

thomas logion seven, a system in miniature

1 create a character

1.1 choose a class

- **Fighting men** rely on martial prowess, quick wits, and weaponry to survive.
- **Holy men** study, worship, and are granted power by esoteric forces.
- **Sorcerers** conduct rituals, influencing strange entities beyond the ken of man.

1.2 choose equipment

Select one of **light**, **medium**, and **heavy armor**. Select three of **small weapon**, **medium weapon**, **large weapon**, **ranged weapon**, and **shield**. Consult the tables to determine the modifier to armor class and weapon damage.

Armor Type	AC Modifier
Shield	-1
Light	-3
Medium	-5
Heavy	-7

Weapon	Qualities	Damage
Small	Easily concealable	1d4
Ranged	Usable at range	1d6
Medium	One-handed	1d8
Large	Two-handed	1d10

1.3 know some numbers

- **Level** is a composite of fame and wealth. Characters start at level one.
- **Experience** is earned when treasure is recovered to a safe place, at a rate of one experience per silver coin. Upon earning **level** times one thousand experience, the character gains a level and their experience total resets to zero.
- The **number of attacks** made each round is one except for **fighting men**, who gain an additional attack every four levels.
- **Wounds** are accumulated during combat and exploration (see that section). Characters start with zero wounds. If a character's number of wounds ever meets or exceeds that character's **level**, the character is dead.
- **Armor class** is ten modified by any armor worn. Lower armor class is better.

2 adventure

2.1 perform feats of athleticism

If a task involving strength, speed, stealth, or other physical action might not succeed, roll **1d20**. If the result is less than or equal to the relevant character's **level** plus the character's **armor class**, the character succeeds.

2.2 try to avoid danger

When a curse may or may not take hold, a trap may or may not trip, a poison may or may not spread, or in any number of other situations, roll **1d20**. If the result is less than or equal to the relevant character's **level plus four**, the character succeeds. **Holy men** succeed if the result is less than or equal to their **level plus seven**.

2.3 stumble into danger anyway

If a situation could kill a man, it inflicts one **wound**. If it could kill a bear, it inflicts two **wounds**. If it could rend an ancient oak tree, it inflicts four **wounds**.

3 fight

3.1 determine hit points

At the start of combat, each participant rolls a number of d6 equal to their **level** minus their number of **wounds**. Leave these dice face-up on the table, and sort them from highest to lowest, highest on the left. Now combat may begin.

3.2 determine actions and roll initiative

At the start of each round, each participant chooses an action to take, rolls **1d6**, and adds their **armor class** to the result. The chosen actions are resolved in the order of greatest to least initiative roll. For tied rolls, assume the actions occur simultaneously.

3.3 attack

Roll **1d20**. The attack connects if the result is less than or equal to the **armor class** of the target. When **fighting men** attack, they instead connect if the result is less than or equal to the **armor class** of the target plus the **fighting man's level**.

3.4 inflict damage

Roll the appropriate dice for the weapon used, and then decrease the targets hit point dice from left to right (left being the original highest). For example, if a character with three hit point dice reading 6, 4, and 3 was hit for five damage, that character's dice would be changed to read 1, 4, and 3. If a die would reach 0 it is removed, the character gains one **wound**, and the leftover damage is applied to the next die.

4 perform miracles

4.1 pray to a deity

Holy men in good relations with a patron may request miraculous action. When a miracle is required, negotiate with the referee about the desired effect.

4.2 invoke ancient rituals

Sorcerers may find and decode rituals. These are reliable, but require a sacrifice.

4.3 read mystic scrolls

Any literate character may read a magical scroll, if the scroll is in a known language. **Sorcerers** may decode scrolls in an unknown language if they roll **1d20** and the result is less than or equal to their **level**.

5 recuperate

5.1 heal wounds

One week of idle rest will remove one **wound**.

5.2 spend money

One silver coin buys ten torches, five days rations, or one weighted dart. A **small weapon** costs five coins, a **medium weapon** or a **ranged weapon** costs ten coins, and a **large weapon** costs twenty coins. **Light armor** costs ten coins, **medium armor** costs one hundred coins, and **heavy armor** costs one thousand coins.

5.3 drink and be merry

Consult with the referee to see the results.

6 repeat 2 through 6

6.1 enjoy

Heavily inspired by Searchers of the Unknown by Nicolas Dessaux. There is no death for the honourable. Only eternal rebirth.