

H.O.G.

An Interpretation of
Holmes' Other Game

Character Creation

A character may be a Fighter (high in strength), a Magician (high in intelligence) or a Thief (high in dexterity). They may also be a Human, Elf, Dwarf or Hobbit

First roll 3d6 for each of the 3 characteristics, Strength, Intelligence and Dexterity; and choose a character on the basis of the highest score.

Now roll 2d6 for Hit Points. Remember, if you lose all your hit-points you are dead and will have to start over with a new character.

A player character's abilities and what equipment they may use is determined by character type (a Class).

Fighters: May use any type of weapon or armour. Because of their military training they get to add 3 to their hit points. They also roll 2 dice for damage and choose which one they want to use when wielding melee weapons.

Magicians: May not use non-magical weapons or armour beyond a dagger or a staff. They may be able to understand and use magical items found in the dungeon. They will be able to select and cast a number of spells per adventure as follows:

- 1 Cantrip, which may be cast any number of times.
- 2 Minor Arcana, which may each be cast twice.
- 1 Major Arcana, which may be cast once.

Thief: The thief is fast and dexterous. They may use leather armour, but not metal. They may not wield large melee weapons. Because of his stealth, he will generally surprise an opponent.

The default race for any character is Human, but players may choose to instead play an Elf, Dwarf, Hobbit or any other race the Referee can come up with.

Elves: Move an extra 2 spaces and may see in the dark, but may never have more than 8 Hit Points.

Dwarves: May never move faster than 6 spaces. However, they can see in the dark and can forge magical items on a successful Strength saving throw given the right raw materials and a forge.

Hobbits: May blend into the background, becoming effectively invisible, on a successful Dexterity saving throw. However, they may only wield small weapons and missile weapons.

Your character's equipment must now be chosen.

Equipment

A character may choose any amount of equipment from the following list, as long as their type allows them to use it.

Armour -

- Leather, no movement reduction.
- Metal, reduces maximum movement to six.
- Shield, requires a free hand to use.

Weapons -

- Large weapon (longsword, battleaxe or polearms), 1d6+3 damage on a successful hit, require 2 hands to wield.
- Medium weapon (broad or short swords, large knives, spears etc), 1d6 damage on a Successful hit, 1 hand to wield.
- Small weapons (daggers etc), 1 damage on a successful hit, 1 hand to wield.
- Bow with 12 arrows, 1d6 damage on a successful hit, ranged.
- Wizards Staff, magician only, 3 damage on a successful hit.

Other Gear -

- Up to 5 gold coins.
- Lantern - lasts six hours.
- Flint and steel.
- Flask of oil (starting fires, extra lantern fuel).
- Six torches (each lasts 1 hour).
- 50 feet of lightweight rope, strong enough to support a man in armour.
- 6 metal spikes and a small mallet.
- Metal hook, may be tied onto the end of a rope.
- Flask of wine or water.
- Bread and dried meat for 3 meals.
- Large leather sack or backpack, for loot and equipment.
- 10 foot pole.
- Cross or other religious symbol.
- Small vial of holy water.
- Any other small items conceivable and allowed by Referee.

Spells

The following spells will be known to a Magician at the start of the game. You may wish to design more spells to have them learn during the campaign, or to select at the start.

Cantrips -

Telekinesis: The magician may move any small object he can see, causing it to float about in the air. He can lift any weight he would ordinarily be able to carry in one hand and move it anywhere in his range of vision. If it goes out of his sight it falls. The magician must concentrate to do this; he can not walk, talk, throw other spells etc., while telekinising. If telekinesis is used to hit another character, the victim may be able to dodge - see Saving Throws. As a weapon, small objects do 1 damage, large rocks etc do 1d6.

Minor Arcana -

X-Ray Vision: The magician can see through a wall, door or other obstacle up to ten feet thick and may continue to observe through the wall for as long as he maintains his attention to it. If cast against a wall thicker than ten feet all that will be seen is stone.

Immobilise: The magician can cause any humanoid type of being to be frozen and rooted to the ground, unable to move, by means of a magical command. The victim gets an Intelligence Saving Throw against the spell. If immobilised, the spell last for an hour.

Major Arcana -

Bolt of Flame: The magician casts a bolt of orange fire, 50 feet long, from his hand. It does 3d6 damage to whatever it strikes. If the victim says they are dodging the flame they may make a Dexterity Saving Throw; but if successful they will still take half of the damage rolled.

Playing the Game

Saving Throws

Any character may attempt feats of strength, intelligence or dexterity. Feats of strength would be breaking down doors, lifting heavy weights, etc. Feats of intelligence would be resisting magic spells, understanding the use of magic items, reading inscriptions etc. Feats of dexterity include dodging missiles, climbing walls, creeping up silently on opponents, finding traps and secret panels in the walls and floors.

The player announces that his character is going to attempt a feat. Fighters should be allowed to attempt strongman tactics, not allowed to others, as magicians and thieves should be allowed to attempt unusual feats of intelligence or dexterity respectively.

The player rolls 3 dice and tries to score less than his characters score on that characteristic. Any such feat will usually take one turn - the character must study the problem, find the best position, test the floor and the wall, try his aim, etc. If a character fails his "saving throw", he may not attempt it again later; the feat is beyond his powers and no amount of time spent attempting it will succeed.

Magic saving throws are against the intelligence score of the character and represent his ability to disbelieve the hypnotic suggestions of the magician. For example, a magician throws an immobilise spell at a goblin. The goblin gets to roll three dice, and if he scores lower than his intelligence, the spell has no effect on him; he's proved himself "smarter" than the spell.

Melee

When there is an opportunity for combat to take place, the sequence of events goes as follows for each "round".

1. Roll for surprise, if appropriate. The players and the referee roll 1 die. The higher number has the surprise or initiative and gets to make the first move. Monsters are never surprised by anyone smashing open a door, but they may be if the door is opened quietly. Thieves are automatically given the advantage of surprise in any situation where they can sneak up, pick a lock, open a door silently, etc.
2. The character who has the surprise, the initiative, on his opponent, makes the first move. He has the option of withdrawing without being seen, closing the door, going around the corner, stepping back into the shadows. Or he may choose to run at the monster, shoot arrows, throw spells or whatever. He announces his intention and then starts to move his allowed distance if desired.
3. The second opponent can move when the first is halfway through his move. He or she may run, attack, stand his ground and shoot or whatever. If two characters run at one another they meet about halfway in between.
4. Spells go off. If appropriate, saving throws are rolled and any damage or other result (immobilisation etc.) takes effect now.
5. Missiles are thrown, including telekinetic missiles; the roll for a hit with arrow, thrown spear or knife, etc., is the same as the roll for a hit with a hand-held weapon on the combat table. Any hits, take the damage now; the opponent may be killed by an arrow while charging. Only one missile per round of melee.
6. Now characters in contact with each other take blows at each other. The first blow goes to the character who wins the initiative roll, unless he used it up shooting missiles or spells, in which case his opponent gets the first strike.

Combat Table - Roll 2d6 and attempt to roll this number or higher

<i>Opponent's Armour Class</i>		
Metal Armour, Shell or Scales	Leather Armour, Fur or Hide	Cloth or Bare Skin
9 or more	7 or more	5 or more
Shields increase number required by 1.		

If the strike hits, damage is subtracted from the targets hit points based on the weapon being used. Anyone whose hit points are reduced to zero is dead. If the opponent is still on his feet, he gets to roll for a return hit. Any damage is rolled and subtracted. The round is over.

Movement and The Turn

The standard movement rate for characters is 8 squares on the map (80 feet). This may be altered by race or armour. This rate is for rapid movement. If the character is examining walls and floor for trap doors, hidden panels and the like, they move at half this rate. Characters that cannot see in the dark must move at half rate if there is no light source.

A normal turn is assumed to take about 10 minutes. In combat, each melee round takes 10 seconds, but allow the full movement and assume everyone is running as fast as they can.

Searching for things (secret panels, trap doors etc) is feat of Dexterity and requires the appropriate Saving Throw. Listening at doors may be attempted too, and also require a Dexterity Saving Throw. It may not sound logical but its a convenient way of dealing with it and gives thieves an advantage which seems reasonable.

Torches and lanterns light the corridor five squares (50 feet) in all directions, seeing in the dark is effective for the same distance. Beyond that, characters see only darkness.

Describe the rooms, corridors and monsters with as much detail as you can imagine. Try to make the trip interesting and full of suspense for the player as he creeps (or charges) down the stone tunnels of the dungeon.

Creating Monsters

You can just pick statistics as needed for the situation, but here are some helpful guidelines.

Pick Hits level (Human = 2), roll that many d6 for Hits.

Pick Strength level (Human = 3), roll that many d6.

Pick Intellect level (Human = 3), roll that many d6.

Pick Dexterity level (Human = 3), roll that many d6.

Move, most are 6. But you might want a faster monster.

For quick (or less random) generation, instead of rolling dice multiply levels by 3.5 and round down.

An easy way to pick a Hits Level is to make it the same as the Strength Level.

Example 1, Minotaur.

Strength: level 5 (17)

Intellect: level 2 (7)

Dexterity: level 2 (7)

Hits: level 5 (17)

Move: 6

Armour: none

Weapons: Axe or horns (1d6)

Example 2, Town Militia

Strength: level 3 (10)

Intellect: level 3 (10)

Dexterity: level 3 (10)

Hits: level 2 (7)

Move: 6

Armour: leather

Weapons: spear (1d6), dagger (1), shield.

Many creatures should have some special or unusual features; such as vampiric tentacles, a piercing glare that fixes the target on the spot, extra arms for multiple attacks or detachable body parts. You might allow a Magician to make an Intelligence Saving Throw to see if he recognises the monster and its special features. Or you might not.

Treasure

Magical items should generally be carefully designed and placed, and usually serve as the object of a dungeon.

Other items of treasure can easily be randomly generated however.

If the treasure is carried about by an opponent, it will usually be between 1 and 3 d6 gold coins worth. If any doubles are rolled, a small gem worth 1d6 x d6 x 10 gold coins might be carried also.

Other treasure piles will generally be 3d6x10 gold coins worth, with any doubles rolled giving 1d6 gems generated as above. If a triple is rolled, you might consider putting something special in, such as a fairly minor magical item or a scroll containing a spell a magician can learn.

Instead of gems, you could describe higher valued items as ornate goods or weapons instead.

Optional Rules

Healing

Its generally assumed that all Hit Points are healed in between adventures. However, it may be necessary to keep track of healing in extended games. The usual rate is 1 HP per day of rest.

Experience

Advancement in this game should primarily be in terms of magical and mundane equipment, social and financial position. However, if you particularly want to allow character advancement there are a number of options. One suggestion is this; at the end of each session, allow each player to pick an Experience. This is something that had a reasonably profound effect on the character in that session, an event they can learn from. This is usually something that has provided some good roleplaying. This Experience will give a character a bonus in a very specific kind of situation, as agreed by players and Referee between them. The bonus will either be a re-roll or a +1 depending on situation.

Some example experiences:

Swindled by a Hobbit Salesman: May re-roll saving throws to resist persuasion from small people trying to sell him unnecessary items.

Accidentally Read the Necronomicon of the Mad Mage Abramalecht: May re-roll failed saving throws against insanity from reading something they shouldn't have. A successful re-rolled save will mean they come to their senses and don't continue reading.

Sand in My Eye: +1 to initiative if prone and the ground is covered in a sand-like substance suitable for throwing in an opponents face.

Another option is to award players between 0 and 3 XP per session. 2 should be the norm, 1 if things went badly but some measure of success was had. An extra XP could be given if a particularly good roleplaying encounter was had (maximum of 1). 0 XP should be given only if the whole thing was a complete washout.

These XP can be spent to raise Strength, Intelligence, Dexterity or Hit Points. It costs a number of XP to raise an attribute by 1 point equal to the increased attribute number. I.e. to raise Strength by 1 point from 10 to 11 costs 11 XP. From 5 to 6 would be 6 XP. From 9 to 12 would cost 33 XP.

One final option is to have experience based on killing monsters and finding treasure. Monsters are worth 1 point for every level in their characteristics split between everyone involved in their demise (i.e. the total number of dice they roll for Strength, Dexterity, Intelligence and Hits; as an example a player character is worth 11 experience points). Treasure is worth 1 point for every 10 gold coins a character has gathered. You may also like to give experience for successful saving throws (1 each perhaps) and for other things as deemed necessary. Characters begin at 1st level. When they gather 100 XP they go up to level 2. They would need another 200 XP to advance to level 3. And so on thus:

Level	Total XP	Level	Total XP
1	0	6	1500
2	100	7	2100
3	300	8	2800
4	600	9	3600
5	1000	10	4500

Each time a level is gained, you may add 1 point to either Strength, Dexterity, Intelligence or Hits.

Skills

I'm not a big believer in skill based systems, but a simple one could be added here if desired. Each character gets 1d6 and gets to choose one Thing They Are Good At for each pip rolled. When doing something they are Good At, roll 4d6 and pick the lowest 3 dice for the Saving Throw, or give them a +1 to rolls if using the alternate method below.

Alternative Saving Throws

As an alternative method of adjudicating actions, try referring to the following table. The referee must decide upon a difficulty for the task and then look up the characters appropriate characteristic score. The number given is what the player must roll on 2d6 to succeed.

Characteristic	<i>Simple</i>	<i>Average</i>	<i>Difficult</i>
3	7	9	11
4-6	6	8	10
7-13	5	7	9
14-17	4	6	8
18	3	5	7

This brings the saving throw more in line with the combat throws.

Another possibility would be to use the above chart as an alternative combat chart, using Strength for melee and Dexterity for missile weapons. In melee, characters with 14+ Strength would always count as wearing at least Leather Armour and characters with 6 or less Strength would never count as wearing better than Leather Armour; these differences would not apply against missile weapons.

Strength	<i>No Armour</i>	<i>Leather</i>	<i>Metal</i>
3	7	9	11
4-6	6	8	10
7-13	5	7	9
14-17	4	6	8
18	3	5	7

Dexterity	<i>Short Range</i>	<i>Medium</i>	<i>Long</i>
3	7	9	11
4-6	6	8	10
7-13	5	7	9
14-17	4	6	8
18	3	5	7

Money, More Equipment and Hirelings

You may wish to have a characters finances play a greater role in the game.

In this case, all characters start with any one weapon they can use and 3d6 gold coins to spend.

Armour -

Leather, 2 gold.

Metal, 4 gold.

Shield, 1 gold.

Weapons -

Large weapons, 4 gold.

Medium weapons, 2 gold.

Small weapons, 1 gold.

Wizards Staff, 1 gold for the staff, but must be reenchanting to work.

Quarter-staff, 1d6 damage except unless opponent is wearing metal armour when 1d6-3 is dealt, 2 hands to wield, 1 gold.

Bow, 2 gold.

12 arrows, 1 gold.

Sling, ranged weapon, 1d6-1 damage, 1 gold.

12 bullets, 1 gold.

Rocks, unlimited, free, -1 to hit.

Crossbow, 1d6 damage, +1 to hit, 1 round to reload, 3 gold.

6 quarrels, 1 gold.

War-Bow, Fighter only, only able to use if it was taken as your free weapon, 1d6+3 damage, 4 gold to replace.

12 arrows, 1 gold.

Other gear -

All other gear mentioned costs 1 gold each.

Bandages, use up to regain 1 Hit Point immediately after a fight, one at a time only, 1 gold each.

Hirelings -

Porter/torch-bearer, 2d6 hits, will not fight, 1 gold per delve (or week, whichever shorter).

Man at arms, 2d6 hits, must be supplied with equipment, 3 gold per delve (or week, whichever shorter).

Loyalty checks may need to be made for hirelings when things start to go badly, or if asked to perform dangerous tasks. This is a Strength Saving Throw, as leading men into battle is the Fighters domain.

SPACEH.O.G.

SpaceHOG is a game of hunting for salvage and bits of ancient technology through the alien infested ruins of a once great space ship. Characters are ferried to a hulk and sent to explore it.

Rules are as for your usual game of HOG, but for the following exceptions.

Classes

Warrior (Strength) - May wear any armour and wield any weapon. Rolls 2 damage dice and picks one to use. Adds 3 to HP.

Technician (Dexterity)- May wear Battle armour and wield standard, but not heavy, weapons. May repair things and access machinery and data systems or construct small things out of scrap on a successful dexterity saving throw.

Mind (Intelligence) - May not wear armour or wield any weapons bigger than sidearms. Makes use of psychic powers and is also often the brains of the operation.

Combat

<i>Opponent's Armour Class</i>		
Power Armour	Battle Armour	No Armour
9 or more	7 or more	5 or more
Shields increase number required by 1.		

Force fields reduce the amount of damage received by a certain amount. Weak ones by 1, average ones by d6 and particularly strong ones by 1d6+3.

Weapons:

Heavy weapons do d6+3 damage.

Longarms do 1d6 damage.

Sidearms do 1d6-2 (min 1) damage.

Holdout weapons do 1 damage.

Heavy melee weapons do d6+3 damage.

Standard melee weapons do 1d6 damage.

Concealed melee weapons do 1 damage.

Grenades do d6 damage to everyone within d6 spaces of its explosion. They may be thrown up to a number of spaces equal to your Strength. They are then moved forward d6 spaces and then back d6 spaces. Other types of grenade (e.g. smoke) can be purchased too.

Actual type (laser, apex, caseless, flechette etc.) must be specified although the rules treat them all exactly the same. There may be certain types of armour or situations which interact with specific types of weapon in different ways (e.g. Reflec armour is better against lasers, but lasers can be fired in space etc.)

Move is 2d6 spaces.

Buying gear

All characters begin the game with 3d6 creds with which to buy their starting equipment. Technicians always have plenty of tools about their person without having to buy any.

Power armour - 20 creds, also adds 1d6 to Strength, built in vacc gear.

Lightweight Battle Armour - 10 creds

Battle armour - 5 creds, ignore highest move die, double lowest.

Shield - 2 creds

Weak Force Field - 10 creds

Force Field - 30 creds

Vacc Gear - 1 cred, oxygen supply and protection from environmental hazards, especially vacuum.

Heavy weapons - 10 creds

Longarms - 5 creds

Sidearms - 2 creds

Holdout weapons - 1 cred

Heavy Melee - 5 creds

Melee - 2 creds

Concealed Melee - 1 cred

Grenade - 1 cred each

Refuel, reload and revive cost - 10 creds each character, each trip. If this cannot be paid, the character is effectively out of the game.

Porter Droid - 20 creds, or 2 cred a mission for 11 missions on finance. Power armour, no combat capacity, 2d6 hits which may be repaired by technician (saving throw for 1d6)

Battle Droid - 50 creds, or 5 creds a mission for 11 missions on finance. Power armour, longarm, melee weapon, 2d6 hits which may be repaired by technician (saving throw for 1d6, either way cannot attempt again until damaged again)

Mercenary (Battle armour and longarm, 2d6 hits, per mission) - 4 creds.

Miscellaneous Gear - 1 cred per item

Med-pack - 1 cred, may be used after combat to regain 1 HP, one use only and one each per combat only.

Aliens

These should be created in the same way as Monsters in HOG and perform roughly the same function.

Salvage

Can be generated in the same way as Treasure in HOG. However, Salvage will almost never be in pure credit form, but instead will be valuable scraps of mineral, power cells, electrical gadgets, items of historical interest etc.

Instead of magical artefacts, characters will be hunting for high tech items from an ancient culture. Their effects would be similar to HOG's magical items, but mostly with a slightly more scientific basis.

Psychic Powers

Your Intelligence determines what level of Psychic Power you are able to access, according to the following chart:

Intelligence	Psi Level
Up to 12	1
13-16	2
17-18	3

Only Minds have received the training to make use of Psychic Powers. When a Mind is generated, 1d6 must be thrown to see how many powers they have access to, and the powers selected from the following list: Telepathy, Telekinesis, Precognition, Energy Sense, Self Control, Control Energy.

Unless otherwise stated, each of these powers requires an Intelligence Saving Throw to activate. Each level of Psi Power allows access to certain abilities, and also all the abilities of lower levels of Psi Power.

Telepathy -

Level 1, Communicate: May communicate with anybody in line of sight, with languages immaterial. Entirely alien thought patterns may occasionally be difficult to understand though.

Level 2, Command: May attempt to bend someone to your will, making them follow your orders. They must be within line of sight. Target is allowed an Intelligence Saving Throw, and if they succeed you may never attempt it on them again. Further Saving Throws may be allowed if controlled for an extended period of time.

Level 3, Destroy: May attempt to destroy another's mind. They must be in line of sight. Target is allowed an Intelligence Saving Throw, and if failed they lose 1d6 Intelligence. This may be regained at a rate of 1 per day. Anyone reduced to 0 Intelligence falls into a coma until they recover Intelligence. Anyone reduced to less than 0 Intelligence may never recover from this coma.

Telekinesis -

Level 1, Small Item: May lift something within line of sight that could be held in one hand. May be thrown about as a weapon causing 1 damage.

Level 2, Man Sized: May lift larger items and people. These will deal 1d6 damage to someone if thrown about.

Level 3, Van Sized: May lift even larger items and people. These will deal 2d6 damage at least.

Precognition -

Level 1, Defence: You are able to receive enough warning to avoid blows and shots in combat. Count as wearing Lightweight Battle Armour at all times. No Saving Throw required. You are also able to use your Intelligence rating for any Saving Throws required to avoid harm.

Level 2, Offence: You are able to tell what your opponents are about to do enough to improve your chances of hitting them. You receive a +1 to all to-hit rolls. No Saving Throw required.

Level 3, Surprise: At this level, your side will always win the initiative for the first round of combat. No Saving Throw required.

Energy Sense -

Level 1, Same Room: You may specify a type of energy or force (psychic, atomic, electric, gravitational etc) and concentrate on trying to locate anything that emanates it. Level 1 allows you to sense any of these sources within the same room.

Level 2, Same Vessel/Building: As above but you may sense anything within the same vessel or building.

Level 3, Same Planet/Station/Battleship: As above but with even greater range.

Self Control -

Level 1, Calm: You are immune to fear, rage and other emotional imbalances. This makes Intelligence Saving Throws easier in stressful situations. No Saving Throw required.

Level 2, Heal: You may heal 1 of your own lost Hit Points. You may attempt this any number of times, but if you fail your Saving Throw once, you may not heal again for a week.

Level 3, Hibernate: You may put yourself in a deep trance that will enable you to survive most situations, even the vacuum of space. It may also be used as a last resort if you are reduced to 0 Hit Points, though a determined opponent can easily finish you off if you aren't rescued. The trance lasts for a month, and you may not awaken yourself before then.

Control Energy -

Level 1 allows you to manipulate 1 form of energy (electricity, heat, light etc) or force (gravity, magnetism etc), which must be chosen when the character is generated. Level 2 allows you to manipulate 2 forms of energy, and level 3 allows 3. This is a versatile power and its effects will have to be ruled on by the referee on the fly. In general only minor effects should be allowed to succeed. Note that in order to control an energy or force, you must first be able to Sense it with Energy Sense, which psychic power is pre-requisite to learning Control Energy. If this power looks like it will be too much work, feel free to remove it.

Some example uses would be: controlling kinetic force to create a weak force field around you, enhancing weak fields of gravity to assist movement in free fall, keeping an unreliable electrical circuit running, increasing the bodies natural magnetism in the fingertips to aid in recovering a lost screw or to assist in climbing a metal wall.