1 Introduction To Tribes And Tribulations

All you'd ever want and more, is calling for you now.

Welcome to Tribes And Tribulations. Tribes And Tribulations (TNT) is a solo RPG. The next chapter is an introduction to solo role-playing. This chapter is a quick description of the game.

The first rule of solo play is that there are no rules. So although I'm presenting this as a rulebook, it's more like this document is just my approach to my homebrew system. Every rule and stat in here comes with an implied asterisk, leading you to am implied footnote which says "take it or leave it, or modify as you please".

There are specific pages which are intended for printing out, which contain condensed rules in outline form. Because of their summary nature, and to fit as much information as possible onto the printed page, you will find that the summary print pages are preceded by a page which explains and expands on the information and flow of the print page.

The RPG mechanics are a mix and modification of various sytems, mostly D20 stuff. The solo mechanics come mostly from Mythic and the Mythic-based Plot Unfolding Machine. I will be referencing material from these systems, but most of these references will be in lists of my preferred resources for whatever thing is being talked about, which means that there will be other alternatives if you don't own a particular resource, so very little of what I reference is going to be necessary for you to own. Also in regard to these resource lists (the resources are mostly specific tables), feel free to add your own. I'm just including what appeals to me; there's always gong to be more options than what I list. Likewise, some of these lists of suggested resources are going to include items that don't appeal to you, reader, at all.

General Mechanical And Setting Points. You will see that I'm loosy-goosy with most things. I do have some concrete rules for other things though (like combat).

• There is only one defined class in TNT - the primal hunter. Society is fairly primitive, and so there isn't any skill specialization beyond getting better at hunting and monster fighting.

• There are no ability scores, and no skills sytem. The primal hunter is meant to be an archetypical primitive fighter, good and bad at the kinds of things you would expect your archetypical primitive fighter to be good and bad at. You can assign bonuses or penalties to skill checks based on your own envisioning of what either a primal hunter would be good/bad at, or what a typical member of this society would be good/bad at.

• Level advancement happens when you think it should.

• Magic exists, but no-one's been able to harness it yet.

• No humanoid races. Or if any do appear, I would treat them as more monster-like than the human-like versions found in other games, that is, treat them as monsters that happen to be in humanoid form, rather than humans with a slightly different form and attitude.

- As much as possible, monsters should be unique. The bestiary is not included here, but I'm working on a huge one, the size of which will help in building each monster encounter with a new monster.

- The world is very young, and humans only number in the thousands. Humans were taught some survival skills by the race that created them, before this race moved on.

- Humans lead a nomadic lifestyle, consisting of small bands which congregate once or twice a year.

- Society is fiercely egalitarian. Anybody perceived as getting too big for his britches is swiftly and collectively taken down.

- Combat is deadly. Hit point values are low - they only represent meat. Avoiding combat should always be considered, as well as retreat when you are engaged in combat.

- Conflict between people is almost always resolved in the social sphere. Armed combat between people is very rare. Save that energy for the monsters out there.

2 Introduction To Solo Role-Playing

I gotta tell ya, there are no rules here.

Solo role-playing works by using oracles in place of a GM, so you can build a story and run a world on the fly. Some players even use oracles for complete world-building on the fly. Using oracles, you would ideally never have any more information than your character has. An oracle is a table or some other randomizable source of information or inspiration. You can build, collect, and use your oracles to be as specific or free-association-able as you like, and you will probably use different points on that spectrum for different parts of the game.

One of the most common types of oracles is the yes/no oracle. In it's simplest form, it is, unsurprisingly, a table with differing likelihoods of the answer being either yes or no, and you roll to see which answer you get after deciding which likelihood of "yes" vs "no" is appropriate for the question under the circumstances. Yes/No oracles often have a mechanism to include a possible modifier to the "yes" or "no" in the form of an "and" or a "but". If your modifier comes up "and", then you extend your yes-or-no answer even more along the lines of what the yes or no means. If the modifier comes up "but", then you mitigate the yes-or-no answer somehow. The "and" extension and the "but" mitigation are entirely context-dependent, and there is nothing more that can be said about them mechanically.

I try to avoid yes/no oracles unless the situation does just call for a single yes-or-no answer (plus a possible "and" or "but" modifer). If you're going to need a follow-up yes-or-no question, then you're on the path to playing Twenty Questions, and for my money, any other oracle would be better in such a situation. Not only is Twenty Questions inefficient, but your questioning path starts to lock you in, and your questions will have any possible surprises kind of built into them (making them not so surprising), in contrast to a free-association or open-ended oracle.

Another drawback to the Twenty Questions method which I have yet to see anybody take into account is the bias built into the order you ask the questions while you're fishing for the "yes" repsonse. If you plan to ask the oracle "Is it A? Is it B? Is it C? etc..." until you get a "yes", then each successive option is 50% less likely than the option preceding it. That *might* be what you want, but I've never seen anybody mention that they allow for this when playing Twenty Questions with an oracle. I'm betting that a regular old table probably would have better modeled the distribution of results you are expecting.

What I'm calling an open-ended oracle is any resource where you can randomize access to its information, and you interpret whichever packet of information that gets returned to you however you want, at least in the context of this information needing to answer the question you asked. You consult an open-ended oracle to answer an open-ended question. Some common examples of open-ended oracles are story dice (whose sides contain images instead of numbers or pips) and tarot cards. But you can also do things like turn to a random page in a book and use the first full paragraph, or put your playlist on shuffle and interpret the next song as the answer to the question. Example: I want to use an oracle to determine the current disposition of this NPC I just met. I decide to use my TV remote to turn to an HBO channel and assign this NPC the disposition of whichever character speaks next on the TV. And if this TV character happens to display some other interesting trait

(personal history, physical trait, whatever) that would be interesting for this NPC to have, I'll add that to the NPC too.

In between the binary yes/no oracles and the fully open-ended oracles are the regular roll-and-look-up types of tables, like random encounter tables. I could have built and used a table of NPC dispositions instead using my TV to get the NPC's disposition. Given the highly improvisitional nature of solo play, you might want to make some of the entries in these tables more symbolic or open to intrepretation than you would if you were making your tables as a GM running a game for other players. Build and collect your oracles based on your preferences of literal vs symbolic oracle answers.

3 Oracles

Open-ended oracles:

Keep in mind that open-ended oracles often require a loose intrepretation of the returned answer, and often a very loose interpretation. Here are some of my recomendations for open-ended orcacles:

• **Rory's Story Cubes**

• **Game Master's Apprentice cards**

• Magic: The Gathering cards: You can take inspiration from either the text, the art, or both.

Yes/No oracles:

The simplest version of a yes/no oracle would be a coin flip. A common version is using a d6, and assign the numbers 1-6 each of possible combinations of (yes|no) * (and|but|no-modification)

I wasn't happy with any version of a yes/no oracle I was able to find, for two reasons: 1) They usually have a greater chance of an and/but modifier than I like. There's enough other opportunities for a curve ball that I don't want half or more of my yes/no answers modified. 2) It makes sense to me that when the likely asnwer is "yes", then the chance of an "and" modifier should be greater than the chance of a "but" modifier, and the same is true of a likely "no" and the chance of a "but" modifier. My solution is the yes/no oracle on the next page. If it's too convoluted, there's plenty of other ones out there you can substitute.

To use the oracle on the next page, roll one d20 for your yes/no answer, and a second d20 for a possible and/but modifer to the yes/no answer. A result on the modifier roll which does not fall into either the "and" or "but" ranges for the assigned probability means the answer is a straight "yes" or straight "no". If you use a green d20 for the yes/no answer and a yellow d20 for the and/but modifier, then your dice will be color-coded to the tables for the oracle.

Tables:

Regular old tables, like a random encounter table, can be used as, or considered to be, oracles. They can have entries as vague as any of the open-ended orcales, or may be specific to your setting/campaign/adventure. Of course, the more specific, the more prep work is involved in creating the tables. Not having a relevant table handy can lead to a Twenty Questions game with a yes/no oracle, so in my view, the effort is worth it.

Anchor List:

My implementation of the anchor list is a list of heterogeneous items which I use to supplement the results of other orcales. It contains themes, game-world lore, and story-telling suggestions which I want to ensure don't get forgottem over the course of the campaign. I have no set rule on when to use it. Use it when you feel you're losing connection to the game world, or when you feel an oracle's answer could use some spice, or on a whim.

Probability	Roll equal or under for "Yes"
Inconceiveable	1
Very Unlikely	2
Unlikely	5
Somehwat Unlikely	8
Even Odds	10
Somehwat Likely	12
Likely	15
Very Likely	18
Guaranteed	19

When the answer is **Yes**, interpret the modifier die roll as:

Odds + "Yes" answer	Modifier Die Roll	Modified Answer
Inconceivable	1-2	"Yes, and..."
Inconceivable	16-20	"Yes, but..."
(Very) Unlikely	1-3	"Yes, and..."
(Very) Unlikely	17-20	"Yes, but..."
Kinda (Un)Likely/Even	1-3	"Yes, and..."
Kinda (Un)Likely/Even	18-20	"Yes, but..."
(Very) Likely	1-4	"Yes, and..."
(Very) Likely	18-20	"Yes, but..."
Guaranteed	1-5	"Yes, and..."
Guaranteed	19-20	"Yes, but..."

When the answer is **No**, interpret the modifier die roll as:

Odds + "No" answer	Modifier Die Roll	Modified Answer
Inconceivable	1-2	"No, but..."
Inconceivable	16-20	"No, and..."
(Very) Unlikely	1-3	"No, but..."
(Very) Unlikely	17-20	"No, and..."
Kinda (Un)Likely/Even	1-3	"No, but..."
Kinda (Un)Likely/Even	18-20	"No, and..."
(Very) Likely	1-4	"No, but..."
(Very) Likely	18-20	"No, and..."
Guaranteed	1-5	"No, but..."
Guaranteed	19-20	"No, and..."

When you roll the same number on both dice, then you have just discovered that an assumption inherent in your question is wrong. Decide what this is, and proceed accordingly.

4 Scenes

The basic unit of play is the scene. At this point, I refer you to the Mythic Game Emulator and the Plot Unfolding machine. The next page is my summary of using them together (along with some other tools) for running scenes.

My approach is to have multiple tools available for the same task, and then use whichever one feels right at the time, so my scene outlines consist mostly of options, with just a little bit of it describing a sequential process.

To read the following scene outline pages, a capital letter insisde of square braces ([A], [B], [C]) each represents one option out of the list. In other words, instead of reading such a list as "do A, then do B, then do C", read it as you "do either A, B, or C (or a little bit of each)."

If you want a jump-start for your first scene of the campaign, see the Play Loop chapter.

Resources used in the "scene" outline:

Mythic GM Emulator

Plot Unfolding Machine

The Aladdin Technique

The Solo Adventurer's Toolbox Part Two

Entanglements

SCENE SETUP

[**A**] Planned Scene

    Modifying An expected Scene

        [**A**] Roll on PUM Expectation Checker 1d10 (modified)

            [**10**] Generate an "Interrupt" scene; preempts the expected scene. Jump to the Random Encounter section.

            [**1-6**] The scene begins as expected

            [**7**] The expected scene begins slightly altered from expectations, but even better. Add a favorable element. If unsure, roll on the Discovery table

            [**8**] The expected scene begins slightly altered from expectations. Go with the second-most logical scene setup, a twist on the expected scene

            [**9**] PUM, Unexpected "complication" table, or make up or OEO a plot twist

            Scene refinement

                PUM: Use zero or more of the six scene designer tables, or zero or more of the oracles, or an OEO

        [**B**] The Aladdin Method

            Write a short description of the scene.

            Identify and block off elements you are willing to have altered.

            Randomly alter one or more elements.

[**B**] Random Encounter / An "Interrupt" Scene / Random Challenge

    [**A**] Basic RPG Random Encounter

        Standard RPG random encounter. No story/solo-related mechanics/oracles are inherently necessary.

        Types: Creature, Skill : physical/mental/social, Presage (start tracking)

    [**B**] Mythic Random event generator

        Focus + Action + Subject

    [**C**] Plot Unfolding Machine style

        "Scene Prompt" table

        Incorporate the results of rolling on zero or more Scene Designer tables

    [**D**] Life Event

        Solo Adventurer's Toolbox v2 "Life Event"

ANCHOR TABLE:

Use your anchor table as you see fit (ignore it, roll on it, select from it) to make any adjustments to the new scene.

PLAY THE SCENE

Action

Challenge(s)/Conflict/Point of the scene

Social Conflict

[**A**] Free-form: social skill checks, and possibly oracles

[**B**] Dedicated social conflict system

Physical Challenge

Role-playing NPCs - reference NPC depth, relationships, and traits

Periodically check for revelation of hidden motives or backstory

(TODO: the machanics for this)

END THE SCENE

Update Characters list

Add new characters, remove dead/permanently-incapacitated characters, and update exisitng characters

Update Threads list (PUM-style)

add

assign plot score of 3

update

adjust plot score

if plot score >= 10, wrap it up

if plot score = 0, consider a critical scene

remove

either it's resolved or a hopeless dead end

Update NPC sheets

Update Entanglements

5 NPCs

The next page is my outline for creating and running NPCs. It is structured the same as the scene outline in the previous section.

Some resources mentioned in the NPC outline:

Worlds Without Number

Quest

Character Webs (I can't find an actual place to legitimately get this)

The Dungeon Dozen

Sandbox Companion

Maze Rats

Electric Bastionland

BOLD

Questions Without Answers

Masks

Black Pudding

NPC SOURCE

[**A**] Random Generation

Background & Traits:

Worlds Without Number: Types, Mannerisms, Tragedies

Quest: Enter The Scene, Show Your Style, Call Home

Character Webs: Backgrounds

Pathfinder: Deep Backgrounds

Xanathar's Guide To Everything: Life Events

Elric (Runequest): Background Events

The Dungeon Dozen: Before First Level

Sandbox Companion: NPC Persona & Behavior, Background And Talents

Maze Rats: Characters tables

Gonzo:

Numenera: Injecting The Weird

Electric Bastionland

Depth/Goals:

BOLD: Connections

WWN: Burning Ambitions

NPC Interrogation Questions

Questions Without Answers

Quest: Believe In Something, Be Vulnerable, Dream Big

Special/Specific Purpose:

Solo Adventurer's Toolbox v2: BBEG generator

[**B**] Codex. Copy, or get inspired by, a pre-made NPC

Pathfinder NPC Codex

Pathfinder Villain Codex

Masks

Black Pudding: Meatshields Of The Bleeding Ox

GM's Miscellany: Wilderness Dressing: Travellers

Warriors, Wizards, and Women

DnD Speak: 100 annoying NPCs

The Dungeon Dozen NPCs

ANCHOR TABLE:

Use your anchor table as you see fit (ignore it, roll on it, select from it) to make any adjustments to the new NPC.

6 Class Levels Attributes And Skills

Note: The wording in this chapter assumes that there are multiple classes available. Although the given setting just has the one class, this is worded to be more setting-neutral. The reference to "pursuits" is for something like a skill set outside of what is typical for your chosen class. Pursuits are also not relevant to the provided setting.

Levels: Levels are capped to a max of 12, for anyone ever in history. Even reaching level 10 should be a rare achievemment. There are no experience points awarded, or regular level advancement - level up when you feel it's time. I recommend to start at level two or three, to set the habit of leveling up at a leisurely pace - you shouldn't rush just because you're eager to earn that first feat or whatever. In TNT, most NPC hunter/monster-slayers won't get above level three.

Attributes: TNT does not use named attributes. It is assumed you will be playing a stereotypical member of your chosen class. The class stats include a single attribute bonus, per level, which can be used in certain circumstances in a skill check, but whether or not the attribute bonus can be applied to any particular skill check depends on if the task in question makes use of an attribute you envision members of this class would naturally rank high in. Also, the combat stats have bonuses baked into them based on the exceptional attributes I would expect of a typical member of the class.

Skills Similar to the lack of named attributes, there are no named skills. When a skill check is called for, assign the DC from the table below, and then give your character a bonus equal to his level when the challenge being faced can be overcome with a skill which is relevant to the PC's class or pursuit, or no bonus if neither class nor pursuit is relevant.

Skill checks are made by rolling 3d10 and taking the middle value. Whenever possible, rate the challenge as it would apply to an Average Joe. The following table maps natural-language phrases to a DC for skill checks, and the additional columns are meant as guide-post examples to compare how challenges become easier on an every-three-levels basis.

Skill Test

Roll 3d10, take the middle.

Average Joe = level 0, Apprentice = level 3, Journeyman - level 6, A Top Guy = level 9, Ultimate Master = level 12

DC	Average Joe	Apprentice	Journeyman	A Top Guy	Ult Master	DC
1	*auto success*					1
2	Rarely flub					2
3	Good at this					3
4	Okay at this	*auto success*				4
5	eh... probably?	Rarely flub				5
6	Even odds	Good at this				6
7	eh... maybe not	Okay at this	*auto success*			7
8	Difficult	eh... probably?	Rarely flub			8
9	Formidable	Even odds	Good at this			9
10	Hail Mary	eh... maybe not	Okay at this	*auto success*		10
11	*impossible*	Difficult	eh... probably?	Rarely flub		11
12		Formidable	Even odds	Good at this		12
13		Hail Mary	eh... maybe not	Okay at this	*auto success*	13
14		*impossible*	Difficult	eh... probably?	Rarely flub	14
15			Formidable	Even odds	Good at this	15
16			Hail Mary	eh... maybe not	Okay at this	16
17			*impossible*	Difficult	eh... probably?	17
18				Formidable	Even odds	18
19				Hail Mary	eh... maybe not	19
20				*impossible*	Difficult	20
21					Formidable	21
22					Hail Mary	22
23					*impossible*	23

Pursuits: Pursuits are a secondary skill set for your PC, one pursuit per lifetime. Pursuits provide three benefits:

1. You may receive a pursuit-related feat instead of a class-related feat whenever you gain a feat on level-up.
2. When your class doesn't provide a bonus to a skill check, your pursuit may provide a bonus instead, if the pursuit is relevant to the challenge.
3. When your class is not relevant to an opposed roll, your pursuit may provide a bonus equal to your level.

7 Classes

You get one whole class to play with - the primal hunter. Here's the breakdown of the stats you see on the following page:

HP: Unlike the most other games, hit points only represent the physical damage you can take, and there is no other stat which absorbs the damage you receive before your hit points suffer. Your first point of damage in combat is going to put you about five percent on the path to death. Hit points do increase a little, to represent the fact that tise are primal fighters in a world of magic. They can indeed get physically tougher as they gain experience.

CD: Combat Dice. This is how many dice you get per round, to be used for offense, defense, and a couple other things. See the combat chapter for more.

Attk: Your bonus to your attack roll. The reason for skipping a couple numbers iin this ascending sequence is to make up for the fact that you don't get a separate strength bonus (since TNT doesn't use attributes). The would-be strength bonus is baked into the attack bonus. As a typical mighty warrior, it is assumed your strength will increase as you gain experience.

Damage: The extra amount of damage you do per attack, due to your increasing strength over your career.

Defense You defense skill bonus. Armor in TNT does not make you harder to hit, it absorbs damage. There isn't an armor class per se, but this defense skill acts like an AC does in most other games. See the combat section for more on this.

Skill: When your hunter is faced with a skill challenge, and the skill in question is something that you would expect a primal hunter to be especially good at, then apply the bonus in this column to the skill roll.

Attr: When your hunter is faced with a challenge that isn't skill based, but rather it is inherent-attribute based, and the attribute in question is one you envision your character is gifted in, then apply the bonus in this column to the die roll.

Vet: This is the "veteran" bonus. When your hunter is faced with a challenge not covered by the previous two scenarios, he gets this bonus anyway, just by virtue of being a bad-ass in a world of magic.

A note on the attack and damage bonuses: Before I settled on such a primitve setting, I included a martial artist class. It had the exact same stats as this primal hunter class, but the justification for the bonuses was different - they were due to exceptional skill instead of strength. What was going to set the classes apart was their feat sets.

Primal Hunter

All together, you'll never be stronger than me.

Combat Stats

Level	HP	CD	Attk	Damge	Defense	Skill	Attr	Vet
1	17	1	+ 2	+ 1	+ 2	+ 1	+ 2	+ 0
2	18	2	+ 3	+ 1	+ 3	+ 2	+ 2	+ 0
3	18	3	+ 4	+ 2	+ 4	+ 3	+ 2	+ 1
4	18	4	+ 6	+ 2	+ 5	+ 4	+ 2	+ 1
5	20	4	+ 7	+ 2	+ 6	+ 5	+ 3	+ 1
6	20	4	+ 8	+ 2	+ 7	+ 6	+ 3	+ 2
7	20	4	+ 9	+ 2	+ 8	+ 7	+ 3	+ 2
8	22	4	+ 10	+ 3	+ 9	+ 8	+ 3	+ 2
9	22	4	+ 12	+ 3	+ 10	+ 9	+ 3	+ 3
10	22	4	+ 13	+ 3	+ 11	+ 10	+ 4	+ 3
11	25	4	+ 14	+ 3	+ 12	+ 11	+ 4	+ 3
12	25	4	+ 15	+ 3	+ 13	+ 12	+ 5	+ 4

Feats: Gain a new class-related or pursuit-related feat on every even-numbered level, starting at level four. Invent one, or pick one from one of your favorite RPG rulesets.

1

8 History

In front the future, behind you history

The world of Tirron was birthed from the Tehom, which was itself was fully inhospitable to life. The Tehom was the eons-long war which raged among the elemental lords. Vira dispatched 100 of her Admoi to extinguish the conflict.

The Adomi triumphed over the Tehom using both guile and might. I present to you their greatest victories:

• Ahim wagered with Lord Fire, that Ahim could endure a full day of constraining the Lord in an embrace. The prideful Lord eagerly accepted, but Ahim's courage won the day. The Lord's losing price is to accept a new station in the heavens, from where his heat is felt, but direct conflict with the other Lords is not possible.

• Enon awakened Lord Earth's vast yet neglected intellect, overwhelming his mind with thoughts other than battle and vengeance. As the Adomi continued to resolve the Tehom, so too did Lord Earth continue to pacify, ultimately to a deep stillness.

• Toci battled with Lord Water, scattering and diluting his essence across the ever-stilling Earth.

• Neena, presenting as a kindred to Lord Air, tricked him into dividing into fourths, and into stationing each quarter at the cardinal points.

• Rashi, commanding malaethium magics, banished the supremely destructive Lord Lightning to the occult womb of the Tehom.

• Saidi seduced Lord Time, moving his heart to cherish rhythm and constancy.

• Qim taught the peaceful and defenseless Lord Si mastery of stealth.

• Yelal manifested a terrible mien, and frightened Lord Void to beyond the Tehom.

With the Lords justly ordered, Vira spoke the Word Of Binding, rooting the Lords in their new arrangement.

Vira spoke the Word Of Harmony, allowing shares of the separated elements to peacefully mix in the newly-formed world. Thus was the Tehom reshaped to become Tirron, and thus was Vira's will manifested:

Vira spoke the Green Word, calling forth plant life in Water and on Earth.

Vira spoke the Red Word, calling forth animal life in Water and on Earth.

Vira spoke the Silent Word, calling forth the Totem and Jak into the Si.

Their mission complete, Vira recalled the Adomi, but the Adomi tarried, finding the allure of Tirron's beauty more powerful than the fear of Vira's wrath.

The Adomi soon sired the Kin, and taught us the ways of survival in Tirron.

At length, it became too foolish to defy Vira's commands, and the Adomi departed for the heavens.

Tabi, a kin of Vira, forever meddles in her works. Tabi was delighted to find a new theatre of mischief in Tirron, and unleashed the Dragon Force once the Adomi were absent from Tirron.

9 Culture

Well I'm upper upper-class high society, God's gift to ballroom noteriety.

COMMON KNOWLEDGE

Virans: All life called forth by the Words of Green, Red, and Silence. Also includes the kin, since we are the children of the children of Vira.

The denizens of Si: Totem spirits and the Jak. Totem spirits have a one-to-one corepsondence to material beasts. The Adomi taught the kin to commune with the Totem. This communion induces a sense of completeness for both the kin and the Totem. Hunters may develop a physical prowess characteristic of a Totem oft-communed with. The Jak are spirits not tied to any material entities. The may manifest in physical form, and are often tricksters.

The Dragon Force: Swirls and eddies of unpredictable magical effects, both wonderous and terrible.

The Dragon-kissed: A Viran reshaped by the Dragon Force. Some Dragon-kissed are capable of mating with their original Viran kind, resulting in a new line of beast. This line is cut off from the Totem of the original beast. A dragon-kissed creature may be malevolent, helpful, or of the same general temperament of the original kind. Thankfully, none of the kin have yet felt the Dragon Kiss.

The Dragon-cast: The Dragon Force can, at times, find voice to speak the Green Word or the Red Word, but is only capable of speaking a corruption of these words. Each time the Dragon Force speaks a corrupted Word, the result has been a different monstrosity. The dragon-cast are often intelligent, but they reason with a dream-like logic, and possess incomprehensible motivations. Still, they often keep their word, and a satisfactory bargain can sometimes be struck with them, if you if you enter the bargain with your eyes wide open.

Constellations: The Admomi can still be observed in the heavens. We see them as constellations.

The Entropic Colossus: In the battle of the Tehom, the Elemental Lords united against the Adomi for a brief time, and raised a titanic eldritch warrior against them. Although defeated, the remains of this warrior have survived the transformation of the Tehom to Tirron, and can be found in the eastern desert. Occult forces emanate from her pristine corpse, and the effects upon the kin are disastrous. The kin to have discovered her have seen visions of other lands, visions of the past, and visions of the future. They have also gone mad, frozen solid, burnt to ashes, and have been abducted by monstrous entities. For the love of your progeny, heed the warnings of the survivors and stay clear of her.

Totem bedevilment: An aspect of a totem spirit may become diseased and break free from the totem. Because these diseased spirits yearn for communion with the kin, they attatch themselves to a tribe, searching for favorable candidates for communion. Their communion, though, goes too far, and they may possess their selected tribe member, to the point of the possessed kin taking the physical form or partial form of the parent totem. There are ways to drive out the possessing spirit, but destroying it so that it cannot possess again is a difficult matter.

The Green River: This is a river which runs through the sky. None of the kin have yet found its source or destination. It's actually mostly regular river color, but when the light hits it just right, it has a green tinge.

The mi-mi: These (probable) Si are tiny, and no two are alike. They can only be sensed by children, with whom they are happy to play games, and cause mischief for adults.

The True Accounting: When a hunting party returns, the most successful hunter is singled out for mockery by the children of the group. While the group feasts, the children act out the tale of the hunt, of how Mister hot-shot bumbled and fumbled his way into accidentally bringing down the beast. More often than not, the mocked hunter ends up with several arrows stuck in his butt in this telling of the tale.

DAILY LIFE

The kin make their way in Tirron as nomadic hunter-gatherers. The majority of the time they are organzied in bands of 15-40 individuals. Once or twice a year a whole tribe will congregate in regular meeting places, for three to four weeks at a time. During these tribal gatherings, relationships are renewed, there are sporting competitions, and courtships initiate, continue, or become a union (don't find a mate from within your own band - that's just gross.)

While nomading about, bands of kin settle in an area until resources become scarce either through game migration, natural depletion, or hostile environmental conditions. This averages a week or two, and then they move on. Also factoring into their movements is the need to be at the semi-annual meeting places on time.

The Dragon Force makes Tirron more hostile and unpredicatble than a world of only natural threats. One consequence of this is that, despite the near total lack of violence between kin, watches are always kept at night, and scouts are always employed while they are on the move. Your PC is meant to be an exceptional hunter/monster-slayer, and as a stand-out in this regard, it is assumed he will be doing more than his fair share of scouting. Scouts are always paired with a runner, who is a young hunter learning the ways of scouting. The runner is the scout's responsibility. Usually the plan is that the scout discovers threats before the threats see him, assesses the threat as much as possible without jeopardizing himself or his runner, forms a plan, and sends the runner back to the band with his assessment and decision. The plan could be as simple as "let's reroute to the north a couple miles to avoid this thing" - it doesn't always have to be a battle plan.

Technology is roughly neolithic - the kin have bows, arrows, spears, stone axes, ropes, and baskets. This technology was taught by the Adomi. Any additional technology you want to include, just add it to the list of what the Adomi taught.

MOSTLY BULLSHIT ANSWERS TO GOOD QUESTIONS

Don't ask me, I don't know

Just like the real world, the kin of Tirron strive to understand their world. And just like the real world, many among the kin of Tirron shoot off their mouths with an air of authority when they don't have a clue. Some of the following answers are "correct", in that they describe how I envision the reality of this world, and

some of these answers came straight from some moron's nether regions, yet somehow managed to take hold among the kin.

Q: Why does Tabi cause mischief for Vira?

A: Tabi is jealous of a lover Vira took.

Q: Why are there so many more stars than just the Adomi constellations?

A: There is a constant cycle of Tehom to Tirron to Tehom and back again. The multitide of stars are the Adomi of previous cycles.

Q: Why can adults not see the mi-mi?

A: Their imagination is not what it used to be. Strong imagination is necessary to sense them. Most adults think Mi-Mi, even the ones they remember from their own childhood, are *nothing but* imagination. A few adults say that Mi-Mis are spawns of the Dragon Force, preying on defenseless children, and forbid their children to associate with them.

Q: Should we be concerned that Lord Lightning can momentarily escape the Tehomic womb?

A: You darn well better be scared. Have you seen what just a sliver of his unleashed power does?

Q: Did the Adomi have a purpose in begetting the kin?

A: Yes, but it is not for you to know.

Q: Will the Word Of Binding hold forever?

A: Trust in Vira.

Q: Is Vira mad at us, for being the product of the Adomi's disobedience? Will she return?

A: She hates us all. You better hope she doesn't return.

Q: Do the Adomi have any influence on the kin from their celestial perch?

A: Wise kin have noticed their minute movements, so at the least, they aren't just standing still. Some claim these movements indicate the Adomi taking action in our every-day lives.

Q: Is it possible for the kin to harness the Dragon Force?

A: Almost everybody knows somebody who knows somebody two tribes over who has made some progress in taming the Dragon Force.

Q: We are taught that Vira is greater than Tabi. Why does Vira allow Tabi's mischief?

A: I think it's something to do with free will.

Q: What is best in life?

A: To turn your enemies into allies, for the kin to prosper together, and to console those who have cause for lamentations.

10 Play Loop

If you're stuck wondering where to start or what to do next, use this procedure to generate random events.

Before rolling for a random event here, ask yourself if there's anything specific (or even a little vague) you want your character to work towards. Create that goal in the world and go after it. Feel free to tweak the setting as needed to accomodate the existence of this goal and any obstacles in the way of achieving it. If you come up with a goal just now, decide on what your first step is in achieving it, and then you can either go straight to the Scenes chapter, or continue here to see if you get a random event before your can reach the first goal-oriented scene.

If you are in pursuit of a goal, you should use the proactive scene generator in the Scenes chapter. You can still use this procedure to generate events which happen that are unrelated to your goal(s). It depends on your preference for the frequency of random events. But keep in mind that the scene creation procedure also has a mechanism to throw unexpected scenes in front of you.

A few pages down is a calendar for printing. A year in Tirron consists of 52 7-day weeks. The calander is color-coded to the seasons (from green = spring to white = winter). The two sets of four cells with the tent icon represent the the semi-annual tribal gatherings. Use a small object to represent your progress across the calendar. Start anywhere on the calendar and roll 2d12. The sum of the dice rolled is how many weeks pass until the next random event. Advance your marker on the calendar the appropriate amount. Roll on one of the two situation tables, based on whether you are in a tribal gathering or not.

Your band is out on its own:

Roll	Your PC's Situation
1-4	Scouting
5-7	Hunting party, in the hunt.
8-9	Hunting party, returning.
10-11	Hunting party, overnight camp, firewatch.
12-13	Hunting party, overnight camp, sleeping
14-15	With band, on the move, daytime.
16-17	Base camp, daytime.
18-19	Base camp or overnight camp, firewatch
20	Base camp or overnight camp, sleeping

Your band has joined the tribal gathering:

Roll	Your PC's Situation
1-10	Patrol
11-15	central tribal area, daytime
16-20	central tribal area, nighttime

Big, big To-Do: subtables for the random event based on situation will go here.

Some items for the missing tables:

Tribe/band member(s) gone missing

Equipment/food gone missing

Strife in the tribe reaches boiling point

Hazardous/hostile terrain
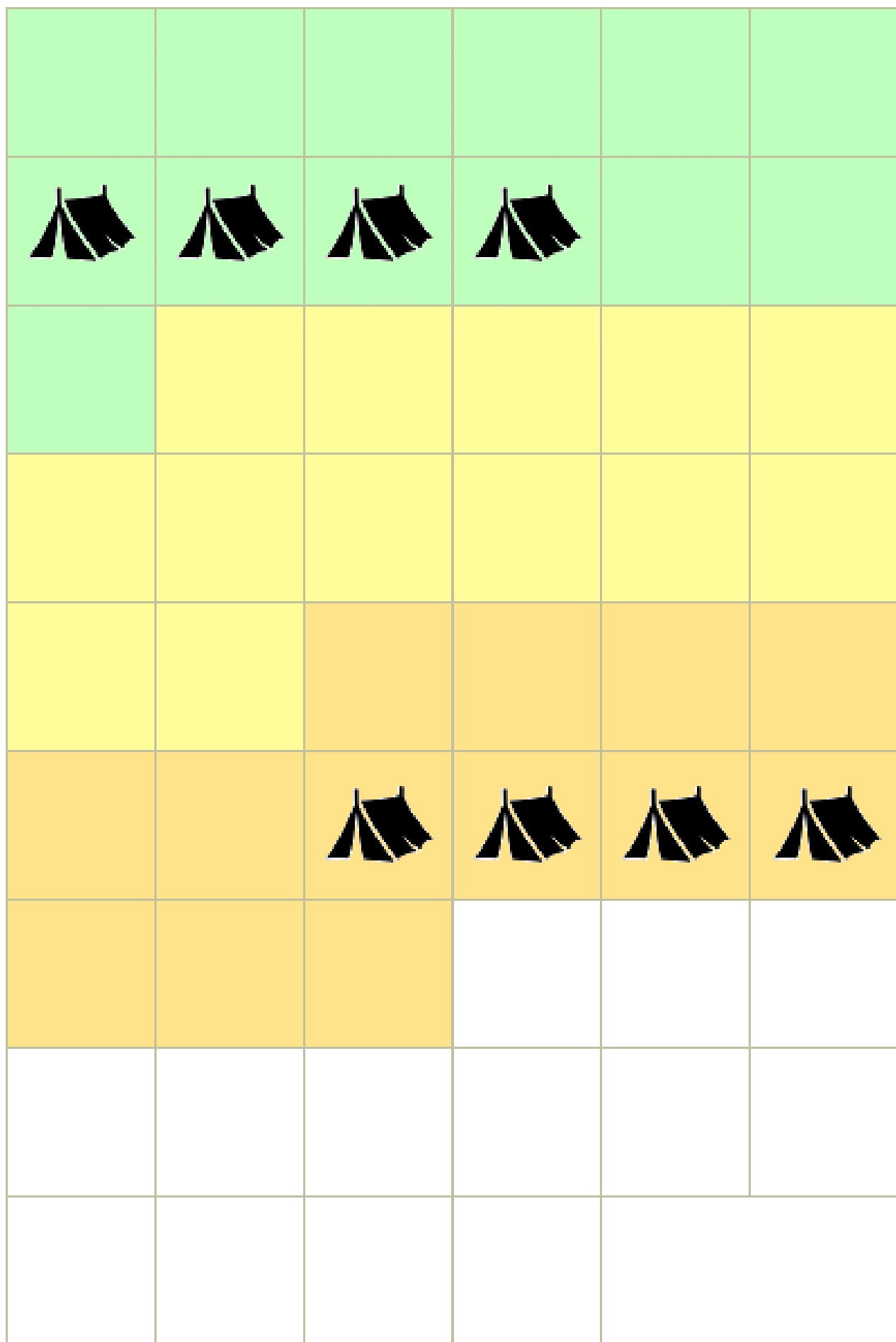
Encounter

Dwindling resources

Totem bedevilment

Extreme weather

Somebody returns from hunt/scout/forage with bad news

Help requested from neighboring tribe/band

Birth

11 Combat

That's right, here's where the talkin' ends

The TNT combat rules are based on the excellent Codex Martialis. Check it out. I've bastardized and simplified it. The original has a lot more to offer.

Onset range: Codex Martialis introduces a new combat range, named "onset", which is one range further out than melee. All weapons have both a "reach" to-hit bonus, and a "speed" to-hit bonus. At onset range, the reach bonus is applied to the attack roll. At melee range, the speed bonus is applied to the attack roll. Otherwise, the attack roll is calculated identically for onset and melee range. Combat normally begins at the onset range.

Combat Dice: Each combatant has a pool of 1-4 d20 combat dice, which can be used towards offense, defense, movement, or range changing, in any combination. You might rule that other types of effort during combat will require the expenditure of combat dice. Combat dice replenish each round.

Changing the Range: You can move one range step further or closer by spending a combat die. Most of the the time, this will allow your opponent an attack of opportunity. An attack of opportunity always requires at least one combat die to be used for the attack, so if the opportunistic attacker is out of dice for this round, no attack of opportunity is allowed. There are a few special circumstances which allow you to change the range without burning a combat die.

Ranged Combat And Grappling: I don't have either ranged combat or grappling rules documented yet.

Damage: Weapons have two types of damage dice: 1) The weapon's specific damage die. 2) The weapon's damage-type damage die (where damage type is one of: blunt, pierce, slash, chop). You always roll the weapon's specific damage die on a successful hit, and then any time you get to apply additional damage, that is rolled with the weapon's damage-type damage die. I will refer to the specific, ordinary damage die as just the damage die, and the damage-type die as the critical damage die, although it is used in more situations than just critical hits.

Critical Damage: You score a critical hit when you roll a natural 20, and your net attack score is greater than the defender's defense score. On a critical hit, you cause additional damage by rolling as many critical damage dice as you rolled d20 combat dice in your attack roll.

Attack in Anger: before making your attack roll, set aside one d20 combat die, which does not get rolled. If the attack is successful, then you roll a critical damage die for additional damage. Whether the attack fails or succeeds, you are still forfeit the combat die you set aside, until the normal replenishing of combat dice when the next round starts. This stacks with a critical hit.

The Master Stroke: If you did not score a critical hit, but you rolled more than one die for the attack, and if your net attack score is greater than 20, then roll one critical damage die for extra damage. This does not stack with a critical hit.

Armor and Damage Reduction: Armor reduces the damage inflicted by an attack. The total damage score gets reduced by the armor's DR score. However, some weapons have an armor piercing score, which cancels out damage reduction

equal to the AP score. The attacker may also choose an armor-bypass attack, which applies a penalty to his attack roll, but if successful, he gets to ignore the armor's DR when calculating damage.

Offense: For offense, you roll one or more combat dice to attack, and take the best result of all dice rolled. You can make as many attacks as you have the dice for. For example, if your character has four combat dice, you can roll two of them for one attack, taking the highest roll as your attack roll. You can then use the third die for a second, single-die roll attack against another opponent, and leave the fourth in reserve for active defense. A natural 20 is an automatic hit, but is only a critical hit if your net attack score is greater then the defender's net defense score.

Passive Defense: There are two options for defense: passive or active. Passive defense requires no die roll, and so does not require that you have any dice left in your pool. The base defense score for all characters is 8, plus a bonus based on class and level. Although all weapons have a defense score, you may only apply a shield's defense score when using passive defense.

Active Defense: Active defense substitutes the static base score of 8 with a roll of one or more dice from your combat pool. If you are using a shield, then you may roll an extra d20 (that is, not from your combat pool) in your active defense roll. With active defense, you may apply the highest value of out of the defense values of any weapon or shield you are weilding.

COMBAT DETAILS

The next page is a list of the meaning of the icons used in the graphical combat rules pages. The eight pages after the next page are organized in pairs. The first page of the pair is a text line-by-line walkthrough of the page following it. The second page of each pair is the same information as contained in the first page, but represnted with icons. Use the first page of the pair to learn the rules, and the second page as a printable quick reference.

If you will be using this combat system, print out the next page for a quick reference of what the icons mean, and then print every alternate page (which are the pages crammed with icons).

Combat Outline Keys

Combat die, attack roll

Combat die, defense roll

Combat die, as a resource

"Other" d20, non-pool

Disengaged

Onset Range

Melee Range

Grapple Range

Counter-attack

Two 2-dice attacks by the same combatant in one round

Attack with a small weapon

Attack of opportunity

Attack in anger

Attack skill

Weapon Reach bonus

Weapon Speed bonus

Armor bypass

Passive defense

Active defense

Shield def bonus

Weapon def bonus

Defense skill

Attacker's total score

Defender's total score

Attack misses

Hit for normal damage

Damage die

Hit for crit damage

Critical damage die

Character damage bonus

Damage reduction

Armor piercing

Bludgeon damage

Pierce damage

Chop damage

Slash damage

! (...) Take the most favorable value out of the options inside the parans

| Separates options inside of parans

The highest value out of all dice rolled for attack

The highest value out of all dice rolled for active defense

The number of combat dice rolled for the attack

COMBAT RANGES AND HOW TO CHANGE THEM

This page is a text explanation of what the symbols on the next page are telling you.

Keep in mind that an attack of opportunity always requires at least one combat die to roll with to make the attack.

The next page illustrates the different ways you can change which combat range you are in. The first icon on each line represents your current combat range, and the last icon represents the range you end up at, and the in-between icons explain one specific way of making that change. Each of the following lines describes one line on the next page .Starting from the top:

You start disengaged (combat has not started yet). Roll initiative , and you end up in onset range.

From onset range, you may spend one combat die to disengage.

From onset range, you may spend one combat die to enter melee range.

From onset range, if you make a counter-attack (rules for counter-attack not documented yet), you may enter melee range.

From onset range, if you make two two-dice attacks (meaning that for each attack, you rolled two d20 from your combat dice pool) in one round, you may enter melee range.

From melee range, you may spend one combat die to disengage. Your opponent is allowed an attack of opportunity.

From melee range, you may spend one combat die to enter onset range.

From melee range, you may spend one combat die to enter grapple range. Your opponent is allowed an attack of opportunity.

From melee range, when you make an attack with a small weapon, you may enter grapple range. Your opponent is allowed an attack of opportunity.

From grapple range, you may spend one combat die to enter melee range. Your opponent is allowed an attack of opportunity.
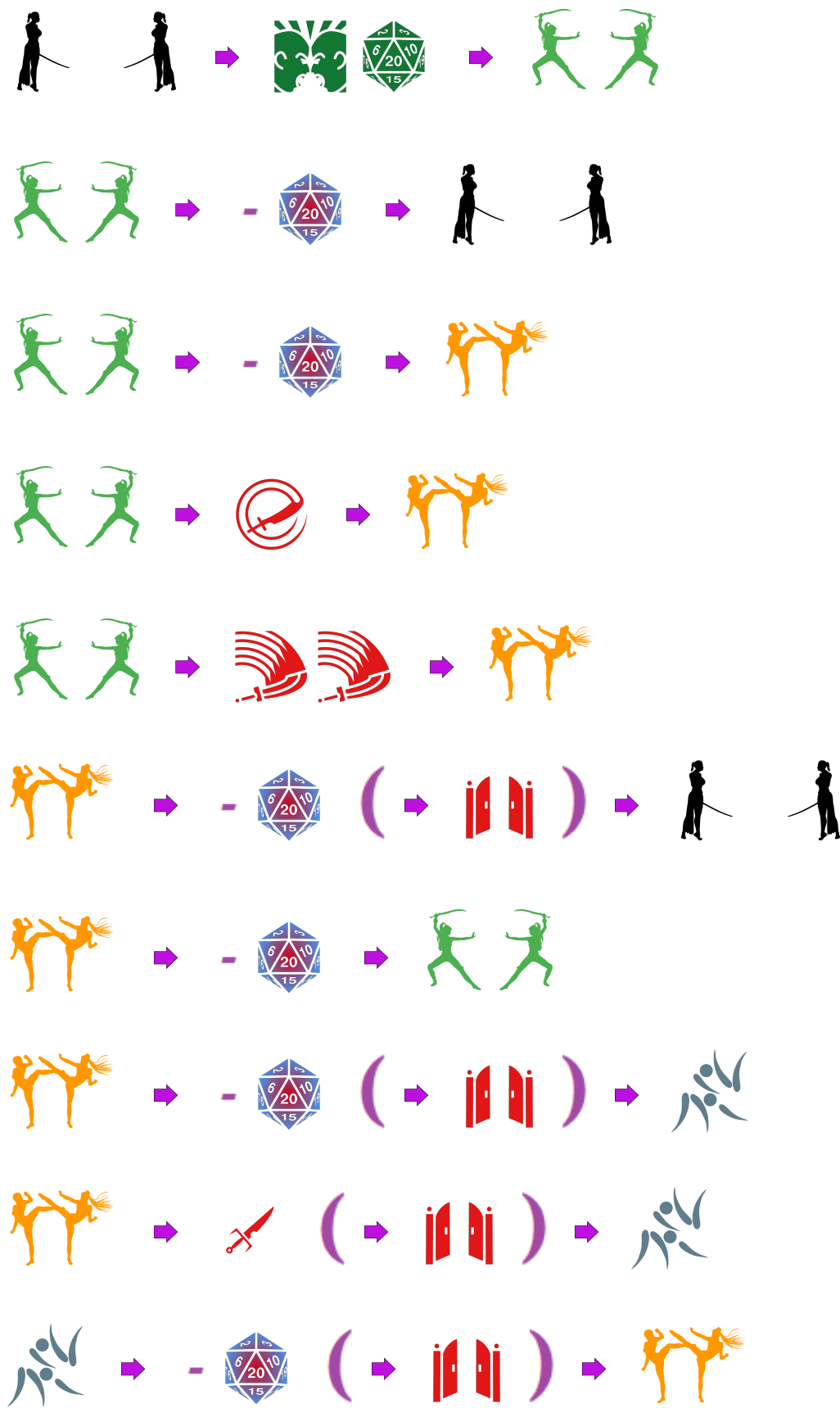
CALCULATE ATTACK AND DEFENSE SCORES

The area between the red bars describes how to calculate the attacker's roll.

The area between the blue bars describes how to calculate the defense score/roll.

The two green warriors facing off in onset range indicate that the formula underneath them is for calculating the attack roll at onset range.

Onset range attack formula: Before rolling, decide if you are going to Attack In Anger. If so, take one combat die out of your pool and set it aside (this decision is represented by the angry dude next to the question mark). Roll however many remaining combat dice you choose out of however many are still in your pool for this round. Take the highest value rolled as your roll. Add the character's combat skill bonus and the weapon's reach bonus. Decide if this attack is an attempt to bypass armor. If so, then subtract the armor bypass penalty.

The orange warriors at melee range are telling you that the formula underneath them is for calculating the attack roll at melee range.

Melee attack formula: identical to the onset formula, except swap out the wepaon's reach bonus with the weapon's speed bonus.

Passive defense calculation: The golden guy sitting criss-cross applesauce tells you that the formula underneath him is for calculating passive defense score. The defender chooses whether or not he uses passive defense or active defense (but active defense is only possible if you have at least one combat die available). The onset and melee icons next to the passive defense guy are saying that this passive defense formula is for both onset and melee range.

Passive defense is calculated by starting with a base score of eight, then add the character's defense skill plus the defense score of any shield the character is weilding.

Active defense calculation: The golden guy rushing forward with his shield out in front is telling you that the formula underneath him is how to calculate active defense. The onset and melee icons next to the active defense guy are saying that this active defense formula is for both onset and melee range.

The first bit inside paranthesis is saying that you can roll as many combat dice as are still left in your pool for this round, plus a bonus die if you are using a shield, and then out of all those dice, take the highest value rolled as your defense roll. Add the character's defense skill to the roll. Add the highest value of the defense bonus of either the weapon or shield the defender is holding, whichever is greater.

Onset Range and Melee Range, Calculate Attack and Defense Scores:

$$\frac{🤺🤺}{(?\,😈)\;!\,(\#\,🎲)\,+\,🎖\,+\,⬆\,-\,(\,⛓\,)}$$

$$\frac{🥋}{(?\,😈)\;!\,(\#\,🎲)\,+\,🎖\,+\,⬇\,-\,(\,⛓\,)}$$

$$\frac{🧘\;🤺🤺\;\&\;🥋}{8\,+\,🎖\,+\,🛡}$$

$$\frac{🏃🛡\;🤺🤺\;\&\;🥋}{!\,(\#\,🎲\,|\,🛡\,🎲)\,+\,🎖\,+\,!\,(\,🛡\,|\,💥\,)}$$

CALCULATING HIT OR MISS, AND DAMAGE

The next page is divided into two parts. The first part is the process for determining if the attack missed, hit for basic damage, or hit for critical damage. The second part explains how to calculate basic damage and how to calculate critical damage.

There are going to be some references to the defender rolling a natural 1 or a natural 20. This is only relevant when the attacker is using active defense. For passive defense, there is no dice rolling involved, so ignore the "natural" references in this case. Also keep in mind that when multiple dice are rolled for attack or defense, only the highest rolled value counts. So if one die turns up with a 1, if you rolled any more dice than that which rolled higher than 1, then there is no fumble.

To follow the logic of on the next page, evaluate the true/false conditions, and if the condition is true, then go to the next line directly under the condition (which will be indented.) If the condition is not true, then go to the next line on the page which is at the same indentation level as the untrue condition.

A true/false condition is represented by an expression inside square braces. When there are two conditions to be considered at the same time, they are separated by a dot between them. A green dot is an "OR" - if either condition on the line is true, then teeat the entire line as true. A black dot is an "AND" - both conditions need to be true for the entire line to be considered true. A line which consists of a minus sign inside square braces serves as an "ELSE" relative to the condition aligned above it. This means that when the condition aligned above it (at the same indentation level) is false, then go the next line under this "else" line (which will be indented).

Ties always go to the defender, and the outline on the next page is laid out to reflect this. For example, if the attacker rolls a natural 20 and the defender rolls a natural 20, these are automatic successes for both the attacker and the defender, which is a form of a tie, so the attack is counted as a miss. If you follow the logic laid out in the next page, you see that a natural 20 for the defender resolves to a failed attack, before we ask the question of whether or not the attacker rolled a 20.

CALCULATING HIT OR MISS

Did the attacker roll a natural 1 or did the defender roll a natural 20?

The attack misses.

Did the attacker roll a natural 20? (if yes, this is an automatic hit)

Is the attacker's net attack score greater than the defender's net score?

This is a hit for critical damage. Go to the critical damage calculation section.

Else (the attacker's net attack score is less than 20)

This is a hit for basic damage. Go to the basic damage calculation section.

Is the attacker's net score greater than the defender's net score?

This is a hit for basic damage. Go to the basic damage calculation section.

Else (the defender has a net score greater than or equal to the attacker's net score)

The attack misses.

CALCULATING DAMAGE

Basic damage calculation = Roll the weapon's damage die and add the character's damage bonus. If a combat die was set aside for an Attack In Anger, then roll a crit damage die to add to the damage. Subtract the armor's damage reduction: DR = the armor's DR value minus the weapon's armor-piercing value, or, if this is an armor bypass attack, then subtract nothing for DR.

Did the attacker roll multiple attack dice, and is the attacker's net attack score greater than 20?

Add a roll of the weapon's crit damage die to the damage inflicted.

Critical damage calculation = Roll the weapon's damage die and add the character's damage bonus. If a combat die was set aside for an Attack In Anger, then roll a crit damage die to add to the damage. Roll a number of crit damage dice equal to the number of combat dice rolled for the attack, and add these rolls to the damage. Subtract the armor's damage reduction: DR = the armor's DR value minus the weapon's armor-piercing value, or, if this is an armor bypass attack, then subtract nothing for DR.

Was the attack made with a piercing-type weapon?

You may convert any combat dice remaining in your pool into an equal number of crit damage dice to roll for more damage (you are twisting the blade).

Was the attack with a bludgeoning-type weapon, and does the defender fail a constitution-based saving throw whose target number is the damage inflicted?

The defender loses one combat die for the remainder of combat.

Determine if Miss, Hit For Basic Damage, or Hit For Critical Damage:

[🎲 **1**] • [🎲 **20**]
   🏆

[🎲 **20**]
  [🧮 **>** 🧮]
    〰️
  [**-**]
    〰️

[🧮 **>** 🧮] • [🎲 **1**]
  〰️
[**-**]
  🏆

〰️ **=** 🎲 **+** 💪 **+** (👹 🎲) **-** **!** (♦ **-** ♠ **|** **0** ⛓️)
  [**# > 1**] • [🧮 **> 20**]
    + 🎲

〰️ **=** 🎲 **+** 💪 **+** (👹 🎲) **+** **#** 🎲 **-** **!** (♦ **-** ♠ **|** **0** ⛓️)
  [🗡️]
    + (**-** 🎲 **=** 🎲)
  [🔨] • [🙌 🎲 **+** 🔱 **<** 〰️]
    🧍 **-** 🎲

1

WEAPON DAMAGE-TYPE DAMAGE DICE

The next page is very bare-bones. Next to the icon for each weapon damage type is the die which you roll for critical damage.

I don't have any stats for armor or weapons documented yet. The info on the next page will probably be added to the weapon stat page(s), when I make one.

12 Credits

https://game-icons.net/faq.html

Dice-twenty-faces: delapouite

Confrontation: delapouite

Open Gate: delapouite

Enrage: delapouite

Shield Bash: delapouite

Trophy Cup: delapouite

Abacus: delapouite

Dice 6 faces 6: delapouite

Person: delapouite

Dice fire: delapouite

Flanged Mace: delapouite

Two-handeed Sword: delapouite

Tomahawk: delapouite

Mighty Force: delapouite

Blade Drag: Lorc

Sword Spin: Lorc

Sacrificial Dagger: Lorc

Thrown Spear: Lorc

Bouncing Sword: Lorc

Sword Clash: Lorc

Muscle Up: Lorc

Large Wound: Lorc

Meditation: Lorc

Spotted Arrowhead: Lorc

Sinking Trap: Lorc

Rank-3: Skoll

Breaking Chain: Skoll

Diamonds: Skoll

Spades: Skoll

Shield: sbed

https://pixabay.com/

Warrior images

The barbarian artwork for the primal hunter class used by permission from **Franco-Schwetzke**