WARRIORS

THE TABLETOP ROLEPLAYING EXPERIENCE

by kevin

ty for playing

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How To Play

OVERVIEW

WARRIORS is a light and fast Table Top Role Playing Game. Players have stats, traits, and items that give them modifiers to dice rolls when interacting with the world. During combat, items and traits define any potential bonuses or negatives to dice roll checks.

In WARRIORS, most dice rolls are 2d6 rolls, plus the sum of relevant modifiers from Items, Traits, and Stats. The exceptions are Dodge and Catch checks during combat, which players are only allowed to use 1d6, plus the sum of modifiers from their Items and Traits.

If rolling with Advantage, players drop the lowest dice from their roll and re-roll it. If the number is higher, take the higher number.

COMBAT

In WARRIORS, combat is turn-order-based. When players take their turn in combat they can Interact (attack, **Use** items, improvise) and Move (Move their character up to their move speed) - or they can take only on action by using **Focus**

FOCUS: Choose to either move up to 2x your movement speed, or use an item's **Focus** ability. (By default **Focus** ability on weapons is +1 to Attack Checks)

When attacking in WARRIORS, players roll 2d6 and must choose between one of three distinct attack types:

- **Jab**: A focused attack on just one other character.

- **Swing**: A sweeping attack against up to three characters in front of the attacking character. Each subsequent targeted character gets +1 to Dodge this attack. (e.g. 1st target: +0, 2nd target: +1, 3rd target: +2)

- **Throw**: A range-based attack check, attacked characters get +1 to dodge every 5 feet they are from the attacker. Attacker loses their item. (It can be retrieved)

Weapons can have unique bonuses or rules that apply to these attack checks. For instance, a Chain weapon will be unable to **Jab**, but has big bonuses to **Swing** attacks.

If a player rolls Snake Eyes, a *NYC action* is taken. NYC actions usually hostile to players. (e.g. the cops show up, another gang shows up, the train breaks down)

COMBAT- Cont'd

If not attacking during the Interaction phase of your turn, you can take two other interactions:

- Grab: Grab a person, large item in the world, or try to take a weapon from someone else. If contested, roll a Moxie check. If you are grabbing a character,

- Use Item: Use the special capabilities of an Item

When attacked in WARRIORS, players can choose to use a reaction to being attacked to Dodge, Catch, or Block (if they have an item that is capable of Blocking)

- Dodge: Roll 1d6 plus any Dodge modifiers - if you meet or beat the attack roll, the attack does not land.

- Catch: Roll 1d6 plus any Catch modifiers - if you meet or beat the attack roll, you can make a Moxie check against the Attacker's Moxie (2d6 + Moxie modifier) to steal the weapon from the attacker. The attack does not land.

- Block: Roll 2d6 plus any Block modifiers - if you meet or beat the attack roll, the attack does not land.

NONCOMBAT

Non-combat in WARRIORS is very free-form. Ask the GM when performing actions to make the appropriate Stat checks when taking difficult or contested actions, *if* the GM determines a Stat check is necessary to complete the action. Stat checks are 2d6 plus your Stat modifiers. 6 and up is a simple success, 11 and 12 are critical success that can have additional positive benefits for the crew.

Otherwise the party moves around freely and can make any reasonable interaction with the world. As NYC is crawling with gangs, however, there is always a possibility for a random encounter.

Items

Characters in Warriors can only carry 2 items by default, unless they have some kind of bag or container item.

Weapons count as items.

Creating a Character

To create a character in WARRIORS, first decide on a character name, backstory, and gang affiliation in NYC. They do not have to all be from the same gang, but it helps bring the crew together to start the story. The next step is to set your character's Stats.

Stats are added bonuses for role-playing checks.

- **Street Smarts:** Used for navigation, stealth, and environment-based knowledge checks.

- **Moxie:** Used for strength, physical, and endurance-based checks.

- **Wisecrack:** Used for interpersonal, thinking, and reasoning checks.

In WARRIORS, you pick your Stat Modifiers from the following list:

- **Specialist**: +2 for one Stat, -1 for the remaining Stats

- **Jack-of-all**: +1 for two Stats, -2 for the remaining Stat

- **Newbie**: +1 for one Stat, 0 for the remaining Stats

Once your Stats have been set, pick one Trait for your character, detailed in the Traits section.

Finally, pick *one* weapon or item from the weapon or items list. If you don't see the item or weapon you'd like to have, talk to the GM (Gang Master) to create one.

Unless modified by a Trait or Item, all characters start with **5 Hit Points.**

Traits

In WARRORS, each player character gets access to a Trait that improves their check score or grant them a situational bonus.

- **A Good Arm:** +1 to **Throw** checks

- **Slippery**: +2 to Dodge checks, +1 to escape if Grabbed

- **Batter**: +1 to **Swing** checks

- **Boxer**: +1 to **Jab** checks

- **Resourceful:** +2 to Catch checks, Can use an action to guaranteed find a nearby improvised or basic weapon.

- **Scrappy:** +1 to unarmed attack checks, +1 to Catch checks

- **Smooth Talker:** +1 to Wisecrack checks

- **Einstein:** +1 to Street Smart checks

- **Iron Warrior:** +1 to Moxie checks

- **Encyclopedia Brown:** Has accurate knowledge of all other gangs, their themes and secret handshakes, and the weapons they use.

- **Conductor:** Can hot-wire the MTA train, reverse it's path, stop it, or use your abilities to skip *one* stop

- **Healthy:** +2 to Max Health

- **Deep Pockets:** You can hold 3 items / weapons without using your hands

- **Fast as Fuck:** If you use your focus action to Run, no attacks can hit you this round. Can't use this trait the following turn

- **Carnie:** +2 to **Throw** checks with sharp objects

- **Spy**: You can adopt any other gang's style using a defeated enemy, visually you are a member of the gang, but you do not have insider information about rituals or handshakes.

Weapons

Baseball Bat	Dmg: 1. +1 to **Swing**. FOCUS: Any characters who successfully Dodge the attack must move back 5 ft
Book	Dmg: 1. Can be used to BLOCK an attack 3 times before being destroyed. FOCUS: A successful **Swing** attack with the book knocks the victim off their feet.
Bottle	Dmg: 1. +1 to **Jab**. An attack BREAKS the bottle (or a character can **use** an action to BREAK the bottle) Broken bottle adds +1 to the base damage. A broken bottle can only be used once.
Brick	Dmg: 1. -2 to **Jab**, -1 to **Swing**, +2 to **Throw**. (+1 damage on **Throw**) FOCUS: +4 to **Throw**.
Trash Can Lid	Dmg: 1. Can't **Jab**. -1 to **Swing**, **Throw**. Can BLOCK. FOCUS: Shield Charge - move in a straight line 15ft. Any characters in your path are knocked back 5ft regardless of attack role, but successful attack role will knock over characters.
Baseball	Dmg: 1. Can't **Jab** or **Swing**. +5 to **Throw**. FOCUS: +6 to **Throw**
Knife	Dmg: 1. +2 damage on **Jab**. -1 to **Throw**. FOCUS: +1 to **Swing**, **Jab**
Nunchucks	Dmg: 1. +1 to **Swing**. -4 to **Jab**, -1 to **Throw**. FOCUS: make 2 attacks
Crowbar	Dmg: 2. +1 to **Swing**. -3 to **Throw** -1 to **Jab**. FOCUS: +2 to **Swing**
Molotov	Dmg: 3. Can't **Jab** or **Swing**. +2 to **Throw**, attacks all characters in 15ft radius. Can only be used once. FOCUS: +5 to **Throw**.
Brass Knucks	Dmg: 2. -5 to **Throw**. -1 Damage on **Throw**. FOCUS: Successful attack knocks the victim down.
Staff	Dmg: 1. +1 to **Swing**. -4 to **Throw**. Reaches up to 10ft. FOCUS: Trip on successful **Swing**, push victim back 5ft on **Jab**
Chain	Dmg: 2. +1 to **Swing**. -4 to **Throw**. Can't **Jab**. FOCUS: 360 attack, can hit all nearby characters (no limit to **Swing** characters)
Fire Extinguisher	Dmg: 2. -5 to **Throw**. -2 to **Jab**. -1 to **Swing**. FOCUS: +1 to **Swing** and **Jab**. **Use**: Roll +1 **Throw** in 15ft cone - if hit characters are BLINDED until their next turn. Can't use again, base damage becomes 1.
Bolt Cutters	Dmg: 1. -2 to **Jab**, -2 to **Throw**. FOCUS: +2 Dmg on **Jab**. USE: (3 charges) - break a chain or create a hole in a chain-link fence.
Hammer	Dmg: 1. +1 to **Swing**. FOCUS: Use the claw side of the hammer to do +1 Dmg and prevent the attacked character from moving next turn
Basic Stick	Dmg: 1. +1 to **Swing**. FOCUS: +2 to **Throw**, causes a knockdown on successful throw

Items

Backpack	Allows you to carry 4 items total. **Use**: Place or remove items from your backpack
Radio	**Use**: Hear local cop and/or gang chatter in your area. Can Communicate with other party member if they also have a Radio.
Gasoline Can	**Use**: Spread up to 2 gallons of gasoline over an area. Is highly flammable, all people caught within it's area must make a **Dodge** of 10 or higher to avoid taking 3 damage
NYC Map	**Use**: get perfect information about a route from any two points in NYC
Handcuffs	**Use**: Can lock up an incapacitated or grabbed character. (can prevent them from attacking, or can lock them to a railing and prevent them from moving)
Pliers	**Use**: can destroy or incapacitate electronics or vehicles
Fatass Doobie	**Use**: Can get up to 5 character stoned (-1 to all attack rolls) but very popular bartering tool on the streets
Lockpick Kit	**Use**: Make a **Street Smarts** check. A roll of 6 or up unlocks a door or vehicular lock.
Can of Spraypaint with a Sock On It	**Use**: (5 charges) Make a **Moxie** check. A roll of 6 or up gives you back 2 Hit Points.
Some Money	**Use**: (3 charges) Make a **Wisecrack** check. A roll of 6 or up allows you to bribe someone to convince them to give you something or look the other way.
Jordans	**Use**: (3 charges) double your Move Speed for a round in combat, or for a minute outside of combat.

Character Sheet

Name: [ ] Gang: [ ]

Stats:

Street Smart	Moxie	Wisecrack

Hit Points: [ ] Move Speed: **30**
(Feet per second)

Trait:

Items: *(Max of 2 without a container item)*