*Why this Ruleset ?*

The idea of a Play By Post game intrigues me and I have had several ideas for some games that would blend well with this style of game play. Sadly, what little experience I have had with PBP games has been to easily bogged down by the more tactical rules of the UESRPG. Hopefully these rules will help PBP games run more smoothly without compromising the feel of the UESRPG.

*Alternate Health & Wound System*

Tracking HP and the effects of wounds are quite the taxing process at the table, let alone on a forum. Instead, this ruleset presents a simplified and compact variant.

* ***New HP Calculation***: (Equal to your Endurance Bonus, Minimum of 1)
* *New Resilient Trait*: (Grants Natural Toughness 1)
* *Orcs and their Resilience*: (They begin with NT 1, which increases by 1 with each racial talent)
* *Temp HP*: (Absorbs X amount of damage as to avoid Wounds, basically one time use AR)

To balance this lower health, you only lose HP when you take damage in excess of your Wound Threshold. You lose 1 HP if you pass your shock test and 2 HP if you fail. The passive effects of Wounds should be ignored for simplicity's sake.

Foes with the “Minion” trait will die if any attack damage exceeds their Wound Threshold

*Action Points*

Action Points are spent in the same way as normal, the only change is that you replenish them at the beginning of your turn instead of at the top of the initiative order.

*Missing Players & Their Usefulness*

For those times when a Player is absent and the rest of the party wish to continue the game, the absent player gives a +X to any ally that “Covers” for them or usually work with them (i.e. one of the melee fighters is absent the other melee players receive a +X). If the absent player is a healer, anyone that attempts to heal while they are absent receive a +X the skill test. This bonus is granted in situations that make sense to the rest of the party. While in combat, only one character may receive an Absent player’s skill bonus in a round.

This bonus is meant to represent the absent player’s contribution to the situation. It should be the collective duty of both GM and players to ensure that this mechanic is not abused.

* ***X*** = The Absent player’s Skill Rank Bonus

*Refreshing Luck Points*

With the lack of defined sessions, Players refresh their 1 Luck point when they roll a Lucky Number or they may forgo Advantage to recover 1 luck point as well.

*Passive Defense*

To simplify the flow of combat, I have made this variant to the offense and defense tests made by NPCs.

* ***Variant Defense***

Attacks made against an NPC using this system require an amount of DOS equal to their Evade “Bonus” (10s #)

* ***Parry***: If they wish to parry, a DOS of ½ Combat Style “Bonus” instead of their Evade.

- You gain a +1 to this number if you have the “Parry or Block” Specialization

* ***Block***: Those wishing to block follow the rule for Parry and if they fail, follows the core rules for block.
* ***Gaining Advantage***

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