

Fast, Easy D100 Narrative Adventures for Empire of the Petal Throne Freeform Role Playing System

“Empire of the Petal Throne”, Tekumel, and related concepts © M.A.R. Barker.

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This gaming system is based on that described by Dr. Barker for his own gaming sessions (as described by Bob Alberti on www.tekumel.com at http://www.tekumel.com/gaming_advHTPT.html). The concept is to roll 1D100. The lower the roll, the better the outcome. For those desiring a little more detail, this system may be helpful. It is “fuzzy” and requires quick thinking and cooperation on the part of the referee and player(s).

Character Creation:

1. Write a brief description of your character and discuss with the referee. Assign traits based on Table 5 (below). The number and level of traits allowable is the choice or mutual decision of the referee and player(s). It is suggested that no more than three or four “positive” traits and that only one or two “negative” traits be assigned. Suggested Traits are:

Sorcery – ability to cast ritual and/or psychic spells; knowledge of magical processes, including devices of the Ancients and of the Planes Beyond.

Combat – skill at arms; ability to shrug off damage and to endure hardship.

Scholar – general level of knowledge; can also represent age or experience.

Social – rank in society; can be from clan and lineage, military service, temple rank, government rank, or any combination thereof.

An example is provided below:

Noravu hiCharumvoy is a mighty sorcerer of the Temple of Qon (Sorcery: Adept). His service to Temple and Empire have taken him to many foreign lands (Scholar: Master).

Unfortunately, years of striving in uncharted wildernesses and on the Planes Beyond have left Noravu somewhat frail (Combat: Poor). His clan is of High Rank (Social: Champion).

2. Refer to your preferred source book for spell lists and other details. I recommend “Gardasiyal” or “Swords & Glory”.

3. Other details of the character are worked out between the referee and the player. Other details can include personal wealth, equipment and possessions, languages known, etc.

Conduct of the Game:

1. Whenever something needs to happen that cannot be predicted or requires a random element, roll on the tables below as appropriate and/or applicable.

2. This style of gaming requires interactive storytelling on the part of the “referee” and players. In fact, with this system, is it possible for each participant to take the part of the referee, or to allow the person to their left or right to play that roll where one person does not get to describe the outcome of events in a scene.

3. Have fun!

Table 1 – High Roll to Low

Difficulty	+/- D100	<u>D100 Roll</u>	Outcome
Impossible	+40	91-100	Catastrophic
Very Difficult	+30	81-90	Terrible
Difficult	+20	71-80	Very Bad
Slightly Difficult	+10	61-70	Unfavorable
Average	0	41-60	Neutral
Easy	-10	31-40	Favorable
Very Easy	-20	21-30	Very Good
Simple	-30	11-20	Excellent
Guaranteed	-40	01-10	Perfect

Table 2 – Low Roll to High

Difficulty	+/- D100	<u>D100 Roll</u>	Outcome
Guaranteed	-40	01-10	Perfect
Simple	-30	11-20	Excellent
Very Easy	-20	21-30	Very Good
Easy	-10	31-40	Favorable
Average	0	41-60	Neutral
Slightly Difficult	+10	61-70	Unfavorable
Difficult	+20	71-80	Very Bad
Very Difficult	+30	81-90	Terrible
Impossible	+40	91-100	Catastrophic

Table 3 - Definitions

Levels of Difficulty	
Term	Definition
Guaranteed	No chance of failure. Examples include slaying an unconscious foe, setting fire to dry thatch, falling down, scaring babies, shocking old people, stacking flat rocks, etc.
Simple	Very little chance of failure. Examples include battling pitiful foes, convincing Ahoggyá to eat human corpses, activating an Eye, lying to nonhumans, outrunning a Chlén, etc.
Very Easy	Little chance of failure. Examples include kicking down a wattle door, smashing clay pots, climbing a ladder, beating a badly wounded foe, etc.
Easy	Slight chance of failure. Examples include battling untrained foes, casting Universal Spells, crafting a fancy item, etc.
Average	No modifications. Examples include attacking prepared foe, casting Generic Spells, making a normal item.
Slightly Difficult	Chance of failure. Examples include battling a more skilled foe, casting Temple Spells, bargaining with a Salarvyáni merchant, etc.
Difficult	Good chance of failure. Examples include casting spells without training, battling multiple powerful foes, convincing a Shén to share a room with an Ahoggyá, bargaining with Pygmy Folk, aiming an Eye, etc.
Very Difficult	Very good chance of failure. Examples include determining what an unknown Device of the Ancients does, learning a spell in an ancient language, surviving the Garden of Weeping Snows, evading assassins of the Black Y Clan, etc.
Impossible	Little to no chance of success. Examples include changing society, assassinating the Seal Emperor in the Golden Tower, battling a god, conquering the Island of the Black Ssú, killing a warrior with a piece of straw, convincing a Hlyss warrior not to attack, evading the Omnipotent Azure Legion, battling The Beast Without a Tail, etc.

Table 4 – Levels of Success

Levels of Success	
Term	Definition
Perfect	The dice roller describes the outcome of their intended action as it suits them best. Everything goes according to plan and then some.
Excellent	
Very Good	The result is a compromise. The dice roller can describe part of what happens, but the referee must describe the other half. The result is good for the dice roller.
Favorable	
Neutral	The outcome is neither favorable nor negative. An attack is parried or dodged, a game is tied, the listener is not inclined to either attack or assist, the poem is acceptable, etc.
Unfavorable	
Very Bad	The result is a compromise. The dice roller can describe part of what happens, but the referee must describe the other half. The result is bad for the dice roller.
Terrible	
Catastrophic	Worst possible outcome; spell backlash against caster; instantly slain in combat; loses all honor; reaction completely hostile.

Table 5 – Definitions, Traits, Modifiers, etc.

Difficulty	Outcome	Equivalent Attribute	Modifier to D100 Roll
Guaranteed	Perfect	Adept	-40
Simple	Excellent	Champion	-30
Very Easy	Very Good	Master	-20
Easy	Favorable	Skilled	-10
Average	Neutral	Competent	0
Slightly Difficult	Unfavorable	Novice	+10
Difficult	Very Bad	Poor	+20
Very Difficult	Terrible	Hopeless	+30
Impossible	Catastrophic	Incompetent	+40