

Alternate Events

By Nathan J. Hill

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Events in Eldritch Ass Kicking are straightforward devices to propel the story forward and reward a successful wizard. You can tweak events to reward players in a different manner altogether. This system still uses Minor and Major Events as is, but players get a bit more of a reward for seeking to resolve their wizard's events.

Instead of rewarding a player with x amount of advancement points, give players 1-2 bonus dice when they are having their scheming wizards seek the resolution of one of their events. The bonus dice are rolled along with the normal action roll. Add their results into the roll, counting a "o" as a zero.

Minor Events

When a wizard is attempting any action towards completing a Minor Event, a single bonus die is granted for those actions.

Example:

Harry the Not Too Shabby has a Minor Event of "Punch Ovarsk the Opulent". The wizard is in attendance at a Council of Good meeting, and he spies Ovarsk at the front of the crowd, adorned with his signature golden robe. He decides to sneak up to the front, through the throng of suspicious spellcaster, and land a direct blow on the old wizard.

Harry's player would roll 3d10 (counting the extra bonus die) and add in his Agility attribute and any additional modifiers.

Major Events

When a wizard is attempting any action towards completing a Major Event, two bonus dice are granted for those actions.

Example:

In the example above, Ovarsk might have a Major Event of "Destroy the Incompetent Harry the Not Too Shabby". When responding to his nemesis, the wizard would gain an additional two dice to roll in his actions.

The GM will have the overriding say on when actions apply to events or not.