

TSRS

Advanced Guide

By Thom Wilson



Contents

Introduction	1
Special Thanks	1
Chapter 1 - Game Play Examples	2
Outfitting the Adventurer	2
Using Magic and Faith	2
Combat Tactics	3
General Game Play	4
Chapter 2 - New Optional Guidelines	4
Adventurer Options	4
Added Specializations	4
Attributes Above 15	5
Starting Above PR 24	5
Mounts and Companions	5
Languages	5
Magic Options	6
Creating Living Creatures	6
Creating Semi-Living Creatures	6
Creating (Animating) Undead	7
General Guidelines on Creation	7
Crafting Magical Items	8
Area of Effect Magic	9
Game Play Options	11
Movement	11
Subdual Damage	11
Alignment	11
“Dice-less” Rolls	12
Appendix	12
Acronyms and Glossary	12

Tables and Charts

2-1 New Specializations	4
2-2 New Specializations - Requirements	5
2-3 Attributes Greater than 15	5
2-4 Examples for Starting Adventurers	5
2-5 Creating Living Creature Examples	6
2-6 Creating Living Creatures Formula	6
2-7 Creating Construct Examples	6
2-8 Creating Undead Examples	7
2-9 Creating Undead - DR Checks, Steps	7
2-10 Magical Item Properties	8
2-11 Crafting Magical Items - Complexity	8
2-12 Area of Effect - Substance Types	9
2-13 Area of Effect - Action Types	9
2-14 Area of Effect - Modifiers	9
2-15 Movement - Quickness Modifiers	11
2-16 Movement - Combat Attitude Modifiers	11
2-17 “Dice-less” Rolls - 1d6	12
2-18 “Dice-less” Rolls - 2d6	12

Illustrations

None (yet.)

Legal and Notice

Copyright © 2012 by Thomas R. Wilson, throwigames.com. All rights reserved worldwide. May not be copied or distributed without prior written permission with the exception of personal roleplaying use.

TSRS1002, 1st Printing, October 2012

Introduction

After completing the core guidelines earlier this year, it was clear that the open system I had built needed additional support. Although my intentions were met with the first TSRS document – wanting to stick to around 20 pages and reinforcing the importance of optionality – I felt that particular areas needed more attention.

This document does contain a few extra and optional guidelines for the GM and player to use as needed but it really focuses on clarification of existing concepts through situational examples. Some of the examples found herein surfaced during play testing while others were discussed by players and I during breaks in the action.

Even though there are limitless possibilities in an open system like TSRS, which by its very nature is the reason for its evolutionary development, the complexity of its own simplicity can make game play feel uncoordinated or unwieldy. For example, I've watched a player running a Creation specialist freeze up, not because they couldn't think of something to do, but because they had so many choices that they became overwhelmed and couldn't choose one to try.

This game system is far too open to have rules for every possible situation. What this guide is meant to do however is to help you with decisions during game play by remembering the examples of what I and others have done in similar situations.

The place for this guide is not necessarily at the table during gaming. It is also a reference for before and after the session. It should help you understand the system far better than the initial core rules. Within this guide, you will find examples of different magic uses, creating undead and golems, crafting magical items, combat tactics and conversions of the unintelligent. Additionally, a few new (and of course, optional) rules have been thrown in by request.

Enjoy!

Thom Wilson

Special Thanks

As with each and every TSRS product, there are many people who have contributed their time and effort to help make this document possible.

Elijah Leffingwell: constantly challenging new guidelines, trying new adventurer designs, and reminding me to keep it simple.

Jeremy Kaminski: asking the insane questions right before trying them in game play. Then following up with even crazier ideas.

Tracey Wilson (my wife): continual support of this dream, her honest feedback, and editing the heck out of this and every other TSRS document.

Game Play Examples

Outfitting the Adventurer

Players may try to outfit their adventurers in interesting ways. The following section examines particular ideas and item choices for adventurers.

Two Small Shields

Dilemma: A player wanted his Melee Combat specialist to use two small shields instead of the typical weapon and shield combination.

What I think/did: I allowed it. Why not? Sure, he gets an additional 3 DP of protection on the other side of the body or a total of 6 extra DP for the head. The shield can be used as a melee weapon so it works in combat. This may seem like a hole in the system but when the shield takes damage, it becomes unusable (in fact, it is destroyed if not repaired). When he loses both his shields, he also loses both his weapons.

Wearing a Vest over the Shirt

Dilemma: Can the player wear a leather vest over the leather shirt (adding extra DP protection).

What I think/did: Sure, why not? If encumbrance rules are in play, the adventurer has to make sure he or she can carry the extra weight. I used common sense to make it work - the vest was more expensive because it was made larger to fit over the shirt.

Strapping Shields to the Body

Dilemma: The player wants to strap small shields to various body locations for extra protection.

What I think/did: I guess I would allow it. When the player asked if he could, I in turn asked him why. He wanted the extra protection for a lower cost (shields cost less than steel armor). I reminded him that his adventurer would likely suffer a Coordination penalty with these items strapped on his legs and/or arms. He never tried it.

Using Magic and Faith

This is by far the hardest area to prepare for in this system. The open rules allow almost anything to be tried, sometimes frustrating the GM and player alike (don't forget, the GM gets to have their monsters and foes use magic in the way he or she likes too!).

Healing a Player with Creation Magic

Dilemma: The adventurer wants to use creation magic to create flesh and bone for an injured party member.

What I think/did: I said no. Here's why: Creation magic is not healing magic; creating living tissue is much different than other elements like rock, oil or clay. It's more complicated and in my opinion, upsets the game balance to have a creationist as your healer. You may choose to allow it but I found it to conflict with the original design of the system. It's one of the few areas I refuse to budge from as a GM.

Creating a Familiar (i.e. a Living Being)

Dilemma: The creationist wishes to create a familiar (like a cat or bird) out of thin air.

What I think/did: Much like the healing idea, I won't allow it. Creating living flesh and bone, sinew and muscle, organs and a thinking brain (and a perhaps a soul) is more complicated than a simple flick of the wrist with creation magic. I'm not saying it is impossible, just not this way [see more in the New Options section].

Creating Undead

Dilemma: The creationist tries to turn a dead foe into an undead creature.

What I think/did: Again, for me, it's no. This requires more than creation magic. I believe it can be done but requires more than a single specialization [see more in the New Options section].

Creating a Golem

Dilemma: An adventurer with the Creation specialization wants to create a golem. Can this be done?

What I think/did: Creating a golem made of clay, rock, wood or dirt is a simpler task than one of flesh. Regardless of the type, I wouldn't allow this with only the Creation specialization. Other magical training is needed to create magical creatures [see more in the New Options section].

Creating a Magical Item

Dilemma: A creationist wants to create a magical dagger (with detailed properties).

What I think/did: I would allow a creationist to craft a simple item or infuse an item with magical properties. To permanently store magical properties in an item requires a significant amount of magical points and a minimum DR of Very Difficult for the simplest of attempts. I may also require additional specializations if the item has elemental properties or religious implications.

Optional rules for magical item crafting and infusing can be found later in this document. These simple guidelines provide a starting point for GMs when players ask to craft or imbue.

Using Magic to Affect an Area

Dilemma: The adventurer wants to use his magical abilities to affect an area (e.g. create a thin coat of oil over an area of the room).

What I think/did: The most difficult magic action to resolve is the area of effect type. There are no references in the core guidelines for area of effect magic. Later in this document, new optional guidelines suggest approaches to resolve these actions.

In this case, I'd ask the player to consider what is being created (oil), how much of the room is to be coated (10' feet) and how thick the coating should be. I'd probably rate the difficulty at a (Difficult, 6) and tell him it would cost 3 MP [see the optional guidelines for more details].

Converting an Unintelligent Creature

Dilemma: The Conversion specialist wants to convert an unintelligent creature to his faith.

What I think/did: Converting foes to followers requires that the target(s) be made to understand that the god is to be followed. Creatures with a low Mental Strength or Intellect cannot understand and are unlikely to be convinced to follow something they cannot mentally grasp. I recommend at least a score of 2 in Mental Strength or 1 in Intellect for the conversion process to work.

Stats for creatures in the monster guides (Lusus Naturae I-IV) will include special defenses, including information on conversion.

Raising the Dead

Dilemma: A party member has died; can he be raised and returned to the living?

What I think/Did: Yes. If an adventurer with the Heal specialization can spend the total MP to restore all injuries to at least 0 DP, the party member has been brought back to life. If even a single injury remains at a negative value, the attempt fails. If the manner of death was especially traumatic or the number of injured areas was substantial, I may ask the player to roll an additional Resistance or Luck DR check.

If the person has been dead for quite some time, the adventurer may have to pass a much harder DR check. Of course, this is up to the GM.

Destroying an Opponent of the Same Faith

Dilemma: A Destruction specialist wants to destroy a foe who shares the same faith or god.

What I think/did: If it is the god's will to provide his tools (i.e. adventurers) with the power to destroy other faithful members, then yes. The GM will have to decide if the god would actually want to reduce his follower number in this manner. For example, a god of death or hate might desire this action. A different god, one that serves law or justice, may not allow it. The GM can allow the adventurer to make the attempt and even if the DR check succeeds, the action still fails. Let the adventurer try to figure out why.

Asking for Their God to Appear

Dilemma: A Destruction specialist asks for their god to appear or to directly help in a particular situation.

What I think/did: This is very situational. In most cases, this is unlikely. However, if the adventurer has grown in favor and has been a boon to the faith, it is possible for a god to appear or interact with the adventurer. Common sense and roleplaying dictate the correct outcome here. The GM could also have the god appear to the adventurer(s) to start an encounter or entire campaign.

The Blessed Arts training area is one that I personally like to infuse with depth and detail. Other RPG systems make the 'healers' or 'clerics' spell-casting fighters; I prefer to let the power of faith and devotion overshadow all other actions. I'll let gods step in occasionally to remind the players who the real bosses are.

Combat Tactics

This game system encourages players to try insane feats or actions that stretch the limits of the guidelines. This section has a few examples and my approach to handling them as they occurred.

Extra Attacks - Switching Weapons

Dilemma: The adventurer wishes to make an extra attack with a melee weapon after a successful strike with his ranged weapon.

What I think/did: Simple logic dictates the course of action here. My general rule is that an adventurer cannot switch weapons mid round, especially during an extra attack sequence. That being said, is the next target far slower than the adventurer? Has the new target already acted this round? If the adventurer is far quicker than the next foe (say double or more the initiative score), I may allow it. If the foe has already acted this round and can only defend, I might also allow it. I try to let the situation inspire my decision.

Charging a Foe (Distance Covered)

Dilemma: The adventurer charges across the room to attack a foe. Can he make the distance and attack?

What I think/did: Movement (distance) is an area that I left out of the core guidelines on purpose. Current game systems use grids religiously; I wanted grid-based movement to be an optional guideline much like the original RPGs of the 70's. Optional rules can be found later in this document for grid movement.

Can the adventurer charge across the room and attack a foe? Sure, as long as the foe is slower (quickness or initiative score) and the adventurer has chosen the Offensive attitude (I may choose Aggressive here instead). If the distance is unrealistic, I might allow the charge without the attack. Remember the idea is to let the game flow quickly without looking up rules. Use logic in these situations.

Extra Attacks After a Backstab

Dilemma: An adventurer with the Stealth specialization makes a successful Backstab but doesn't finish off his target. Can he now make another attack or attacks?

What I think/did: Of course! Although surprise is now gone, he can now make another attack against the DR of the foe. If the adventurer is untrained in the mode of the next attack (melee or missile), the DR is adjusted accordingly.

The attack immediately following the Backstab is not considered an Extra Attack yet. The DR adjustment is only for melee or missile specializations. If the first attack after the Backstab is successful and the adventurer wants yet another attack, the Extra Attacks penalties start.

Choosing Offensive or Aggressive?

Dilemma: The GM isn't sure if the combat attitude chosen by the player is offensive or aggressive.

What I think/did: Listen for the key words or phrases that indicate extreme hostility or absence of hesitation. These will guide you. I found that players will give you the signs through adjectives, raising their voice volume or pitch, and with instantaneous decision making.

General Game Play

This section contains miscellaneous game play examples.

Combining Bonuses in a Feat or Action

Dilemma: Two adventurers want to add their bonuses together to perform an action.

What I think/did: I generally will allow this if it makes sense. For example, if both adventurers are trained in an area that is required for the action and it could benefit from a two person effort, I'd allow the bonuses to stack. The two adventurers try to lift a wagon. Bonuses can stack for the effort (one DR roll with total PS bonus added).

If it is an action that doesn't benefit from two simultaneous efforts, then I'd make them try separately (adding their bonuses independently). One caster creates a fireball and the other throws it. Each one must pass a separate DR check; the first adventurer on creation, the second on throwing the fireball (to hit with CO bonus).

When creating a living creature (see optional guidelines), adventurers working together must use their bonuses independently as each likely represents a different specialization. If one or two of the adventurers has more than one of the specializations needed, he or she can use the highest bonus required in the process. Each specialization requires passing the appropriate DR check.

New Optional Guidelines

The core guidelines covered enough of the game system to get players and GMs started. These initial rules are enough to continue play for as long as needed, no additional guidelines are required. GMs and players may wish to add more to the system over time; this advanced guide offers a few more options for consideration.

The new and optional guidelines are organized in to three main sections; Adventurer Options, Magic Options, and Game Play Options. The Adventurer section provides guidelines for new specializations, higher attributes and starting heroes with power ratings above 24. The Magic section discusses creation of life, undead and constructs, as well as how to deal with area of effect spells. The Game Play section provides guidelines for movement, subdual damage and dice-less rolling.

Adventurer Options

This section of the Advanced Guide provides new options for adventurers.

Additional Specializations

The eleven specializations in the core guidelines cover the vast majority of feats and actions in combat and non-combat situations. Although the base training areas and specializations are enough for everyday game play, players may wish to create unique adventurers with one-of-a-kind specializations. This is, of course, highly encouraged. GMs should work with players to create the new specializations - with one caveat. The new specialization must be completely different than anything else already in play from both the core and advanced guidelines. Any new specializations created must also align with one of the four training areas (Combat, Thievery, Magical Arts, and Blessed Arts).

This guide adds three new specializations for players and GMs to consider. Details of the new specializations are listed in Tables 2-1 and 2-2 below.

New Specialization	Abilities
Gunpowder and Explosives (Co)	Proficient in missile weapons using gunpowder and general explosives.
Siege Engines (Co)	Proficient with machines of warfare (e.g. catapults, trebuchets, siege towers).
Tracking (Th)	Used for finding footprints and other signs of passage. Also useful for hiding one's own movement

Table 2-1

The Combat training area has two expansions including the Gunpowder and Explosives, and Siege Engines specializations. Adventurers trained in Gunpowder and Explosives can add missile weapons such as muskets and other powder-based firearms to their list of combat tools. This specialization also allows adventurers the ability to use dangerous explosives to damage or destroy large areas.

Those trained in Siege Weapons have the ability to protect or assault towns and castles, often leading large groups of soldiers in war. Experience is gained when using siege towers, catapults, trebuchets and other items of war.

Tracking allows adventurers to find friends or foes by looking for footprints or other signs of passage. This specialization also allows the adventurer to hide his or her own movements by covering their tracks or using alternate methods of movement.

Specialization	Training	Attributes (Min)
Gunpowder and Explosives	Combat	IN (4), CO (4), MS (3)
Siege Engines	Combat	IN (4), CO (4), PS (3)
Tracking	Thievery	IN (4), MS (4), CO (4)

Table 2-2

These new specializations are completely optional. GMs and players can discuss usage at adventurer creation time or thereafter.

GMs who wish to add a new training area must determine how to integrate it with the four base styles core to this game.

Adventurer Attributes Above 15

The Core Guidelines provide information for attribute scores up to and including 15. Although the attribute cap is clearly stated as 15, some adventurers may wish to push the limits of one or more attributes beyond this score. This section suggests bonus values for attributes over 15. Use at your discretion.

Attribute	16	17	18
MS - PS	+7	+7	+8
Attribute	19	20	21
MS - PS	+8	+8	+9
Attribute	22	23	24
MS - PS	+9	+9	+10

Table 2-3

As with adventurers, monsters can have exceptionally high attributes. GMs may want to create unique versions of the *Lusus Naturae IV* foes or completely new creatures with these higher attributes.

Although Table 2-3 provides detail for attributes from 16 to 24, nothing prevents a GM from expanding the attributes beyond that.

Starting Adventurers at a Higher PR

There are times when players must create adventurers with PR scores higher than the starting 24. Perhaps they are replacing a recently deceased adventurer in an ongoing storyline or the entire group wants to start a new and challenging campaign. GMs should guide the players through the adventurer creation process and apply as many restrictions as the current or upcoming campaign demands.

For example, if the campaign is one where the amount of magic is limited, the GM should restrict such items accordingly. Can the player's 'create' new magic items for their adventurers? Yes, but with GM approval.

Players may have difficulty with powerful adventurers, especially those that they have not played for a number of sessions. GMs may want to restrict players from starting with high PR adventurers until they gain in game system experience.

Table 2-4 below provides simple guidelines to assist in the creation process.

Area	Detail
Attribute Total	This total matches the PR - attributes will have increased as the adventurer gained in power. Luck should stay in the original range of 1-6 (although a higher Luck is likely to have helped the adventurer survive).
Damage Points	DP equals 24 plus any HE bonuses. A higher PR may equate to a higher HE (and additional DP).
Multiple Specializations	Additional specializations are added much like the PR ranks. It is likely that added specializations are adjacent in the training tree.
Magical Items	This depends on the game system and how rare or plentiful magic items are. General rule of thumb: one magical item per 5-10 PRs after the initial 24.
Wealth	Higher level adventurers will likely have found gold and gold bars. Add wealth appropriate to the campaign design.

Table 2-4

Mounts and Companions

Over time, adventurers may find themselves with mounts or companions to help them through scenarios. Perhaps an adventurer has a hawk or war dog that fights by his side. Maybe he has a steed that has been with him since the beginning. Magical and Blessed Arts specializations help create constructs and familiars to assist them as needed.

Particularly for solo players, it is encouraged to have assistance when travelling the dangerous road. A companion is a welcome partner in tough situations. Special companion, mount and construct sheets are available to carefully manage damage, attributes and special skills. The GM is encouraged to allow adventurers to have one or more companions but he or she should tailor adventure difficulty accordingly. Specially designed solo adventures may require added difficulty in the form of traps, monsters or puzzles to prevent the adventurer from completing them too easily.

Languages

The use of languages is very specific to the campaign or world the adventurers are within. As always, the GM is encouraged to be creative in the use and design of languages in his or her campaign. At the very least, the group of adventurers should speak some common language amongst themselves and with other humans encountered in their travels. Dialects and variants to this common language can make for interesting game play however.

All intelligent and most non-intelligent creatures communicate to others of their own race in some manner. Languages from intelligent creatures (combined Intellect and Mental Strength scores of 3 or higher) may be learned by bright adventurers. How they are learned is up to the GM and player.

The number of languages that an adventurer may learn beyond his or her primary language is equal to their Intellect bonus. For example, if the adventurer has an Intellect of 5, which has a bonus of +1, he can learn one additional language. The GM may allow starting adventurers to have the additional language at start time; the player should build the additional language in to his or her adventurer's background.

Magic Options

This section provides guidelines for harnessing and manipulating magic, and using faith to solve problems.

Creating Living Creatures

This is one of the hardest areas to manage in game play. Players will eventually feel their power grow enough to think that they can create living creatures. There is no doubt that powerful adventurers could create living beings; it must be hard to do and be mentally and physically taxing in the process.

Let's look at the process. Creating a living creature is problematic in that it has a mind and soul, makes its own decisions and has to sustain its life with nutrients (food, water, air). Exceptions to this categorization are plant based life and other strange creatures (e.g. slimes, oozes). What specializations are needed to create a living being?

Creation (Ma): this allows raw energy to spark life.

Elemental (Ma): elements like water, air, and carbon from earth provide the base in the creation of a living thing.

Heal (Ba): only gods can truly create life, they must aid in the process somehow. Gods add a soul and a free will mind.

A single adventurer with all three specializations should have the necessary training and understanding to try to create life. Additionally, three well trained adventurers with each of these specializations can work together to make the attempt.

Optionally, the GM may want to add a template or footprint to the creation process. For example, when creating a feline, some tissue or bone from an existing cat (dead or alive) could reduce the difficulty or ensure that the creature created looks much like the former creature. The DR value can be reduced by 1 point (not the DR Rank) in attempts with the template.

The core guidelines formula for MP requirements is not applicable to this process; creating life is a far more difficult activity. Examples of the base difficulty of the creation (and associated MP requirement) are detailed in Tables 2-5 and 2-6.

Creature	PR	DR	MP Needed	Details
Mouse	2	NI, 10	6	A small mouse.
Cat	5	G, 11	15	An average cat.
Dog	8	G, 12	24	An average dog.
Goblin	11	G, 13	33	A common goblin.
Villager	15	G, 14	45	A human being!

Table 2-5

The formula for the creation process is listed below in Table 2-6.

Base PR	Difficulty Rating	Magic Points
1-3	Near Impossible, 10	PR x 3
4-6	Godlike, 11	PR x 3
7-10	Godlike, 12	PR x 3
11-14	Godlike, 13	PR x 3
15-19	Godlike, 14	PR x 3
20-24	Godlike, 15	PR x 3

Table 2-6

After PR24, the DR value increases by 1 for each group of 5 PRs. For example, the next group is PR25-29 (Godlike, 16), then PR30-34 (Godlike, 17), and so forth. Creating a creature with a PR50 requires passing a DR (Godlike, 21) and 150 MP! Note that there is a DR check for each of the three specializations.

Once created, living creatures or beings do not necessarily follow or favor the creators. It is entirely possible that the creature may turn on the creator; in fact, it is likely that the creator will have no control over the creature at all. The creator must use other means to befriend or master the creature (e.g. Conversion for intelligent creatures or offering food and water for unintelligent beings).

Familiars

Creating a 'familiar' adds additional steps in the creation process. The caster(s) must pass a second DR check to imbue the creature with a single magical property that costs an additional PR worth of MP. For example, three casters create a cat familiar for one of the adventurers. This cat was successfully created, costing a total of 15 MP but to make it a familiar with a magical attribute, perhaps night vision or a Coordination bonus to the owner, it costs another 5 MP. The GM may allow the familiar to have additional properties; each magical property or attribute costs another PR worth of MP. This same cat familiar with 2 magical properties would cost a total of 25 MP (base 15 + 10 for the two properties).

Generally, humans are not created as familiars. This is a GM decision of course; many complicated issues could arise from having a human being as a familiar.

Creating Semi-Living Creatures

What is a semi-living creature? Any creature magically created that is not living flesh and without a soul falls in to this category. Golems or general constructs are perfect examples of semi-living creatures.

Creating constructs requires only two specializations, Creation (Ma) and Elemental (Ma). Heal (Ba) is not required for semi-living creatures unless the construct is of the fleshy type.

Although the magical points formula of PR times 3 is the same, the DR check is easier. See Table 2-7 for details.

Creature	PR	DR	MP Needed	Details
Construct	12	VD, 8	36	12 points in six attributes.
Construct	18	NI, 9	48	18 points in six attributes.
Construct	24	NI, 10	72	24 points in six attributes.
Construct	30	G, 11	90	30 points in six attributes.
Construct	36	G, 12	108	36 points in six attributes.

Table 2-7

Constructs can be created of almost any solid substance within the main elements. Clay, rock, earth (dirt), ice, wood, and metal are common substances used in construct creation. The materials for the construct must be available in the creation process. Constructs are unlikely to exist for very long when created from fire, water and air.

The creator(s) decide where the points are placed in the six attributes. If the creator wishes the construct to follow simple commands, points

should be added to Intellect and Mental Strength. Creating a construct to serve as a bodyguard or laborer requires higher attributes in the physical areas (Physical Strength, Coordination). A construct has a Luck score of zero.

Constructs will last until destroyed. The construct takes damage like an adventurer; the PR score represents the total DP. The creator can assign DP to body locations as desired during creation. The construct is mostly unaffected by limb loss, if limbs were created. Constructs are not fully destroyed until its total DP is zero or lower. The construct can be 'healed' through elemental or creation magic, restoring elements to the damaged areas.

Assuming the construct has been created with enough mental capabilities, it will follow the orders of the creator(s) until it receives different instructions. Generally the construct will not turn on its creator(s) unless something goes wrong in the creation process (failed DR check) or an outside influence interferes.

Creating (Animating) Undead Creatures

Undead creatures are a mindless and soulless group. Dark hearted and evil magic users raise the dead for their own vile purposes. The effort to create undead is difficult for most yet costs surprisingly little in magical points. The following specializations are required to animate undead creatures.

Heal (Ba): you must partially raise the dead to near living status early in the process.

Destruction (Ba): you must partially destroy the nearly raised creature.

Creation (Ma): adding a small spark of energy to the dead creature assists in the process.

Similar to the 'Creating Living Creatures' section, all specializations and DR checks must be met to create undead. Table 2-8 provides examples of undead creation.

Creature	PR	DR	MP Needed	Details
Skeleton	8	NI, 10	4	See Lusus Naturae I
Zombie	10	NI, 10	5	See Lusus Naturae I
Ghost	13	G, 11	7	See Lusus Naturae II
Wight	26	G, 12	13	See Lusus Naturae III
Mummy	34	G, 12	17	See Lusus Naturae III

Table 2-8

The general DR formula is as follows: Undead creatures with a PR of 1-12 are a DR (Near Impossible, 10). PR 13-24 undead area DR (Near Impossible, 11). Those with a PR 25-36 are a DR (Godlike, 12). Any undead creature created with a PR greater than 36 follows the similar formula: every 12 PRs equals an increase of 1 in DR value. The MP required to create the creature is one half the PR.

Note that there are traditional undead types missing from the list. Vampires and lycanthropes are not created but are infected. It is unlikely that the creator can 'create' a vampire or werewolf in this manner. Also, other undead types like the Lich are generally not created; these foul creatures were so powerful in life that they raised themselves in death. Note that some undead are not animated dead but infected in life with rare diseases or curses.

General Guidelines on the Creation Process

The process of creating living, semi-living or undead creatures is different enough to warrant separate sections but there are a few aspects of the effort that are similar.

Creation Time

The number of hours it takes to create a living creature or construct equals the total power rating of the creature. For example, to create a mouse, it takes 2 hours. A PR 36 construct takes 36 hours. These two creation processes require the creators to actively build the creatures step by step, hour by hour.

Undead creatures are not built but animated. This process is much quicker than creating a cat or building a golem. The process is calculated in minutes, not hours. It only takes 10 minutes to animate a PR 10 Zombie, 26 minutes to create a PR 26 Wight.

The number of creators involved in the process does not change the total time needed to create the creature or construct.

Sharing the Cost

If more than one specialist is involved in the creation process, the MP cost can be spread between the active creators. Simply, the total MP is split between the participants as evenly as possible. Each creator must represent one of the necessary specializations. For example, two specialists can work together to build a clay golem. Each must focus on one of the two needed specializations (Creation, Elemental). In this example, each creator can take half the MP cost. If the creation goal is a PR 36 golem, each specialist will need to spend 54 MP (108 total). When three specializations are required, the MP cost can be split between the three creators as evenly as possible.

Creation processes that take more than a day in total may require specialists to take turns in the work and rest when necessary (remember that rest restores MP).

Difficulty Checks, How They Work

The processes to create creatures require two or three specializations (as listed in the sections for each creature type). Each specialization represents a significant step in the process, which in turn, requires passing a DR check. Table 2-9 details the steps to creation and the DR checks required to progress to each new step.

Example	Type	Step	Detail
Create mouse (PR 2). Takes 6 hours.	Living Creature	1 st	Complete DR check (NI, 10) for Elemental
		2 nd	Complete DR check (NI, 10) for Creation
		3 rd	Complete DR Check (NI, 10) for Heal
Create marble golem (PR 18). Takes 18 hours.	Semi-Living Creature	1 st	Complete DR check (NI, 9) for Elemental
		2 nd	Complete DR check (NI, 9) for Creation
Animate skeleton (PR 8). Takes 8 minutes.	Undead	1 st	Complete DR check (NI, 10) for Heal
		2 nd	Complete DR check (NI, 10) for Destruction
		3 rd	Complete DR check (NI, 10) for Creation

Table 2-9

Crafting Magical Items

Common items can be infused with arcane energy or blessed by a deity to create highly sought after magical weapons, armor or tools.

Crafting items requires different types of magical power; what follows are examples that demonstrate possible specializations used to enable particular properties or item behaviors. These are just a few possibilities; players will likely generate many additional ideas.

Item	Property	Specialization
Weapon	Sharpness (damage)	Creation
Weapon	Accuracy (to-hit)	Creation or Destruction
Weapon	Elemental Effect	Elemental
Weapon	Slaying	Destruction
Armor	Damage Absorption	Creation
Armor	Lighter than normal	Creation
Jewelry (or item)	Invisibility	Illusion
Jewelry (or item)	Luck	Creation
Jewelry (or item)	Friendship	Conversion
Fluid	Poison	Destruction
Fluid	Healing	Heal
Fluid	Protection from Fire	Heal and Elemental

Table 2-10

Use the basic foundation of each specialization to solve the crafting problem. For example, trying to make an item sharper requires manipulating the materials of the item in a way that improves it. Changing the steel in a sword to be sharper requires Creation magic; using this magical power manipulates the core material elements of the sword in ways that the common blacksmith cannot attempt. The desired property generally has a corresponding and primary specialization – additional specializations are required for complex crafting.

Items can be given more than one magical property. Multiple specializations are required to infuse items with different properties. Magical point cost, time to craft, and difficulty increase for each additional property.

Magical Property Complexity

Adding a magical property to a normal item has varying complexities. The chart below provides a basic guideline for crafter complexity.

Crafting Complexity - Properties		
Property Level	Property Value	Examples
Simple	1	Accuracy (+1 to hit), Sharpness or Pain (+1 damage), Absorption (added 2 DP to armor), Defense (+1 defense roll), Speed (+1 to initiative), MP Adder (1 point to MP), etc.
Intricate	2	Slaying (chance to slay foe with a single roll), Wounding (+2 damage), Luck (1 point to Luck or +1 to Luck rolls), etc.
Complex	3	Attribute Bonus (+1 to attribute score), MP Multiplier (per multiplier), etc.

Table 2-11

The base difficulty for crafting starts at a DR of Very Difficult, 7 – the first simple magical property adds one point to the DR value making it a Very Difficult, 8. Each magical property value adds to the DR check value. For example, an adventurer wants to create a magical sword that flames on command, does 1 extra point of damage on contact and adds a +1 to hit rolls. There are 3 simple magical properties; this changes the DR to a Near Impossible, 10 DR check (base DR value of 7 plus 3).

An adventurer can add properties beyond the simple variety. Table 2-11 provides examples of magical property complexity. The property value equates to the number of points added to the DR value. If the adventurer wants to create a Helm of Absorption that also adds 1 point to Quickness, the increase in DR value is 4; the Absorption is a simple property (1 point) and the Attribute bonus is a complex property (3 points). The DR check for this helm would be Godlike, 11.

There are some properties that are hard to quantify in point value. The general guideline is to make those properties an Intricate (2 points). For example, adding Invisibility or Friendship to a ring would likely be intricate magical properties. As always, the GM can modify the property values as necessary.

Magical Property Cost

The base MP cost for crafting a magic item is twice the DR value. For example, an item with 2 simple properties would cost 18 MP to craft; a DR check of Near Impossible, 9 is needed for this item ($9 \times 2 = 18$). The total MP must be available at the time of crafting; it cannot be spread over several days with periodic breaks for rest. The crafter must have the MP available for the task.

Crafting items with intricate and complex properties may take several days to complete. The next section provides details for crafting effort in hours and/or days.

Length of Time to Craft

In general, it takes 24 hours of crafting per property value. An item with three simple magical properties takes the same length of time to craft as an item with one complex magical property – 3 days or 72 hours. During this time, at least one crafter must be working on the item. Any break in the crafting process automatically stops the imbue and fails to add any magical properties to the item(s). The process must start from the beginning once a break has occurred.

As noted above, more than one crafter can create the item; they can share MP and effort to complete the crafting process. If the crafters have enough MP available, the process time can be divided by the number of crafters. For example, two adventurers can produce a simple magical item in half the time. The crafting still requires the full MP cost however.

A single crafter must have enough available MP for the entire process. This makes crafting complex items by oneself very tough to do. Many of the extremely powerful and complicated magical items have been created by teams of crafters because of the MP cost and time required.

Difficulty Checks when Crafting Items

For each day or 24 hours in the crafting process, the adventurer must pass the required DR check for each specialization needed in the crafting process. For example, if an adventurer is creating a potion of Fire Protection, he or she must pass the DR check for both Heal (Ba) and Elemental (Ma) on each day of the process. If this potion is of the

simple variety (+1 to fire resistance), these two checks are required only once; this potion should only take one day to craft. A complex version of the same potion, one that gives a +3 to fire resistance (3 simple properties), would require three separate DR checks for both Heal (Ba) and Elemental (Ma)!

The following tables provide crafting examples with details on complexity, MP cost, time and effort, and DR checks.

Sword of Goblin Slaying (added Sharpness property)			
Complexity	MP Cost	Effort (Time)	DR Checks
Slaying: Intricate (2 pts) Sharpness: (1 pt); 3 total pts	40 – two DR checks of 10 times two	3 days	(DR: NI, 10 – Destruction), (DR: NI, 10 – Creation)
The item has two properties but the separate checks increase the MP cost by double. This is a complicated item.			

Example 2-1

Sword of Goblin Slaying (added Accuracy property)			
Complexity	MP Cost	Effort (Time)	DR Checks
Slaying: Intricate (2 pts) Accuracy: (1 pt); 3 total pts	40 –two DR checks of 10 times two	3 days	(DR: NI, 10 – Destruction) x2
The item has two properties but the separate checks increase the MP cost by double. One Destruction check can be replaced with a creation check instead (see Table 2-10). This is a complicated item.			

Example 2-2

Helm of Extreme Absorption (added attribute bonus)			
Complexity	MP Cost	Effort (Time)	DR Checks
Absorption x2 (4 DP): Simple (2 pts) Coordination bonus (+1): Complex (3 pts)	44 – two DR checks of 11 times two	5 days	(DR: G, 11 – Creation) x2
The item has three properties but the separate checks increase the MP cost by double. This is a complicated item.			

Example 2-3

Area of Effect Magic

One of the most difficult aspects of an open magic system for the GM is “area of effect” spells. For example, how much MP is needed? How much DP does the magic attempt do? How are foes or items affected? It is nearly impossible to predict what creative spell casters may try. The GM must roll with the ideas as they come forth and do the best job they can to resolve them. The next section has a few suggestions that may help to resolve many of the common actions.

Have the player describe the action with enough detail to fully understand what he or she is trying to do. Apply logic to the action to determine the correct resolution. Common sense and logic will often dictate the result. Complexity of the action, or substance (if any) created or manipulated, is measured by a DR check. Amount or area covered affects both DR and MP. Damage is determined by what is done in the area and how the foes are involved.

Difficulty/Complexity:

All basic actions start as (DR Easy, 2) for the trained. DR rank and value penalties apply for those untrained, much like any other attempt. DR ranks are added when any of the following are involved:

Substance	Defined by Example	DR Rank Change
Simple	Water, loose dirt or sand, smoke or fog, light materials (e.g. leaves)	None
Intricate	Oil, fire, lava, wood	+1 DR Rank
Complex	Stone, hard packed earth,, or complete absence of anything (e.g. Void)	+2 DR Ranks

Table 2-12

There is a difference between manipulating and creating the substance. Elementalists can manipulate fire and spread it in to an area but Creationists can create oil from raw energy. This difference changes the difficulty:

Action	DR Rank Change	MP Addition
Manipulate Substance	None	None
Create Substance	+1 DR Rank	+1 per added 10'

Table 2-13

Note: When a substance is manipulated, it can be expanded or duplicated. For example, a small vial of oil can be expanded to cover an entire floor of a room.

Area Affecting Complexity and MP Cost

The base area of effect starts with 10' square. Increasing the area adds to both difficulty and magical point requirements. For each additional 10' square, 1 point is added to the DR value and 1 MP is added to the cost.

Depth of area also increases complexity and cost. The starting depth is 1' or less. The depth increments DR value in steps of 10' much like square area (this creates an area cubed effect).

Table 2-14 provides examples of area coverage or effect:

Total Area	DR Value Added	MP Added
10' x 10' x 1' (or less)	None	None
20' x 20' x 1' (or less)	+ 1	+ 1
30' x 30' x 1' (or less)	+ 2	+ 2
10' x 10' x 10'	+ 1	+ 1
20' x 20' x 10'	+ 2	+ 2
20' x 20' x 20'	+ 3	+ 3
30' x 30' x 10'	+ 3	+ 3
30' x 30' x 20'	+ 4	+ 4
30' x 30' x 30'	+ 5	+ 5

Table 2-14

Note: Increasing area in anyway increases DR values, not DR ranks.

Even with the guidelines above, it may still be unclear on how best to handle area of effect spells. These are only suggestions; we also encourage the GM to keep game play moving, even if that means pulling a DR and MP cost out of thin air. If logic is applied, it's likely that the GM will be close enough to the accurate values.

To provide additional clarification, several detailed examples have been provided below.

Example 1: Creating a Pit in a Dungeon Hallway

A group of adventurers are being chased by a small horde of goblins. After rounding a corner, the party's Creation specialist wants to create a pit in the stone floor measuring 10' cubed (10' long, 10' wide, 10'

deep), hoping that a few goblins will fall in to it. What does this cost in MP and how hard is it to do?

Base DR is an Easy, 2. The creationist is creating a void in the floor (removing all material in the area). This increases the DR Ranks by 2 (see Table 2-12), now making it a DR of Difficult, 6. The pit is 10' deep and adds one extra DR point, now making it a Difficult, 7. The substance is manipulated, not created, and adds no further difficulty. Following the Core Guidelines for indirect magic, the MP cost is ½ the DR, rounding up. This action should cost the caster a base 4 MP plus the added point for the extra depth (see Table 2-14) for a total of 5 MP. This may seem high but after all, the caster is magically removing 1000' feet of stone!

If one or more goblins fall in to the pit, how much damage do they take? They will have to pass Coordination checks to avoid the fall and either Health resistance checks when they hit bottom (or another Coordination check) to prevent one or two points of damage to limbs or vital areas.

Example 2: An Elementalist Wants to Cover the Floor in Fire

A lone Elemental Magic specialist wants to cover his tracks by setting the room behind him on fire. Specifically, he wants to cover the entire 20' x 20' room floor in deep flames (5' high). What does this cost in MP and how hard is it to do?

Base DR is an Easy, 2. If fire is available (e.g. torch or fireplace), then he is manipulating the fire by expanding it to cover the floor. The elementalist can create his own fire but it will be more costly in MP and harder to do. For this example, let's say he has a torch. Fire is an intricate substance which increases the DR Rank by one. The desired depth of the fire is greater than 1' and less than 10' which means DR and MP increase slightly. Because the room is larger than the base 10' square, the DR becomes a Difficult, 6 (Base DR Moderate, 4 plus two value increases for wider room and deeper fire). When he pulls the fire from the torch and covers the entire room floor, he will have to pass an Intellect check of Difficult, 6.

The cost of the action starts as 3 MP (½ the DR) but the depth and the width of the fire increase the cost by two, making it a total of 5 MP.

If any foes try to run through the flames, they should pass Quickness or Coordination (or both) checks to avoid one or two points of damage to the lower half of their body.

Example 3: The Elementalist Creates a Cave-in

An elemental specialist wants to cause the ceiling of a natural stone hallway to collapse on a group of orcs. The ceiling is made of solid stone. What does this cost in MP and how hard is it to do?

Base DR is an Easy, 2. The ceiling is made of solid stone and classifies as a complex substance (+2 DR Ranks). Since he is not creating the stone but manipulating it, the DR doesn't increase any further. If he only wants a 10' x 10' x 1' section to collapse, the DR is a Difficult, 6 and the MP cost is 3 points. Increasing the depth of the stone would change the DR to a Difficult, 7 and increase the MP cost to 4.

When the rocks fall upon the orcs, the GM will have to roll Coordination checks to see if any are struck by the stones. Damage is roughly 1 DP per stone per 10' fallen.

Final Point with Area of Effect Magic

The previous examples provide the GM with methods to determine MP costs and DR ranks and values. Like all core and advanced guidelines, these methods can be adjusted in any way the GM wishes. During game play, it is perfectly acceptable to estimate the values just to keep the game moving. Area of effect magic is one of the more complicated roleplaying elements, yet arguably one of the most open and exciting options to players. It's important not to get bogged down in rules and formulas, but to use common sense to resolve most actions.

Game Play Options

This section provides general game play options for GMs to consider.

Movement

Many players are used to gaming with visual aids. The original intent of this game system was to return to the imaginary world of roleplaying; GMs can describe the scenario in detail as players listen intently while drawing the mental picture. Although the TSRS prefers this method, sometimes adding visual aids like miniatures, scale maps and even dungeon scenery can help make the encounters both easier to explain and memorable.

If table top grids are used with the TSRS, the scale should be 1 square to 5 feet (common to most systems). This allows miniatures and other small figurines to fit easily on the pre-drawn maps and scenery.

What determines the rate of movement for adventurers? They should move at a rate of their Quickness score plus 1 in squares (total feet is 5 times the quickness score and base). Table 2-15 provides examples of movement for both adventurers and foes.

QU Score	Movement	Starting Base	Total Movement
1	1	1 (5 feet)	2 (10 feet)
2	2	1 (5 feet)	3 (15 feet)
3	3	1 (5 feet)	4 (20 feet)
4	4	1 (5 feet)	5 (25 feet)
5	5	1 (5 feet)	5 (30 feet)
6	6	1 (5 feet)	7 (35 feet)
Etc.			

Table 2-15

Optionally, the GM can change the movement in situations where Combat Attitudes are in play. A defensively oriented adventurer may move slower, with hesitation or care, than one with an offensive or aggressive attitude.

Balanced Attitudes provide no bonus or penalty to movement. Adventurers choosing a Defensive Attitude are penalized 1 square movement. Offensively minded adventurers gain an additional square and those the GM determines as aggressive can gain 2 squares of movement to their base. Table 2-16 provides additional examples of movement adjusted for Combat Attitudes.

QU	Movement	Base	Attitude	Total Movement
1	1	1	Defensive (-1)	1 (5 feet)
1	1	1	Balanced (+/-)	2 (10 feet)
1	1	1	Offensive (+1)	3 (15 feet)
1	1	1	Aggressive (+2)	4 (20 feet)
3	3	1	Defensive (-1)	3 (15 feet)
3	3	1	Balanced (+/-)	4 (20 feet)
3	3	1	Offensive (+1)	5 (25 feet)
3	3	1	Aggressive (+2)	6 (30 feet)
6	6	1	Defensive (-1)	6 (30 feet)
6	6	1	Balanced (+/-)	7 (35 feet)
6	6	1	Offensive (+1)	8 (40 feet)
6	6	1	Aggressive (+2)	9 (45 feet)

Table 2-16

Subdual Damage

The Core Guidelines provides a few simple rules for subdual or temporary damage. Additional information, specific to healing and combat, is found here.

Subdual damage is used in situations where combatants do not want to inflict permanent or deadly damage. Generally, these situations are fist-fighting, wrestling, grappling or other non-weapon combat. A blunt weapon such as a club can be used to inflict subdual damage but if the attacker is not careful, it may result in real damage. Combatants who wish to deal temporary instead of actual damage must declare so before attacking.

A combatant's subdual DP is equal to their current DP; if their head normally has 3 DP but has been reduced to 2 DP in previous combat, their current subdual DP is also 2 DP. When the subdual damage for a body location reaches 0 (or lower), the body part is incapacitated and temporarily unusable. Note that critical areas (head, chest, stomach) reduced to 0 or lower results in unconsciousness.

Subdual damage is useful in Backstab situations. An adventurer Backstabs a foe with the intention of only knocking them out (e.g. punching them in the back of the head). The adventurer deals subdual damage instead of real damage; if the damage is more than the foe can take, they are knocked out.

Temporary injuries heal at a rate of 1 subdual DP per hour. If a foe has been knocked out and their subdual damage for the head is reduced to -1, it will take about 2 hours for them to awaken.

Alignment

Most game systems have alignments for adventurers and foes. TSRS does not specify alignment as a trait that an adventurer or creature must follow. Instead, the GM is encouraged to let the players play out their actions in each scenario as they see fit. Creatures will defend themselves or look out for their own best interests. Some creatures may behave in an evil manner. This is up to the GM to decide.

The adventurer's name and renown in the world they are in are determined by their actions and behaviors. The world will see them as evil or good based on how they conducted themselves in previous situations. There is no need for the adventurer to declare an alignment; his or her future actions will determine this for them.

Although alignment isn't a required attribute or one that is carefully tracked, adventurers will naturally have issues with each other if their way of thinking or acting differs greatly. Party members with opposite views and behaviors will likely come to blows or part ways. The GM should encourage players to create adventurers with similar tendencies to prevent early departures or conflict. Of course, a little bit of tension between adventurers is a fun roleplaying element.

At one time or another, most players have wanted to play evil characters. There is nothing wrong with allowing players to have despicable adventurers that do more harm than good in the campaign. Over time, most players will become bored with the lack of rules and outright law-breaking. Ultimately, the GM will have to decide where to steer these groups and what to do for scenarios.

“Dice-less” Rolls

Although the six sided die is very commonly found, there may be a time when dice are unavailable or the GM wishes to use no dice at all. The two tables below allow for “dice-less” game play however still introduce the simulated luck roll with chosen numbers.

Each table has a ‘GM pick number’ and a ‘player pick number’. For the d6 table, the GM first secretly picks the modifier number (used to add to the player pick) from 0 to 6. The player then picks their number (“roll”). He or she can choose any number from 1 to 6. The GM then cross references the two numbers on the chart to get the “roll”.

GM Modifier	D6 Table: Player “Roll”					
	1	2	3	4	5	6
0	1	2	3	4	5	6
1	2	3	4	5	6	1
2	3	4	5	6	1	2
3	4	5	6	1	2	3
4	5	6	1	2	3	4
5	6	1	2	3	4	5
6	1	2	3	4	5	6

Table 2-17

A similar pattern is used for the 2d6 table with the GM and player pick ranges changing from 0-12 and 2-12 respectively.

GM Modifier	2D6 Table: Player “Roll”					
	2	3	4	5	6	7
0	2	3	4	5	6	7
1	3	4	5	6	7	8
2	4	5	6	7	8	9
3	5	6	7	8	9	10
4	6	7	8	9	10	11
5	7	8	9	10	11	12
6	8	9	10	11	12	2
7	9	10	11	12	2	3
8	10	11	12	2	3	4
9	11	12	2	3	4	5
10	12	2	3	4	5	6
11	2	3	4	5	6	7
12	3	4	5	6	7	8

Table 2-18 (part 1)

GM Modifier	2D6 Table: Player “Roll”				
	8	9	10	11	12
0	8	9	10	11	12
1	9	10	11	12	2
2	10	11	12	2	3
3	11	12	2	3	4
4	12	2	3	4	5
5	2	3	4	5	6
6	3	4	5	6	7
7	4	5	6	7	8
8	5	6	7	8	9
9	6	7	8	9	10
10	7	8	9	10	11
11	8	9	10	11	12
12	9	10	11	12	2

Table 2-18 (part 2)

Appendix Acronyms and Glossary

Alignment:

The general viewpoint and associated behavior of an adventurer. Alignment isn’t a measurable trait in TSRS like in other games.

Area of Effect (Magic):

Magical attacks or actions of an indirect nature. Outcomes from these types of actions usually affect a desired area.

Companion:

A non-human accomplice or ally that helps an adventurer in his or her travels. Small mammals and birds are common companions.

Construct:

A semi-living creature built with magic. Golems are an example of a construct. Constructs can be built from nearly any substance.

Crafting:

The process of imbuing or creating an item with magical properties.

“Dice-less” Rolling:

An alternative method for chance without using dice. Numbers are chosen and cross referenced on charts for the result.

Familiar:

A magically created, living being that aids the creator with special abilities. Not always fully controllable.

Grid:

A useful tool in wargaming and roleplaying, used to track miniature movement and actions on the table. Often found in sheets, the grids are commonly 1” and convert to 5’ in the game world.

Mount:

Any creature used for travel on ground, air or sea. Common ground mounts are horses and mules.

Subdual (or Temporary) Damage:

Damage that is intended to disarm, restrain or incapacitate but not permanently harm or kill. Used in situations when the desire is to knockout a foe, wrestle or box.

Throwigames Simple Roleplaying System
Advanced Guidelines
Version 1.02
By Thom Wilson
TSRS 1002

Steed Name: _____ Gender: _____ Color: _____ Weight: _____ Hands: _____

score bonus

Mental Strength:	<input type="text"/>	<input type="text"/>
Intellect:	<input type="text"/>	<input type="text"/>
Quickness:	<input type="text"/>	<input type="text"/>
Coordination:	<input type="text"/>	<input type="text"/>
Health:	<input type="text"/>	<input type="text"/>
Physical Strength:	<input type="text"/>	<input type="text"/>
Luck:	<input type="text"/>	<input type="text"/>

PR:	<input type="text"/>	DR:	<input type="text"/>
------------	----------------------	------------	----------------------

Avg starting PR is 20

Carry Max/Current: /

DP Hit Location									
2	3	4	5-6	7-8	9	10	11	12	
hd	nk	cp	bk	bl	rfl	lfl	rrl	lrl	
				rider?					

hd	DP	A
B		
C		<input type="text"/>

lfl	DP	A
B		
C		<input type="text"/>

nk	DP	A
B		
C		<input type="text"/>

bk	DP	A
B		
C		<input type="text"/>

Initiative:	<input type="text"/>
Aggressive: +1	Defensive: -2

cp	DP	A
B		
C		<input type="text"/>

bl	DP	A
B		
C		<input type="text"/>

rfl	DP	A
B		
C		<input type="text"/>

rrl	DP	A
B		
C		<input type="text"/>

lrl	DP	A
B		
C		<input type="text"/>

Offensive Actions

To Hit Foe

Damage to Foe

Attack:	Bonus To Hit	CO bonus	Other bonus	Total To Hit
Defensive Attitude:	- 2			
Aggressive Attitude:	+ 1			

Action bonus	PS bonus	Other bonus	Total DP
-			
+ 1			

Miscellaneous

Defensive Actions

Dodge

Following:	Base	CO bonus	Other bonus	Total Dodge
Defensive Attitude:	+ 1			
Aggressive Attitude:	- 2			

Items / Gear Carried

Item	Found?	Item	Found?

Armor

Armor	DP



Bringing Your Brain Back to the Game

Throwigames.com