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Alternative & Optional Rules



As a game, Orx is modifiable and extensible to a large degree. Hence, we have produced this document which details a few optional modifications and extensions of the rules that might be fun to drop into play.

Note these rules are not meant to be utilized together, though some of them certainly can be.

If you can think of any good extensions or modifications to the existing rules, feel free to send them my way via e-mail, and I may include them in future versions of this document with due credit given to you.

Note that this is an unplaytested beta-version of this document and is being provided solely to illustrate that Orx can be tweaked and to encourage such.

Alright, then, on to the rules...

ROADS
ALTERNATIVES

More Loot!

Normally, you get Loot from surviving a game, or taking it from your fellow orcs. But if you think *that's* a deal, listen to *this*: the gamemaster can drop Loot into any Scene as a reward, representing the treasure found, stolen, or earned on a raid or adventure.

How much Loot is up for grabs. Normally, this is up to the gamemaster, as the more Loot he drops, the easier he is making it for the orcs to avoid the nasty effects of a Fate roll brought on by zeroing.

Because of this, the gamemaster gets something in return...share, share alike, you know...he gains one extra set of Scene dice per point of Loot put into play. Yep, an additional d6, d8, and d10 to use each Scene until the Loot is obtained by one of the orcs.

Even More Loot!

Another (and more straightforward) way to put more Loot into the game is to hand it out immediately when an orc survives a Fate roll. The orc gains that one point of Loot immediately, can name what it is, describe it, have it stolen from them, try to steal it back, etc.

Definitely a good choice if you're looking to see more inter-orc carnage during your games, particularly for short games and as the game winds down and players start thinking about who the night's winner is going to be and considering just how beaten up everyone else's orcs are anyways...

Broken Pottery

This variant rule allows Loot to be spent for the purchase of a new resource known as “Equipment.” A piece of Equipment is a semi-permanent item the orc owns which functions as a sort of “replacement” Stat dice – that is, an Equipment die can be rolled in place of a Stat die.

Unlike Descriptors, which are meant to showcase your orc’s personality and character, to establish their story identity and give them colorful narrative hooks, Equipment is meant to be cheap and temporary.

One point of Loot must be spent per die size above d4 that the Equipment will have (meaning there is no d4 equipment). Hence a piece of d6 Equipment costs 1 point of Loot, a piece of d8 Equipment costs 2 points of Loot, and etc. up to 5 points of Loot for a piece of d20 Equipment.

When Equipment is used, it can be damaged if the roll is lost, exactly as a Stat is injured. Damaged equipment does *not* heal like an injured Stat, however, and remains at the reduced die level until repaired (or damaged again). Damaged Equipment can be repaired by spending Loot: one point of Loot will pay for one die size of repairs, though a piece of Equipment cannot be repaired to a higher die level than it initially had.

However, Equipment cannot suffer a Crippling Loss (it just wouldn’t make much sense); instead, an Equipment roll that comes up “1” results in *Broken Equipment*. Broken Equipment is useless to the orc until it is repaired. Spending a point of Loot on Broken Equipment returns it to the an unbroken state at the die level it was last at.

Failure Without Consequences

When a player gets a Stat boost from declaring a Complication against another player's orc, if they lose the following roll where their Stat size is increased by a die-size, they technically suffer no injury to their Stat – the “boosted” Stat takes the injury, and drops by one die-size, back to its normal size.

Gamemasters might wish to implement this rule if they want to see more Complications being thrown around at the table. Why they might want to see that, I have no idea, since it means less Fate dice for them. But hey, may you like that: these are just crazy optional rules anyways.

Dicewars!

Loot is fun because it has boatloads of usually unconsidered potential uses (it is game-power currency after all). Consider this: players can spend a point of Loot to declare the size of the die the gamemaster will roll next, however it must be of a size he has available to roll (no declaring he must roll a d4 when he doesn't have any available in the Fate pool).

And Now For Something

Completely Different

So, you don't like all this Scene stuff, and rolling dice to cover conflicts rather than actions? Fine, be that way! This is the section for you nay-sayers and brainwashed cripples.

Orx can be run in a more traditional style due to its versatility. So there! Hah! In such a case, however, there are a number of changes to the rules dealing with the powers of the gamemaster, the effects of Stat damage and so forth.

The following is a basic overview of the changes necessary to do so, and may be expanded and clarified in the future depending on the interest level in such an offering.

I am uncertain if I have covered every contingency and nuance of the rules here. It is likely I have not, given that these rules are unplaytested and only take up a fraction of the pages that Orx does, but I believe I have covered the core rules necessary to play the game in this unusual style.

Scenes and Crap Like That

The first change is that there are no more Scenes, and no more Conflict resolution – just straight-forward, measurable blocks of time and action attempts whose success are separate from any actual goals.

This changes the whole dynamic of play, since Scenes no longer govern injury and healing, Fate and Descriptor die use, nor Scene dice. Thus new rules must be created to cover the possibilities.

Dealing With Contests & Injuries

There are a number of ways to handle injuries in a more traditional game of Orx.

One way is to treat injuries taken by losing a contest as a sort of stun damage that gets shaken off after a brief rest period (perhaps the orc must not materially participate in the action for a given amount of time). To heal a Crippling Loss, the player must have their orc rest overnight with the intention of healing, and then roll the current size of the injured Stat against the Stat's regular level to determine if the Crippling Loss is converted into a regular injury.

A second way to handle injury is to consider all damage to Stats to be comprised of lasting injuries that require at least one night of rest to heal. This option makes injuries much more dangerous, as an orc can quickly be taken out of the game. Specifically, the rule may be that after a good night's rest, any injured Stat is healed up to its maximum, while a Crippling Loss heals by only one die-size.

Using Stats and Descriptors

Players can roll one Stat plus one Descriptor for any contest their orc becomes involved in. Rules about taking injury, Crippling Losses and such remain as is, with the above modifications to healing. Note that an orc who Zeros a Stat only has Fate rolled against him once for that specific instance of that Stat Zeroing.

Um-complicated

Complications can be declared against another orc at any time, during any contest, giving the declaring orc a bonus to a chosen later roll. Watch out, though, because revenge is a dish best served...well, as soon as possible in this case! You're gonna get it, buddy!

Note that a player who has not yet used the bonus from a declared Complication can not declare more Complications, however.

Creating Enemies & Allies

While the Fate pool still exists, as do the rules governing it, there are no more Scene dice. Instead, the gamemaster builds enemies, traps and other things willy-nilly with the same three stats orcs are built with. Winning one contest against an object or creature (injuring one of their Stats) is usually good enough to succeed.

That is, if their Stat is higher than yours, lowering the chosen Stat to a level below yours entails success; but if it is lower or equal to yours, causing one injury to their Stat is success and they will run away, vowing revenge or probably crying for their mommies. Zeroing one of an enemy's Stats results in that enemy's death and the element's removal from the game.

Dice Packages

The gamemaster receives a number of Scene Dice Packages (a set of three dice – d6, d8, d10) which with to build the obstacles in an adventure. One suggested formula to determine the number of Packages available to the gamemaster is $3 \times$ the number of orcs + 1 package per Descriptor per orc (note this has not been playtested).

For every 3 dice packages in play, the gamemaster must put 1 point of Loot into the adventure. This does not guarantee that the orcs will get the Loot. The gamemaster must create Scenes with events that allow the Loot to be obtained (frex: “the chest must be successfully opened” or “the giant must be scared into submission or killed” etc).

Note that in this variation, any object or creature created in a Scene continues to exist for future Scenes at the die level the gamemaster assigned to it, and the gamemaster should feel free to reinject his creations to hinder the orcs where appropriate, basically as free Scene elements that do not have to be paid for again.

However, Scene elements can be “injured” just like orcs, so a Scene element can be destroyed in order to keep the gamemaster from pulling it back out of his filthy bag of dirty tricks time and again. Simply, the value of your roll against that element needs to be a success *and* higher than the element’s die-size *or* three (or more) orcs need to succeed against it and it goes away for good.

At the end of a session, however, all bets are off...all created Scene elements go *poof* and do not carry over to the next session. Even if they still exist -- that is, the orcs didn't break them or kill them -- they have to be recreated for the next session. Such recreated elements can have the same or a different assignment of dice of difficulty than they did in the previous session(s).

ORX NASTY, BRUTISH, & SHORT

the official ORX character sheet

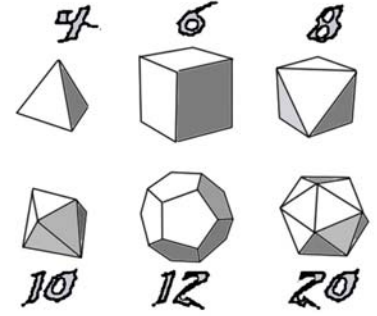
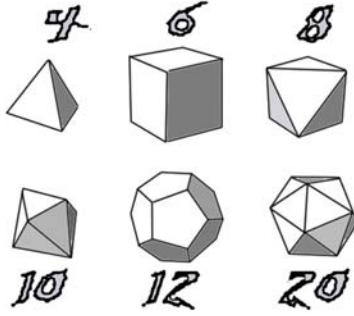
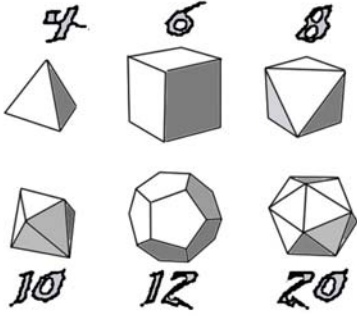
NAME _____

TRIBE _____

Nasty

Brute

Grok



LOOKS

Complication
Bonus



DESCRIPTORS

FATE X X X X X X X X X X X X X X X
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Loot

Other Crap

How to Use the Character Sheet

Get yourself some glass beads, red and green work, but whatever colors you want to use. Beads are great to help keep track of your orc's constantly changing Stats each Scene, and to mark his maximum. You can use different colors for Injuries and Crippling Injuries, so you know what you can bump back to max at the end of a Scene and what has to stay down.

Put a bead on each Descriptor you use in a Scene to keep track of that, and put one on the Complication Bonus to mark when you have a bonus to your roll from *handing out* a Complication.

Fill in an empty X each time you gain a point of Fate, then put a line through a filled X each time you spend a point of Fate to keep track of "unspent" and "spent" Fate.

Flow of Play

Use this handy overview and chart to figure out what you're doing!

- Choose and roll a Stat.
Or if Cursed, gamemaster chooses Stat.
- Make additional Stat roll(s) for Descriptor(s).
Or use Descriptor to cancel Complication.
- Borrow Fate dice from the Fate pool to roll.
- Pick highest number rolled on all dice.
Or pick lowest number if roll is Complicated.
- Compare number picked to opponent's number.
If higher, roll succeeds. If lower, roll fails.
- Reduce Stat by one die for the Scene if roll fails.
Or reduce Stat by one die for rest of game if roll is a "1".
Erase Descriptor if roll was "1" and was Complicated.
- Gamemaster rolls largest die from Fate pool if Stat Zeroes.
- Orc dies if roll is under orc's current amount of Fate.
For Fate roll, each point of Loot decreases current Fate by one.
- Restore Injured Stats to max at start of new Scene.
Do not restore Critically Injured Stats, unless Fate is spent.