

HOW TO PLAY

The **referee** describes a situation and you tell what your character would do in that context. The referee might ask you to roll a 20-faced die and add a number from your character sheet to see if your character succeeds in its action. If the situation is **easy**, the result must beat 10 to succeed, if it's **normal**, it has to beat 15, and if it's **hard**, 20. Either way, the referee describes the new situation, and so on.

Sometimes, the referee might tell you that the situation gives you **advantage** or **disadvantage**. Rolling with advantage means you roll twice and choose the best result. Disadvantage is the opposite.

CREATING A CHARACTER

Your character has three main stats: **Strength**, **Dexterity**, and **Will**. Roll 1D6+2 for each to determine their value.

It also has as many **Hit Points (HP)** as its Strength score.

It has an **Inventory** as big as twice its Strength score and a **Psyche** as big as twice its Will score.

Choose a **Character Class***. Add the class's starting equipment to your character's Inventory, and the class' skills and spells its your Psyche. Each class level takes a Psyche slot. Note its abilities.

Give your character 1 or 2 **Beliefs**, which you add to their Psyche. Beliefs are anything worth dying for.

Voilà!

SKILLS & BELIEFS

A **Skill** can be any knowledge, and is stored in the *Psyche*. When asked to roll for an action, if it would thematically make sense to benefit from one of your skills, the roll becomes easier (a hard roll becomes a normal roll, a normal roll becomes an easy roll, and an easy roll becomes a success).

A **Belief** can be anything worth dying for, and is stored in the *Psyche*. If your character knowingly takes a deadly risk for its belief during your adventures, you will be rewarded when Carousing in town at the end of an adventure.

INVENTORY & PSYCHE

Inventory. Your character has as many inventory slots as twice its Strength. Inventory slots can be filled with objects. Small items like potions, daggers, and ammunition can be stacked in a slot in packs of 10 of the same type. If a character goes beyond its capacity, it becomes *prone*.

Psyche. Your character has as many slots as twice its Will. Psyche slots can be filled with Skills, Class Levels, Spells, Followers and Beliefs. If a character goes beyond its capacity, it becomes *dazed*. You can only remove things from your Psyche when Carousing.

COMBAT

Turn Order: You act before the monsters unless they have surprised your character.

Your Turn: Your character can move nearby, speak and do one other action, like casting a spell or attacking.

Attacking: The referee will tell you if the target is easy, normal or hard to hit. Roll Dexterity. If you hit, roll your character's weapon's damage die and the referee subtracts it from the target's Hit Points. Reducing a monster's HP to 0 kills it. A die roll of 20 on an attack means double damage.

On the monsters' turn, it might attack you! In this case, you'll have to dodge.

Dodging: The referee will tell you if the monster's attack is easy, normal or hard to dodge. Roll Dexterity to avoid it. A die roll of 1 on a dodge means double damage.

DYING

When your character reaches **0 Hit Points**, it falls *prone* and starts *dying*. If it takes damage while *dying*, it dies. If it recovers any HP while *dying*, it stops *dying*.

On each of your next 3 turns, your character can attempt to **Stabilize** instead of doing anything else: Make a hard Strength roll. On a success, your character recovers 1 HP.

An ally can spend their turn making a hard Will roll for the same effect with appropriate tools or skills.

After 3 turns, if your character is still *dying*, it dies.

If your character survives *dying*, it gains a *Scar*. If it dies, your companions gain a *Trauma*.

SCARS & TRAUMA

Scars: Scars take inventory slots and cannot be removed. Note what caused the scar. As long as your character has it, it has *advantage* against that thing.

Traumas: Traumas take psyche slots and can only be removed through risking your own life for one of your *beliefs*. Note what caused the trauma. As long as your character has it, it has *disadvantage* against that thing.

If you get mutations or diseases, they go in the inventory, while curses go in the psyche.

HEALING

A 12 hours rest heals all HP losses and consumes 1 ration for the team. Resting requires shelter and heat.

EXPLORING

Time is tracked differently when you travel outdoors or in a dungeon.

Dungeons are divided in rooms. Inside a dungeon, any worthwhile action like investigating a room or battling takes 10 minutes. You roll to see if your torches deplete every 10 minutes and the referee rolls for random encounters every 30 minutes. You can cross 10 safe rooms you have explored per 10 minutes, or 3 if you want to be discreet.

The **world outside** is divided in hexagons. Any worthwhile action like crossing or exploring a hex lasts 6h of the day (*Morning, Day, Evening, or Night*). The referee rolls for encounters each time you enter a new location, explore a location or rest.

* go to saltygoo.github.io/classes

MELEE WEAPONS

Improvised (wine bottle, chair) 1D4 dmg
can be thrown

Light (dagger, javelin) 1D6 dmg
can be thrown, can be in off-hand

Medium (sword, axe) 1D8 dmg
1D10 damage with two hands

Heavy (greatsword, maul) 1D12 dmg
needs two hands

Pole (spear, halberd) 1D8 dmg
needs two hands, and you have advantage when dodging melee attacks from creatures you've hit this turn

Two-Weapon Fighting When you roll above 20 with your main weapon, you can also make attack with your off-hand.

RANGED WEAPONS

Light (darts) 1 dmg, *can attack twice*

Medium (sling) 1D4 dmg

Heavy (bow) 1D6 dmg, *needs two hands*

Mechanical (crossbow, musket) 1D12 dmg
needs two hands and must take a turn to recharge

ARMOR

Each **Armor Point** reduces physical damage by 1.

Chest protection gives you 1 point. Chest and head protection give you 2 points. Full protection gives you 3 points. A shield gives you 1 extra point.

You can't swim, sneak or jump if you are fully protected.

TREASURES

Each object you find has a certain value assigned by the referee:

- mundane (bag of copper coins)
- useful (bag of silver coins)
- valuable (bag of gold coins)
- treasure (bag of gems)

A bag of coins takes an Inventory slot.

When in town, you can trade items from one category for another in the same category (at the referee's discretion, just say what you are looking for). Alternatively, 4 mundane objects are worth 1 useful object, 4 useful objects are worth 1 valuable, and 4 valuables are worth 1 treasure.

LEVELING UP

You level up when you spend the equivalent of a Treasure Carousing. When you level up:

- Increase your HP by 2.
- Increase one of your stats by 1.
- Gain the next level of your class in alphabetical order or take the first level (A) of another class (up to 4 class levels in total).

FOLLOWERS

You gain followers by Carousing. Roll 1D6 for each of their stats. Followers can carry 3 objects and have 2 Hit Points. They can gain a class the same way a character levels up. In which case they gain +2 to all stats, and normal HP and inventory.

CAROUSING

When you are back to town, it is time to spend your loot! Choose one of these activities :

- **Celebrate.** Get drunk and get known! For each Valuable spent in such way, you gain a hangover and a new friend in town. This friend will do favours for you but stay in this town. If you end up spending the equivalent of a Treasure, however, one of your friends becomes a **Follower** and goes with you in your adventures, acting as a classless character. Followers take Psyche slots.
- **Craft.** You need raw materials (like the skin of a monster you've slain) to craft and can spend as much loot as you want on tools. The object you craft can be anything made mainly with the provided materials. If you used *mundane* tools, the result will be mundane; if you spend *valuable* tools, the object will be special; and if you spend the equivalent of a Treasure for the tools, it will be magical. Discuss what you want with the referee.
- **Tame.** You need to have captured a feral beast. You must spend 1 *valuable* for each of its Hit Dice to make it one of your followers. Each extra valuable spent training the beast teaches it a one-word order. Otherwise, it only acts to eat or in self-defense.

In any case, if you have taken a deadly risk for one of your beliefs, you can either remove one of your Traumas, gain a new Skill related to your risky action or obtain a new *Follower*.

CONDITIONS

- **Blinded.** All Dexterity rolls are hard.
- **(Not) Breathing.** You can hold your breath for as many rounds as your Strength score. If you take damage while doing so, make a Strength save. On failure, you start dying.
- **Charmed.** You fail all rolls against your charmer. If you attack, hurt, or say anything bad about them, you take 1D4 psychic damage.
- **Confused / Dazed / Exhausted.** You can act OR move on your turn.
- **Frightened.** You cannot interact with the source of your fear until you have spent a full turn without seeing it. Roll a D6: 1) drop whatever you are holding; 2) scream; 3) fall prone; 4) grapple the closest ally or object; 5) you are *stunned* for one turn; 6) run away.
- **Grappled.** You cannot move. Roll a D6: 1) your head/mouth/throat is stuck, you can't breathe; 2) left leg; 3) right leg; 4) left arm; 5) right arm; 6) an item you wear or hold is stuck.
- **Invisible.** Attacking and dodging is easy. You are not seen.
- **Poisoned.** You are disadvantaged in all your actions. Specific poisons can have unique additional effects too.
- **Prone.** Melee combat is hard. Dodging ranged attacks is easy. Standing up takes all your turn's movement.
- **Stunned.** You skip your turn. All rolls are hard.