

For Glory - Crystal Castles

Introduction

Pierce your nipples. This game was created to allow players to make **zombie ninjas**, **axe witches**, **necrodroids** or whatever craziness they can think of. This game is not intended to have a predetermined story arc. Rather, the patron creates a world with non-player characters that have their own goals. The patron can be riffing on the players actions and using random tables to create emergent stories.

This game simulates a piece of fiction rather than reality. In this story a bow and arrow may be a better weapon than a gun.

Characters attributes are measured in the number of dice they roll. If your character has a *Power* of 3, they roll 3 dice. The sum of all the dice whose face shows a 1, a 2, or a 3 determines the amount rolled. The player will have a greater than 50% chance of at least getting a sum equal to the amount of dice rolled.

Dice

Dice are the main unit of measure in the game. Character attributes are measured in dice and you can gain or lose dice from your attributes. Dice may be broken down into 6 pips. You may also gain or lose pips but it has no mechanical effect unless you gain or lose 6 pips. The notation '2d' indicates 2 six-sided dice. 2p indicates 2 pips.

A character may have a *Power* of 3d. The number of *hits* is the sum of all the dice that come up 1, 2, or 3. Each *hit* on that roll will remove a 1 pip (1hp) of health from the target.

The numbers 4, 5, 6 are not counted. We call them square, cross, and lines and they have other meanings depending on the context.

You may also pair any 3s with *lines* (6) to get bonus effects. Some are generic effects based on the action. Some are effects based on your weapon.

Pairs of *crosses* (5) cause negative effects. Pairs of *squares* (4) may also have effects that may be neutral. Usually denoting effects caused by the environment or changes to the narrative or the attitudes of the NPCs.

Mechanics

The patron describes the terrible predicament the players face as well as the environment. Details about the world left unsaid maybe decided by the players. The players decide their

character’s actions and, usually, the results of the actions are decided by the patron in discussion with the players.

Some actions are more dramatic and require the player to roll. The player will describe the action their character will take. The patron will tell the player which of their character’s attributes should be used and wether it is an *instant* or *cumulative* challenge. The patron may also impart information about how difficult the challenge is depending on how much information the character could glean.

Instant challenges, such as leaping over a chasm, require the player to make a single roll. *Cumulative challenges*, such as hacking through a door, allow the player to make multiple rolls. Each roll takes time and removes the rolled number of hinderance points from the obstacle or target.

The player will roll the dice for their attibute plus any additional dice they can muster and take the sum of all the 1s, 2s, and 3s in their roll.

The player may add any of their Stamina or style dice to any roll. Those dice cannot be used again until they have been recovered.

Chance of success table

This table shows the chance to achieve a certain amount of hits with differing amounts of dice.

| d6 | 0 hits | 1+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10+ | 11+ | 12+ | 13+ | 14+ | 15+ | 16+ | 17+ |
|----|--------|----|----|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|
| | | | | | | | | | | | | | | | | | | |
| 1 | 50 | 50 | 33 | 17 | | | | | | | | | | | | | | |
| 2 | 25 | 75 | 58 | 39 | 17 | 8 | 3 | | | | | | | | | | | |
| 3 | 12 | 87 | 75 | 58 | 37 | 23 | 12 | 4 | 2 | | | | | | | | | |
| 4 | 6 | 94 | 85 | 73 | 55 | 40 | 26 | 14 | 8 | 3 | 1 | | | | | | | |
| 5 | 3 | 97 | 92 | 83 | 70 | 56 | 41 | 27 | 17 | 10 | 5 | 2 | 1 | | | | | |
| 6 | 2 | 99 | 95 | 90 | 80 | 69 | 55 | 41 | 29 | 19 | 11 | 6 | 3 | 1 | | | | |
| 7 | 1 | 99 | 97 | 94 | 87 | 78 | 67 | 54 | 42 | 30 | 21 | 13 | 8 | 4 | 2 | 1 | | |
| 8 | | 99 | 96 | 92 | 86 | 77 | 66 | 55 | 43 | 32 | 22 | 15 | 9 | 5 | 3 | 1 | 1 | |
| 9 | | 99 | 98 | 95 | 91 | 84 | 75 | 65 | 54 | 43 | 32 | 23 | 16 | 10 | 6 | 4 | 2 | |
| 10 | | | 99 | 97 | 94 | 89 | 83 | 74 | 65 | 54 | 43 | 33 | 24 | 17 | 11 | 7 | 4 | |
| 11 | | | 99 | 98 | 96 | 93 | 88 | 82 | 73 | 64 | 54 | 44 | 34 | 25 | 18 | 12 | 8 | |
| 12 | | | | 99 | 98 | 95 | 92 | 87 | 80 | 72 | 63 | 54 | 44 | 35 | 26 | 19 | 13 | |
| 13 | | | | | 99 | 99 | 97 | 95 | 91 | 86 | 79 | 72 | 63 | 54 | 44 | 35 | 27 | 20 |
| 14 | | | | | | 99 | 98 | 96 | 94 | 90 | 85 | 79 | 71 | 62 | 53 | 44 | 36 | 28 |

Characters

Stats

Stats represent your character's innate attributes.

Strength Dice

Used for most melee and ranged attacks as well as lifting, pushing, breaking, and sometimes climbing.

Speed Dice

Used for Defense Points, running, jumping, sneaking, hiding, sneak attacks, dodging, swinging, gymnastics.

Smart Dice

Intelligence, wisdom, personality, disguises, discernment, perspicacity, spells, clues, psychic abilities, languages, codes, history.

Stamina Dice

Stamina, fatigue, carrying, breath holding. Stamina dice maybe added to anyother roll but are not recovered until after a short rest.

Health Dice

Health Points, disease resistance, poison resistance. Health pips and dice are removed as the character takes damage. A single health die is recovered upon a nights rest.

Style Dice

Style is a pool of meta currency that can be used to enhance a roll. Style maybe earned through using your character's *dooms* or by pleasing your patron.

[charactersheet.md](#)

Dooms

Every great hero has flaws. Every time you use you doom to effect the story, you earn a point of temporary luck.

1. Phobia Snakes, heights, small spaces, outdoors
2. OCD
3. klepto

4. obsession
5. Paranoid
6. Tardy
7. Cursed
8. Unlucky
9. Vain
10. Foolhardy
11. Death wish
12. Ill mannered
13. Bad tempered
14. Lazy
15. Slovenly
16. Perfectionist
17. Complains
18. Financially irresponsible and in debt
19. Gambles
20. Addictive personality
21. Always has to be right
22. Fool for love

Sample Characters

Ghostface

- Can talk to recently deceased ##### Kodack
- Berserker ##### Jennifer
- Wood witch ##### Paladin
- Heals ##### Weird Dwarf
- Crafts
- Explosives ##### Wizard's Apprentice
- Access to spells that are too powerful ## Time and Space

Episodes are usually completed in a single session. They may be a complete story on their own or they may link to a larger dramatic arc taking place over an entire season of 4-8 episodes. Episodes are made up of scenes which usually take place at different locations.

Most scenes are a series of player turns which could be the individual cuts of a film. The amount of in game time that the actions take is based on the type of scene and the interpretation of the patron.

Scenes

- Standard scenes. The party maybe talking among themselves, or to non-player characters. They may be interacting with or examining the environment. The amount

of time taken is usually of little consequence.

- Fight scenes
- Chase scenes
- Dramatic scenes
- Cut scenes are described to the party by the patron. They serve to fill in the story for the party. Many scenes may end with a cut scene.
- Montage scene

An adventure written for For Glory RPG may have a table of events that may happen in a scene or add to the generic tables below.

Chase Scenes

The participants in a *chase scene* are divided into as few groups as possible. Usually, hunters and quarry. Each group gets a die. Chase scenes are similar to combat encounters. Characters fight and make ability checks as they move down a line of discrete locations. If the pursued characters make it to the end of the line, they have escaped.

- Create a string of locations to start the chase. Use a line of points to keep track of where the characters are along the course. Some locations may have more than one point on the line. Example: tavern, street, entrance to outdoor market, fruit carts, basket seller, alleyway.
- Determine a few *obstacles* and *opportunities* at some of the locations.
- Everyone rolls **agility** and count successes.
- Take the lowest outcome and reduce it to one. Reduce everyone else's outcome by the same amount. These are your *movement actions*.
- Take turns in initiative order (greatest *agility* pips goes first?)
- On your turn you may use your *movement actions* to move from one location to another or take other actions.
- *Hazards* present some difficulty that may impede your progress if not managed well. Examples include slippery areas, fences to jump over, or a herd of cattle. The DM will describe the hazard and the player may ask questions about the *hazard* and decide how they will handle it. The DM will then assign a difficulty and which attribute to use. In addition to the usual modifications a player may make to their roll, a player may use additional *movement actions* as dice on this roll. Success means the hazard is easily bypassed. Failure means the loss of

two types of hazards. hazards where not enough hits on a roll indicates a bad outcome like slipping and falling.

Hazards where you need to make progress through an area that needs work to get through. Such as thick foliage or a wall that must be hacked through.

Chase table - Urban

1. Alley
2. Baby carriage
3. Beggers
4. Bridge
5. Canal
6. Cart of manure
7. Cart of vegetable
8. Carts / wagons
9. Construction site
10. Crevice
11. Crowd of people
12. Dead End
13. Dog walker
14. Door
 1. Blacksmith
 2. Kitchen
 3. Laundry
 4. Market
 5. Prison
 6. School
 7. Scribe
 8. Still
 9. Workshop
15. Drawbridge
16. Elderly person
17. Fence
18. Fruit stand
19. Graveyard
20. Heap of dung
21. Huge cart
22. Latrine
23. Man holding large cake
24. Castle gate
25. Wall
26. Church or cathedral
27. Muck
28. Open field
29. Open sewer
30. Outdoor market
31. Parade
32. Park
33. Pier
34. Protest march

35. Religouse procession
36. River
37. Tied up horses
38. Town guard
39. Town square
40. Well

Chase table - Wilderness

1. Abbey
2. Avalanche
3. Beehive
4. Bog
5. Boulders or rocks
6. Brook
7. Burial mound
8. Bushes
9. Cabin
10. Campfire
11. Canyon
12. Cave entrance
13. Cliff
14. Cliffside trail
15. Crevace
16. Crumbling ruins of an ancient temple
17. Ditch
18. Erupting steam vents
19. Fallen tree
20. Farm
21. Flood
22. Fog
23. Forest
24. Forest fire
25. Giant skeleton
26. Graveyard
27. Hanging vines
28. Hut
29. Insect swarm
30. Lake
31. Lake (with jetty, and moored boats)
32. Landslide
33. Log bridge
34. Long grass, meadow or wheat field

35. Mine entrance with mine cart
36. Pit
37. Quicksand
38. River
39. Rope bridge
40. Stampede
41. Stand of trees
42. Steep decline
43. Steep incline
44. Stepping stones
45. Stream
46. Treehouse
47. Wagon
48. Waterfall
49. Windmill

saved

A *chase scene* is a series of short of scenes. The *chase die* keeps track of the scenes. It may start on any number but, on 7, the chase scene is over. Usually, because the quarry escapes.

Fight Scenes

Obstacles and Opportunities

Chase Encounters

Wilderness

Hot lava A huge savage beast that doesn't like you or your foes Animal snares Avalanche
 Crevices Bales of dry hay Beehives Bog (with bloodsucking leeches) Boulders or rocks (some
 massive, others that could double as weapons) Bridge Brook Burial mound Bushes Campfire
 Carnivorous plants Cave entrance Corrupt Crate of ripe melons Crumbling ruins of an
 ancient temple Cliff Cliffside trail Cursed Ditch Erupting steam vents Fallen tree Farmhouse
 Gallows Gorge or canyon Hill, slope or ravine Hut, shed or barn Insects Lake (with jetty, and
 moored boats) Landslide Long grass, meadow or wheat field Giant skeleton Pack of wild
 dogs Pit Plants that give off poisonous spores Quicksand Streams Log bridge Fog Forest fire
 Flood Stampede Stepping stones Graveyard Trees Treehouse Traps Vermin Vines (to swing
 on) Wagon Waterfall Windmill

Chase Rules, Quick Encounters, and Dramatic Tasks from SWADE

Possibly a series of ability checks that influence each other. Could have some push-your-luck, bluffing the DM, and use the DM's Doom Pool.

Move dice between speed and handling

Opposed conflicts like chases

- Each turn you roll an opposed check.
- You can choose to not roll some of your dice and save them for later.
- Saved dice may be added to later rolls.
- Prey starts at 2 and chaser starts at 0.
- Gain and lose points on your checks.
- Circumstances and choices affect the rolls and outcomes .
- Prey gets to 10 or whatever the goal is, they escape.
- Chaser gets the same number of points as the prey, they catch up.
- More points, and they get an action.

Adventure Task

Environmental Hazards

Interludes

Combat

Common Action

This is a list of common actions that any player may execute on their turn. Their abilities and weapons provides actions in addition to this list.

- Attack
- Evade: add to focus (or Brains?) to agility dice until next turn
- Focus: add you Dare dice to your rolls through you next turn's action.
- Disengage: leave melee to escape or allow a ranged attack.
- Pistol Whip: A melee attack that allows you to shoot a pistol while in melee.

How does a bayonet effect the combat sequence?

Disengage is an attack that allows you to move without drawing an opportunity attack. Also needed to use many ranged weapons while in melee. Can cause some damage and ignores armor.

Shield your friend.

<https://www.reddit.com/r/rpg/comments/mggg8z>

/big_book_of_60_reimagined_and_new_status_effects/ Skills that offer bonuses under certain conditions such as quick thinker for surprise. From starport scum. Skills as auto success

rather than increasing pool. Sniper will always hit.

- Scrap armor -1 damage, -2 **Agility**

<https://codepen.io/tijsvl/pen/OJmrBQQ?editors=1100> https://www.reddit.com/r/rpg/comments/pehi27/what_rpg_mechanic_made_you_stop_for_a_second_and/

https://www.reddit.com/r/osr/comments/pg9xo2/the_osr_combat_is_boring_chestnut_blog_post/

getting shot or attacked in movies. more like a reflex save.

Damage and death

see [suffering](#) and [death](#).

The Adrenalin Die

On the second round of combat put a d6 on the table with one its face. Add this amount to player rolls this round and turn the die up every round in which the players take actions directly affecting the enemy.

Initiative

1. Parley
2. Run
3. Attacktalk, run, fight

Area of Effect

area of effect without maps

Chaining from Symbaroum.

Symbaroum has player characters make all of the rolls, such as rolling to evade attacks, in addition with assuming the game will be run without battle maps, instead using abstract zones.

To handle forcing saves on multiple enemies, such as with a use of powerful enough fireball, they have it where the spell chains, the caster making a attack against the first target in the blast, if they fail they suffer the damage and they move onto the next enemy of their choice, making the same attack again, until they either run out of valid targets or fail a attack, at which the spell ends.

This means that you don't need any precise measuring tools to judge whether enemies are

affected by a area-of-effect, and can simulate more powerful casters (those with better chances of hitting more often than not) having a larger area-of-effect, without the need to have measurements of the blast radius or additional math.

Suffering

gain a wound (roll on table) every time you lose a health die and from some critical hits. level of complication you gain from injury depends on how many health die you have left. injuries may effect other stat dice.

Injuries are a form of [doom](#).

Death

From wounded to marked. The character will not be coming back to any further sessions. How that plays out is up to the player. They could die right now, go out in a blaze of glory (+3d), or retire.

Gear

[weapons armor](#)

- Glow Stick
- Ultra Glue
- Laser Saw
- Glue Gun
- Bounce Jelly
- Anti-friction paint
- GPS
- Recon drone (upgradeable)
- Clippy
- Invisible ink Pen
- AI enhanced contact lenses
- Tru-site glasses
- easy reach grabber

Thermoptic Camouflage | Invisibility[P] |

Power Armor | |

Explosives | |

Arm-mounted cannon | |

Techno Goggles | |

Bag of gadgets | |

Cybernetic body part | |

Magic Item | |
Magic Armor | |
Cloak of Invisibility | Invisibility[P] |
Massive Club | |
Energy Bow | |
Energy Sword | |
boomerang | |
whip | |
Magic Weapon | |
Flying Guillotine | |

Weapons

Weapons have powers and effects on play and narrative.

Sample Weapons

Assault Rifle

- Shoot
- Spray
- Kill
- Incapacitate
- Pin Down
- Cover Fire
- Precision Shot

Armor

The Doom Pool

Doom dice. Gm gains doom dice from player risk wager loan. Doom dice can be added to gm rolls or rolled to allow the gm to finish the scene.

Glossary

- 1hd: one *health* die.
- hit: a roll of 4,5, or 6.
- +1h: add one *hit* to your roll.
- +1d: add an extra die to your roll.
- 1p: one pip (pips are the dots on a 6-sided die)
- 1hp: one *health* pip.

- $3d6 + 1d + 2h$: Roll 4 dice and add 2 *hits* to the result.