

LORDS OF CREATION ADVENTURE ROLE- PLAYING GAME Quick Rules Reference

TIME

1 game turn = 6 seconds.

SKILLS

Normal circumstances: the skill automatically works

Familiar but unusual circumstances: Roll percentile dice (2d10). The base chance of success is 20% times the skill level. A roll of 5 or less always succeeds, and a roll of 96 or greater always fails.

Alien circumstances: Roll percentile dice. The base chance of success is 10% times the skill level. There is no automatic success or failure.

Wade's unskilled actions house rule: LORDS OF CREATION does not include rules for simple but potentially difficult actions such as climbing a fence, or jumping across a wide gap. Here is one approach:

Normal circumstances: the action automatically succeeds.

Familiar but unusual circumstances: Roll percentile dice (2d10). The base chance of success is 30%. Modify +/- 5% to reflect the difficulty. No automatic success or failure.

Alien circumstances: Roll percentile dice. The base chance of success is 15%. Modify +/- 5% to reflect the difficulty. No automatic success or failure.

ATTACK

Attack: a single roll that represents multiple shots or strikes being made with the weapon during 1 game turn (6 seconds).

Success: 1d20 roll result equal to or less than Physical + skill – armor (Physical score, plus skill level with the weapon, minus opponent's armor rating if the armor's category matches the attack type)

Natural 20: miss

Natural 1: hit

Damage: weapon damage + weapon skill + Damage Modifier (if unarmed or close combat attack)

Attack rolls for foes: The GM uses the ATTACK score as the basic chance to hit. ATTACK has already been modified for weapon skill, and is only further modified if the defender has the appropriate armor type.

COMBAT SEQUENCE

1. Roll for initiative. If few combatants, roll individually; if many, roll for your side using the highest character Initiative score.
2. Move. (2-6 is done in the order of initiative)
3. Declare type of attack and target.
4. Make any special ranged combat attacks.
5. Roll for attack success.
6. Roll for damage if the attack succeeded.
7. Conduct multiple combat attacks, in order of initiative.
8. Repeat 1-7 for each turn until combat ends.

INITIATIVE

Roll a d10 and add initiative bonus.

- If each side has only a few combatants, every combatant rolls for initiative.
- If there are many combatants, the individual with the best initiative bonus rolls for their entire side.
- If the final result is a tie, roll again until the tie is broken.

MOVEMENT

Base human movement is 60'/turn, 120' when running, 180' when sprinting.

Disengaging: If already engaged in close combat, a character with initiative can move out of combat but must take a "free" attack from his opponent. If a character doesn't have the initiative, they can't move out of close combat.

ATTACK DECLARATION

Before rolling, the attacker declares who they're attacking. Targets don't have to be declared until after the attacker has had a chance to move.

Attacks take place as declared, regardless of the outcome. If initiative is determined per side instead of per individual, it's possible to waste successful attacks on a target that someone else already defeated. For example, if two characters declare they're shooting at the same target, and the first hit does enough damage to kill it, the second character's ammunition is wasted.

CLOSE COMBAT attacks take place when combatants are within 10 feet of each other and at least one combatant wants to fight in close combat.

RANGED COMBAT attacks can only take place when combatants are not already in close combat. If combatants are already in close combat, the side with initiative has the option to make a ranged combat attack (even

if the range is 10 feet or less). If that side changes to ranged combat, the other side may also change to ranged combat. As long as one combatant uses close combat in a turn, both combatants are considered to be in close combat at the start of the next turn.

POWER ATTACKS can be made in either close or ranged combat.

SPECIAL RANGED COMBAT ATTACK

If a character with the initiative wants to make a close combat attack, but begins the turn more than 10' from their opponent, the opponent can make a ranged combat attack before the close combat takes place. The individual who makes the special ranged combat attack can make no other attack that turn.

Attacking Moving Targets

Calculate range at the midpoint of the target's move. For example, if an attacker began the move 100' away and is trying to move to close combat, the special ranged combat attack would take place at a range of 50'.

UNCONSCIOUSNESS AND DEATH

0 Life Points: the character is unconscious until they heal to more than 0 Life Points.

Negative Life Points equal to or less than the character's Personal Force: the character is unconscious and bleeding to death. They must receive competent medical assistance within 10 game turns, or they will die. They remain unconscious until they heal to more than 0 Life Points.

See also "**Healing score when bleeding to death**" on the next page under HEALING.

Negative Life Points greater than the character's Personal Force: the character dies.

HEALING

Once per day, a character can regain Life Points from:

- competent medical assistance, defined as any level of the Medical skill or a non-player healer
- the Cure power
- another means of healing, such as magic or super-science

All the types of healing are cumulative: in the same day, the same character could be healed by a Medic, use their Healing score, be healed by the Cure power, and consume a magical or futuristic elixir of healing.

Medical skill heals one point of damage per skill level per person per day. At Medical level 4, add 1d6 extra points of healing if the Medic has a surgeon's kit (except when healing themselves).

Cure restores all lost Life Points. Cure can only be used on the same individual once per day, but can be used on 3 different individuals in the same day.

Healing score: At the end of each day, a wounded character heals a number of Life Points equal to their Healing score.

Healing score when bleeding to death: If a character is at negative Life Points equal to or less than the character's Personal Force, and the number of Life Points they'd get at the end of the day from their Healing score would put them up to 0 or greater, make a Luck Roll. If the roll succeeds, the character is unconscious but no longer bleeding to death.

Life Points maximum: A character cannot be healed for more Life Points than they originally started the adventure with.

LUCK

1. Modify the Luck Roll number (LUCK for foes) on the character sheet as appropriate to reflect the difficulty of the challenge.
2. Roll 1d20. A result that's less than the modified Luck Roll number is a success.

REACTION AND MORALE

The GM rolls 2d6, applying modifiers to fit the circumstances.

Check **Reaction** before combat.

Check **Morale** at crucial times during combat.

REACTION TABLE

Die Roll	Reaction
2	immediate attack regardless of the circumstances; a suicide attack.
3	immediate attack under most circumstances.
4	attacks if there is even the smallest chance of success.
5	attacks as long as there is a fair chance of success.
6	attacks if success appears likely.
7	neutral; undecided; neither friendly nor hostile; no attack unless insulted.
8	mildly friendly; won't attack unless Insulted.
9	helpful if asked; won't attack unless attacked.
10	offers helpful advice, or useful suggestions.
11	serves as a short-term ally if asked.
12	volunteers as a short-term ally.

MORALE TABLE

Die Roll	Morale
2	fights to the death; no further check needed.
3	continues to fight unless extreme circumstances intervene.
4	continues to fight; unusual circumstances require a further check.
5	continues to fight; a further check must be made if attack success appears unlikely
6	continues to fight; any further change requires another check.
7	continues to fight but another check should be made next turn.
8	stops fighting if it is possible to do so and still survive.
9	tries to stop fighting if at all possible.
10	runs from combat keeping weapons.
11	drops weapons and runs.
12	immediately surrenders, total rout.