

## **Erebus RPG Rulebook**

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This document explains the rule mechanics of Erebus RPG v0.15 ( <http://erebusrpg.sourceforge.net/> ), which are otherwise expressed only in the codebase.

This document does not cover specifics – e.g., attributes of particular weapons, or NPC stats etc, as these are defined in XML files, and I'd rather avoid having to update a large number of stats in two places (at some point when the development of the game is more stable, I may write these up in additional documents).

This document is licenced under CC BY 3.0 ( <https://creativecommons.org/licenses/by/3.0/> ). That licence applies to this document itself; I claim no ownership over the *rules* and game mechanics themselves that are defined here (if you want to create an RPG using the Erebus rules, feel free to do so – consider the rules CC0 if you like – a credit to me would be nice, but not required).

### **Basic Profile**

Each character has the following *Basic Profile*, a series of statistics that describes a character's ability in a general area.

#### **Fighting Prowess (FP)**

Common values: 7-12

How skilled your character is in hand-to-hand combat.

#### **Bow Skill (BS)**

Common values: 7-12

How skilled your character is at firing bows and using other ranged weapons.

#### **Strength (S)**

Common values: 7-12

How strong your character is. Stronger characters are able to inflict stronger blows on their enemies. They can also carry more items. Some weapons and armour may have a minimum strength required for their use.

#### **Attacks (A)**

Common values: 1

A greater value means a faster rate of attack.

#### **Mind (M)**

Common values: 7-12

Used for casting and resisting spells. It is also used in psychic combat – hand-to-hand combat with enemies that can only be harmed by magical weapons.

#### **Dexterity (D)**

Common values: 7-12

How good your character is at avoiding traps, and avoiding being hit by arrows or other ranged weapons.

#### **Bravery (B)**

Common values: 7-12

Some enemies (such as the undead) cause terror. This may cause you to be temporarily paralysed from fear when you encounter them. A higher bravery score reduces the chance of this happening. (For enemies, having a lower Bravery means they are more likely to flee when sufficiently injured.)

### **Speed (Sp)**

How fast your character moves, in metres per second.

### **Health (Health)**

Common values: 20+

Your current health and "maximum" health. Your health can never exceed the maximum value (though the maximum value will increase as your character becomes more experienced). If your health reaches 0, you are dead.

Most characters should have 1 attack - better fighting ability should be represented through FP. But multiple attacks allows powerful enemies to potentially get multiple hits. For simplicity, the number of attacks should always be an integer.

### **Levelling**

The player gains experience points from various actions (e.g., killing enemies). After so many points, the player will advance a level.

Each level increase allows the player to choose 2 statistics of the basic profile to be increased (other than A, Sp and H). However this is constrained such that the maximum any stat may be increased from the base original value is equal to  $(n\_levels/3)+1$  (round down). This has the effect that all statistics must be increased every 3 levels.

A can never be increased.

Sp automatically increases by 0.1 per level, unless the speed is already 2.5 or higher, in which case it increases by 0.02 per level.

H (both current and maximum) automatically increases by 1D6 per level.

The reader may ask, why should they have to be constrained in which attributes they choose? What if I want a fighter who puts who her level increases into FP? Why should mage be getting stronger?

Remember though that whatever speciality your character has, they will be doing a range of tasks. A fighter will still dodge arrows, avoid traps, and be targetted by spells and psychic attacks. A mage in the game isn't some academic sitting in a building, but is out adventuring like any other player character, walking deep in dungeons, carrying a heavy backpack – and in a single party game like Erebus, will also have to do some fighting. In Erebus, none of the player characters will have pure specialisations in a single area (though such characters may exist as NPCs). Yes, there are exceptions – "But I've never used ranged attacks!" - however it's a system that work well enough for now.

### **Stat Tests**

Many tests require a "stat test" (e.g., "Strength test"). A stat test is considered successful if you roll  $(2D6 + \text{modifier})$  less than or equal to that stat. The modifier may be a generic "difficulty", or may depend on the circumstances.

For example, a "Difficulty 3 Strength Test" is required by a player with Strength 8. This means the player must roll 2D6+3 less than or equal to their strength, 8.

### **Hand-to-Hand Combat**

To hit, the player must roll 2D6 greater than  $7 + \text{defender FP} - \text{attacker FP}$ .

Damage is calculated as weapon damage - defender armour (see below).

If a player passes a Strength test, then the damage is increased by 1D3.

Some enemies can only be harmed by magic weapons, which makes the combat psychic. M is used instead of FP. Note that damage is still calculated from the weapon and armour as usual (the damage is still physically real).

### **Hand-to-Hand Weapons**

Each hand-to-hand weapon has a damage roll, FP bonus/penalty, minimum strength.

FP is reduced by 2 if the player is unarmed.

### **Armour**

Armour has a rating which is subtracted from the damage.

Shield gives armour bonus of 1, but can't be used with two-handed weapons.

### **Ranged Combat**

To hit, the roll is the same as for hand-to-hand combat, but instead of FP, the attacker uses BS, and the defender uses D.

The damage is calculated as weapon damage - defender armour.

Ranged weapons also have qualities: range, firing rate, ammo.

Note that BS and D is still used even for enemies that can be only harmed by magical weapons.

### **Spellcasting**

If a spell is cast against another player, with harmful effects, the spellcaster must roll 2D6 greater than  $7 + \text{defender M} - \text{spellcaster M}$ .

For other kinds of spells, the spell can be cast automatically.

### **Other activities**

Carrying: a player can carry  $250 + 10 * S$  units of weight.

To avoid a trap, the player must pass a Dexterity test, modified by the trap difficulty.

Some enemies cause terror: upon first encountering such an enemy, the player should do a Bravery

test modified by the enemy's terror effect. If unsuccessful, then they are paralysed from fear for 5 seconds.

For NPCs, when almost defeated they may have to test against their bravery – if they fail a Bravery test, they will flee.

## **Skills**

Depending on the player's character choice, they will receive some skills. Skills cannot be acquired.

Unarmed combat: No FP penalty when fighting unarmed.

Fast shooter: +1 to A when using a bow.

Slingshot: +1 to A when using a sling.

Shield combat: +1 to FP when fighting with a shield.

Charge: +1 damage if you hit on your first strike in a battle.

Sprint: Sp is increased by 0.2 when outdoors.

Disease resistance: Immune to many common diseases.

Hideaway: Chance of being disturbed by wandering monsters when resting is reduced by 50%.

Luck: If a hit would kill the player, there is a 50% chance that instead no damage is caused.

Hatred of Orcs: +1 damage against goblinoids (goblins, orcs etc) in hand-to-hand combat.

## **Characters**

Currently there are a preset set of characters – later on Erebus may allow separate choice of race and class.