

# Rules

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# Position (Dark souls; HP alternative)

Position not only represents an abstraction of health and stamina, but also enables players to affect dice rolls and to use key abilities, adding a strategic layer to any combat action. Each character's Base Position is equal to their current level, plus their Constitution modifier, and the maximum value of the dice in their position pool. If a character's Position is reduced to zero, the character is killed.

At 1st level a character's Base Position is equal to:

**Constitution modifier + Maximum value of their Origin's Position dice + Current Level**

For example, a Knight with Constitution 15 (+2) and a Brute Origin (1d10 Position) at 1st level has a base Position pool of 13 (2+10+1).

At every level after 1st, when they level up characters increase their Base Position as shown below:

Current Base Position + Constitution Modifier

If your character starts at level one, then when you level up, you increase your Base Position by simply adding your modifier. If your game is starting at a higher level, then you include your level (as seen in Origins' 'Position at Higher Levels'). This little boost is to reflect the lack of improved equipment you'll have been able to equip yet. It's not a lot but it might just help.

When the Knight reaches 2nd level, the character's player adds their +2 Constitution modifier to their existing base position.

As a result, Base Position is increased to 15.

During combat, characters will increase their Position by rolling a number of Position dice (determined by their Origin and level) to generate additional temporary position.

Uninjured and fully rested, the Knight's current Position would be 15 (equal to their Base Position). When the Knight enters combat with a Hollow, the Knight's player rolls 2d10 (level x Position Dice) resulting in 11, and adds this to their current Position giving them a total of 26 Position for the coming conflict.

## Position Pool In and Out of Combat

Position is vital for a character in combat but also plays a key role in other dangerous situations such as stumbling into a trap, being poisoned, or falling from a height, amongst many other dangerous events in the world of DARK SOULS.

Out of combat, all damaging effects are deducted from the character's current Position.

In combat, however, things are a little different. Once the GM has announced that a combat is about to begin, and initiative has been

determined, characters gain additional temporary position. Be this a surge of adrenaline, or an experienced fighter understanding the

battlefield, this temporary boost is vital for survival. This additional temporary position is calculated when a character first

acts in combat, and is added to the character's current Position. Being surprised in combat, is therefore really rather dangerous.

### **Temporary Position = Origin Position dice x Level**

Once the combat has ended, a character's Position reverts to either their Base Position value, or stays at the current Position value, whichever is lowest. The healing powers of the Estus Flask, and some magic items or spells can restore position, as can taking a Long rest at a bonfire.

If the Knight suffers 3 points of damage in the fight with the Hollow, after the fight ends, their Position (currently 26) reverts

back to 15 (equal to their Base Position). Alternatively, if the Knight had fared worse and suffered 13 damage from the Hollow's bombs, after the fight ends, their Position would remain at 13 until healed or rested.

## Using Position

Position can be expended to represent that little extra effort. Do you want to burn your enemies with a Great Chaos Fireball? Or did you miss the vital blow that might have turned the fight in your favour? Perhaps the enemy only just manage to survive when a little more damage might have killed them? This is where strategic use of Position is critical to your character's

survival. Some abilities, or spells, can only be triggered using Position by spending the specified amount from a character's Position total. These costs are noted in the description of the spell or ability, where appropriate. Alternatively, Position can be spent to modify dice rolls, to

increase damage, or to attempt difficult and impressive actions. But beware, Position may only be used once per activation so careful timing is key.

# Spending Position

Some restrictions:

You can only ever spend Position on yourself.

You may only spend Position once per turn.

You cannot trigger critical effects by spending Position.

## Common Uses

### **Increase the result of a dice roll by +1 per Position**

There is no limit on how much Position you can spend on an attack roll, so, you could roll a 1 and, if you had sufficient Position, hit a creature with an AC 20 but in doing, leave yourself much more vulnerable to your enemy's attacks.

### **Increase your melee or ranged attack damage roll by 5 points, as a minimum**

You can increase damage by however much you wish, spend Position on a 1 to 1 basis, but you must always spend a minimum of 5 Position to do so, unless using a weapon's special ability.

### **Increase your movement**

Gain +5 feet of movement per Position spent. Maximum movement that may be gained in this way is equal to your Base Speed value.

If a player thinks of a particularly interesting or ingenious use of Position, then the GM should feel free to dictate a cost and allow the Unkindled to perform the action described by the player.

In summary, Position represents a combination of health and stamina but instead of being a pool that decreases only when a player

character takes damage, in DARK SOULS: The Roleplaying Game, you can spend Position to trigger abilities, cast spells, modify your dice rolls, and even increase your damage.

BUT

Be careful! Don't ever forget that Position still counts as a representation of your health. Once it hits zero, you die! Spending Position can grant you impressive advantages in combat, often turning the tide in your favour, but doing so will make dying that much quicker and easier. Use it cautiously...

# Respawning (Darksouls, Death wound alternative)

When a player character is reduced to 0 Position, they are dead. In the world of DARK SOULS: The Roleplaying Game however, this is not the end. Instead, the player character will reawaken, sometime later, at the site of the last bonfire they visited. When a player character dies, they lose all their collected souls, but, when they awaken, are restored to full Base Position, and all their abilities are once again ready to use.

Determining the nearest bonfire is based on the area the player characters are currently exploring. If player characters have not visited or rested at a bonfire, it can still be used as the closest bonfire for purposes of awakening after being killed.

If more than half of a party of player characters are killed, they have failed. Instead, the player character will reawaken, sometime later, at the nearest bonfire to where they died.

As noted previously, when a character dies, they respawn at the nearest bonfire. They lose all collected souls, but are otherwise returned to full Position, and all their abilities are ready to use once again.

When a player character respawns is up to them, though they cannot rejoin the battle that killed them if it continues. If a player character wishes to rejoin a battle after dying and respawning, the creature they are engaged with regains all Position, though the character and their allies do not.

They may, however, explore separately from their main party until the fight is completed, or alternatively, simply wait at the bonfire.

Whenever a player character is killed and respawns, a part of them dies or is lost. Memories of their past selves fade, to be replaced only by emptiness. The unkindled do not die, but they do diminish.

When a player character respawns, they must succeed on a DC 18 Wisdom save or should they fail, they must roll on the Hollowing Effect table.

**1 Empty.** There is nothing left of you to be consumed. You, whatever that means, are gone now. You are a mindless thing. You must create a new character.

**2 Flesh Withers.** Your skin tightens on your bones, mummifying even as you watch. Lose 2 from your Charisma Score.

**3 Darkness Falls.** What is left of you? Almost nothing now. Reduce one Attribute by 2.

**4 Dismal.** Any joy or laughter you used to retain is entirely gone. Reduce your starting Charisma Score by -1.

**5 Atrophy.** Your muscles are starting to fail you, weakening. Reduce your starting Strength Score by -1.

**6 It's Getting Dark.** The world is darker than it was. Reduce your passive Perception total by -1.

**7 Indifference.** Death does not care about you; why should it? You are merely one more thing cursed to resist your natural end. No changes occur.

**8 Murmur.** You have returned but something has lodged in your mind from beyond. A voice is in your head now, whispering strange thoughts.

**9 Fortune.** You have the eerie sense that you have already lived this life in some way. Next time you die, you make your Wisdom saving throw to avoid hollowing with advantage.

**10 Morbidity.** Your focus is increasingly on your failing mind, the loss of your senses, and the gradual erosion of self. Reduce any skill of your choice by -1.

**11 Humanity's Absence.** You have become cold, callous, and unmoved by human suffering. Reduce your Wisdom Score by -1.

**12 Dulled Senses.** You are slower to react to threats as they present themselves. Reduce your Initiative by -1.

**13 Miracle of the Grave.** Perhaps you are less than you once were, but this time, upon returning to life, you feel alive. Gain +2 to any single attribute.

**14 Death's Blessing.** You have returned tougher, hardier. Add an extra +1d6 to your starting Base Position.

**15 Toughening Bone.** Your bones have hardened, and they protrude through the skin strangely, granting you +1 AC.

**16 Immune.** Death has cleansed you of some of the frailties of human life. You are immune to Poison and to the Poisoned effect.

**17 At Last.** You thought this death would be your final demise. You braced yourself for this

conclusion to your being, but instead you found yourself returned. You make your next skill check or combat roll at disadvantage.

**18 Death's Kin.** You are a member of the dead, you carry the burden of the grave with you and it scares those who look upon you. Gain +1 whenever making any Charisma (Intimidation) checks.

**19 Absent Minded.** Your mind wanders, no longer able to focus on the things that you took joy in. Reduce your starting Intelligence Score by -1.

**20 Forgotten.** Some memory, some fragile recollection of your past or current life has gone. Between you and the GM, decide what this memory is and what effect its loss has on you.