

Legacy Changes from BRUGE

Zero Edition

The following chapters will be in a low to no art playtest/preview version.

Introduction

Overall introduces the game and its setting. Basically its RQ 3 Standard Edition, which for us Brits was the first Games Workshop hardcover simply titled “RuneQuest. Updated to meet modern sensibilities, and support sandbox adventures out of the box.

- Defines the scope of the game: a fast-playing streamlined D100 game derived (and compatible with) BRUGE.
- Introduces the implied setting “The Realm” that is detailed in broad brush strokes throughout the book, and that the players and Game Moderator are encouraged to detail as they play.
- Introduces the idea of Sandbox – or Toybox – Adventures.

Characters

Character Creation

The following changes have been made to the character generation section.

- *Character creation is a quick eight-stage process*, with an additional ninth stage in which the players work together to determine how their characters know each other and how they formed their Adventuring Company.
- *Added Presentation*. This is a quick description of how the character appears to others, which includes gender, age, and culture (if relevant and apparent).
- *Added Wryd*. Which is the characters’ Fate or Destiny. One sentence summing up, which provides roleplaying opportunities and a mechanical edge that replaces Fate points.
- *Added Wryd Points*. Fate points that can be spent on adding to skills or upgrading level of success by one, when the situation allows the character to invoke their Wryd.
- *Added Magic Effect Bonus*. For spells that have an effect, such as damage or healing, similar to Damage Modifier.
- *Added Initiative*: Average of DEX (physical reactions) +INT (quick wits) +POW (confidence of action).
- The game uses *Total Hit Points* and *Hit Locations* as default. However, Hit Locations do not have their own hit points. Instead, a Wound Threshold (half current hp) determines if a location is *damaged* or *destroyed*.
- *Personality types* – added two more types, *Healthy* (CON) and *Lucky* (POW) so that all the characteristics, except SIZ, are represented. Experience Bonus based on personality type, rather than INT. The character gets bonus skill points equal to the associated characteristics of each of the associated skills during character creation. This represents skills they learnt through natural inclination during their upbringing.

Personality type is also the character's dominant personality, so it is used as a starting point for roleplaying.

- *Non Human Species.* While Humans are the default species for player characters, I've included rules for creating non human player characters for Dwarves, Elves and Halflings.
- *Professions.* I've created thirty new professions, which emphasise the game's fun take on fantasy (so no farmers or slaves), and grouped them into five groups: Magician, Rogue, Rural, Urban, and Warrior. Professions not only determine the professional skills available to add bonus points to character generation but also the ease with which finding a skills trainer. These get their own reference chapter, Professions of the Realm.
- *Magic.* Only magicians get magic spells at character creation. No more everyone has magic like in OpenQuest.
- *Free skills.* As well as getting additional skill points via Personality and Professions, the character gets 100 points to spend on hobbies and interests they've not already allocated to.
- *Possessions.* Starting possessions are now determined by profession, and each profession has an associated *Family Heirloom* which is a minor magical item, that like the player has its own wryd.

Character Advancement

This is now its own chapter. Like the rest of the rules, it's been gently rewritten to streamline and make it more Fun Fantasy.

Headline changes are as follows.

- *Improving via failure.* Characters now learn through their mistakes. If the skill is difficult and hazardous, and you fail, you get a skill check. If you fumble, you get a skill check on an average difficulty or higher.
- *Faster improvement.* Successful experience rolls now gain 1d8 (4 if chosen before roll) and a full 8 if you critical the roll. Further guidance is given in as commentary on how you can even use D10, more training attempts during downtime and more automatic checks.
- *Skill checks for characters involved in planning the solution but didn't actively roll dice.* As well as rewarding players who quietly help by suggesting solutions, or roleplay as part of the solution, it is a way of making skill ticks fairer and not dependant on being loud and getting in there and rolling the dice.
- *Characteristic improvement rolls* are based on rolling over the current characteristic roll like it was a skill. The experience bonus is only added to the characteristic that it is derived from. This greatly (imo) streamlines the improving characteristics, especially POW experience checks.

Skills

Overall, the skills chapter is a big tidy up so only skills that support fantasy settings are included. While keeping BRP's skills for everything approach. Also, the skill descriptions have been revised/rewritten so that they define the scope of the skill. Gone are the examples of fumbles, specials and criticals (imo GMs and players should be able to work that out on the fly). Any subsystems detailed in SRD entries have been moved to either the Rules System chapter or

Combat (the majority), and page references to sections (in “See also” style) added to the end of each entry where relevant.

- *Gone are skill categories and skill category modifiers* (a personal bugbear, far too twiddly).
- *Treatment of Knowledge Skills*. The distinction is made between Common Knowledge rolls (which use Idea characteristic rolls) and specialist game lore, which use lore skills rolls to expose setting knowledge.
- *Legacy has the following specialist lore skills*.
 - *Arcane Lore*. Anything to do with magic and its effects.
 - *Countrywise* covers the Realm’s rural network of farms, fields, managed woodlands.
 - *Traditions (various)*. The history, politics, and social behaviour of a cultural or national grouping.
 - *Occult Lore*. The hidden reasons why things are the way they are known to secret societies that manipulate society from behind the scenes.
 - *Monster Lore*. The Realm owes its existence its founders overcoming monsters and settling the land they once terrorised. It also has an established professional class of Monster Hunters, who orally teach this skill to their apprentices. A form of folklore.
 - *Streetwise* is a body of knowledge that allows a character to safely navigate the more of the shady places of the urban environment, where the laws of the Realm give way to the criminal underworld.
 - *Wilderness Survival* is similar, but it deals with the rural wilderness where the comparably safe roads of the Realm give way to a wild, overgrown landscape where monsters lair.
- *New skill of Magical Awareness*, for magicians and other characters who are sensitive to the presence of magic.

Powers

Legacy features four power systems

- Wryd Weaving
- Magic
- Ritual Magic
- Martial Arts

Wryd Weaving is a power that all Champions of the Wryd (ie. pcs) get for being big damn heroes of the setting.

- *Rules for using the character’s Wryd or Wryd Item to reroll boost results in various situations using a Wryd Point cost*. This is the game’s Hero Point/Fate Point mechanic.
- *Wryd Items are family heirlooms or powerful relics that have a Wryd of their own that their owners can use*.

Magic: The big one is that I'm focusing on using the "Magic" system presented in BRUGE. No Sorcery or other power system. The aim is to have one short list of capable spells covering different types of magicians expressed as Professions.

- Magic Casting skill added to manage casting spells. Replaces BRUGE's each spell is a skill approach.
- Other Magic related skills have been added, Centering (regain Magic points), and Magic Awareness.
- *Expanded Magic Spell list.* I've added spells to fill out the list that is necessary for the various magician professions to do their job. Overall, this changes the scope of the Magic approach, from being a basic (low) one (with Sorcery being the High approach) that models the apprentice with a couple of low-powered spells to a Magus or High Priest with a powerful set of spells that allow them to be defensive, combative and summon other world allies. Overall, I've added ten or so spells to bring the number of spells up to 50+.
- *Flexible spells.* Competent Magicians (Magic Casting over 50%) can increase or decrease casting parameters (range, duration, target(s)) as well as add and change magic powers to spells. Worked example shows how a basic Fireball can be scaled so that it becomes a personal targeted fire missile (Fire Arrow), or have a range of touch (Flame Touch) or even a Warm Healing Ball of Flame (swoop out the Damage (Hit points) power, and replace it with Restorative (Hit Points) power). It allows players who feel that standard BRP magic is inflexible and underpowered to modify that. Imagine being able to cast a standard Light spell and add a Blinding power effect 😊
- *Magical spell fumbles* – invoke the Warp! This malignant chaotic power opens up a vortex briefly and all sorts of madness happens.
- *A little bit more detail on Grimoires*, which gives different types of grimoires by profession.

Ritual Magic is covered by Ceremony, Enchant and Summon skills.

- *Magic Item rules* cover both items created by magicians using the Enchant spell and Wyrd magic items, such as family heirlooms and relics that occur due to their owner's passionate use during their lifetime.

Martial Arts builds on the basic BRP definition, that your roll against both the combat skill and Martial arts skill to get the full effect of the martial art.

- Adds Styles, which have their own physical form and philosophy that distinguish them from other Martial Arts.
- Each style has *core benefits*, linked to the attacks it makes and sometimes the non-combat skills associated for it. For example, Soft Hands, a style used by healers, has Push Attack, Attack to Subdue, as well
- Each style has *techniques*, which are very simple, quick powers that either come into effect when invoked for the whole of the battle.
- Added seven example martial arts. Mainly learnt by Warriors at character generation, but can be learnt by any character after short three month training period or by spending free points at character generation.

System

Overall, anything to do with the core mechanic of the skill test is now gathered in this chapter, rather than bits also being in Skills. I also worked out a way of doing away with the resistance table and the big, long reference table for critical, special and fumble chances.

- *Critical, Specials and Fumble chances are now in one short table*, listed by Skill Competency for ease of reference.
- *Combined Skill Rolls*. The player chooses a primary skill over 50% (the base level of competency) and then a secondary skill that supports it. They make one roll against both, and have to succeed against both, for a successful roll. This is also how characters support each other. Once character is the lead and provides the primary skill, while the second character provides the supporting skill. This type of skill is used in Combat for Stunts (see Combat below). It replaces the idea of Augmented skill rolls, and came from the idea of who Martial Arts (which is currently not in the game – I want to have a proper think about this).
- *Resistance Rolls replace the Resistance Table*. Choose the relevant characteristic roll, compare the characteristic score against the opposing characteristic/score (such as Poison Potency) in an active/passive parring, and modify the difficulty of the characteristic roll depending on the difference.

Combat

Overall a combat round is defined as “this is twelve seconds of mayhem, confusion and noise. During which time each character gets one Combat Action and as many Defensive Reactions, which become progressively more ineffective with each defence.” So, lots of tweaks and changes to simplify and make combat fast moving.

- *Order of action is defined by the character's DEX*.
- *Only characters with skills over 100% get to do multiple attacks by splitting their skill*. So all the fiddly getting multiple actions, by subtracting or adding to DEX has gone.
- *Various Fumble tables (by attack type) have been combined into a single table for ease of reference*.
- *Hit Locations*. As noted earlier, I'm using Hit Locations as standard instead of Major Wounds. Armour is a static value, determined by type of armour worn – as a suit (so no rules for piecemeal armour). Rather than have Hit Points by Location, a location can be in three states. Undamaged, Damaged and Destroyed. If its hit and takes damage, if the damage exceeds the character's current Wound Threshold (equal to half current hit points), then the location is Damaged – and suffers the effects dependent on location. . If its hit again, and the damage exceeds Wound Threshold (which will be reduced from the first hit), the location becomes Destroyed, and the character suffers the effects of that dependent on location.
- *Social Combat Actions*. Combine a social skill with a combat skill to Intimidate (Command), Taunt (Fast Talk) or Open Negotiation (Bargain) with an opponent, with the aim of getting them to surrender, flee the battle, or stop and talk.

The World

This contains a number of rulings from BURGE's Spot Rules chapter, that deal with the character's interaction with the world environment. For example, poison and disease, heat, cold, asphyxiation, illumination and rules for travelling.

Beyond Zero

The following chapters won't be included in the initial Legacy Zero Editon. GM's Guidance

This is a short chapter currently – little more than an outline – but this is my take on how to run BRP.

Consists of the following sections.

The Role of the GM (which I think for BRP needs to be clearly defined, Chief Storyteller + mechanical advisor?)

General Advice – hints and tips, chapter by chapter.

Adventures – how to set up Toybox adventures (a sort of very economical sandbox, almost minimal bullet-pointed, with full stats of interesting characters, who are not intended as sword fodder, because that's what D&D does).

Creatures

A big section because Fantasy + Summoned creatures is a big section in BRUGE.

Currently unchanged, tweaks here and there to fit in with the rules (so Powers become Magic for example).

Will probably have a section on how to create your own monsters of varying types (Animals, supporting characters (not Mooks!), full blown monsters etc).

Adventure

There will be of course an introductory toybox adventure, to get stuck into.

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