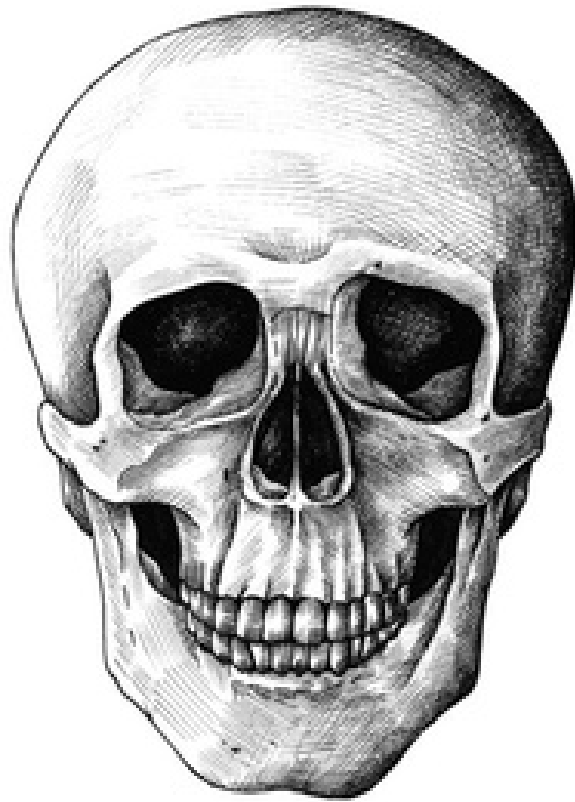


BONES



VERSION 0.8

A GLOG HACK BY THE OBLIDISIDERYPTCH

CHARGEN

Roll 2d4 three times. Assign these numbers as you wish to the following stats to create a player character (PC): Meat (M), Head (H), and Soul (S). These numbers are the number of slots within each stat. Higher is better. Roll 1d8 on the Meatshell table for your character's body and another 1d6 on the Calling table for your character's class.

MEATSHELL

1. **Fae***: Transfer your Soul damage to others if you curse them, but you must follow one order of the person you curse.
2. **Ashanti***: Ignore a Fatal Wound once per day, but fly into a rage when you lose all Sanity .
3. **Tiefling***: Start with one random beneficial [mutation](#). Save with disadvantage versus Disease.
4. **Goblin***: Smell as well as you can see, everyone close must Save vs Meat or barf when you hit 0 HP.
5. **Berkins***: Automatically pass Meat Tests or Saves if you eat a ration. If no ration, 1d6 damage.
6. **Coatl***: (1d4)
 - a. *Onotlapetlan* (lightning) - Paralyze creatures with a touch but gain Exhaustion every time you touch metal or get hit with a metal weapon.
 - b. *Xococ* (acid) - Produce corrosive bile that slowly dissolves equipment (50% chance to break random item/day) unless bileproofed.
 - c. *Tlachinolli* (fire) - Heat your hands hot enough to boil water instantly but they take time to cool.
 - d. *Huaqui* (water) - Can drain and store liquid inside self (1 gallon/Meat slot) but must Save vs Meat when in liquid or soak up 1 slot/round. You can only release 2 slots per day.
7. **Unperson**: See the associated Unperson class.
8. **Golem**: You have a GLYPH inscribed on your body and you may cast it as a spell. Drink blood as rations. You are made of rocks.

* You speak a language.

CALLING

1. Scholar
2. Traveler
3. Sorcerer (MRoS pg. 33) ([Many Rats on Sticks](#))
4. Berzerker (1d4)
 - a. Jaguar (Tezcatlipoca)
 - b. Eagle (Quetzalcoatl)
 - c. Hound (Xipe Totec)
 - d. Snake (Tlaloc)
5. Debtor
6. Sacrifice
7. Unperson*

* This class must be rolled under Meatshell.

STARTING EQUIPMENT

All characters begin with 1 group ration, 3 torches, a tinderbox, a bedroll, a canteen, a backpack, a dagger and 3gp. Roll once on the Trinkets table. Additional equipment/skills from relevant classes.

D20 TRINKETS

- | | | |
|-----------------------------------|----------------------------------|------------------------|
| 1. Flask of petroleum jelly | 8. Shadow puppets | 15. Devotional |
| 2. Daguerrotype of a loved one | 9. Wind-up music box | 16. Bloodletting knife |
| 3. Liquid obsidian (dries in air) | 10. Pouch of incense | 17. 30' of black rope |
| 4. Jar of red paint | 11. Glass syringe (holds 1 dose) | 18. Mirror on a stick |
| 5. Bar of sugared cacao | 12. Bag of plaster | 19. Emetic root |
| 6. Block and tackle | 13. Pipe and tobacco (8 smokes) | 20. 3 doses of peyote |
| 7. Dirty comic | 14. Enema device | |

THE BACKBONE

The DM should only call for a roll if both success and failure would be interesting. Failure carries consequences. Minimize risks (and therefore rolls) through planning and caution. Unless otherwise specified, all rolls take place on a 20-sided dice (d20). Roll equal to or under a target number to succeed. Debate the DM and other players over decisions. Be relentlessly dissatisfied when you need to, obstinate when you must, and always try to compromise. Solutions and choices (and genders) are never binary. HAVE FUN!!!

STATS

Test a stat (roll under that stat) to perform a risky action using that stat. **Save** (roll under) that stat, rounding down, to avoid harmful effects.

Meat: Your physical durability and physical inventory. Test Meat to bend iron bars, dodge traps, scale a cliff, or perform delicate tasks under pressure. Save vs Meat to resist cold, heat, some poisons, and drowning.

Head: Your mental resilience and mind inventory. Test Head to spot lies, identify treasure, and remember rituals. Save vs Head to resist Trauma, some poisons, and other mental effects. Your Head slots are where you store spells, Skills, Languages, Stress, and Trauma.

Soul: Your personal flame. Test Soul or Save vs Soul to resist magical effects, drug addiction, disease, and anything else Meat and Head don't cover. Your Soul slots store GLOG templates, Mutations, Friends, lovers, Filth, and enemies.

DEFENSES

These are ablative points representing the stability of your physical, mental, and spiritual self. They're equal to the stat they protect.

Hit Points: Know em, love em. Protect your Meat. When they drop to 0, we go to the Death and Dismemberment Table.

Sanity: Protects your Head. When they drop to 0, you gain Trauma.

Ego: Protects your Soul. When they drop to 0, you get a Disease.

IMPORTANT NUMBERS

Attack: Starts at 10. Increases with level. Roll equal to or under Attack, opposed by your target's Defense.

Defense: If unarmored, 10. Every Meat slot filled with Armor gives +2 to Defense. Roll equal to or under Defense to dodge an attack, modified by your enemy's Attack.

Movement: 10' + 1' for every empty Meat slot. Each point of Encumbrance or Fatigue is -1' to Movement. Movement helps you Flee from chasing enemies.

OPPOSED ROLLS

A PC or NPC must roll equal to or under their stat, modified by 10-[their opponent's relevant stat]. Examples:

- Holding a door closed. The PC has 8 Meat, the goblin has 13 Meat. The PC needs to roll a 5 or less to succeed. (8 + [10-13])
- Chess. The PC has a Head of 12. The fae has a Head of 11. The PC needs to roll an 11 or under to succeed.
- Racing. The PC has a Movement of 12'. The gladiator has a movement of 15'. The PC needs to roll 7 or less to win.

SKILLS

Skills are a word describing a thing you've learned. They are mental tools. There are no perception, stealth, trap solving, or charisma skills. If a PC has a skill, only make them roll if the circumstances are dire even with that knowledge. Skills often come with knowledge of specialized equipment.

ADVANTAGE AND DISADVANTAGE

Advantage is when you roll a dice twice and take the better result. Disadvantage is when you roll twice and take the worse result. Both are roughly equal to -4 or +4, depending on context. This is a roll under system, so advantage means taking the lower result, the opposite of how 5e does it.

COMBAT

When bloodshed is inevitable, switch to combat rounds. If one side surprises or ambushes the other, they act first, then initiative is rolled normally. Each combat round is 10 seconds.

INITIATIVE

One player rolls group initiative on a d6 vs the DM. Lower roll wins. Players win odd ties, DM wins even ties. Light, encumbrance, and wounds may modify rolls. If the PC's win, they can act whenever they want. If they lose, they act after the monsters.

ON YOUR TURN

4 different small actions separated by three "and's", or the same thing twice. You can only attack and cast a spell once on your turn. "I grab a handful of dust and throw it in its face and then I run forwards and attack". If you repeat the same action twice "I snort two doses" that ends your turn. Talking and dropping items is free.

ATTACK ROLLS

Roll under your Attack, modified by your enemy's Defense, like an opposed roll, to hit them. Examples:

- A 1st level fighter with 10 Attack tries to stab a berkins with no armor. The fighter must roll 10 or under.
- A 2nd level scholar with 11 Attack tries to gut a tiger with 14 Defense. The scholar must roll 7 or under.

Certain circumstances (being on fire, being drunk, fog) may penalize Attack rolls. Ranged weapons get -1 to Attack for every 10' past the weapon's range.

Critical Successes and Failures: On an unmodified roll of 1, the attack deals double damage. Roll the damage dice twice and multiply any modifiers by two. On an unmodified roll of 20, the attack automatically misses. Further penalties may apply.

DAMAGE

To calculate damage, roll the relevant dice and add the proficiency bonus, if relevant. If you wish to incapacitate an enemy, simply state that your attack's damage is non-lethal before you roll the damage.

Weapon Proficiency: If you are proficient with a weapon, you no longer critically fumble on a 1. If you are not, you may kill 1 thing with that weapon to become proficient. All classes are proficient with daggers.

Unarmed: Fists deal 1 damage but you can attack twice. If you are proficient with your hands, 1d4 damage.

Light Weapons: Daggers, spears, etc: 1d6 damage. Spears have a 20' range, tripled with atlatls.

Medium Weapons: Macahuitls, tomahawks, warhammers, etc: 1d8 damage, or 1d10 if wielded with two hands.

Heavy Weapons: Quauhololli, glaives, tridents, etc: 1d12 damage, must use two hands.

Slings: 1d4 damage, 100' range.

Blowguns: Fires a dart for 1 damage, 30' range. Ideal for delivering poisons or similar things.

Bows: 1d8 damage, 75' range.

Crossbows: 1d10 damage, 40' range.

Guns: 1d6-1d12 damage, depending on the make. Range varies from 25'-200'. Guns are very rare.

HIT POINTS

Think of them as "don't get hit points." You're fine as long as you have more than 0. If you drop to 0 or less, roll on the Death and Dismemberment Table in MRoS.

HEALING

Lunch: Once a day you can eat food. Every time you prepare a meal according to the [Dungeon Gourmand doc in this folder](#), which takes 2 hours, you gain 1d6-3d6 + your level HP back and remove 1 Stress. If you eat a ration, which takes 30 minutes, you regain 1d4 + level HP and remove 1 Stress.

Sleep: When you sleep, regain all your HP, remove 1d4 Stress or one Crack, and lose all your Fatigue. Sleeping requires a safe place, a heat source, and a ration. Every day you go without sleep, your current and gained Stress doubles, you have disadvantage on all rolls, and you gain 1d4 Fatigue.

Permanent wounds can only be healed with surgery or strong magic, usually available for high prices in cities.

REACTION ROLLS AND MORALE

When encountering unknown sentient creatures, roll 2d6 + levels of most leveled party member and look below.

2-3: Offended or disgusted. May attack immediately.

4-7: Suspicious. May attack if victory is likely.

8-11: Benign. Willing to parley or bargain.

12: Favorable. May choose to cooperate.

Morale: Works on a 2-12 (craven-unbreakable) scale. All enemies and hirelings have a Morale score, and may run away if combat goes against them. Check Morale after:

- The first death on that side.
- When half that side has casualties.
- If something spectacularly horrible occurs.

If your Morale roll is above the creature's Morale, they attempt to Flee, retreat, surrender, or panic.

FLEEING

There's no shame in making mistakes, only in pugnaciously seeing them through. When you attempt to Flee combat (running away from enemies chasing you) on your turn, roll under your Movement. You may drop any number of items to gain a -1 bonus for each drop. If successful, you escape. If unsuccessful, roll Defense as your pursuers attack you. Each Flee roll is a combat round (10 seconds). Regardless, you gain 1 Fatigue.

INVENTORIES

You have three inventories: Meat, Head, and Soul. Physical, mental, and metaphysical. Here's what you put in them.

HIRELINGS

Hire out at fixed rates. Dangerous work may require bonuses. Generic hirelings have 5 in all stats, 5 HP, and no skills outside their profession. You may have your level in hirelings. Aside from any items required for their job, a hireling has 3 free Meat slots, 3 Mind slots, and 3 Soul slots. Consult Many Rats on Sticks (pg. 52) for prices.

MEAT

A Meat slot can hold:

- | | |
|----------------------------|--------------------|
| - 3 light weapons (dagger) | - 1 lantern |
| - 1 medium weapon (axe) | - 3 books |
| - 0.5 heavy weapons (maul) | - 1 group ration |
| - 1 bow | - 1 point of Armor |
| - 1 crossbow | - A shield |
| - 1 sling | - An augmentation |
| - 1 blowgun | - Fatigue |
| - 3 bottles or flasks | - Encumbrance |

ARMOR

Each Meat slot occupied by Armor gives you +2 to Defense. There is no limit to how many slots you can fill with Armor because you'll never have many free Meat slots.

Shields: Shields take up 1 Meat slot and one hand but give +2 Defense provided you can see your attacker. You may sunder your shield to reduce incoming damage by 1d12, after which the shield breaks.

ENCUMBRANCE

You gain 1 point of Encumbrance for every extra physical thing you carry. Each point of Encumbrance imposes -1 to Movement, Meat Saves, and Defense. Every combat with Encumbrance gains that much Fatigue.

FATIGUE

Fleeing, travel without rest, or excessively tiring activities inflict Fatigue, which takes up a Meat slot. If you have no free Meat slots, you must empty one or stop moving. Fatigue is removed by sleep or by shifting it into your Mind slots as Stress.

HEAD

A Head slot can hold:

- | | |
|----------------------------|------------------|
| - 1 language (any fluency) | - 1 Stress |
| - 1 Skill | - 1 Crack |
| - 1 Spell | - 1 Madness |
| - 3 cantrips | - 1 ritual spell |

If you want to learn something but have no empty slots, simply choose something to erase. Cracks, Stress, and Madnesses cannot be erased.

STRESS

Gain Stress when:

- | | |
|--------------------------------------|------------------------|
| - You fail a Save | - An ally dies |
| - You or a friend take damage | - You run out of light |
| - An ally falls to 0 HP or below | - You run out of food |
| - You fall to 0 HP or below and live | |

Lose Stress through:

- | | |
|------------------|-------------------------------|
| - Eating (1) | - Cracking |
| - Sleeping (1d4) | - Drugs |
| - Praying | - Moving to Meat as Fatigue |
| - Personal items | - Sharing with friends |
| - Recreation | - Venting to your best friend |

LOSING STRESS

Everything that removes Stress has a cost: time, light, sound, money, etc. Make up your own, improvise rules.

Here are some ways to decompress. Everything takes an hour unless otherwise stated.

- Cacao bars remove 1 Stress when eaten, but they are expensive, delicate, and rare. 1 round.
- Musical instruments remove 1 Stress if you sing along, but the noise can trigger encounters.
- Dirty comics and masturbation remove 1 Stress but if someone catches you you both gain 1 Stress.
- A shadow puppet show removes 1 Stress but requires a torch or brighter.
- You may pray with a text to remove 1 Stress. Belief is a choice. If you believe, you can be hurt that way.
- You may cut yourself with a bloodletting knife for 2 damage to relieve 1 Stress.
- Smoking relieves 1 Stress but supplies are limited.
- An enema removes 1 Stress but you're rather incapacitated while performing it.
- A daguerreotype or portrait of a loved one can store up to 3 Stress, but if it's lost you gain twice the Stress it held.
- Confessing to your best friend removes 1 Stress.
- Drugs are their own consequences.

SPELLCASTING

Spellcasting is now ritual based unless you are a sacrifice, sorcerer, or debtor. Detailed rules to follow.

DRUGS

Drugs have a positive, a negative, a method of application, and a duration. You may take as many doses as you want, but you must Save vs Soul if you take more than one dose per day or become addicted. When addicted, you must take at least one dose of your drug per day or you gain 2 Stress. Poisons use the same rules but only have negative effects, and allow a Save to negate.

D6 DRUGS AND POISONS

1. Soldier rocks. Small white granules that must be crushed and snorted.

Duration: 2 hours per dose.

Positive: Never surprised, don't need sleep or food.

Negative: Can't gain any benefits from rest or lunch as long as you're high.

2. Balche. Fermented honeyed bark. Use your enema or mouth to get drunk.

Duration: 1 hour per drink.

Positive: You gain 1 less stress from stressors per drink for the duration.

Negative: You have a penalty to Meat and Head saves and initiative equal to the number of drinks taken.

3. Peyote. Dried cactus buttons. Make tea out of them or chew them.

Duration: 3 hours.

Positive: You have advantage on Soul saves against adverse effects as you hallucinate. Can also bargain with a Disease or fight it.

Negative: You hallucinate! See the table below.

4. Tobacco. Smoke its dried leaves in a pipe.

Duration: n/a

Positive: Remove 1 Stress every time you smoke.

Negative: If you smoke more than one per day, you're addicted, no save.

5. Bufo glands. Injected venom from a toad. Meat Save to negate.

Duration: 1 hour.

Effects: Hallucinate vividly. If you get 2 doses, Save vs Meat or fall unconscious for the hour. 3 doses kills, no Save.

6. Purple gills. Burn the mushrooms to release the spores. Save vs Head to resist the anger.

Duration: 1 minute.

Effects: Fly into a murderous rage and try to kill every living thing near you.

HALLUCINATIONS

When a PC or NPC encounters something requiring description, roll on the below table and alter your words.

1-3: Adjective. Describe what's happening with a different set of adjectives. Give what's happening different descriptors.

4-5: Verb. Describe what's happening with a different set of verbs. Change what actions are happening right now.

6: Noun. Describe what's happening with a different set of objects. Change who and what is here right now.

MENTAL TOOLS

It's understood that everything in your physical inventory is up for grabs. The same isn't quite true for mental tools, but they are transferable. PC's are assumed to be fast learners.

Transfer/gain **instantaneously**: Stress to Fatigue (Head slots to Meat slots) or vice versa

Transfer/gain **over 10 minutes**: Stress/Fatigue between friends.

Transfer/gain **over a meal**: Friends, rivals.

Transfer/gain **after a rest**: Skills and language practice. Skills gained this way require a refresher every night from the teacher until you level up or spend a week knowing the skill.

Transfer/gain **after a week**: A skill, permanently, or one step of language fluency, permanently. **A week is 10 days.**

LANGUAGES

3 steps of fluency. Each step is a relative level of complexity. It takes 3 weeks to learn a language. Each one derives from a common base (except for Coatl), so universal words (light, food, water) are shared. Each rest you spend learning a language, put a hash mark by the slot. After 10 marks, you gain step 1. Step 2 is 20. Etc.

Step 1: You can ask for directions to the market.

Step 2: You can report a crime to a guard.

Step 3: You can debate a lawyer. You gain the language's benefit.

BENEFITS

Languages confer different modes of thought. This is understood. Knowledge expands your brain in new and terrifying ways. This is also understood. Language is a double-edged sword, so ignorance can be a defense.

Ashanti: By rumbling in your throat, you may speak to the blood in living things, and it will respond. You can do this while you talk, and say two different things. Non-speakers cannot consciously hear your rumblings.

Berkins: needs editing.

Fae: Yours is the imperious sneer of cold command, the overseer who is a slave themselves. You may scream your demands and they will be accommodated, at the cost of hate and your voice. One minute before your voice breaks.

Goblin: You may communicate in silent burps and farts. Distance is possible, given the right conditions.

Tiefling: The flesh is clay. By speaking to it, you can bend it to your will. People may not understand, but they will know if you try to warp them, for good or ill.

Coatl: You may speak to your affinity, (electricity/acid/fire/water) and it will answer, but it will demand things.

CRACKING

When you have no empty Head slots, and you gain Stress, Save vs Head. If you succeed, nothing happens. If you fail, lose 1d4 Stress and roll on the Trauma table with a d6. Each time you Crack, step the dice size up. Bolded Trauma sticks around, overwriting a random Head slot if necessary. At any time, you may choose to lose all your Stress and Trauma to roll on the Madness table once. Madnesses are extremely difficult to get rid of.

TRAUMA

(d6->d8->d10->d12)

1-2. **Panic.** +d6 Stress (don't roll to Crack, though).

3. **Twitchy.** Disadvantage on Meat rolls.

4. **Scream:** Aaaaaaaaaaaaaa!!!!!! If anyone didn't know you are here, they will now. May provoke a random encounter.

5. **Fight/Flight/Freeze:** For 1d6 rounds, you either viciously attack the source of Stress, Flee mindlessly, or freeze. Your choice.

6. **Phobia.** Gain 1 Stress when you encounter something that reminds you of this stressor.

7. **Shock:** What's happening? Save vs Soul once per round, until you succeed you can take no actions

8. **Abusive:** Why aren't they pulling their weight? Once a round, when an ally fails an action, they take 1 Stress as you scream obscenities at them..

9. **Nausea:** You gag or vomit for a round, and cannot benefit from Lunch today.

10. **Blackout:** You faint for 1d6 rounds when you take damage. You can be slapped awake.

11. **Hopeless:** All is lost. You make all rolls with disadvantage until a group success.

12. **Self-Mutilation:** Every time you would gain Stress, you can instead take 1d6 damage. If you take no damage for a whole day, you must hurt yourself for 1d6 damage. You are covered in scars.

MADNESS

1. **Delusion:** Roll d6: 1) You are the long-lost heir of the throne. 2) You can fly. 3) You will burn in sunlight. 4) You are of a different race / an animal. 5) You are invincible. 6) All magic is inherently bad. You cannot be convinced otherwise and rationalise any evidence as an illusion, trick, or any barely believable "explanation".
2. **Depression:** Every day is a struggle. Roll with disadvantage until the first time you succeed on a roll in a given day.
3. **Minor Compulsion:** Once per day, when the GM calls for it, you must stop everything else to satisfy your compulsion (wash your hands, count your money, vandalise something). Good roleplaying of the compulsion should prevent the GM from using this at too troublesome times.
4. **Major Compulsion:** Once every week, when the GM calls for it, you must stop everything else to satisfy your compulsion (kleptomania, necrophilia, cannibalism). Good roleplaying of the compulsion should prevent the GM from using this at too troublesome times.

5. Nightmares: Save vs Soul each night or wake up screaming, gaining only half the effects of rest. Alcohol or drugs may grant you serene sleep.
6. Paranoia: No one counts as a friend to you. You must Save vs Head to accept aid or work in a team.
7. Quirks: You have personality quirks. Severe ones. Roll d8: You 1) talk to yourself, 2) laugh wildly and inappropriately, 3) constantly fidget, 4) eat odd substances, 5) mimic those around you, 6) have irritating tics, 7) stutter, 8) suffer tremors. You take a penalty to Reaction rolls and social checks equal to current Stress.
8. Schizophrenia: Make a new character sheet with a different class, but the same name, race, attributes etc. Each session, alternate between these two character sheets.
9. Deadened. Lose your powers of (d4): 1. Sight, 2. Hearing, 3. Touch, 4. Speech.
10. Veracity: Every time you deliberately lie, Save vs Head or faint.

SOUL

A Soul slot can hold:

- | | |
|---|---|
| <ul style="list-style-type: none"> - 1 GLOG template - 1 Mutation/Effect - A possession (ghost, demon, etc) - A curse - A blessing - 3 enemies/rivals | <ul style="list-style-type: none"> - 1 nemesis - 3 friends - 1 best friend - Disease - Filth |
|---|---|

If you ever run out of Soul slots, and you want to replace something, you must undergo purification, fasting, or a ritual quest. If something tries to force its way into your Soul, and there is no space, you Save vs Soul, with advantage against the effect, but if you fail, the thing overwrites a random Soul slot.

FRIENDS AND ENEMIES

Anyone can be someone to share the burdens of your travels with or add to them. You can declare someone to be your friend or your rival after having shared a meal with them, and you may declare someone to be your best friend or nemesis after a perilous encounter with them.

Friends and best friends, if they are able to talk to each other, may transfer Stress with about 10 minutes of honest conversation. You and your best friend (you can only have one) can decrease each other's Stress by 1 after eating or resting together, and you can choose to fail a Save you both make to have your best friend reroll it.

This comes at a cost. Every time a friend/best friend of yours takes damage, you gain 1 stress, and every time a friend/best friend of yours drops unconscious or dies, you gain 2 Stress instead of one.

Rivals and enemies, on the other hand, are simpler. You don't gain any Stress when they die or drop below 1 HP, but you can't lose Stress from eating with them or performing any Stress-reducing activities as a group.

Nemeses you wish to see destroyed. You gain Stress when you see your nemesis succeed, but you lose Stress when you see them fail or hurt them, and you lose all your Stress and a Crack or Madness if they are killed or defeated at your hands.

DISEASE

When you get a disease, from people, bad food, or the air, it takes up an empty Soul slot, and your symptoms manifest. Roll a random Soul slot if all of them are full. Every interval, the number of diseased slots **doubles**. When there are no more free slots, it spreads to your occupied slots. You can't use diseased slots until the sickness is cured. When the cure is applied, halve the number of diseased slots daily until they are gone. You roll to recover naturally after all your Soul slots are filled with disease. You have a 3 in 6 chance of getting each party member sick each day unless precautions are taken. Remember, **a week is 10 days**.

D6 DISEASES

1. The Plague: Doubles **daily**. Symptoms: Gain Fatigue at the start of every day equal to the slots filled with Plague. Cure: Religious intervention. Extremely expensive drugs. Recover without help in a 1 in 6. Die if you fail.
2. Stomach bug: Doubles **hourly**. Symptoms: Barf up all food and water. Can't recover HP through food. Cure: Natural roots, some emetics. Recover without help in a 4 in 6. Keep being sick until you pass your roll.

3. Rabies: Doubles **weekly**. Symptoms: add the slots filled with Rabies to Attack, but you can't stop fighting until every enemy is dead. Cure: Secret government chemicals. If all your Soul slots are filled with Rabies, you go feral.
4. Cholera: Doubles **hourly**. Symptoms: each hour, gain Fatigue equal to infected slots as you hemorrhage water. Cure: One ration of water every hour for a day. Recover without help in a 2 in 6. Die if you fail.
5. Mummy rot. Doubles **daily**. Symptoms: every day after you contract this, a random limb stiffens up. Your head is the last one, but when it stiffens, you die. Cure: Appease the mummy you offended or find a priest to do it. Requires a sacrifice of human organs. Recover without help with a 1 in 6 once all of you is paralyzed. If you fail, you die and rise as a zombie in service to the mummy after a day.
6. Brain rot. Doubles **weekly**. Symptoms: Each week, empty random Head slots equal to infected Soul slots and fill them with dementia. When you lose everything in your mental inventory, you go gently insane. Cure: Rumors of secret surgical procedures, powerful sorcery, or powdered frog bladders.

DUNGEON PROCEDURES

In a dungeon or similar space with a focus on room-to-room, floor-by-floor exploration, time is measured in minutes. A usual adventuring day is 12 hours. Every hour past that incurs 1 Fatigue.

LIGHT SOURCES

Outside of the light range, light illuminates shadows. Vague shapes, movement, and reflections will be visible in shadows, but no details. Lighting a torch or lantern takes one round. Magic or cantrips may light immediately.

Candles: 5' light, 10' shadows, 1 hour.

Torches: 20' light, 20' shadows, 1 hour.

Lanterns: 30' light, 30' shadows, 3 hours/oil flask.

MOVEMENT

PCs can cautiously move 20 10' squares (200') in 10 minutes. Round up to the nearest 10 minutes. PC's moving cautiously spot all signs of traps. Disarm traps using common sense and inventory items. No skills.

PC's can quickly move 60 10' squares (600') in 10 minutes. PC's moving incautiously might get a chance to roll under Head to notice a trap. You can always find traps with HP and hirelings.

SEARCHING

- A cursory search of a 20'x 20' room takes 1 minute and reveals only the most obvious information.
- A proper search takes 30 minutes and reveals most hidden information.
- A thorough search takes 1 hour and reveals all information.
- Multiple PC's can combine to search a larger room in less time or a smaller room in less time.

RANDOM ENCOUNTERS

The DM will roll for Random Encounters every 30 minutes or whenever a loud noise happens. They usually happen on 1-in-6. If the PC's are moving cautiously, they'll get the Omen before the encounter occurs. If not, they don't.

OTHER ACTIVITIES

- Picking a lock usually takes 10 minutes.
- Identifying a magic item usually takes 1 hour.
- Deciphering an inscription, reading through a book, or sorting through items takes 30 minutes.
- Lunch takes 2 hours (for a meal) or 30 minutes (for a ration).
- There are around 6 combat rounds in 1 minute. Assume combat, a breather, and looting take around 10 minutes.
- Eyeball other things. Round up a bit.

WILDERNESS PROCEDURES

Hexes are 6 hours across. Not miles. Hours. If miles are needed, the PC's can travel 30 miles a day. Horses don't make the journey faster, but they do make it easier.

Every hex travelled on foot fills 1 Meat slot with Fatigue. Riding a horse or a vehicle negates the Fatigue gain unless the weather is terrible or the road is very rough. Hexes contain an Obvious Feature (which the PC's will find) and a Hidden Feature (which you might encounter if you search the hex, spend time there, or visit it several times).

Test for a random encounter each 6 hours or whenever the PC's attract attention to themselves. Usually 1 on a d6. Roll for the weather each day. Most activities usually take an hour.

PC's can travel safely for 12 hours (2 hexes per day) or push their luck by traveling 18 hours (3 hexes), losing the benefits of lunch. In Civilized Parts, roads and villages are everywhere. In the wilderness, they may not exist.

EXPERIENCE AND LEVELING UP

Experience points (XP) are how PC's usually track development. They are gained by dealing with problems violently or non-violently, acquiring treasure, and acquiring knowledge. Once you acquire treasure and knowledge, even if you sell them, you retain the XP. The most direct conversion is one gold piece (or equivalent) for 1 XP. Think of a gold piece as a 100 dollar bill in my game.

EXPERIENCE PROGRESSION

Template 1: 0 XP (150 XP to level up a hireling to their first template)

Template 2: 300 XP

Template 3: 600 XP (Total 900)

Template 4: 1,200 XP (Total 2,100)

Beyond: Multiply the last one by 2.

Note that these numbers are not one total. When you reach level 2, you do not need 300 more XP to reach level 3. You need 600 more XP. XP requirements will vary from game to game, but you can generally get a sense of monetary inflation from them.

LEVELLING UP!

You made it! Well done. Take a moment to appreciate your survival. Then roll 1d4 and add that number to your HP. Choose a new template and add those abilities.

PLAYER ADVICE HAT

Map it.
Use a pencil.
Help each other.
Never split the party.
Running is an option.
Good plans don't roll.
Ask questions, take notes.
Have you tried talking to it yet?
0 HP isn't death, just dismemberment.
The answer isn't always on your sheet.
Answer the question the way you want.
When the DM asks "Are you sure?", seriously consider if you are.

CLASSES

SCHOLAR

Thanks to LEXI at [A Blasted, Cratered Land](#) for writing this nerd.

- A** Rhetoric, 1 field at random
- B** +1 field of choice, 1 at random
- C** Font of Knowledge, +1 field of choice
- D** +2 fields of choice

Fields: You have the listed ability and also gain the appropriate Skill. All chances-in-6 increase by 1 for each additional Scholar template you have. Failure on these chance-in-6 rolls does not mean that nothing happens, it means that you get a plausible answer that has (d4: 1. a minor detail wrong, 2. a major detail wrong, 3. only a minor detail correct, 4. entirely false). The DM rolls the d4 secretly.

Rhetoric: You can convince a layman of anything with a long enough debate. Someone else might be able to convince them back. Educated persons such as other scholars, certain nobles, or young wizards (though not more experienced wizards) get a save.

Font of Knowledge: You've read and learned so much that whenever you examine something, you can remember additional trivia about it on a 3-in-6 (like a Field roll).

Fields

1. **Alchemy:** You can identify substances and know how to handle them safely. You know how to mix poultices that give +1 HP when healing, and potions that imbue the drinker with effects of their ingredients on a 2-in-6. *Tools:* Box of glassware, tongs, goggles, thick gloves
2. **Anthropology:** You know the customs of other civilizations both ancient and modern, and can make predictions about their culture on a 2-in-6. You can deduce the general meaning of their writings on a 2-in-6. *Tools:* 3 small trinkets from other cultures, dead language guide
3. **Architecture:** You can make accurate mental maps and sketch them perfectly. You know the general plan of any building you see, as well which walls are load-bearing, and where the designer may have hidden secrets. *Tools:* Measuring tape, calipers, level, mapping paper, set of pens
4. **Art:** You can paint photorealistic paintings (takes 1 hr). Reproduce accurately from memory on a 3-in-6. You can sell your paintings in town. *Tools:* Portable canvases, paint set, brush set
5. **Astronomy:** You can navigate by the stars, and make astronomical predictions about the weather (accurate on 3-in-6) or the future (accurate on 1-in-6, get 1 cryptic detail from the positions of the stars) once per night. *Tools:* Warm heavy coat, spyglass, sextant, astrogation charts
6. **Etiquette:** You know how to compose yourself and seem like you belong, no matter the social scene. Nobles do not get saves vs. your Rhetoric. *Tools:* Sewing kit, makeup set, 2 sets of fancy clothing
7. **Journalism:** You can scribe in any handwriting, and you can write prose that will be believed by the masses no matter what twists in the truth it may contain (as Rhetoric). *Tools:* Field notebook, set of fancy pens and inks
8. **Law:** You can, on a 3-in-6, argue yourself out of legal charges, and on a 2-in-6 argue others out of legal charges. Failure might make you enemies, or get you out given stipulations. You can write legally-binding contracts, and can on a 2-in-6 slip in clauses that the other side won't notice (on failure, there might be unintended loopholes). *Tools:* Book of law, a friend in the local legal system
9. **Linguistics:** You speak and are literate in 2 additional languages (+1 for each Scholar template), and with a day of exposure to a new language, you can speak it crudely (2-in-6). A week lets you speak it conversationally (4-in-6). A month lets you speak it fluently. *Tools:* Translation dictionary, field notebook, quill and ink
10. **Mathematics:** You can perform advanced algebra in your head, predict the flight paths of objects with perfect accuracy, accurately eyeball measurements, and judge the amount of strength (and length of lever) you would need to lift any object. *Tools:* Abacus, book of reference tables
11. **Medicine:** Anyone you tend to during a rest gets to roll HD with advantage, and you can heal an additional wound of theirs, or give them advantage on a save vs. disease. This forgoes your own chance to heal during the rest. *Tools:* Scalpel set, thick gloves, long coat, jar of leeches
12. **Music:** You can sing and play music that can powerfully evoke an emotion of your choice in all listeners. When you stop performing, the effect stops. You also have perfect phonographic recall, and can mimic tunes (and some natural sounds) from memory. *Tools:* Instrument of choice, mechanical metronome, pile of assorted sheet music
13. **Occult:** You can identify whether an item or effect is magical. You can read magical runes and scripts. *Tools:* Vials of esoteric powders, robe with inlaid sigils

14. **Oratory:** You can get and hold a crowd's attention for as long as you're speaking. Your voice carries over distances of up to a mile. If you shout, you can distract people in earshot, who get disadvantage on whatever they're doing. This only works if it's surprising. *Tools:* [level]d6 fans whenever you return to town to give speeches
15. **Philosophy:** You can cast 1 random spell as a Wizard's cantrip. You can spend a long rest studying and retraining your mind to learn a new random spell to replace that one. You can convince wizards that they can't cast spells on a 2-in-6. Failure causes both you and the wizard to roll on their Mishap table. *Tools:* set of logic puzzle toys
16. **Research:** You can guess where in the town/region/world you might find a particular piece of information on a 2-in-6. You have a 1-in-6 of having already read something about it. You can read 30 pages per minute, with perfect recall. *Tools:* 3 random books
17. **Tactics:** With ten minutes of observation, you learn the tactics a group of foes will use on a 2-in-6. While traveling, you can stretch supplies for double their duration OR you can make the party travel at double speed. Each round in combat, you can give someone within earshot an extra action. Your party has +1 initiative. *Tools:* Random ornamental weapon (step down damage die), spyglass, maps of area, compass
18. **Theology:** You know a Domain and can invoke 1 miracle as Cleric. You can obey the letter, rather than the spirit, of your domain's Commands. *Tools:* Holy book with accompanying annotations, various sacred incenses
19. **Who's Whom:** always know someone's name and social standing if matter of public record. If you've spent more than an hour in someone's company or read sufficient biographical information you have a 2-in-6 to predict their reaction to any given event (increases by 1-in-6 for spending a week/month/year in their company). *Tools:* Book of genealogy and noble crests, an unspecified favor from a local official
20. **Zoology:** You can identify mundane creatures, their dangers, and how they are valuable and/or best-prepared to eat. You can calm them on a 1-in-6 if they are hostile, and tame them on a further 1-in-6. Failure means they won't stay that way for long. *Tools:* Thick gloves, magnifying glass, net, lantern, 3 syringes of tranquilizer

BERZERKER

Wow, something I personally wrote!

A +1 Rage Dice, Conduit

B +1 RD, Froth, Malaise

C +1 RD, Mindless, Die Hard

D +1 RD, Relentless

Rage Dice: To rage, roll any number of d4's on your turn or in response to damage. Your rage lasts [sum] rounds, grants you [dice] extra attacks per round, [sum] extra HP for the duration of the rage, and a [dice] penalty to Defense. RD burn out on 2-4, doubles, triples, and quadruples, and return after a good night's sleep.

While you rage, you can only take actions towards murdering things, only cast damaging spells, and if your rage doesn't expire, it lasts until all enemies are killed, subdued, or driven off. To stop raging, Save vs Meat. Any extra hit points over your HP maximum disappear when your rage ends.

Your **Conduit** channels your rage. It grants you a passive ability and an active ability to use while raging that decreases the duration of your rage by [dice] rounds. If your Conduit is broken or lost, you lose its active and passive benefits, Froth, and Malaise. You may acquire a new Conduit, but without one, you must Save vs Meat or go into a rage when you gain a point of Stress or take damage.

Froths and **Malaise:** When you enter a rage and roll doubles or triples, consult the Froth table and apply its effects for the duration of the rage, then suffer the associated Malaise after your rage ends.

If you roll quadruples (1% chance with 4d4), roll twice on the triples chart and apply both effects.

Mindless: You're immune to mind-affecting magic while raging.

Die Hard: You have 4 turns to heal Fatal Wounds instead of 3.

Relentless: If you drop to 0 HP or while raging, you are able to keep raging and ignore the effects of Fatal Wounds as long as your rage lasts. Disintegration and the like will still kill you. Be reasonable.

UNPERSON

A: Absorption, Immutable Form, Ablative Id, Fruiting Body

&*: Pinocchio or Other Template or Germination

* The first time you level up, you must take this template. You may take this template as many times as you wish.

Absorption: When you touch people's skin, you copy a random Head or Soul slot from them. At minimum, you learn their name, where they are from, and what they do. If you do this more than once per day to a living person, they gain 2 Stress. You can attempt to copy once from a freshly dead body.

When you copy a filled slot, you gain the contents associated with that slot. If the contents are spells, you can cast them once. If the contents are class abilities, you gain them for a day. If the contents are Madness or Trauma, you can consume it to make one slot permanent.

Immutable Form: You cannot be dismembered except by extreme forces. You also have no discernable organs, and your outside is featureless rubber.

Ablative Id: When reduced to 0 HP or below, you lose a filled Head Slot. If you would gain a Fatal Wound, you instead lose a filled Soul slot. Once you lose all your filled Head or Soul slots, your identity dies, and you lose all templates, XP, and filled Head/Soul slots.

Fruiting Body: Roll 1d6 to determine what spores you can release. 20' radius, once per day, settle to the ground after a minute.

1. Creatures must Save vs Meat or you're invisible to them for one minute.
2. Creatures with wounds regain 1d4 HP, but you can choose to deal 1d8 poison damage to them within the day.
3. The spores ignite when exposed to fire for 1d6 damage.
4. Creatures must Save vs Meat or grow a fungal growth inside their body that you always know the location of.
5. Creatures must Save vs Head or perceive all others as a creature of your choice for one minute.
6. The spores form a thick fog.

Pinocchio: One filled Head or Soul slot or your choice becomes permanent. When reduced to 0 HP or less, you can choose between losing a Head or Soul slot or rolling on the Death and Dismemberment table after you roll to forget.

Other Template: You can take templates in other classes! Go wild.

Germination: Choose a Fruiting Body ability, and the effects of spores double. You can commune with fungus and can cultivate fungus on or in yourself with no ill effects.

If you take this template a second time, you can plant a fungal growth inside one creature (alive or freshly dead) that will recreate you as you were then if you lose all your memories.

DEBTOR

Xipe Totec

A: Manifest, Mask, Debt

Mask:

You wear a mask as a symbol of your debt. If it's destroyed or lost, you die. Burn skin, paint with ashes, become person.

Manifest:

You can manifest spells as gifts from your god. (x of x and x)

Roll 3d20 and read it out in a way that makes sense. Reroll doubles.

1. Fire
2. Skin
3. Blood
4. Hound
5. Grow
6. Fat
7. Birth
8. Purge
9. Cut
10. Disguise
11. Rot
12. Disease
13. Guard
14. Cure
15. Guide
16. Wield
17. Earth
18. Plant
19. Flesh
20. Heal

The rules stop here. Peruse further at risk of sentimentality and philosophical bullshit.

WTF IS THE GLOG, WHAT ARE TEMPLATES, WHAT IS THE OSR?

So glad you asked. The GLOG is, loosely speaking, a D&D hack derived from AD&D and lots of houserules.

Templates are like levels in the GLOG, with a focus on acquiring abilities rather than being locked into one progression. Multiclassing is expected. GLOG templates offer diminishing returns, so a 1st level character will always be useful. The OSR stands for Old School Renaissance: think of it as a gaming philosophy that focuses on ease of use, problem solving, and resource management.

WHY THESE RULES

I reduced the stats to inventories. That's what a character is, when you pare away the derived numbers - a list of traits that make them an individual. Your PC isn't defined by their Intelligence and Wisdom. They're defined by what they know and how they use it, and that information can't be reduced to a number disassociated from the concepts that define them. Bones PC's may seem more complex than other OSR systems, but I'd like to argue that I'm simply increasing the information density of a character. The goal is to have all the items inside the stat pissing out.

Part of the 6-stat orthodoxy is the diffusion of power across stats to avoid any one becoming too good. The risk of imbalance is greater with less stats, but I want my stats more impactful as opposed to struggling to find a purpose for certain stats outside niche class features.

I also included rules for friends because of the weird paradox inherent in dungeoncrawling, where you trust someone to save your life but are careful to not form a lasting attachment because they might die. I say bollocks to that. If y'all're playing this game together y'all're probably going to become friends anyway. No need to assume your PC's are emotionally distant robots. Care for each other. I think the game becomes richer with that kind of investment.

I don't like numbers. Fiddly +1 to X, -1 to X - yes, it arouses the pattern finder, but sums are the first thing defenestrated by memory in stressful situations. Does balancing systems of bonuses make the game more fun or are they simply fun to design? Depends on you and your players.

Does any of the philosophizing above really matter? I don't know. If 3.5, 5e, or Mothership work for you, go for it. Play what makes you happy. But try to find out what doesn't work, and make it better.

MODIFYING THESE RULES

No license needed. I hope there's something here worth stealing.

CREDITS

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FUTURE ADDITIONS

My mutation table, language classes, a character sheet, augmentations, gun rules, divinity and its chattel, a price list, setting, location, etc.