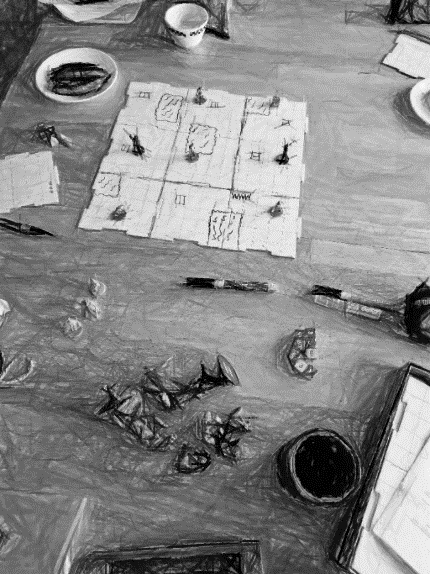
Frittering

The TABLETOP rule set by Forrest H Lowe 2024  
Version alpha 2.6 Rev.1

Not all heroes have nice endings, many die in their conquest, and end up a slave to their desires. Some sought out riches, some knowledge, others still desired glory. No matter their lure they all ended the same way, within the depths of the dungeons. There lay those who cannot let go of their quest, and refuse deaths call in favor of returning to life. Although… this new life may not be what they expected. With death on their heels these frittering few are required to muster what life force exists in the dungeon, so they might dawdle in the mortal plane a few moments longer.

**DISCLAIMER:** Due to the early nature of the game, there are a ton of “rough edges” that may hinder enjoyment. Ultimately this is a tabletop RPG, which means that it is only as fun as your game master can make it. As the game master you will improvise an absolute metric ton, until the game has reached a more finished state. With that, the game will be receiving very frequent rule changes. You may find that the rules that you liked have been changed, so please be sure to double check your current version against the latest version for any changes.

It is recommended that players keep a white board or piece of paper handy, I personally give my players a small white board tile from my dungeon tile set. Players will have a lot of information to keep track of and trying to track it mentally would be far too taxing.

  
Above you see what a game might look like.

##### The core rules

Frittering is a tabletop rogue like tabletop RPG with tile-based movement. Players start the game with 30 points, known as life force. If a player’s life force falls below 1 that player loses. If there are multiple players and only 1 player has lost, then that player may skip their next turn and restart. Restarting entails losing all items, levels, and deaths, then returning to the spawn point for the active level.

Each character has 6 actions per turn. And at the end of a *player’s* turn they subtract 6 from their life force total. The following is a table of possible actions characters may take:

|  |  |
| --- | --- |
| **Move** | Move 1 tile in any of the 8 directions. |
| **Heal** | Return to 3 hearts by paying the **return to life cost**.  (see below) |
| **Fortify** | Use up to 3 action points to raise your armor class by 2 per action point spent. |
| **Attack** | Up to 3 actions per turn may be used to commit attacks.  Roll a d6 equal to the level of the attack you’re using. (*For ex. If you are attacking as a level 3 wizard, you would use 3d6 whereas if you were attacking with your level 1 warrior you would use 1d6.)*  If your accumulative roll is higher than or equal to the target’s armor class, it will deal 1 damage.  A critical is when you roll your highest possible roll. *(For ex. The level 2 characters highest possible roll would be a 12 and a level 1 would be a 6)* Critical hits deal an additional 1 damage, if your roll still hits the opponents armor class. |
| **Push/Throw/Jump** | All these actions follow similar rules; roll a d6, and for every 2 you may move the target or object 1 tile. You can move diagonally, however whichever way you choose to move you must go in a straight line. You must use all “momentum” acquired in your roll.  When pushing if you roll a 1 it simply failed, and you may not move the target.  When throwing if you roll a 1, the item falls at your feet.  When jumping if you roll a 1 you slip and, having ended up on your back, must use an action to get back up. If you do not have an action to spend, you simply end your turn. |

There are also free actions that you may take. You can place something where you stand, cast a scroll, level up, or open a chest any of which would not cost you an action point.

Every character has 3 health. When you are hit you lose 1 health. If you reach 0 health, you may pay the **return to life cost** to continue or succumb to death and restart.

**Return to life cost** is a fee you must pay to stave off death a bit longer and return to your starting health. The fee is equal to **10 \* *number of deaths*.** *(For example, you must pay 10 to heal, or to return to life. But after you have died once you now must pay 20 to heal, or to return to life.)*

##### Items & loot

**Earning life force** can be achieved by opening chests or killing foes. Killing foes and trapped chests will net you *12 + 3d6*. For chests you receive *24 + 4d6*.

**Chests** when opened the user must roll 1d6 refer to the table below for loot:

|  |  |
| --- | --- |
| 1 | Trapped |
| 2 | Weapon |
| 3 | 1d4 Armor |
| 4 | Bomb |
| 5 | Scroll |
| 6 | 3d6 additional life force |

Trapped chests will have the game master rolling a d6, if it is a 4 or higher you do not take damage, otherwise the character takes one damage. Trapped chests act as enemies for life force rewards, instead of netting the usual chest life force reward.

Weapons add 2 to any attack roll. If you roll your lowest possible roll your weapon breaks. Weapons do not stack; however, you can hold multiple weapons in your inventory at once.

Armor acts as temporary hit points, hits against an armored opponent take away armor not health.

Bombs deal 1 damage to all 8 surrounding tiles and the tile it sits on at the end of the turn of whoever placed the bomb.

Scrolls roll 1d6 and refer to the table below:

|  |  |
| --- | --- |
| 1 | +2 Temporary hit points |
| 2 | Contract (freely deal 1 damage to anything within 6 tiles of you) |
| 3 | Teleport (move your character anywhere within 6 tiles of you) |
| 4 | Confuse |
| 5 | Rejuvenate (can be used in place of a life cost) |
| 6 | Dragons breath (damage a rectangle of tiles, 6 tiles long by 3 tiles wide in front of you) |

##### Classes

**Levels** are achieved either by selecting a class at the beginning of a game, or by choosing to pay to increase your level. You may pay **50** points to become level 1 in another class. To level up any class from 1 to 2 you must pay **100** points. To level up to level 3 in any class you must pay **200** points. If you choose to multi-class your armor class is the highest available armor class to your character. Your attacks are whichever class attack you wish to use in the moment, with the advantages and disadvantages that come with that class. You may not use multiple classes to attack in a single action.

|  |
| --- |
| Warrior Warriors can attack anything within 1 tile. Warriors may slash up to 3 tiles within range, all characters within the range of that slash may be hit. This is one attack, so you roll once for all characters within the attack. Warriors have the “lunge” ability, allowing them to jump once for free, you may only take this action when within 6 tiles of an opponent.  **Weapon bonus:** If a warrior is holding a weapon the opponent must roll a d6, if the roll is a 3 or lower the opponent becomes *confused*.  Has a base armor class of 4.  At level 2 armor class increases to 6. At level 3 armor class increases to 9. |
| Wizard Wizards can attack anything within 4 tiles. ***Disadvantage*** on attacks within 2 tiles. Wizard uses electricity to attack; thus, they can roll d4’s equal to their level to dictate the range of their chain attack. *(For ex. I hit a foe within range, and as a level 2 wizard I roll 2d4 and I achieve a 7, which I then use to count 7 tiles to another foe.)* If you can reach another character, you would subtract 1d4 from your next roll, then roll again. Two important rules apply here, this happens in an instant so your lightning may not hit the same enemy more than once, and you may not split your roll among multiple characters.  **Weapon bonus:** If a wizard is holding a weapon, they gain +1d4 to their chain range.  Has a base armor class of 2.At level 2 armor class increases to 4.At level 3 armor class increases to 6. |
| Ranger Rangers can attack anything within 6 tiles. ***Disadvantage*** on attacks within 3 tiles. On a hit, the foe must roll a 4 or higher on a d6 or become entangled. When the opponent rolls a 1, they also drop their weapon.  **Weapon bonus:** If a ranger is holding a weapon their entanglement attack becomes an area of effect, effecting 1 tile in every direction from the target hit, each of which would have to roll a d6 or become entangled. Additionally, the primary target hit is entangled a second time.  Has a base armor class of 3. At level 2 armor class increases to 5. At level 3 armor class increases to 7. |

##### Status effects

**Confusion** can cause a character to skip their turn. A confused character rolls a d6, and if they roll a 2 or higher they regain some agency. If the character regained agency, they lose action points equal to 6 – their roll. *(For instance, I am confused and so I roll a d6 at the start of my turn. I got a 4, so I would subtract 2 from my actions because 6-4 is 2. However, if I rolled a 6, I would not subtract anything from my actions because 6-6 is 0.)* This effect stacks up to 2 times.

**Entangled** is an effect that removes 2 action points from the target. If you start your turn with 3 levels of entanglement, you will simply end your turn having lost 6 points. Those 2 action points would be spent on removing yourself from the entangling. For every effect of entanglement beyond your remaining action points you take damage from the effect. *(For example, if I have 4 levels of entanglement, I skip my turn, and take 1 damage.)*

**Falling into a trap/entrapped** will cause a character to take 1 damage, followed by rolling a d6. Unless specified by the game master you must roll a 4 or higher to get out of the trap, and land on the nearest tile. If you roll a 3 or lower you take a point of damage and roll again, repeat until you are dead or out of the trap. Each attempt counts as an action.

##### Disadvantage

Disadvantage is an addition to your roll when attacking. An enemy within disadvantage range has +2 \* *tiles in range* to their armor class. Below is an example of how this would be illustrated with a disadvantage range of 1.

|  |  |  |
| --- | --- | --- |
| **+2** | **+2** | **+2** |
| **+2** | **You** | **+2** |
| **+2** | **+2** | **+2** |

And below is an example of disadvantage range of 2.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **+2** | **+2** | **+2** | **+2** | **+2** |
| **+2** | **+4** | **+4** | **+4** | **+2** |
| **+2** | **+4** | **You** | **+4** | **+2** |
| **+2** | **+4** | **+4** | **+4** | **+2** |
| **+2** | **+2** | **+2** | **+2** | **+2** |

Finally, a disadvantage range of 3.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **+2** | **+2** | **+2** | **+2** | **+2** | **+2** | **+2** |
| **+2** | **+4** | **+4** | **+4** | **+4** | **+4** | **+2** |
| **+2** | **+4** | **+6** | **+6** | **+6** | **+4** | **+2** |
| **+2** | **+4** | **+6** | **You** | **+6** | **+4** | **+2** |
| **+2** | **+4** | **+6** | **+6** | **+6** | **+4** | **+2** |
| **+2** | **+4** | **+4** | **+4** | **+4** | **+4** | **+2** |
| **+2** | **+2** | **+2** | **+2** | **+2** | **+2** | **+2** |

Hopefully this is rather self-explanatory. The opponent would receive a bonus of +X to their armor class depending on where they stand within your disadvantage range. If they are outside your disadvantage range, then they receive no bonus to their armor class.

##### Game master's guide

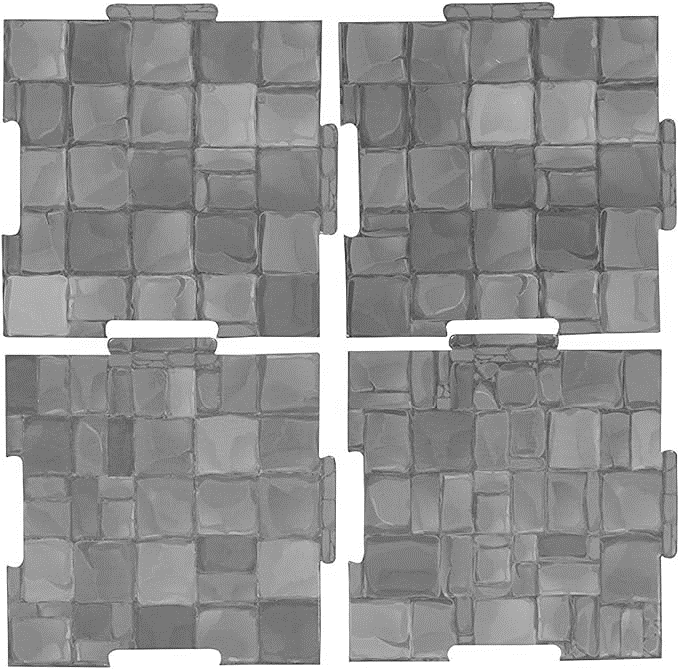
A game master's perspective is that of the foes in Frittering. You have the biggest role, as you decide who lives and who dies. A key take away when playing as the game master is to remember that all characters, foes and players alike follow the same rule set. The only change to the players’ rule set is the addition of points. Foes do not have to follow the points rule, as they are not undead. To prevent unfairness, you should generally target users dealing the most damage, or closest. Do not punish players. In the end this is a game, and if the players aren’t having fun, there is no point. If you can’t find a way to achieve your goal without punishing the players, it may not be a valid goal and you should find another avenue.

Initiating a round starts with everyone rolling a d6. Each player and the game master all roll 1d6 each. Turns are taken in a clockwise manner around the table starting with whoever rolls the highest. The game master takes all monster turns consecutively. For ex. Each player takes their turn, then each monster takes their turn.

Once the player has cleared your dungeon's creatures, you should take the creature’s turn to spawn a high-level enemy at the dungeon entrance. This foe would have 6 hit points, and 3 levels. After 3 rounds, or the foe has been killed, another one spawns. At the end of every round starting from this point, respawn chests in random positions.

After 3 dungeon levels the player should be at a high enough level to take on a boss. A boss would have 24 total hit points, you may split this by 2 creatures, or a single creature with high hit points. This creature has 6 total levels and may be split amongst the classes however you wish. If the boss has been defeated, it’s not uncommon for the players or the game master to feel burned out by the game. You may choose to end the game here by describing the dungeon collapses around the players. Alternatively, if you and your players are okay to continue you would simply start back at level one and keep going until you do feel like stopping.

Generating dungeons by hand is the current most frustrating element of Frittering. You must generate dungeons by hand; however, I’ve developed a few steps to ease that process. As a general rule you should use your best judgment and manipulate the dungeons to make them more compelling (or possible) for your players. Again, this is only a template to aid in dungeon creation, you can create your own dungeons as you please. [I recommend using tiles similar to these.](https://www.amazon.com/dp/B075X1Z2F5/ref=sspa_dk_detail_1?psc=1&pd_rd_i=B075X1Z2F5&s=toys-and-games&sp_csd=d2lkZ2V0TmFtZT1zcF9kZXRhaWw)



The dry erase aspect is the most important one, personally I do not use textured ones, but rather plain white ones.

**Step 1.** Layout 9 5x5 tile blocks, laying out a map total of 15x15 tiles.

**Step 2.** Roll a d6 for each 5x5 tile block.

A separation would be the [absolute] blocks roll minus the neighboring blocks roll. If there is a separation of 1 or less then that room and its neighbor are joined, and there is no wall. If there is a separation of 5 then there is a wall, and no door. Anywhere in between is a wall with a door. Please use your own discretion to make sure that the entire dungeon is traversable.

**Step 3.** Roll an additional d6 for each 5x5 tile block. Refer to the table below for what exists in that room. Repeat this step as many times as you like, however I prefer to use the rule of 2 + dungeon level.

**Step 4.** Place entrance and exit anywhere, as far away from each other as possible.

Dungeon contents:

1-3 = Trap (lava, spikes, trapped chests, what have you)

4 = Chest

5-6 = Enemy

If your dungeon is not interesting at this point you should go through it by hand and manually decide what needs to change to make the dungeon more interesting.