

slash five playtest

Version 1.3 by Dan Comstock



Objective

Math streamline: make the game's math simpler and easier to process.

Summary

Under this playtest, all of the game's numbers are divided by five (round down to a minimum of 1). This playtest is meant to test an across-the-board reduction in the game's math.

Note: A consequence of this system is that it is very costly to increase your damage through Weapon Proficiencies and Backstabs. Further playtests will be used in conjunction with this playtest to explore alternate Fighting and Stealth skills.

Page 23, final paragraph under the heading "Dying"

Healing restores you to zero body points before healing is applied. So, for example, if you are at -1 and receive 5 points of healing you would have 5 Body Points.

Page 27, Table 2-4, Advancement Chart

Change Table 2-4's Body Point totals, as indicated on the last page of this document. (*Rule of thumb: divide current body points by five, round down to a minimum of 1, then add 1*)

Racial bonuses and penalties are not affected by the division by five. For example, -- a Level 1 Half Orc rogue has 4 body points instead of 2. Racial disadvantages will not reduce anybody below 1 body point. Drae only lose 1 body point (instead of 2) during daylight hours.

Alternate Damage Rules

Under this playtest, all weapons have a base damage of 1.

For every five proficiencies a character knows, he or she may swing +1 damage. For each five backstabs a character knows, he or she may swing +2 damage from behind.

Slays and Assassins deal 20 damage. Bladefury deals 40.

The skills *critical attack*, *back attack*, and *master critical attack* are not affected by the division by five and function normally. They add +1 or +2 damage versus one target for one encounter. For every proficiency or backstab above a multiple of 5, you may use four critical attacks or backstabs per reset. (for example, a character with 9 weapon proficiencies now swings +1 damage and has 16 critical attacks)

Page 42, Improving a Weapon

No smith may add a bonus greater than plus one to a weapon.

Page 66, Table 5-4 through 5-5, Figures 5-2 through 5-10

Divide all spell effect values (and the corresponding spell descriptions) by 5.

For example:

1	Magic Missile	1	Magic Storm
2	Lightning Bolt		
3	Ice Bolt	1	Light Wounds
4	Flame Bolt	2	Wounds
5	Stone Bolt	4	Serious Wounds
6	Lightning Storm	6	Critical Wounds
7	Ice Storm	8	Mortal Wounds
8	Dragon's Breath		
9	Eldritch Blast	4	Enflame

Bless and Shield each grant 1 point of protection.

Elemental Blade adds 1 point of damage + elemental flavor.

Page 105, Armor

All current armor values (including wear points) are divided by five, rounded down to a minimum of 1.

Formal Magic and Magic Items

Arcane Armor

Under this playtest, Arcane Armor is handled as follows:

1-2 castings of Arcane Armor = 1 point of armor.

3-4 casting of Arcane Armor = 2 points of armor.

5 castings of Arcane Armor = 3 points of armor.

Damage Aura

Existing weapons with damage aura function differently under this playtest. +2 and +3 damage auras are reduced to +1. For each point of damage aura past the first, the weapon gains the ability to *critical attack* (as per the skill) twice per day. So a +3 weapon under this playtest is now a +1 weapon with the ability to *critical attack* four times per day.

Protection Aura

Under this playtest, Protection Aura is handled as follows:

1-9 castings of Protection Aura = Protection Aura 2

10 castings of Protection Aura = Protection Aura 3

Table 2-4, Advancement Chart

Lv	F	R	S	T
1	2	2	2	2
2	2	2	2	2
3	3	2	2	2
4	3	2	2	2
5	3	2	2	2
6	4	2	2	2
7	4	3	2	3
8	5	3	2	3
9	5	3	2	3
10	5	3	2	3
11	6	3	3	3
12	6	4	3	4
13	7	4	3	4
14	7	4	3	4
15	7	4	3	4
16	8	4	3	4
17	8	5	3	5
18	9	5	3	5
19	9	5	4	5
20	9	5	4	5
21	10	5	4	5
22	10	6	4	6
23	11	6	4	6
24	11	6	4	6
25	11	6	4	6
26	12	6	5	6
27	12	7	5	7
28	13	7	5	7
29	13	7	5	7
30	13	7	5	7

31	14	7	5	7
32	14	8	5	8
33	15	8	5	8
34	15	8	6	8
35	15	8	6	8
36	16	8	6	8
37	16	9	6	9
38	17	9	6	9
39	17	9	6	9
40	17	9	6	9
41	18	9	7	9
42	18	10	7	10
43	19	10	7	10
44	19	10	7	10
45	19	10	7	10
46	20	10	7	10
47	20	11	7	11
48	21	11	7	11
49	21	11	8	11
50	21	11	8	11
51	22	11	8	11
52	22	12	8	12
53	23	12	8	12
54	23	12	8	12
55	23	12	8	12
56	24	12	9	12
57	24	13	9	13
58	25	13	9	13
59	25	13	9	13
60	25	13	9	13

If you've played under this playtest, submit feedback once via [this survey](#).