

FREYO

AN OMNI-GENRE RPG ©2007 Liam Brennan

CHARACTER GENERATION

Each character has 6 abilities. They are :

FORCE (physical strength), **RESIST** (physical toughness), **REACT** (physical agility), **AWARE** (mental dexterity), **IMPOSE** (mental strength), **OPPOSE** (mental toughness).

Roll 1d6 for each ability in turn and then distribute the numbers 1 to 6 between them. Each ability now has a value of between 2 and 12. Each character has a **WOUND THRESHOLD** equal to his RESIST divided by 2 (round up).

THE GAME MECHANIC

- Any action may be decided by rolling 2d6 and adding the scores together. This is called the TASK roll.
- This total is compared to the numerical value of the ability most relevant to the action at hand.
- Success is achieved if the total rolled is LOWER than the numerical value of the ability.
- Each point that the TASK roll is lower than the ability is considered 1 success, thus the lower the roll is in relation to the ability's value means the greater the level of success achieved.
- The exception to this is were an ability has a value of 2, in which case a roll of 2 counts as 1 success.
- Occasionally the rolls are HINDERED. A HINDERED TASK roll has an additional die rolled and the 2 highest rolls are added together with the lowest roll discarded. Circumstances which HINDER rolls can stack.
- Should someone or something be deliberately acting against the character's action then the TASK roll is OPPOSED. Both sides make the TASK roll and the most number of successes rolled is the winner.
- TASK ROLL examples include- FORCE - lifting, climbing, jumping. RESIST - hold breath, avoid disease. REACT - riding, balancing, dodging. AWARE - listen, spotting. IMPOSE - charm, seduce, bully. OPPOSE - resisting IMPOSE TASKS.

THE COMBAT ROUND

Each combat round lasts for about 6 seconds. In this time a character can :

- Move 20' and perform a simple action like, use a projectile weapon to fire WILD, open a door, duck behind cover, pick up an object, enter hand-to-hand combat etc.
- Move 60'.
- Attempt a special manoeuvre if already engaged in hand-to-hand combat.
- Use a projectile weapon to fire an AIMED shot.
- Change weapons.

HAND-TO-HAND COMBAT

To hit an opponent in hand-to-hand combat is an OPPOSED TASK roll. Using the FORCE ability. The side with the most successes wins the combat round. The winner rolls 1d6 of damage for each point of success.

PROJECTILE WEAPONS

In order to hit an opponent at a distance requires a REACT TASK roll.

If the shot is WILD the roll is HINDERED. 1 success is required for every 20'away the target is.

If the shot is AIMED a success is required for every 40' away the target is. A thrown weapon halves the range. Every success inflicts 1d6 of damage.

SPECIAL CIRCUMSTANCES

- If the character is unarmed or using a thrown projectile, the number of damage dice is halved (round down).
- If the character is using a large weapon (usually something unwieldy using 2 hands) the roll to hit is HINDERED but any hit multiplies the amount of damage dice by 1.5 (round up).
- If the character is attempting a special manoeuvre, such as trying to breakaway from combat, break past an opponent, disarm an opponent, etc. , has the roll HINDERED. If the special manoeuvre would put the opponent at a distinct disadvantage then he is entitled to a REACT or RESIST TASK roll to avoid it's effects.

EFFECTS OF WOUNDS

- With regard damage taken a character has 5 wound levels: UNHARMED, LIGHT, MEDIUM, SEVERE and CRITICAL.
- Every time damage is taken it must be higher, in one go, than the WOUND THRESHOLD in order to inflict that wound level on the character.
- Damage equal to multiple WOUND THRESHOLDS inflicts the higher wound level but the WOUND THRESHOLD must be passed every time in order to inflict a higher wound level.
- All actions are HINDERED by 1, 2 and 3 dice at LIGHT, MEDIUM and SEVERE wound levels respectively. A character in CRITICAL condition must make a RESIST TASK roll every round or die.

COVER AND ARMOUR

Cover is considered to be soft or hard and HINDERS a projectile to hit roll by 1 and 2 respectively.

If armour has a chance of deflecting a particular attack, roll 1d6 against every 1d6 damage die. If the roll is greater that damage roll is ignored.

NAME :

FORCE _____ RESIST _____

REACT _____ AWARE _____

IMPOSE _____ OPPOSE _____

Wound threshold _____

L _____ M _____ S _____ C _____

DETAILS _____
