

Player Rules 1.0.0

Design Goals

- Equipment based (no classes or skills)
- Light (few rules, easy to learn)
- Tight (mechanics are tightly coupled)
- Minimal DM overhead
- Interesting player choice at all stages

Characters

There are three Attributes:

- Strength - measures raw physical power and endurance
 - 4 Strength gives +1 Pack slot, 5 gives +2 and 6 gives +4
- Dexterity - measures speed and deftness of action
 - 5 Dexterity gives +1 Quick slot, 6 gives +2
- Willpower - measures mental stability and resolve
 - Willpower determines the number of uses a character can get from a slot of consumables

They are generated by rolling 1d6 for each and swapping two if desired.

Characters begin play with:

- d6 HP. This is the damage a character can shrug off before taking more lasting wounds
- Starting gear as per the section below
- Knowing 1d6/2 languages
 - A language can be 'half-known' - enough to conduct trade
 - All characters should share at least one 'half-known' language - the speech of their ex-captors
 - Language slots can be 'held' for later use, but a character must declare they know a language the first time they hear it
 - If a language is known 'twice', the character is able to read and write in it
- Sharing a small raiding vessel (*Karvi*) with their fellow characters and twelve rowers - fellow ex-thralls who look to you for leadership. There is enough food and water for all hands to survive for four days. You have travelled two days from the home of your ex-captors.

Equipment

Characters start with two quick slots and six pack slots, modified by attribute benefits. Quick slots are easily accesible whereas backpack slots require some degree of rummaging. Most items take up one slot. **Bulky** items take up two slots. Items small enough to fit in a closed hand don't take any slots.

Consumables can be bundled into a single slot, with Willpower determining the maximum number of uses that the slot can provide. For example, a character with 3 Willpower can fill a slot with torches, getting 3 uses out of them.

Starting Gear

Each player gets a set of dice to roll on the starting gear tables: 1d16, 1d14, 1d12, 1d10, 1d8, 1d6 and 1d4. Go around the table, each player choosing a die from their set and a table to roll it on. Each player may roll once on each table and each die can only be used once. If you get a result already rolled by another player, that player takes your item's description and adds '...except...' to the end of it Madlibs style!

Your starting gear will give you some idea of who your character is, discuss with the table.

Weapons

1	Small pouch containing a child's prized stone collection
2	Rusty bronze sickle, blood caked on
3	Half a quarterstaff, the broken end shod in gold
4	A "knife belt", adapted to hold three hand-axes. Two have names carved into their haft: 'Aldwyn' and 'Elwyd'
5	Axe too large to be wielded normally by a man, haft as thick as a ship's mast
6	Curved javelin. Turns sharply to the left when thrown
7	Shortsword fashioned in the shape of a religious symbol
8	Oppressive black mace. Grisly in its ornamentation
9	A wooden mallet taller than a man, seemingly hewn from a single log. Charms hang from its head on ropes of varying length
10	Poleaxe with a square shaft. The head resembles a grotesque humanoid face: pointed chin, dented skull and snarling maw
11	Two thick daggers, connected by chain and perfectly balanced
12	Half a spear. Ball of lumpy wrought iron attached to the blunt end as a flail
13	Masterwork Longsword embossed with the crest of a noble house
14	Shortbow with quiver made of the horn of a great beast. Within, the tip of the horn secretes a sweet-smelling fluid
15	Serrated greatsword, unknown hairs cling to the teeth
16	Longbow forged of malleable metal. Devastating draw weight, sharpened limbs

Armour

1	Ill-fitting Pot-helm
2	Trusty pan, covered in furs and repurposes as a buckler
3	Tattered hide tunic with a fur hat made from the same animal's head
4	Mail Coif with ragged holes at the temples
5	Multiple layers of rags tied lovingly into a padded gambeson. A handwritten tag says 'be safe'

Armour

6	Round shield carved amateurishly with symbols representing an autobiography. One symbol is half-finished
7	Splattered brigandine and red-stained vambraces. A veteran's garb
8	Loose mail shirt belted tightly over a white gambeson. Looks ridiculous
9	A Brigandine, Kettle Helmet and Kite Shield. All culturally distinct
10	Full mail over Emblazoned Tunic. The heraldry is recognisable as a local person of import
11	Gambeson, Plate Pauldrons, Vambraces and Bascinet, all heavily scorched
12	Scale Mail over Brigandine. Each scale is engraved with a name
13	Tower shield taller than a man and bristling with the teeth of strange beasts. A visored sallet, resembling a dragon's maw. A sturdy leather tunic, not made of cow
14	Partial plate over mail and brigandine. The plate and mail are designed for quick removal. The entire suit can be left standing on its own with a quick dash. Back is exposed to allow exit.
15	Full plate over mail and padded undergarment. The plate is decorated with the crest of a noble house. The mail is decorated in the fashion of a faraway place
16	Adorned Full Plate, Gold Trimmed Mail, Ornate Brigandine, Mastercraft Full Helm, Shield of the House

Heirlooms

1	Fetal alcohol syndrome
2	Blood of the Defiler
3	The tale of your people, in every language known to man
4	Locket containing a secret. Promised never to open
5	Old brass key for an unknown lock
6	Baby sibling with a destiny greater than your own
7	Pet (Roll for it)
8	Pendulum. It always points slightly towards kin, no matter the distance
9	Griffon Egg
10	Ancient family name that is known as one to trust
11	Map to a buried treasure, ease of access not guaranteed
12	Scrap of vellum, incompletely detailing a spell's ritual
13	Small-holding
14	Everything needed for the working of a spell

Heirlooms

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| 15 | Throne |
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| 16 | Otherworldly blood. You will never wish for the attention of those who sense it, good or bad |
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Gear

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|---|----------------------------------|
| 1 | Bottle of urine, it is not human |
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| 2 | Small bone flute, suspiciously resembling a finger |
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| 3 | Smelly shovel and a bar of soap |
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| 4 | Identical sets of loaded and unloaded dice |
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| 5 | Satchel of small, sharp objects |
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| 6 | Butcher's cleaver and a laying hen |
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| 7 | Manacles and a padlock, no keys to either |
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| 8 | Large, durable spring. Fits snugly into a fabric bag when compressed |
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| 9 | Pair of fine animal skin gloves, covered in a slippery black substance |
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| 10 | Silver candelabra with maker's mark, candles included |
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| 11 | Hammer, nails, a saw and a carpenter's square |
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| 12 | Climbing gear, significant repairs being evidence of many a fatal climb... |
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| 13 | Enough trail rations to feed your party for a week |
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| 14 | Thieving tools, unearthed from a remorseful resting place |
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| 15 | 10-foot pole, perfectly balanced by iron-shod ends |
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| 16 | Canvas tent, homespun hammock and a small cooking pot |
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Wealth

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| 1 | Contents of your belly button |
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| 2 | Worn pouch of rusty nails |
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| 3 | Three coins, each different, each stolen |
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| 4 | Cold lump of iron as big as a man's head |
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|---|---------------------------|
| 5 | A whole chicken, actually |
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| 6 | Granary full of golden grains, not on you...obviously |
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|---|-------------------------------------|
| 7 | Small wooden box, half full of salt |
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| 8 | Sack of coins of foreign make |
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| 9 | Lame old mule |
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| 10 | Five barrels of fine wine |
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Wealth

11	13 Fat Pigs
12	Indentured Servant
13	Considerable library in a transportable case
14	Warhorse, fully furnished
15	Two comically large religious symbols (1 for each hand)
16	Continent spanning smuggling ring

Traits

1	Blind
2	Stuttering
3	Missing Limb - 1d4: 1 Left Leg, 2 Right Leg, 3 Left Arm, 4 Right Arm
4	Wanted (Really Badly)
5	Belch loudly on command
6	Goat-like Features
7	Hear a constant hum, the volume increases the more you drink
8	Glowing Eyes
9	Voice of an angel
10	Cannot sleep, need not sleep
11	Slightly Magnetic
12	'Hey wait...you look like a cousin of mine'
13	Silent steps
14	Body of an Ox (Increase Strength to 6)
15	Immune to Poisoning and Disease
16	A metallic taste on the tip of your tongue when ancient powers or magic is nearby

Weapons

Light weapons deal d6 damage and can be concealed easily. Medium weapons deal 1d8 damage. Heavy weapons deal d10 damage and are **Bulky**.

Weapon	Cost	Weight	Special
Battle-axe	10sp	Medium	After an attack, roll damage again. If the damage is equal or less than the original attack, attacker may perform a weapon/shield strip.

Weapon	Cost	Weight	Special
Club	5sp	Light	Forgo a damage roll to attempt a stun. The target misses their turn and all attacks against them have advantage this round.
Dagger	5sp	Light	Throwable, ignores armour in grapple situations and when the target is prone
Flail	8sp	Medium	Ignores shields.
Greatsword*	40sp	Heavy	Upon a killing blow, the wielder may attack again. This can be chained.
Hand-Axe	6sp	Light	Throwable. If 4+ damage is dealt, the hand-axe bounces to another target, roll damage again.
Javelin	5sp	Medium	Throwable.
Longbow*	30sp	Medium	A round spent aiming grants advantage on the next attack.
Longsword	12sp	Medium	Riposte once per round.
Mace	8sp	Medium	If 4+ damage is dealt, the target loses 1 point of armour permanently.
Poleaxe*	20sp	Heavy	Can use the special of a battle-axe or spear but swapping stance takes one turn in which you have disadvantage on all attacks.
Quarterstaff	5sp	Light	Gives +1 to any combat maneuvers.
Shortbow*	15sp	Medium	Can fire while moving.
Shortsword	8sp	Light	Riposte twice per round.
Sling	1sp	Light	Can be thrown as a bolas to ensnare a target or used as a strangulation device in close quarters.
Spear*	15sp	Heavy	Opponents must make a save to move within range of you. On failure, you get a free attack and they halt their advance.
Two-Handed Axe*	25sp	Heavy	If max damage is rolled, roll another die and add it to the damage. This can be chained.
Warhammer*	25sp	Heavy	Target must make a save or be thrown back and sent prone.

* Requires two hands

Advantage - Roll 1d12 for damage regardless of weapon.

Riposte - If hit by <4 damage, you may make a free attack against the attacker.

These special abilities are just examples of what a weapon might do. You are encouraged to propose further ideas to your DM.

Armour

Armour provides or increases a character's armour class (AC). When facing damage, a character's AC is subtracted from that damage. A character can not have greater than 3 AC.

Armour is layered to provide cumulative benefit. Wearing light armour such as a Brigandine and Coif takes two slots, giving 1 AC. Wearing medium armour over the top, such as a chainmail hauberk, takes another two slots and increases AC to 2. Wearing heavy armour over the top of this, such as plate, takes another two slots and increases AC to 3.

Armour	Cost	Slots	AC
Brigandine	15sp	2	1
+ Chainmail	100sp	2+2=4	2
++ Plate	250sp	2+2+2=6	3
Shield*	15sp	1 Quick	+1

* - Shields can be used alongside other armour to increase AC by 1 but must be in a Quick slot. They can also be sundered at the defender's option to negate all damage from a single source.

Adventuring Supplies

Item	Cost	Item	Cost
Arrow	1sp	Mirror, Large Metal	10sp
Bandages (3)	6sp	Mirror, Small Metal	5sp
Bedroll	2sp	Mirror, Small Silver	20sp
Bottle	5sp	Net	10sp
Box, Large Iron	30sp	Oil, Pint, Flask (3)	15sp
Box, Small Iron	15sp	Pole, 10'	5sp
Candle, Tallow (3)	3sp	Ration, Dry Day (3)	15sp
Candle, Wax (3)	6sp	Ration, Trail Day (3)	6sp
Cart	50sp	Rope, 50' Silken	70sp
Case, Map	5sp	Rope, 50' Hemp	5sp
Checkers	5sp	Sack	1sp
Chest, Large Wooden	15sp	Shovel	5sp
Chest, Small Wooden	8sp	Shovel, Wooden	5sp
Compass	100sp	Water or Wineskin	15sp
Crowbar	5sp	Skiing Equipment	15sp
Dice	2sp	Sled	20sp
Flint & Steel	5sp	Snare	1sp
Grappling Hook	10sp	Iron Spikes (3)	9sp

Item	Cost	Item	Cost
Hammer & Wooden Stakes	5sp	Tent	15sp
Laboratory (portable)	150sp	Tinderbox	10sp
Lantern, Bullseye	12sp	Torches (3)	1sp
Lantern, Hooded	7sp	Wagon	150sp
Lockpicks (3)	25sp		
Map, Local	20sp		

Livestock

	Animal	Cost	Animal	Cost
1	Chicken	1sp	Mule	20sp
2	Cow	10sp	Ox	15sp
3	Dog	15sp	Pidgeon	1sp
4	Donkey	8sp	Piglet	1sp
5	Goat	3sp	Pig	3sp
6	Hawk	20sp	Pony	15sp
7	Horse, Draught	30sp	Sheep	2sp
8	Horse, War	200sp	Songbird	25sp
9	Horse, Riding	25sp		
10	Roll twice			

Core Resolution Mechanics

Saves

When a character is attempting to do something that cannot be resolved through discussion and failure has meaningful consequences, the humble save is employed. A character rolls a number of d6 equal to their most relevant Attribute and attempts to roll a six (success) on at least one die. The number of successes required can be increased by the DM if the situation is especially difficult. Characters may also add to their dice total through various advantages available to them, including appropriate knowledge, good planning, helpful equipment etc.

Combat

On a side's turn, each character may move and perform one action. If it is unclear which side goes first, each player character must make a Dexterity save to act before the enemy.

Attacks

An attacker rolls the damage die of their weapon and deals that much damage to the defender's HP. Armour is subtracted from this damage. If an attack is at any meaningful disadvantage, d4 is rolled for damage. If an attack has any meaningful advantage, d12 is rolled.

Scars

If a character's HP is reduced to exactly 0, they suffer a scar. Look up the damage taken on the scars table below.

Damage	Scar
1	BattleScar - A part of you is violently marked. Roll 1d6: 1 Eye, 2 Cheek, 3 Neck, 4 Chest, 5 Stomach, 6 Hands. Reroll your Maximum HP on a d6 and keep the result if higher.
2	Shaken Nerves - You stammer and shake. After you take something to calm your nerves, reroll your maximum HP on a d6 and keep the result if higher.
3	Hobbled - Reduced to a limp until fixed.
4	Smashed Mouth - You spit teeth and blood. You look a mess until you see someone who can fix you up.
5	Bloody Mess - You need stitches. Take an injury until it's done by a healer. Reroll your Maximum HP on 2d6 and keep the result if higher.
6	Punctured Organ - A vital organ is in a critical state. If you are Critically Wounded before seeing a healer you die. If you get it seen to, reroll your Maximum HP on 2d6 and keep the result if higher.
7	Maimed - A part of you is torn off. Roll 1d6: 1 Nose, 2 Ear, 3 Finger, 4 Thumb, 5 Eye, 6 Chunk of scalp.
8	Torn Limb - A random limb is torn off or in need of amputation.
9	Splintered Mind - Take an injury until you spend a whole evening emotionally unloading.
10	Shattered Ego - You are dealt a humiliating blow. If you achieve revenge, reroll your Maximum HP on 3d6 and keep the result if higher.
11	Fractured Skull - You feel like a slightly different person. Reroll your Willpower on a d6.
12	Doomed to Die - You shouldn't have survived that. You have nightmares of your own death. If you fail your next save against becoming Critically Wounded, you die horribly. If you pass, remove this effect and reroll your Maximum HP on 3d6 and keep the result if higher.

Injury & Breakage

If the defender's HP is reduced to less than 0, the overflow damage fills inventory slots at a rate of 1 slot per damage. Each slot of injury should receive an appropriate damage name: 'Bludgeoned', 'Burnt' etc. Items in slots that are replaced by injuries are unusable. If the item is susceptible to the type of damage received in its slot, it is broken instead.

Example: A character is bludgenoned with a mace and opts to put the injury in a slot that was holding a glass jar. The jar is shattered by the blow.

Characters suffering at least 1 injury must also make a save using an appropriate attribute or become **Critically Wounded**.

Characters can suffer conditions such as Hunger, Thirst, Sleeplessness, Poisoning etc. These are treated as injuries.

Characters die when all of their slots are filled by injuries

Example Injuries

Bruised - Unsightly and sore to the touch. **Removal:** Have a good night's rest.

Bleeding - The crimson tide, take a **Bloodloss** injury for each turn you still have this condition. **Removal:** A well tied bandage or tournaquet.

Bloodloss - You have lost a lot of blood. **Removal:** Food, water and sleep.

Panicked - You are sure that you will either shit bricks or piss icicles. **Removal:** Find a quiet spot or strong substance and settle yourself down.

Hungry - *Grr..r..r...* **Removal:** Eat something.

Critically Wounded

A character who is Critically Wounded is unable to do anything but crawl around and groan. They will die of their injuries if left unattended for an hour.

Healing

Characters can recover all of their HP after a drink and a few minutes rest. A character with at least one injury cannot recover HP in this way.

Injuries must have their removal conditions met to be removed.