

Alternate Speed Rules

Rule Name: Speed Cards

Effect of Rule:

- Randomize Speed Table.
- Easier to run combats.
- No Segments.
- More effort with making PCs.

Level of Change: Local.

Summary: Each character's SPD gets a card in a deck that is then randomly drawn.

Impacts:

- No Segments (this effects Haymaker)
- More work creating cards for characters (and generic NPC cards) and setting up a fight.

Playtest Reviews:

- Exhaustively playtested by Tim (very positive response)
- Playtested by Darren (used multiple decks to ensure actions were more spaced out)

Details: In a fight, create deck of cards. Each participating character receives a number of cards equal to their SPD. There is an additional "Recovery" card.

Each Turn, shuffle the deck. Slowly draw the cards.

Each time a character's card is drawn, that character gets an action.

A character can "hold" an action by holding a card. If their next card is drawn, they lose their held card. A card held over turns will not be shuffled in. A character may use their card BEFORE any action card draw.

A character can "abort" an action. Give them a token, and the next time their card is drawn, they lose it.

Alternate Combat Rules

Rule Name: Roll High OCV

Effect of Rule:

- Change OCV to roll high = good
- Simplify attack rolls

Level of Change: Cosmetic.

Summary: Each character's DCV becomes +10. To hit a character rolls OCV+3d6 and must exceed the DCV.

Impacts:

- effects that have a proportional effect on DCV (such as halving) must be recalced as $((\text{DCV}-10)/2)+10$. This is a pain.
- characters must have "DCV" refigured for character sheet.
- faster maths modelled on d20 for combat.

Playtest Reviews:

- Exhaustively playtested by Tim (very positive response)

Details:

All characters add 10 to their normal DCV. When attacking someone, a character rolls their OCV+3d6. If they exceed the (new) DCV they hit. This works with DCV modifiers, but does not work with proportional effects that halve DCV or reduce it to zero. These must be recalced as $((\text{DCV}-10)/2)+10$. The easiest way to do this is on the character sheet have: DCV[] Suprised DCV[] Helpless DCV[].

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Last update: **2006/08/01 18:49**

