

Hazard System (v0.3)

The six-sided hazard die deploys threats, manages resources such as light, and keeps time. It is the engine that drives gameplay forward, ensuring that choices have consequences while minimizing bookkeeping. To take a turn, have a player roll the hazard die and have the referee interpret the results relative to the current turn type. During a turn, each player may take one full action. The general form of the hazard die is:

1	2	3	4	5	6
Setback	Fatigue	Expiration	Locality	Percept	Advantage

Hazard Die Interpretations

d6	Result	Interpretation
Haven Turn Interpretation		
1	Setback	Encounter (use regional table) or disaster (see below)
2	Fatigue	Shortage (1 medicine, 2-3 drought, 4-5 famine, 6 trust)
3	Expiration	Clear one or more haven conditions
4	Locality	Advance season (or other local change)
5	Percept	Foreshadow looming disaster
6	Advantage	Full recovery
Wilderness Turn Interpretation		
1	Setback	Encounter (use regional table) or road/bridge out
2	Fatigue	Rest and consume rations (1/person) or suffer minor harm (1 HP)
3	Expiration	Expire transient wilderness condition
4	Locality	Shift weather (or other local change)
5	Percept	Spoor or clue regarding next encounter
6	Advantage	Free wilderness turn
Dungeon Turn Interpretation		
1	Setback	Encounter (use zone table)
2	Fatigue	Rest and consume rations (1/party) or suffer minor harm (1 HP)
3	Expiration	Expire transient dungeon conditions (light, spell, etc)
4	Locality	Shift dungeon state (or other local change)
5	Percept	Spoor or clue regarding next encounter
6	Advantage	Free dungeon turn
Combat Turn Interpretation		
1	Setback	Opponents act first or additional encounter (use zone table)
2	Fatigue	Suffer minor harm (1 HP) if engaged in melee
3	Expiration	Expire transient combat conditions (light, burning, etc)
4	Locality	Shift battlefield (or other local change)
5	Percept	Spoor or clue regarding next encounter
6	Advantage	Free combat turn

- *Some disasters (1d6)*: 1 invasion, 2 insurrection, 3 fire, 4 earthquake, 5 flood, 6 falling star
- *Some dungeon localities (1d6)*: 1 obstruction, 2-3 seal/open door, 4-5 divert water, 6 expose secret
- *Use common sense*: ignore results that do not make fictional sense, but only the first time
- *Keep time abstract*: quantifying the details precisely is rarely worth the hassle

Moves and Conditions

Moves represent actions relevant to the current fictional context, such as exploring a trackless stretch of swamp. *Conditions* represent persistence of a transient state, such as adventurer exhaustion. Conditions can apply to areas, parties, or individuals. Strictness tracking conditions is a matter of style. Tokens can help. The lists of moves and conditions below are suggestive rather than complete. Improvise others as appropriate, according to referee ruling.

Haven turns represent several days or weeks of rest and recovery.

- *Free haven moves*: advance/level up, prepare spells, recover, recruit, resupply
- *Full haven moves*: craft gear, scribe scroll, conduct research
- *Haven conditions*: curse, famine, pestilence, shortage, siege, winter

Wilderness turns represent travel and making camp, approximately one day and night. Making a wilderness move requires consuming a ration or taking the exhausted condition in addition to rolling the hazard die. If already exhausted, at the start of a wilderness turn suffer minor harm (1 HP). Determine randomly whether setbacks occur during day or night.

- *Free wilderness moves*: access known landmark in current area, survey adjacent areas
- *Full wilderness moves*: travel to adjacent area, search, explore, hunt, track
- *Wilderness conditions*: exhausted, lost

Lost: Travel is no longer an option. Use search to locate a landmark, removing the lost condition on success.

Dungeon turns represent exploration at architectural scale, approximately tens of minutes or a few hours, assuming careful advance into hostile places.

- *Free dungeon moves*: look under a rug, open unstuck door, pull lever
- *Full dungeon moves*: climb, force a door, move to adjacent area, pick a lock, search
- *Dungeon conditions*: candlelight, torchlight, overburdened

Combat turns represent tactical actions occurring over seconds or minutes.

- *Free combat moves*: shout command, drop held item,
- *Full combat moves*: shoot, spell, strike, throw, withdraw
- *Combat conditions*: burning, defended, grappled, prone

Notes and Further Reading

- Consider using a simple slot-based encumbrance system, such as one item per point of strength.
- Locality results work best if you design areas with countdowns or aspects that can shift between states.
- I replace traditional initiative with the combat hazard die.

2012-09-16	http://www.necropraxis.com/2012/09/16/abstracting-missiles/
2013-04-10	http://www.necropraxis.com/2013/04/10/solipsistic-hexes/
2014-02-03	http://www.necropraxis.com/2014/02/03/overloading-the-encounter-die/
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2014-12-23	http://www.necropraxis.com/2014/12/23/hazard-system-v0-2/
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2017-06-11	http://www.paperspencils.com/2017/06/11/the-haven-turn/

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