
Wandering Heroes of Ogre Gate Rules Summary

Table of Contents

System Basics	3
How To Make a Skill Roll	3
Unskilled Rolls	3
Setting the Target Number	4
Penalties and Bonuses	4
Dice Pool Caps	4
Defenses Caps	4
Combat	5
Combat Round Procedure	5
Turn Order in Combat.....	5
Actions in a Combat Round	5
Attacking	6
Damage and Wounds	6
Special Actions	7
Using Kung Fu Techniques.....	7
Surprise.....	7
Prepared Strike	7
Targeted Strike.....	7
Aimed Strike	7
Disarming.....	8
Throw/Sweep.....	8
Maiming/Breaking Limbs	8
Mounted Combat	9
Charging on Foot.....	9
Draining Skills, Defenses and Qi	9
Recovery	9
Suicide by Kung Fu	10
Combat Conditions	10
Ad Hoc Combat Modifiers	10

Cover	10
Attacking Objects	11
<i>Kung Fu Rules</i>	12
Martial Disciplines	12
Imbalance Rating	12
Removing Imbalance Points.....	13
Qi Spirit Possession.....	13
Kung Fu Techniques.....	13
Attacking with Kung Fu Techniques	14
Gaining New Kung Fu Techniques	14
Mastering a New Technique.....	15
Obsolete Techniques	15
Creating New Techniques.....	15
Qi Duels	16

System Basics

How To Make a Skill Roll

Roll a number d10s equal to your Skill Rank. The number of dice rolled may be altered by Expertise or situational modifiers set by the GM.

- To Succeed, you must meet or exceed a Target Number on at least one die.
 - If no TN is given, the default is TN 6.
- If you get a result of 10, that is a Total Success (a kind of spectacular Success).
 - If the TN for the action was 10, then you need two 10s for a Total Success.
- If you roll below the Target Number on all the dice, that is a Failure.

When acting against another character, the Target Number is equal to that character's most relevant Defense Rating. For example, the TN of an Arm Strike is the target's Parry Rank, and the TN for Deception is the target's Wits

Combat/Non-Combat Skill	Relevant Defense
Damage	Hardiness
Detect	Stealth
Small Ranged, Large Ranged, Thrown Melee	Evade
Arm Strike, Throw, Leg Strike, Grapple, Light Melee, Medium Melee, Heavy Melee	Parry
Empathy, Deception	Wits
Persuade, Command	Resolve

In other actions, the TN is set by the GM

Unskilled Rolls

If your Skill Rank is zero (either because you are unskilled or modifiers drop you to 0d10) roll 2d10 and take the single lowest result.

Setting the Target Number

The Target Number is set based on the objective difficulty of task

TN	Difficulty
1	Routine (Doesn't require roll)
3	Simple (Spotting a friend in a small tavern)
5	Challenging (Climbing an average tree)
7	Hard (Treating someone poisoned with Zhen Bird Venom)
9	Extremely Difficult (Shooting an arrow into a falling plank of wood)
10	Legendary, but achievable.

Penalties and Bonuses

Penalties and Bonuses are applied to reflect circumstances affecting the character attempting the action (or defending against it).

- Skill rolls have a maximum bonus of +3d10, while Defenses get a maximum bonus of +3
- Skill rolls have a maximum penalty of -3d10, while Defenses get a maximum penalty of -3

If a skill is taken down to 0 by penalties, it is treated at an Unskilled Roll. If a skill goes to -1, roll 3 dice and keep the lowest (written 3d10L). If it is taken down to -2, roll 4 dice and keep the lowest (4d10L)

Dice Pool Caps

Unless a rule specifically states otherwise, such as in the description of a Kung Fu Technique, dice pools are capped at 6d10. Even when dice pools above 6d10 are allowed, there is a hard cap of 10d10.

Any creature with Beast Strength can exceed the capping limit on Damage rolls for Physical Attacks. This can be exceeded up to 10d10. So an Ogre Demon with four Ranks in Muscle and a sword that does 3d10+Muscle, rolls 7d10 for Damage (3d10+4d10=7d10).

Defenses Caps

Defenses can never go above 10.

Combat

Combat Round Procedure

A combat round is approximately 10 seconds

Turn Order in Combat

- Everyone makes a Speed Skill Roll.
- For every Total Success after the first, add 1 to your Turn Order Score (so one Total Success is 10, two total successes is 11).
- Turn Order proceeds from highest to lowest. The GM counts down from the highest number each round, and you go on the round equal to your Speed roll result.
- If there is ever a tie, compare Speed Skill Ranks, and the person with the highest goes first.
 - If there is still a tie, both characters go at the same time.
 - When two characters go at the same time, they each declare their intentions and roll, and the GM determines how things unfold based on the results.

Actions in a Combat Round

Characters get one Action using a Skill Roll and one Move Action during a round.

- **Move:** Travel up to 30 feet + 10 feet for each Rank of Speed.
 - Other possible Move actions:
 - Swim at rate of 10 feet plus 5 feet per Swim Rank
 - Climb at rate of 10 feet plus 5 feet per Athletics Rank
 - Draw a weapon
 - Change position from standing to prone
 - Retrieve a fallen weapon near you
 - Change Stance
- **Skill Roll:** You can perform a simple Skill with your Skill roll, such as attacking, climbing a tree or using Athletics to jump over a ravine.

Other Action Options: Players can also act using the following combinations

Skill Roll; Move
Move; Skill Roll
Move Twice; No Skill Roll
One Move; No Skill Roll; Add +1 Defense
No Move; Add +1d10 to Skill Roll
No Move; No Skill Roll; Add +2 to Defense

Attacking

Roll using the appropriate combat skill.

- Compare your roll to the target's relevant Defense
- If the roll is equal or higher than the Defense, you have hit your target.
- If you roll a 10 (a Total Success), you hit and add an extra d10 to your Damage Roll

Combat/Non-Combat Skill	Defense
Damage	Hardiness
Small Ranged, Large Ranged, Thrown Melee	Evade
Arm Strike, Throw, Leg Strike, Grapple, Light Melee, Medium Melee, Heavy Melee	Parry

Damage and Wounds

Determining Damage

- Roll the Damage dice for your attack.
 - If the result of the highest die is equal or higher than the target's Hardiness, you inflict 1 Wound.
 - If the highest result is a 10, you inflict 2 Wounds + 1 Wound for each additional 10 rolled.
 - If none of the dice are higher than or equal to the target's Hardiness, the target is not wounded.
- **Open Damage:** Some attacks do Open Damage. Open Damage Rolls inflict one Wound for every die that is equal or higher than the Target's Hardiness.

Resolving Damage

- Any Wounds taken are added to the target's Wound total.
 - If the total Wounds taken has reached the target's Max Wounds, the target is incapacitated.
 - Incapacitated characters are conscious, but unable to function.
 - Incapacitation ends when the character regains 1 Wound.
 - If more Wounds are taken than required to Incapacitate the target:
 - If the attack was Non-Lethal, the character is knocked unconscious until they regain 1 Wound.
 - If the attack was Lethal, they will die in a number of rounds equal to their Hardiness unless they receive healing. If they receive more damage while in this state, they will die instantly.

Broken Limbs

Attacks that break limbs take 5 weeks to heal with standard treatment

Special Actions

Using Kung Fu Techniques

To use the basic ability, simply make the Skill Roll associated with your Technique. The basic ability can be used as often as you like.

- To use a Kung Fu Technique Cathartically, you must risk imbalancing your Qi.
 - If you fail an attempt to use a Technique Cathartically, you Imbalance Points equal to your Imbalance Rating + 2
 - If you succeed normally, you gain Imbalance Points equal to your Imbalance Rating.
 - On a Total Success, you don't gain any Imbalance Points.
 - Once your Imbalance Points reach 12 + your Qi Rank, you are subject to possession by a Qi Spirit.

Surprise

If you are in a position to surprise another character, they get to make a Detect roll against your Stealth Rating to avoid it.

- If your Target gets a Total Success, they not only avoid being surprised, but can use the 10 for their Turn Order when normal combat begins.
- If surprise is not avoided, you get a free Action that can be an Attack/Skill roll or Move, but not both.
 - If it is an Attack, it does Open Damage. If it already does Open Damage, it gains +1d10.

Prepared Strike

You may hold an attack, designating a target area. If a target enters that area before your next action, you may attack out of turn before the target can act.

Targeted Strike

You may attack a specific area on your target's body, taking a -1d10 penalty.

- Targeting a vital area, such as the head or heart, gives the attack +1d10 Damage.
- An attack on a non-vital area, such as the hand or leg, does Non-Lethal Damage, regardless of weapon type.
- Targeted Strikes can have additional effects as ruled by the GM.

Aimed Strike

Taking a full round to aim without being interrupted gives you a +1d10 to your Attack Roll on the following round.

Disarming

There are two ways to Disarm an opponent.

- **To Disarm an opponent using an Attack:**
 - Make an Attack roll in the normal fashion.
 - If your weapon is not designed for disarming, take a -3d10 Penalty.
 - If you succeed, make your Damage roll against the Target's Parry instead of his Hardiness.
 - If this roll is successful, the Target drops their weapon.
- **To Disarm an opponent using Grapple:**
 - On a Total Success to Grapple an opponent, you have the option to Disarm them.
- Picking up a dropped weapon is consider your Move for the round.

Throw/Sweep

There are two ways to put an opponent on the ground.

- **You can make a Throw Test against you opponents Parry. In some situations determined by the GM, this roll may be opposed by an opponent's Throw or Grapple.**
 - On a Success you unbalance the target and place them on the ground, or you throw your foe onto the ground up to ten feet away from you.
 - Roll your Muscle against his Hardiness to see if he takes Damage.
 - In addition, he lands on his back and they are prone until they spend a Move to stand.
 - On a Total Success, the person is conclusively thrown or tripped and must use a Move and Skill action to return to a standing position (in addition to the other effects).
- **On a Total Success when Grappling an opponent, you have the option to Throw them.**
 - You deal Muscle + 1d10 to the character, and they are prone until they spend a Move to stand.

Maiming/Breaking Limbs

In Wandering Heroes of Ogre Gate, maiming is a choice. You decide to maim a person when you make an Attack. It is not easy to maim another person, and it may have consequences down the road as many seek justice or revenge.

To attempt to maim a target, declare your intention to do so on your Attack.

- You make your Attack at a -1d10 penalty as per the Targeted Strike rules.
- If you succeed and get 2 Total Successes on your Damage roll, you maim your opponent as you choose.
 - The target must take an appropriate [Flaw](#) (Blind, Missing Limb, Etc.)

Breaking Limbs works the same way, but the Flaw only lasts for an average of 5 weeks with normal treatment.

Mounted Combat

While mounted, you gain +1d10 on Attack rolls, unless you are using a bow, in which case there is a penalty of -1d10. The Bow Rider Combat Technique negates this penalty.

- **Charging**
 - You need at least 25 feet between you and the Target to charge.
 - If you damage an opponent while charging, you do 1 additional Wound.
- **Kung Fu**
 - The difficulty of channeling Qi while on a moving animal causes 1 additional Imbalance Point when using Kung Fu Cathartically.

Charging on Foot

To charge on foot, you need 20 feet between you and your opponent.

Draining Skills, Defenses and Qi

Skill Points, Defenses and Qi can be drained or lost both temporarily and permanently. This is usually the result of magic or a monster's ability.

When Defenses are drained, be sure to include the base Ranks in your total calculation. A character with no Skill Points in Hardiness still has three Hardiness Points to lose.

When certain Defenses are brought to zero, they each have a special effect:

- **Hardiness:** A character reduced to zero Hardiness is on the brink of death and must make an Endurance roll TN 7 every hour or die.
- **Wits:** A character reduced to zero Wits is barely able to think or process information. Such a person will mostly stare off into the distance and must make a Reason roll (TN 7) anytime he wants to communicate or attempt a Skill.
- **Resolve:** A character with zero Resolve is filled with apathy and has no desire of his own. They can talk and communicate fine but will respond positively to any request or demand.
- **Qi:** A character reduced to zero Qi cannot use any Kung Fu Techniques (though they can still make mundane Attacks).

Recovery

Temporary Skill Point, Defense Rating and Qi loss is returned at a rate of one point per day, unless otherwise stated (many Kung Fu Techniques allow different recovery rates when they drain).

Suicide by Kung Fu

Martial Heroes sometimes takes their own life for reasons such as saving their reputation. Characters can choose to kill themselves with their own Kung Fu Techniques. No roll is required unless someone is trying to stop them, in which case a Contested Roll may be required.

Combat Conditions

Ad Hoc Combat Modifiers

The GM can assign modifiers to combat actions ranging from -3d10 to +3d10

Cover

Bonus to Defense from Cover cannot break the dice pool cap.

Slight Cover

- Small objects such as tables or low walls provide Slight Cover.
- Having Slight Cover gives you a +1 to your Evade against ranged Attacks.

Medium Cover

- Medium objects such as waist-high walls, people or carts provide Medium Cover.
- Having Medium Cover gives you a +2 bonus to Evade against ranged Attacks.

Full Cover

- Objects that cover three quarters or more of your body provide Full Cover. Standing behind a corner or crouching behind a mound are examples of Full Cover.
- Having Full Cover gives you a +3 to Evade against ranged Attacks.

The Prone Position

One can simulate cover by lying on the ground. This reduces your profile and makes you harder to hit with ranged weapons. This effect can combine with other types of cover.

- Prone position bestows a +1 Bonus to Evade against ranged Attacks but a -1 penalty to Parry.
- It takes one move to enter prone and one move to leave prone.

Attacking Objects

You can Attack and Damage objects as you would other characters. Every object in Wandering Heroes of Ogre Gate has an Evade Rating and a Hardiness Score. These determine the difficulty of Attacking and Damaging them.

Use the following table to calculate the Target Number in such cases.

TN	Evade	Composition	Hardiness/Integrity
1	Cannot Miss	Fragile	1
2	Large Stationary	Thin Wood	2
3	Medium Stationary	Thin Stone	3
4	Small Stationary	Thin Metal	4
5	Large Moving	Thick Wood	5
6	Medium Moving	Thick Stone	6
7	Small Moving	Thick Metal	7
8	Large Fast-Moving	Reinforced Wood	8
9	Medium Fast Moving	Reinforced Stone	9
10	Small Fast-Moving	Reinforced Metal	10

Objects have an Evade Rating based on their size and movement. When attacking an object, roll your Relevant Combat Skill against this number to see if you hit. If the object is held by another, then use the Parry Rating of the wielder instead as the TN for your Attack roll.

If you succeed on your Attack roll against an object, make a Damage roll and compare the single highest result to its Hardiness. If this succeeds, you deduct 1 point from its Integrity. Deduct an additional point for every 10 result you get.

Target Number: This is the number you must roll to strike or Damage an object.

Evade: This sets the number you must roll to strike an object with your Attack. The object's size and speed (if it is moving) are the primary factors. Objects are identified as small, medium or large (with larger objects being easier to strike); and stationary, moving or fast-moving (with stationary objects being easier to hit). A Large Moving object has an effective Evade score of 5 for example.

Hardiness: To break an object, roll Damage against its Hardiness. The Hardiness of the object is determined by its mass and composition. To find its Hardiness, identify the type of object it is in the Composition column, and use the corresponding number in the Hardiness line as its Hardiness Score.

Integrity: This number is the amount of Damage the object can sustain before breaking. Integrity functions like a character's Max Wounds and is determined by the composition of the object.

Kung Fu Rules

Martial Disciplines

Characters all have Ranks in four Martial Disciplines. These reflect your innate talent for different aspects of Kung Fu. Kung Fu Techniques are divided into one of these four disciplines:

- **Waijia** (external Kung Fu)
- **Qinggong** (lightness Kung Fu)
- **Neigong** (internal Kung Fu)
- **Dianxue** (pressure points).

You have four points to distribute as you wish in your Martial Disciplines.

- Simply spend these at a one-to-one cost, with each point providing a single Rank.
 - *Example:* You could take 2 Ranks in Qinggong, 1 Rank in Waijia and 1 Rank in Neigong.
 - Your Ranks in a given discipline will affect your ability to use Techniques from that category. If you have zero Ranks in a Discipline you cannot learn any Techniques in that category.

You can never have than 3 points in a Martial Discipline.

Because these reflect your natural aptitudes, including things like body-type, internal strength, and spirit, Martial Discipline Ranks cannot adjust over time or be improved with XP. However, they can be adjusted by specific Kung Fu Techniques and abilities in the game.

Imbalance Rating

Your Imbalance Rating is equal to your highest Martial Discipline Rank.

- *Example:* if your highest Martial Discipline Rank is a 3 in Waijia (or any other Discipline) then your Imbalance Rating is a 3. If your highest Rank is a 2 in Neigong (or any other Discipline) then your Imbalance Rating is a 2. If your highest Rank is a 1 in Dianxue (or any other Discipline) then your Imbalance Rating is a 1.
- The lower your Imbalance Rating, the better.

Imbalance Rating does two things.

- It affects how many Imbalance Points you gain when using Kung Fu Techniques Cathartically.
- It helps establish the TN for Meditation rolls related to Qi Spirit Possession.

When you use Kung Fu Techniques Cathartically, you may gain Imbalance Points. The number of points you gain is determined by your Imbalance Rating and the result of your Kung Fu Technique Skill roll.

- If you Succeed on your roll, you gain a number of points equal to your Imbalance Rating.
- If you Fail, you gain a number of points equal to your Imbalance Rating +2.
- On a Total Success, you gain no Imbalance Points.

Removing Imbalance Points

Imbalance Points can be removed at a rate of 1 per Qi level per hour of meditation. This requires no Skill roll, but characters with Zero Ranks in Meditation recover only 1 per every two hours.

Qi Spirit Possession

If you gain too many Imbalance Points, you risk being possessed by a Qi Spirit. After you gain 12 (plus your Qi Level) you are possessed by a Qi Spirit from the list below.

D10 Roll	Qi Spirit
1	Fox Spirit
2	Ogre Spirit
3	Water Spirit/Snake Spirit
4	Vulture Spirit
5	Compassionate Spirit
6	Swallow Spirit
7	Bull Spirit
8	Wolf Spirit
9	Unique Spirit
10	Pig Spirit

When possessed you must roll each day to see if you are in control of your mind or if the possessed spirit is in control.

- Use your Meditation Skill against TN 7+your Imbalance Rating.
 - On a Success, you are in control of your mind for a day.
 - On a Total Success, you are in control for 2 days.
 - On a Failure, the Spirit controls you for a day.

Kung Fu Techniques

While anyone can kick or punch using a normal skill, Martial Experts have mastered specific Kung Fu Techniques that set them apart from everyday warriors.

- Each Kung Fu Technique has a Qi rating, which is the required level of Qi you must possess to use the Technique. In addition, some Techniques increase in effect as your Qi increases.
- Kung Fu Techniques are performed by using Skills (this is stated clearly in each Kung Fu Technique entry). Each Kung Fu Techniques identifies a particular skill you use to execute it.
- Once you have mastered a Technique you may use its basic action anytime you wish.
- You can also increase its effect by using it Cathartically, which means you draw on more internal energy, but each time you do this you take Imbalance Points.

At character creation you start with 6 Kung Fu Techniques. These must be your Qi level or lower.

Attacking with Kung Fu Techniques

- To use the basic form of a Technique, simply make the Skill Roll associated with your Technique. The basic form can be used as often as you like.
- To use a Kung Fu Technique Cathartically, you must risk imbalancing your Qi.
 - If you fail an attempt to use a Technique Cathartically, you gain Imbalance Points equal to your Imbalance Rating + 2
 - If you succeed normally, you gain Imbalance Points equal to your Imbalance Rating.
 - On a Total Success, you don't gain any Imbalance Points.
 - Once your Imbalance Points reach 12 + your Qi Rank, you are subject to possession by a Qi Spirit.

Gaining New Kung Fu Techniques

Players must take an active role in obtaining new Techniques. It is not enough to simply look through the rulebook and spend Experience Points (XP). To gain new Techniques start by finding teachers to instruct you or by looking for manuals. As you meet people with greater martial skill than yourself, they may be willing to train you.

Techniques are gained by spending experience points AND through teachers, manuals, or great individual training effort. Both requirements must be met for characters to learn new Techniques. Teachers and manuals can instruct you in a given technique over the course of hours to weeks, while individual effort through training, meditation, insight and other actions takes months. In some cases, such as secret Techniques, the presence of a teacher or manual is required. With GM approval characters can learn secret Techniques on their own but only with years of effort.

Kung Fu Techniques cost 3 Experience Points per Qi Rank of the desired Technique.

When characters try to learn a new Technique the GM uses the following table for estimating the time it takes. Then the GM picks a time increment from the options given for that method based on circumstances and how difficult the Technique is. The GM then has the choice of allowing the player to roll on a regular basis in that increment to learn the Technique (i.e. once every hour or every day) or having the player automatically gain the new Technique at the end of the chosen timeframe (i.e. after a few hours, a couple of days, etc). See MASTERING A NEW TECHNIQUE below for more details.

Some Techniques are tagged "(Secret)". These are carefully guarded Techniques known to particular sects or masters. They are not widely known and some sects will kill outsiders who learn their Secret Techniques.

While the time increments are clearly not meant to reflect real world learning times, they are intended to reflect the accelerated learning rates seen in shows like Condor Heroes. The Gamemaster should determine the exact length based on the rarity, complexity and difficulty of the Technique. The source of instruction may also be a factor. A Sifu who is particularly adept at teaching students, could help someone master a Technique in less time than a Sifu who is difficult to work with.

Method

Time to Learn Technique

Teacher	Hours or Days
Manual	Days or Weeks
Individual Effort	Months or Years

Mastering a New Technique

At the end of each time increment, make a Skill roll using the same Skill that the Technique uses. If the roll is successful, the Technique is learned.

This does not mean you drop everything and just roll of course. There ought to be some interaction and opportunity for other characters in the party to make use of that time. Of course, interruptions are always a possibility.

Obsolete Techniques

As players advance it is possible new Techniques gained through XP will make older Techniques obsolete. For example a character may gain a new Qi Level 4 Technique that replicates and improves on the abilities of one of his Qi Level 2 Techniques, making the latter of no use. When this occurs, you get back the XP value of the obsolete Technique.

Creating New Techniques

Characters can create their own Techniques when they reach Qi level 2. Doing so requires the player outline a challenge that the Technique responds to. For example, a player may want to find a Technique to get around another Technique called Arms of Silk. The player then provides a description to the GM of the Technique and how she will go about discovering it.

The GM decides how long this ought to take, what Qi level the power is, and creates the final mechanical and flavor description of the Technique. The player must then spend twice the amount of XP the Technique would normally cost, plus she must devote at least 2 months plus one month for each level of Qi the Technique requires. This time can be spent here and there; it does not have to be all at once. So a character can spend one week exploring a Technique, take a break, and resume the following month. The time can be reduced by half if the player is building off an existing Technique that he or she already knows.

Qi Duels

Sometimes adept practitioners of Neigong will find themselves locked with one another in a duel of Qi energy. When this occurs, they must focus and channel their energy against a foe that does the same. Each moment that passes without one overpowering the other, causes the energy to build between them. The loser of such a duel is struck by the Qi energy generated during the duel.

A Qi duel can occur in one of three ways:

- The first and most common is a willing engagement between two Martial Heroes who each decide to use a Neigong Technique that generates a Qi blast at the same time. This only happens in normal combat if two characters attack at precisely the same moment.
- The second way it can occur is when one character makes a Neigong energy Attack and another uses a Neigong counter that states it triggers a Qi Duel.
- In formal Qi Duels.

There can be no more than 1 Rank disparity for a duel to be initiated (when the gulf between opponents is greater than 1 Qi Rank, then powers function normally and there is no need for a duel).

Whatever the cause, when a Qi Duel begins resolve it using the following method:

- Each participant prepares to roll 1d10 per Rank of Qi.
 - If your Qi Rank is one less than your opponent you take -2d10 to your roll.
 - If your Neigong Rank is lower than your opponent you take another -1d10 to your roll. Both now make their rolls and compare results, with the person rolling highest achieving victory. If there is a tie, see the final paragraph of this section.

If the victor wins by normal Success, he unleashes an enormous blast of energy against his opponent doing 1 Extra Wound per Rank of Qi (combine both combatants Qi Ranks together for total). If the victor wins by Total Success, he unleashes an even greater blast of energy, doing 2 Extra Wounds to the target.

Ties: Each tie that occurs means neither side has overpowered the other, but they both keep contributing to the overall power level of the energy forces generated. Every round this occurs adds 2 Extra Wounds to the final Total.

The full rules are available at a PWYW PDF at

<https://www.drivethrurpg.com/en/product/191631/wandering-heroes-of-ogre-gate>

Physical copies can be bought at <http://www.bedrockgames.net/wandering-heroes-of-ogre-gate.html>