

# Progressive Characteristic Rolls

## Background

A RuneQuest Characteristic Roll involves the GM specifying the appropriate Characteristic and a Multiplier which reflects the difficulty of the task. If the player can roll the resulting value or less on 1D100 then the desired result has been achieved. Common examples include:

- Dex X 3 to determine if the character falls off a very slippery and narrow ledge into a pit.
- Pow X 5 to determine if the character has just breathed in, instead of out, before they were unexpectedly immersed into water.
- Int X 5 to allow the character to remember something they were told previously.

This mechanism is quite simple and frequently models the real world situation to an acceptable level.

Some events however, do not have a simple, yes or no, type result, but instead have various levels of success, or failure. This can be modelled using the existing system by using RuneQuest's system of Special and Critical results.

Progressive Characteristic Rolls are another approach for modelling such events.

## Mechanism

The GM specifies the Characteristic and the type of die used for damage.

Krethall unwisely ventured into a decrepit old house, which is now collapsing around him.

The GM asks for a progressive Dex roll, and specifies 1D3 for the damage.

The player then rolls 1D100 and calculates how many times the appropriate characteristic would need to be multiplied to equal or exceed the dice roll.

Typically a roll equal to or less than the Characteristic X 1 results in no damage. Each subsequent required multiplier adds a damage die roll.

Krethall has a DEX of 13 and the following table indicates what damage rolls would be applied, depending on what the dice roll.

Dice roll	Dex Multiplier	Damage
01 to 13	Dex X 1	None
14 to 26	Dex X 2	1D3
27 to 39	Dex X 3	2D3
40 to 52	Dex X 4	3D3
53 to 65	Dex X 5	4D3
66 to 78	Dex X 6	5D3
79 to 91	Dex X 7	6D3
92 to 100	Dex X 8	7D3

- If the player rolled 57, then Krethall would have succeeded in a DEX X 5 roll, and would take 4D3 damage.
- If the roll was 23 then Krethall would have succeeded in a DEX X 2 roll and would take 1D3 damage.
- If the roll was 8, Krethall would have succeeded in a DEX X 1 and would take no damage.

The GM or scenario will decide whether all the damage goes to one location, or whether a separate roll must be made for each multiplier.

If the player rolled 57, then Krethall would take 4D3 damage. The GM rules that a location die roll must be made for each D3.

## Variations

Several variations are possible:

- Damage might be inflicted on the X 1 multiplier instead of starting on a X 2 multipliers.
- Damage might start at a higher multiplier (such as X 3).