TSRS

Community Submissions

By the TSRS Community, edited by Thom Wilson

Contents

Illustrations
None Submitted.

Introduction

No matter how much time an author puts in to game system concepts, play-testing rules and scenarios, and developing optional guidelines, he or she can never hope to design a perfect system for everyone. One of the original intentions of TSRS was to let the community be a part of the growth and expansion of the game through new guidelines and adventures.

This document is an organically grown set of new and optional guidelines developed by players. The user submitted ideas found here can simplify the guidelines further or add new intricacies for other players who are looking for something extra. Throwigames will do their best not to spoil the submitted content; we will only edit submissions for syntax, grammar and inappropriate language (if any).

I hope that this book continues to grow, far surpassing in length anything I've written. Let the users drive the expansion of this game!

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.

Ben Wilson: My son can often see the simple concept when I fail to do so. Thanks buddy. You'll always be one of my favorite game partners!

Chapter 1 - Combat Options

TSRSCS2 - Failure To-Hit (Fumble)

More experienced adventurers may find it easy to hit weaker foes, even when rolling the lowest possible roll (a 1). This guideline suggests that when an adventurer rolls a 1 to hit, even if the modified score is enough to score a strike, that he or she misses. This increases the risk for the adventurer and prevents a completely one-sided combat situation.

Optionally, the GM may suggest that the miss is a fumble and use the charts below to provide effects to the combat situation. Ask the player to roll a 2d6 after his or her missed attack.

Melee Attack		
Roll	**Detail**	**Effects**
2	Hits him/herself with weapon.	Takes damage.
3-4	Breaks non-magical weapon.	Loss of weapon.
5-7	Drops weapon, must retrieve it next turn.	Cannot attack next turn.
8-12	Weak swing.	No effect.

Chart 1-1

Missile Attack		
Roll	**Detail**	**Effects**
2	Shoots him/herself in the foot.	Takes damage.
3-4	Breaks non-magical weapon.	Loss of weapon.
5-7	Drops weapon, must retrieve it next turn.	Cannot attack next turn.
8-12	Weak shot.	No effect.

Chart 1-2

Magical Attack (Missile)		
Roll	**Detail**	**Effects**
2	Magical missile explodes at creation.	Takes damage.
3-4	Missile flies off in an unintended direction.	New target.
5-7	Headache. Take one turn to clear the mind.	Cannot attack next turn.
8-12	Weak attempt.	No effect. Wasted MP.

Chart 1-3

TSRSCS2a – DR Check Failure

Much like the 'Failure to Hit' guideline, this idea prevents experienced adventurers from always making the DR checks. In some cases, they can slip or simply fail when attempting a movement or action. If the adventurer rolls a 1 for the DR Check, they fail regardless of their modified total.

A couple of charts have been provided with examples of failed DR Checks and the possible effects.

DR Check – Jumping		
Roll	**Detail**	**Effects**
2	Falls hard, injuring a body part.	Takes damage to body part.
3-4	Falls hard, damaging armor (or body part, if no armor in that location).	Takes damage.
5-7	Falls hard and drops items in one or both hands	Spends next turn picking up items.
8-12	Falls hard and is embarrassed.	Friends laugh.

Chart 1-4

DR Check – Swimming		
Roll	**Detail**	**Effects**
2	Sinks 10' and takes in water.	Takes 1 DP to chest.
3-4	Sinks 10' and drops one item in hands.	Loss of item.
5-7	Splashes about, temporarily lose an item in hand).	Spends next turn retrieving item.
8-12	Splashes around, looks foolish.	Friends laugh.

Chart 1-5

Other charts for failed DR Checks can be developed as necessary.

TSRSCS4 – Extra Attacks Option

The Core Guidelines allows for as many extra attacks as the player wishes, until a miss is rolled. This option limits the number of attacks by the adventurer while also increasing the importance of the Quickness attribute. The maximum number of extra attacks an adventurer can make after the primary attack is equal to their Quickness modifier. For example, an adventurer with a Quickness of 5 has a +1 modifier. This gives them one additional attack after their primary attack. An adventurer with a negative Quickness modifier still gets a single attack each round.

Extra Attacks by Quickness Score						
5	**6**	**7-8**	**9-10**	**11-12**	**13-14**	**15**
+1	+2	+3	+4	+5	+6	+7

Chart 1-6

For scores above 15, use the Advanced Guidelines bonuses.

Chapter 2 – Experience Options

TSRSCS3 – Gaining Health Experience

Health is one of the more difficult attributes to increase unless the adventurer has the Heal or Melee specialization. Health increases are critical to every adventurer's survival; increasing body location DP will help fortifies weaker areas.

This guideline proposes that for every 1 DP taken by the adventurer, he or she receives 1 experience point for Health. When the experience total matches or surpasses the PR of the adventurer, they receive an additional attribute point in Health.

Community Submission ID: TSRSCS3
Submitting Author: Benjamin Wilson
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Chapter 3 – Adventurer Options

TSRSCS1 – Subclasses

Occasionally, players may want to develop their adventurers differently by gaining further expertise in a particular specialization. This option introduces "subclasses" for each training style and specialization. A few rules regarding subclasses:

1. To obtain a sub-class, the character must have been trained or earned the specialization and meet the statistical requirements.

2. In each of the four specialization areas (Combat, Thievery, Magical Arts, and Blessed Arts) a character may only have 1 sub-class, which is non-reversible. Once you learn your subclass, you may not unlearn it, so choose wisely.

3. No more than 2 Subclasses total can be trained.

Training Style: Combat

| Combat – Melee Subclasses ||
Subclass	Detail
One Handed	*Requires 10 PS, 10 CO;* Gain an extra d6 die roll. If the third die roll hits, you do an additional point of damage to your enemy. *Must be wielding a one-handed weapon.
Two Handed	*Requires 11 PS, 9 HE;* When declaring an Offensive stance, roll a d6 die. This is done when the stance is declared, not on the player's initiative turn. - If the roll is 1-3, you gain a plus one bonus to hit this round. - If you roll 4-6, the defensive penalty on extra attacks is nullified this round. *Must be wielding a two-handed weapon.

Chart 3-1

| Combat – Missile Subclasses ||
Subclass	Detail
Speed	*Requires 10 CO, 10 QU;* You may make your first extra attack with no penalty when using a ranged weapon.
Accuracy	*Requires 12 CO, 8 QU;* When attacking an enemy with a location attack, roll an additional d6 die. You may swap your third die with either the hit or location die if the third die roll is higher. This may only occur on your first attack of each round.

Chart 3-2

Training Style: Thievery

| Thievery - Locks Subclasses ||
Subclass	Detail
Imbued	*Requires 9 CO, 11 IN;* When locking or unlocking an item with magical properties, reduce the DR value by one.
Complex	*Requires 11 CO, 9 IN;* When locking or unlocking an item with non-magical properties, reduce the DR value by one.

Chart 3-3

| Thievery - Traps Subclasses ||
Subclass	Detail
Elaboration	*Requires 8 CO, 12 IN;* When setting a trap, you may spend your MP. For each point of MP spent, the DR rating of the trap is increased by one point. This DR rating does not cause the trap to be more difficult to set, just more difficult for enemies to detect or disarm.
Disabling	*Requires 13 CO, 7 IN;* When an enemy is affected by one or more of your traps, their initiative is reduced by one until your next turn.

Chart 3-4

| Thievery - Stealth Subclasses ||
Subclass	Detail
Subtlety	*Requires 12 CO, 8 MS;* When in stealth or attempting to stealth, the DR of your opponents to detect you is increased by one point.
Savagery	*Requires 11 MS, 9 CO;* When you successfully land a stealth attack, you may spend your MP. For every three points of MP spent, you may increase your damage dealt by one. Using this ability eliminates your ability to attempt to stealth again this turn.

Chart 3-5

Magical Arts - Elemental Subclasses	
Subclass	**Detail**
Fire	*Requires 12 IN, 8 MS;* When harnessing a Fire element, you gain a static plus-one to damage, regardless of the amount of MP spent.
Water	*Requires 9 IN, 11 MS;* When harnessing a Water element, until your next turn, you gain a plus-one bonus to all defenses.
Earth	*Requires 8 IN, 12 MS;* When harnessing an Earth element, until your next turn, you gain a plus-one resistance to all forms of damage. This resistance does not reduce damage against your armor, only against damage that would injure your DP.
Air	*Requires 11 IN, 9 MS;* When harnessing an Air element, you gain a plus-one bonus to your to-hit roll. This bonus applies to both your to hit and location die. This bonus does not apply to extra attacks.

Chart 3-6

Magical Arts - Illusion Subclasses	
Subclass	**Detail**
Confusion	*Requires 8 IN, 12 MS;* When creating an illusion that affects two or more enemies or allies, the DR check to detect your illusion by the entities affected is increased by one point.
Hysteria	*Requires 10 IN, 10 HE;* When creating an illusion that affects only one enemy or ally, the DR check to detect your illusion by the entity affected is increased by one point.
Mental Breakdown	*Requires 9 MS, 11 HE;* When you successfully dupe an enemy or ally with an illusion, you gain a plus one DR value versus that enemy or ally for all future illusions that affect that enemy or ally. This effect remains until the enemy or ally affected successfully detects one of your illusions.

Chart 3-7

Magical Arts - Creation Subclasses	
Subclass	**Detail**
Arcane Affinity	*Requires 11 MS, 9 HE;* When using arcane power in its raw form, your initiative is increased by one until your next turn.
Materialism	*Requires 9 IN, 11 HE;* When creating an element using raw arcane power, the power of the element created is increased by one. (If you spend three MP to create a six damage fireball, the damage is increased to seven).
Enhancement	*Requires 10 IN, 10 MS;* When creating an item, or imbuing an existing item with a magical property, the DR rating of successfully creating or imbuing is reduced by one point.

Chart 3-8

Blessed Arts - Heal Subclasses	
Subclass	**Detail**
Infusion	*Requires 12 HE, 8 MS;* When successfully healing yourself or an ally, you gain a static plus one to the potency of your heal, regardless of the MP spent.
Bolstering	*Requires 11 HE, 9 MS;* When using your heal skill to restore an ally with an adverse condition (e.g. poison, unconscious, etc.), reduce the DR check by one point.
Restoration	*Requires 12 MS, 8 HE;* When using your heal skill to restore a limb that has been lost or attempting to revive an ally, reduce the DR check by one point.

Chart 3-9

Blessed Arts - Destruction Subclasses	
Subclass	**Detail**
Maiming	*Requires 10 HE, 10 MS;* When using your destruction magic to target a specific item or body part, the DR rating to perform the action is reduced by one point.
Exterminating	*Requires 11 MS, 9 IN;* When using your destruction magic to destroy a foe, the DR rating to perform the action is reduced by one point.

Chart 3-10

Blessed Arts - Conversion Subclasses	
Subclass	**Detail**
Devotee	*Requires 12 MS, 8 IN;* When your adventurer has successfully converted an entity, that entity gets a plus-one bonus to their defensive stats while within twenty feet of the converting character. This bonus only applies to the most recent entity converted.
Radical	*Requires 11 IN, 9 MS;* When your adventurer successfully converts an entity, that entity gets a plus-one bonus to all their offensive actions while within twenty feet of the converting character. This bonus only applies to the most recent entity converted.
Martyr	*Requires 10 MS, 10 IN;* When an entity the player has converted dies within twenty feet of the player, the player gains a plus-one bonus on their next action, regardless of what the action may be. This bonus does not stack if multiple converted entities die.

Chart 3-11

Appendix

Submitter Information

Player	Submission	Page	Area
Benjamin Wilson	TSRSCS2	2	Failure to Hit
Benjamin Wilson	TSRSCS2a	2	DR Check Failure
Benjamin Wilson	TSRSCS3	3	Gaining Health Exp
Elijah Leffingwell	TSRSCS4	2	Extra Attacks Option
Jeremy Kaminski	TSRSCS1	3-4	Subclasses

Notes:

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