Gully-Toads

Introduction

Your world is ending - it tears itself apart to collide with comets crashing towards it.

You are trailblazers, delving to the bottom of dungeons to open infraplanar doorways.

You'll explore perilous environments, overcome revenant and aberrant foes, and develop your skills independently. **Gully-Toads** uses an innovative D6 dicepool system and no hitpoints.

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Task Resolution

1. Check the value of your skill.
2. Roll 3D6 and discard any dice that scored higher than your skill; if you've no dice left, the attempt fails.
3. Sum the remaining dice and add your skill value; this total is the strength of your attempt.
4. Tick that skill, if it has no ticks beside it.

Some situations may have success thresholds you need to meet:

- Mundane tasks: 4
- Complex tasks: 7
- Incredible tasks: 10

*Chenuck tries to shoot an ambulatory fungus. They have a **hurt** skill of 3 and roll 4, 4, and 3. The 4s are discarded, and the remaining 3 is added to their skill of 3 for a total of 6 strength. This isn't enough to meet the fungus armour threshold of 7, so no wound is caused.*

In some cases, your level may be higher than your skill value - when that is the case you may use your level for determining which dice are not discarded during point 2 above.

Character Creation

There are nine skills:

- **Hurt**, **Heal**, and **Recover**;
- **Conceal**, **Flee**, and **Seek**;
- **Frighten**, **Persuade**, and **Reassure**.

Set two of these skills at 3. Set three of them at 2. The remainder are set to 0.

Choose (or roll!) your starting items.

Set your level to 1.

Decide why you are a Gully-Toad - whether or not you tell the other players.

Give yourself a name. This isn't *quite* Earth.

Skill Breakdown

- **Hurt** causes harm to others or destroy objects.
- **Heal** tends to and remove wounds.
- **Recover** relates yo your own resilience.
- **Conceal** hides yourself or objects - and sets a success threshold equal to your success.
- **Flee** enables you to get away safely - setting a success threshold equal to your success for those trying to seek or hurt you.
- **Seek** opposes conceal or flee attempts and can be used to learn about the immediate physical environment.
- **Frighten** overwhelms another's mindset - using their morale score as success threshold.
- **Persuade** brigs folk to your point of view or inclines them to help you.
- **Reassure** both can calm folk who are panicking and sets a success threshold against persuasion of fright.

Character Advancement

Accessing an infraplanar doorway at the bottom of a dungeon increases your character's level by one.

The more common way to improve your character is to spend a week honing the skills you've tested in the wild. For each skill you have ticked during task resolution, roll D6; if that dice scores equal or higher that the skill value, increase it by one. Once this process is complete, erase all ticks.

Suffering Harm

If you are on the receiving end of a successful attack, you gain a wound with a value equal to the attack.

With three wounds you are knocked out. Roll D6 on the Death and Dismemberment table below, adding the value of the largest wound you have:

- 2-5: **surge**: clear all but your greatest wound and **increase** your **recover** skill by one.
- 6-9: **shaken**: clear only your greatest wound and **increase** your **flee** skill by one.
- 10-13: **shattered**: clear all but your greatest wound and **decrease any skill** by one.
- 14-17: **broken**: highlight any wound and clear the others; highlighted wounds can never be cleared.
- 18+: **dead**.

For each untreated wound, roll one fewer dice when resolving tasks.

Recovering from Harm

- During combat, you may spend your turn to **recover** from wounds incurred during this fight. You may also do this once for each new wound as soon as the combat ends.
- Outside of combat, you may **heal** wounds.

In these cases, the value of the wound is its success threshold.

- Outside of dungeons, you may rest for as many days as the value of the wound to remove it.

Equipment

Choose an item from each of the following lists:

Weapons

1. Scythe {**spread**}
2. Spear {**precise**}
3. Pickaxe {**harmful**}
4. Doppelhander {**harmful/spread/clumsy**}
5. Blunderbuss {**ranged/spread**}
6. Musket {**ranged**}

It's assumed you keep enough ammunition on your. This isn't a game about resource management.

Defence

1. Fused platemail {**heavy/clumsy**}
2. Heavy furs {**heavy/clumsy**}
3. Brigandine armour {**light**}
4. Strap and padding {**light**}
5. Beartrap {**devious**}
6. Ghillie suit {**precise**}

Miscellaneous Tools

1. Aerosol
2. Chalk
3. Lodestone
4. Phosphorescent lichen
5. Pitons
6. Trail mix

Equipment often has tags:

- **Clumsy** equipment means you roll one fewer dice when resolving delicate tasks. This does not stack with the reduction from wounds. It does stack with other clumsy items.
- **Devious** equipment uses **conceal** to cause damage.
- **Harmful** weapons double the value of any wound they inflict. Apply this multiplication only after beating the success threshold.
- **Heavy** armour sets a success threshold of 10 against wounds.
- **Light** armour sets a success threshold of 7 against wounds.
- **Precise** equipment enables you to set any of your dice to 1 instead of rolling them when testing a skill.
- **Ranged** weapons enable you to **hurt** targets at a distance.
- **Spread** weapons inflict wounds on those adjacent to the primary target equal to half that value. These new wounds must still beat the success threshold for the new targets.

Names

Gully-Toads are known by a single name. Here are some suggestions.

Big	Table	of	Names
Ambergris	Arbour	Asher	Ashford
Avuncle	Berence	Botheram	Calvary
Caterwaul	Clough	Darburugh	Dashery
Drense	Dunhelm	Engelgard	Fathom
Flense	Fortemain	Germaine	Gerund
Glouchesterfox	Halcyon	Hansingham	Hardtack
Hawthorne	Invidious	Jocular	Kinette
Lancer	Locke	Midderan	Misbegot
Nefariot	Norrin	Orvery	Penderough
Prince	Querent	Quill	Quinn
Scallion	Scant	Skinnerbox	Spaulding
Valliance	Vaunt	Verdigris	Wanderlust
Westward	Wilburforce		

Combat

1. Combatants declare intention to flee or fight. Check monster morale if necessary.
2. Roll D6:
    1. 1-3: monsters go first;
    2. 4-6: players go first.
3. Active combatants get one action. They are resolved in this order:
    1. Recover;
    2. Missile;
    3. Movement (including flee attempts);
    4. Melee.
4. The other side gets to act (as point 3).
5. GM recaps the current situation and returns to point 1 if combat continues.

Morale

Most monsters will avoid fighting to death and may stop after:

- The first of a group is killed;
- A group takes more wounds than its number.

On point 1 of the combat procedure, the GM rolls 2D6 for each monster. If the sum of these dice is greater than the monster's morale score, it will either (D6):

- 1-3: flee;
- 4-6: surrender.

Reaction Rolls

When characters come across new monsters, the GM rolls D to determine their temperament:

- 1-3: desire to further their agenda;
- 4-5: willing to compromise for mutual gain;
- 6: outright hostility.

Random Encounters

For each room the players enter, roll D6. On a 1, there is a random encounter. There's a 1-in-6 chance that this is a group the players have already encountered. Make these random encounter rolls if players tarry in one location too, such as if they are testing a skill (**heal**, **seek**, *et cetera*).

Monster Statistics

Monsters are all taken out when they suffer three wounds. The other important scores to note are their HD (Hit Dice: equivalent to player level) and ML (morale). If monsters are competent at a task consider their skill in that task to be two higher than their HD.

To randomly determine monster stats, roll 2D6. The lowest of these dice is their HD. The sum is their ML.

Monsters that are difficult to hurt might have hit thresholds of 7 or 10. In these cases, clever PCs who target a specific area will bypass this protection.

Monsters receive harm in the same way as PCs:

- Most monsters die after taking three wounds;
- Weak or multitudinous monsters die after a wound;
- Rare and powerful monsters use the Death and Dismemberment table in the same way as PCs.

Opening the Way

Portal Devices

At the bottom of dungeons, Gully-Toads are able to find infraplanar portal devices. All PCs are able to activate these - a check is never required. The open portal cannot be closed again and things friend and foe can pass both ways - though portal devices cannot be carried through open portals.

What's the landscape throught this postal?

1. Wide, flat lowlands.
2. A single coherent island.
3. A fetid quagmire.
4. A barren ridge.
5. Deep deciduous woodland.
6. {Roll twice and combine.}

The Deadline

As the game continues, the world comes closer to destruction. Track a simple calendar, beginning in September first, and assuming each month to have twenty-eight days. Each new month, on the night of the new moon, a further tragedy strikes. These will be more frightening and closer to home for each month that passes.

Character Sheet

Gully-Toads	Name: _____	Level: ___
These are your skills.	*Set two of them at 3...*	*...and three of them at 2.*
Hurt: ___	**Conceal:** ___	**Frighten:** ___
Heal: ___	**Flee:** ___	**Persuade:** ___
Recover: ___	**Seek:** ___	**Reassure:** ___
List your wounds here.	*Each wound removes a dice from...*	*...your task resolution pool (usually 3D6).*
Wounds:		
_____	_____	_____
Equipment:		
_____	_____	_____
_____	_____	_____
_____	_____	_____

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