

# 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.