

EX VINUM

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INTRODUCTION

*Let your autism stretch far
beyond the flowery fields and
the foggy mountain peaks*

— drunk sorcerer

EX VINUM is a tabletop role-playing game, at the heart of which lie autism and the love for role-playing games, the bounds between which were blurred by wine. That's how it got its name.

The game emphasizes the role-playing aspect of similar titles, while simplifying yet not rejecting the traditional systems.

The setting is classic fantasy world akin to that of D&D that doesn't strive to be strictly realistic.

GAMEPLAY

The Dungeon Master describes the situation. The details of the surrounding area, characters, etc. Not all there is to know is available to the players right away.

The players describe what they would like to do. During combat this happens in a strict order. Out of combat, the players can move freely.

One of them maybe picking a lock, another standing on guard.

Sometimes, solving a problem is easy, like opening a door. In this case, DM may just say that the door opens and describe what lies beyond. Sometimes, the success of the players' actions depends on dice rolls.

DM describes the results of the players actions, and the cycle continues.

Note that this is not a computer game. The actions of players are constrained only by their imagination and the fantasy version of the laws of physics, and min-maxing doesn't usually end well.

NOTA BENE

DM and the players work together to create a narrative, they are not fighting each other.

No matter what is written in the rules, DM always have the last say.

DM must reward players for experimentation and role-playing, even if their ideas are not realistic.

The main goal is not to win, but to have fun with your friends.

RACES

HUMAN

Well, you know, the usual. Humans are good at many things, but don't excel at any of them. They are the most diverse and numerous race.

DWARF

The harsh underground and a lot of hard work. Dwarves cherish their craftsmanship. They often become artisans or miners. They love to spend an evening counting their gold while having a few jugs of ale.

They are short, sturdy, muscular. Brown or dark hair, harsh voice, and thundering laughter.

ELF

Graceful and mindful, Elves are tightly connected to the magic of this world. They often become writers or artists. Most of their time they spend alone with nature and books.

Slightly shorter than humans. Slender physique, light hair, blue or green eyes. Melodic voices.

TIEFLING

Tieflings carry the burden of their ancestry. They are the offspring of the devil and a human. Their half-demonic appearances provokes only sharp

glares and no compassion. Tieflings were brought into this world against their will, and do everything they can to survive.

Height is around that of a human. The skin color tends to be reddish, violetish, or similar to humans. A long tail, large horns on the top of the head. Misty eyes, dark hair.

DROW

Dark Elves are the ancient sub-race of the traditional Elves. They were condemned to live underground. Those who end up on the surface often follow the path of evil, but there are exceptions. They often become mercenaries or travellers.

Slightly shorter than Elves. Dark, ebony colored skin. Almost white hair, pale eyes.

AASIMAR

Aasimar are similar to Tieflings in their ancestry, only there's divine blood in their veins. They are very likely to become fighters for virtue. In their dreams they speak with their divine father. Aasimar prefer not to reveal their lineage.

Taller than Humans. The skin and hair colors are similar to that of Humans, but may have metallic colors.

ROLEPLAYING

WHO will you be? A cheerful Dwarf with a bellowing laughter who knows all the best taverns in town? Or a Tiefling, who's hands are covered in blood because the only other choice was death?

RACE

Race doesn't only affect physical appearance and character attributes, but also your position in the world, and the relationships with other races. Apart from that, your backstory is directly related to the birthplace.

AGE

Some races, such as Dwarves and Elves, live a few hundred years older than humans. For this reason, they have a different perception of the world.

SEX

Sex greatly affects your character and past. Not all women can become knights whenever they want. Only those women who have something they want to protect become knights.

CLASS

Every adventurer belongs to a profession. Class determines whether

you're proficient with magic or weapons, and what role you'll be filling in your group.

PERSONALITY

Personality is composed of your values and flaws. Your strong and weak sides, your character, and how you behave around other people.

BACKSTORY

What was your life like before the campaign? Maybe you were sent on an important quest or maybe even excommunicated? How did you learn what you know and became your class? What do you want to protect or acquire? Do you have a loved one? Did you lose an old friend or are chasing an enemy?

APPEARANCE

Everything that's related to outer appearance. Your physique, the colors of your eyes, skin, hair. The scars you got in past battles and tattoos. The details of your clothing.

CHARACTER EXAMPLE

NAME:

Ailon Dawnguard

ATTRIBUTES:

STR	DEX	INT
+0	+1	+2
7	9	11

STATS:

MAX HP	GOLD
46	75

CHARACTER:

<i>Полу-эльф Волшебник, 24, ж.</i>
<i>Сбежала из монастыря чтобы</i>
<i>увидеть мир таким, какой он</i>
<i>есть. Хочет стать лучше, но</i>
<i>боится потерять себя. Веснушки,</i>
<i>русые волосы, невысокий рост.</i>

Above is the example of my character adapted from *Baldur's Gate 2*.

Players will receive pens and paper for further notes. They can be used to jot down plot points, keep track of

health, gold, and equipment.

Note that this column on the right is not the full character description, only a summary.

RULES

DIE THROWS are illustrated with two numbers between the letter 'd'. For example, 3d6 means "throw 3 dice, each with 6 sides". If no further instructions are given, the resulting roll is the sum of all dice.

If there is addition or subtraction afterwards, e.g 2d8+3, 3 is added to the resulting sum of two throws of d8.

At the heart of the role-playing system of ex vinum lies the d12. The reason being, I wanted to shorten the time between something awful and something awesome happening.

ABILITY SCORES

Character's attributes reflect their physical abilities and mental capacity, and are expressed with numbers from 3 to 12 on average.

STRENGTH

Determines raw physical ability and constitution, proficiency with heavy weapons. Greatly affects the total number for hit points.

DEXTERITY

Defines character's reflexes and perception, proficiency with light and ranged weapons. Has a minor effect on total health pool.

INTELLIGENCE

Indicates background knowledge and charisma, proficiency with intelligence weapons and magic. Doesn't have any effect on health.

DETERMINING SCORES

For each of the Ability Scores a player rolls 3d4 and adds up the dice. The player can assign the resulting three rolls as he or she wishes.

DM may suggest another way of determining Ability Scores.

Then, racial and other bonuses are applied. Also, the player with the best backstory receives an extra attribute point assigned by the DM.

race	str	dex	int
dwarf	+2	-1	
elf	-1		+2
tiefling		+2	-1
drow	-1	+1	+1
aasimar	+1	-1	+1

Humans receive +1 to any Ability Score of their choosing.

HIT POINTS

The total health pool of character is determined by

$$6 \times \text{Strength} + 2 \times \text{Dexterity}.$$

SCORE MODIFIERS

Score Modifiers are used to show how well or how badly a character is proficient with a skill. They play an integral part in determining how successful an action is.

High Ability Scores result in positive Score Modifiers, low – in negative.

attr	mod	attr	mod
1-2	-3	9-10	+1
3-4	-2	11-12	+2
5-6	-1	13-14	+3
7-8	-0	15-16	+4

ABILITY CHECKS

If there's a chance of a player's action failing, DM will ask him to perform an Ability Check.

The player must throw a d12 and add relevant Modifiers to the roll. If the final roll is equal or higher than the Difficulty Class set by DM, the action succeeds.

ADVANTAGE

There can be a case, where a player gains an Advantage when performing a certain action. This means that during an Ability Check the player throws 2d12 instead of one, and picks the highest roll. Remember to add your Modifiers to it.

ASSISTING

A player may assist another by rolling a d12 beforehand and adding a relevant Modifier. If he rolls more than 6, the player performing an action gains an Advantage.

OUT OF COMBAT

At the beginning of the campaign the players may want to elect someone to be the leader of the group.

Out of combat players may move freely, with the party leader speaking for the rest of the party, for example: "We proceed further into the hallway etc.

There is no specific order of action when out of combat.

IN COMBAT

Combat consists of rounds. During each round, every character on the battlefield performs a single action.

INITIATIVE

If the players ambush their enemies, they can determine the turn order themselves.

If the players are ambushed, they roll for Initiative. The turn order is based on a Dexterity based Ability Check, from highest to lowest.

VISION

The players can only interact with objects their characters are able to see.

Vision more or less follows the rules of logic. It's very hard to hind successfully if someone is starting you dead in the eyes.

ROLLING

The success of each action is determined by rolling a d12 without any Modifiers.

1 means critical failure, where everything goes awry and somebody gets hurt. 2 is usually a miss and not much else.

Higher values provide good results, with 12 being a critical success, where you learn as much as possible, deal the most damage, etc.

DAMAGE

The damage is equal to the roll we just discussed, with the addition of relevant Modifiers. On critical successes, blows deal double the damage.

OPPORTUNITY ATTACKS

If a character is engaged in melee combat with another character and attempts an escape, he will receive an Attack of Opportunity.

There are exceptions to this rule. The success of the escape is determined by an Ability Check. On critical success, the character fully avoids damage. Or if the escaping character using a certain ability.

DEATH

Once a player character's health pool reaches zero, they are knocked unconscious, additionally, their Strength is reduced by 2. A friendly character can then spend an action to help them get up. If a character's Strength reaches 0, they die permanently (and play as a dog, probably).

Very often NPCs die permanently once they run out of hit points.

RESTING

During the course of the campaign, the players will have the ability to set up camp and rest. The quality of the rest depends on their role-playing actions. Rest recovers lost health points.

To rest well, the players need to have dinner, properly set up camp, and tell a few stories around the fire.