

Round Table RPG Rules

Created by Jacob Vaughn

Materials needed to play

- Pencil
- Rules
- Notebook
- Friends

Statistics

In Round Table there are five "statistics" (also known as stats or even attributes) which every player character has. These are:

- **Body** - this represents the toughness, endurance, stamina, and strength of the character. A character with a high Body will have greater resistance to poison, starvation, and physical damage. It does not necessarily imply physical bulk. Many crafts are covered here.
- **Dexterity**- the characters hand-eye co-ordination, agility, balance, and speed of reaction. In short, anything physical that is not covered by Body.
- **Knowledge**- how much the character knows, both general knowledge and specific. Usually, but not necessarily, implies a measure of intelligence.
- **Aura** - the strength of the character's will and personality. Characters with high aura can be commanding, charming, intimidating, any / all of the above. Used in many social situations.
- **Weapon Skill (no suit)** - the characters general ability in combat, be it close-combat, unarmed or accuracy with a ranged weapon.

You choose your stats by dividing 20 points between them. All stats must be at least 2 and no more than 6.

<http://web.archive.org/web/20021015223758/>

Skills

In Round Table, every skill is based upon a stat, and replaces it when making checks. If you do not have the skill, use the basic attribute score instead. For example if I have Knowledge 4 and Herb Lore 6, then I can test my herbal knowledge at level 6 but other subjects at level 4.

To decide upon your skills, you have 20 points again, **divide your stats in the same way**. You cannot spend more than half (round up) your points for any stat on a single skill.

A suggested list of skills is:

- Body - Strength, Endurance, Sailing, Swimming, Running, Throwing, Climbing, and many outdoor crafts such as stonemasonry and mining
- Dexterity - Dancing, Riding, Rope use, Juggling, Tightrope walking, and the many "thief skills": acrobatics, forgery, locks, traps, set snares, escape bonds, stealth, pickpockets
- Knowledge - Etiquette, lip-reading, healing, lore skills (too many to list) such as engineering lore, city lore (for a specific city), tracker lore, baking lore, animal lore. Languages.
- Aura - Pacify, Seduce, Charm, Preaching, Bribe, Bargain, Con, Disguise, Singing, Intimidation, Information gathering, Torture
- Weapon Skill - Individual weapons, e.g. Longsword, Axe, Bow. See below, under combat
- Using A Skill

To use a skill, the skill must have at least one point in it. Then the GM picks a card from the deck. If the card is below 7, then the skill did not work. If it is higher than or equal to seven the skill worked. Example- *John decides to use his juggling skill to juggle some rocks. He tells the GM and the GM picks a card from the deck. It is an eight of hearts. John gets to juggle some rocks!!!*

Other Things

Your character needs a name. He also should have a drawing of what he looks like. Optional-You could also add some background info for your character.

Health- Each character starts with 50 health. When you run out of health you die.

Coins- Each player starts with 100 coins. Coins can be used to buy skill training or items and can be used for bribery.

Experience - Each player starts with 0 experience. Experience is earned during fights.

<http://web.archive.org/web/20021015223758/>A bonded mount is a strong, courageous horse (or other creature if the GM allows) of exceptional intelligence, completely loyal to the cleric at all times (unless the cleric breaks his vows...). The "bond" is partly an empathic link, partly complete loyalty and unswerving devotion. The cleric **will** take equally good care of his/her mount.

Combat

Combat is almost the same as using a skill, but instead of having to be 7 or higher, the card picked must be under or equal to the amount of points for that skill. If the card is not that it is a miss. The skills for attacking are the weapons that you put under Weapon Skills. Also you can choose to block. If you choose to block an enemies's attack, you must pick a card from the deck. If the card is equal to or above the enemy's attack points, than the attack is successfully blocked. If the card is lower than the attack points you lose health points equal to how much under the card was.

Monsters

The GM can create monsters from their imagination. Here are some examples to get you started:

Giant Tentacle- A giant tentacle that erupts violently from the ground.

Life- 25

Attack-10

Leech Cloud- Swarm of floating leeches that drain health on contact.

Life- 20

Attack- 15

Campaigns

I am not going to include any campaigns in this rule book. I also will not be putting campaigns in their own book. I already have some monsters for you. Campaigns are for you to create. C'mon use your imagination.

The End

Author Notes

This game is dedicated to my Aunt B, my grandpa, and my parents. No matter what I will always love you guys.