

Player Rules 1.3.0

Design Goals

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

Characters

There are three Attributes:

- BODY - measures raw physical power, endurance and dexterity
- MIND - measures mental stability, resolve and force of personality
- LUCK - are you a three or four leaf clover kinda guy?

They are generated by rolling 3d6 three times. Assign the lowest result to LUCK and the other two to BODY and MIND as you see fit.

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 **Starting Gear** section
- 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 traveled two days from the home of your ex-captors.

Equipment

Characters have 10 inventory slots. A character with a full inventory is reduced to 0 HP. 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 provide three uses per slot.

Starting Gear

Each player gets a set of dice: 1d16, 1d14, 1d12, 1d10, 1d8, 1d6 and 1d4. One die is used to generate starting coins (3x die value), the rest are rolled on the starting gear tables.

Go around the table, each player choosing a die from their set and a table to roll it on. Each player may roll each die once, and each table can only be rolled on once. A single reroll is allowed.

If a player gets a result already rolled by another player, both players may embellish the item description for each other.

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

The starting gear tables can be found at the end of these rules.

Weapons

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

Weapons table can be found at end of these rules.

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.

Light armour provides 1 AC. Medium armour provides 2 AC and is **Bulky**. Heavy armour provides 3 AC, is **Bulky** and will likely cause trouble when attempting to be sneaky or athletic.

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

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 divided by 3 (rounded down). The player 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.

Skill Checks

The humble save is versatile enough to resolve most actions. In the case where a character's past skill is especially relevant, or the action would likely require specialised tools, a skill check can be made. Consider the following three factors and adjudicate accordingly: **Time, Skill, Tools**.

- If the character has all three, they succeed
- If the character has two, they must make a save
- If the character has one or none, they fail

Luck

LUCK is a special attribute that can be used to improve the odds of a character succeeding on a save. After a save, a player may burn points of LUCK to reroll 1 die per LUCK point spent. This can only be done once per save.

A character's LUCK can be changed through significant in game events. Examples include: Gaining/Losing the favour of a powerful being/organisation, achieving/failing important goals. Any event that makes the players around the table think "wow, that was lucky" should increase a character's LUCK. Similarly, any event that induces a "damn, that was so unlucky", should reduce a character's LUCK.

Combat

On a side's turn, each character may move a short distance and perform one action. Alternatively, a character may move a long distance and perform no action.

Initiative

If neither side is surprised, roll 1d6: **1-3** Opponents go first, **4-6** Players go first.

Attacks

An attacker rolls the damage die of their weapon and deals that much damage to the defender.

If more than one character is attacking the same target, all such attackers roll their dice and the highest result is taken.

Attacks made with significant advantage roll 1d12 instead of the weapon die, those with disadvantage roll 1d4.

Damage

Damage is removed from HP.

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

If a character's HP is reduced below 0, damage is removed from their BODY score and they must make a BODY save with the new score to avoid becoming Critically Wounded. Mental damage/fear is handled the same way but a character's MIND score is used.

Characters die when their BODY is reduced to 0 and go insane (unplayable) when their MIND is reduced to 0. Characters reduced to 0 LUCK suffer constant, bizarre mishaps and cannot accomplish anything of significance.

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.

Scars

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 manage 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 and are deprived until it's done by a healer. After, reroll your Maximum HP on 2d6 and keep the result if higher.
6	Punctured Organ - A vital organ is in a critical state, you are deprived until healed. 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 - You are deprived until you have a Long Rest. After, make a MIND save. Failure means you must reroll your MIND score.
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 slitley different person. Reroll your MIND score.
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.

Deprived

Characters going without a basic need (food, water, sleep etc) or suffering maladies including diseases, poisons and some scars are considered **Deprived**.

Deprived characters can not recover HP or Attributes.

Deprived characters suffer 1 Fatigue per day, which fills an inventory slot and lasts until they take a Long Rest.

Rest

There are three types of rest:

- Short Rest: Takes 1 Turn. A swig of water/wine and a moment to catch one's breath is enough to restore 1d6 HP.
- Long Rest: Takes 1 Watch. A meal and some sleep will restore all HP and Fatigue, and allow a character to recover 1d6 in BODY **or** MIND.
- Full Rest: Takes a week or more of downtime. A character fully recovers HP, Fatigue, Attributes and most long term conditions.

Advice

Character Introduction Script

At the start of each session, follow these dot-points when asked to (re)describe your character to the table.

1. Gross physical features (gender, race, age, build, etc)
2. Arms, Armour and Clothing (make sure to detail where all visible weapons are carried)
3. Symbols, Decorations and their Meanings or Context
4. Unique feature or Personality Signifier
5. Recently revealed Fun Fact (Re-introductions only)

Player Principles

Agency

- Attributes, Saves and Special Abilities do not define your character. They are but tools that you have at hand.
- Don't ask only what your character would do, ask what you would do, too.
- Be creative with your intuition, items and connections.

Teamwork

- Seek consensus from the other players before barreling forward.
- Stay on the same page about goals and limits, respecting each other and accomplishing more as a group than alone.

Exploration

- Asking questions and paying attention to detail is more useful than anything on your character sheet.
- Take what the GM says without suspicion, but don't shy away from seeking more information.
- There is no single correct way forward.

Caution

- Fighting is rarely the only choice; consider whether violence is the best way to achieve your goals.
- Try to stack the odds in your favour and retreat when things seem unfavorable.

Planning

- Think of ways to avoid your obstacles through reconnaissance, subtlety and fact finding.
- Do some research and ask around about your objectives.

Ambition

- Set goals and use your means to take steps forward.
- Expect nothing. Earn your reputation.
- Keep things moving forward and play to see what happens.

Tables

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
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	Pigeon	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			

Weapons

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.
Club	5sp	lite	Forgo a damage roll to attempt a stun. The target misses their turn and all attacks against them have advantage this round.
Dagger	5sp	lite	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	lite	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	lite	Gives +1 to any combat maneuvers.
Shortbow*	15sp	Medium	Can fire while moving.
Shortsword	8sp	lite	Riposte twice per round.
Sling	1sp	lite	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.

Starting Gear

Weapon	
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 repurposed 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'
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 titely 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

Heirloom

1	Horrifying physical deformity
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	Family pet
8	Pendulum. It always points slitley 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
15	Throne
16	Otherworldly blood. You will never wish for the attention of those who sense it, for good or bad

Gear

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

Wealth

1	Contents of your belly button
2	Worn pouch of rusty nails
3	Three coins, each different, each stolen
4	Cold lump of iron as big as a man's head
5	A whole chicken, actually
6	Granary full of golden grains, not on you...obviously
7	Small wooden box, half full of salt
8	Sack of coins of foreign make
9	Lame old mule
10	Five barrels of fine wine
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	Stuttering
2	Does the DM have a chocolate among his dice?: Yes Obese (Set Dexterity to 1), No Malnourished (Set Strength to 1)
3	Missing Limb - 1d4: 1 Left Leg, 2 Right Leg, 3 Left Arm, 4 Right Arm
4	Call 'Heads' or 'Tails' and flip a coin: Heads & Correct Keen eyed, Heads & Incorrect Blind, Tails & Correct Perfect balance, Tails & Incorrect Clumsy
5	Prehensile tail
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	Slitely 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