

Age before beauty

There are some advantages and disadvantages to age. First, the older you are, the wiser and more experienced. PCs that go through the life events generator (and survive) tend to have higher stats and skills in some areas. However, the older you are, the greater your fumble die size grows too. Your muscles start to weaken. You may go senile. You could just die, brah.

Char Gen

- All ability scores (STR, DEX, CON, INT, WIS, CHA) start at 0.
- At each life stage, roll 1d6 per stat and add it (cumulative growth).
- Defining experience: Rolling a 6 grants +1 extra to that stat.
- Trauma: Rolling a 1 indicates a weakness (injury, illness, &c).

1. Childhood (Ages 0~12)

- Roll 1d6 for each ability (range: 1–6, or 7 if a 6 is rolled).
- Roll d6 Lifesblood as well (your last resort HP stat).
- A 1 means a setback (choose one of these options):
 - A CON check vs death (pass and you are fine, Teddy Roosevelt style).
 - Take -1 to a stat due to abuse, malnutrition, plague, &c (a stat can come out of childhood set at 0 with no problem).
- Formative Experience: Any stat that rolls a 6 gets +1 (thus a 6 becomes a 7).

2. Adolescence (Ages 13~19)

- Roll another 1d6 per stat (cumulative range: 2–14).
- Roll d6 more Lifesblood (cumulative with childhood LB).
- If a physical (STR, DEX, or CON) stat rolls a 6, add +1 (you waxed strong).
- If a physical stat rolls a 1, take -1 (lasting injury or chronic condition). If it reaches 0 or -1 this way, you die.
- If a mental stat rolls a 6: Add +1 to it. Your talent was acknowledged and you get an apprenticeship (e.g., squire, thief, scholar). Gain a simple skill (adv to rolls with it) or an ability most people don't have without training (tinkering, spellcasting, &c).

3. Adulthood (Age 20+)

- Roll a third 1d6 per stat (cumulative range: 1–21).
- Roll a d4 to find the tens digit of your age, and a d9 to find the ones.
- If any stat rolls a 6, you count it as a 7 instead, as we did with the last two steps of char gen.
- If any stat ends up as a 3 or less, you should prolly just start over.
- If you are 20+ years old, you get a new career which gives you a choice of one of the following:
 - a skill (advantage to relevant rolls)
 - a special ability (negotiate with the DM) such as the ability to intone spells or treat diseases with herbs
 - d6 LB.
 - Your choice should be informed by your career; a fighter narratively has a lot of justification for taking another d6 LB, and a wizard has less so.
- You can choose to age yourself exploding 4d8 more years to gain another career. You can do this multiple times, at least until you die or retire.
- Venerable: Automatically get +1 WIS if age 30 or more, and another at 40, 50, and 60 years of age.
- Vicissitude Checks (Starting at 40); Every 5 years, roll a CON check.
 - Fail: Lose d3 points from STR, DEX, CON, or CHA (determine randomly).
 - Critical Fail (Nat 1): Roll a d20+tens digit of age; if you roll 10 or higher, you die. Otherwise, you took a permanent wound (-2 to one physical stat).
- Old Age (50+); for each decade past 50:
 - Wisdom Growth: +1 WIS (hard-earned lessons).
 - Physical Decline: A physical stat goes down d2 points for each decade, starting with 50.
 - Physical stat at 3 or less: retire.
 - Stat at 0: die.
 - Senility & Ailments; roll a CON check:
 - Fail: Gain a flaw (e.g., frail, forgetful, or chronic pain). It puts disadvantage on relevant rolls.
 - Critical Fail: Major affliction (e.g., blindness, dementia).

4. Final steps:

- Average your STR, DEX, and CON. Double that number. This becomes your HP (the narrative ablative thing you lose if you would take normal damage).
- Decide what you are, based on the GM's campaign world. If you are something like a dwarf or elf, maybe multiply your "human years" by many fold. If demihumans have special abilities, maybe the GM can give humans something to compensate, like luck or extra LB.
- Decide on your weapons and clothes. There is no need for wealth to have these things at character gen.
 - Weapons do d4 exploding dmg if concealable, d6 if normal, and d8 if two hands are required.
 - Improvised weapons and punches do d4 and never explode (tho a KO is in the cards if you crit).
 - Armor has a trade-off: if you have it, you have d6 extra HP each battle, but disadvantage to certain actions such as climbing and swimming.
 - Shields take up a hand but can be sacrificed to soak any one hit for you.
 - You can carry 10 things or STR things or CON things, whichever is the highest number.

Tests/checks/saves

To do anything, roll a d100 at or under $\text{diff}\% + [2 \times \text{Ability score}]$. The standard difficulty is 50%, with harder things being a lower percent.

Advantage lets you roll the attempt twice, keeping one. Disadvantage is the opposite. Yadda yadda yadda.

For instance, to hit with a sword, you'd roll a d100 vs $50\% + 2 \times \text{STR}$. If your STR was 13, the difficulty would be 76%. If you wanted to grok a magical tome whilst having an INT of 18, the difficulty would only be 86%.

- Tests always fail on a 96~100.
- They always pass on a [Ability score]. For instance, if you have a DEX of 21, rolls of 21% or less will always succeed if you are shooting or doing something else that uses DEX.
- Impossible tasks cannot be rolled for, however, so table etiquette is to ask before rolling. Tasks that are not under pressure should just succeed.

If an auto-pass is rolled in combat: The damage goes right to the LB of the target if they are a PC. Monsters usually lack LB, and instead the assaulter gets to declare a maneuver to do to the monster. For instance, using a whip to wrap around a gryphon's beak, rendering its bite

unavailable for a while.

If it seems like it may be dramatic to let the monster resist the maneuver, perhaps they get a save roll immediately or in future rounds, but this is a powerful spice the GM should be careful about. Let the PCs crit-kill mooks right and left if they have a good idea—"I kick him into the pit!"

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