

Tactile

Weapon Rules

Some weapons deal flat damage, some (often large weapons) roll for damage. Most of the expression of skill and weapon uniqueness come from effects/conditions/crit damage triggered by the attack roll.

Weapon Speeds

- Light: 1
- Medium: 1->2
- Heavy: 2, 2->3
- Giant: 3

Attack Damage Types

These tags describe the type of damage that the weapon does.

There are three major types of damage. They are: [B] for “Bludgeoning”, [P] for “Piercing” and [S] for “Slashing”. There are also sub-types like [Severing], [Slicing], and [Picking]. [Severing] counts as the more generic [S], but [S] does not count as [Severing]. The damage sub-type will share the first letter of the more generic damage type. This has worked so far because there are very many words in english and they are conveniently placed. I am not afraid to resort to attic greek or something to keep this stupid system working.

Some weapons do two types of damage only for the purposes of armor damage reduction, only the first gets to be used for skills (that’s bad). This looks like: [B]/[P]

Some common damage subtypes:

[**Slicing**]: What a saber does. Long fast drawing cut, often with a curved blade.

[**Severing**]: What an axe does. A chopping motion².

[**Picking**]: What a warpick does.

Unused damage types:

[**Bashing**]: Not sure what sort of blunt weapon would blunt in a way that is different enough to justify this damage type, but it is there.

[**Pickling**]: What a warpickle does.

Don't

[Striking]: Don't do this.

[Stabbing]: Please don't do this.

Weapon Damage

<https://docs.google.com/spreadsheets/d/1F0dQgrzN-6pcHPDZExC7pSu5xIdd3tqt3Z-oVc8CK0g/edit?pli=1#gid=437119287>

Weapon Switching

Dropping a weapon is a free action. Putting a second hand on a one-handed weapon is a free action. Removing a hand from a weapon or any other minor adjustment is also a free action. Drawing a weapon costs 1 AP. Picking a weapon up off the ground costs 1 AP and you're [vulnerable] while you're doing it, you can be interrupted with an attack while you duck down to grab a weapon. Putting a weapon away costs 1 AP.

Being Below a Weapon's Requirements

If you're below a weapon's requirements, you get no score based damage scaling (+SCORE) when using that weapon. Your max To-Hit modifier is 0 with that weapon. For every point you are below a SCORE requirement, halve the damage you do rounding up. If you would do 1 damage you cannot wield the weapon.

Two-handing a [one-handed] weapon, one-handing a [two-handed] weapon

If you're 2 STR above the requirements for a [two-handed] weapon, you can effectively wield it with one hand. If you use two hands on a [one-handed] weapon, raise your effective STR with the weapon by 2.

Throwing a spear or a dagger without a specific [thrown] move

For every point you are below requirements for the weapon, halve the range. Throwing a spear or dagger costs 2 AP, uses PER(CEPTION) to hit, has no damage scaling, 3 + AGI spaces for range. It does half damage rounded up when thrown.

Resting and Healing

Here are some different healing mechanics I need to test...

Strict: Every day you recover 1 crit health if you are missing crit health, or 3 standard health if you are not.

Under-Die: Every long rest you roll the largest die that is under your max standard health. If you have 7 standard health, you roll a d6. Crit damage is healed first.

Dont-Get-Crit: At a long rest, if you have taken crit damage, recover 1 crit health. Otherwise, recover all standard health.

Injury and Death

This part consistently needs reworking.

Injury

Injuries are unique conditions that typically come with crit damage. Injuries are removed when the character reaches full crit health.

Dying Instantly or Being Stabilized

If you are reduced to $-(\text{Max HP}/2)$ you die instantly.

If your HP is brought above 0, you are stabilized. If you are stabilized but you haven't reached 6 HP, rest (rolling recovery dice) until you reach 6 HP. If you're brought back to 6 HP or more, regain consciousness.

Being Reduced to 0 HP, Being "Downed"

You can have negative HP. You can also stabilize even with negative HP, but you have to reach 6 HP before you regain consciousness.

When a player is reduced to 0 but not killed, they are "down" and they are unconscious. If they are not stabilized, they are unable to take any sort of action besides rolling death checks. They are [vulnerable].

When a player is downed the DM sets a death DC by rolling 2d6 with no modifiers. The DM does not tell the player the DC.

On the turn a player is downed and on every subsequent turn, the player rolls a death check and tells the DM their roll. If their roll matches or passes the DC it's a success. If the roll is below the DC, it's a failure. If the roll is a failure, the DM notes by how much the roll failed, $\text{DC} - \text{roll}$. This difference will be used to determine the consequence of the failure using the consequence table. Don't make any extra rolls to resolve consequences at this point as other characters might use medicine to improve the outcome, skills might be triggered, etc. Consequences are only resolved if/when the character survives.

3 successes means the character stabilizes at their current HP. 3 failures means they die.

Once they either hit 3 successes or 3 failures, the DM tells them to stop rolling. They are not told whether they died or not or what consequences they might have. They only find out once someone goes to check on their character.

If you're hit while you're down, take the damage and add a failed death check.

Consequence Tables

Consequence tables exist to determine what happens if you fail death checks. Different areas might have different consequence tables, the DM might pick a table completely randomly. Different campaigns might prefer harsher or more lenient consequences. Having many consequence tables and an unknown death DC should make being downed stressful and full of uncertainty, this can increase the stakes while not necessarily increasing the chance that the character dies. Below is a sample generic consequence table and some sample consequences.

Failure	Consequence
-1	[weak] (1 Hour)
-2	[weak] (8 Hours)
-3	Scars, [frail] (8 Hours),
-4	Scars, [frail] (1 Day), Lower 1 Stat
-5	Scars, [frail] (2 Days), Lower 1 Stat
-6, -7	Scars, Lamé
-8, -9, -10	Lose a Limb

Consequences

[weak]

-1 STR, -1 CON, -2 to Defense

[frail]

-1 STR, -2 CON, -1 AGI, -3 to Defense

Scars

Scars are completely cosmetic and up to DM discretion. The scar might be from the blow that downed the character or they might be from some other large blow received in the same fight.

Lower a Stat

Lower a stat by 1 by rolling a d4 using the following table:

Stat	Roll
STR	1
AGI	2
DEX	3
CON	4

Lame

Take your first move action as normal. Every subsequent move action is slower by 1 space.

Lose a Limb

Determine Limb loss by rolling on the following table. If you land on a limb you do not have at least one of, roll again.

Roll	Limb
1	Arm
2	Leg
3	Eye
4	Ear

Odds and Ends

Some rules that did not fit nicely into a cohesive category.

Stealth

Stealth is an AGI check (+STEALTH if you have it) against the defender's passive perception. It's a check against a passive score, and that is always 6 + SCORE.

Grappling

Entering grappling takes 2 AP, it's an attack + AGI To-Hit followed by a STR contest. If the party entering the grapple wins, both parties are [grappling] but only the defender is [vulnerable]. Defender can spend 2 AP to trigger another STR contest to try and break free. Defender can do nothing else.

Taking a Hostage

Same as above, but the attacker rolls one fewer die on the initial grapple check. They can attack the defender during the grapple provided they have a [range: close] weapon.

Fall Damage

Fall damage is a d4 for every 6 spaces up to 25d4.

Taking 10

You can take 10 minutes to work at something (that you can try repeatedly at where there is no cost for failure) to treat your check as a 10 + relevant modifiers.

Common Status Effects

[bleed]

At the beginning of the round, take damage equal to the amount of [bleed] you have. [bleed] does not go away on its own and must be removed.

[curse]

For every point of [curse] a character has, they suffer -1 to all rolls. 1 [curse] is removed at the beginning of every round. Points of [curse] are often inflicted so that the attacker might use up the [curse] points on a defender in order to cast a specific and sometimes longer lasting curse.

[frail]

Frail causes you to take double damage from poison and bleeding and lowers max CON by 2 until [frail] is removed.

[heal]

At the beginning of the round, increase your HP by the amount of [heal] you have, then remove 1 [heal].

[poison]

At the beginning of the round, take damage equal to the amount of [poison] you have, then remove 1 [poison].

[vulnerable]

If attacked while [vulnerable], the enemy gets to roll an extra d6 to hit and rolls double their damage dice. Many skills and situations inflict the [vulnerable] status, for example: being distracted, blinded, grappled, or unaware.