**Patrin-Godbound Mechanics Part I**: 3-1-17

Quick Reference pg. 23

**Basic Mechanics (Old School Renaissance/Rules-OSR)**: The mechanics of the Godbound Patrin campaign are based on Old School D&D Rules (1st Edition D&D), with a number of changes as shown below.

1. **Shapeshifting (See Below)**: While there are no mechanics for it, PCs must still perform the Sacred Hunt to gain new forms, drinking their kill’s heart’s blood. However, PCs will learn later learn Charms to Sacred Hunt by seducing or defeating an opponent in combat.

PCs have lost much of their Shapeshifting powers due to the Silent Note. PCs will only retain 12 forms they have gained in their “Library”, and those may only be from the size of a cat to the size of a moose. PCs will need to Sacred Hunt to gain more shapes.

2. **Hit Points/Hit Dice**: Patrin begin with 9 hit points (+ Con modifier), however these hit points are equal to 10 hit points or one level in old school D&D. So, PCs have the equivalent of 90 hit points or more. So, in game terms most mortal opponents only have one hit point.

3. **Levels/Advancement**: PCs begin at 0/1st level, which very roughly translates to Essence 1-2 (Exalted), or 8-10 Level (D&D). PCs will gain Powers, Experience Points, and Dominion Points as we play, though they will not gain Experience Point or Dominion Points for the first few games.

4. **Attributes**: While Attributes are generally the same as D&D, modifiers are different, as follows:

Score: Modifier:

3 -3

4-5 -2

6-8 -1

9-12 No Modifier

13-15 +1

16-17 +2

18 +3

5. **Attribute/Skill Checks**: An attribute’s check target is equal to 21 minus the attribute score. PCs gain +4 to the roll if they have an appropriate Fact or if it is their chosen Caste Attribute.

6. **Saving Throws (pg.18)**: Saving throws are a type of Attribute Check. The three types of Saving Throws are **Hardiness**, **Evasion**, and **Spirit**. These use the better of two Attributes for modifiers: Hardiness (Strength or Constitution), Evasion (Dexterity or Intelligence), Spirit (Wisdom or Charisma), PCs base saving throws are 16 minus their level, minus their highest applicable attribute modifier.

If a Patrin fails a saving throw, they commit a point of Effort for a day to succeed (even after they have failed).

7. **Combat**:

A. The Combat Round: A round is 6 seconds and during a round a PCs may move 30’ and take an action. PCs may move, attack, and then move, but are subject to disengaging rules. (This is a GMO rule we will try).

B. Action: Actions include an attack, use of a power, and extra move, or anything else that is equivalent. On Turn Actions are minor actions such as drawing a weapon or dropping an object is a free action while it is the PCs turn. Instant Actions are those PCs can perform at anytime even when not their turn, or in reaction to something else.

C. Initiative: PCs always go first, in any order they wish, followed by NPCs. If PCs wish to hold until after NPCs go, they may.

D. Using Gifts: Instant Gifts can be used at any time, even if not your turn or if being attacked. PCs can cancel Gifts to free up Effort as an instant action. On Turn Gifts do not take an action but can only be used on PCs turn. Offensive Miracles count as Actions as does Shapeshifting.

E. Attacking a Foe: Roll d20 and add Attack bonus, modifiers, and Opponents AC. If the total is 20 or higher you hit. 20 always hits and 1 always misses.

F. Disengaging: A combatant who moves away from an opponent without spending an action, is subject to a free attack by all nearby foes.

G. Damage/Damage Chart: Damage is one of the key differences in this game. Damage rolled converts as follows:

Damage Rolled: Damage Taken:

1 or less None

2-5 1 point

6-9 2 points

10 or more 4 points

Note: Some powerful opponents deal “Straight Damage” which is given directly, and not modified by the above chart.

H. Fray Dice (pg. 20): Heroes will gain a Fray Die that represents their casual use of Exalted power in combat. Each round they roll their Fray Die on their turn (usually a d8). The Fray die is compared on the Damage Chart and that damage is automatically inflicted on a Lesser Foe. Leftover damage spills over to the next Lesser Foe. Fray dice can be use against a Mob of Lesser Foes. The Fray die functions even if the Patrin is doing something besides combat.

I. Range (pg.13 & GMO): Thrown weapons and pistols have a range of 40 yards. Bow/Crossbows have a range of 300 yards. Rifles have a range 500 yards. If a Power/Divine Gift has sight range, it is about 3 miles on flat land and up to 30 miles if you are on top of a mountain.

J. Smite Actions: PCs cannot use a Smite Action two rounds in a row.

8. **Death/Dying/Healing (pg. 21)**: Foes brought to 0 hit points are dead, dying, or subdued (decided by the Patrin). Patrin brought to 0 are gravely wounded and helpless, and die from further harm. If left alone, they regain 1 Hit Point an hour later.

If Patrin rest comfortably for an entire day, they heal all their Hit Points. All committed Effort is regained in the morning unless they opt to keep it committed. Mortal healing magics DO NOT work on Patrin.

9. **Divine Fury (pg. 21)**: If brought to 0 Hit Points, a Patrin might be able to enter Divine Fury. A Patrin can only enter Divine Fury once per Level. Once in Divine Fury a Patrin regains half his Hit Points (rounded up) and bonus Effort equal to their Level. They are immediately freed from any magical effect that is binding or constraining them, whether mental or physical, and for the duration of the fury they cannot be controlled or bound by magic. The duration of the Fury is 1 round/Level, and at the end they become completely helpless for 5 rounds and can be killed automatically with a single attack.

10. **Lesser Foes/Worthy Foes (pg. 26)**: A Lesser Foe is a creature with equal or fewer hit dice than the hero has levels (rounded up). A Worthy Foe is one with more hit dice or levels than the Patrin has levels.

11. **Groups/Mobs (pg. 152)**: A Mob is a pack of foes whom might be individually contemptible yet are dangerous in swarms. Mobs are treated as single foes, and are Small, Large or Vast. A Small Mob can fill a large room, a Large Mob can block a street or fill a large building, and a Vast Mob is the size of a military unit on a battlefield.

12. **Morale (pg. 20)**: When foes are given a reason, they may flee. Morale scores range from 2 to 12. Roll 2d6, on a roll higher than their morale they flee or surrender. (You might want to remind the GM)

13. **Facts (pg. 8)**: A Fact is an important truth about you or the world, one that shapes their past and abilities and are a sentence or two long. Whenever you're making an attribute check to do something your Facts would make you good at, you gain a +4 bonus to the attribute check roll.

14. **Words of Creation (pg. 12, 29, 170)**: Words of Creation are portfolios of power that grant access to Divine Gifts (Similar to Exalted Charm Trees). See the list in PC creation.

15. **Divine Gifts (pg. 24)**: Divine Gifts are refined miracles that express the will of the user and similar to Exalted Charms and Knacks.

16. **Effort (pg. 24, GMO)**: Effort is a mix of divine power, personal will and physical energy necessary to wield mighty forces (it is similar to Willpower and Essence in Exalted). Many Gift require Effort to use and Effort requires commitment which cannot be regained until both the commitment ends and the time requirement turn/scene/day ends. If a Patrin (or other Worthy Foe) is desperate, they may Commit a point of Effort **for a day** to succeed in a failed Save, failed To Hit roll, or failed Attribute check, even AFTER they have failed.

17. **PC Advancement (pg. 19 & 103, GMO)**: Normally PCs require both Experience and Dominion Points to be spent to go up a Level. Instead I will be advancing PCs at a more granular rate.

18. **Mortal Magic & Magic Items**: Most mortal magic and magic items DO NOT work for Patrin; they are simply too weak. Healing potions fail, +2 swords do not modify combat, etc. Only Artifacts and Relics are powerful enough to help the Patrin. Magic Items do help a Patrin’s mortal followers and can be useful for trade however.

**Shapeshifting**: Shapeshifting takes an Action in combat until PCs learn to use it as an On-Turn Action

A Patrin who uses a gift or miracle to adopt a different shape normally acquires only the external seeming of that shape. If it can breathe water, fly, run quickly, or navigate some other, more exotic

environment then the Patrin's new form can do so as well, but any other special powers or senses the creature possesses that aren't necessary for its basic survival are not obtained. Magical abilities are

certainly not acquired automatically, even if those are necessary for it to live in its natural environment; special gifts are needed for that.

A transformed Patrin or mortal otherwise retains their attributes, attack bonus, hit points or hit dice, armor class (This may change according to GM), and other statistics. If using a creature's natural weaponry to attack, small but dangerous creatures use a 1d4 or 1d6 damage die, wolf- or bear-sized ones use a 1d8 damage die, and larger creatures use a 1d10 damage die. Thus, transforming a peasant farmer into a war elephant doesn't make him an unstoppable gray titan of war, it just makes him a badly-coordinated elephant that faints or dies after one good spear thrust. PCs lose Attribute modifiers, but gain natural AC.

Transformed creatures retain their intellect and identity unless the power that transforms them indicates otherwise. If their identity is lost in the transformation, it can be restored by undoing the change.

Those who lose their human intellect will behave in whatever way the creature normally does, with intelligent creatures fabricating a prior life story instinctively and responding very unkindly toward attempts

to disprove this prior history.

Some gifts may allow for a shapeshifter to Commit extra effort to gain additional abilities from the form they adopt. In some cases these abilities will function a particular way regardless of the creature's hit

dice, such as a monster's lethal gaze that turns victims into stone. If the effect does dice of damage, however, it can't do more dice than the original creature's level, or half their hit dice if they don't have

levels; a 1 HD peasant made into a dragon breathes a 1d8 fire breath.

Possessions that the shapeshifter is carrying either vanish when they change form or remain with the shifter if they're capable of carrying or manipulating the objects in their new form. Thus, a spear-carrying lycanthrope that shifts from a human into a wolf-man form would still have his spear, while transforming entirely into a wolf would cause the spear to vanish. Such items reappear when the shifter turns back or is killed.

If the shifting power is meant for purposes of disguise, such as an ability that lets the user take the form of another person, their possessions also shift to match an appropriate costume or equipage for the form they are impersonating. Only mundane equipment changes this way, and objects of notable value cannot be mimicked, but the change is permanent until the shifter reverts it. Thus, it's not possible to detect a shifter by stealing his mandarin's hat and seeing if it transforms into a dirty skullcap once it's away from him.