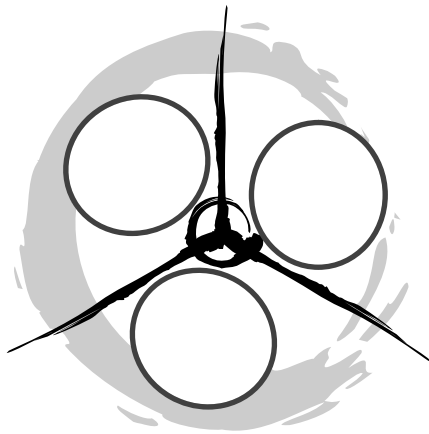# ACCESSORIES
An ERP GM's Companion

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Introduction

This document lines out some more possibilities of the Elegant Role-Playing (ERP) system. It is not "essential" but can be helpful in some areas. Feel free to use what you like and to leave out what you don't like.

Contents

- Competence Levels

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Competence Levels

This section deals with alternative power levels for player characters. Standard creation offers characters of quite a powerful and capable level ("Minor Heroes"). This chapter deals with two other variants: Average Humans and Superhuman Beings.

Note that standard rules for character creation (maximum number of Attributes and Skills, etc.) still are in effect!

Minor Heroes

Standard characters start play with 15 rating points to distribute among the three Characteristics (Mastery, Wisdom and Power), one Attribute and one Skill. They can spend 15 Glory to further customize their

Notes
This document is intended to be used with ERP 2.0, written by Gregor Hutton and David Bruns, based on concepts by Gregor Hutton. Visit the official ERP homepage at

www.gregorhutton.com

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abilities. Character creation for Minor Heroes and a sample character (Hecuba) are described in the basic ERP 2.0 rules set.

Average Humans

Average Humans are weaker than Minor Heroes, but, depending on the setting, can also be interesting to play. They start with 10 rating points to distribute among the Characteristics, one Attribute and one free Skill. They have 10 Glory for further customization.

Example: Professor Montagu Hawthorne

Mastery:	2
Wisdom:	5, Inquisitive (0)
Power:	3, Strong-Willed (2)
Skills:	Occult (0), Natural History (1), Investigation (2), Firearms (3)
Glory:	2
Outfit:	Tweed clothes, briefcase, spyglass, fountain pen and notebook, blotter paper, .38 Revolver, 20 rounds, a pocket watch, some chalk, a Bible and a good book.

Superhuman Beings

Mighty Heroes and Superhuman Beings (like from comic books) are far beyond regular human capabilities. They are allowed to distribute 20 rating points among their Characteristics, receive one free Attribute, one free Skill and one free Gift. They have 20 Glory for further customization.

Example: Ryan Poole, aka Lagoon

Mastery:	8, Athletic (0), Strong (4), Resilient (4)
Wisdom:	5
Power:	7, Commanding (4)
Skills:	Unarmed Combat (0), Expert: Sealife (1), Crime Fighting (2), Driving (3)
Glory:	2
Gifts:	Water Ability
Outfit:	Stylish neoprene hero costume, mask, motorbike, rented sea-front apartment, normal clothes at home.

Rules Clarifications

This section deals with the clarification of some rules presented in ERP 2.0. It will help the GM to run the game more smoothly.

Opposing Values

The standard Opposing Value is 6 for "human-level" tasks that will fail for normal humans about 50 per cent of the time. Heroic characters

Standard OVs	
Really Easy:	3
Average:	6
Tough:	9
Impossible:	12
Not Of This Earth:	15

won't fail these tasks but will have varying degrees of success. However, with the standard ERP character being Minor Heroes, some GMs tend to assign Opposing Values that are too high.

Resist this temptation. If a PC is going to easily pass a task then do not ask for a die roll. Unless, of course, they need to accumulate a number of result points.

For example, running may have an OV of 3. This OV is the same if you are an ordinary human or a bionically enhanced crimefighter. The OV is the same but the result points will be the difference!

Example: Ten-Pin Bowling

OV	Result
3	*really easy, hitting a pin every second shot*
4	*easy, hitting 1–2 pins on a throw*
5	*simple, getting 3–4 pins*
6	*average, getting 5–7 pins*
7	*above average, getting 8–9 pins*
8	*difficult, a "spare"*
9	*tough, a "strike"*
10	*very tough, getting mostly strikes in a game*
11	*near impossible, scoring 250+ in a game*
12	*impossible, a perfect game (300)*

Example: Melee Combat

OV	Result
1	*unconscious opponent*
2	*waking opponent*
3	*blind-side attack*
4	*attacking from a fortified position, or heavily injured opponent (Wounds>Mastery)*
5	*opponent on lower ground, horse versus foot, or injured opponent (Wounds>Mastery/2)*
6	*standard*
7	*opponent on higher ground, or attacker injured (Wounds>Mastery/2)*
8	*opponent in a fortified position, or attacker heavily injured (Wounds>Mastery)*

Reach of melee weapons

Advantage	Modifier
notable (sword vs. dagger)	OV ±1
significant (pike vs. sword)	OV ±2
very significant (pike vs. dagger)	OV ±3

Example: Missile Combat

OV	Result
1	*unconscious opponent, pointblank*
2	*waking opponent, pointblank*
3	*pointblank (0–1 m)*
4	*2–10 m*
5	*10–20 m*
6	*standard (20–50 m)*
7	*up to 100 m*
8	*up to 200 m*
9	*up to 500 m*
10	*up to 1 km*
11	*up to 2 km*
12	*up to 5 km*

Aiming with missile weapons

Situation	Modifier
Aim for 1 round:	OV −1
Aim for 2–3 rounds:	OV −2
Aim for 4+ rounds:	OV −3
Target dodging:	OV +1
Attacker moving:	OV +1
Poor light:	OV +2

OV	Result
1	*mind-controlled audience*
2	*drugged audience*
3	*friendly audience, e.g. political rally*
4	*majority of listeners on your side*
5	*sympathetic audience*
6	*standard (mixed audience)*
7	*unsympathetic audience*
8	*majority of listeners opposed to you*
9	*hostile audience*
10	*hostile and drunk audience*
11	*hostile and drugged*
12	*brainwashed in opposition*

Limited Tasks

ERP assumes that most tasks can be achieved by relying on the basic Characteristics (Mastery, Wisdom and Power) and that further aptitudes (Attributes) and deeper knowledge (Skills) simply increase the chance of success.

However, there are some areas where certain Attributes or Skills are needed before the player is even allowed to attempt the task! The GM has to decide which situations can be mastered unskilled (free tasks) and which have certain prerequisites (limited tasks).

If a character tries to accomplish a free task, the player rolls as usual, adding additional dice for up to one Attribute and one Skill.

If the character wants to accomplish a limited task the player is only allowed to roll if the character has the Attribute or Skill that is needed. Providing the character is appropriately qualified the player may roll normally *but* may not add a bonus die for the prerequisite Attribute or Skill.

Example: Brain Surgery

A character can be very dexterous with their hands (Mastery) and have a high educational level (Wisdom), but if they have never learned brain surgery, then they will not have the slightest chance to successfully remove a bullet from someone's head. A brain surgeon, on the other hand, would be allowed to make a normal roll, but would not get a bonus die for the Brain Surgery skill! Note that the brain surgeon could always buy extra dice using Glory as usual.

Combat

The following rough guidelines help you to deal with combat in an elegant manner. These ideas have been designed to minimize the number of dice rolls and to ensure more narration-oriented gaming.

Note that a score within 3 or so of the OV, say a 5 when the OV was 6, is probably a "hit" but for no damage. So the GM could describe it as a bullet grazing a cheek, a knife cutting through clothing but failing to Wound, etc.

Close Combat Attacks

Close combat OV is by default the Mastery rating of your opponent and assumes that (a) your opponent doesn't want to be injured, (b) you

are trying to hurt your opponent – by hitting somewhere that will genuinely hurt and not just give a superficial wound, and (c) they are fighting back.

If the opponent dodges then the OV is Mastery+1, or 6, whichever is higher. Only PCs and significant NPCs can roll a d6 and add to their Mastery!

Automatic Weapons

Automatic weapons can fire multiple bullets in a short amount of time. Some weapons can fire bursts (3 rounds), some fire fully automatic (10 rounds), some are capable of both. These features increase the chances of hitting by adding +2 to Mastery for a burst or +4 for full automatic fire. This also increases damage (indirectly) by granting higher scores and results.

A burst may only be targeted against a single opponent, while fully automatic fire can be used to attack up to three closely grouped targets. In this case, the attacker divides their Mastery by the number of targets (rounding up) and rolls for each separately.

Extras, Henchmen and Goons

Extras, Henchmen and Goons fall over and are incapacitated when they take a number of Wounds greater than their Mastery (which might be between 3 and 5 points), they don't get the benefit of resisting KO like PCs. They are dead once they suffer more than twice their Mastery.

Optional Rules

This section features some optional rules, including a more elaborate damage system and how to deal with Insanity as a separate form of injury (mental Wounds).

Elaborate Damage System

Some damage is so threatening that you are severely wounded, worse damage may result in Permanent Wounds.

Severe Wounds

If a character takes a number of Wounds higher than a characteristic rating (Mastery for physical wounds, Wisdom for mental damage, Power for spiritual wounds) in a single blow then that character is severely wounded for the excess amount. Severe Wounds heal slower than normal wounds (1 Wound per day) and need medical attention to properly do so.

Permanent Wounds

If you suffer more Severe Wounds than your characteristic rating in a single attack then these Wounds become Permanent Injuries. These represent crippling injuries (maimed leg, blinded eye, crushed lung) and do not heal except for rare magical healing (a *Cure the Blind* spell for example) or advanced technology (a futuristic Replacement Optic).

Permanent Wounds above a characteristic are an even worse fate. The character is so heavily injured, that their life will be changed dramatically. Any Wound of this type may put them in a coma or even

Elaborate Damage Overview

Damage		Wound type
Wds	≤ C	Normal
Wds	> C	Severe
SWds	> C	Permanent
PWds	> C	Coma
PWds	> C×2	Death

Wds = Normal Wounds
SWds = Severe Wounds
PWds = Permanent Wounds
C = Characteristic rating

Example: for **Mastery** 3

Wounds	Type
1–3	Normal
4–6	Severe
7–9	Permanent
10–12	– Coma
13+	– Death

cause outright death. At such a point, the player should carefully consider retiring this character. However, there may be much role-playing to be found in a character confined to a wheelchair (Ironside), or one who is irrevocably insane.

Permanent Wounds that exceed twice the characteristic lead to a total collapse. Here death through massive physical or mental trauma is a definite, and messy, near-certainty.

Cumulation of Wounds

When rolling versus a characteristic to determine whether a character falls unconscious or even dies, all Wound types are summed up to calculate the Opposing Value.

Note that Wounds from a single blow are divided into the different categories of damage: If you received Severe Wounds before and are now suffering additional Wounds lower than your characteristic, then these are still treated like normal Wounds.

Other types of damage, that do not heal on a one Wound per hour basis, are dealt with accordingly. The healing period for such Wounds is increased by one step: hours become days, days become weeks, weeks become months, and so on.

Example: My Old Wartime Injury

Jonathan T. Pickerton, millionaire and dilettante (Mastery 3), is a handsome man and breaker of hearts. One night the husband of one of his conquests comes home early. Panicked, Pickerton escapes through a bedroom window.

Due to very disadvantageous circumstances and a desertion of his luck he falls from the balcony and suffers 5 Wounds. As he has Mastery 3, the first three wounds are normal and are likely to be gone within a handful of hours, the further two Wounds are Severe – they exceed his Mastery in value. The GM declares that Pickerton has jarred his knee and bruised his thigh. For the next few days he will have to use a cane to aid his walking. One day later, Pickerton's normal Wounds and one of his Severe Wounds has healed. He has 1 Wound still marked on his character sheet and this is a Severe one. The GM rules that this injury will be gone in a further d6 days.

But the millionaire has not reckoned on meeting the angry husband in a Gentleman's Club later that evening. The husband surprises Pickerton and shoots him twice in the back with a large-calibre handgun. The first shot deals a blow of 7 Wounds. Pickerton suffers 3 normal Wounds, 3 further Severe Wounds (he already has 1) to give him 4 Severe Wounds in total, and 1 Permanent Wound (the final excess damage from the shot). The player has to roll Pickerton's Mastery of 3 + d6 and try to better an OV of 8 (his current Wounds total). Unsurprisingly he fails to beat this and falls unconscious.

Rather unsportingly the second shot hits Pinkerton for a further 2 Wounds. These are 2 more normal Wounds as they do not total more than his Mastery on their own. However, they mean that Pinkerton must now test his Mastery against an OV of 10. The player rolls a 3, leading to a result of −4, just enough to survive. He was lucky once again! The GM declares that the first shot hit his lung and that Pinkerton is in dire need of medical aid.

The doorman apprehends the irate husband to prevent further damage to the dallying dilettante.

The doctors barely save Pickerton, but from this day on he cannot perform strenuous tasks. He is often short-winded due to his permanent lung injury. When asked about this by Professor Hawthorne, he tells the academic that it is a shrapnel wound he suffered during the Great War. A bounder to the last!

Insanity

With horror settings being very popular, a method of dealing with mental shock, fear and madness is needed. Dealing with Insanity as a part of regular Wounds may not always be appropriate.

Dealing with Insanity

Most of the time Insanity will be dealt with just like regular Wounds are. A character allocates Insanity by encountering horrible monsters, by witnessing events beyond human comprehension and by performing acts man was not meant to perform.

The GM assesses the number of Insanity points a character suffers and the player tests Wisdom versus an Opposing Value equal to the accumulated amount of Insanity. If the player's result is 0 or less, the character becomes Immediately Insane (temporarily psychotic, choose a form of behaviour that fits to the situation), if his result is −5 or less, he becomes Definitely Insane.

Alternatively the GM may roll a modified d6 to determine the amount of Insanity suffered from a certain incident. This limits arbitrariness and makes Insanity more incalculable. See the table below for some examples.

Insanity naturally heals at a rate of 1 per week (substantially slower than Wounds) and can be cured via psychotherapy or equivalent methods. Overcoming a monster can be rewarded by losing a part of the Insanity gained for encountering, but its sole existence is too disturbing to lose all Insanity immediately.

Severe and Permanent Insanity

Using Insanity can be even more interesting when combined with the elaborate damage system portrayed above.

Severe Insanity (lasting for a month per Wound) can be described as paranoid or fearful behaviour. The character still suffers from the experiences he made. This behaviour will wear off once the Severe Insanity Wounds are cured.

Permanent Insanity represents major behavioural disorders that severely handicap a character in their actions. Examples can be phobias, fetishes, delusions and the like. Remember: these effects are permanent but not the same as Definite Insanity. Definite Insanity takes the character out of play as a complete madman!

Example: Insanity Points

Situation	Insanity	Roll
Finding a mutilated corpse	1–2	*(d6/3)*
Waking up in a coffin	2	*(d6/2)*
Meeting someone you knew who was dead	3	*(d6)*
Reading a book of madness	2–5	*(d6+1)*
Encountering a minor creature (Ghoul, Deep One)	2–5	*(d6+1)*
Encountering a major creature (Elder Being, Formless Spawn)	5–10	*(d6+4)*
Encountering a minor abomination (Star Spawn)	10–12	*(d6+6)*
Encountering a greater abomination (Cthulhu himself, Hastur)	12+	*(d6+8)*

Option: Unstoppable Madmen

Urban legend has it that certain states of mind (mostly found with psychopaths and heavily drug-influenced persons) lead to a point where physical pain and suffering is totally ignored. To simulate this the GM may allow temporarily psychotic characters to add their Insanity to their Mastery for rolls to resist unconsciousness and death from Wounds.

This works perfectly for insane NPCs but should only be allowed for players in a limited number of cases.

Example: Aieee Cthulhu Fhtagn!

Professor Hawthorne and Jonathan Pickerton see Great Cthulhu and the GM rules that they must take d6+8 Wounds of Insanity. He rolls a 2 for the Professor (10 Insanity Wounds) and a 3 for the Millionaire (11 Insanity Wounds).

The Professor's Wisdom is 5, and so he gains 10 Wounds, 5 of which are Severe! In addition he must achieve a score of 11 or more on a test of Wisdom or go Immediately Insane. This encounter will not render him Definitely Insane yet, as his high Wisdom rating ensures that his worst score will be −4. His housekeeper will notice strange habits that fade away after 5 weeks while the Professor suffers from the effects of the Severe Insanity. (Note that Professor Hawthorne's 'Power' attribute of 'Strong-Willed' has no effect in protecting him from Insanity. The attribute indicates that he is forceful at persuading and convincing others. He would need some 'Rationalist' attribute for his Wisdom to roll an extra die on the Wisdom test against Insanity.)

Millionaire Pickerton, on the other hand, is in deep trouble. With his Wisdom of 3 he suffers 3 normal, 3 Severe and 5 Permanent Wounds of Insanity. He has to test his Wisdom with an OV of 11 and gets a score of 8, leading to a result of -3. He is Immediately Insane and runs off shrieking, leaving Professor Hawthorne alone to fight the eldritch horror. For the next three weeks Pickerton locks himself up in the cellar of his mansion (Severe Insanity) and will later be transferred to a noble health resort to deal with his extreme behavioural dysfunctions (Permanent Insanity).

Whatever Professor Hawthorne will do to deal with the Great Old One, at least Arkham's damsels will be save from further attempts of seduction.

Granular Characteristics: Aspects

Sometimes the three Characteristics may not be granular enough to describe a character in the way you would like to. If you feel so, you can split Mastery, Wisdom and Power into sub-categories according to the Aspects noted in ERP 2.0. These aspects may differ in rating, but their average value has to equal the original Characteristic rating. When rolling for an action, use the appropriate sub-characteristic.

The GM should agree any such modifications as mean-spirited players can use this method for inelegant exploitation. And that is no fun for anybody.

Example: Gregor's Dwarf

Gregor creates a Dwarf who is Strong but not Agile. His Mastery is 6. Gregor keeps the Dwarf's Mastery as 6 but notes that his Aspects are different. He puts Strength up to 7 and marks Dexterity down to 5, all other aspects of Mastery default to 6. Of course, damage is resisted using Mastery as usual – not some strength or toughness Aspect. To increase the Aspects Gregor must increase the Dwarf's Mastery using Glory as usual. The Aspects will all advance by 1 point when his Mastery does.