

Ligre RPG

Play Guide

Welcome to Ligre RPG!

Ligre is designed to be a simple tabletop roleplaying game, allowing you to get started and engaged with ease. While it has some options and a few build choices, the idea is to get a character ready for play in just a few minutes. And for game masters to be able to learn the rules, also in just a few minutes.

This game is set in a high fantasy world, with sorcery and elves and ancient powers. However, you can take these basic systems in any setting. So grab some paper, a pen, and some dice!

Rules

D10+

As a base, this game uses a 1d10 (that is a single ten-sided dice) for all of its rolls. But you also add onto that based on the type of roll.

When making a stat check, you add a d4 for every point you have in that stat. If your total result is 10 or higher, you make a small success. If your total is 15 or higher, you make a medium success. And if your total is 20 or higher, you make a big success. Small success may accomplish the task with a small cost or drawback, whereas medium successes simply accomplish without any cost. Big success actually accomplishes whatever you rolled a stat check with an unexpected extra good outcome. For example:

- A small success when picking a lock could unlock the door but break your last pick.
- A medium success could unlock the door and that's all that happens.
- And a big success could unlock the door with expert precision, taking far less time to do so and making no noise during.

Stats

These are used for various rolls, from stat checks (explained below), to weapon attacks, and for most abilities. There are four stats:

- Strength: Used for heavy lifting, pushing or pulling, grabbing enemies, and hitting really hard with weapons.
- Skill: Used for feats of speed, testing reflexes, and dexterously using weapons.
- Magic: Used for casting spells, deciphering arcane texts, and understanding magical properties.
- Mind: Used for puzzle solving, social interactions, and psychic powers.

Combat

The primary method of winning combat is by defeating enemies. This can be done by reducing their Life to 0 - careful they don't do the same to you.

Turn Order

To begin combat, you make turn order rolls! Everyone rolls 1d10 + d4 per Skill stat. Highest total roll goes first, and so on counting down until all players take a turn. Everyone has taken their turn, the round ends and a new round begins so that everyone can take their turns in order again.

However! Your first turn combat may be more restrictive than any other turn you take because what actions you can take are also decided by your turn order roll. On a small success, you only have 1 small action. On a medium success, you have 1 small action and 1 move action. On a big success, you have 1 small action, 1 move action, and 1 big action. Any turns after the first allow you your full amount of actions.

Actions

In combat there are 3 kinds of actions you can make:

- Big Action: Attack or use an ability.
- Small Action: Minor movements such as swapping a weapon or using an item.
- Move Action: Used to move up to 15 feet, climb, dive, jump or move in various ways.

To attack an enemy, they must be within range. Different weapons have different ranges, and some will have a choice of a couple ranges for various types of attacks.

Attacking

Attack rolls work similar to stat checks, with small and medium and big checks. For attack rolls, you add 1d10 + 1d4 per Stat point + weapon dice. The weapon dice is stated in each weapon's information. A small success for an attack roll deals 1 damage. A medium success deals 2 damage. And a big success deals 3 damage. Subtract this damage from the Life of whatever poor sod is getting whacked.

When attacking with a melee weapon, you add a d4 for every point of Strength. When using a ranged weapon or dual wielding melee weapons, add a d4 for every point of Skill. When using a magic weapon, add a d4 for every point of Magic.

Abilities

Abilities work like attack rolls, but the ability specifies which stat to use and any bonuses. However, an ability only deals damage if it states that it does.

By default, you can only use each ability once per fight. So to use it again, you have to wait until combat ends - to be clear, this does not require you to rest between fights. As you progress, you may unlock additional uses for your abilities (whereas bonuses are unlimited, unless stated otherwise).

Reflexes

Reflexes are a way of reducing damage, but you have a limited amount; 3 times by default, replenished when you rest.

These will reduce the tier of success of an attack against you, by 1 tier: So that a big success which would deal 3 damage becomes a medium success and deals 2 damage. A

medium success which would deal 2 damage becomes a small success and deals only 1 damage. A small success which would deal 1 damage is a miss and deals 0 damage.

You can only use 1 Reflex per attack.

Distance

Moving, range, and sight all use distance. By default, you can move up to 15 feet with your move action and can see up 60 feet with clarity.

Weapons use a variety of ranges, stated per weapon in their information. Any attack with a range of 5 feet or less is a melee attack. Any weapon with a range greater than 5 feet is a ranged attack.

You can not attack an enemy with your weapon if they are farther away than that weapon's range. And you can not target an enemy that is farther than your sight.

Adventure

Session

A session is a single time, sitting down to play as a group. Sessions are made of travel and rest and combat and puzzles and social interactions and all manner of play. They can have a self-contained story that only lasts for a few hours of play, or it can be a link in a campaign's longer running plot.

Campaign

These are long running games that take place over several sessions, using the same characters in the same setting. Often, they have a central or ongoing story that takes many sessions to complete.

Travel

Sometimes you will travel vast distances, either walking or via vehicle. And on some vehicles you can rest.

Walking allows you to travel 20 miles in a single day and requires a rest before you travel again.

Riding a horse or beast of burden allows you to travel 40 miles in a single day and requires a rest for both you and your horse/beast before you travel again.

A cart allows you to travel 30 miles in a single day. You can rest while travelling but the horse or beast of burden requires rest before travelling again. Two other people can ride in a cart with you.

A small boat allows you to travel 10 miles in a single day, over water. You require a rest before you travel again.

A medium boat allows you to travel 20 miles in a single day, over water. You can rest while travelling this way. Two other people can ride in a medium boat with you.

A big boat allows you to travel 40 miles in a single day, over water but not up small rivers. You can rest while traveling this way. Ten other people can ride in a big boat with you.

A grand boat allows you to travel 80 miles in a single day, over vast bodies of water but not up small rivers. You can rest while travelling this way. One hundred other people can ride in a grand boat with you.

Rest

Rest is any amount of down time that lasts at least 1 hour of in-game time. While resting you regain all of your Life, all of your Reflexes, all of your actions, and all uses of your Class ability. You are required to not participate in anything complex or strenuous or distracting for it to be considered rest.

Rest is not the same as time between combat encounters. After combat has ended, you regain all of your actions and all uses of your Class ability.

Create a Character

By default, you begin the game with 10 Life and 3 Reflexes. As well as 1 big action, 1 small action, and 1 move action. Then you begin these simple steps to start building your character:

Step One: Choose a Race. This determines your starting stats. Your choice of Races are:

- Dwarf.
- Elf.
- Fairy.
- Goliath.
- Human.
- Skelebob.

Step Two: Choose a Class. This determines what ability you start with. You can only use this ability once per combat, by default. Your choice of Classes are:

- Archer.
- Berserker.
- Knight.
- Rogue.
- Shaman.
- Sorcerer.

Step Three: Increase two stats by 1 (or the same stat by 2). The stats are:

- Strength.
- Skill.
- Magic.
- Mind.

Step Four: Pick a weapon - you can not pick an enchanted weapon - to start with.

The rest is to name your character, maybe describe their appearance and personality, and plan their back story.

Level Up!

At level 1, you start with stats from your Race and an ability from your Class. But as you progress further, you become more powerful.

At levels 2 and 4 you gain bonuses from your Race. At levels 3 and 5 you gain bonuses from your Class. Some of these offer choices so make your decisions carefully.

Races

Dwarf

Dig deep! The only thing deeper than a dwarf's mine is their unwavering resolve. Dwarves are simply made of sterner stuff. Short and stocky, famously with big bushy beards, and stereotyped for having Scottish accents.

- You start with +1 Strength and -1 Magic.
- **At level 2;** gain +1 Strength.
- **At level 4;** gain an additional use of your class ability, or gain an additional small action per turn.

Elf

Ageless and immortal, they remain untouched by either time or sickness. Elves can live forever and are generally still considered young well into their first century. These tall, fair people have a reputation for being very pretty and overly snooty.

- You start with +1 Magic and -1 Strength.
- **At level 2;** gain +10 feet of sight.
- **At level 4;** gain an additional use of your class ability, or gain an additional move action per turn.

Fairy

The fae folk are a mystical and magical folk, famed for their secrecy and trickery. While many rumours exist of the different types of fairies, they are all relatively related. Fairies are short, roughly 3 feet on their top toes. Their transparent wings are vestigial, save for the magical few who learn to fly with magic.

- You start with +1 Mind and -1 Strength.
- **At level 2;** gain +5 feet of movement per move action.
- **At level 4;** gain an additional use of your class ability, or gain an additional Reflex per rest.

Goliaths

Related to giants but considerably more diminutive. Despite being half the size of a giant, they are much taller than other people. These often muscle bound behemoths can grow as big 15 feet, easily.

- You start with +1 Skill and -1 Mind.
- **At level 2**; gain +3 Life.
- **At level 4**; gain an additional use of your class ability, or gain an additional small action per turn.

Human

Pervasive across the land, invasive in other people's lands, humans are a pest to the other races. Being versatile, able to adapt to different terrains and environments, has given them an advantage to encroaching into everyone else's homes. As the most populous race, they are considered to be the norm and somewhat bland. But they are actually the most varied of all people.

- You start with +1 Skill and -1 Mind.
- **At level 2**; gain +1 Skill.
- **At level 4**; gain an additional use of your class ability, or gain an additional small action per turn.

Skelebob

Whatever or whoever they used to be, this entire Race was cursed into undeath. Now, they roam the lands as shambling, fleshless monsters. The few that wake to sentence face a cruel and judgemental world, all too eager to assume they are monsters like others of their race, even though they have become fully minded people.

- You start with +1 Magic and -1 Skill.
- **At level 2**; gain +1 Skill.
- **At level 4**; gain an additional use of your class ability, or gain an additional move action per turn.

Classes

Archer

The starting ability of an Archer depends on your weapon of choice:

- If you use a crossbow, you start with **Snicker Bolts**: As a small action, prepare two bolts on your crossbow that last until the end of your next turn or until after you attack next. When you attack with your crossbow while snicker bolts are active, you attack twice at once.
- If you use a bow, you start with **Focus Shot**: As a big action and a small action, you take your time to prepare a most precise and deadly shot, attacking with your bow and dealing double damage.

At level 3; you gain either 1 point to increase a stat point of your choice, or you gain +2 Skill and -1 Strength.

At level 5; you gain an additional move action per turn.

Berserker

The starting ability of a Berserker is **Wild Rush**: As a big action move up to 15 feet and then attack an enemy with your weapon.

At level 3; you gain either 1 point to increase a stat point of your choice, or you gain +2 Strength and -1 Mind.

At level 5; you gain an additional use of your class ability.

Knight

The starting ability of a Knight is **Shining Grace**: As a small action, restore 1 Reflex to all allies within 15 feet. Or as a big action, restore 5 Life to all allies within 15 feet.

At level 3; you gain either 1 point to increase a stat point of your choice, or you gain +1 Strength, +1 Skill, and -1 Magic.

At level 5; you gain an additional big action per turn.

Rogue

The starting ability of a Rogue depends on your Race:

- Dwarves, Goliaths, and Humans start with **Backstab**.
- Elves, Fairies, and Skeletons start with **Blinding Dust**.

At level 3; you gain either 1 point to increase a stat point of your choice, or you gain +2 Skill and -1 Magic.

At level 5; you gain additional Reflex per rest.

Shaman

The starting ability of a Shaman depends on if your Magic or Mind stat is higher:

- If your Magic stat is higher, you start with **Ancestral Ward**: As a big action, you manifest a visage of your ancestors around yourself. Enemies that would attack you instead must attack your ancestor. Your ancestor has 5 Life, 1 Reflex, and can not make actions or take a turn. Your ancestor's visage dissipates at the end of your next turn.
- If your Mind stat is higher, you start with **Dominate Nature**: As a big action, you shout a command to the natural environment around you and it obeys. On a small success, your command can only be 1 word. On a medium success, your command can be up to 2 words. On a big success, your command can be up to 3 words.

At level 3; you gain either 1 point to increase a stat point of your choice, or you gain +1 Magic, +1 Mind, and -1 Skill.

At level 5; you gain an additional use of your class ability.

Sorcerer

The starting ability of a sorcerer depends on your Race:

- Dwarves start with **Stone Skin**: As a big action, you envelope your skin in a thick layer of granite. Until the end of your next turn, when you would use a Reflex to reduce damage, you instead take no damage at all.
- Elves start with **Vine Whip**: As a big action, you summon plant vines to whip an enemy you can see. This is considered a magical attack, using your Magic stat, and replaces the usual 1d10 with 3d4.
- Fairies start with **Enchanted Dust**: As a big action, you sprinkle dust on yourself or on an ally within 5 feet. Anyone with this dust sprinkled on them can fly vertically as well as their normal movement, and they gain an extra 5 feet of movement per move action.
- Goliaths start with **Earthen Burst**: As a big action, you rip boulders from the ground and launch them at nearby enemies. Deal 1 damage to 3 enemies within 15 feet (can hit the same enemy more than once). This is considered a magical attack and does not roll to determine if it hits.
- Humans start with **Arcane Lash**: As a small action, you send a wave of arcane energy at an enemy within 15 feet. This is considered a magical attack and uses your Magic stat.
- Skelebobs start with **Ghoul Flash**: As a small action, you flash a sickly green light that fills nearby enemies with dread. All enemies within 15 feet lose 1 Reflex.

At level 3; you gain either 1 point to increase a stat point of your choice, or you gain +2 Magic and -1 Strength.

At level 5; you can gain an additional class ability of your choice, of a different Race, from the Sorcerer's starting ability list. Or you can gain a special bonus depending on your Race:

- Dwarves gain **Enduring Rock** While your Stone Skin is active, if you would be reduced to 0 Life or lower, you are instead left with 1 Life.
- Elves gain **Living Roots**: Their Vine Whip's 3d4 replacement (for the usual 1d10) is increased to 4d4.
- Fairies gain **Glowing Dust**: Anyone sprinkled with their enchanted dust glows, providing light up to 60 feet. When you enchant an ally with your dust, they choose a Stat to gain a temporary increase, for as long as the dust lasts, equal to your Magic stat.
- Goliaths Gain **Terran Smash**: The damage of your Earthen Burst is increased to 2 per hit.
- Humans gain **Arcane Wave**: Arcane Lash can be used as a big action, allowing it to hit every enemy in a single direction, up to 15 feet.
- Skelebobs gain **Skull Mask**: Ghoul Flash can be used as a big action, making all enemies within 15 feet lose 3 Reflexes.

Weapons

There are a few types of weapons, within their type they share a few characteristics and stats. Every type of weapon has 3 individual weapons: 2 normal weapons and a more powerful enchanted weapon.

You can start the game with an enchanted weapon. Not only are their stats more powerful, they also come with a special bonus.

Handling

Weapons are stated to be one handed or two handed. This simply means how many hands it takes to wield a weapon effectively. While wielding a two handed weapon in combat, you can not perform any small action that would require a spare hand (big actions assume you put your weapon aside to perform)

Axes

They may seem basic, but axes are strong and reliable.

Battle Hammer Weapon Dice: 1d6. Handling: One Handed. Range: 5 Feet.	War Hammer Weapon Dice: 1d8. Handling: Two Handed. Range: 5 Feet.	Meteor Hammer Weapon Dice: 1d8. Handling: Two Handed. Range: 5 Feet. Bonus: When your attack roll is a big success, knock the enemy 5 feet away from you.
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Bow

The perfect ranged weapon, allowing you to attack over a greater distance than any other weapon.

Shortbow Weapon Dice: 1d4. Handling: Two Handed. Range: 60 Feet.	Longbow Weapon Dice: 1d6. Handling: Two Handed. Range: 30 Feet.	Seer Bow Weapon Dice: 1d6. Handling: Two Handed. Range: 60 Feet. Bonus: When your attack is a big success, deal 1 additional damage.
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Crossbows

Offering a balance of range and utility, crossbows are useful in a wide range of situations when something bigger or clumsier would simply be no good.

Light Crossbow Weapon Dice: 1d4. Handling: One Handed. Range: 30 Feet.	Heavy Crossbow Weapon Dice: 1d8. Handling: Two Handed. Range: 15 Feet.	Clockwork X-Bow Weapon Dice: 1d6. Handling: One Handed. Range: 30 Feet. Bonus: When your attack is a big success, you also deal 1 damage to another enemy within 5 feet of the first.
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Daggers

Daggers may appear weaker than other weapons at a first glance but they each have a different bonus that allows you to improve their chances of dealing damage by spending Reflexes.

Cutting Knife Weapon Dice: 1d4. Handling: One Handed. Range: 5 Feet. Bonus: When your attack misses, you can spend a Reflex to reroll your attack.	Serrated Dagger Weapon Dice: 1d4. Handling: One Handed. Range: 5 Feet. Bonus: When your attack is a small or medium success, you can spend a Reflex to increase the tier of its success by 1.	Swordbreaker Blade Weapon Dice: 1d4. Handling: One Handed. Range: 5 Feet. Bonus: When you use your Reflex to reduce an enemy's attack, all attacks made by that enemy are reduced until the end of their next turn. Bonus: When your attack is a big success, the next attack against that same enemy can not miss.
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Staves

Staves are unique in that they offer two different ways to attack: A simple and weak melee attack, bashing the enemy with the heavy wooden stick. Or a short range magical blast of arcane energy, using their Magic stat.

Driftwood Staff Physical Weapon Dice: 1d4. Magical Weapon Dice: 1d4. Handling: One Handed. Physical Range: 5 Feet. Magical Range: 15 Feet.	Elm Staff Physical Weapon Dice: 1d6. Magical Weapon Dice: 1d4. Handling: One Handed. Physical Range: 5 Feet. Magical Range: 10 Feet.	Staff of Teardrops Physical Weapon Dice: 1d6. Magical Weapon Dice: 1d4. Handling: One Handed. Physical Range: 5 Feet. Magical Range: 15 Feet.
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		Bonus: When you use your Class ability, you can restore 3 Life to an ally within sight.
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Swords

Classic, reliable, and versatile. The hero of the story must have an equally heroic weapon and that is the sword.

Shortsword Weapon Dice: 1d6. Handling: One Handed. Range: 5 Feet.	Longsword Weapon Dice: 1d8. Handling: Two Handed. Range: 5 Feet.	Black Iron Blade Weapon Dice: 1d8. Handling: One Handed. Range: 5 Feet. Bonus: When you use an ability on enemies, you can make a weapon attack against one of those enemies immediately afterwards as a small action.
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