The Chimeric Goblin Laws

AKA the Goblin Chimera

Or Ian's House Rules
Of Arnold Kemp's -1.0 Goblin Laws of Gaming
& the Skerples' Rat on a Stick Edition
With plenty of inspiration from the GLOGGERS at large (AKA the GLOGosphere)

The Gist

The gist of these Goblin Laws is that the rules of the Skerples' Spiked Goblin Punch apply except where contradicted here. If i haven't said it above, inspiration is drawn from the other Goblin Magnates: Arnold Kemp and his original GLOG -1.0; Skerples, "the new evangelist" and Spiked Goblin Punch; the Trenchcoat Edition from Type1Ninja; Spwack's Owlbear Stew Edition and Lexi's Mimics & Miscreants; and the fantastic and delightful multitude of GLOG blogs.

There are only a few changes to the hack. Primarily, the house rules are how I handle Saves, XP from monsters, and some miscellaneous rules. If you're playing in a game, there should be another document that I sent you which indicates what Race table/racial classes we're using, a list of classes, whether there is XP for monsters and what kind, and what other ruleset(s) I may reference.

Character Creation

Stat Generation & Meaning

For stats, we'll use the Kemp 4d4 straight down the line. I may say to use the Lifepath generation in [Kemp's Character Generation PDF](#).

The **Attributes** are the classic six of most OSR & dungeon fantasy RPGs.

- The **Strength** score determines item slots. Its modifier affects melee & thrown damage.
- The **Dexterity** modifier affects Move & Stealth, and Defense if no armor is worn.
- The **Constitution** score (& the PC's level) determines hit points. Its modifier will often affect Saves concerning disease. It involves tests regarding endurance.
- **Intelligence** is helpful for solving difficult problems and its modifier determines known languages. Knowable languages = 1 (native) + Int.
- **Wisdom** is used for initiative and can be used for detecting lies and perceiving.
- **Charisma** can be the RP easy button. Unlike in other GLOG rules, Charisma isn't tied to your Save. Its modifier determines your max number of henchmen/retainers, calculated as: 2 + Cha.

The **Attribute Modifier** is calculated as in the Rat on a Stick Edition and in the Kemp's version. The calculation is: (Score / 3) - 3, rounding down. Usually, completely written out Attribute will refer to the score while its abbreviated form (e.g. "Int" or "Cha") will refer to its modifier.

The **Attack** stat is a static number and is not modified by either Str or Dex for melee or ranged attacks.

The **Defense** stat is calculated as in Skerples. Dexterity should only modify Defense

simultaneously with armor when using Kemp's armor system (where each armor bonus costs 1 item slot).

For most things that would typically involve a **Save**, we will roll against the Save value given from the Base Adventurer Table. This number is derived from the Old-School saving throws of editions past, and those effects are what this is for. Occasionally, you'll be asked to apply an ability modifier to this Save (expressed, for instance, as Save+Wis).

Races

Races should either be a dice-table which favors humans tremendously or be racial classes which must be taken at first level.

Classes

All classes should have backgrounds to be rolled upon taking its first template at first level if you have not used the Lifepath Generation. You can take a class without Backgrounds if you already have your background from Lifepath Generation. This is all assuming we're using Lifepath Generation. I will assign those classes made without a D66 Background table with a D66 Background table or refer you to a table in *Rat on a Stick*. For example, I may assign a Witch Tradition either the Outsider or Outlaw Wizard Background.

Levelling Up

Test two Attributes of your choice by rolling a d20, as in the Trenchcoat edition. If the result is higher than your stat, it increases by one.

The primary method of gaining experience points is to retrieve treasure. I may be granting miniscule amounts of XP for monsters in one of two methods:

- 5 XP per HD; an extra 5 per special ability and a 10 or 15 for a legendary ability if those posed a challenge in the encounter.
- 5 XP for every 4 HD (minimum 5 XP), each noteworthy special ability used counts as an extra HD.

If I do, these will be granted only in scenarios where ordinary methods of accumulating experience are unavailable. In either case, this experience will only be counted/factored into your character once you reach a place of safety (the Town, for example).

Funny Rules

Funny Rules are not rules that are funny. I just couldn't come up with a better name than miscellaneous, and I didn't wanna do that. Who reads Miscellaneous Rules? Funny Rules on the other hand, everybody reads those first.

Witches

If I include witches in the class list, template D includes an additional boon: you may change your phase on a specific level following the fibonacci sequence after level 4, counting level 3 as 1 (levels 6, 9, 14, 22, &c.). This is to replicate the myth that a witch changes their phase more and more seldom.

Shields

Rather than 1d12, roll 2d6 when you sunder your shield to reduce incoming physical damage. A broken shield that saves your life is cool and should really have a good chance of saving your life. Bless bell curves. Some enchanted shields let you Save to retain your shield after blocking.

Gambits

We're using the Gambits rule from the Owlbear Stew Edition (at least I'm pretty sure it was the Owlbear Stew Edition…)

Bet something worse on a miss for a bonus on a hit. Trip the wizard or take a faceful of spell, surf down the stairs on your shield or stack it badly, disarm your opponent or have your own weapon clatter away. Always up for negotiation, but don't expect things to go the same way each time. They are not for killing people directly! If you want to stab them, then just roll. If you don't care how you are stabbing them, don't use gambits.

Magic & Magical Stuff

Magic items are around, but they're fairly expensive (of course).

Monsters

Stat Line: HD #+# [Atk #] Def/AC[1] # Damage SV # MV # ML #

Monsters have **Hit Dice** (HD) and probably more HP than you. This is balanced by the fact that they die or collapse, maimed and utterly subdued, once they reach 0 hp. Nearly all HD are 8-sided dice.

A Monster's HD also impact their **Attack**. Generally, a monster's attack is the same as their HD. If a monster has less than a full HD (1-1, for example) they impose no penalty to a PC's Defense value. An Attack field may be provided if it is different from its HD, but those cases are rare.

A monster's **Defense** will be abbreviated to a simple single digit which subtracts from a PC's Attack value. It will range from 0-7 (hopefully). Alternatively, "as leather" and "as leather+shield" for 2 and 3 respectively, in favor of compatibility with other systems.

The **Damage** value also gives a monster's number of attacks. It is expressed as dice, multiple attacks signified by slashes. An example: "1d6/1d6/1d4+3." Some monsters have an extra effect when they deal damage. This is added onto whatever attack deals this damage. For example a creature with two claws and a poisonous bite might be 1d4/1d4/1d3+poison.

Here's an example stat line for a hobgoblin:

Hobgoblin (HD 1+1 Def 3 1d8 SV 6 MV 9 ML 8).

For Morale I use 2d6.

Saves & Tests (Rolling Dice)

In other GLOG rulesets and in some classes we're using, the language "Save vs…" will appear. In nearly all cases this is a save against an attribute. This isn't a save as described above (where I discuss the derived stat Save), but an attribute test. Throughout the game, if I ask for you to make a Save Plus Con or a Save With Con (or if I'm bad, to Save vs Con), I'm asking you to roll against your Save stat modified by your Attribute Modifier. If I ask you to Test Con, I'm asking you to roll 1d20 equal to or less than your Constitution score.

1. One or the other.

Treasure and Levelling Up

Bringing all that treasure back to safety only grants one level, even if it's enough treasure for two. Put simply, you can't level up twice or more at once.

The currency will be, more often than not, on the silver standard. If we aren't on the silver standard, I'll have notified you and provided a new price list. Since we're on the silver standard, as a rule of thumb, values in other systems (OSRIC, FG&G, LL and BFRPG) are a tenth of their value in our game.

Where Are the Rest of the Fucking Rules?

GLOG is a hack. It tweaks the rules of a more complete ruleset (some OSR ruleset). The other systems that I will use to supplement the game may be: Basic Fantasy RPG, Dark Dungeons, For Gold & Glory, Labyrinth Lord, Lamentations of the Flame Princess, and/or OSRIC.