

Eruditia (Rules-lite)

~ Basics ~

The goal of this system is to foster interparty relationships, and character growth. Because of this, rules are simplified and not balanced to function perfectly for every situation.

This game uses d10s. If a roll is called for, a 0 is treated as such rather than as a 10 and modifiers to any given roll can not exceed an absolute value of 1, and do not increase the result above 9 or decrease it below 0.

If a player tries to do the same thing twice or more times they take a -1 penalty to the roll.

~ Vigor ~

Each character has one resource: Vigor. Vigor represents physical, mental, and magical stamina. A character has a Vigor pool of 100 points and regains 1d10 (minimum 1) x 10 points when they get a full night's sleep. If their rest is interrupted, or they do not sleep, the character instead regains 1 Vigor point per hour of rest in which they are only participating in light activity (i.e., relaxing or conversing, and not casting spells).

An effect might cause a character to lose or regain Vigor over time. If this is the case, a character loses or regains only 1 Vigor per specified increment (i.e. "every minute" or "every 10 seconds"), to a total of 10 Vigor.

An NPC likely has less Vigor than a player. If a character runs out of Vigor they die.

~ Spellcraft ~

When you cast a spell, you roll a d10 and compare it to the Intracacy table to determine the result. The GM typically declares the Intracacy before rolling, but is not required to, such as if the character would not know how intricate the spell their casting might be.

Some spells are categorized into "Emphases," one of which a character has a talent for. A player can choose which Emphases their character excels at when creating them and adds 1 to Spellcraft rolls when the casting relates to an Emphasis their trained in.

Whether or not the spell succeeds, the caster expends an amount of Vigor equal to the result multiplied by the Intracacy Score (except for in the case of Disaster, as seen below).

Intracacy

	1	2	3	4	5
Disaster	--	0	0	0-1	0-2
Failure	0	1	1-2	2-3	3-5
Null	1-2	2-3	3-4	4-6	6-8
Success	3-6	4-7	5-8	7-8	9
Flawless	7-9	8-9	9	9	--

Disaster The spell collapses instantly, lashing back out at the caster. The caster rolls another d10 to determine the spell's Vigor cost. The cost is equal to twice the usual amount, treating a result of 0 as a 1. Also see "Failure."

Failure The desired spell effects do not proceed, and might rebound at the caster in some way, such as halting progress toward the goal they intended, or aiding the intended target of the spell. The caster takes a -1 penalty to it's next Spellcraft roll.

Null The spell neither succeeds nor fails. But instead fizzles without result.

Success The desired effects proceed without error, to the intent of the caster.

Flawless The spell is executed perfectly. The caster expends half the amount of Vigor and adds a +1 bonus to their next Spellcraft roll of equal or lesser intricacy. Also see "Success."

~ Practical ~

Vigor can also be expended from physical exhaustion or taking damage, either by magic or ordinary means. A Practical roll might be used when a character would damage another character; when a character would attempt something that's particularly exhausting; or if a character would attempt to approach a problem with an ordinary solution.

When a character would make a Practical roll, they roll a d10 and add their Practical score for the total result.

~ Impractical ~

Vigor can also be expended from emotional or creative exhaustion, either by magic or ordinary means. An Impractical roll might be used when a character would attempt to demonstrate a non-magical skill or talent; when a character would recall niche information; or if a character would try to circumvent a problem with a creative solution.

When a character would make an Impractical roll, they roll a d10 and add their Impractical score for the total result.

~ Character Creation ~

In this game, who your character *is* and what lies in their past will inform character interactions among the rest of the group and within the world created by the GM. This will be much more important than any kind of statistics or game options.

There are some basic guidelines listed below.

Step One: Work with your GM to determine character backstory to the degree necessary or desired for the game you'll be playing.

Step Two: Determine scores. Your character has two numbers to remember other than Vigor: Practical and Impractical. Typically a player will roll a d10 and divide by 3 (rounded up) to determine both of these scores, putting either result into either score. A GM might

alternatively rule that a player can simply start with a pool of 6 Character Creation points, spending them by assigning points from this pool to either score, with the excess being used to determine which Emphases a character is trained in, as seen below.

Step Three: Choose Emphases. As above, a player will either roll a d10 and divide by 3 (rounded up) to determine how many Emphases they can specialize in, or will choose an amount equal to it's remaining Character Creation points. An Emphasis is what their knack is when it comes to magic and what will determine which kinds of spells gain the Emphasis bonus as seen in the "Spellcraft" section. An Emphasis's results might also be more likely to be associated with either Practical or Impractical rolls.

Emphases

- | | |
|-------------------|---|
| Healing | Typically Practical. Ending over-time affects. Restoring Vigor. Preventing death. |
| Illusion | Typically Impractical. Confusion. Distraction. Manipulation of game rules. |
| Knowledge | Typically neither Practical nor Impractical. Non-combat utility. Information. Malleable emphases. |
| Naturalism | Typically Impractical. Interacting with natural landscape. Applying over-time affects. |
| Physical | Typically Practical. Manipulating surroundings. Dealing damage. The elements. |
| Psychic | Typically neither Practical nor Impractical. Telekinesis. Telepathy. Combat avoidance. |
| Other | A player and GM might work together to brainstorm other emphases. |