ROGUELIKE

A RPG of Commercial At Heroes

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Additional Credit

This work was inspired by many a roguelike PC game and by John Garwood's paper and pencil RPG entitled "Monsters & Mazes".

Introduction

Roguelike is a tabletop role-playing game designed to emulate a specific type of computer game commonly referred to as being "roguelike" - that is, similar to a game called "Rogue" that was unleashed upon the world in 1980. Traditionally, roguelike games are single-player computer role-playing games, comprised entirely of randomly generated dungeons that are represented by ASCII characters on the computer screen - the hero (the character being controlled by the player) is, as you might have already guessed, represented by an Commercial At symbol. Despite the extremely simple nature of roguelike games, they continue to enjoy a large amount of popularity even today.

Despite its stated design goal of recreating the experience of very simple PC games on the table-top, Roguelike isn't a beginner's RPG - it assumes that the reader has at least some basic familiarity with the tenets and terms associated with table-top role-playing games. That said, if you read Roguelike and feel that you understand it, then run with it (after all, being adventurous is what the game is about).

Preparation

Roguelike can be played either solo (by yourself) or with other friends, but either way you're going to need a few things handy. First, each player is going to need a few six-sided dice (technically, each player can get by with a single six-sided dice, but ideally they'll have access to at least three) a piece of paper (or a copy of the character sheet included at the end of this document), a few sheets of ¼" graphing paper, and a pencil. And it probably goes without saying that you'll need a copy of this document.

If you're playing Roguelike solo, you can go ahead ans skip ahead to the section of this document entitled "Creating a Character". If you're playing Roguelike with friends, you'll need to appoint one of these friends as the Referee (the person responsible for telling you how things go down when you roll the dice). Ideally, the Referee should be the player with the best understanding of the rules.

Now, if you're playing Roguelike with friends, you may be tempted to work together in an effort to tell a story - don't be. Roguelike isn't about telling stories *or* working together - like the games that it seeks to emulate, Roguelike is all about beating the crap out of anything and everything that moves (including those pesky rival Commercial At symbols), looting bodies, amassing a hoard of wealth, and eventually dying in battle while attempting to smite a ferocious domesticated house cat.

Creating a Character

Characters in a game of Roguelike are generated in a random fashion, period. The very idea of a player having some say as to what kind of character they play is largely unheard of in most roguelike games - as a result, it's simply not an option in this game, either (but a chance can be fun, anyhow).

First off, you need to determine your character's occupation. To do this, pick up a single six-sided die and roll it. Once you have generated a die result in this manner, consult the following list to determine what your character's occupation will be.

#	Character Occupation
1	Priest
2	Thief
3	Warrior
4	Wizard
5	Barbarian
6	Tourist

While it's not in the spirit of roguelike games to inform the player as to what a given character occupation actually is or does, this *is* a pretty standard feature of table-top role-playing games. I thought about this long and hard, and decided to stay true to my initial design goal of emulating roguelike PC games - if you want to know what a Priest is or where a Wizard's magic comes from, use your imagination.

Once you have determined what your character's occupation will be, you need to determine their race. Again, you'll turn to a single six-sided die to make this determination (random all of the way, remember?). Roll it as you did to determine your character's occupation and then consult the following list to determine your character's race.

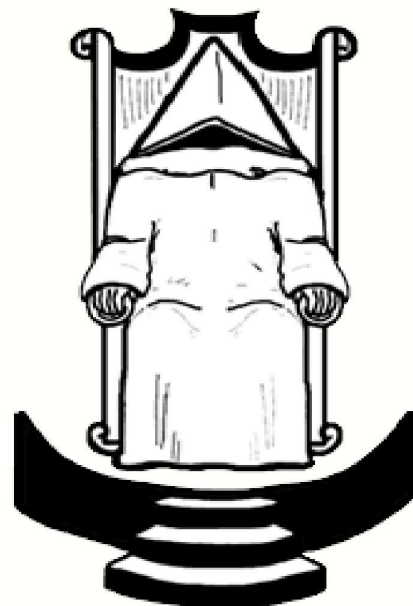| #	Character Race
1	Elf
2	Dwarf
3	Hairfoot
4-6	Human

Much as was the case with character occupations, for a roguelike game to actually describe character races is extremely rare. Here I'll leave such description to your imagination again (if you can't imagine what a Human is, then you need to put this game down and go find another hobby). Now, once you've determined your character's occupation and race, you'll need to record their derived attributes.

Any given character's derived attributes are governed specifically by their occupation and race - that is, a character's occupation and race determine all other aspects of a character. All you need to do is consult the following charts and record the information that pertains to your character's occupation and race.

Character Occupation	Health	Attack	Defense	Special Abilities
Priest	9	9	5	5 Miracles
Thief	15	6	7	2 Picks, 1 Sneak
Warrior	18	4	9	2 Dodges
Wizard	6	9	4	3 Spells
Barbarian	20	5	5	1 Berserk
Tourist	8	10	4	None

Character Race	Speed	Power	Intellect	Special Abilities
Elf	8	6	7	1 Spell
Dwarf	6	9	7	1 Smithing
Hairfoot	4	5	7	1 Heal
Human	7	8	8	None

[Note: These lists denote attributes and abilities for characters of the first level *only*. See the section of this document entitled "Leveling Up" for information on raising a character's attributes and abilities above these base values.]

Once you've recorded your character's derived attributes on the character sheet, you need to choose their starting Spells and/or Miracles as indicated on the lists above. For instance, if your character is an Elven Priest, they will begin play with one spell and five miracles of your choice (see the section of these rules entitled "Spells and Miracles").To cast a spell or enact a miracle, a player only need state that they are doing so and then mark the said spell or miracle off the list of abilities available to their character (once it's used, it's gone). Picks, Heals, Sneaks, Berserks, Dodges, and Repair require a bit more explanation.

Picks are merely representative of lock picks. If a Thief character comes across a locked chest or door, their player may expend a Pick ability to unlock it. Sneaks are representative of a Thief character's well-known ability to move undetected through shadows and past adversaries. A Thief character may automatically bypass one obstacle that requires them to move stealthily if their player expends a Sneak ability.

Berserks represent fits of insane bloodlust, during which a Barbarian character doubles the amount of damage that they deal for three combat rounds. In order for a Barbarian character to enter a berserker rage, their player need only expend on Berserk ability.

Dodges represent the ability of a Warrior character to maneuver expertly in combat situations and reduce the amount of damage dealt to such a character in a given combat round by half when they are expended by a player.

Repairs represent a Dwarven character's ability to repair destroyed or damaged items. Should a Dwarven character stumble across a broken or damaged item, they may repair it if their player expends a Repair ability.

Finally, Heals represent a Hairfoot character's knowledge of medicine. A Hairfoot character may heal 4d6 points of damage to any character (including themself - and maybe especially themself) if their player expends a Heal ability.

[Note: Once a special ability has been expended by a player (to whatever end), it is gone *forever*. The only way to replenish a character's special abilities is to raise their level or discover items that duplicate their effects (Heal Potions, Lock Picks, Repair Kits, Magic Scrolls, etc).]

Finally, every character starts play with the same equipment (hey, the game is called *Roguelike*)- a rusty dagger, a burlap sack, and three rations.

[Note: You may say, "Hey! My character would never leave the house equipped like that!" - but then you'd be forgetting that this is a roguelike game and that your character is also wandering into a bottomless dungeon, risking certain death or worse *just for the hell of it*. So, yeah, not only would your character leave the house equipped like that, but they'd also wander into a deep pit of hell equipped like that. For no good reason. Obviously those Intellect scores briefly mentioned earlier don't count for much (oh, and in case you're wondering, a rusty dagger does one whole point of damage when wielded against an opponent in combat).]

Killing Stuff

When characters engage in killing stuff (sometimes referred to as "combat" in games with more class than Roguelike). Action is broken up into sections of time called turns, with each turn representing a space of ten seconds passing in the dungeon during which a single character or creature takes an action (for example: the Referee will use his turn to attack your character with the Big Ugly Dragon and you will then use your character's turn to act out their death).

To determine the order in which players take their turns, each player participating in killing stuff rolls one six-sided dice and adds their character's Speed score to the result. Players then take their turn in descending order with the player who scored the highest result having their character act first, the player who scored the second highest result having their character act second, and so on. Should two players score the same result, the computer will lock up and you will need to reinstall your operating system (or alternately, I guess that you could just roll the dice again).

On their turn, a player's character *must* perform one of the following actions - Attack, Defend, Cast Spell, Pray, Use Other Ability, Run Away or Commit Suicide (they may also die from wounds sustained in the course of killing stuff, but this isn't considered an action).

[Note: There is no movement (other than running away) available to a character engaged in killing stuff. Remember that in roguelike games, killing stuff isn't a cinematic endeavor - there is no swinging from chandeliers, there are no flying fists of fury, and there most certainly aren't wicked cool spell effects. Actions and descriptions thereof should be kept as dry and simple as possible in a game of Roguelike.]

Attack - Players who decide to have their character Attack need to roll two six-sided dice. If the combined result of both dice equals or exceeds the character's Attack score, then the attack has successfully hit its intended target *unless,* perhaps, if the intended target is defending (see below).

Defend - A character for whom the Defend action was chosen on their turn is assumed to be defending. In this instance, the player of the defending character rolls two six-sided dice and totals the results whenever a potentially successful Attack has been scored against them. If the combined result of both dice is equal to or lesser than the character's Defense score, the attack has been averted.

Cast Spell - Players who choose to have their character cast a spell merely declare what spell their character will be casting (remembering to mark it off their character's list of available spells), specify a target and then announce the effect of the spell *in the plainest terms possible*.

Pray - See 'Cast Spell' above (they both work in exactly the same way, mechanically speaking).

Use Other Ability - A player whose character is using an ability other than casting spells or requisitioning miracles via prayer should consult the section of this document that explains the use of a character's special abilities (under the heading "Creating a Character" on pages four and five).

Run Away - A player who wishes their character to Run Away from killing stuff (or stuff killing them, as is usually the case), needs to roll two six-sided dice and add their character's Speed score to the result. If the result equals or exceeds the Speed score of the foe that the character is trying to escape from, then they have successfully Run Away. If not, their attempt has to Run Away has been thwarted and they lose their next turn.

[Note: You might be wondering why a failed attempt at escape causes a character to forfeit their next turn. The logic behind this is that in order to Run Away, a character must turn their back on any foe that they are fleeing. If the fleeing character fails to outrun their foe, said foe gains an opportunity to attack them unhindered due to their disadvantage of facing the wrong direction.]

Commit Suicide - A player whose character has the means available to commit suicide may have them do so (and, yes - just in case you're wondering - a character can successfully slit their own throat with the aforementioned rusty dagger). Should a player choose to have their character enact this option, that character dies instantly.

Killing stuff continues in this manner until either everything that poses a threat to the player characters has been killed, the player characters have all been killed, or the player characters have successfully Run Away from the glory of killing stuff (or being killed by stuff). Should all of the player characters be killed, the game is over and points (see the section of this document entitled "Leveling Up" for details) can be tallied.

After all of the stuff that needed killing has been killed, any surviving characters may scour the bodies of the dead things and loot them of their personal belongings (if creatures or NPCs, roll on the loot table in Appendix B to determine what personal belongings that they have in their possession). And, no, defiling the dead in any other way simply isn't an option in Roguelike (at least until the "MMORPG" upgrade is made available for download).

[Tip: Some of you may be tempted to portray monsters and NPCs in Roguelike as thinking, intelligent, beings. Don't. Again, the game is called Roguelike for a reason - monsters exist only to kill player characters and will fight to the death. They won't run away (running away is for spineless player characters only) and they'll never try to 'talk out their differences' - and if you ever suggest such a thing to your Referee, I give him my permission to slap you.]

Finally, once the killing of stuff has come to an end, if any character has gained enough points to Level Up you should make a note of it and then advance the character accordingly (again, see the section of this document entitled "Leveling Up" for more information pertaining to character advancement).

Pay no attention to this line of text. This is filler and filler only. I swear that it isn't a cleverly hidden in-joke.

Death and Damage

Whenever an Attack successfully hits a target, it deals an amount of damage to said target equal to the damage rating of the weapon being used by the attacking character and their Power rating, minus the armor rating of the target character (monsters, as seen in Appendix A, already have their Power rating factored into the listed damage). For those of you who find math sexy, I present the following formula in a cheap attempt to get you hot and bothered:

$$DMG = (WDR + PWR) - AR$$

This damage is subtracted from a character's Health rating. Should a character's Health rating ever be reduced to zero, the character has been knocked unconscious. Should a character's Health rating ever be reduced to less than zero, the character is dead and gone forever. Characters that perform the Commit Suicide action automatically have their Health rating reduced to less than zero, rendering themselves stone cold dead.

[Note: Death in Roguelike is final, unlike death in many other fantasy role-playing games. As it is impossible to save the state of your game and 'try again' in roguelike games, so is it impossible to resurrect your character and 'try again' in *this* game. Death mocks you at every turn of the dungeon corridor in Roguelike, so be sure to think about the possible consequences of any given action before you commit to it. Or, hell, throw caution to the wind for all I care.]

Weapon Name	WDR
Rusty Dagger	1
Dagger	1d6-1
Club	1d6
Big Club	1d6+2
Staff	1d6+1
Short Sword	1d6+1
Long Sword	1d6+2
Short Bow	1d6-1
Long Bow	1d6
Crossbow	1d6+1
Morning Star	2d6
War Hammer	2d6+1
Battle Axe	2d6+2
Halberd	3d6
Spear	2d6+1
Grenade	4d6

Armor Name	AR
Robes	3
Animal Hide	4
Leather	5
Studded Leather	6
Ring Mail	7
Chain Mail	8
Field Plate	15
Full Plate	20
Buckler	3
Small Shield	5
Large Shield	8
Tower Shield	10
Skull Cap	2
Helmet	3
Bracers	2

Spells and Miracles

As established earlier, some characters are adept at casting spells or requisitioning miracles from their god. The following are the lists of spells and miracles common to Roguelike, as well as their effects. How these spells and miracles are utilized in play is discussed in the sections of this document entitled "Creating a Character" (page 4) and "Killing Stuff" (pages 5 and 6).

[Note: Where spell and miracle damage is concerned, it is figured in exactly the same way as weapon damage (as discussed on the previous page of this document), except that the spell or miracle's damage rating is used instead of a weapon damage rating and that a character's Intellect rating is added to this value, rather than their Power rating.]

Spell Name	SDR	Effect
Fireball	4d6	Exploding ball of flame materializes in the air and strikes designated target.
Ice Storm	4d6	Focused stream of ice and snow sprays from caster's hands and strikes designated target.
Blast	5d6	Bolt of lightning mysteriously materializes in dungeon and strikes designated target.
Magic WMD	8d6	WMD mysteriously materializes, evading weapons inspectors, and strikes all characters.
Minor Heal	NA	Restores 2d6 points of Health to the designated target.
Major Heal	NA	Restores 4d6 points of Health to the designated target.
Blocker	NA	Seals doorway or other portal with a magic barricade.
Unblocker	NA	Dissipates magic barricade created using the spell "Blocker".
Sleep	NA	Causes target to lose three turns.
Paralyze	NA	Causes target to lose 1d6 turns while killing stuff.
Molasses	NA	Reduces target's Speed rating by half (rounded down) for three turns.
Amphetamine	NA	Doubles target's Speed rating for three turns.
Teleport	NA	Randomly teleports target to unexplored area of the dungeon (generate a new room).
Invisibility	NA	Renders target invisible for three turns, raising their Defense score by ten points.

Miracle Name	MDR	Effect
Healing Touch	NA	Restores 3d6 points of Health to target when caster slaps them on the forehead.
Detox	NA	Flushes all poisons from target's system, preventing them from doing any further damage.
Convert	NA	Convinces NPC opponent to join your religion and fight alongside you until they die.
Create Food	NA	One ration materializes on the dungeon floor. Mmmmm... food!
Detect Evil	NA	Allows petitioner to discern the whether a creature, character or item is evil.
Detect Magic	NA	Allows petitioner to discern whether a creature, character or item is magical.
Curse	NA	Reduces target's Speed, Power, Health and Intellect ratings by three until removed.
Remove Curse	NA	Removes Curse as per above.
Clap On	NA	Lights caster's current location (room or corridor) in dungeon when caster claps hands.
Clap Off	NA	Darkens caster's current location (room or corridor) in dungeon when caster claps hands.
Holy Touch	4d6	Inflicts holy damage to unholy (evil) creatures or NPCs.
Holy Kick	5d6	Inflicts holy damage to unholy (evil) creatures or NPCs.
Holy Crap!	8d6	Petitioner's god is angry and lays the smack down on all characters.
Confession	NA	Makes petitioner feel good about themselves. Raises Attack rating by four for three rounds.

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The Dungeon

Many table-top fantasy role-playing games have vast detailed settings to explore, deep themes full of metaphor that make players pause to examine their own lives, and developed story arcs that tie these themes and settings together. This game, however, has none of these things - in Roguelike these things are all considered hindrances to an entertaining adventure. Instead of depth and detail, Roguelike has a dungeon - not a wilderness area with boundaries or an enclosed a building - an honest to god brick and mortar dungeon, a sprawling underground complex that exists for no good reason and is chock full of evil creatures (also for no good reason).

[Note: You may be asking yourself what makes a dungeon so special - after all, a lot of table-top fantasy role-playing games have dungeons, right? Well, what lots of table-top fantasy role-playing games *don't* have is a dungeon that is generated extemporaneously as you're playing the game. A lot of games also don't have random dungeon generation matrices. Roguelike, unlike lots of games, has both of these things.]

As you may have guessed, all games of Roguelike take place in the aforementioned dungeon (after all, this game is all about killing stuff and looting bodies - and what better place to do that than in a dungeon). That said, every game of Roguelike will be different, as the dungeon in any given game of Roguelike is defined extemporaneously by rolling dice and consulting the next several pages of dungeon matrices (okay, they're really tables, but if Gygax can call a collection of tables "matrices", then so can I). To get started, consult the following matrix first:

Dungeon Entrances - Roll 1d6

Die Result	Entrance Type	Description
1	Wooden Door	A wooden door set in the side of a small, grassy, hill.
2	Rusty Iron Door	A rusty iron door set in a rocky cliff face.
3	Stone Archway	A massive stone archway set in a rocky cliff face.
4	A Big, Gaping, Pit	A gaping, stone-walled, pit in the ground..
5	A Small Hole	A small hole in the ground, located pretty much wherever you like.
6	Secret Entrance	Roll Again. The entrance indicated is hidden behind/beneath a statue shaped like a giant skull. Lucky you.

Characters (well, Commercial At Characters, anyhow) always begin the game standing in front of the dungeon entrance determined by the matrix above. Why they're there is entirely up to you - maybe the characters are brave adventurers that explore dungeons professionally or maybe they're criminals being forced into the Deadly Maze of Zaksanbar as offerings to the dreaded Elder Thing of Horror that dwells within. Truthfully it's pretty immaterial, but if providing a justification for why your character is preparing to walk into a monster filled underground fortress makes you feel better, feel free to do so.

Once you've determined what the entrance to a given dungeon looks like, you'll need to fill in what lies behind it - one room, corridor, and chamber at a time. That is, you won't know what is in a given room or stretch of tunnel until your character enters it, at which time you'll roll some dice and consult the following matrices to randomly define the room in question. Naturally, you'll start with the room directly behind (or below, in the case of a pit or hole) the entrance to the dungeon.

Room Type - Roll 1d6

Roll Result	Room Type	Decription
1	Corridor	A hewn limestone corridor.
2-3	Room	A hewn limestone room.
4	Cavern	A natural limestone cavern
5-6	Chamber	A natural limestone chamber

[Note: Caverns and Chambers are the naturally occurring equivalent of Corridors and Rooms, respectively.]

Corridor and Cavern Features - Roll 2d6 Four Times

Roll Result	Direction/Length	Width/Height	Contents	# and Type of Doors
2	Straight / 30'	5' / 5'	Trap (see Traps matrix)	1 Wooden Door
3	Straight / 60'	6' / 8'	Empty	2 Open Arches
4	Straight / 90'	8' / 10'	Staircase Down	4 Wooden Doors
5	45° Left Turn / 30'	10' / 10'	Loot Chest (see Appendix B)	2 Iron Doors
6	45° Right Turn / 30'	15' / 15'	Creature or NPC (see Appendix A)	1 Iron Door
7	90° Left Turn / 50'	5' / 5'	Trap (see Traps Matrix)	1 Locked Iron Door
8	90° Right Turn / 50'	6' / 8'	Loot Chest (see Appendix B)	3 Open Arches
9	'Y' Fork in Path	8' / 10'	Creature or NPC (see Appendix A)	1 Open Arch
10	'T' Fork in Path	10' / 10'	Trap (see Traps matrix)	2 Wooden Doors
11	Dead End / 10'	15' / 15'	Staircase Down	3 Iron Doors
12	Four Way Intersection	5' / 5'	Empty	No Doors

Room and Chamber Features - Roll 2d6 Three Times

Roll Result	Area in Feet²	Contents	# and Type of Doors
2	25'	Creature or NPC (see Appendix A)	2 Wooden Doors
3	50'	Coffins and Crypts + Undead Creatures	3 Iron Doors
4	100'	Loot (see Appendix B)	1 Open Arch
5	150'	Fountain 1d6: 1-4 = Good. 5-6 = Poison	3 Open Arches
6	200'	Creature or NPC (see Appendix A)	1 Iron Door
7	250'	Staircase Down	1 Locked Iron Door
8	300'	Staircase Up + Trap	2 Iron Doors
9	350'	Trap (see Traps matrix)	2 Locked Wooden Doors
10	400'	Loot (see Appendix B)	2 Open Arches
11	450'	Creature or NPC (see Appendix A)	Locked Portcullis
12	500'	Trap (see Traps matrix)	Portcullis

Traps - Roll 2d6

Roll Result	Type and Description	Damage/Effect	Saving Roll
2	Pit Trap - 10'x10'	2d6	4
3	Pit Trap w/ Spikes - 10x10	4d6	6
4	Bouncing Betty Fireball Mines	4d6 to Entire Room	8
5	Disintegration Device	Death	10
6	Chute Down to New Level	2d6	4
7	Chute w/ Razors Down to New Level	4d6	6
8	Teleport - To New Room	None	7
9	Falling Slab of Rock	5d6	8
10	Poison Arrow Volley	1d6 / +1d6 per Turn Poison	5
11	Spinning Blades From Walls	3d6	5
12	Cursed Rune	As Curse Miracle	9

[Note: A thief character entering a room with a trap has a chance to spot and disarm it. Their player should roll 2d6 and total the results. If the roll result is equal to or less than the trap's Saving Throw, then the Thief character has successfully located and disarmed the trap. If not, the character has triggered the trap and damage is dealt as per normal.]

The above matrices can, with a little imagination, be used to generate extensive dungeon networks for you to explore. Oh, and in case you're wondering what chance a character other than a Thief has to spot and disarm a trap, the answer is *none* -in roguelike games, all other character types will automatically trigger traps if they should wander into a room in which they exist. Why? Well, aside from my being a cruel bastard, it's very much an unspoken rule of roguelike PC games that this shall be true (therefore also being true of this game).

Leveling Up

As mentioned earlier, characters progress in levels over the course of a Roguelike game by gaining points. Characters gain points by killing stuff, plundering stuff, clearing rooms, and staying alive longer than other characters. The *exact* number of points gained for these things is as follows:

Action or Accomplishment	Points Gained
Surviving Long Enough to Leave a Room	4
Locating and Disarming a Trap	3
Landing the Killing Blow while... uhm... killing stuff	5
Being the Last Commercial At Character on The Screen	10

Finally, every piece of loot (see Appendix B) that your character has in their possession at the end of the game is worth one point. For example, if your character has five gold pieces and one magic sword in their possession at the end of the game, they'll receive six points.

For every twenty points that a character gains, they also gain one level. Gaining levels allows characters to improve their chances of survival, and thus, their chances to gain more points. Every time a character gains a level, their player may choose to do *one* of the following things:

1. Add 1d6 points to a character's Health rating.
2. Replenish two Special Abilities of the type allowed for their character.
3. Lower the character's Attack rating by one (to a minimum rating of 3).
4. Raise the character's Defense rating by one (to a maximum rating of 11).
5. Raise a character's Speed, Power, or Intellect rating by one point.

Now, as mentioned earlier, character death is a very real hazard in Roguelike games - which raises the question "Isn't it pretty damn boring for players whose characters die early on to sit around watching somebody else play the game?". The answer, of course, is "Hell, yes!" - luckily, in Roguelike, that isn't what players whose characters die early on do. Instead of sitting around like a bag of potatoes, these players become act as additional Referees - that is, they split the duty of defining the dungeon and adjudicating rule disputes with the original Referee (i.e. they take turns rolling dice and narrating the game).

While sharing the responsibility of Refereeing the game, these individuals still earn points (they just earn them for a different set of things) that count toward the point totals tallied at the end of a Roguelike game (see the section of this document entitled "Winning" on the following page). The things that the former controller of a now-deceased Commercial At Character earns points for are outlined below:

Action or Accomplishment	Points Gained
Commercial At Character Dies on Your Turn	5
The *Last* Commercial At Character Dies on Your Turn	10
Having a Trap Triggered on Your Turn	2

[Note: Obviously, you can ignore the last few paragraphs if you're playing Roguelike solo (unless you suffer from MPSD or something, in which case you probably shouldn't be playing games like this, anyhow).]

Winning

That's right, *you can win this role-playing game* (in fact, if you're playing with a group, that's kinda' the point). If you're playing Roguelike solo, winning is a simple matter of scoring 100 points or more before your character dies. If you're playing with a group, the player who scores more points than anybody else wins. In the event of a tie between players, the characters of each player get to duel it out in a round of Killing Each Other (which works just like killing other stuff, really), with the last character left standing declared the overall victor.

[Note: If it actually comes to engaging in a round of Killing Each Other, both characters are considered to be alive and functional for the purposes of the duel (yes, even previously dead characters). That said, if you really get off on the idea of a living character fighting the animated corpse of a fallen comrade, you can play it that way too (you sick, depraved, fuck).]

Appendix A ⬚ Creatures and NPCs

To randomly determine creature or NPC encounters, the first thing that you need to do is roll 1d6 to determine creature or NPC type. A die roll result of one to two indicates a Type 1 creature or NPC, a result of three to four indicates a Type 2 creature or NPC, and a result of five to six indicates a Type 3 creature or NPC. Once you've determined a creature or NPCs type, consult the proper list below and roll another 1d6.

Type 1 Creatures and NPCs	Type 2 Creatures and NPCs	Type 3 Creatures and NPCs
1. Animals	1. Insects	1. Reptiles
2. Undead	2. Flying Creatures	2. Acids and Gels
3. Flying Creatures	3. Humans	3. Elementals
4. Humanoids	4. Reptiles	4. Plants
5. Humanoids 2	5. Animals	5. Undead
6. Humanoids 3	6. Domestic Animals	6. Dragons

Each sub-category of creature or NPC type listed above has a corresponding list on the following page, and each list has six entries that define common creatures or NPCs of the specified type (naturally, you'll want to roll 1d6 and consult these lists as well). Each entry on these lists exists in the following format:

Name - What the creature or NPC is called (for example, "crocodile").
Health - The amount of damage that a creature or NPC may sustain before they fall unconscious or die.
Speed - The creature or NPC's Spped rating.
Attack - The creature or NPC's Attack rating.
Defense - The creature or NPC's Defense rating.
Damage - The amount of damage that a creature or NPC deals when they land a successful attack.
Loot -Denotes whether or not the creature or NPC carries loot upon their body.
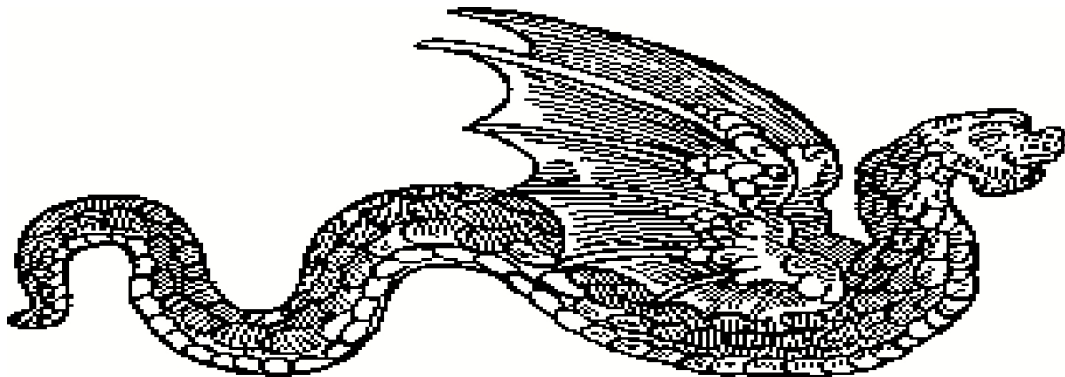
Acids & Gels

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Green Jelly	3d6	2	5	2	2d6 + Poison	No
2	Black Jelly	2d6	2	4	2	2d6 + Curse	No
3	Anal Jelly	2d6	2	7	2	3d6	No
4	Jelly Bear	4d6	4	8	3	3d6 + Paralyze	No
5	Technicolor Gak	2d6	3	6	2	1d6 + Poison	No
6	Jelly Baby	2d6	3	9	2	1d6 -1	No

Animals

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Bear	4d6	4	8	6	3d6	No
2	Lion	3d6	6	7	6	2d6+3	No
3	Tiger	2d6+3	6	7	5	2d6	No
4	Wolf	2d6	5	7	4	1d6	No
5	Platypus	1d6	4	9	2	1d6-1	No
6	Platypus of Death	3d6	6	3	4	2d6	Yes

Domestic Animals

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Cow	3d6	3	10	2	1d6-1	No
2	Horse	3d6	5	8	3	1d6	Maybe
3	Dog	1d6+2	5	8	3	1d6	No
4	Cat	1d6-1	4	3	8	5d6	No
5	Goat	2d6	3	10	4	1d6	No
6	Pig	2d6	2	11	3	1d6-1	No

Dragons

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Fire Red Dragon	6d6	11	6	8	5d6	Yes
2	Ice Blue Dragon	5d6	9	5	7	5d6	Yes
3	Acid Green Dragon	6d6	7	4	7	6d6	Yes
4	Shadow Dragon	5d6	9	6	10	4d6	Yes
5	Clockwork Dragon	6d6	10	7	10	6d6	Yes
6	Teacup Dragon	1d6	10	6	2	3d6	No

Elementals

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Earth Elemental	3d6	4	9	9	3d6	No
2	Water Elemental	3d6	6	4	3	4d6	No
3	Fire Elemental	3d6	6	5	2	4d6	No
4	Metal Elemental	5d6	5	4	10	4d6	Yes
5	Void Elemental	2d6	8	5	9	6d6	No
6	Fused Elemental	5d6	7	3	11	5d6	Yes

[Note: Metal Elementals are essentially living piles of precious metal, and drop the equivalent of 50 gold pieces in loot when defeated. Fused Elementals (the result of all five other elemental types fusing together) drop the equivalent of 20 gold pieces when killed.].

Flying Creatures

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Bat	2	9	5	8	1d6	No
2	Owl	1d6-1	8	5	9	1d6	No
3	Eagle	2d6	7	4	8	1d6+2	No
4	Flying Serpent	2d6+2	6	8	4	1d6 + Poison	No
5	Rok	3d6	7	3	7	2d6+2	No
6	Griffin	4d6	5	4	6	3d6	No

Humanoids

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Goblin	1d6+1	5	9	3	1d6	Yes
2	Kobold	2d6	5	7	5	2d6	Yes
3	Orc	3d6	4	6	6	3d6	Yes
4	Ogre	4d6	4	7	7	4d6	Yes
5	Troll	4d6	5	6	8	4d6	Yes
6	GUTB	4d6	8	5	4	3d6	Yes

Humanoids 1

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Gorgon	3d6	4	8	6	1d6 + Paralyze	Yes
2	Minotaur	4d6	6	4	8	3d6	Yes
3	Troglodyte	2d6	5	5	6	2d6	No
4	Lizard Man	3d6	4	6	6	3d6	Yes
5	Doppleganger	2d6	5	5	4	2d6 + Poison	Yes
6	Grue	2d6	8	7	9	3d6+2	No

[Note: The Doppleganger is a shapechanger and can appear as any other Humanoid or Human NPC or creature - including an Commercial At character that it has killed. Also, they're fun at parties.]

Humanoids 2

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Sprite	1	12	4	11	1	No
2	Gnome	1d6+2	4	6	5	1d6 or Spell	Yes
3	Pixie	2	10	4	9	1d6	No
4	Leprechaun	2d6	6	5	6	2d6+3	Yes
5	Black Elf	3d6	7	5	6	3d6 or Spell	Yes
6	Satyr	2d6	7	7	7	1d6 or Spell	No

Humans (or Sub-Species Thereof)

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Neanderthal	3d6	6	8	3	1d6	No
2	Giant Human	5d6	4	5	5	3d6	Yes
3	Crazed Madman	3d6	6	5	6	3d6 or Spell	Yes
4	Commercial At Character	-	-	-	-	-	Yes
5	Catpiss Man	2d6	3	9	4	1d6 or Smell	No
6	Playa Killa	4d6	8	4	8	3d6	Yes

[Note: Commercial At Characters are generated using the rules covered in the section of this document entitled "Creating a Character" that begins on page 3.]

Insects

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Giant Mantis	2d6	8	5	7	2d6	No
2	Giant Centipede	3d6	10	7	8	3d6 + Poison	No
3	Giant Scorpion	2d6	9	6	9	2d6 + Poison	No
4	Giant Beetle	3d6	4	8	9	1d6+2	No
5	Giant Cockroach	3d6	7	6	8	1d6-2	No
6	Giant Locust	2d6	6	7	7	2d6	No

[Note: Some Insects may be used as mounts at the discretion of the Referee (or at your discretion if you're playing solo).]

Plants

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Strangle Vines	4d6	3	8	3	1d6	No
2	Mushroom Man	2d6	4	6	4	2d6	No
3	Creeping Fungus	3d6	8	5	4	1d6 + Poison	No
4	Carnivorous Plant	4d6	3	8	4	2d6	Maybe
5	Zombie Vine	3d6	3	9	3	Curse + Poison	No
6	Ent	4d6	3	5	9	4d6	No

[Note: Zombie vine inflicts no physical Health damage, but if poison is left untreated for more than five turns, the afflicted character turns into an NPC zombie.]

Reptiles

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Boa Constrictor	3d6	4	10	3	1d6 + 1d6/Turn	No
2	Rattle Snake	1d6	7	7	2	3 + Poison	No
3	Alligator	2d6	5	7	5	2d6+2	No
4	Crocodile	4d6	6	5	7	3d6	No
5	Giant Lizard	3d6	7	6	5	2d6+2	No
6	Giant Salamander	3d6	8	6	4	3d6+1	No

Undead

Roll Result	Name	Health	Speed	Attack	Defense	Damage	Loot
1	Skeleton	1d6+2	4	8	6	1d6	Yes
2	Zombie	2d6	3	7	4	1d6+Poison	Yes
3	Lich	3d6	6	6	7	2d6 or Spell	Yes
4	Vampire	3d6	8	5	8	3d6+Poison	Yes
5	Mummy	2d6+2	3	7	4	1d6	No
6	Phantom	1d6	7	6	7	1d6 or Spell	No

[Note: Neither Zombie or Vampire poison does any physical damage, but if poison is left untreated for more than five turns, the afflicted character turns into an NPC vampire or zombie (whichever bit them).]

You may notice that some creatures and NPCs have special attacks such as "Paralyze", "Poison", or "Curse". Unless otherwise stated, the Poison attack delivers 3 points of damage per round to a successfully attacked character until they are cured, the Curse attack functions like the Miracle of the same name, and the Paralyze attack functions like the Spell of the same name.

Finally, you may note that no method appears to determine *how many* of a given creature type appear in an encounter. This, I will admit, is an oversight on my part - for now, roll 1d6. The result of this roll is how many creatures or NPCs of a given type are encountered. I'll be sure to correct this when I get chance to re-edit (post contest deadline).

Appendix B ☐ Loot

       This Roguelike appendix allows players and/or Referees to quickly and easily generate random loot to plunder from dead creatures, NPCs, and treasure chests. In fact, all that you need to do is roll two six-sided dice and consult the following list for each body, room, or treasure chest plundered by a Commercial At character:

| Roll Result	Loot Plundered
2	Single weapon of player's choice.
3	Single armor piece of player's choice.
4	5 gold pieces
5	10 gold pieces
6	20 gold pieces
7	5 small gems
8	10 small gems
9	Bejeweled ring
10	Fancy Necklace
11	Amulet
12	50 gold pieces

[Note: You may be quick to note that certain loot rewards will unbalance character progression when playing Roguelike with other people. Now recall that I earlier mentioned that this wasn't a game about working together - it's a game about killing stuff, plundering loot, and dying with the most toys. Naturally, unbalanced character progression helps promote competition, hence its inclusion in Roguelike.]

Roguelike Character Record

Character Name:
Character Occupation:
Character Race:
Character Level:
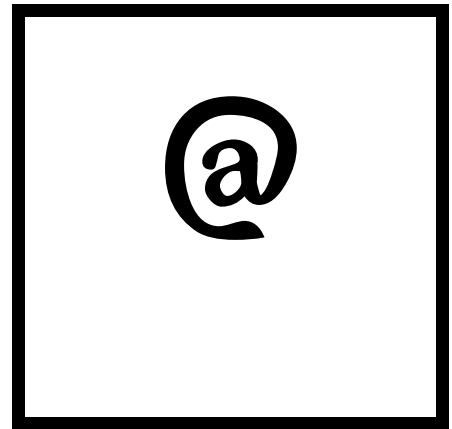
Speed: Power:
Intellect: Attack:
Defense: Health:

Character Portrait

Spells and Special Abilities:

Weapons and Armor:

Loot:

Points Earned: