

# KUBOS

A low fantasy role-playing game of action, adventure and 6-sided  
heroics

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## The game mechanic

The success or failure of any attempted action that is feasibly possible is determined by an ACTION roll.

This works as follows:

1. Roll 1d6.
2. Add the value of the attribute that is most appropriate to the action being taken.
3. A natural roll of 1 ALWAYS fails.
4. A roll of 6 or a total roll of 6 or more succeeds.

Attribute	Actions (examples)
SKILL	Hit in hand-to-hand fighting
SHOOT	Hit a target with a missile weapon
STRENGTH	Break open doors, lift weight, jumping, swimming,
SNEAK	Move silently, moving quickly, hide, balancing
SLIGHT	Pick locks, pick pockets, disarm traps
SENSES	Searching, spotting, listening, reacting and avoiding

How successful an ACTION roll has been, or it's EFFECT with regard to damage inflicted or reduced, equals the totalled roll minus 5.

Difficult actions may require an EFFECT of 2 or more in order to succeed and this will be shown in brackets; *I.E. STRENGTH (2) ACTION roll*

Provided a natural 1 hasn't been rolled, the total of an ACTION roll can be increased by spending Fate Points (FP).

FP can be added on a 1-for-1 basis.

Once spent, FP are gone forever but every time a natural, unmodified 6 is rolled for ANY ACTION roll, the player gains a single FP.

The K U B O S rules assume all academic activities such as puzzles and riddles, and all social interactions are determined in a meta-game fashion between the players and the referee.

# Character generation

Each character has 6 attributes. These are:

1. SKILL (a character's hand to hand fighting prowess)
2. SHOOT (accuracy with missile weapons)
3. STRENGTH (muscular power and physical toughness)
4. SNEAK (agility, balance and grace)
5. SLIGHT (dexterity and hand/eye coordination)
6. SENSES (awareness, instinct and reactive speed)

Distribute 6 points between them so that each attribute has a value 0, 1, 2 or 3.

Each character begins with 6 FP, 6 hit points (HP) and a default DEFENCE of 0.

Choose a race, class and gender that suit's the game's setting and your attribute values. *I.E. In a traditional fantasy setting, a halfling thief will probably have values in SNEAK and SLIGHT but not (or just higher than) SKILL and STRENGTH. The opposite would probably be true if the character was meant to be a half-orc warrior.*

Each character apart from a backpack and ordinary clothes can carry a number of items equal to 9 plus the character's STRENGTH multiplied by itself. *I.E. a character with a STRENGTH of 2 can carry 13 items ( $9 + (2 \times 2 = 4) = 13$ ).* Any more items cause the character to be ENCUMBERED.

Each character begins with hand weapon (1 item), a missile weapon and ammunition (2 items) and 2 ordinary but useful items such as 100' of rope, 10' pole, a grappling hook etc (each counts as 1 item).

Each character can also choose a type of armour combination to own and wear, each with a DEFENCE value (DV) and an item cost. To a maximum of 4 DV, each point of DV counts as 3 items. *I.E. a DV 1*

*armour combination could be a studded suit of leather armour or a padded jacket and greaves with a small target shield. DV 4 armour would probably be a knight's plate-mail suit of jousting armour with a heavy steel shield.*

Determine a background with the referee and fill in the character's details such as age, height, weight, gender and a name. Then go play.

# COMBAT

At the start of every combat round, each player must make a SNEAK ACTION roll. Actions are then taken in the following order.

1. Every character whose player has made a successful SNEAK ACTION roll.
2. All the monsters or NPCS under the control of the referee
3. All the characters whose players failed their SNEAK ACTION rolls.

Each character, monster or NPC can take an action such as :

- Move 80'
- Attack someone within 20' with a hand weapon
- Fire a missile weapon
- Perform a mundane action (drink a potion, attempt to pick a lock etc)
- Attempt a HEROIC ACTION

To hit someone with a hand weapon simply make a SKILL ACTION roll. Subtract the EFFECT of the roll from opponent's HP.

To hit someone within 100' with a missile weapon make a successful SHOOT ACTION roll. Subtract the EFFECT of the roll from the target's HP.

Any opponent or target hit by a hand or missile weapon is entitled to a DEFENCE ACTION roll. The EFFECT of a successful DEFENCE ACTION roll is separated from the EFFECT of the SKILL or SHOOT roll that has hit.

Should the character lose HP after the DEFENCE roll and the victims STRENGTH is less than his opponents, then subtract the difference from HP as well.

Death occurs at 0 HP or less.

# HEROIC ACTIONS

Players will sometimes want (and sometimes have) to have their characters attempt HEROIC ACTIONS. Such actions are best described as a cross between what could be considered "cinematic" and/or "impossible".

Such HEROIC ACTIONS are attempted (once the referee agrees to such an attempt) by:

1. Declaring the action
2. Spending 1d6 FP immediately
3. Making the resulting ACTION roll without spending any additional FP.

# MONSTERS

All average monsters have default attribute values (including DEFENCE) of 0.

HUMANOID monsters can be considered to be "grunts", "captains" or "commanders".

- GRUNTS are the rank and file of evil hordes. DEFENCE is 1 and 1 other attribute has a value of 1 as well. HP is a die roll.
- CAPTAINS are the sergeants who lead the GRUNTS. DEFENCE is 2, 1 attribute has a value of 2 and every other attribute has a value of 1. HP is a die roll plus 3.
- COMMANDERS are the lords of the hordes. DEFENCE is 3, 1 attribute is 3, 2 attributes are 2 and the rest are all 1. HP is a die roll plus 6.

Add 1 again to STRENGTH and double the HP if the humanoids are large creatures like ogres and trolls. Add 1 again to SNEAK if the humanoids are small creatures such as goblins or kobolds.

VERMIN are giant insects and spiders. All attributes are 1 and DEFENCE is 2. VERMIN are poisonous half the time. A poisonous attack requires a STRENGTH ACTION roll every time damage is taken. Failure results in character being paralysed for 1d6 rounds. Every round the character must make a STRENGTH ACTION roll or lose 1 HP. A poisoned character cannot spend FP for an additional 1d6 hours. Vermin have 1 die of HP.

UNDEAD are monsters such as skeletons, zombies and ghouls. Assume all UNDEAD have a STRENGTH of 2 and 1 HP. Ghouls are poisonous.

Skeletons have a DEFENCE of 1; ghouls have a DEFENCE of 2 and zombies a DEFENCE of 3. UNDEAD are hard to kill and a successful DEFENCE roll by them will negate ALL damage.

DRAGONS are the most feared monsters. Assume all attributes are 3, DEFENCE is 5 and HP equals 1 die times 1 die times 1 die. At the start of every round, any character that has failed a SNEAK ACTION is unable to take any actions due to the dragons thrashing around. If the failed roll is a natural 1, the character also takes a die roll of damage from a burst of flaming acid from it's mouth, although a DEFENCE roll is allowed to reduce this damage.

Monsters have treasure in coinage equal to their HP times 10, although this may be hidden and hard to find. 100 coins equal 1 item with regard to being carried.

Monsters will sometimes have magic treasure as well. Roll 1d6 for each monster that has more than 10 HP or for each group of monsters that have less HP. A magical item will be present on a roll of 6.

Roll again for the item. An even roll gives a piece of equipment and an odd roll gives an arm or armour. Roll again for each.

#### Equipment

1. STRENGTH
2. STRENGTH
3. SNEAK
4. SLIGHT
5. SENSES
6. ROLL AGAIN\*

#### ARMS / ARMOUR

1. SKILL
2. SKILL
3. SHOOT
4. SHOOT
5. DEFENCE
6. DEFENCE

Magical equipment tied to a particular attribute allows FP to be spent on an ACTION roll using that attribute in a particular manner activity on a 1-for-2 basis.

\* The item is a unique magical item, which requires a code word to activate a special ability. Examples are up to the referee but could include a flying carpet, a "compass" stone that always points north, a helmet that allows the wearer to see in the dark etc.

# AFTER THE ADVENTURE

At the end of an adventure a character can increase his HP by 1 by spending 1d6 FP.

Characters can purchase additional items. Mundane items such as rope, lanterns etc will cost 5 coins each.

Potions may be bought for 50 coins each and these will either be healing (increase HP to normal value) or antidote that negates the effects of poison.

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KUBOS is free to use as you wish. Should that include writing stuff based on or inspired by it for public presentation however, you must always include a link to an unaltered copy of it and you can never make any money from doing so.

The author recommends the use of Asian style dice simply because the dots are bigger, the dice are smaller and the corners are curved, but that's just him. He also likes the dice produced by Games Workshop and those itty-bitty dice produced by Wizkids, but you don't have to.

All praise and abuse to [bal3000@hotmail.com](mailto:bal3000@hotmail.com). Please entitle all mail KUBOS or it'll go the way of all suspected SPAM.



*"Keep it simple. Keep it fun"*