world renowned genius at the end of their life) | 200-300 xp |

When building a character, first the aptitudes are allocated, buying ranks as one would in skills (a rank costs the same amount of experience, so to raise ST from 0 to 1 would cost 1, and from 1 to 2 would cost 2). These are the **starting aptitudes.** Skills (or extra aptitudes) are then purchased with the second set of points. Remember that when purchasing attributes with skill points, they cost twice the rank.

Aptitudes can be improved at the cost of rank x 2 experience. Aptitudes can be improved by a maximum of 5 points from the value the character has at age 18 (their starting attributes).

Combat

In combat, the characters make battle against other characters. These are divided into **NPC’s** and **Monsters**. Monsters have fewer stats and are easier to kill. The **skill tools** used in combat are **weapons**. Weapons are divided into 2 categories, **melee** and **ranged**. To save time, in combat the defender doesn’t roll his defence skill against the attacker; instead, the attacker rolls a d2 to see if his attack die or dice are positive or negative.

# Speed

Speed is a derived attribute that is equal to **3** + **½ AG** + **¼ ST** (rounded down). For example a character with **5 AG**, **7 ST** would have **3+2+1= 6 speed**. It is used in calculating **actions**, and **movement**.

# Initiative

When **combat** begins, all the characters roll an **awareness** roll. This is the **initiative**. Then the monsters (Or the monster with the highest aptitude for initiative, if the DM wants to save time) roll the initiative. All the characters compare their rolls, and the characters with the higher rolls **act before** those with lower rolls. A character also always has the option to **act later** in the round. If two characters want to act at the **same** **time**, the one with **higher initiative** decides who goes first.

## Alternative initiative mechanic

An alternative way to resolve initiative is to have characters and monsters declare their actions in advance. Players use awareness, Subtlety, or strategy/tactics, whichever is highest, and declare their actions from lowest score to highest. Then the actions are resolved in the order of 1. melee attacks 2. moving 3. ranged and magic attacks 4. other actions 5. full round actions. Characters roll initiative for who gets to act first.

# Attack rolls and damage rolls

The characters in combat attack by rolling a melee combat skill (plus weapon bonuses) against melee combat skill (plus shield bonuses). The aptitude used with the defence skill depends on the attacker’s weapon: it is ST against heavy weapons and AG against light weapons. Against ranged attacks it’s AG + double the shield defence. If the attackers roll reaches the defence value, he hits. Additionally, for every 10 points the defence value is passed, the weapon attack die can be rolled again as extra damage. Whenever the defender can’t or won’t defend (for example they don’t have a ST or AG defense score, or they are caught unawares) their defence score is treated as -10.

# Front and back arc

When playing on a battle grid, characters threaten and can attack the squares on their sides and front, their front arc. The three squares behind the character are considered their back arc. Characters cannot attack the back arc, and any enemy attacking them from the back arc attacks against a defence of 0. A character can change his facing once per round, plus once for every move action.

# Dodge

When a character’s options are running **thin**, he can try to **dodge** an **attack**. Dodging requires **free** **space** to move into. The character then rolls d2+d6 + **agility \* 2** versus the attack roll. If the characters roll **succeeds**, he **evades** the attack. A character can use **one** dodge per round, and it uses up a **big action** from his next turn.

# Attacking from behind

Whenever a character is attacked from behind, his defence score is always 0, without AG or ST bonus (penalties will apply). Don’t get flanked!

# Attacking an unsuspecting opponent

Whenever a character is attacked that is not prepared for it in any way and does not see the attack coming, it is treated as having -10 defense (this usually results in at least 1 automatic critical hit).

# Ranged weapons

Ranged weapons are always either throwing or bowlike, and piercing or slashing. Throwing weapons are either heavy or light. Heavy throwing weapons weigh 0,5kg to 5kg, and light throwing weapons weigh less than 0,5kg. Bows are ranged weapons with a tension mechanism that the user counteracts, and then releases along with a projectile. Crossbows are bow weapons that have a mechanism holding the tension, and a trigger for releasing it.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Weapon Type** | **Damage** | **Range** | **Aptitude** | **Other** |
| Heavy throwing | ½ ST +2 | 10 yards | AG |  |
| Light throwing | ½ ST | 20 yards | DX | attack +2 |
| Bow | ST | 50 yards | DX | attack d8 |
| Crossbow | ST+3 | 50 yards | DX | attack d8; takes 1 turn to reload |

The range means the longest range the weapon functions without any penalties. When the range is more than one time the maximum, there is a cumulative -3 penalty. The maximum theoretical range is 5 times the normal range for bow weapons, and for thrown weapons it’s the range plus extra range for every 2 ST.

# Melee weapons

Melee weapons have a few distinctive features. A melee weapon is always either a light or heavy weapon. Generally weapons that weigh more than 1 kg per a meter of reach are heavy weapons. A melee weapon is also blunt, slashing, or piercing. Finally, a melee weapon requires either one or both hands to use. A weapon gains all the attributes from its types, so a small, light piercing sword would have d6+5 attack, + 1 def., and ½ ST + 1 damage. Where a weapon has two primary damage types, it's considered slashing if applicable, and piercing if not.

When dual wielding, the character gets half his aptitude bonus on the off-hand weapon, but always gets to attack with both of his weapons when attacking. The action type is determined by the heavier weapon, Big for heavy weapons and Small for light ones.

Melee damage is the die roll + the weapon type damage as well as ½ ST or ST, depending on size. In the case of a critical hit (10 or more over the defense), the weapons attack die is rolled once again as extra damage.

## Weapon types

* **Unarmed**: 1d4
* **Blunt**: 1d10, can’t be light
* **Slashing**: 1d8
* **Piercing**: 1d6, +1 attack

## Weapon weight

* **Light**: Aptitude for defence and offense is AG, +2 attack
* **Heavy**: Aptitude for defence and offense is ST, +2 dmg

## Weapon size

* **2-handed**: ST + 1 dmg (negative bonus is halved), +2 def, +4 att, reach 2 yards
* **1-handed**: ½ ST + 1 dmg, +1 def, +3 att, reach 1 yard
* **Reachless (eg. pocket knife, brass knuckles, a rock)**: ½ ST dmg, reach 1 yard

|  |  |  |  |
| --- | --- | --- | --- |
| **Light weapons** | **Heavy weapons** | **Cost** | **Hands required** |
| short spear | club | 1/2 | 1 |
| Small pick | mace | 5 | 1 |
| Seax | ball and chain | 10 | 1 |
| dagger, hand axe | flail, warhammer | 20 | 1 |
| long spear | large axe, maul, halberd | 50 | 2 |
| short, arming sword | scimitar, falchion | 100 | 1 |
| sabre | morningstar | 150 | 1 |
| long sword | battle-axe | 250 | 1 |
|  | bastard sword, broadsword | 300 | 1, 2 |
| katana | great sword | 400 | 2 |
| rapier |  | 500 | 1 |

# Shields

**Shields** are things that are used to **actively** keep foreign instruments on the **outside** of your body. They are divided into **light, medium** and **heavy** shields. **Light** **shield** is anything with surface area **less** than 0,5m2, and **weight** **less** than **3kg**. **Medium** **shields** weigh **more** than 3kg or have a surface area of **more** than 0,3m2. **Heavy shields** have an area of 0,5m2 or more, and weigh 5+kg.

* **Light shield**: Defence +1
* **Medium shield**: Defence +3, 1 encumbrance
* **Heavy shield**: Defence +5, 2 encumbrance

# Armour

Armour works by **reducing** damage to **stamina** as well as the **probability** of getting **wounds**. Damage reduction is **reduced** from **incoming** damage.

Armour types give different bonuses and penalties. Plate armour is made from rigid materials (for example iron, steel, aluminium), where mail is flexible (ring mail, padded cloth, scale mail etc.).

## Armour types

* **Full plate armour**: Reduction +2, encumbrance +1, cost \*3
* **Breastplate and mail**: None
* **Breastplate**: Reduction -1, encumbrance -2, cost -30
* **Splint and scale mail**: Encumbrance +1, reduction +2, cost \*3
* **Chain, leather and padded mail**: Encumbrance +1, reduction +1, cost \*2
* **Tunic, shirt or hauberk**: None

## Armour materials

Armour can be made from almost any material imaginable. Different materials give different reduction, protection, and different encumbrance penalties, as well as cost a different amount.

|  |  |  |  |
| --- | --- | --- | --- |
| **Type** | **Reduction** | **Encumberance** | **Cost** |
| Heavy cloth (not mail) | 1 | 1 | 1 |
| padding, leather | 1 | 2 | 10 |
| Bronze scale | 2 | 5 | 15 |
| Studded leather | 2 | 3 | 25 |
| Iron chain, scale | 2 | 4 | 50 |
| Steel chain, scale | 2 | 3 | 80 |
| Leather scale | 2 | 3 | 100 |
| Steel splint | 3 | 3 | 200 |
| . Iron plate | 3 | 5 | 50 |
| Steel plate | 4 | 5 | 150 |
| Damascus steel plate | 4 | 4 | 500 |
| Carbon steel plate | 5 | 4 | ? |
| Glass fiber plate | 4 | 2 | ? |
| Kevlar mail | 5 | 3 | ? |

# Stamina

**Stamina** denotes the characters aptitude to **stay** **fighting** in the face of adversity. Attacks that **hit** the character (even those that **don’t** **cause** **wounds**) deplete **stamina**. Stamina is equal to: **15 + 3x endurance** (negative modifiers incur only half the penalty, but are rounded up). When the character’s stamina is depleted to **zero**, his **speed** is reduced **to** **1**, and every subsequent time he takes damage it **inflicts** **a** **wound** automatically.

# Encumbrance

**Encumbrance** is added by **heavy** **armour** and **heavy** **shields**. Each two points of encumbrance decrease **stamina** by one, DX and AG checks and skills by one, and **speed** by one (to a minimum of one).

# Wounds

**Wounds** indicate the number of **injuries** the character can sustain before going **unconscious**. Wounds are equal to **4 + (ST + EN)/3** rounded down. Wounds **are** **caused** when the damage the pc takes is **over** the wound **threshold**, which is equal to their maximum wounds. Wounds are acquired one at a time, no matter the damage. Whenever the character has “spent” **all** their wounds, they fall **unconscious** and will die in **24 hours** without proper aid. A wound is healed after **two weeks** of rest, if properly cared for. If the character is forced to **travel** with a wound, it will **not** **heal**, and might fester and get **infected**, or something even worse.

Injury location is determined by rolling a die:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **1** | **2** | **3** | **4** | **5** | **6** |
| left leg | right leg | left arm | right arm | torso | head |

The severity of the wound depends on the damage type. In the case of burning, piercing or frost damage, the wound will incur a -2 penalty, and will take a month to heal. In the case of all other damage types, the wound incurs a -1 penalty and takes 2 weeks to heal. Other wounds sustained to locations with wounds already on them apply extra penalties. If a limb suffers enough injuries, the DM can rule for dismemberment or other consequences.

* **Leg**: reduce movement, no step actions allowed
* **Arm**: No weapons or shield on arm in question, if character’s preferred arm, reduce DX, ST and AG
* **Torso**: Reduce ST and EN
* **Head injury**: Reduce all abilities by 1

# Actions

When fighting, the characters take **actions**. How many actions the character can take depends on his **Speed**. A character with medium stats has a speed of 3 and can do **one** **big** and **one** **small** action per round. This is increased or decreased every **2 speed**, so that a character with 5speed can do **2 big** actions, a character with 7speed can do **2 big** and **one small** action, and a character with 1 speed (minimum speed) can only do **1 big action**.

A Full-Round action takes up the entire turn.

|  |  |
| --- | --- |
| **Speed** | **Actions** |
| 1 | 1 small |
| 3 | 1 big, 1 small |
| 5 | 2 big, 1 small |
| 7 | 2 big, 2 small |
| 9 | 3 big, 2 small |

## Listing of actions

* **Free actions:**
  + talking
  + dropping held items
  + going through a doorway
  + …
* **Small actions**:
  + Step: A step moves you one square in any direction
  + Light weapon attack
  + Unarmed attack
  + Crossbow attack
  + Throwing weapon attack
* **Big actions**:
  + Heavy weapon attack
  + Bow attack
  + Stunt
  + Major action: Opening a shut door, picking up an item, drawing a sheathed weapon, standing up or crouching down
  + Item action: Drinking a potion, using a wand or a scroll etc.
  + Spells
* **Full-round actions:**
  + Full movement
  + Reloading crossbows
  + Managing inventory: Changing a weapon or taking out an item, for example
  + Waiting: The character takes a breather, doing nothing else and recovers one stamina point.
  + Charge: The character runs his speed – 1 yards (to a minimum of 1) in a straight line and makes one melee attack at an enemy

## Movement

The character can either use small actions to do steps, or use his full turn for movement. When doing a full movement, the character moves his speed, and does nothing else, apart from free actions.

## Free attacks

A character gets a free attack against another character when he is in melee range and does something that disregards the combat situation, such as doing a full move, trying to make a physical maneuver against someone else, or trying to grab the combatant.

## Stunts

Stunts are something the character can do with a **skill** (not melee, unarmed, ranged or magic) **or aptitude**, that influences **other characters**. The player **must be** able to come up **with a way** to do the stunt to actually do it. Stunts are **big actions**, and only **one stunt** can be made **per round**. In combat a character could use **deception** to, for example, make the opponent think he is tired, and make them overcommit to gain **a free attack**. In these situations the opponent gets a **bonus to his roll** depending on the **type of effect** the pc is attempting to achieve. For example, to use acting to make the opponent overcommit, the player could act he is tired. He would roll acting vs. the other characters awareness, to for example make the opponent lose a small action by attacking ineffectually.

## Combat stunts

In combat, stunts have different **effects**. These effects have different **difficulty** **classes** associated with them (this **dc number** is added as a bonus to the **skill roll** of the opponent you are trying to use the stunt on, or to the **general dc** if there is no opponent). **Attack effect** stunts can be used with the basic attack skill in addition to other skills or aptitudes. Whenever **attack effect** stunts are attempted (a stunt using the melee combat skill), it is resisted with the melee skill.

|  |  |  |
| --- | --- | --- |
| **Effect** | **DC +** | **attack effect** |
| Immobilize for 1 round | 1 | - |
| -1 att. or def. for 1 round | 2 | x |
| Taunt for 1 round | 3 | - |
| Push 2 yards | 4 | - |
| Lose a small action | 4 | x |
| Knock down, disarm | 6 | x |
| Lose a big action | 7 | x |
| Flee | 10 | - |

Magic use

In most settings, magic (or many different kinds of magic) is a skill governed by a single aptitude (There can be an eight aptitude called “magic” or similar for this use). There are two different systems for magic, one where magic is more of a natural law that can be used easily, and another where sacrifices are needed for magic to work, and it is more unstable.

# Magic as a physical law

In this system mages, wizards, druids, clerics or whatever they happen to be in your setting, have mana, which allows them to cast certain spells a certain number of times, before resting. Mana is equal to (magic aptitude + magic skill) times two. For example someone with 5 LG and 6 magic skill (in a setting where magic is governed by logic) has 22 mana. This 22 mana can be used to cast 22 mana points worth of spells, before the character needs to rest and replenish his mana.

# “keep casting” alternative mechanic

If it is appropriate to the setting, the caster can keep casting spells after his mana runs out, by using double the stamina points instead. This portrays the caster going beyond his normal limits and using up his body to cast magic.

# Learning spells

In some settings spells are not easily molded on the spot. In fact, this might be true in most settings. When a mage has to learn every new spell he will be able to cast by practicing it, he uses this table to determine how many spells, how powerful (at most) and when he will get:

|  |  |
| --- | --- |
| **Skill level** | **Cost of spell(s) to be learned** |
| 1 | 2 x 1 point |
| 3 | 1 x 3 point |
| 5 | 1 x 5 point, 1 x 3 point |
| 7 | 1 x 7 point, 1 x 5 point |
| 9 | 1 x 9 point, 1 x 7 point |
| 11 | 1 x 11 point, 1 x 9 point |
| 13 | 1 x 13 point, 1 x 11 point |
| 15 | 1 x 15 point, 1 x 13 point |

# Magic as a mystical force

This system of magic emphasizes the unpredictability and mystique of magic. When attempting an effect, the magic-user rolls his magic skill, with the difficulty class being the cost of the effect the mage is trying to achieve. If the DC is met, the magic succeeds, but if the roll is failed, and depending on the total cost of the spell, there are consequences for failure:

|  |  |  |  |
| --- | --- | --- | --- |
| Spell cost | fail by 1-4 | fail by 5-9 | fail by 10+ |
| 1-3 | - | - | minor |
| 3-6 | - | minor | moderate |
| 6-9 | - | minor | moderate |
| 9-12 | minor | moderate | major |
| 12-15 | moderate | moderate | major |

## Minor consequence

A minor consequence is a temporary inconvenience for the character. Examples include taking a bit of stamina damage, accidentally affecting the caster with the spell instead of intended target, falling prone, losing extra mana, or breaking or losing the object used with the spell.

## Moderate consequence

A moderate consequence is more formidable . Examples include taking a wound or two, affecting the caster with a more powerful form of the spell, exhausting all their mana, falling unconscious, or accidentally summoning hostile entities.

## Major consequence

A major consequence is often a permanent effect on the character. The character might lose digits or even limbs, sustain life-threatening wounds, accidentally kill someone they were not meant to, summon powerful hostile entities, or sustain permanent damage to their endurance, mana, logic, empathy or other abilities.