

RetroFantasy – Rules

DICE ROLLS

In RetroFantasy most skills are rolled with a D10 and the skill value is added for a total result. The higher the better in both roll and skill value.

In defence however, the defence value is rolled under with a D10 – while trying to get as close to the defence value as value.

Stats are challenged by rolling a number of D6 (depending on difficulty) under the stat.

Modifiers due to injury, fatigue, magic, special conditions etc can of course modify skill and stat values before rolling.

CHARACTER CREATION

1. Define basic character concept
2. Roll Primary Stats
3. Calculate Secondary Stats
4. Define Race, Appearance etc
5. Define Alignment then Virtues then EJTM then Favourites etc
6. Allocate Creation Points
 - 50 to Primary & Secondary stats, Occupation, Hero Attributes, Titles & Reputation
 - 50 to skills (may be transferred “up” again to Stats, Profession, Hero Attributes and Titles & Reputation)
7. Choose/buy equipment

1. DEFINE BASE CHARACTER CONCEPT

Try to define basic concept of what type of character you want to play. The martial type (warrior etc) the sneaky type (thief), the mystery seeker (scholar), the peoples man (trader, bard etc).

Do you want to be a human or some other race?

2. DEFINE PRIMARY STATS

Strength – Agility – Constitution – Intelligence – Presence – Willpower – Intuition

Stats are rolled with 3D6 (3-18). Seven stats are rolled and are distributed to the stats (or by rolling 4D6 and dropping the lowest die?)

Totals of 3-4 can be ignored/re-rolled.

Maybe get bonus points to increase them with after allocation?

Primary stats are challenged by rolling UNDER or EQUAL to stat with #D6. Modifiers might apply (injury, advantages, potions etc).

Examples of challenges are: lifting a fallen pillar (4D6 vs STR), withstanding the terrifying presence of a wight (4D6 vs Willpower), sensing powerful magic (3D6 vs INU), avoiding a fumble (3D6 vs AGI), resisting infection by a plague (4D6 vs CON), resisting spider venom (3D6 vs CON).

3. CALCULATE SECONDARY STATS

These are derived from Primary Stats. Only some are adjusted with development points, others by small modifiers from Occupations, Adventurer Attributes etc.

Secondary stats might be challenged by rolling #D6 (normally 3D6) UNDER or EQUAL to Secondary Stat value (Monster fear value, poison value or just difficulty determines amount of D6s.)

Modifiers might apply.

• Movement	[AGI+CON+WIL/3 (round down)]	Max 18
• Initiative	[AGI+INT+WIL/3 (round down)]	Max 18
• Moxie	[INU/2 + players birthdate/10(round down) + 1D6]	Max 18
• Damage bonus	[STR 3-14=0, 15-18=1]	Max 4
• Awareness (Perc.)	[INT+INU/2 (round down) - 2]	Max 18
• Deduction	[INT+WIL/2(round down) - 2]	Max 18
• Mana	[WIL/2 (round down) - for non-magicians]	No max
• Dodge	[AGI/5 (round down, 1 minimum)+3]	Max 9
• Injury Points	[race base + CONx3 round up to nearest 5]	Max varies

4. DEFINE RACE, APPEARANCE ETC

Choose which race/people to play (influences maximum Injury Points, some Secondary Stats and generally prejudices towards or away from certain occupations and even alignment and virtues)

Try define upbringing, role, character sculpting of this race/culture.

Define the appearance and other physical attributes.

5. DEFINE ALIGNMENT, VIRTUES ETC

Define Alignment, then virtues, then EJTM then Favourites etc

Choose where on the Alignment Chart the hero is situated. (See Alignments description)

Allocate 10 points per virtue pair. Check and refer to the alignment position which might indicate where the points should be placed. Virtues are challenged with a D10 roll when needing to determine how a character reacts in a certain situation. Rolls UNDER the virtue means the character MUST choose in accordance to virtue.

GM and other players can challenge the other characters virtues so they must roll or suffer a suitable reaction in line with the virtue chosen by the winner. Both gain XP from this.

Decide where character is on Ends Justifies the Means metre. Can also be challenged with a D10 roll if needed.

Fill in Favourites etc

6. ALLOCATE CREATION POINTS

Every new character receives 50+50 Creation Points to create a character with. This is done in two steps where 50 points are spent each step. In step 1 the player can use the first 50 points to Improve Primary and some Secondary Stats, buy Occupation, buy Hero Attributes and buy Status & Reputation.

In step 2 the player uses the second 50 points to buy and improve Skills. The second 50 points can also be used to go back and buy more improvements from step 1, but this of course means less points for skills.

Creation & Experience Chart			
Improvement	Creation steps	CP/XP	Description & Restrictions
Improve Primary Stat	Step 1	5/15-25	Max 2 point increase per stat during creation. Max 1 point <u>and</u> 1 stat during XP. Stat raise costs with XP 3-14 = 15 XP, 14-16=20 XP, 17-18=25 XP. Max 18 total in a stat.
Improve Awareness, Deduction, Mana	Step 1	2/6	Max 3 point increase per stat during creation. Max 1 point <u>and</u> 2 stats during XP. Max 18 in Movement, Initiative, Moxie, Awareness and Deduction. Unlimited max in Mana.
Improve Max Injury Points	Step 1	5/10	Cost per 5 Injury Points. Max IP = race base + CONx5.
Buy Occupation	Step 1	Varies	See Occupation table. Only 1 occupation during creation. Max 1 occupation during XP.
Buy Hero Attributes	Step 1	Varies	See Hero Attributes table
Buy Status & Reputation	Step 1	Varies	See Status & Reputation table
Buy new skill at stat base	Step 2	1/4	Starts at stat/5 round down (1 minimum)
Improve skill experience	Step 2	1/2	Max 7 in skill after creation. Max 14 in skill total through experience (8 and 16 for monopolized skills). Max 1 point per level when raising with XP.
Alter virtues	-	-/1	1-2 steps up or down (opposing virtue also changes)
Buy more Fate points	-	2	Max 2 extra during XP

7. CHOOSE/BUY EQUIPMENT

The GM might grant certain background related equipment, a certain sum to buy equipment with etc. For armour and weapons the damage and protection values should be noted on the character sheet.

OCCUPATIONS

Occupations come in special packages with special rules. Ex Secondary Stat bonuses, Monopoly Skills which start slightly higher, are cheaper to raise and can reach higher maximums. An occupation normally starts with one or more Hero Attributes.

Occupation category	CP/XP	Benefits
Warrior/Fighter/Man-at-Arms/Knight	5/20	+1 DB, Monopoly: 1 weapon skill and 1 physical skill of choice , +10 Max IP and +10 Max race IP, 1 Hero Attribute.
Thief/Burglar/Rogue/Bandit	5/20	+1 Dodge, Monopoly: Sneak & Hide and 2 Profession or Common skills of choice, 1 Hero Attribute
Scout/Archer/Cavalry	5/20	+2 Move, +2 Awareness, Monopoly: 1 weapon skill and 1 physical of choice, 1 Hero Attribute
Assassin/Specialist	5/20	+1 Dodge, Monopoly: Sneak & Hide and 1 Weapon skill and 1 Physical skill of choice. 1 Hero Attribute
Bard/Entertainer/Acrobat/Artist	4/16	+2 Moxie, Monopoly: 3 Common skills of choice, 1 Hero Attribute
Ranger/Warden/Hunter/Trapper	5/20	+2 Awareness, Monopoly: 1 Physical and 2 Professional or Common skills of Choice, 1 Hero Attribute
Barbarian/Redneck/Gladiator	5/20	+3 Initiative, +1 Dodge, Monopoly: 1 weapon skill of choice, +20 Max IP and +10 Max race IP, 1 Hero Attribute
Merchant/Guildsman/Professional	4/16	+3 Deduction, Monopoly: 3 Professional or Common skills of choice, 1 Hero Attribute
Priest/Monk/Holy Man/Druid	4/16	+4 Mana, +2 Deduction, +1 Awareness, Monopoly: 1 profession and 2 Common skills of choice, 1 Hero Attribute
Engineer/Scholar/Alchemist/Artificer	4/16	+3 Deduction, +2 Moxie, Monopoly: 1 Professional skill and 2 Lore skills of choice, 1 Hero Attribute
Hero/Villain	10/30	+3 Moxie, Monopoly: 4 skills of choice. 3 Hero Attributes.
Paladin/Dark Knight	10/30	+1 DB, +3 Initiative, +1 Dodge, Monopoly: 1 weapon skill of choice, +20 Max IP and +10 Max race IP, 2 Hero Attributes. <u>Must</u> be Good/Evil.
<i>Monopoly</i>	=	<i>Get skill at base +2 modifier at creation. Character creation maximum is 8 (instead of 7) Skill max is 16 (instead of 14) Half cost (1 instead of 2) when raising with XP</i>

SKILLS

Skills range from base to 14 (16 in monopolized skills). Skill maximum at creation is 7.

All skills have base values based on stats divided by 5 (round down with 1 as minimum). I.e. bases ranging from 1-3.

Some skills are available at base value+1 for all (already on character sheet), other skills must be bought to have base values.

Skills are rolled with 1D10 + skill +/- mods

GM determines target value to succeed (5-20, normally 11)

Some skills are contested (but might also have target values). Highest result wins or difference between rolls determines outcome/damage.

Skills are improved with points from character creation, occupation mods, experience and Hero Attributes.

A rolled 10 is a chance for a critical success (super successful skill result or in combat: +1D6 damage) if the following D10 Critical Roll is successful (even numbers).

A rolled 1 is a chance of critical failure if the following 1D10 Critical Roll is unsuccessful (odd numbers). If in combat roll another 1D6 for critical failure result and consult table.

In defence, rolling the exact defence value signifies a chance for a critical success (+4 defence value) if a 1D10 Critical Roll is successful (even numbers). Rolling under but still as close to the defence value as possible is therefore important.

A rolled and unmodified 10 in defence is chance of fumble. Failure on 1D10 Critical Roll (odd numbers) means critical failure. Roll 1D6 for critical failure result and consult table.

MOXIE STAT & FATE POINTS

Moxie stat defines character's ties to fate, his ability to influence the world and his inherent ability to breeze through adventures unscathed.

Moxie stat can be challenged by #D6 (normally 3D6).

Moxie stat must be rolled to activate Hero Attributes (see below) which don't have a * marker (these can be used limitless).

All heroes can be lucky. Luck is challenged with 3D6 vs Moxie.

Fate can also tempt, test or choose a character. Fate is challenged with 3D6 vs Moxie.

Fate Points are used to pay for certain actions which influence the story and the heroes' fate.

Fate Points = Moxie stat/2

Fate Points are regenerated after every Level Up (and/or after every adventure).

Fate Points can be used for the following:

- Automatically be lucky (1 point)
- Take extra action (1 point)
- Ignore fumble/stumble (1 point)
- Alter/add details to story (1 point from 2 players)
- Add NPC or a VINPC to story (1-2 points)
- Add background/world event (2 points from 2 players)

- Flesh wound rule. Only 10 IP and no wounds remain AFTER combat (2 points)
- Get a useful story hint/clue from the GM (1 point)
- Getting noticed by/attention of gods or VINPCs (1 point)

HERO ATTRIBUTES

Rule tweaks. Some are permanent changes to Secondary stats or skills, others are actions. A hero attribute can raise a skill over 7 at creation and also beyond the usual maximum for skills (14 or 16) or stats (18). Dodge/Shield Block/Weapon block and Damage Bonus are exceptions and cannot exceed the maximum of 9 (4 for Damage Bonus).

Hero Attributes are linked to a certain minimum level the character needs to have to buy them. Furthermore, Hero Attributes which raise the same skill/stat etc (ex +1 Moxie) must be bought in succession (↓ symbol). Cheapest one first.

Moxie stat determines how many times per game session Hero Attribute actions can be used. Hero Attributes which raise skills (marked *) can be used without limitation. See Hero Attribute list for costs and limitations.

COMBAT

INITIATIVE

At the beginning of a combat (first round) all combatants involved in a fight against each other (1v1, 2v1, 3v1 etc) roll 1D10 + Initiative to see who acts first/is most decisive. If a draw, compare Agility. This order is maintained until: a combatant fumbles, stumbles, is stunned, suffers knock-back, rolls so poorly that he causes a defender advantage etc. In these cases that combatant drops down to the last in the initiative order.

COMBAT SEQUENCE

1. Offense: Roll 1D10+weapon skill +- mods.

A roll of 10 is a chance for critical success (+1D6 damage) if the 1D10 Critical Roll is successful (even numbers)

A roll of 1 always misses and a chance for a critical failure (roll 1D6 on Attacker Critical Failure List) if the 1D10 Critical Roll is unsuccessful (odd numbers)

- i. Normal attack or other combat action.
 - ii. Possibly target certain hit location (Head -4, Arms/Legs -2, Body +-0). Body is default.
- b. Other inoffensive action (no attack, normal defence)
- i. Rise from prone
 - ii. Pick up weapon (requires AGI roll or counts as two rounds)
 - iii. Draw weapon
 - iv. Draw and ready arrow/dagger
 - v. Move 10 meters

2. Defence: Roll 1D10 UNDER skill +/- mods
 - a. Dodge = Successful roll under dodge value equals amount to subtract from attack.
A roll of target value and a successful 1D10 Critical Roll (even numbers) is a critical success = +4 defence.
A roll of 10 and a failed 1D10 Critical Roll (odd numbers) is a critical failure (roll 1D6 on Defender Critical Failure table).
 - b. Weapon block = $\frac{1}{2}$ weapon skill (round down)+1. Usable once only per round
 - c. Shield block = $\frac{1}{2}$ shield skill (round down)+2. Use only once per round. No penalty vs missiles. Protects entire arm hit location.
 - d. Grapple (If defender wins he gets a Grapple TA with a chance to Hold/Strike/Throw)
 - e. Full defence (No attack/other action. +3 to all defences. X2 blocks possible)
3. Consult attack table
4. Roll 1D100 hit location
5. Determine damage = attacker's D6's + weapon damage + damage bonus – armour
6. Consult Injury Table
7. Allocate Injury Points and resolve special injury rolls

Attacker critical failure

- 1 = Bad positioning, DTA
- 2 = 3D6 stumble
- 3 = 4D6 fumble
- 4 = Hit other (1D6 damage)
- 5 = Hit self (1D6 damage)
- 6 = Bad moves and embarrassment

DODGING & BLOCKING

Dodge = AGI/5 (round down) +3. Max 9 total in skill. (write the +3 on the "mods" line)

Block = Weapon skill/2 (round down) +1. Max 9 total

Shield block = Shield skill/2 (round down)+2. Max 9 total in skill

Dodge can be done vs multiple attacks in one round (one roll for each).

Block (with weapon or shield) can be done only once per round per weapon/shield.

Rolled value (if successful) equals amount to subtract from attack.

A roll of exact the target value (after mods) is a chance for critical (+4 defence) if Critical roll is successful (even numbers).

A roll of 10 means no defence value and a chance of critical failure if 1D10 Critical Roll is unsuccessful (odd numbers). Roll 1D6 on critical failure list if it fails (see skills above)

Defender critical failure

- 1 = Skull that sword! X2 weapon damage
- 2 = Expose that neck! +1D6 damage
- 3 = Clumsy move 4D6 stumble (fumble if weapon/shield block)
- 5 = Unsure footing 3D6 stumble (fumble if weapon/shield block)
- 6 = Could have looked good, but failed!

Sometimes a hero is left with only base dodge value (when using a Hero Attribute combat action for example). In this case there can be no critical successes or critical failures.

UNARMED COMBAT

If an attacker (or defender) is trying to grapple an opponent he must get an Ahd or Dhd status on the attack table. If this is done he can the same round choose to either:

- Strike – extra unarmed attack with opponent only getting his base Dodge value
- Throw/Tackle – STR+2 or AGI+2 vs matching stat. Both are thrown to ground, with attacker still in contact to continue grappling manoeuvres.
- Pin – STR+2 vs STR. Each round the defender can break free, but attacker gets another +1 until he reaches +6. A pin can develop to a squeeze/strangle the following round giving 1D6+DB damage (bypass armour) each round (or suffocation). Must still contest in break-free rolls.
- Trip – AGI vs AGI
- Disarm – AGI or STR vs matching stat to wrench weapon/item out of hand.

INJURY TABLE

After adding weapon damage + damage bonus and subtracting armour, consult the injury table.

Injury is automatically assigned in steps of 5, 15 and 20 (yellow, orange, red) injury points

20 injury points = Wound/non-functional limb (if a limb was hit). Mark wounds on hit location table with -1. Only one wound per hit location possible. Catalogue Injury Point total as usual.

Injury effects

- Wounds (20 to one location) are always -1 penalty per wound.
- 20 hits to Body locations = 3D6 vs STR or Knockdown (=DTA)
- Failed E roll = Unconscious
- Stunned (If succeeding E roll with only 0 or 1 points. Stun 2 rounds. +2 to hit. -2 to defend)
- Failed F or S roll = Fumble/Stumble = DTA
- Failed A roll = amputate (instant death if neck)
- Auto Fumble (Depending on table or if 20+ IP to arms) = DTA
- Auto Stumble (Depending on table or if 20+ IP to legs) = DTA
- Failed K roll = Unconscious and begin Death Door Rolls (depending on table). If successful roll E roll +1 D6.
- Zero or negative injury points = at death's door. Death Door Rolls
- - 30 IP = instant death

Death's Door Rolls

Whenever a hero has lost all his Injury Points or failed a Kill roll (and not having suffered Instant Death through decapitation or at -20 IP) he is at Death's Door. Every round he must roll 1D10 vs fate (even numbers are successes, odd numbers are failures) and accumulate either three successes or 3 failures to either stabilize or die. If a character is stabilized he must anyway receive medical aid (First Aid or Healer) within 20 rounds.

Instant Death

Whenever decapitated or having suffered -30 Injury Points

INJURY POINTS & HEALING

Max Injury Points should for heroes range from 50 to 100. (not counting up like CJ). They are calculated race base + CONx3. This could differ with profession.

Race Injury Point base	Base	Max
Humans	20	100
Firstmen/Overmen	25	120
Elves	15	90
Drow	20	90
Half-elves	15	100
Dwarves	25	150
Halflings	15	120
Orcs	40	150
Snaga orcs	15	80
Ogres	60	200
Halforcs	25	130
Goblins	10	60
Trolls	60	200
Hill Giants (Tolkien trolls)	100	300
Antedeluvians	30	160
Vettir/Hobgoblins	15	130
Rarroc-men	30	130
Trollbloods	25	120

-1 Injury penalty to skills and stats apply per Wound (20+ hits) and when last 10 (-2) and last 5 (-4) IP are reached.

Heroes heal 5 IP per day (10 if resting) +- mods such as disease, potions, herbs, magic etc. Wounds always require special treatment to heal (surgery, magic, medical skills, special herbs etc) and then heal 1/week.

RESISTING MAGIC, TERROR, DISEASE AND POISONS

A character can suffer various other types of attacks apart from physical blows. Here the resilience of the body and mind is important. #D6 are used to challenge the following stats when subjected to the following attacks: Magic (MAN), Terror (WIL), Disease and Poisons (CON).

Magic, Terror, Disease and Poisons have some kind of attack level defined a number of D6s.

A failed Terror roll (WIL) has different effects depending on the level of failure. Failure with:

- 1-2 points = Trembles, wide-eyed, worried. -1 to all actions.
- 3-4 points = Scared and startled, stutters, mainly focused on terror source. -2 to all actions.
- 5-6 points = Trembles in fear, cannot speak properly, moves away from source, cannot approach. Cannot think of anything else. -4 to all actions.
- 7+ points = Panics, screams, flees, faints, soils himself or is paralyzed (1T4nd). No other actions + risk of permanent Madness (roll 3D6 vs WIL).

The number of failed points are accumulated as Terror Points. They are healed slowly, raising the character from one level to the next until he is calm again.

3 rounds	= restore 2 Terror Points
1 minute (12 rounds)	= restore 2 Terror Points
1 hour	= restore 2 Terror Points
1 day (+ every day after)	= restore 2 Terror Points

A successful poison roll often mean that the main effects of the poison (paralysis, death, sleep etc) is avoided but that the character most likely is subjected to some linked minor effects (penalties for being slow, in pain, nauseous, drowsy etc). The level of success should determine how small this minor effect is. Extremely good or critical success means no effect at all.

The same could apply to diseases if the GM judges this applicable. The minor effects of escaping the plague could be a fever or some pains.

Resisting magic is likewise a matter of being affected or not. But in some cases of strong magic or RPG flair the GM can decide that a character is afflicted by some minor effects.

EXPERIENCE

Players can gain XP by challenging another hero's virtue in a certain situation. If the challenge succeeds, both heroes gain 1 XP (and the challenged hero must take an action true to his virtue). GM awards XP to every character after an adventure or suitable part of adventure. The XP is gained in the following way:

Experience award	
Easy Adventure	5
Challenging Adventure	10
Hard Adventure	15
Short Adventure	5
Medium Adventure	10
Long Adventure	15
Good roleplaying sequence	+2
Good player story contribution	+2
Good laugh	+2
Exciting moment	+2
Alternate problem solving	+2
Very interesting culture, place	+2
Character plot revelation	+2
Great cunning plan used	+2

Special minor XP leaps are possible directly when killing bosses. A Level Up moment!

What to buy with XP? (see Creation & Experience chart)