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# [PREFACE]

# [INTRODUCTION]

Talebones is a roleplaying game about stories. For one it is about the stories you and your friends will embark on, the twisting and winding paths your characters will take, and the many folktales, legends and horror stories you are going to encounter, act out and subvert. On the other hand, Talebones is about stories more generally. How they inspire people (mostly humans in the real world), how they shape perception and how they compel us to dream. But really Talebones is about nightmares. The nightmares that start when you are incapable of waking the next morning, forced to tread deeper and deeper on a path to assured madness.

Adventures played in Talebones can reach in tone from delightfully whimsical to deep existential horror, with all facets in between. Generally, it is by its nature fantastic and narrative focused, but there is a large focus on making combat more narratively satisfying and scenic as well.

Talebones intends to put the dynamic conversation between game master (GM) and the players front and centre and acknowledge its central role in telling the story at the table.

## THE WORLD AND YOU

Talebones is played in a mystical world after the end of the world. Centuries ago, almighty old gods ravaged and destroyed everything, leaving in their wake a deeply broken land with drastic changes done to how things worked.

The good news is that these old gods are gone now. Leaving their broken plaything behind, to torture a different kind of people. The bad news is that the changes seem very much irreversible.

Stories are essential in this new order. They shape everything that happens, give everything the correct appearance of a dramatic tale, even against the wishes of the freshly chosen protagonists. Some of the stories are remnants of the world before, some are new tales. Told by the elderly at fireplaces, over and over, to a point where a story gets its whole own way of being alive. And alive things need nourishment. This way stories leach of the people in the world, somehow making them follow their every whim.

These people in the world. They are not quite what you might know from your world. Maybe you are familiar with humans, maybe even with different races like elves, gnomes and orcs. Maybe this world was the same once, but since the apocalypse everyone is just Folk. Every folk is completely unique in their appearance, form and abilities. Free from limits in size, skin tone, or even the old laws of nature, Folk can take any shape, completely independent of their parents or farther ancestors. A Folk with green skin and tusks may have a child that is a sentient and telepathic, wooden barstool, who someday will marry a little guy with a big red pointy hat.

To spite this new way of creation, folk still manage to think in boxes though. Anything that is significantly larger than average they call Treefolk. Anything significantly smaller, Grassfolk. They huddle up in small communities, cut off from others like theirs by the untamed wilderness that sprung up in the wake of grand civilisation. Every other village or commune is just that. “The others”. And the things that don’t live in groups, not scared of everything outside their palisades? Those are “the rest”. Folk are used to living in abstract fear of everyone and everything they cannot categorize. And the world does not tend to freely explain itself.

You step into this splintered world as an outsider. Because everyone is somewhere an outsider. But you might just be strong, smart or charming enough to wrangle the last figments of free choice you get from the stories. And everyone knows. Subverting a worn-out trope, is sometimes the best way to breathe life into a tale.

## THIS BOOK

In this first chapter you may gain an overview of what Talebones has to offer. After a quick introduction, you get a first look at what is left of the world you are playing in. At the end of the chapter, there is a basic overview of the Challenge mechanic and dice rolling system of Talebones.  
The next chapter leads you through the character creation process, which are the means to bring your very own Folk to life. Talebones does not have any classes, specific races or similar, so you are nearly completely free in following your imagination.  
In chapter 3, There is a list of reactive actions. These are combat specific ways to interact with things happening around you, outside of your turn. This is the core mechanic of Talebones’ combat and allows it to be very fast and fluid.  
Afterwards there will be an overview of Abilities, which are powerful traits your character may acquire on their adventure, to bolster their actions.  
In chapter 5\*? the magic of Talebones will be explained. To cast spells, or rather so-called Incantations, a Folk needs to break their own bones to released stored energy, shaping reality around them.  
Chapter 6 goes in depth on the topic of combat, including initiative, special weapon mechanics and of course taking damage and dying.  
Chapter 7 gives a more detailed insight into the world of Talebones, including several locations the game master may use in their adventure and additional tables to generate random places for the players to visit. Chapter 8, chapter 9 and chapter 10 are primarily the domain of the game master, chapter 8 going into detail on enemy and non-player character mechanics and chapter 9 helping the game master with tips and advice for running an adventure in Talebones. Reading this as a non-game master should be cleared with your game master first, to avoid avoidable spoilers.  
Wrapping up the book is a short adventure, the game master can use to introduce the players (and possibly themselves) to Talebones and how it is played.

- Introduction

- Setting

> Who, what , where , why are we playing?

- This Book

> Verbal description of contents chapter by chapter

- System Description

- How to Play

> What dice to use, how to play etc.

- Framing of the play

> What form takes a campaign/session/Adventure

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# [CHARACTER CREATION]

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- Character Quick Build Page

> Itemized list for character creation

- Step By Step Instruction

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> Desciption of ""/Character Creation PDF

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- Rules

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- Incantations

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- Abilities

> Character options

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# [SETTING]

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- Talebound Adversaries

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- 5 Room dungeons!

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