

DUNGEONPUNK

Roleplaying Adventure Game

Part 2: Gameplay

Printer Friendly Version

Playing The Game

Role-playing games officially were born in the late 1960s, when a bunch of wargamers from Wisconsin thought *"lets tell the stories of how our hero units became heroes"*. This led to the first Role-playing Game in the early 1970s, and then countless others over time. Why does this matter? Because the three pillars of a role-playing game date back to that very first role-playing game. These three pillars are Combat, Exploration, and Interaction. Combat is, as the name implies, dealing with challenges through a force of arms and interaction. Exploration is learning about the game world through travel and interaction. Interaction. The third pillar is simply interacting with the rest of the world via role-play. Each of these three pillars have differing degrees of mechanical involvement. Interaction is simply telling the referee what you are going to do and then maybe making a skill check to see if you succeed. Combat is a square dance of skill checks and maneuvering, and exploration is almost a different game in its own right. Regardless, however, they all involve skill checks so that is what we're going to look at first.

Skill Checks

With only a scant two exceptions, nearly every roll you make during a normal game of *DungeonPunk* is a skill check. Skill checks are a roll of three six-sided dice (3d6), to which you add the whole number value of the skill the referee called for and its associated characteristic bonus. *For example, Rosa has a white of 4 and thanks to experience markers her education has advanced to +6.4. When called to make an Education check when using a library, she rolls 3d6+10 to determine her action total.*

If you go back to character creation and look at the skills, you'll notice that they're all sorted into groups based on the four humors. Barring corner cases when the referee might want to break outside of the box, if you are called to make a skill check you add both the whole number value of the skill (truncating any fractional values from advancement) to the skill's associated characteristic and add that to the die roll. Your action total (AT) is the result of the die roll and all of the applicable modifiers. That number is then compared to a target number (TN) set by the referee or the skill check of another character. If the AT is equal to or greater than the TN, your check succeeds. *For example, Rosa makes the Education check described in the earlier example. She's trying to quickly dig through a pile of books to find a specific piece of information. Something the referee deems as "hard". Sadly, she rolls an 8 which adds to her bonus of +10 to make an 18. While she didn't find the information quickly, since the information was there and she didn't have an extreme failure (described below) she does eventually find it. After hours of searching."*

Opposed Checks

In instances of two characters acting in opposition to each other, and the result is a tie the result of a tie is counted as a partial success for both characters and the referee will adjudicate the results. Your action total may be modified by perks, other options, and random circumstance.

Skill Difficulties

VALUE	DESCRIPTION	EXAMPLE
10	Easy	Do not roll unless failure is immediate and harmful
15	Standard	This is the default difficulty for checks
20	Hard	
25	Very Hard	
30	Heroic	
35	Super-Heroic	
40	Legendary	Only the best can achieve this, and only if lucky

Partial Successes

Partial successes happen when two opposing checks tie. This is pretty cut and dry, a tie is a tie and the result is that both characters succeed in a manner mitigated by the success of the other character. Sometimes a referee may grant partial successes to unopposed checks. When this happens it is usually

because the task was too important to gloss over but not difficult enough where failure us game-changing. When these happen there is usually an added cost for success on all but critical failures.

Saving Throws

Saving throws, described in detail later, are never partial successes. A to-hit roll always hits on a tie.

Critical Failures

When you make a check if your action total is more than 10 lower than the difficulty value of the check you spectacularly fail the check. *For example: Vigorous Jostle is making a hard Education check with his complete lack of skill and a White of 3. He needs to roll 17 or greater (for a total of 20) to succeed, but he ended up rolling a 6 for an AT of 9. That 9 being lower than 10 (TN 20 – 10) means he critical failed the check.*

On a critical failure, not only do you fail, you are left to the referee's mercy as to how things go badly for your character. The worst part, however? You can't even spend luck points to save result. If you spend any luck before rolling, it still applies. But you can't spend points after the roll to save the roll from the critical failure.

Critical Successes

Conversely to a critical failure, a critical success is when the AT is 10 or more greater than the DV. Not only is a critical success a success, it is a "Yes, and..." situation where the referee will generate a greater than success result. Be ready, as the referee may even ask you what you want for your critical success!

Opposed Checks

When you score a critical success on an opposed check, regardless of whether you rolled very well or the opposition rolled poorly, only you get the spectacular result. A critical success on a to-hit roll is typically an inflicted status condition appropriate to the situation, or a follow-up attack that doesn't increment your multiple attacks penalty. Sometimes the referee will even ask what you want to happen.

Botches And Breaks

As noted above, skill checks are rolled on 3d6. When the natural, unmodified roll is a three (each die shows a 1) or an 18 (each die shows a 6) you have rolled a botch or break. Botches cause the dice to implode downward, and a break explodes upward.

Botch: Roll 2d6 and subtract the result from your AT before checking the outcome against the TN.

Break: Roll 2d6 and add result the from your AT before checking the outcome against the TN.

Luck Points

In the real world, the term luck is just a way we describe when coincidence and random circumstances work for or against you. However, *DungeonPunk* is a game. In games luck is something you can control and is represented both by the 3d6 of your skill checks and a pool of points you can use to affect those rolls.

How Lucky Am I?

You begin play with either 10 points, or if your referee is a a stinker a roll of 2d6 points. Additional luck points are gained via normal gameplay, and the maximum amount of luck you can have at any one time is 20 points.

Spending Luck

Luck is spent at any time to affect the result of a skill check or initiative roll. Spending luck does not consume any in-game time or any other character resource. You simply declare that you are spending luck points on one of your rolls and augment the outcome of the roll at a 1:1 ratio. *"For example; Virogorus Jostle really needs to land a this hard trick in a surfing competition. Instead of simply relying on his Athletics check he spends 5 points of luck. This way his +9 bonus increases to a +14 now making beating the 20 required to land the trick far more likely than a 50/50 chance it was before."*

You may spend luck points before or after rolling the dice.

- ❖ **Before:** There are no limitations on how many points can be spent, and rolling a botch doesn't matter; your luck still applies.
- ❖ **After:** You cannot spend luck points to turn a normal success into a critical success, and you cannot spend luck points on a botched roll.

Getting Lucky

You will gain 1-3 luck points as an in-the-moment reward for good play. Good play is best described as anything that makes the game more engaging for the whole group. This can be completing in-game story scenarios, role-playing into your character's flaws, performing actions that break stalled gameplay, or even just helping the referee wrangle some cats (the other players).

Note to Referees: Try to learn the difference between a player trying to fill dead air and a spotlight hog. The former, someone who is doing the bulk of the role-play because nobody else is trying, is an asset. Reward their roleplaying to show the other players what they can be doing to earn bonus luck. However, a player who tamps down other players' role-play should not be rewarded as they are taking away from the other players' fun.

Luck Checks

On very rare situations your referee may ask you to make a luck check. These, often rare scenarios, are when something will affect you whose success is in no way impacted bot you or your abilities. A luck check is a hard difficulty check. However instead of adding a skill and characteristic value to the 3d6 roll, you add your current luck point total. Making a luck check does not cost luck points, and you may not spend luck to augment the roll before rolling (or you could, but it would be a meaningless waste). However, you can spend luck after seeing the result.

Combat

Combat Time

Combat is measured in a cycle of rounds and turns. A turn is the time it takes for a single character to move and perform their actions. A round is the time it takes for every participant in combat to take their turns. While these times are very abstract and left to the imagination, when real world time conversions are needed a round is 10 seconds long. While there is a strict turn order, turns are effectively happening as a sort of staggered simultaneous process.

Definitions

- ❖ **Turn:** The time it takes for one character to act and move.
- ❖ **Round:** Ten seconds of time (as perceived by the characters) within the world where every character participating in a combat takes their turn.

Start of the Round

Combat flows a strict round and turn order that invokes multiple phases. You could free from this, especially when playing within the theater of the mind but here we're gonna describe a more detailed form of combat that is still fun to play. The first round of combat begins with an initiative roll. Later rounds may begin with additional characters joining the combat, then followed by an initiative roll.

Initiative Roll

The initiative roll is a die roll of 1d6 then adding your initiative bonus to determine your position in combat. You may spend luck to increase your position in the initiative roll after rolling but before the first character takes their turn. In large battles the referee may increase the die roll to 2d6 or more.

The referee rolls initiative for each group of alike enemies as a single unit, with unique enemies getting their own initiative rolls. Players who have a group of allied NPCs will also roll initiative for the group, using the lowest initiative score in the group. The player that rolls this initiative and controls these turns is the player of the characters those NPCs "work for". You don't get to drag a team of soldiers into a battle then expect the referee to take all of their turns for you.

Tied Initiative

If two or more allies are tied, then the allies just choose who goes in order. If an enemy is involved; the players choose one to go first, then then the referee chooses an enemy to go, then the players choose another ally, and so forth until every character on that same initiative count has taken their turn.

Surprised Characters

Characters who are blindsided by the beginning of combat are "surprised". "Surprised" characters roll initiative normally, but do not take their turns. The stop being "surprised" at the end of their turn.

Characters Enter Combat Late

Characters who enter combat after it has begun must wait until the start of the next round before acting. These character are not inherently surprised by combat, however a character who just accidentally bumbles into combat is surprised for the remainder of the round.

Movement

Movement Speeds

You may move or act in either order, or even do them simultaneously. However, as movement is much simpler than actions, it is described first. This may seem a bit redundant, but it needs to be said. During your movement, you may move. Your movement is limited only by your movement speed and the terrain being moved over. Movement, like most distances, are measured in yards. If tracking combat with miniatures, using an inch (2.5 cm) per yard is recommended. On a square or hex grid, each tile is one yard. You are not required to move on your turn, but if you don't move you count as an "unmoving" target (see the combat modifiers table for the effects). You gain no benefits for moving, and you cannot trade your movement for extra action. You have access to multiple movement modes, such as a standard move and an extended run.

Movement Speed Table

Type	Move Speed	Notes
Standard Move	Size ×1 yards	
Running Move	Size ×2 yards	Limited ability to turn
Sprinting	Size ×5 yards	Cannot turn, limited actions
Crawl	Size /2 yards	Limited ability to turn
Get Up	–	Either your movement or an action
Climb up	Size ×1 yards	Requires an Athletics check to prevent falling
Climb down	Size ×2 yards	Requires an Athletics check to prevent falling
High Jump	–	Athletics DV is equal the number of yards jumped ×10
Long Jump	–	Athletics DV is equal the number of yards jumped ×5
Swim	Size ×1 yards	Requires an Athletics check to prevent drowning
Fast Swim	Size ×2 yards	Requires an Athletics check to prevent drowning

Movement Speeds

- ❖ **Standard Move:** A standard move is your most basic form of movement. It is a light run/brisk jog that allows you to move as fast as you can without losing any mobility.
- ❖ **Running Move:** Running is trading maneuverability for speed, but not so much that you can't turn. While running you may not make more than a single 45° turn per round, and attacks made against you have a +2 bonus to-hit. While running you may leap over waist high obstacles with a standard Athletics check.
- ❖ **Sprinting:** Your all out sprint is a straight line of uncontrolled speed. When sprinting you may not perform any meaningful turns, and the only action you may perform is the Body Check attack.
- ❖ **Crawling:** Crawling is controlled but limited movement while prone. You may not turn more than 45° when crawling.
- ❖ **Get Up:** Getting up from a prone position is movement or an action. Getting up as a move consumes your whole movement.
- ❖ **Climbing:** You make an Athletics check to move up or down a vertical surface. The difficulty is based on the texture and verticality of the surface, the weather, and any other factor the referee sees fit. Failure means you get no headway; critical failure means you fall.
- ❖ **Jumping:** Jumping is performed as a part of your movement instead of being its own movement. It adds an Athletics check to the movement being performed, and does count as distance moved on your turn.
- ❖ **Swim:** You make an Athletics check to move through water. The difficulty is based on the movement of the water, the weather, and any other factor the referee sees fit. Failure means you get no headway; critical failure means you start drowning.

Movement Considerations

Sometimes movement is hindered by the environment, or altered in substantial ways. Here are some things to keep in mind related to movement.

Diagonals

If playing with miniatures and you are using rigid squares to track combat, diagonals become a bit of an annoyance. To this end, when measuring squares, each second square counts as two yards. This creates the same effect as drawing a circle and marking all of the squares that are at least half way within the area of effect. Hexes or free-form movement does not suffer this problem.

Flight

Flight comes in three forms; Gliding, Winged, and Perfect. While each one allows you to ignore the laws of gravity to some degree, each one is very different from the others.

Flight Types

- ❖ **Gliding:** Gliding flight cannot incline without already being aloft, and without the aid of strong winds. Forward movement, as well as turns up to 45° may be performed. However, when doing so you decline 10 feet (a little over 3 yards). When attempting to incline a standard Athletics check allow you to gain 1d6 yards of altitude.
- ❖ **Winged:** Winged flight can incline and decline normally, and make turns up to 90°. Any round spent not moving forward causes you decline 10 yards.
- ❖ **Perfect:** Perfect flight is a supernatural hover that can move forward and backwards, strafe, and have all the other same kinds of mobility as walking or running. A subset of perfect flight called hovering also exists, where you have the same mobility but are limited in altitude to roughly 1 yards above the ground.

Occupied Areas

Your movement cannot pass through an area occupied by an enemy combatant. You cannot end your movement in an area already occupied by an ally or enemy (see size below for some exceptions).

Rough Terrain

Sometimes the flooring isn't stable or even. Be it rocky crags, loose gravel, wet mud, or even ankle-deep water it's all the same way. When fighting in rough terrain your movement speeds are halved (do all of the math before rounding down the remainder) and you cannot perform the run or sprint actions. If you enter into rough terrain while running or sprinting, you must make a hard Athletics save or fall prone.

Weight

Not all flooring can handle your weight and might collapse under you. The referee will have notes on the amount of weight these areas can handle before collapsing, and will judge if it collapses immediately (if you are significantly heavier than the flooring tolerance) or if it can withstand a few rounds (where it collapses at the end of the last round it can withstand).

Actions

Before, after, or during your movement you may also perform actions; one advanced action or as many basic actions as your multiple actions penalty will allow. Actions can be attacking, escaping from bonds, using a special ability, or interacting with something in the environment.

There are two kinds of actions you can perform, Advanced and Basic actions. Advanced actions usually require some sort of setup and/or a specialized scenario to even be possible, whereas basic actions are... well... basic actions; swing your sword, shooting an arrow, opening a door, etc. You may perform a single advanced action on your turn, or as many basic actions as your skill will allow. Technically there are nonactions as well, like talking and thinking. While they're not actions if they go on for too long they can turn into one.

Multiple Actions Penalty

Your Multiple Actions Penalty is a penalty imposed on all of your checks that grows as you perform multiple basic actions on your turn. It represents spreading yourself thin as you try to do more and more in such a small amount of time. Starting with the second action you take on your turn, you increment your MAP before performing the additional action (-2 for your second, -4 for your third, -6 for your fourth, and so on). Each increment of your MAP is a -2 penalty that applies to all skill checks you make before the beginning of your next turn. If your MAP would reduce a skill check's bonus to a +0 or less, that action is too complicated for you to pull off this round after everything else you have already done.

MAP Table

NUMBER OF ACTIONS	MULTIPLE ACTIONS PENALTY
1 advanced or basic action	No penalty
2 basic actions	-2 on all skill checks
Additional basic actions	penalty increases by -2 for each additional action

Example Actions

Advanced Actions

- ❖ **Escape:** Attempting to break free from being grabbed is an advanced action. The force grabbing you might be a rope, or manacles, or even another character grabbing you. You break free on a successful Athletics check. The TN is either opposed by the Fighting check of the restraining character or the quality of the restraints.
- ❖ **Interact:** You interact with something in the environment that requires the majority of your attention.
- ❖ **Get Up:** Getting up from a prone position is movement or an action. Getting up as an action is an advanced action.
- ❖ **Slow Reload:** Weapons with the slow reload keyword use an advanced action to reload.
- ❖ **Special Attack:** Some special attacks, such as Body Checks and Waylays are advanced actions.

Basic Actions

- ❖ **Attack:** You use a weapon (including your basic strike) or ability to attack an opponent. You roll the weapon or ability's related skill to-hit, and on a success you roll damage.
- ❖ **Get an Item:** Getting an item out of readily available storage, or picking it up off the ground.
- ❖ **Grab:** A grab is a special kind of attack where you attempt to restrain an enemy with your body or a flexible weapon. You attempt to grab a target within close range with a Fighting check opposed by the target's Athletics save. On a hit you grab the target. You cannot meaningfully grab enemies three or more sizes larger than you.
- ❖ **Interact:** You interact with something in the environment in an off-handed manner.
- ❖ **Reload:** Most weapons are a basic action to reload. However, those with the free reload keyword the reload is a part of the action to attack with it.
- ❖ **Special Attacks:** Many special attacks are basic actions.

Attacks

Attacks, while the most complicated part of this game as far as the players are concerned, are pretty simple. You describe what you are going to do, follow the steps in the attack procedure, then the referee describes the outcome. Sometimes the referee may even have you describe the outcome.

Basic Strike

Every character has an attack called a basic strike. The nature of this attack can vary greatly, but for most creatures it is slamming with limbs or biting. Your basic strike is for all purposes a melee attack with the following profile:

Basic Strike Profile

Preq	Damage	Range	RoF	Keywords
3	1d6*	Close	NA	Muscle-Powered

*This the one and only exception to the normal rule about damage being a minimum of 3d6. This profile is, really, just saying your basic strike's damage class is your Black Bile -2.

Melee Attacks

Melee attacks, those with a range of close, are attacks that use your Fencing or Fighting skills to-hit, and can be made against enemies within the reach of your arm and the length of your weapon. The base reach of close is 1 yard. However, this can be increased by your size characteristic, and if your weapon has the reach keyword. You roll to-hit using your Fencing or Fighting skill, and you score a hit if your to-hit roll meets or beats the target's Athletics save.

Shields: A shield provides a bonus to your Athletics saves as noted on the armor and shields table.

Ranged Attacks

Ranged attacks, those made with weapons that launch ammunition at a target, use your Shooting skill to-hit. These weapons are reliant on the your weapon's range characteristic, with their difficulty determined by how far away the target is from you. Instead of being opposed by the defender's Athletics save, ranged attacks are made against range and are primarily affected by cover and size. You roll to-hit using your Shooting skill, and if you beat the TN denoted by the range to your target, you hit. Then if the target has a shield, they may make an Athletics save to turn that hit into a miss.

Shields: Without a shield, you may not make Athletics saves to stop a ranged attack.

Ranged Attack Difficulty Table

Range	TN	Description
Point Blank	15	The target is within 2 yards of you
Standard	20	The target is between you and the weapon's base range
Medium	25	The target is beyond the base range of the weapon
Long	30	The target is beyond 5× the base range of the weapon
Impossible	N/A	The target is beyond 10× the base range of the weapon

Area Attacks

Attacks can cover an area instead of being a single target shot. Most areas are blasts and cones, with most variant attacks being a variation there of. "For example; In a fantasy game a magical spell might affect a cube. Other than its dimensions, a cube functions identically to a blast with the center of the cube being considered it's origin point. Similarly, the line of fire created by a flame-thrower is just like a cone but it's termination point is no thicker than it's origin."

Area Attacks

- ❖ **Blast:** Blasts are spherical areas that affect a blast-radius around an origination point. Each area attack will designate its blast radius. Before rolling to-hit, you designate the origin point of the blast somewhere within range, and your to-hit roll is made against range. If you hit, the blast originates exactly from where you designated. However, on a miss it deviates 2d6 yards in a random direction for each range increment of range past standard (2d6 for standard, 4d6 for medium, etc). Everything within the blast radius that can be damaged by the attack must make an Athletics saving throw to dodge the brunt of the blast. However, passing this save still knocks you prone.
- ❖ **Cone:** Cones are a shape of damaging force a certain length, and terminating at a certain width. Each cone attack will designate its length and termination width. Everything within the cone that can be damaged by the attack must make an Athletics saving throw to dodge the brunt of the effect.

Saving Throws

There are two kinds of saving throws used in *DungeonPunk*; Athletics saves and Endurance saves. If an attack allows a saving throw but does not designate a target number for the attack, the save is opposed by the attack's to-hit roll.

Saving Throws

- ❖ **Athletics Saves:** Athletics saves use your Athletics skill to dodge attacks. While these saves are called Athletics saves, if you are armed with an appropriate weapon or a shield, you may instead use your Fighting skill in places of your Athletics skill. The same applies with your Fencing skill if armed with a sword.
- ❖ **Endurance Saves:** Endurance saves use your Endurance skill to withstand pain, certain kinds of extended physical trauma and toxins. Basically, endurance is gritting your teeth and dealing with it.

Cover

If you are in any way concealed from an attack, you have something called Cover. Cover is imposed as a penalty to the attacker's to-hit roll. There are two kinds of cover; soft cover and hard cover.

Cover Types

- ❖ **Soft:** Soft cover is when your position is concealed from the attacker by a thin or soft material, like soft wood, or the body of another creature. It imposes a -2 penalty to-hit you at range. Partial coverage from a harder material can count as soft cover.
- ❖ **Hard:** Hard cover is when your position is concealed from the attacker by a thick or dense material, like hardwood, stone, or metal. It imposes a -5 penalty to-hit you at range. Multiple layers of soft cover can count as hard cover.

Critical Hits

If you score a critical success on a to-hit roll, you have landed a critical hit. Critical hits deal damage normally, then do something extra that isn't just bigger numbers. *For example, Kain rolls a 24 to-hit against a chimera, and it rolls a 6 for its athletics save. In addition to hitting the monster, the referee asks Kain's player what he wants Kain to do next. Kain's player deliberates for a moment and has two ideas; either Kain pulling the spear out and leaping into the air for a second strike, OR Kain grabbing a handful of sand from the ground and throwing it into the chimera's eyes. While the second one, which would blind the Chimera for a few rounds would likely be more tactically sound as it is too robust for one more hit to kill it outright, Kain's player decided for the follow-up attack because he thought it was cooler.*

Marking

When you use the Mark special attack, you impose the *marked* condition onto an enemy. A marked enemy remains marked for as long you or one of your allies maintains line of sight with the enemy, or the mark is consumed. If an enemy flees combat or stops being hostile towards you, it is no longer marked.

You may consume a mark placed on an enemy by yourself or one of your allies, and in doing so you gain one of the following benefits to the attack you are performing.

Consuming a Mark

- ❖ **Close In:** Consume a mark before your movement, Increase your movement speed by +50%. Your movement must end with you being as close as physically possible to the marked enemy.
- ❖ **Heavy Blow:** Consume a mark before you roll to-hit in melee. You have a +2 bonus to-hit against that enemy and your attack has Rending on a hit.
- ❖ **Improved Aim:** Consume a mark before you roll to-hit at range. You have a +5 bonus to-hit.

Special Attacks

This is a list of things you can perform using your advanced or basic actions. You may perform one advanced action on your turn, or as many basic actions as your multiple actions penalty will allow. Fire-arm specific special attacks are found here.

Advanced Action Attacks

- ❖ **Body check:** A body check is an attack where you slam your body into your enemy, in an attempt to barrel through their position or forcibly move them. You must move at least 2 yards before making the attack, and you make a Fighting check to-hit +1 to-hit for every 3 yards you moved that turn before the attack. On a hit, you deal basic strike damage and may perform one of the following; Cause 1d3 yards of knockback, or move through the target's occupied space, and continue your movement past them.
- ❖ **Called Shot:** You take a moment of aiming and attempt to focus on hitting an unarmored portion of the target's body. You suffer a penalty to-hit depending on how much armor coverage the target has, and on a hit your attack ignores any Defense the target has from worn armor. The penalty to-hit is the number of areas of coverage the target has in their armor. Monsters whose defense comes from inherent toughness are usually not susceptible to called shots like this. However the Armored Plates or Thick Hide/Scales monster option counts as 5 points of coverage.
- ❖ **Mark:** You make your presence known on the battlefield, and designate a target as marked. Select an enemy within 50 yards that you can see and who can see you. You mark that enemy.
- ❖ **Waylay:** When you catch your unaware, you may attempt to ruin their day with a well placed attack. You must be within close or point blank to waylay. You have a bonus to-hit equal to the target's size minus the number of points of coverage it has. On a hit, you are guaranteed to hit an unarmored portion of the target's body.

Basic Action Attacks

- ❖ **Disarm:** You attempt to knock a weapon out of the target's hand. Roll to-hit normally, and on a hit instead of dealing damage you knock the weapon out of the target's hand. Where the weapon lands is determined randomly within 1d3 yards.
- ❖ **Lunge:** You reach out to strike further than your natural reach would allow. In melee, you may elect to take a -2 penalty to-hit to extend the reach of your close range by 1 meter.
- ❖ **Pocket Sand:** You grab a handful of dirt and sand and throw it into the face of an enemy, momentarily blinding them. Make a point blank Shooting check to-hit, and on a hit instead of dealing damage you blind the enemy until the end of their next turn.
- ❖ **Shove:** You attempt to push an enemy away from you. Roll to-hit normally, and on a hit instead of dealing damage you cause 1 yard of knockback.
- ❖ **Sweep:** You attempt to knock an enemy flat on their back. Roll to-hit normally, and on a hit instead of dealing damage you knock the enemy prone.

Automatic Weapons

When using firearms, you have access to the following special attacks. All of these special actions cost additional ammunition to use, and it should go without saying that to use an action the weapon must have both the listed rate of fire requirement and at least that many rounds left in its magazine.

Advanced Actions

- ❖ **Suppressive Fire:** Firearms with a rate of fire of 5 or more may be used to lay down suppressive fire. Suppressive fire is a cone attack with a length of the weapon's standard range and a width at its termination of half the weapon's base range. This attack expends all of the ammunition within the weapon's magazine (even if it has more than 10 rounds left).

Basic Actions

- ❖ **Double Tap:** Firearms with a rate of fire of 2 or more may be double tapped. You expend two shots of your weapon's magazine for a +2 bonus to-hit.
- ❖ **Burst Fire:** Firearms with a rate of fire of 4 or more may be burst fired. You expend 1d3+3 shots from your weapon's magazine for a +2 bonus to-hit and if your attack hits it has rending.

Combat Modifiers Table

Combat Situation	Modifier
Multiple basic actions	-2, applied before taking your second action and again for every subsequent action
The target is incapacitated or unaware of danger	The check to-hit is easy (TN 10)
The target is unmoving (has not moved since before its last turn)	+2
Target is kneeling	+2 in if close or at point blank, -2 at range beyond point blank
Target is laying prone	+2 in if close or at point blank, -5 at range beyond point blank
Target has cover	-2 or -5 to-hit at range beyond point blank
The target is significantly smaller than you	-2 if size 4 - 5, -4 if size 2 - 3, -6 if size 1
The target is significantly larger than you	+2 if size 10 - 11, +4 if size 12 - 13, +6 if size 14+
Target is grabbed or similarly held/immobilized	+2
You are wielding a light or one-handed weapon in each hand	-2
You spend a round aiming	+5 at range beyond point blank
You have a mechanical or magical sight aiming sight	+2 at range beyond point blank
You are making a called shot against an unarmored part of the target	-1 per point of coverage the target's armor provides
You are "blind" or the target is "invisible"	-5 in melee or at point blank range, impossible at short or longer range

About Combat Modifiers

These modifiers expect a bit of logical reasoning out of you. Some of them are mutually exclusive, where as others can be cumulative. *For example, if Rosa is spending a round to aim a shot against an enemy that is hiding behind a tree, she has a +3 bonus to-hit (+5 to-hit for aiming, -2 to-hit for cover).*

Damage

When you hit with an attack, something always happens. Sometimes its a status condition but more of then than not (barring corner cases of course) it is damage.

Damage Class

Damage class is a characteristic attacks have that denotes how many six-sided dice are rolled to determine the amount of damage dealt by the attack. Damage class is a scale between 3 and 10 dice, never lower than 3 and never greater than 10. When you hit with an attack, you roll your attacks damage class and add up the results. This number is compared to the target's Defense characteristic, subtracting that number from the damage roll. The result is the number of hit points the target loses from the attack.

Bonus Damage

Some effects and abilities might provide bonus damage. This bonus damage is always in the form of extra dice. This extra dice can not increase your damage roll to greater than 10 dice.

Minimum Damage

An attack that hits will always cause at least 1 lost hit point. No matter how low the target's Defense might reduce your damage, they will always lose at least 1 hit point from the attack. The *rending* keyword increases this number from 1 point to 1 point per die of damage rolled.

Damage Aspects

Not all harm is identical. Sometimes it's trauma from blunt force or cutting, sometimes it's supersonic puncturing. Other times it's fire or frostbite. Aspects are types of damage that can be resisted or be weak against. Generally damage aspects have no effects of their own, instead existing only to interact with resistances or weaknesses. *DungeonPunk* uses the following aspects:

Damage Aspect Descriptions

- ❖ **Ballistic:** The attack deals damage via puncturing at speeds reaching the sound barrier in speed.
- ❖ **Energy:** The attack deals damage via agitated molecules and/or errant electrons.
- ❖ **Frost:** The attack deal damage via extreme colds.
- ❖ **Toxic:** The attack deals damage via acids and poisons, and some kinds of radiation.
- ❖ **Unaspected:** If no damage aspect is listed, the weapon deals normal trauma in the form of blunt force, cutting, or piercing.

Resistance

Resistance is a special kind of Defense bonus that is tailored to a specific damage aspect. Resistance will be labeled on a character sheet as the aspect being resisted followed by a number. That number is added to the character's defense when hit with an attack of the listed damage type.

Weakness

Weakness is a Defense penalty that renders a character more susceptible to a certain damage aspect. Weakness will be labeled on a character as the aspect they are weak to followed by a number. That number is subtracted from the character's defense when hit with an attack of the listed damage type. Weakness cannot reduce a character's Defense below 0.

Knocked Out

The protagonists rarely die in our favorite stories, and when they do the deaths matter. They are knocked out and hurt, but rarely just killed. The player characters, being the protagonists, have this benefit as do major NPCs. They're extraordinarily lucky and the whim of fate bend to keep their story being told. Extras, minions, and most monsters don't have such luck and are killed when reduced to 0 hit points. In fact Luck is the primary factor. To find out if a character does at 0 HP without extenuating circumstances, see if they have a luck score stat on their character sheet. If there are no luck points, they character isn't lucky enough to survive being knocked out of a fight.

Characters with a luck score benefit from the knocked out condition. If for some reason the character has zero luck points when knocked out they lay there injured until they heal normally.

Injury and Death

Character death is not to be used as a way to punish players for bad decisions or bad luck. However, when a character does get knocked out, the character is weakened due to injury until their hit points are returned to maximum via healing (natural or magical).

Do not read the above to think characters are immortal, however. Being crushed by a boulder you stayed behind to hold while your allies escape free will kill your character, as does burning out your own life force to use a supernatural power beyond your usual limits. Meaningful narrative deaths will stick, and cannot be undone without very special means (all but the strongest magic cannot restore life to someone whose body fades into motes of light after their death).

Healing

Healing is the process in which lost hit points are regained and injuries are removed. An apothecary (or any character skilled in Education) can spend time to heal a character. If using a potion, then it takes only a few moments to heal and ally. A healer's kit, however, takes 10 minutes and can only be performed once each time the character has been knocked out.

Rest is an important part of healing as well. You regain hit points from rest based on your Black characteristic, and can only remove injured conditions through rest. The healing table shows how many hit points are regained healing is gained with rest, and if an Endurance check is needed to remove an injured condition when resting at full hit points.

Healing Table

Healing Type	Healing Per Day	Endurance	Description
Light Rest	Black ×1 hit points	Yes, standard	Nothing physically taxing like combat or labor.
Bed Rest	Black ×2 hit points	Yes, standard	Minimal movement beyond nutrition and hygiene.
Healer's care	Black ×3 hit points	No	Bed rest and you have a healer on hand to help dress your wounds and apply medicines.

Status Conditions

Sometimes attacks do more than just cause a loss of hit points, and presented here are a few common conditions. If an attack causes a condition not listed here, the attack description will detail everything you need to know about a condition.

Curing Status Conditions

How a status condition is cured varies greatly by the nature of the conditions. Some conditions have a fixed duration and just need to run their course. Others may need to be cured by an apothecary's antidote or other concoction.

Beneficial Status Conditions

Also not that not all status conditions are harmful. Some are indeed quite beneficial such as *haste* and *invisibility*. These conditions, typically granted by supernatural effects, simply have a fixed duration and will end when the effect that caused them runs its course.

Conditions Summary Table

STATUS	DESCRIPTION
Blinded	You cannot see.
Charmed	You perceive the source of the charm as an ally.
Deafened	You cannot hear.
Frightened	You are driven to flee from the source of the fear.
Grabbed	You are held in place and restrained.
Hasted	You are granted supernatural speed.
Injured	Your injuries are mounting and affecting your ability to function.
Invisible	You cannot be seen.
Knocked Out	You are prone, you do not take your turns.
Marked	You are marked.
Petrify	You are a statue.
Poisoned	You are weakened due to poison or venom, some poisons have additional effects.
Prone	You are laying on the ground.
Regenerate	You heal a fixed amount of HP at the end of your turn.
Sapped	You lose a fixed amount of HP at the end of your turn.
Sleep	You are prone, you do not take your turns.
Silenced	You cannot speak.
Slowed	You are supernaturally slowed.
Stunned	You lose either your movement or your actions.

Conditions Summary

Blinded

You cannot see. You automatically fail all Awareness checks that rely wholly on vision and in combat you cannot make attacks past point blank range. If the target is within point blank or close range, you can still make attacks. However, you suffer a -5 penalty to-hit.

Charmed

You are magically enthralled to believe that the source of the condition is a friend (or the closest equivalent if the source isn't a person-like entity) and will act accordingly; not attack the source, implore your allies to not, etc. Charm lasts until the effect runs its listed course, or the source attacks you.

Deafened

You cannot hear. You automatically fail all Awareness checks that rely wholly on hearing.

Frightened

You are filled with intense supernatural fear. You are constantly fighting the urge to flee, and cannot move closer to the source of the fear.

Grabbed

You are being held in place by a restraining force that inhibits your movements. You cannot move unless you can make an Athletics check to move the restraining force. Additionally, you suffer a -5 penalty to-hit and cannot use weapons other than your basic strike or concealable weapons, and attacks made against you have a +2 bonus to-hit.

Hasted

You are granted supernatural speed. You double your movement speeds, and when rolling initiative roll twice. Once with a +5 bonus and once normally. You take turns on both noted initiative counts.

Injured

You have recovered from being knocked out. You suffer a -2 penalty to all skill checks (including to-hit rolls and saving throws) until you are healed to full hit points and have a full night of rest. Multiple injuries stack, and require a full night of rest for each injury.

Invisible

You cannot be seen. You may only be attacked if you are within the attacker's close range or at point blank range. Even then, the attacker must guess your position, and the attacker still suffers a -5 penalty to-hit.

Knocked Out

You are out of commission due to being reduced to 0 hit points. You are prone and do not take turns. You recover from being knocked out if you are restored to 1 or more hit points. Characters with one or more luck points automatically recover to hit point hit points equal to their Black characteristic after about 10 minutes of rest (this does not consume the luck).

Marked

You are marked. Your enemies may consume the mark for special effects.

Petrify

You are transformed into a statue due to some supernatural means. Attacks that petrify first slow you before petrifying you, and can be cured under strange but relatively easy to set up conditions.

Poisoned

You are infected with a venom or disease, or you consumed a poisonous substance. You suffer a -2 penalty to all skill checks (including to-hit rolls and saving throws) and have some other secondary effect caused by the individual poison.

Prone

You are lying on the ground. Attacks made against you have a +2 bonus at close or point blank range, or a -5 penalty at range. You may only crawl for your movement, and getting up is either your movement for the round or an advanced action (your choice).

Regenerating

Your ability to heal is supernaturally amplified. You regain 1 hit point at the end of your turn each round. You are restored to full hit points at the end of combat.

Sapped

Your wounds are getting worse over time. You lose hit points at the end of your turn each round. The number of hit points you lose is equal to 1 + the number of injury conditions you have. The loss of hit points caused by the sapped condition is not damage. It does not interact with damage aspects and cannot be reduced with Defense.

Sleep

You are unconscious for some reason, natural or magical. While asleep you do not perceive the world around you and cannot take actions. However, you can be woken up from your sleep via a loud noise or vigorous jostling.

Silenced

You cannot speak. You cannot verbally communicate nor use abilities that require speech to function.

Slowed

Your ability to move is magically hindered. Your movement speed is cut in half (round down to a minimum of 1 yard), and you suffer a -10 penalty to initiative checks.

Stunned

You are gobsmacked, dropping the items hand in hand, and you lose either the ability to act or move on your next turn (your choice).

About Status Conditions

Astute readers will note that instant death and paralysis is not included in these rules, with petrify being weaker than one is used to from fantasy roleplaying games. Losing the ability to play the game as a punishment for a bad saving throw is not fun. "Oh, you rolled badly, just sit and watch everyone else contribute to the collaborative storytelling effort until we can figure out a way of getting you cured or a new character" is the easiest way to get even invested players to stop caring about the game.

Other Rules

Burning

If you run enough tabletop RPGs one thing you will learn is that player characters love to set things on fire. Attacks that are fire-based in nature (flasks of burning oil, dragon breath) catch things in fire. Something that is caught on fire will continue to burn until the fire is put out or runs out of burnable fuel. When something catches on fire the referee will judge if it is a small, medium, or large fire. The fire deals damage each round based on the size of the fire as shown on the fire table. Damage from fire ignores Defense from armor worn unless that armor is specialized to resist fire.

Fire Table

Size	Damage	Example
Small	4d6 energy each round	Campfire, single limb on fire
Medium	6d6 energy each round	Bonfire, multiple limbs on on fire
Large	8d6 energy each round	House fire, whole body on fire

Damaging Objects

Objects have Defense and Hit Points just as characters do, and hitting an unattended object is an easy to-hit roll. An object's Defense is determined by the primary material it is compromised from, and its Hit Points are based on the item's bulk as noted on the defense/hp table.

Object Hit Points/Defense

Material	Def	HP/Bik	Notes
Paper	0	1	Takes double damage from fire-based attacks
Cloth	5	1	Takes double damage from cutting and stabbing
Glass	10	1	Takes double damage from sound-based attacks
Soft wood, plastic	10	5	
Hard wood	15	10	
Soft metal/stone	20	20	
Hard metal	25	30	

Falling

Falling is a real hazard that you need to worry about when exploring ruins and crossing mountains. Falls can be painful, injuring, or even fatal. Well, the fall isn't so much of a problem, but the landing is. Hitting the ground deals damage as shown on the falling table. Falling onto another character deals damage divided equally amongst the falling character and fallen upon character.

Falling Table

Fall	Notes
Per 3 meters fell	1 DC, to a maximum of 8 DC
You land on a hard surface	+2 DC
You are encumbered	Damage ignores Defense from armor worn.

Fatigue

Eight hours of overland travel without a good night of sleep, exploring a dangerous locations for over two hours without a good 10 minute break, extended periods of running or sprinting, just staying awake for over 24 hour hours; a variety of things can cause fatigue.

You can have up to three levels of fatigue (as described on the fatigue table), each level imposing a greater penalty to your abilities and actions. Eight hours of rest will remove one level of fatigue.

Fatigue Table

Level	Effect
Mild	You suffer a -2 to all skill checks
Severe	You suffer a -5 to all skill checks
Exhausted	You suffer a -10 penalty to all skill checks, a -5 penalty to initiative checks, and your movement speeds are halved.

Mounted Combat

When riding a horse or other mount in battle, if it is trained for combat you use its movement speed in place of your own, only making hard Ride checks to remain mounted if the horse takes damage. If it is not trained, you must also make a standard Ride check each round to maintain control.

Radiation Poisoning

When exposed to radioactive materials you get bombarded with high energy particles that can cause long term harm. In the context of these rules, radiation damage is subtracted from your "maximum" Hit Points instead of your current, and is noted as radioactive damage class (RDC) on the attack entries. Radioactivity damage does not heal normally, needing special medicines to be purged. Radioactivity interacts with both energy and toxic damage resistances/weaknesses.

Size

Size is not something generally worried about in *DungeonPunk* games, as the player characters and NPC threats tend to be humans or close to human in size. However, if for some reason you need to concern yourself with sizes, please consult the following table. Human-sized characters are size 7.

Reading the Size Table

- ❖ **Size:** Size is measured on a numeric scale.
- ❖ **Hit Points:** This is the base number of Hit Points the creature has.
- ❖ **Area:** This is the diameter of space the creature fills up on the vertical plane in combat.
- ❖ **Close:** This is how many yards long the character's Close range is.
- ❖ **To-Hit:** This is a bonus or penalty to-hit applied to attackers attacking a creature of that size.

Size Table

Size	HP	Area	Close	To-Hit	Notes
1	5	Less than 1/3rd of a yard	1/4th of a yard	-6	
2	10	1/3rd of a yard	1/2 of a yard	-4	
3	15	1/3rd of a yard	1/2 of a yard	-4	
4	20	2/3rds of a yard	1/2 of a yard	-2	
5	25	2/3rds of a yard	1/2 of a yard	-2	
6	30	1 yard	1 yard	+0	
7	35	1 yard	1 yard	+0	Adult humans are this size
8	40	1 yard	1 yard	+0	
9	45	1 yard	1 yard	+0	
10	50	2 yards	2 yards	+2	
11	55	2 yards	2 yards	+2	
12	60	3 yards	2 yards	+4	
13	65	3 yards	2 yards	+4	
14	70	4 yards	3 yards	+6	
15	75+	4 yards	3 yards	+6	

Suffocation

You can hold your breath a number of minutes equal to your Black characteristic. After that you begin to suffocate losing 5 Hit Points from your current total per round.

Drowning: Drowning is suffocation in water. You start rowing when you critically fail an Athletics check while swimming. While drowning you may use your whole turn to attempt to regain control of yourself is an Athletics check. If you succeed, you can swim towards the surface (and air) on your next turn.

Exploration

Before exploration play begins, the referee prepares a map. The type of map varies for the type of exploration. Flight or sea travel may just need the shape of the land masses, and the cities with ports (air or sea) marked. When traveling between cities, a more granular map that shows the local environment and roads. Cities, on the other hand, need only have the viable routes marked. Dungeons (or any other dangerous place) should be a detailed map of the environment being explored.

Truncated Travel: Truncated travel is effectively a highlight reel of exploration. The party guesses the resources they will need, stock it up and then one party member makes the appropriate check (Drive/Pilot, Ride, Survival, etc). On a success travel happens without a hitch and the resources are spent. Failure indicates the possibility of expending extra resources, a hostile encounter, or something else as devised by the referee.

The Hex Crawl: This method of travel is used for exploratory travel over unknown wilderness. A hex crawl begins with the referee presenting the players with a map of the area to be explored. The map must be marked with hexes (typically 3 miles per hex). At this scale each game turn represents 2 hours if time spent traveling, thus allowing a group to safely move 6 miles (2 hexes) a day.

The Point Crawl: This method of travel is used both when moving overland in civilized/well-roaded areas, and when traveling through a city or town. The map the referee provides to the players will have nodes you can reach, and a way of determining how many game turns it takes to travel between each node. Point crawls can exist at the same scale as a hex crawl, or can be as small as each game turn representing a single hour (anything less should be handled via dungeon exploration rules).

REFEREE'S NOTE: Before springing the overland travel minigame on your players talk with them. Not everyone is interested in playing the resource management minigame of exploration, and its best not to force your players to do it if they're not going to enjoy it. Some groups may enjoy an in depth hex crawl or point crawl, whereas others may only be interested in truncated travel. Find out what your players enjoy then give it to them.

Party Actions

A traveling party may perform party actions instead of continuing to travel, or in the modern age may be forced to due to airport layovers and the like. During a turn spent taking party actions no travel happens, and instead the party can do whatever, really. Presented are some common party actions that can be performed by groups riding animals or marching through the wilderness, or when exploring in a dungeon.

Wilderness Actions

- ❖ **Camp:** The party sets up camp and rests for a turn. There is no chance the party will find any secrets in the immediate area. (Great chance for roleplay!)
- ❖ **Explore:** The party thoroughly explores the area within 3 miles, finding any secrets it may hold.
- ❖ **Forage/Hunt:** The party forages for edible plants and water, and/or hunts for game. The party guide (the player character with the highest Survival check) makes a hard check, with a +1 for each character with any Survival skill assisting. On a successes, the party adds 1d3+1 days worth of food to their resources. Foraging groups have a chance of finding in secrets in the immediate area.

Dungeon Exploration

The term "dungeon" is inherited from the father of all RPGs and doesn't just refer to a dank dark cave where bad things happen. In this context it refers to any area where the players need to move carefully and be wary of danger, anything from a gang-stalking city street to a zombie-infested mausoleum. At this scale of play each game turn is around 10 minutes long, and represents moving through a passage and entering a room (or just traveling down a very long passage).

Dungeon Actions

- ❖ **Interact:** The party spends a turn interacting with the characters or interesting features found within the dungeon.
- ❖ **Rest:** The party may take a short break, catching their breath and taking stock of their supplies. One rest must be performed every hour or the party becomes *fatigued*.
- ❖ **Search:** The party spends the turn searching the area they are in, calling for Awareness checks to find secrets or traps.

Light and Light Sources

So long as you have a light source and no obstructions blocking vision, you can see everything within your light source's range. In dungeon exploration, this is usually limited to only the current point or lane you are in and nothing else. When exploring overland, this is literally just as far as your light will allow.

Not everywhere you'll find yourself has overhead florescent lights, or strategically placed lamps. Artificial light sources produce an area of bright light, then extend out another area of dim light. Bright light is anything bright enough to see detail and color without problem. Dim light makes it hard to see color and discern detail. Note that you can see through darkness, so if something is surrounded by bright light you can see it and even pick out details. But you can't see what's between you and it.

Light Sources Table

SOURCE	BRIGHT	DIM	DURATION
Candle	N/A	2 yards	1 hour
Torch	2 yards	3 yards	3 hours
Oil Lantern	10 yards	10 yards	6 hours/flask
The Moon	N/A	Line of Sight	~12 hours
The Sun	Line of Sight	N/A	~12 hours

Special Events

During travel, when the referee checks for special events, if any one of those die rolls show a 1 something special happens. The referee is free to choose what kind of event it is. Example events include some sort of disaster befalls the party's vehicle, or the party encounters a group of wandering monsters or another group of explorers. If traveling overland, it may include weather changes that can inhibit travel or visibility.

Wandering Monsters

Depending on the campaign style, Wandering monsters may be a problem both in dungeon and wilderness exploration. When an event occurs, at the referee's discretion it may be a wandering monster encounter. Referees who wish to leave this up to chance may have it be a 1-in-6 chance for sparsely populated areas, and a 2-in-6 chance for locations where monsters tread often (or more if the players are being loud).

A wandering monster group appears at the edge of the party's clear field of vision, moving in a manner that shows they are coming towards the party. In the wilderness it may be from a forest line, or coming up over a hill at about 10d6 yards away. Whereas within a dungeon it might be at a bend in the hallway or the entrance to the room.

After placing the monsters, roll 2d6 to determine the attitude of the group. Keep in mind if the monster is just a beast, or something worse. This will affect what the monster does based on their curiosity. Even if "cautious" a demonic creature may still launch a warning shot or even attack if the party gets too close.

Attitude Table

2D6	ATTITUDE	DESCRIPTION
2	Malice	The monsters attack and give no quarter.
3-4	Hostile	The monsters are looking for a fight, but won't attack without good cause.
5-9	Cautious	The monsters are not looking for a fight, but will protect themselves.
10-11	Neutral	The monsters are open to parlay and maybe trade.
12	Friendly	The monsters are immediately friendly.

Traps and Hazards

One of the many tools referees have at their disposal are traps and hazards. Traps are man-made threats to the safety of intruders, whereas hazards are natural areas of danger that explorers can fall prey to.

For the remainder of these rules the term trap will be used for both traps and hazards. Traps are passive threats to the player characters that exist to tax their resources and test their awareness of their surroundings. Traps are only relevant during combat or when exploring on a 10 minute turn (dungeon exploration).

Placing Traps

When creating a dungeon or similar explored space, the referee will place traps where they make the most sense given the inhabitants and natural surroundings. PCs who wish to place traps may do so using available materials and their own skills. The creation of a trap can take anywhere between one turn up to weeks. The example traps below have their construction times included in their descriptions. Use those examples when judging how long it will take to create your own trap.

Finding Traps

Dungeon exploration assumes the PCs are on the lookout for traps. The referee will give hints of the presence of traps, but it is up to the players to stop and search them out individually. You don't just spot a trap, you may catch a glimmer of light run across the ground (which may be a hint that there is a metallic tripwire). When the PCs stop to search for a trap, that is when they make awareness checks to find the mechanism of a trap.

Disarming Traps

When a trap is discovered through an active search, one or more of the PCs may work to disarm the trap or otherwise circumvent it. If a trap can be circumvented easily, no rolls are required. Instead the players describe how they circumvent it and you move on. However, disarming a trap renders it harmless, and can require a skill check with the application of a toolkit of some sort.

Disarmed mechanical traps can be reset/rebuilt by the inhabitants of a dungeon, often at little to no cost in resources beyond time and ammunition if needed. Magic traps may need to be rebuilt from the ground up, as do mechanical traps if the PCs take extra time to disable or destroy a trap beyond simply rendering it safe.

Triggering Traps

Traps trigger automatically based on their triggering mechanism. Mechanical traps use a tripwire, pressure plate, or button to activate a machine that triggers the trap. Magical traps instead use a detector of some sort to notice the proximity of a victim; the range of the proximity varying from trap to trap.

A non-magic trap has a 1-in-6 chance of activating any time a character or monster passes over its trigger, with a doubles chance of triggering during combat or in a chase. After all, not every character that passes through a trip-wired corridor will step on the wire. Unless noted otherwise in the individual trap description, attacks made by an activate trap target the character who activated it (or are centered on the target if an area attack).

The local inhabitants of a dungeon or other hazardous area are cognizant of what traps are around and will not trigger traps unless in the middle of combat or a chase. Their cognizance of the traps do not confer a lower chance, however. Even if you are aware of a trap fighting around it has a 1-in-3 chance of triggering the trap.

Trap and Hazard Profiles

Traps have their own profiles, similar to but different from those of adversaries. The profiles use the following characteristics:

Trap Characteristics

- ❖ **Trap Name:** This entry denotes the name of the trap.
- ❖ **Type:** There are three broad categories that traps fall into; Magical, Mechanical, and Natural. The type plays a role in which skills are used in bypassing or disarming the trap and how the trap resets.
- ❖ **Detection:** This is the difficulty of any Awareness checks to find a trap during a thorough search.
- ❖ **Disarm:** This is the difficulty and skill used for disarming a trap. Referees will provide a bonus of +2 or +5 to this check for players who put forth an effort in roleplaying how they disarm the trap well.
- ❖ **Trigger:** This is the method in which the trap is triggered.
- ❖ **Reset:** Some traps automatically reset so that they can trigger again. Other traps may need to be manually reset or reloaded, whereas some may simply need to be rebuilt.
- ❖ **Attack or Effect:** This is what the trap does if triggered. Traps deal between 4 and 8 DC, and are either +9 to-hit or hard difficulty to save against. Of course, individual traps may deviate from these norms.

Example Traps

Arrow Trap

Type: Mechanical

Detection: Standard

Disarm: Hard Technical

Trigger: Proximity; the trap is triggered by a tripwire.

Reset: Manual; after being triggered 3 times trap needs to be reloaded.

Attack: The trap fires 1d3 arrows at the triggering character; +9 to-hit, and deals 4d6 damage on a hit.

Creeping Vines

Type: Natural

Detection: Standard

Disarm: Standard Athletics or Fighting

Trigger: Proximity; the trap is triggered by coming in contact with one of its vines.

Reset: Automatic; the creeping vines do not need to reload.

Attack: The vines coil around the triggering character's left and attempts to grab them. A successful grab begins pulling the victim towards the center of the plant where it attempts to suffocate the victim.

Curse Trap

Type: Magical

Detection: Hard

Disarm: Hard Education

Trigger: Touch; the trap is triggered when the party touches the cursed idol.

Reset: None.

Attack: The character that touches the cursed idol loses 5 points of luck, and has their maximum luck points reduced by 5 points until the curse is lifted.

Scything Blade Trap

Type: Mechanical

Detection: Hard

Disarm: Hard Technical

Trigger: Proximity; the trap is triggered by a pressure plate.

Reset: Automatic; the momentum of the blade swings it back into its locked position.

Attack: A curved blade swings out of a slit in the wall at the triggering character and one other character within 1 yard of the trap; +9 to-hit, and deals 6d6 damage on a hit.

Gameplay Procedures

Attack Procedure

- ❖ **Choose Your Attack:** Most characters will have at least two forms of attack, their basic strike and an equipped weapon. Additional attacks may also be available, such as using a weapon in each hand, or knowing some attack spells. Before making your attack, you choose which one you will use to attack with.
 - ◆ **Determine Target:** You select a target for your attack, and determine if your character can see the target. If they cannot, you must select a new target.
 - ◆ **Check Range:** You check the range type of your attack, and then determine if your target is within the range of your attack.
 - ◆ **Melee:** Melee attacks have a range of close (close is typically 1 yard, plus the reach granted by your weapon or size if you are size 10 or larger).
 - ◆ **Ranged:** You determine which range increment the target is in for your weapon.
 - ◆ **Pay Cost:** If the weapon requires ammunition or magic points to use, pay this cost before making the to-hit roll.
 - ◆ **Roll To-Hit:** You roll the appropriate skill check for your attack type. Make sure to consult the combat modifiers table below for to-hit modifiers.
 - ◆ **Melee:** Make your to-hit roll using your Fighting skill opposed by the target's Athletics save. If you meet or beat the save, you hit.
 - ◆ **Ranged:** Make your to-hit roll using your Shooting skill opposed by the range DV. If your attack roll meets or beats the DV, you hit. If the target has a shield, they may avoid the attack with an Athletics save against your to-hit roll.
 - ◆ **Resolve Damage:** Roll the attack's DC and deal damage. If there secondary effects, resolve those as described in the attack.

Combat Procedure

- ❖ **Start of Combat:** When combat begins the referee will describe the area the fight takes place in, marking the positions of obvious enemies and notable cover. If one any characters are caught unaware by the combat they are surprised that round.
 - ◆ **Start of Round:** The round begins.
 - ◆ **Roll Initiative:** Each character or alike group rolls 1d6+Initiative to determine their position in the turn order.
 - ◆ **Take Turns:** Characters take turns in order from highest to lowest initiative roll.
 - ◆ **Start of Turn:** At the start of your turn you reset your multiple actions penalty, trigger any status conditions with a recurring effect (burning, sapped, regenerate, etc.), then start your turn. The next two steps can be done in any order or even simultaneously.
 - ◆ **Movement:** You move.
 - ◆ **Actions:** You perform one or more actions.
 - ◆ **End of Turn:** You make saves against any non-permanent status conditions you are afflicted with, then the turn ends. Combat moves to the next character's turn.
 - ◆ **End of Round:** Slow actions resolve, then the round ends. Combat moves to the next round.
- ❖ **End of Combat:** When one side is defeated, flees, or surrenders. the combat ends. If using the exploration round rules (found later in this book) the turn ends as the survivors take a breather, clean up, and deal with prisoners or spoils of battle.

Exploration Procedure

- ❖ **Start of Exploration:** The referee notes the scale of the exploration, and the party sets out for adventure.
 - ◆ **Start of Turn:** The referee describes the location and current goings on.
 - ◆ **Select Actions:** The party decides whether to Travel or perform a Party Action.
 - ◆ **Party Actions:** The party describes what they are doing and the referee adjudicates the results. The kind of party actions available change depending on the scale of the exploration.
 - ◆ **Travel:** The party travels between two nodes, and the referee notes the number of game exploration turns the travel takes.
 - ◆ **Check For Events:** The referee rolls 1d6 for each turn spent. If any one of the dice shows a 1, something happens. What that is varies depending on the type of travel and environment. This step may include encounters that may need to use the combat procedure.
 - ◆ **End of Turn:** The referee updates their time notes, and the party tracks any resources spent.
- ❖ **End of Exploration:** The party reaches their destination.