Fell

Fell is a tabletop roleplaying game for at least two players.

One player is the facilitator, playing the world and its inhabitants. They describe the situations the player characters find themselves in.

The rest are player characters, acting as knaves, wretches, or scoundrels seeking fortune in a corrupted land filled with danger. They ask questions and interact with the environment.

The facilitator tells the player characters what happens and when to roll dice.

To play, you will need these rules, at least one set of polyhedral dice (d4, d6, d8, d10, d12, and d20), paper, and pencils.

Principles of Play

- Rullings over rules
- Fiction over mechanics
- Information, choice, consequence
- Danger is obvious
- Fighting is deadly
- Keep it weird

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Creating a Character

You are a **player character** (or PC)--a knave, wretch, or scoundrel seeking fortune in a corrupted land filled with danger.

Name

Roll for your given and family **name**.

d20	Given Name	d20	Family Name
1	Agune	1	Abernathy
2	Arwel	2	Addercap
3	Breagan	3	Burl
4	Boroth	4	Candlewick
5	Bronwyn	5	Cormick
6	Breagle	6	Crumwaller
7	Cannora	7	Dunswallow
8	Canhoreal	8	Getri
9	Drelil	9	Glass
10	Emrys	10	Harkness
11	Esme	11	Harper
12	Gringle	12	Loomer
13	Gruwid	13	Malksmilk
14	Henaine	14	Smythe
15	Lisabeth	15	Sunderman
16	Mannog	16	Swinney
17	Morgwen	17	Thatcher
18	Orthax	18	Tolmen
19	Sybil	19	Weaver
20	Wenlan	20	Wolder

Traits

Roll for each of your traits.

d10	Physique
1	Athletic
2	Brawny
3	Flabby
4	Lanky
5	Rugged
6	Scrawny
7	Short
8	Statuesque
9	Stout
10	Towering

d10	Hair
1	Bald
2	Braided
3	Curly
4	Filthy
5	Frizzy
6	Long
7	Luxurious
8	Oily
9	Wavy
10	Wispy

d10	Skin
1	Birthmark
2	Dark
3	Elongated
4	Pockmarked
5	Rosy
6	Round
7	Soft
8	Tanned
9	Tattooed
10	Weathered

d10	Face
1	Bony
2	Broken
3	Chiseled
4	Elongated
5	Pale
6	Perfect
7	Rat-like
8	Sharp
9	Square
10	Sunken

d10	Speech
1	Blunt
2	Booming
3	Cryptic
4	Droning
5	Formal
6	Gravelly
7	Precise
8	Squeaky
9	Stuttering
10	Whispery

d10	Clothing
1	Antique
2	Bloody
3	Elegant
4	Filthy
5	Foreign
6	Frayed
7	Frumpy
8	Livery
9	Rancid
10	Soiled

d10	Virtue
1	Ambitious
2	Cautious
3	Courageous
4	Disciplined
5	Gregarious
6	Honorable
7	Humble
8	Merciful
9	Serene
10	Tolerant

d10	Vice
1	Aggressive
2	Bitter
3	Craven
4	Deceitful
5	Greedy
6	Lazy
7	Nervous
8	Rude
9	Vain
10	Vengeful

d10	Reputation
1	Ambitious
2	Boor
3	Dangerous
4	Entertainer
5	Honest
6	Loafer
7	Oddball
8	Repulsive
9	Respected
10	Wise

d10	Misfortune
1	Abandoned
2	Addicted
3	Blackmailed
4	Condemned
5	Curse
6	Defrauded
7	Demoted
8	Discredited
9	Disowned
10	Exiled

Ability Dice and Points

Roll for **Body**, **Intellect**, and **Willpower** to assign **ability dice** and gain **ability points** equal to the highest number on the ability's die.

d8	Ability Die
1-4	d4
5-6	d6
7-8	d8

Backgrounds

Roll to gain a **background** and associated **skills** and **equipment**.

d20	Background
1	**Alchemist**: *lore*, firebomb (d6, 2 harm, blast), bottle, fire oil
2	**Bard**: *performance*, dagger (d4, 1 harm), musical instrument, face paint
3	**Blacksmith**: *repair*, hammer (d4, 1 harm), helmet (1 protection), bellows
4	**Burglar**: *skullduggery*, crowbar (d4, 1 harm), lockpicks, rope (50ft)
5	**Butcher**: *speechcraft*, cleaver (d4, 1 harm), salt, meat hook
6	**Carpenter**: *skullduggery*, chisel (d4, 1 harm), nails, hand drill
7	**Farmer**: *athletics*, pitchfork (d4, 1 harm), cookpot, pouch of seed
8	**Gambler**: *discernment*, firebomb (d6, 2 harm, blast), cards, dice
9	**Gravedigger**: *lore*, shovel (d4, 1 harm), lantern, cross necklace
10	**Herbalist**: *survival*, sheers (d4, 1 harm), mortar & pestle, herbs
11	**Hunter**: *survival*, sling (d4, 1 harm), knife (d4, 1 harm), rodent trap
12	**Magician**: *skullduggery*, staff (d4, 1 harm), hourglass, goat
13	**Mercenary**: *athletics*, club (d4, 1 harm), shield (+1 protection), lucky charm
14	**Merchant**: *speechcraft*, ornamental sword (d4, 1 harm), ledger, cart

15	**Miner**: *survival*, pick (d4, 1 harm), lantern, canary
16	**Noble**: *speechcraft*, family sword (d6, 2 harm), book of genealogy, mirror
17	**Outlaw**: *survival*, shortsword (d4, 1 harm), shortbow (d4, 1 harm), arrows
18	**Priest**: *performance*, censer (d4, 1 harm), holy water, incense
19	**Servant**: *discernment*, stolen dagger (d4, 1 harm), soap, incriminating letters
20	**Scholar**: *lore*, letter opener (d4, 1 harm), book, quill & ink

Equipment, Skills, and Spells

You have 4+BOD **equipment slots** (or slots).

In addition to the equipment granted by your background, you start with three days' rations, a torch, and 3d6 coin.

You have a **steel die** granted by your weapon, a **skill die** equal to your INT ability die, and you may have a **spell die**.

Roll your WIL die to see if you know any **spells**. If you do, roll on the spell table in the next section to determine which ones.

WIL	Spells Known
1-4	0
5-6	1
7-8	2

Example Character

Name: Mannog Burl

Traits: flabby body, soft skin, filthy hair, broken speech, filthy clothing, honorable virtue, vain vice, wise reputation, demoted misfortune

BOD: 4/d4 -- **Protection:** 0/0 | **INT:** 8/d8 | **WIL:** 8/d8

Background: Hunter

Skills (d8): *survival*

Spells: *Command* (a target obeys a single three-word command that does not cause it harm), *Comprehend* (you become fluent in all languages for a short while)

Equipment (5/8 slots): sling (d4, 1 harm), knife (d4, 1 harm), rodent trap, rations (3 days), torch, 12 coin

Playing the Game

Most of the time, you will simply say what you do in response to the corrupted land and its inhabitants described by the facilitator. Sometimes, you will roll dice.

Abilities

You have three **abilities**:

- **Body (BOD)**: Constitution, grit, reflexes, strength
- **Intellect (INT)**: Aim, cunning, intelligence, perception
- **Willpower (WIL)**: Force of will, leadership, magical potential, persuasiveness

Each has an **ability die** (or AD) ranging from d4 to d12.

Each also has **ability points** (or AP) equal to the highest number on the ability's die.

Skills

If you have any **skills**, you gain a **skill die** (or SD) equal to your INT ability die.

You may roll your skill die whenever you perform a test using your skills.

When you gain an undefined skill, roll on the skill table to determine which one.

d8	Skill		
1	athletics	5	repair
2	discernment	6	skullduggery
3	lore	7	speechcraft
4	performance	8	survival

Spells

If you have any **spells**, you gain a **spell die** (or SD) of any size which you can change as often as you'd like.

You must roll a test to cast a spell. You may roll your spell die as part of the test, subtracting its result from your WIL.

If a spell is aimed at an unwilling target, they may force a contest to reduce the effects.

When you gain an undefined spell, roll on the spell table to determine which one.

Equipment

You have 4+BOD **equipment slots** (or slots).

Weapons grant a **steel die** (or SD). Whenever you make a test with a weapon, you may add its steel die to your roll.

Equipment	Cost		
air bladder	5	crowbar	10
bear trap	15	dice	2
bedroll	5	face paint	10
bellows	10	fire oil	10
blanket	2	fishing rod	10
book	50	flint and steel	5
bottle	2	furs	10
bucket	5	glass marbles	5
caltrops	10	glue	5
candle	1	grappling hook	25
cards	5	grease	10
chain (10ft)	10	hammer	5
chalk	1	hand drill	10
chisel	5	holy water	25
cookpot	5		

horn	10
hourglass	50
incense	10
instrument (musical)	100
ladder (10ft, bulky)	10
lamp oil	5
lantern	10
lantern oil	5
lens	10
lockpicks	10
manacles	10
metal file	5
mirror	5
mortar & pestle	5
nails	3
net	10
oilskin bag	5
paint	10
pick	10
pulley	10
pole (10ft)	5
quill & ink	10
rations (per day)	5
rodent trap	10
rope (25ft)	5
sack	5
salt	2
saw	5
soap	1
spike	1
spiked boots	5
sponge	1
spyglass	40
tar	10
tent (bulky)	15
tinderbox	5
torch	1
travel rations	10
twine (300ft)	5
waterskin	5
whistle	2
wolfsbane	10

Animal	
goat	15
horse	75
mule	30

Vehicle	Cost
carriage	350
cart	30
rowboat	100
wagon	200

Service	Cost
good meal	3
hireling (per day)	5
pint of ale	1
repair armor (per PP)	15
silver weapon	20
warm bed (per night)	3

Weapon	Cost
arrows	10
battle axe (d8, 3 harm, bulky)	35
bolts	15
club (d4, 1 harm)	10
crossbow (d8, 3 harm, bulky)	40
dagger (d4, 1 harm)	10
firebomb (d6, 2 harm, blast)	15
flail (d8, 3 harm, bulky)	35
greatsword (d8, 3 harm, bulky)	45
handaxe (d4, 1 harm)	15
longbow (d6, 2 harm, bulky)	25
longsword (d6, 2 harm)	30
mace (d6, 2 harm)	25
shortsword (d4, 1 harm)	20
shortbow (d4, 1 harm)	15
sling (d4, 1 harm)	5
staff (d4, 1 harm)	5
warhammer (d8, 2 harm)	30

Armor	Cost
shield (+1 protection)	10
helmet (+1 protection)	10
gambeson (+1 protection)	15
brigandine (1 protection, bulky)	20
chainmail (2 protection, bulky)	40
plate (3 protection, bulky)	60

Hirelings

Hirelings are nonplayer characters (or NPCs) you can employ to carry your burdens and assist you in your endeavors. Hirelings have d4 hit die (or HD) with 4 hit points (or HP), one skill, and 8 equipment slots (4+HD). When performing a relevant test, you may add your hireling's skill die to your roll.

Hirelings cost 5 coin per day. You may pay 5 additional coin per day to employ a hireling with a higher HD or an additional skill. If not paid upfront, you must roll a contest whenever asking a hireling to do something dangerous.

Tests

Whenever you attempt a **task** that you could reasonably accomplish but the outcome is uncertain and potentially dangerous, learn how hard it will be and what could go wrong, then roll a **test**.

Collect dice: An ability die from your relevant ability and an applicable steel, skill, or spell die if you have one.

Roll, comparing each die individually to the **difficulty number** (or DN). A die that meets or exceeds the difficulty number counts as a **hit**.

DN	Difficulty
0	Very easy
2	Easy
4	Moderate
6	Hard
8	Very hard
10	Extremely hard
12	Nearly impossible

If you roll the highest number on a die, you may reroll it with the next die up.

The test passes if you roll at least one hit.

If none of the dice hit, the test fails. You might still succeed at the task, but there will be trouble.

Advantage and Disadvantage

When a situation grants you **advantage**, you may roll your dice one step higher.

When a situation imposes **disadvantage**, you must roll your dice one step lower.

Help

When someone else makes a test, you may roll a relevant steel, skill, or spell die and add your hit to their test as **help**.

Contests

When you test against someone, you each collect dice as normal and roll a **contest**. Compare dice individually, highest to lowest. Higher numbers beat lower and count as hits. In a tie, bigger dice beat smaller.

Extended Tests

Some tests require more time and effort, and thus require more than one hit to accomplish. Learn how many hits the **extended test** will require, collect dice as normal, and roll. You may repeat the roll to add additional hits once you've dealt with any trouble.

Reactions

When you encounter an NPC who's disposition towards you is not obvious, roll your WIL ability die on the table below to determine their **reaction**.

Roll	Reaction
1-3	Hostile
4-5	Wary
6-7	Indifferent
8-9	Friendly
10-12	Helpful

Leverage

If you have **leverage**, you can modify an NPC's reaction by rolling a contest, improving their disposition with every hit.

Combat

Combat involves a series of **rounds** made up of **turns**. A round lasts long enough for everyone to make a test and traverse a room--about six seconds.

Turns

Each side acts as a group, taking their turns together. When it isn't obvious, roll a contest to determine which side takes their turns first.

Attacking

During your turn, you may move and make a test, often an **attack**. Attacking is a contest. Whoever wins deals each hit as harm.

Morale

When you defeat an enemy leader, reduce their force by half, or reduce a lone enemies HP by half, roll a contest. If you win, roll your WILL ability die on the **morale** table to see what the surviving enemies do.

Roll	Morale
1-3	Retreat
4-5	Flee
6-7	Surender Conditionally
8-12	Surender Unconditionally

Deprivation and Fatigue

When you are **deprived** of a crucial need (such as food, water, warmth, or sleep), you cannot regain ability points.

When you are deprived for longer than a day, you become **fatigued** and must make all tests with disadvantage. Each additional day you are deprived makes the disadvantage worse.

Harm and Death

Harm subtracts points from an ability.

In rare cases, extreme harm reduces an ability's die.

When an ability's points are reduced to 0 or its die reduced below a d4, roll on the **death** table.

Healing and Rest

Healing recovers ability points.

Whenever you take a few minutes to **rest** and eat or drink, leaving yourself exposed, you may roll an ability die and recover that many points. When you rest for the night on a full stomach, you may recover all your points.

After a full week of comfortable rest and hearty meals, you may restore a reduced ability die to normal.

Character Advancement

Each time you return to relative safety after a dangerous encounter, you may attempt to **advance**.

Roll each ability's die. Increase the die by one if you roll its highest number. Reduce it if you roll its lowest.

Instead of increasing your INT die, you may gain a new skill.

Instead of increasing your WIL die, you may gain a new spell.

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