

REALISMUS

BEFORE READING

A few things are integral to the Realismus system. Though the Realismus rules are Open Game content (and you can use whatever part you want, however you want) I recommend you use the system as a whole.

HINT: A DM taking 10 on attack or defense can really help speed up the game. With many monsters attacking a player or all players attacking one monster a DM should consider taking 10 on either ATT or DEF and let the players roll effectively against a fixed DC.

Margin of Success/Margin of Failure: integral to the system is Margin of Success/Margin of Failure. Just as skills may grant extra benefits when you succeed or fail in a great way, so does your Margin influence the outcome of a fight. The Margin of Success/Failure is the difference between the Target Number (always the defenders roll) and the actual roll.

1 - ATTACK

The attacker rolls his basic attack using 2d10 + modifiers as he would following the standard rules.

All normal rules for size, surprise, flanking, sneak attacks*, flat-footed, etcetera to attack apply.

* sneak attacks work differently under Realismus; see rules

2 - DEFEND

The defender rolls 2d10 and adds his DEF modifier. Defense is calculated using the following formula:

DEF = DEX bonus + (REF or BAB) + shield bonus + modifiers – armor check penalty

So, you add your DEX ability modifier to your base REF save OR your BAB – you choose. Also add all other modifiers (dodge, enhancement, haste, etc) you would normally add to your AC *except* Armor and Natural Armor bonuses.

If the ATT is equal to or higher than the DEF, the attack hits and has a chance to deal damage. The difference between the two is the margin of success (MoS). Add this MoS to weapon damage that you roll as normal.

All normal rules for size, surprise, flanking, sneak attacks, flat-footed, etcetera, to AC apply.

Armor check penalty: your Armor Check Penalty is deducted from your DEF roll. Remember that being unproficient with armor also carries penalties and that Armor may reduce your maximum DEX modifier to AC (and hence, to DEF).

Remember that masterwork armor reduces the Armor Check Penalty by 1

2a - AVOID ATTACK

If the MoS of an attack is large (potentially resulting in lots of damage) you may consider taking an action to avoid this damage. You can do one or more of the following, limited by the number of partial actions you have on your next round (and only if you are aware of the attack), before the attacker rolls his damage dice:

- **Shield block:** roll a basic melee attack + shield bonuses versus the original attack. You can do this for free once per round if you carry a shield. The feat Combat Reflexes allows you to do this more often as if performing an AoO but counts against the number of AoO you can make in a round (and only once per attack). If you have no free or AoO attacks left, you can use a partial action of your next round (hence diminishing your choices in your next round). After blocking, you lose your shield bonus to defense (Improved Shield Bash negates this penalty).
- **Dodge:** use your REF save versus the original attack roll. If you succeed, you spend a move action of your next round and end up prone in your original or an adjacent space of your choice and the attack misses you.
- **Weapon Block:** spend an attack action of your next round to make a basic attack roll versus the original attack roll. If you beat the roll you parry the attack and it misses. You cannot weapon block if you already tried a shield block or a dodge against that particular attack.
- **Roll with Blow:** roll a tumble check versus the original attack roll. This requires a move action of your next round and you end up prone in your original or an adjacent square. You can do this if you tried but failed a block or dodge but of course costs you another partial action of your next round. If you succeed, you only take half damage of the attack.

Avoiding magical attacks: You can Shield Block versus spells that required an attack roll following the rules above, but the effects are up to the DM (disintegrate may cause the shield to crumble, acid arrow makes a shield burn you, etc). Or you can Roll with Blow versus spells that allowed you a REF save; you then end up in a place determined likely by the DM (behind cover, out of the blast radius, etc). You cannot Roll with Blow against acid, poison and like damage.

3 – PROTECTION

After calculating your modified damage (base dmg + modifiers + MoS) you then subtract the protection (armor) of the defender. Protection is measured by:

REALISMUS

PROT = Armor bonus + Natural armor bonus

You also add enhancement bonuses to armor and natural armor to protection, but not shield bonuses.

If you deal at least one point of base damage after PROT and DR have been deducted you can also apply special effects such as poison, disease, etc.

Touch Attacks: for (ranged) touch attacks, you only need to equal or beat the DEF of the person you are trying to hit to apply the special effect; you do not need to deal damage.

Spells: You subtract PROT from *all* attacks that do damage to you (and even to those that heal you if you are healed in a combat situation), except the ones that require damage in the first place to have effect (ie poison). So fireballs, lightning bolts and magic missiles all partly (or wholly, if you are lucky) dissipate when wearing a good portion of armor.

Touch spells and PROT: a touch spell also deducts PROT from the damage it does. With touch spells you do *not* count MoS to damage. Healing spells cast at a character engaged in combat (threatened, under attack or attacking, etc) also count PROT to represent the inherent difficulty of touching a piece of uncovered skin of a friend fighting for its life.

Likewise, a touch spell delivered to a character that is held, stunned, surprised or otherwise unable to defend itself will automatically bypass PROT.

Armor piercing: the critical multiplier mentioned in each weapons description is used to determine effectiveness versus armor (from being heavy, pointy or very nimble). Each multiplier number there means it ignores that many points of PROT on a critical threat as mentioned before, possibly in addition to doing the extra damage. Armor piercing does not need confirmation of the critical hit. So, a longsword (19-20/x2) would always ignore 2 points of protection on a roll of 19 or 20.

Criticals: a confirmed critical hit allows you to roll a d10 and add that to your original to hit (probably improving your Margin of Success). This is open-ended so every 10 you roll entitles you yet another d10. If you use the optional critical hits tables, do not use this +1d10 however but instead use those rules. Remember that even if you do not confirm the critical threat, you still apply the Armor Piercing!

4 – DAMAGE AND HIT POINTS

Hit points are calculated using the following formula:

HP=(CON+(BAB or FORT)+modifiers)x size

So you take your base CON and add either your BAB or your base FORT save (you choose) and any permanent modifiers (Toughness feat for example) and multiply this by the size modifier as listed below. For other sizes, just extrapolate.

SIZE	HP
Tiny	x¼
Small	x½
Medium	x1
Large	x2
Huge	x4

Yes, this means that the Enlarge and Reduce spells have just become much more influential, as has shapechange and every other effect that changes

your size.

You deduct your damage (after applying protection, DR, etc) from your hitpoints. As you lose hitpoints, you become wounded which has profound effects on both your combat effectiveness and which healing affects you. A new bonus type (injury) is introduced here, mainly for use together with the optional Critical Effects rules.

Condition	Hitpoints	Effect*
Unwounded	76% or above	None
Lightly wounded	51% - 75%	-2
Moderately „	26% - 50%	-4
Seriously „	1% - 25%	-6
Critically „	0 or below	-8

* injury bonus to attack, defense, initiative, skill checks, saves and any other roll you can imagine

Below 0, you lose hitpoints or stabilize as normal following the D&D 3.5 rules.

Healing wound categories: The spell description indicates how well it heals your wounds. The worse your injuries, the stronger you need your healing. Only the correct spell can get you out of and above your Condition. If you do not use the right healing spell, you gain hitpoints only until the maximum of your current Condition; any excess HP's are lost.

So, you need a Cure Light Wounds to bring you from the Lightly wounded Condition to the Healthy Condition and you need a Cure Critical to get you above 0 hitpoints.

All these penalties stack with those from the optional critical hits tables.

Natural healing and the Heal skill work as normal.

Example: Say you have 20 max hitpoints and take 12 points of damage. You are then at 8 HP's and Moderately wounded, taking a -4 to all rolls. A Cure Light Wounds would take you up to 10 hitpoints, but still keep you Moderately Wounded. A Cure Moderate Wounds would bring you up to full hitpoints (depending on the amount of actual hitpoints cured, of course).

REALISMUS

Nonlethal damage: nonlethal damage halves the penalties. However, you still go unconscious. If you are clobbered to 'death' by nonlethal damage, you then take lethal damage starting all over from your max hitpoints. You can indeed kill somebody with nonlethal attacks, it just takes more time.

Temporary hitpoints: temporary hitpoints are added to your total but do not change your wounded categories. It can be best described as an additional pool of hitpoints from which you deduct damage before taking wound effects. Exception: spells that directly affect your CON, you'll have to recalculate everything then.

Hence, temporary hitpoints added after being wounded do nothing to change your woundcategories nor the penalties they carry.

Other healing: Calculate other healing abilities as follows: every 10 points of healing counts as one category. In case of variable abilities, every 10 points of potential maximum healing applies. So a paladin laying on hands who's maximum is 14 points, would effectively cast a *Cure Moderate Wounds* (and hence be able to bring a person to the Lightly wounded or Healthy state). A person healing 3d8 would potentially heal 24 max points so be an equivalent to a *Cure Serious Wounds*.

OTHER RULES

Sneak Attack: a character with sneak attack (or like) ability loses its normal damage dice. Instead, the ability grants a +2 bonus to attack and another +1 bonus for each additional damage die beyond the first. Example: a level 7 rogue would have a +5 bonus when sneak attacking (+2 for the ability, +1 each for levels 3, 5 and 7).

Large PC's: characters playing Large (or even bigger) races as characters are, due to the size modifier to hitpoints, that more potent and durable in combat. For every size category above Medium, add one to the CR/Level of the character (in addition to any modifiers to level the character may already get for playing a monstrous race). This is to guarantee balance in the party.

MODIFIED FEATS

Toughness: the Toughness feat gets you +3 base Hitpoints every time you take it (and is multiplied according to size).

MODIFIED SKILLS

Heal: when giving first aid failing a Heal check by more than 5 inflicts an additional 1d4 points of damage. Failing the check by 5 or less stabilizes the character but you must stay and tend to him/her as a full round action each round. Failure

to do so means the character loses hitpoints that round as normal.

When giving long-term care, increase the DC by the penalty of the wound factor. If you fail the check by more than 5, the patient loses 1d4 hitpoints per every 5 points by which you failed the check.

Long term care when using the optional Critical Hits tables is explained in those rules.

REALISMUS

OPTIONAL REALISMUS RULES

Optional - staying conscious: If you are below 0 hit points, you can stay conscious by making a CON check versus DC 12 + dmg below 0. So, if you are at -7, you can make a CON check versus DC 19 to remain conscious. If you do, you can take a partial (but non strenuous) action. Cast a 0 level spell, drink a potion, activate an item, drag yourself 5 feet leaving a trail of blood, say something properly heroic or shoot a loaded crossbow/pistol are all viable. Making a melee attack, walk or run are not. DM discretion applies.

Every time your HP's change you make a new check to lose or regain consciousness (to lose consciousness if you lost HP's, to regain consciousness if you gained HP's).

Optional - Bell-curve rolls using 2d10: Using two ten sided dice creates a so-called bell-curve. This is beneficial for those with bonuses and makes the system less dependent upon luck. Just pick up 2D10, roll, and add the numbers. A 0 is treated as a 10, thus giving you a result between 2 and 20. Reminder: characters have an easier time this way against weak opponents and a much more challenging fight against stronger opponents. Alter CR/XP accordingly.

CRITICAL	
D20	2D10
20	18-20
19	17-20
18	16-20
17	15-20
16	14-20

Criticals change a bit using 2d10. Use the following table to determine critical hit potential. Then roll to confirm the critical hit as normal.

If you confirm a critical as normal, pick up a d10 and roll again, adding to your original to hit. This is open ended, so every 10 you roll after that allows you to roll and add yet another die. In potential, crits can instantly kill about anything. NB: if you use the optional critical hit tables, do not add 1d10 but instead refer to the tables.

Optional - Fumbles: For more complexity (and fun) you can use the following table to determine the effect of a fumble. You fumble if you roll a 2, 3 or 4 or your 2d10 (or when you roll a 1 on your

Roll	Effect
2-5	Fall to ground and go prone.
6-7	
8-12	Stumble, lose next partial action to recover footing (negate on Balance check DC 18)
13-15	
16-20	

d20). Then, roll 2d10 again:

Optional - simpler criticals: Instead of using the to hit dice for determining criticals, just make all damage rolls open ended.

Optional - Critical Hits: There is no system for specific effects of criticals. In part, this is represented by taking the penalties mentioned above to attack, saves, defense, etcetera and is an abstract way of creating these effects (either through cracked bones, bloodloss, a cut in your ear, whatever). If you want more complexity, use the following rules and table. You do *not* roll the to hit Open Ended then!

OTHER RULES:

Firearms: Firearms (from the IK setting for example) are open ended, meaning that *every time* a die comes up at its highest value, pick it up and roll it again, adding that damage to the total. As long as you keep rolling that highest number, keep adding to the damage.

FUMBLE	
D20	2D10
20	18-20
19	17-20
18	16-20
17	15-20
16	14-20