

R

ERRATA R2000-1

# VARIABLE DAMAGE FOR FENRIS 2D6



By Gregory B. MacKenzie



*Errata R2000-1 gives optional rules for the use of variable damage dice in melee attacks, combinations of 1d2 and 1d3.*

*Fenris 2d6*

*Copyright G. B. MacKenzie 2012*



**Variable Damage for Fenris 2d6**<sub>[P1]</sub>  
 Fenris 2d6 Optional Variable Damage Calculation Errata<sub>[P1]</sub>  
 By Gregory B. MacKenzie  
 ©2013

Fenris 2d6 uses 1d6 for damage, and 2d6 for some of the more terrifying creatures. The optional damage table proposes the use of variable dice for melee attacks, that is combinations of 1d2 and 1d3. Magic and Missiles still cause 1d6 damage regardless of armour class.<sub>[P1]</sub>

1d2 and 1d3 can be derived from throws of 1d6 as follows:

1d2	1d3
1-3 = 1	1-2 = 1
4-6 = 2	3-4 = 2
	5-6 = 3

How much damage is caused is derived by comparing the Class of the Attacker's Weapon (or Beast Attack Class), and the Armour Class of the defender, e.g. find the Weapon Class in the left column and move right across the table until you find the column which matches your foes Armour Class, the dice to use to roll damage are indicated.<sub>[P1]</sub>

Weapon Class is known for Man-like Foes that use weapons. With regard to Beasts, Referee's may assign the attacks of beast-like Foes any of three Beast Attack Classes that seem appropriate. The Referee may subjectively assign a Beasts Attack Class based on size, legendary ferocity, or other criteria. In the case of Beasts with multiple attack forms, the class of each form of attack need not be the same. The Referee may customize each beast to suit themselves.<sub>[P1]</sub>

Notes:

A Beasts Attack Class should not be used to determine precedence in the order of combat.<sub>[P1]</sub>

The attack damage of Monsters that presently use 2d6 may either be considered Class 3, or 2d6 may continue to be used.<sub>[P1]</sub>

The Variable Damage Table reflects the protection of armour as fewer dice are used if the protective value of the defender's armour is better. Using this table, well armoured opponents fare better when damage rolls are made.<sub>[P1]</sub>

**Fenris 2d6 Optional Variable Damage Table**<sub>[P1]</sub>

		Defender's Armour Class							
		9	8	7	6	5	4	3	2
Beasts Attack Class	Attacker Weapon Class								
1	1	4d3	3d3	3d2	2d3	1d6	1d3	1d2	1d2
2	2	4d3	4d3	3d3	3d2	2d3	1d6	1d3	1d2
3	3	4d3	4d3	4d3	3d3	3d2	2d3	1d6	1d3

<sub>[P1]</sub>

## Range of Damage

- 1d2 (1-2 points)
- 1d3 (1-3 points)
- 2d3 (2-6 points)
- 3d2 (3-6 points)
- 3d3 (3-9 points)
- 4d3 (4-12 points)

## Open Game License

### DESIGNATION OF PRODUCT IDENTITY

The names "*Fenris 2d6*" and "*Variable Damage for Fenris 2d6*" when used in any context, is product identity. Additionally the content of paragraphs, and sentences which are followed with "[PI]" in superscript or subscript are product identity. The content of table cells which are followed with "[PI]" in superscript or subscript are product identity. The titles and entire content of tables which have "[PI]" in the bottom row are product identity. All artwork created by Gregory B. MacKenzie is product identity. The Trade Dress of this work (font, layout, style of artwork, etc.) is reserved as Product Identity.

### DESIGNATION OF OPEN GAME CONTENT

The *Variable Damage for Fenris 2d6* is designated as Open Game Content under the OGL, with the exception of all artwork. The Trade Dress of this work (font, layout, style of artwork, etc.) is reserved as Product Identity.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright *Law*, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Magicians or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002–2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Fenris 2d6* Copyright 2012, Mr. Gregory B. MacKenzie. Author Mr. Gregory B. MacKenzie.

*Variable Damage for Fenris 2d6* Copyright 2013, Mr. Gregory B. MacKenzie. Author Mr. Gregory B. MacKenzie.

END OF LICENSE

Copyright 2012, Mr. Gregory B. MacKenzie.