

Necropraxis Mettle Rules Graft v0.1

Start with something like *B/X D&D*, *Labyrinth Lord*, or *Lamentations of the Flame Princess* and then suture in the following systems and rules. This is a draft playtest document and I assert no compatibility.

Tests

- Resolve uncertain actions using the *test* procedure (1d20 +modifier), interpreting the result as follows:

1	2-9	10-15	16-18	19+
Hindrance & Catastrophe	Hindrance	Progress & Hindrance	Progress	Progress & Triumph

- Tests replace attack rolls, ability checks, and saving throws
- If the unmodified result is 1 or 19+, ignore the modifier

Basics

- Moves* are actions with predefined sets of potential test outcomes (see combat, below, for examples)
- Add proficiency bonus to class-relevant tests given proper equipment
 - Weapons for fighters, lock picks for thieves, wands for magic-users, and so forth
- Proficiency bonus follows 5E: = $\text{ceiling}(\text{level} / 4) + 1$

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+2	+2	+2	+2	+3	+3	+3	+3	+4	+4	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6

Gear & Equipment

- Characters have 25 gear slots: 5 panoply, 4 hand, 6 belt, & 10 pack
 - Panoply slots correspond to hit locations: 1 head, 2 legs, 3 arms, 4 abdomen, & 5-6 body
 - The 4 hand slots are primary (left, right) & secondary (left, right)
 - Place any additional gear in *burden* slots (burden imposes penalties)
- Each gear slot has a *uses track* with up to six boxes
 - The uses track represents wear and tear or uses remaining
 - Gear determines the max uses: *quiver of arrows* (6), *sword* (3), and so forth
 - When the number of marked boxes equals the max uses, gear is broken, ruined, or used up

Magic

- Spell slots = level + 2; each slot has uses = proficiency bonus
- During haven turns, cast spells from *grimoires*
 - Other magicians can tell when spells are active
- After casting a spell, magicians can cause effects using the *invoke* move
 - +INT for black magic, +WIS for white magic
 - To add proficiency bonus when invoking, equip a focus, such as a staff or wand
 - When invoke test outcomes include *hindrance*, mark a spell use

Combat

- *Peril*—such as monster attack—results in death unless an action forestalls such fate
- The *block* and *dodge* moves replace opponent attack rolls
- The *endure* and *suffer* moves replace taking damage
 - Mettle = level +CON
 - To *mark mettle*, mark a number of hearts = opponent threat (HD, level, or whatever)
 - If directed to mark mettle when none remain, make the *suffer* move to avoid death
 - *Dying* characters expire at the end of the current round
- Sprain and fracture conditions disable the relevant hit location
 - 1 = head, 2 = legs, 3 = arms, 4 = abdomen, 5-6 = body
- If a character is already *bleeding* and the condition comes up again, the character bleeds out and dies
- Armor bonus applies to the *endure* move
 - Light armor = +2, medium armor = +4, heavy armor = +6
 - Proficiency: fighter = heavy, thief = light, wizard = none
 - Characters are burdened if wearing armor without proficiency
- Two-handed weapons provide advantage for *strike*, shields provide advantage for *block*

Approach Moves	<i>Strike</i>	<i>Shoot</i>	<i>Maneuver</i>
Prerequisite	Melee equipment	Weapon & ammo	Situational
Modifier	+STR	+DEX	+STR or +DEX
19+	2 hits	2 hits	Attain objective & 1 hit
16-18	1 hit	1 hit	Attain objective
10-15	1 hit & mark use	1 hit & mark ammo use	Attain objective & mark use
2-9	Endure	Mark weapon use	Endure
1	Endure & mark use	Mark weapon & ammo use	Endure & mark use

Avoidance Moves	<i>Block</i>	<i>Dodge</i>	<i>Endure</i>	<i>Suffer</i>
Prerequisite	Melee equipment	Unburdened	—	—
Modifier	+STR	+DEX	+Armor	+CON
19+	1 hit	Position & 1 hit	Recover 1	Recover 1
16-18	—	Position	—	Sprain
10-15	Mark use	Position & lose balance	Mark use	Fracture
2-9	Endure & mark use	Endure & lose balance	Mark use & mettle	Bleeding
1	Endure & mark use	Endure & mark use	Suffer	Dying