

# 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. Written below are the rules to the game. The characters, monsters, treasures, weapons, and locations of the game will often break these rules. 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 *strength* 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.

### Square, Cross, and Lines

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 whether 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 attribute 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.

### Ways to roll your dice

- 1d - Roll 1 die. A 1, 2, or 3 is counted. The other values are 0.
- d2 - Roll a die and divide the face value by 2 rounded up.
- d3 - Roll a die and divide the face value by 3 rounded up.
- d6 - Use the face value of the die (1-6).
- d22 - Roll a d2 and a d2. The first die is the 10s place and the second is 1s. Rolling a 3 and a 4 makes 22. 4 possibilities.
- d33 - Roll d3 twice. The first die is the 10s place and the second is 1s. Rolling a 3 and a 4 makes 22. 9 possibilities.
- d26 - Roll a d2 and a d6. The first die is the 10s place and the second is 1s. Rolling a 3 and a 4 makes 14. 12 possibilities.
- d36 - d3 and d6. The first die is 10s and the second is 1s. Rolling a 3 and a 4 make 24. 18 possibilities.
- d66 - d6 twice. The first die is 10s and the second is 1s. Rolling a 3 and a 4 make 34. 36 possibilities.

### Chance of success table

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

Nd6	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							

Nd6	0 hits	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+
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
14							99	98	96	94	90	85	79	71	62	53	44	36

## 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.

### Dooms

Every great hero has flaws. Every time you use you doom to effect the story, the patron may award you with a die to add to any roll.

1	2	3	4
1 Phobia	OCD	klepto	obsession
2 Cursed	Unlucky	Vain	Foolhardy
3 Bad tempered	Lazy	Slovenly	Perfectionist
4 Gambles	Addictive personality	Has to be right	Fool for love
5 Paranoid	Tardy	Rose-colored glasses	Unprepared
6 Death wish	Ill mannered	Pessimist	Financially irresponsible

## Time and Space

Episodes are usually completed in a single game 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.

After everyone involved with a scene has taken a turn, one round is completed and a new round begins.

### 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 and the turn order, is usually of little consequence. Fight scenes Players take turns according the the *combat* rules. Chase scenes Players take turns according to the *chase* rules. Dramatic scenes These scenes are usually time sensitive and with a dire consequence. Examples include, picking a lock as the guards approach or diffusing a time bomb. 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.

### The Scene Die

A die can be used to track the timing of a scene. The scene die is set to one for the first round and incremented each round. The effects of the scene die are determined by the patron and the scene. The effects may be generic to the scene or, the scene may have a table associated with the *scene die*.

## Chase Scenes

The participants in a *chase scene* are divided into as few groups as possible. Usually, hunters and quarry. Characters fight and make ability checks as they move down a line of discrete locations. Use a line of points to keep track of where the characters are along the course. For Glory settings and adventures have location tables.

The following is an example of a chase scene taking place in an urban environment.

**Round 1** The hunters (3d) and the quarry (the players) spot each other across the crowded town market. The scene die is set to one. The patron describes the market and players toss a cart of produce to delay the hunters. The patron decides that the hunters must hit a target of 4 to avoid slipping on the produce. The

## Fight Scenes

1. Talk
2. Run
3. Other
4. Spells

## The Fight Scene Die

1. Add the number on the die to every roll.

## 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.

## Mounts and vehicles.

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.

# Combat

Most melee attacks use Strength dice. The attacker rolls a **speed** check and counts the 1s, 2s, and 3s as normal. The defender rolls defense which is usually an **speed** check. The defense roll is subtracted from the attack roll and the result is the number of pips removed from the target's stat. Usually health pips. The characters or equipment may determine extra effects.

## Common Action

In combat and otherwise, it is the players that determine the actions of their characters. It is the job of the patron to determine how the player's choices are expressed mechanically.

Evade: add to **smart** to defense roll until next turn Focus: add you **smart** dice to a roll until your next turn's action. Disengage: Roll **strength** or **speed** to put distance between you and your opponent. Shield: Roll attack but some dice are not subtracted from the target's defense roll and are instead added to a compatriot's defense roll.

*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.

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.

2. Add the number on the die to every monster roll.
3. More monsters arrive when the scene die reaches a target number.
4. The monster runs away when the scene die reaches a target number.

Scene Die: 1. A fire starts, 2. Smoke (-1d ranged attacks, -1d *stamina*), 3. Heat (-2hp), 4.

- 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

<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/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/](https://www.reddit.com/r/osr/comments/pg9xo2/the_osr_combat_is_boring_chestnut_blog_post/)

## Damage and death

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

## 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](#)

## Monsters

Monsters and NPCs in **For Glory** can have of levels of detail. A simple foe may be described by only one number. This is the number of dice it will use for nearly any purpose unless the patron chooses otherwise. Another monster may have a die listed for most rolls and others listed specifically.

Thug (3d) - This describes a common thug that attacks with 3 dice. Beastman (5d, smart 1d) - A beastman is strong but dumb. Beastman Chief (6d, Health 8d, Armor 2d) - Their chief is strong, smart, sturdy, and armored. Brain Dog: 3d, Smart 5d, Brain Scan (smart, smart damage) - The Brain Dog can attack with *smarts* to remove a player's *smart* pips.

## 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.