

# Brickmasters of the Unknown !

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Another whimsical way to play an RPG with toy bricks... Inspired and borrowed from Nicolas Dessaux's Searchers of the unknown, available here:

<http://sites.google.com/site/wizardinabottle/searchers-of-the-unknown/>

**Minifigures** These are the brickish constructible figures that come in toy brick sets. They have three parts (head, a torso, and legs) connected at two joints (hips and neck). In BMotU, these are *not* miniatures representing people –they are the minifig guys (and gals) themselves. Thus they have some rather non-human characteristics. First, they are impossible to kill; , instead, they break and have to stop playing until fixed. Minifigs break when one of the joints is disconnected, and are fixed when all are reconnected . What equipment they have is what they hold, wear and have attached.

**Making Characters** A minifig has a class, a move value, and four stats rated by a dice type (referred to as a dtype). *Fight* and *shoot* rate hand to hand and ranged combat effectiveness, *cast* rates spellcasting ability, and *adventure* rates all else. Larger dice (more sides) indicate greater effectiveness. The classes include the fey, playable nonhuman races. Fey typically do one thing, but do it very well.

**Bumps and dtype changes:** Various events will move a dtype up or down. This is called a bump. Dice sequence for bumps is: d20, d12, d10, d8, d6, d4, d3, d2 . D2 is the lowest dtype possible.

**Combat movement** is used in any combat or life and death situation, and is in six second rounds. For fighters, move is reduced by one for every two armor pieces worn after the first. For Rogues, move is reduced by two for each piece worn after the first. All else, move is reduced 1:1.

**Tactical Movement** is non combat movement used in dungeon corridors, towns, and the immediate wilderness (within one hex, say), in ten minute turns. Minifigs move at their unmodified movement rate.

Campaign movement is week to week and is 10 for most characters.

Class	Fight	Shoot	Cast	Adventure	Move
Fighter	d10	d6	d4	d4	8
Mage	d4	d4	d10	d6	10
Rogue	d4	d8	d4	d8	12
Adventurer	d6	d6	d6	d6	10
Fey: Dwarf	d12	d4	d4	d4	6
Elf	d4	d4	d12	d4	12
Hobbit	d4	d4	d4	d12	6
Goblin	d4	d12	d4	d4	10

**Gimmicks** These add abilities, modify results and often increase adventure rolls. At creation, characters may choose one gimmick for each negative bump they take on the Adventure stat. Dwarves get tough for free, elf's get ranger, hobbits get nimble and goblins get cunning. Adventurers get any one for free. Armor max limits removable pieces of armor only. Gimmicks may be chosen multiple times.

**Strong** ; +1 to all hits inflicted when fighting ; add 1d6 for feats of strength  
**Cunning** add 1d6 for sneaking, hiding, spotting. Max armor =2

**Tough** All hits taken are reduced by 1.

**Ranger** ; add 1d6 for outdoor stealth, survival and tracking

**Berserker** ; +2 to fight roll; any hits *taken* increased by 2; Max armor =2

**Marksmen** ; +2 hits when shooting . Max armor =2

**Nimble** add 1d6 for feats of dexterity: tool use, climbing, etc. Max armor =2

**Healer**: add heal spell for free, use d8 to cast unless cast dtype better

**Generalist** May exchange a d10 and a d6 stats for two d8 stats.

**Professional** add a d6 when using a for a chosen career :

**Whirlwind** once/day, gain attacks equal to adventurer roll on any in range

**Kung-Fu** figure always counts as having a standard weapon. Max armor =2

**Wire-Fu** may add adventure dice roll to movement to move into combat

**Gun-Fu** once/day, gain shots equal to adventurer roll at any fig in range

**Magus** +2 initial spells; +1 effect on spellcasting

**Parthian shot** Figure has a 360 degree arc of fire for shooting.

**Burglar** Add 1d6 for lock/pocket picking, trapfinding, searching. Max armor =2

**Fast** +2 move, +d6 for reflex and speed related feats. Max armor =2.

**Ecce Minifig** Now, having done all the bookkeeping, build your character/minifig. Pick out head, hair, torso and legs that you like. Some classes require particular items, particularly Mages. A fighter minifig needs a torso with some kind of armor printed on it. Minifigs carry various items, weapons, utensils, and clothing (wysiwyg). In general, a minifig can have items stuck to their attachment points: head, neck, two hands, feet. This includes backpacks, which hold anything that fits in them (and closes,) and has extra attachment points. A non-opening backpack can carry any one item for free but it can be any item, and different each time – remember where all RPG players have their 10' poles? "In my backpack". So, let's use it to advantage....Elaborate rules could be written, but for now, be sensible.

## Bloody Constraint

**Combat** A figure must stop moving and enter combat when it moves within range of an opponent's non-shooting weapon. If a figure begins the round in combat but out of range it may move into range (and attack), or flee.

**Time & Initiative** When things get stuck in, time goes by in 6 second rounds. Each figure rolls initiative for the entire encounter (1d6 + current move).

**Sequence** Each round has four phases; all figures resolve each phase (in initiative order where relevant) and then move to the next phase. Phases are Action; Final shooting; Combat resolution; Spellcasting resolution.

**Action Phase:** on its initiative, a figure in combat may either close range or declare poltroonery (attempt to flee). If not in combat it may either begin casting a spell, shoot (and resolve) or move (possibly into combat). Figures may delay movement (only) until after any other explicitly declared friendly figure; subsequent initiative does not change.

**Poltroonery** Both figures roll 1d6 +move ; if the fleeing figure wins, make an immediate move away from the attacker and may not enter combat or shoot. Otherwise, the non-fleeing figure makes an immediate attack and the fleeing figure is treated as unarmed.

**Final Shots:** Once all figures have acted, any figure not in combat or casting a spell may shoot (possibly for a second time) in order of initiative if armed with a shooting weapon other than a crossbow, pistol or musket .

**Combat resolution:** is simultaneous, but can be resolved in the order of the highest initiative involved the combat. Combat is either close fighting or shooting., and ends when all but one of the opponents is broken or flees.

**Fighting** Roll both figures fight dice; high roll takes no damage, and, if armed and in range, scores the difference in hits. Ties cause 1 hit to each, and discards one item of armor. Unarmed or out of range figures may win, but cause no damage, even with ties.

**Shooting** Roll both figures shoot dice; high roll takes no damage. Ties cause 1 hit to each, even if opponent isn't missile armed. Otherwise as above.

**Multiple opponents.** This is not sporting, and should be avoided by pairing up in range opponents. Otherwise, the impolite side with extra opponents chooses only one figure to fight, gaining +1 bump per extra figure. The winner chooses which figures take damage, and how it is allocated.

**Spell resolution:** any spell declared by a figure that is still conscious and not in combat is resolved in initiative order. Special actions in combat are treated as spells – declared in action phase, resolved in spell resolution.

**Armor:** Each figure has an armor value equal to the number of armor pieces worn, which is subtracted from all hits. Remaining damage then discards 1 armor piece per hit and is absorbed. Once all armor is gone, if any damage remains, the figure breaks. Valid armor items are: Helmet or Burnoose, Breastplate or Pauldrons, Shield, Helmet Visor. Armor printed torsos give+1 armor value. Figures may discard a cape, staff, headgear or hand weapon to absorb one hit (each) if no armor remains.

**Weapons:** Figures are either armed if they have any weapon; unarmed if not. Weapons are fighting or shooting, or both. All have a range, some have a damage modifier. Fighting weapons use **fight** in combat, shooting weapons use **shoot**. Beasts always count as armed, and use **fight**.

**Range** is the shortest number of studs between two figures. Fighting weapons have range 2, except for daggers (1) and lances/spears (4) . Bows have range 24, crossbows and muskets 20, thrown spears 6 pistols and other thrown 3. If out of range, weapon inflicts no damage if figure wins combat roll. Spears, Lances and Bows can fight/shoot from cover if a 1 stud opening is available. All other require at least a two stud gap to attack.

**Facing** is determined only when a figure stops moving. A figure can attack or shoot into its forward semicircle; shooting requires a line of site.

**Damage** most weapons really should do the same damage (dead is dead).

Optionally, weapon type can be accounted for as follows:

Type	Example	hits
Light	Dagger, hatchet, small club, thrown, improvised	1/2
Standard	Most one hand weapons; thrown axe or spear, Bow, pistol	1
Heavy	Two-handed or big weapon, crossbow, musket, mounted lance	2x

All spells are of short duration, and combat oriented. To cast spells, a figure must have a Cast dtype > d4 and carry spellcasting gear. Valid items: wands (star or baton), magic staff, cape, wizard hat (pointy or turban), wizard beard. Spells are cast by declaring the spell and target; both roll cast dice. If the spellcaster loses there is no effect, but the caster may discard a spellcasting item to reroll. Otherwise, apply spell results.

**Spells known** Spellcasters start out with ½ the max value of their cast stat, recorded in a spell book (scroll, whatnot); access to this book is required to prepare spells each day.

	Name	Effect	Gem
1	Zap/blast	1 hit + effect to one target or 1 hit to target and additional effect targets within 12	Red
2	Web/Wall	½ effect targets may not move for ½ effect turns or create impassible barrier (blocks all LOS) for effect turns	Green
3	Sleep/stun	1 Target loses turn for effect turns or Effect targets lose next turn	Blue
4	Curse/bless	Apply bump to reduce or increase a single stat of one target for effect turns	Yellow
5	Heal	Unbreak a figure; figure loses 4 turns – ½ effect or Restore armor to a figure equal to 1 + ½ effect	Clear
6	haste/slow	Target movement is doubled or halved for effect turns.	Pink
7	Turn	effect undead lose effect turns;	Orange
8	Raise	create ½ effect basic skeletons	Purple
9	Charm	Caster takes over target for effect turns	
10	Transmogify	Cast vs. a spellcaster cast vs. cast. Loser turned to frog for turns = winners effect.	
11	Teleport	Move target d6 + d6 per 2 effect to a legal space.	

## Magic

**Discarded items and armor.** When the combat ends, place all discarded items by the broken body or winner. Armor may be looted and worn, each piece requiring an adjacent figure to spend an entire turn taking no action, and not being attacked. Alternately, remove them until after combat.

**Broken characters** are out of play until either fixed or until after combat; whoever controls the battlefield, or hauls off the body may reassemble it afterwards –this takes about 10 minutes. Enemies will likely loot the body and dump it, ransom it, or reassemble and enslave it.

**Spells per day** At the beginning of each day, roll Cast three times. The highest result is how many spells the spellcaster can use that day. These must be prespecified at the start of the day, as per Vancian Magic theory.

**Spell gems** many spells can be cast using mystical gems. These allow a figure to cast the associated spell using their Cast Stat. Once the spell is cast, successfully or not, discard the gem (it disintegrates).

**Magic items** hold spells or give bumps; magic armor might increase armor value, and weapons increase hits at a minimum. Mix and match, be creative. Most should be unique.

## Spells

**Adventuring** All other actions are resolved using the *adventure* stat, as modified by gimmicks, tools and situation as appropriate. A roll of 4+ is required for success for passive situations, (opening a lock or climbing a tree) with extra points indicating increasing success. Tougher or easier situations give negative or positive bumps Proper or vaguely relevant tools add a positive bump. Many gimmicks add a d6 to the adventure roll. Opposed situations, are resolved by adventure vs. adventure rolls (i.e. to sneak past a guard, both roll adventure, high roll wins).

**Hazards & healing:** Traps do hits or capture, and generally go off on a 4+ on a d6 unless an adventure roll is made to safe it; Locks require an Adventure roll to open. Falling causes d3 hits per level, fire 1d3/turn. As you are made of bricks, drowning sucks, avoid it. Things heal overnight, armor returns after combat. Broken figures require reassembly, and are inert until then. Items discarded for spellcasting or in combat (except armor) are gone.

## Everything else

**Experience** is awarded as demibumps (DB) which are used to bump a dtype, learn a spell or add a gimmick, all of which cost 10 DB Cost for bumping a d4 or lower dtype, or adding a gimmick multiple times is doubled, the cost to bump a d12 (to d20) is quadrupled.

**Accumulating demibumps** Beating a stronger foe is worth 2 DB, a matched foe 1; weaker foes, zero. Mission success from 1-4 DB. Players should get a minimum of 1 DB per session if they are trying at all.

**Money, treasure and equipment.** Space and sanity preclude a brick based economy and item list; however, use single studs (pips) as coins: 100 brown pips = 10 grey pips = 1 yellow pip. An armor piece, standard weapon or professional item (wand) costs 10yp, Generic items and light weapons, 5, and heavy weapons and complicated items cost 20. A horse costs 100y. Lodging or trail food for a day costs 1gp; normal food, drink and clothing items cost 1d6bp. Gems are worth 10yp x spell number

## Mooks and Monsters

Type	Fight	Shoot	Cast	Adventure	Move	Armor	Notes
Knight	d10	d3	d4	d4	6	4+1	Strong. Usually on horse. Elite adds whirlwind, fight d12
Soldier	d8	d3u	d3	d3	8	2+1	Elite adds tough
Archer	d3	d6	d3	d3	10	1+1	Elite adds Marksman, shoot d8
Pirate	d6	d6	d3	d6	10	+1	tough, wire-fu' elite adds gun fu, fight d8
Ninja	d8	d4	d3	d4	12	1	cunning, wire-fu, whirlwind
Viking	d8	d3	d3	d4	10	3+1	Berserk, wire-fu
Orc	d8	d4	d2	d3	8	2+1	strong
Goblin	d4	d8	d2	d3	1	1+1	cunning
Dwarf	d10	d2	d3	d4	12	3+1	Tough
Elf	d3	d4	d10	d4	12	0	ranger
Townfolk	d3	d3	d3	d4	8	0	Professional, always armed to fight or shoot
Native	d6	d4	d2	d3	10	1	Ranger, marksman
Yeoman	d4	d6	d3	d4	8	1	Marksman, wire-fu; elite adds Ranger
Troll	d20	d8 u	d8 u	d2	8	1	Tough
Small beast	d6	d8 u	d3	d4	12	0+2	Cunning
medium beast	d8	d6 u	d4	d6	10	1+1	Cunning, wire fu
Huge beast	d12	d4 u	d8	d3	8	3	Cunning, whirlwind
Joe skeleton	d6	d3 u	d2	d2	6	1	Kung-fu
Horse	d6	d3u	d3u	d4	12	0	wire-fu

u =treat as unarmed roll (cannot cause damage if successful) ; Armor is worn+inherent