

Advanced Rule Sets

Posted by stark - 29 Oct 2012 21:14

Some checks are so complicated that they require extended rules. Such checks are usually technically complicated requiring more time and effort on the players part. The stakes are high but so are the payoffs.

--Difficulty Modifiers--

to represent the degree of difficulty a modifier is applied to the skill checks:

easy 10%

moderate 20%

hard 30%

--Critical Modifiers--

critical modifiers offer an additional level of critical failure

10% moderate

20% hard

--Attribute Checks--

some rp scenarios call for attribute checks. these are simple 1d100 rolls vs target numbers, target numbers range in difficulty but the attribute modifies the roll by affecting the target number.

70% easy

50% moderate

30% difficult

--Stacked Attributes--

stacking attributes is just like skill checks, you take two attributes and combine their ratings then roll a 1D100 under the two combined %. This is for special attribute checks that combine complicated rp scenarios.

--Luck & Willpower--

Luck and willpower ratings are determined in a special way, the main attributes involved for each vary.

Willpower is intelligence & endurance minus 10%

Luck is perception & charisma minus 10%

luck and willpower are dice pools representing single rolls that players can call upon in dire need. luck allows players to re-roll any critical failed rolls or even negate the chance of a critical failure or boost their chance of a critical success is +10% or -10% per point spent from luck pool.

willpower allows a player to add additional dice to any check. For every dice opt to use from their willpower pool the more dice they have at their disposal for a given task. Thus willpower allows players a higher chance of succeeding in even the most difficult tasks.

The cost to replenish your luck and willpower pool is purchased with prestige.

500p per luck dice up to your threshold.

500p per willpower dice up to your threshold.

Unidentified Ore Table:

0-10 rare ore +250c

11-50 mediocre ore +125c

51-90 low grade ore +50c

90+ worthless

Erynum base 200c

organic base 100c

ice base 50c

Unidentified Flora Table:

0-10 rare flora 50c

11-50 mediocre flora 25c

51-90 low grade flora 10c

90+ worthless

F.4482 - flower flora +50c

T.6268 - tulip flora +40c

I.1137 - invasive flora +30c

W.72733 - weed flora +20c

Water Processing Table

(for every 5 ice collected)

1-10 high grade water (6 points) 400c

11-60 mid grade water (3 points) 200c

61-90 low grade water (1 point) 100c

90+ worthless

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