

THE NO ROLL HERO

AN INTRO TO WEGS OLD SKOOL FANTASY CHARACTER CREATION

DUNGEONS. . . . DRAGONS. . . . **WEGS** WIZARDS. . . . WHATEVER!

Name: **Gorgax** **OLD SKOOL** Human :Race

Arketype: **Warrior** Magic :Realm

STATS & STRENGTHS

66	WARRIOR PROWESS	6	COMBAT
55	RANGER RUGGEDNESS	5	
44	TRICKSTER STEALTH	4	MOVE
33	MAGE INGENUITY	3	SPELL
22	SAGE GRACE		
11	SANITY	0	INSANITY

NOTES

VITALS

WOUNDS

121

PHEW! **3**

INVULN

Arm% : **30**

M x 5 : **20**

Total **50**

SPOINTS

15

VISIT US AT



WICKED SCORES

SUCCESS 01, 02, 03
FAILURE 97, 98, 99, 00

GOOD SHOT

11, 22, 33, 44,
55, 66, 77, 88

BAD SHOT

10, 20, 30, 40,
50, 60, 70, 80, 90



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The Heroic Edge

Versus	Par	Edge +
Crush/Slam	PRW	6
Elements	RUG	5
Poison	STL	4
Magic/Wand	ING	3
Mystic/Staff	GRA	2
Psy/Vibes	SAN	1

Save versus type : 2d10 vs Edge

WEGS - THE WICKEDLY ERRANT GAME SYSTEM

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THE NO ROLL HERO

The No Roll Hero is a quick character creation process for WEGS Old Skool. It is called “No Roll” because a player does not roll any dice to create their hero. It is a great first step for those who are new to WEGS, the Wickedly Errant Game System. A hero is ready for adventure in mere minutes!

A player picks one of five Arketypes for their hero: Warrior, Ranger, Trickster, Mage or Sage. Each Ark (short for Arketype) has a specific talent, and this should guide the player’s choice. Warriors fight face-to-face with swords, Rangers fight from a distance with bow and arrow, and Tricksters are the masters of sneak attacks. A Mage summons magic spells for attack and (self) defense, while a Sage summons holy spells to aid their allies or hinder their opponents.

At the top of the character sheet there is a place to write a hero’s Name, Arketype, Race and Realm. Normally, a player may also choose a fantasy race for their hero (such as an Elf or Dwarf). For the No Roll Hero process, all are Human. Realm is discussed later.

The Game Master (GM) leads players through the character creation process. This starts under the **Stats & Strengths** section. There are six stats: Prowess, Ruggedness, Stealth, Ingenuity, Grace, and Sanity. These are the building blocks of the hero’s abilities and tracked as percentile scores in the stat circles.

To the right of the stat titles are the five strength scores (tracked in the diamond shapes). Strengths are single-digit values and set a base for damage and spell effects. The top two strengths are for combat (Warrior and Ranger). The remaining strengths are Move, Spell, and Insanity.

Below the **Stats & Strengths** section are the **Wicked Scores** and **Good Shot/Bad Shot** ranges. These easy-to-remember ranges are a crucial aspect of the Wickedly Errant Game System and prominently featured for quick reference.



Note: The No Roll method omits the dice-rolling aspect of character creation which establishes a hero’s initial stat score base. A player rolls two six-sided dice and two ten-sided dice (2d6+2d10), with any result of “1” re-rolled. A score between 8 - 32 is established for each stat.

Step 1 – Stat Scores

66 - 55 - 44 - 33 - 22 - 11

A player starts the No Roll Hero process by assigning stat scores. The six scores to assign are: 66, 55, 44, 33, 22, 11. These values build a strong hero with good capabilities. The higher an assignment, the more likely a hero will succeed at that stat’s associated actions.

Before stat scores are assigned, the GM should explain the function of each stat. Full details are found in the WEGS Old Skool rulebook. A quick summary follows:

Prowess = Muscle and strength. The chance to hit a foe with a held melee weapon. Wounds bonus.

Ruggedness = Survival and endurance. The chance to hit a foe with a ranged weapon. Wounds bonus.

Stealth = Cunning and quickness. Movement and defense bonus.

Ingenuity = Thought and formulation. The chance to cast Magic spells. Spell Point bonus.

Grace = Wisdom and willpower. The chance to cast Mystic spells. Spell Point bonus.

Sanity = Ability to reason. The chance to remain cool and rational. Counterbalanced by the Insanity score.

The following suggests one way to assign the six starting scores.

⦿ *The highest score (66) is placed in the hero’s prime stat (i.e. the stat associated with their Arketype). For a Warrior it is Prowess.*

⦿ *The lowest score (11) can be assigned to the Sanity stat (as Sanity rules tend to be used only for advanced WEGS play).*

⦿ *The second lowest score (22) can be placed in Ingenuity or Grace. A hero relies on only one of these to derive their Spell Strength. A Mage or Sage will already have a 66 score assigned here in their prime stat; the other stat should be assigned 22.*

This then leaves the 55, 44, and 33 scores, which can be assigned as the player desires.

MEET GORGAX THE WARRIOR

A player is creating their first hero, a Warrior named Gorgax. As a Warrior, the highest score (66) is assigned to his Prowess stat. Wasting no time, the player assigns his stat scores as follows:

- 66 Prowess
- 55 Ruggedness
- 44 Stealth
- 33 Ingenuity
- 22 Grace
- 11 Sanity



The player is now ready to factor strength scores.

Step 2 – Strength Scores

Strength scores have several purposes for game play. Warrior Strength and Ranger Strength set how much damage a hero can do in combat. Move Strength sets how far a hero can move per action. Spell Strength is factored for spell power and also limits spell point use (see Spoints topic below).

Each strength score is derived from the first digit of its corresponding parent stat. Warrior Strength is based on Prowess and Ranger Strength on Ruggedness. Move Strength is based on Stealth, while Spell Strength is based on Ingenuity or Grace (deferring to the higher score). The Insanity score is not truly a strength and follows special rules (noted below).

- ⊙ Gorgax the Warrior has 66 Prowess, so his Warrior Strength is 6 (the first digit of his Prowess score). Likewise, the first digit of his 55 Ruggedness gives him a 5 Ranger Strength, and his 44 Stealth gives him a 4 Move Strength.
- ⊙ For Spell Strength, Gorgax has 33 Ingenuity and 22 Grace. Ingenuity is greater, so Gorgax has a 3 Spell Strength.

For No Roll Hero creation, only a Mage or Sage begins with Insanity points. This penalty represents the wear and tear on their mind from learning spells. They begin with a number of Insanity points equal to their starting Spell Strength score. As a Warrior, Gorgax does not begin with any Insanity points.

Step 3 – Vitals

The Vitals column details four aspects crucial to a hero's survival: Wounds, Phew!, Invulnerability, and Spoints. These values are derived directly from the hero's Stats and Strengths scores.

WOUNDS

This is a hero's durability and how much physical damage they can withstand. Warriors and Rangers add their Prowess and Ruggedness scores together. Tricksters, Mages, and Sages start with either their Prowess or Ruggedness score (not both). Gorgax the Warrior has 66 Prowess and 55 Ruggedness; he starts with 121 Wounds (66+55).

PHEW!

These points are a subset of Wounds. Each No Roll Hero begins with 3 Phew points. These are emergency points spent to negate a Near Death Experience (the WEGS death roll).

INVULNERABILITY (INVULN)

This section has two components: Armour and Move. These are totaled for a hero's full Invulnerability rating.

--ARMOUR (ARM%)

The amount of armour a hero starts with is set by their Arketype. Warriors and Rangers wear more armour than the other Arks. The following percent scores are applied: Warriors (30%), Rangers (25%), Tricksters (20%), and Mages or Sages (10%). This score is written in the ARM% slot.

--MOVE (M X 5)

A hero's Move Strength is factored for a defense bonus. Move Strength is multiplied by five and written in the (Mx5) slot.

As a Warrior, Gorgax has 30% Armour. His 4 Move Strength garners him a 20% bonus (4 Move x 5). The total of these two scores gives Gorgax 50% Invulnerability. This is his base chance to avoid damage from standard combat attacks.

SPOINTS (SPELL POINTS)

This is a hero's magical or mystical power (or even luck). During the game, spoints are spent to power spells and increase the chance of success of any action (each spoint spent adds a +10% bonus to a stat base number).

A Mage or Sage gets their full prime stat value (Ingenuity or Grace). Tricksters also gain the full amount, using the greater of those two stats scores. Warriors and Rangers start with far less spoints; they multiply their Spell Strength by 5. Gorgax the Warrior has 3 Spell Strength which garners him 15 spoints (3 x 5).

Step 4 – Heroic Edge

The Heroic Edge is the final part of the No Roll Hero process. These are six saving throws that grant a “heroic edge” versus special types of damage (such as enchanted or elemental attacks). The six edge types and their parent stats are:

Type	Parent
Crush/Slam	PRW
Elements	RUG
Poison	STL
Magic/Wand	ING
Mystic/Staff	GRA
Psy/Vibes	SAN

A player derives their edge marks in the same fashion as Strength scores: it is the first digit of its parent stat.

To counter damage, the player rolls two ten-sided dice. If the sum total is equal to/less than the mark, all damage is negated. When rolling the d10, zeroes are read as zero; in this way a range from 00 to 18 is established.

- ⊙ Gorgax has a 5 Elements edge and is hit by a *Hands of Ice* spell. He must roll 5 or less to defend himself. *The player rolls a 4 and succeeds.* Gorgax luckily suffers no wounds from the attack.

Saving throws are only made versus attacks that do not allow an *Invulnerability* roll. Only one test can be made per attack. *Each successful use decreases the edge mark by one point.* In the example above, Gorgax’s Elements score is reduced from 5 to 4. He has less of a chance to ward off the next attack. Bit by bit, a hero loses their heroic edge.

If an edge mark is reduced to 0 only rolling 0-0 yields success. Edge scores rejuvenate with rest and healing.

SPPOINT EDGE

Before the edge dice roll, a hero may use spoints to temporarily increase their edge mark. Each spoint gains +1 to their mark. The max number of spoints a player can spend is set by their Spell Strength score. Note that rolling an 18 is always a failure.

With the Heroic Edge scores complete, Gorgax is ready for adventure!



Notes on Realm & Race

REALM

There is a slot on the top of the character sheet to note the hero’s realm. In *Old Skool* there are only two realms: Magic and Mystic. Realm guides whether a hero’s Spell Strength is a source under their control (Magic), or if it is something which is granted to them by the gods (Mystic). Non-spellcasters may also opt to be neutral.

By their nature, Mages are in the Magic Realm and Sages are in the Mystic Realm. All other heroes are guided by their Ingenuity and Grace. If Ingenuity is greater than Grace the hero is Magic, otherwise the hero is Mystic. Realm is useful for the role-play aspect of the game. For beginning play, this simple distinction is enough to set a hero in motion.

RACE

For beginner’s ease, the *No Roll Hero* is limited to creating Human heroes. For full *Old Skool* character creation, there are other races to choose from (Dwarf, Elf, Goblin, and Gnobbit). Playing a race other than Human establishes realm automatically (e.g. Elfs are Magic, Dwarfs are Mystic). Additionally, each non-Human race begins with unique starter bonuses.

Skills & Spells

All heroes have a specific set of skills/spells based on their Arketype. For intro play, a hero starts with all of their Ark’s skills and spells. For advanced play, the GM can set the number of starting skills to match the hero’s prime strength score.

- ⊙ For example, Gorgax the Warrior with 6 Warrior Strength is limited to six starting skills (which the player may choose). As the game is played, heroes earn experience points which allow them to acquire additional skills.

Equipment

In *Old Skool*, dungeon monsters and minions almost always appear brandishing weapons and furnished with armor. So, why shouldn’t the heroes? For speed-of-play, the heroes spring out of the heads of their creators fully equipped and ready for action.

In this spirit, there is no master list of items to peruse to equip the heroes for their fantastic journey. It is assumed that they have the appropriate weapons, armour, and all the typical gear needed for their adventure (rope, torches, tinder box, rations, iron spikes, etc.).

Experience Points

(REALLY CALLED RANK BUMPS)

The GM awards experience points when the players complete an adventure. These points are added to the hero's stat scores as the player sees fit. With each stat increase the associated Strength and Vitals scores may change, too.

⊙ After single-handedly slaying a mummy, Gorgax gains six experience points. The player decides to add these to his 66 Prowess score, raising it to 72. As his Warrior Strength is based on the first digit of his Prowess score, it increases from 6 to 7. Gorgax's Wounds score (which is the sum of his Prowess + Ruggedness scores), gains an additional six points, too. Even, his Heroic Edge versus Crush/Slam (PRW) is more powerful. With one fell swoop of the pencil, Gorgax the Warrior reaches new levels on all Stats, Strengths and Vitals.

For WEGS Old Skool advanced play, experience points are called Rank Bumps (as these points increase a stat's ranking). Rank scores are not included for No Roll Hero play (explained briefly in *Fully Rolled Arks* topic).

Notes for the GM

(REALLY CALLED THE KREATOR)

In WEGS, the GM is called the Kreator (as they are the ones who create the dungeon/campaign). Here are some things for their consideration.

TRICKSTERS

In advanced Arkreation, Tricksters have a choice to be either "Lucky" or "Tough". Lucky is more Spoints. Tough is more Wounds. By design, the No Roll Hero process creates Lucky Tricksters. A GM can allow a player to choose which they prefer for their hero. Tough Tricksters are treated as a Warrior for both Wounds and Spoints totals. The Tough Trickster will have more Wounds, but less Spoints.

STARTING RANGE

The 66-55-44-33-22-11 range builds a robust hero. If desired, a GM can instead use the WEGS minion tier ranges. There are eight levels of monsters, from Minion Level 1 through Minion Level 8. Each level has a set array of stat scores assigned to it.

For example, Minion Level 6 has an array of 66-44-44-22-22-22. Such scores will build a slightly weaker hero, but one that still has plenty of survivability. Minion Level 5 (55-33-33-11-11-11) builds a solid base-level

hero (albeit one that should be a little hesitant to throw open a dungeon door and dash inside).

Using the minion tier range gives the players insight that monsters are really just streamlined heroes. Both live and die by the same stats!

FULLY ROLLED ARKS (INI & RANK)

Once a player understands the core concepts of the No Roll Hero, it is very easy to transition them to "fully rolled" heroes. WEGS Old Skool character creation uses a different character sheet and includes dice rolling to establish an initial base score for each stat (called the INI scores).

Each stat has two components: the starting INI score and then an assigned portion called the Rank score. Rank scores are similar to the No Roll Hero starting assignments. The sum total of the INI and Rank scores is that stat's total value. Both components are an important aspect of advanced gameplay.

INSANITY (ADVANCED PLAY)

Insanity is not a strength at all, but a tell-tale sign on how psychologically stable the hero is. During play, a hero may gain Insanity points, which are added to their current score. There is nothing to fear until the hero's Insanity is greater than their Sanity. When this occurs, an auto-failure zone is created for all of the hero's actions.

⊙ *For example, if Gorgax's Insanity score became 12 (one point greater than his 11 Sanity score), he has an auto-fail zone of 11-12. He fails any time he rolls either number. A very bad spot for old Gorgax to be in!*

As the No Roll Hero rules instruct players to place their lowest score in their Sanity stat, implementing Insanity rules for intro play would be a dirty trick. A Kreator should wait until players learn the basic rules of the system before driving them insane.



**Now...
Get Thee
To The
Dungeon!**

GORGAX ATTACKS!

- WEGS COMBAT EXAMPLE -

Gorgax enters a dark tomb. Suddenly, from the shadows, a guardian mummy shambles out. The mummy is a Level 4 monster and, so, all of its key stats are either 4 or 44. It has a 44% chance to hit, 44% Invulnerability, and 44 Wounds. It moves 4 squares per turn and has 4 Warrior Strength, which gives it a $(d6 \times 4)$ damage base.

Impatient to await its arrival, Gorgax raises his axe and charges the creature. With his 66 Prowess score, Gorgax must roll 66 or less on the percentile dice to hit. *Gorgax rolls a 43 and succeeds on the attack.*

The mummy has a chance to evade the attack with its 44 Invulnerability score. It must roll 44% or less to do so. *The Mummy rolls a 72, a failure!* It has been wounded. Melee attacks, like the axe, cause $(d6 \times \text{Warrior Strength})$ wounds. With 6 Warrior Strength, Gorgax causes $(d6 \times 6)$ wounds. *Gorgax rolls a 5 for his damage roll.* He causes 30 wounds to the mummy. The mummy started with 44 wounds and now has only 14 remaining.

The mummy attacks. It claws at Gorgax with its 44% chance to hit. *The Mummy rolls a 29 – a successful strike!* Gorgax, though, counters with a successful Invulnerability roll. The mummy vehemently hisses in the hero's face!

The hero swings his mighty axe again. *Gorgax rolls a 55 – a Good Shot!* This grants a +5 strength bonus, which increases his strength from 5 to 11 for this attack. *The Mummy fails its Invulnerability roll again.* Gorgax rolls a 4 for damage, causing 44 wounds to the foe (4×11) . That's thirty more wounds than the mummy had remaining. The GM concludes this beheads the mummy. Gorgax howls in victory – he's ready for his experience points now!

This example covers the basic flow of combat, but did not factor any of Gorgax's warrior skills. A warrior's skillset allows them to increase their chance to hit (+20% Prowess bonus), increase their attack's damage (+4 Warrior Strength), or decrease a foe's defense (-20% Invulnerability penalty). Each attack can be customized as per the strengths or weaknesses of an enemy. Warriors possess several other combat feats in their arsenal of skills.

A SAMPLING OF WARRIOR SKILLS

Weapon Mastery: +20% Prowess

Weapon Mastery: +4 Warrior Strength

Weapon Mastery: -20% Invulnerability (to foe)

Charge! A move and attack action.

In Your Face! An intimidation tactic.

Mighty Whack! A powerful hit.

Blind Fighting

Resist Fear



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MAKE YOUR OWN NO ROLL HERO!

66 - 55 - 44 - 33 - 22 - 11

IT'S THE WICKEDLY ERRANT GAME SYSTEM!

WEGS

DUNGEONS. DRAGONS. WIZARDS. WHATEVER.

Name:

OLD SKOOL

:Race

Arketype:

The Basic Ark Kard

:Realm

STATS & STRENGTHS

NOTES

VITALS

**WARRIOR
PROWESS**



COMBAT

**RANGER
RUGGEDNESS**



MOVE

**TRICKSTER
STEALTH**



**MAGE
INGENUITY**



SPELL

**SAGE
GRACE**



INSANITY

SANITY

WOUNDS

PHEW!

INVULN

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M x 5 :

Total

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