



## THE TABLETOP ROLEPLAYING GAME



GAME DESIGN, TEXT, LAYOUT AND PAGE-FILLER ARTWORK BY ANTHONY KNIGHT  
CHARACTER ARTWORK BY ADAM GRANT (EXPLOSIVE BARREL)

GAME DESIGN HAS TAKEN INSPIRATION FROM THE FOLLOWING INCREDIBLE GAMES:  
BLACK HACK, MECHA HACK AND DUNGEON WORLD

# INTRODUCTION

**UKNITE THE REALM: TABLETOP ROLEPLAYING GAME** IS A TABLETOP ROLEPLAYING GAME DESIGNED WITH SIMPLICITY AND FUN AT THE FOREFRONT, WITH A FOCUS ON A MORE NARRATIVE STYLE OF GAME PLAY AS OPPOSED TO A TON OF RULES TO GET BOGGED DOWN IN. WHAT LITTLE MATHS THERE IS HAS BEEN KEPT SIMPLE ENOUGH FOR EVERYONE TO PLAY, WHILST PROVIDING LEARNING THROUGH FUN AND IMAGINATION FOR THOSE WITH YOUNGER CHILDREN.

ALL YOU NEED TO PLAY ARE THESE RULES, SOMETHING TO WRITE WITH, A SET OF POLYHEDRAL DICE (WHICH CAN BE PURCHASED VIA OUR ONLINE STORE SHOULD YOU NEED THEM) AND YOUR IMAGINATION!

WE'VE TAKEN A LOT OF INSPIRATION FROM GAMES SUCH AS **THE BLACK HACK/MECHA HACK** AND **DUNGEON WORLD**, COMBINING SOME SIMPLE MECHANICS WHICH ARE VERY EASY TO LEARN.

NOT SURE IF TABLETOP ROLEPLAYING GAMES (TTRPG'S) ARE FOR YOU?

IF YOU LIKE GAMES LIKE **FINAL FANTASY**, **SKYRIM**, **THE WITCHER** - *OR ANY GAME WHERE YOU LEVEL UP THROUGH ACHIEVING GOALS AND/OR GAINING EXPERIENCE POINTS* - THEN THERE'S A VERY GOOD CHANCE YOU'LL ENJOY PLAYING TTRPG'S!

WHY? BECAUSE THE CREATORS OF EACH OF THESE GAMES GREW UP PLAYING **DUNGEONS & DRAGONS** THROUGHOUT THE 70'S, 80'S & 90'S AND WERE INSPIRED TO BRING THESE GAMING ELEMENTS INTO THE MODERN VIDEO GAMING ERA!

NOT ONLY THAT, BUT TONS OF MOVIE PRODUCERS AND ACTORS ALSO GREW UP PLAYING TTRPG'S; IT'S WHERE THEY LEARNED THEIR CRAFT FOR PORTRAYING CHARACTERS AND CREATING UNIQUE WORLDS WITH A MULTITUDE OF PLOT TWISTS. THE LIKES OF *JOE MANGANIELLO*, *DEBORAH ANN WOLL*, *VINCE VAUGHN*, *THE BIG SHOW*, *VIN DIESEL* AND *TOM MORELLO* ARE ALL AVID **D&D** NERDS!

GIVE IT A TRY - YOU MAY JUST FIND YOURSELF A NEW HOBBY!

# THE SETTING

THERE ISN'T ONE! THE SETTING IS COMPLETELY NEUTRAL, MEANING YOU CAN PUT OUR SCENARIO AND/OR THESE RULES AND **CHARACTER TROPES** TO ANY BACKDROP YOU LIKE! WE'RE SIMPLY PROVIDING SOME VERY BASIC RULES, CHARACTER ABILITIES AND A NEUTRAL SCENARIO TO PLAY THROUGH.

SO, IF A FANTASY **GAME OF THRONES** OR **LOTR** SETTING IS YOUR KIND OF THING - GO FOR IT! IF YOU PREFER A MORE FUTURISTIC OR DYSTOPIAN SETTING, LIKE **ALTERED CARBON**, **BLADE RUNNER** OR **STAR WARS** - THEN THOSE WILL WORK TOO!

EQUALLY, IF YOU'RE LOOKING TO PLAY THIS WITH YOUR KIDS WHO ARE PERHAPS YOUNGER AND

INTO THE LIKES OF **PAW PATROL**, **MY LITTLE PONY**, **MARVEL/DC** ETC. AGAIN JUST USE THE **CHARACTER TROPES** PROVIDED AND PORT IN SOME OF THEIR FAVOURITE CHARACTERS INTO THOSE ROLES, RENAMING THE **ABILITIES** AS YOU SEE FIT.

AND IF NO ONE CAN AGREE ON A SETTING AS ONE PERSON WANTS A ZOMBIE APOCALYPSE AND ANOTHER WANTS HIGH FANTASY? JUST CREATE A CRAZY-ASS PULP SETTING AND CHUCK ANYTHING AND EVERYTHING AT IT - EVERYONE WINS!

YOU REALLY CAN MAKE THE SETTING WHATEVER YOU WANT IT TO BE!





# HOW TO PLAY

**UKNITE THE REALM: TABLETOP ROLEPLAYING GAME** IS A VERY BASIC TABLETOP RPG, WHICH ANYONE CAN PICK UP AND PLAY. IT'S A COMPLETE GAME AND DOES NOT REQUIRE ANY OTHER RULES IN ORDER TO PLAY.

WE'VE DESIGNED THIS GAME TO BE EXTREMELY RULES-LITE AND EASY TO "PICK UP & PLAY", FOR BOTH ESTABLISHED ROLE PLAYERS AND BEGINNERS. JUST BRING YOUR IMAGINATION AND SOME DICE!

## THE CORE MECHANIC

**UKNITE THE REALM: TABLETOP ROLEPLAYING GAME** IS A 2D6-BASED SYSTEM WITH A **TARGET NUMBER** RESOLUTION. ANYTHING THAT CHALLENGES YOU IS RESOLVED BY **TESTING** THE CORRESPONDING *ATTRIBUTE* WITH THE ROLL OF 2D6. IF YOU *MATCH* OR *BEAT* THE APPROPRIATE TARGET NUMBER, YOU SUCCEED. IF YOU ROLL *UNDER* THE TARGET NUMBER, YOU FAIL.

*\*\*WHILST THE CORE MECHANIC USES 2D6 (TWO SIX SIDED DICE), THE GAME ALSO UTILISES A FULL SET OF POLYHEDRAL DICE (D4, D6, D8, D10, D12, D20) WHICH, IF NEEDED, WE'RE CURRENTLY STOCKING\*\**

## IN SHORT...

ONE PERSON PLAYS THE PART OF THE **CREATOR**. THE CREATOR RUNS THROUGH THE SCENARIO PROVIDED (OR ONE OF THEIR OWN MAKING) PLAYING THE PARTS OF ALLIES AND FOES ALIKE, AS WELL AS DESCRIBING THE SURROUNDINGS AS THE GAME MOVES FROM SCENE TO SCENE; *THE SIGHTS, SOUNDS AND SCENTS - WHO THE ENEMIES ARE, WHAT THEY LOOK LIKE, WHAT THEY'RE ARMED WITH, AS WELL AS ANY MOTIVES THEY MAY HAVE*. **DESCRIPTORS** THROUGH SCENES ARE A KEY ELEMENT TO ROLE PLAYING GAMES; THEY HELP ENABLE IMMERSION INTO THE WORLD YOU'RE ALL PLAYING THROUGH.

THE CREATOR ALSO DECIDES THE **TARGET NUMBERS** (*MORE ON THOSE SHORTLY*) THE PLAYERS NEED TO ROLL IN ORDER TO SUCCEED AT THE ACTIONS AND TASKS THEY'RE TRYING TO ACCOMPLISH, AS WELL AS CHOOSING WHICH ENEMIES ARE MOVING WHERE AND WHICH *PLAYER CHARACTERS* THEY ARE ATTACKING. HOWEVER, THE ONLY DICE ROLLS A CREATOR MAKES ARE **DAMAGE** ROLLS FOR THE ENEMIES (AGAIN, MORE ON THAT TO COME).

EVERYONE ELSE IS A **PLAYER CHARACTER**. PLAYER CHARACTERS ARE GUIDED THROUGH THE SCENARIOS BY THE CREATOR AND ACT UPON THEIR PROMPTS AND DESCRIPTIONS.

THE PLAYER CHARACTERS EACH CHOOSE FROM THE FOUR VAGUE **CHARACTER TROPES** WE'VE CREATED. THESE ARE ALL TROPES THAT YOU'D TYPICALLY FIND ACROSS MOST GENRES OF GAMES, FILMS AND TV SHOWS, AND COMPRISE OF THE FOLLOWING; ***THE LEADER, THE SAVAGE, THE SCOUNDREL*** AND ***THE CONDUIT***.

EACH OF THESE TROPES HAVE FOUR ATTRIBUTES; ***STRENGTH, AGILITY, WISDOM*** AND ***PRESENCE***. THESE ATTRIBUTES EACH HAVE A **MODIFIER** NEXT TO THEM; -1, 0, +1, +2, WHICH REPRESENT THE TROPE'S COMPETENCE AT EACH ATTRIBUTE. THESE MODIFIERS ARE ADDED TO OR SUBTRACTED FROM ANY DICE ROLLS MADE IN RELATION TO THEIR CORRESPONDING ATTRIBUTE.

HERE'S A VERY BRIEF EXAMPLE OF HOW YOU'D ACT UPON THE CREATOR'S DESCRIPTIONS/PROMPTS, ROLL SOME DICE, AND APPLY AN ATTRIBUTE MODIFIER:

THE CREATOR DESCRIBES THAT "YOU'RE TRAVELLING ALONG A DARK ROAD, FLANKED BY WOODLAND..."  
YOU THINK "THIS HAS AMBUSH WRITTEN ALL OVER IT!" SO YOU'D SAY SOMETHING LIKE: "I WANT TO KEEP MY EYE ON THE TREELINE FOR ANY SIGNS OF MOVEMENT".  
THEN THE CREATOR WOULD ASK YOU TO MAKE A **WISDOM** ROLL TO SEE WHAT YOU *PERCEIVE*, ALONG WITH THE REQUIRED **TARGET NUMBER**. YOU ROLL YOUR DICE, ADDING OR SUBTRACTING YOUR **WISDOM MODIFIER**, AND TRY TO **MATCH OR BEAT THE TARGET NUMBER**.  
SUCCEED AND THE CREATOR WILL TELL YOU WHAT, IF ANYTHING, YOU SEE; "YOU HEAR FOOTSTEPS THROUGH THE BRUSH AND THE SNAPPING OF TWIGS. YOU FOLLOW THE SOUND AND YOUR EYES CATCH THE SILHOUETTES OF THREE FIGURES SNEAKING ALONGSIDE YOU JUST INSIDE THE TREELINE...THEY APPEAR ARMED".  
IF YOU ROLL UNDER AND FAIL...THEN, WELL, ALL APPEARS TO BE JUST "FINE" AS FAR AS YOUR CONCERNED!

THAT'S JUST ONE BRIEF EXAMPLE, BUT HOPEFULLY IT GIVES YOU THE IDEA. WHATEVER YOU WANT TO ATTEMPT; FIND THE CORRESPONDING ATTRIBUTE (*STRENGTH, AGILITY, WISDOM, PRESENCE*), ROLL THE DICE, ADD/SUBTRACT THE MODIFIER AND HOPE THAT YOU MATCH OR BEAT THE TARGET NUMBER!

ONCE YOU'RE USED TO THE RULES, TRY BUILDING YOUR OWN SCENARIO FOR PLAYERS TO EXPLORE. MAYBE IT'LL DEVELOP INTO AN ONGOING CAMPAIGN AND BEFORE YOU KNOW IT YOU'VE PLAYED THROUGH AN ENTIRE EPIC SAGA THROUGH A WORLD OF YOUR OWN MAKING!



## THE MORE DETAILED PART...

### CHOOSE CHARACTER TROPE

THERE ARE FOUR DIFFERENT **CHARACTER TROPES** TO CHOOSE FROM; *THE LEADER*, *THE SAVAGE*, *THE SCOUNDREL* AND *THE CONDUIT*.

EACH TROPE HAS STRENGTHS, WEAKNESSES AND A FEW ABILITIES; ALL OF WHICH SET THEM APART FROM ONE ANOTHER.

ALL ATTRIBUTE MODIFIERS AND ABILITIES ARE LISTED ON THE CHARACTER TROPE SLIPS - TAKE A LOOK AND HOPEFULLY A BIT OF WHAT WE'VE MENTIONED SO FAR WILL START TO MAKE SOME SENSE.

IF MORE THAN ONE PERSON WANTED TO PLAY THE SAME CHARACTER TROPE, THEN JUST RUN WITH IT! HOW THEY EACH PLAY THAT TROPE WILL LIKELY STILL MAKE THEM FEEL VERY DIFFERENT! PLUS, TABLETOP RPGS ARE ALL ABOUT EVERYONE INVOLVED HAVING FUN, FIRST AND FOREMOST. IT'S ABOUT FRIENDS AND FAMILY SITTING AROUND AND HAVING A BLAST THROUGH SHARED STORYTELLING.

AND ANYWAY, WHO DOESN'T WANT TO SEE WHAT CARNAGE FOUR INCREDIBLE HULKS COULD CREATE?!

### TESTING ATTRIBUTES

YOU TEST ATTRIBUTES IN ORDER TO OVERCOME OBSTACLES, ATTACK ENEMIES, AND AVOID DAMAGE. WHILE MANY MUNDANE ACTIONS DO NOT REQUIRE ROLLS, ANYTHING THAT CHALLENGES YOU IS RESOLVED BY TESTING THE CORRESPONDING ATTRIBUTE AND TRYING TO **MATCH OR BEAT** THE REQUIRED **TARGET NUMBER**. ROLLING **UNDER** THE TARGET NUMBER IS A FAILURE.

IN WHAT SITUATIONS WOULD YOU **TEST** EACH ATTRIBUTE? SEE BELOW:

- **STRENGTH:** TO LIFT OR MOVE SOMETHING HEAVY
- **AGILITY:** TO MOVE SILENTLY OR BALANCE ACROSS A BEAM
- **WISDOM:** RECALL ACADEMIC KNOWLEDGE OR TO PERCEIVE SOMETHING
- **PRESENCE:** TO PERSUADE OR INTIMIDATE SOMEONE

## TARGET NUMBERS

THE DEFAULT TARGET FOR MOST TASKS WILL BE **SEVEN** (*ROUTINE*), HOWEVER THIS CAN VARY BASED ON AN ARRAY OF FACTORS, DEPENDING ON THE TASK, SITUATION AND THE CREATOR'S DISCRETION. FOR EXAMPLE, PLAYER CHARACTERS MAY BE IN ADVANTAGEOUS POSITIONS TO MAKE A TASK A LITTLE EASIER.

EQUALLY, THEIR POSITION/SITUATION, OR THAT OF THE ENEMY, COULD PUT THE PLAYERS AT A DISADVANTAGE, MAKING THE TASK MORE DIFFICULT.

THE DIFFICULTY THRESHOLDS ARE AS FOLLOWS:

SIMPLE: 4  
ROUTINE: 7  
DIFFICULT: 10  
FORMIDABLE: 13

## ACTIONS

DURING YOUR TURN, YOU CAN PERFORM ANY **TWO** ACTIONS. THE AVAILABLE ACTION TYPES ARE:

- **MOVE** TO A NEAR LOCATION.
- **ATTACK** AN ENEMY IN RANGE.
- **TEST** AN ATTRIBUTE TO COMPLETE A TASK.
- **USE** A CHARACTER TROPE ABILITY.

THIS IS BY NO MEANS A CONCRETE LIST OF ACTIONS, BUT MOST TASKS IN **UKNITE THE REALM: TABLETOP ROLEPLAYING GAME** FALL UNDER ONE OF THESE FOUR CATEGORIES.

IT IS POSSIBLE TO TAKE THE SAME ACTION TWICE, BUT YOU MUST ALSO ROLL A **D20** AT THE END OF YOUR TURN. ON A ROLL OF 10 OR UNDER, YOUR ACTIONS HAVE LEFT YOU OPEN AND SHOULD YOU BE TARGETED FOR ATTACK BY AN ENEMY **BEFORE YOUR NEXT TURN**, YOUR **STRENGTH** AND **AGILITY** ROLL TARGET NUMBERS, TO **PARRY** OR **DODGE** RESPECTIVELY, WILL BE **INCREASED** BY ONE DIFFICULTY THRESHOLD (*MORE ON ATTACKING DEFENDING AND DAMAGE SHORTLY*).

MUNDANE ACTIONS, SUCH AS COMMUNICATING WITH YOUR ALLIES OR DROPPING A WEAPON OR ITEM, CAN BE DONE AS **FREE ACTIONS** WITHIN REASON AND AT THE CREATOR'S DISCRETION.

## ORDER OF ACTIONS

ACTIONS ALWAYS OCCUR IN THE ORDER THEY ARE WRITTEN. FOR INSTANCE, THIS *LEADER ABILITY* READS:

*"AS A USE ACTION, CHOOSE ONE CLOSE OR NEAR ALLY. THEY CAN IMMEDIATELY TAKE A SINGLE ACTION THAT DOES NOT COUNT TOWARDS THEIR TOTAL ACTIONS, THEN YOUR TURN RESUMES."*

USING THAT ABILITY WOULD ENTAIL; TAKING A **USE ACTION**, CHOOSING A SINGLE CLOSE OR NEAR ALLY, ALLOWING THEM TO TAKE AN **ACTION**, THEN RESUMING YOUR TURN, *IN THAT ORDER*.

## TIME & TURNS

THERE ARE TWO TYPES OF TIME TRACKED IN THIS GAME; **MOMENTS** AND **MINUTES**.

- **MOMENTS** ARE USED DURING COMBAT AND OTHER FAST-PACED, ACTION SCENES.
- **MINUTES** ARE USED WHEN EXPLORING AND TRAVELLING.

GENERALLY, **ONE MINUTE** EQUALS **TEN MOMENTS**, MEANING THAT EACH PLAYER'S (AND ENEMY'S) TURN HAPPENS WITHIN JUST **SIX SECONDS**, IF EVERYTHING WAS HAPPENING IN REAL-TIME.

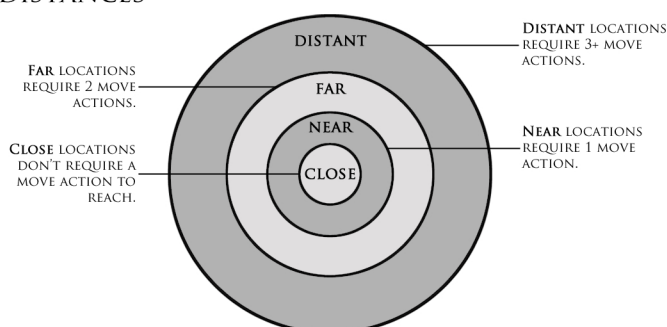
*\*\*THE CREATOR MAY ADVANCE THE CLOCK AS THEY SEE FIT, AND MAY ALSO SUBSTITUTE MINUTES FOR HOURS, DAYS, OR EVEN MONTHS, DEPENDING ON WHAT THE MISSION REQUIRES\*\**

## MOVEMENT & DISTANCE

THERE ARE FOUR ABSTRACT RANGES FOR MEASURING DISTANCE: **CLOSE**, **NEAR**, **FAR**, AND **DISTANT**.

ON THEIR TURN EVERY PLAYER CHARACTER CAN MOVE SOMEWHERE **NEAR** AS PART OF AN ACTION. THEY CAN FORGO ANY OTHER ACTIONS AND MOVE TWICE, TO A **FAR** LOCATION, INSTEAD. ANYTHING BEYOND FAR CAN BE CLASSIFIED AS **DISTANT** AND WOULD TAKE THREE MOVES TO GET TO.

*\*\*THIS SYSTEM IS DESIGNED TO SUPPORT A "THEATRE OF THE MIND" STYLE OF PLAY AND ISN'T CONCERNED ABOUT TRACKING FIDDLY DISTANCES\*\**



## INITIATIVE

WHEN COMBAT BREAKS OUT, EVERYONE MUST BE SORTED INTO AN ORDER TO SEE WHO ACTS/REACTS WHEN.

EACH PLAYER ROLLS THEIR 2D6 AND ADDS OR SUBTRACTS THEIR CHARACTER'S **AGILITY** MODIFIER, THIS IS KNOWN AS "**ROLLING INITIATIVE**". IF THEY ROLL A **SEVEN OR HIGHER**, THEY ACT BEFORE THE ENEMY. IF THEY ROLL UNDER, THEY ACT AFTER THE ENEMY.

EACH GROUP, THOSE WHO SUCCEEDED AND THOSE WHO FAILED, THEN DECIDE BETWEEN THEMSELVES WHO ACTS IN WHAT ORDER.

*\*\*THE CREATOR WILL MAKE A NOTE OF THIS INITIATIVE ORDER TO ENSURE IT IS KEPT TO THROUGHOUT THE DURATION OF COMBAT\*\**

## ATTACKING, DEFENDING & DAMAGE

EACH CHARACTER TROPE WILL USE DIFFERENT ATTRIBUTE MODIFIERS TO MAKE THEIR **ATTACKS**. YOU ATTEMPT TO HIT YOUR ENEMY BY ROLLING YOUR 2D6 AND ADDING YOUR RELEVANT *ATTACKING ATTRIBUTE'S MODIFIER*, TRYING TO MATCH OR BEAT THEIR "**TARGET NUMBER HIT**" (AS PER THEIR **ENEMY TROPE SLIP**).

EACH CHARACTER TROPE'S ATTACKING ATTRIBUTES ARE LISTED BELOW:

- **THE LEADER** AND **THE SAVAGE** ARE BIG HITTING MELEE-BASED ATTACKERS; MEANING THEY ATTACK AT **CLOSE RANGE**. AS SUCH, THEY ADD THEIR **STRENGTH** MODIFIERS TO THEIR ATTACK ROLLS.
- **THE SCOUNDREL** LACKS POWER, BUT MAKES UP FOR IT IN PATIENT WELL-TIMED DEFT ATTACKS, BOTH AT **CLOSE-QUARTERS** AND FROM **RANGE** (**NEAR** OR **FAR**). AS SUCH, THEY ADD THEIR **AGILITY** MODIFIER TO THEIR ATTACK ROLLS.
- **THE CONDUIT** ALSO LACKS IN STRENGTH, SO AT **CLOSE RANGE** UTILISES THEIR **AGILITY** MODIFIER. HOWEVER, THEIR MAIN POWER IS IN THEIR **RANGED MAGIC** (**NEAR** OR **FAR**) AND ARE THE ONLY TROPE TO USE THEIR **WISDOM** MODIFIER FOR ATTACK ROLLS.

TO MAKE A **MELEE** ATTACK, YOUR TARGET ENEMY MUST BE AT **CLOSE RANGE**.

**RANGED** ATTACKS ARE MADE AT **NEAR** OR **FAR** RANGES, HOWEVER, ANY RANGED ATTACKS ATTEMPTED AGAINST **CLOSE** AND **DISTANT** ENEMIES HAVE *INCREASED* TARGET NUMBER DIFFICULTY THRESHOLDS OF **TEN** (DIFFICULT).

### OPTIONAL RULE

*\*\*ALTHOUGH IT IS STATED THAT **THE LEADER** AND **THE SAVAGE** CAN ONLY MAKE MELEE ATTACKS, YOU MAY WISH TO ADD AN ADDITIONAL RULE WHEREBY THEY CAN **THROW** THEIR WEAPONS FROM **NEAR** RANGE (STILL ROLLING THEIR **STRENGTH** MODIFIER AS THEY'RE USING BRUTE FORCE TO THROW IT). THE DAMAGE DICE REMAINS THE SAME. THE CHARACTER WOULD THEN, HOWEVER, BE WITHOUT A WEAPON UNTIL THEY RETRIEVE IT, BUT COULD USE THEIR **FISTS** IN MELEE COMBAT IN THE MEANTIME, DEALING **D4 DAMAGE**\*\**

IF YOU SUCCEED ON YOUR ATTACK ROLL, MATCHING OR BEATING YOUR ENEMY'S TARGET NUMBER, THEN YOU NOW NEED TO DEAL DAMAGE. THE DAMAGE YOU DEAL IS DETERMINED BY YOUR CHARACTER TROPE. EACH TROPE HAS A **DAMAGE DICE**; EITHER A D6 OR A D8. ROLL YOUR TROPE'S DAMAGE DICE AND **DEDUCT** THE NUMBER ROLLED FROM THE ENEMY'S **HIT POINTS** TOTAL.

SOME TROPE ABILITIES MAY STATE THAT DIFFERENT DICE ARE USED FOR DAMAGE, SO MAKE SURE TO READ THE ABILITY DESCRIPTORS TO MAKE SURE YOU ROLL THE CORRECT DICE. FOR EXAMPLE, THE CONDUIT'S **ARCANE BARRAGE** ABILITY STATES THE FOLLOWING;

*"AS AN ATTACK ACTION, TEST WISDOM WITH A TARGET NUMBER OF SEVEN. ON A SUCCESS, DEAL 4D4 DAMAGE, DIVIDED AS YOU CHOOSE, BETWEEN ENEMIES AT NEAR OR FAR RANGE"*

SO, THEY WOULD ROLL THEIR 2D6 AND ADD THEIR **WISDOM** MODIFIER TO ATTEMPT TO HIT AN ENEMY, AS THEY WOULD FOR A BASIC ATTACK. HOWEVER, IF THEY'RE SUCCESSFUL (ROLLING A **SEVEN** AS STATED IN THE ABILITY DESCRIPTION) THEY WILL INSTEAD DEAL **4D4 DAMAGE** (RATHER THAN THEIR USUAL 1D6) AND CAN **SPLIT THE DAMAGE** AS THEY CHOOSE ACROSS MULTIPLE ENEMIES, AT **NEAR** OR **FAR** RANGE.

CONVERSELY, WHEN IT'S THE **ENEMY'S TURN TO ACT DURING INITIATIVE** AND THE CREATOR STATES WHICH PLAYER CHARACTER IS BEING ATTACKED, THE CREATOR DOES NOT MAKE AN ATTACK ROLL. INSTEAD THE PLAYER CHARACTER DEFENDS AGAINST THE ENEMY'S "**TARGET NUMBER DEF**" (AS PER THEIR **ENEMY TROPE SLIP**) AS BELOW:

- IF THE ENEMY ATTACK IS **MELEE** (CLOSE RANGE) THEN THE PLAYER CHARACTER MUST ROLL THEIR 2D6 AND ADD THEIR **STRENGTH** MODIFIER TO AVOID TAKING DAMAGE. THIS SIMULATES THE CHARACTER ATTEMPTING TO **PARRY** THE INCOMING ATTACK.
- IF THE ATTACK IS FROM **RANGE** (NEAR OR FAR) THEN THE PLAYER CHARACTER MUST ROLL THEIR 2D6 AND ADD THEIR **AGILITY** MODIFIER TO AVOID TAKING DAMAGE. THIS SIMULATES THE CHARACTER'S ATTEMPT TO **DODGE** THE ATTACK.

THE TARGET NUMBERS TO AVOID ENEMY ATTACKS ARE OUTLINED ON EACH **ENEMY TROPE SLIP**. THE TOUGHER THE ENEMY, THE MORE DIFFICULT IT IS TO AVOID THEIR ATTACKS...AND THE MORE DIFFICULT THEY MAY BE TO HIT!

### OPTIONAL RULE

THE CREATOR MAY DECIDE TO TAKE INTO ACCOUNT OTHER FACTORS, SUCH AS:

- **COVER**; BUILDINGS, TREES OR OTHER OBJECTS BETWEEN PLAYER AND ENEMY. IF A PLAYER IS **ATTEMPTING** A **RANGED** ATTACK THEN THE TARGET NUMBER MAY **INCREASE**. IF A PLAYER IS **AVOIDING** A **RANGED** ATTACK THEN THE TARGET NUMBER MAY **DECREASE**.
- **KNOCKED PRONE**; IF A PLAYER IS **KNOCKED PRONE** ON THE GROUND THEN THE TARGET NUMBER TO AVOID AN INCOMING MELEE OR RANGED ATTACK MAY **INCREASE**, FAVOURING THE ENEMY. IF THE ENEMY YOU'RE ATTACKING IS **KNOCKED PRONE** THEN THE TARGET NUMBER MAY **DECREASE** IN THE PLAYER'S FAVOUR.

SHOULD A PLAYER FAIL TO AVOID AN ENEMY'S ATTACK, THEY TAKE DAMAGE. THIS IS THE ONLY ROLL THE CREATOR MAKES, ROLLING THE CORRESPONDING **DAMAGE DICE** FOR THE ATTACKING **ENEMY TROPE** (LOCATED ON THE ENEMY TROPE SLIP).

THE RESULT ROLLED ON THE DAMAGE DICE IS THEN DEDUCTED FROM THE PLAYER CHARACTER'S **HIT POINTS** (OR **ARMOUR POINTS** AS BELOW).

## ARMOUR POINTS

EACH CHARACTER TROPE ALSO HAS A SET NUMBER OF **ARMOUR POINTS**. WHEN A PLAYER CHARACTER TAKES DAMAGE, THEY CAN OPT TO TAKE **SOME** OR **ALL** OF THE DAMAGE AWAY FROM THEIR **ARMOUR POINTS**, PROTECTING THEIR **HIT POINTS** AS MUCH AS POSSIBLE. ONCE ALL **ARMOUR POINTS** ARE SPENT, THE **ARMOUR** IS CONSIDERED **SUNDERED** AND NO LONGER OFFERING PROTECTION; THUS ANY FURTHER DAMAGE WILL BE TAKEN FROM THEIR **HIT POINTS**.

## CRITICAL SUCCESS & CRITICAL FAILURE

CRITICAL SUCCESSSES AND FAILURES ARE THE BEST PART OF ANY TABLETOP RPG! CRITICAL SUCCESSSES (ALSO KNOWN AS "**CRITS**") ARE CELEBRATED AND APPLAUDED BY ALL. WHILST CRITICAL FAILURES ARE MET WITH SHARP INHALATION...AND OFTENTIMES LAUGHTER...WELL, MOSTLY LAUGHTER, EXCEPT FOR THE POOR FOOL WHO ROLLED IT!



A **CRITICAL SUCCESS** IS THE ROLL OF **TWO SIXES**. ROLLING THIS WHEN **ATTACKING** WILL GRANT YOU **DOUBLE DAMAGE**.

*\*\*DECIDE BEFORE THE GAME WHETHER THIS WILL BE DOUBLING A SINGLE DAMAGE ROLL, OR ROLLING TWICE AND ADDING THEM TOGETHER\*\**

ROLLING A **CRITICAL SUCCESS** WHEN **TESTING AN ATTRIBUTE** GIVES YOU THE BEST POSSIBLE OUTCOME:

- **STRENGTH**; YOU LIFT THAT BIG-ASS ROCK WITH EASE AND A SMILE; LIGHTWEIGHT BABY!
- **AGILITY**; YOU LEAP ACROSS THE TEN FOOT GORGE WITH STYLE, GRACE AND A FEW FEET TO SPARE.
- **WISDOM**; WHETHER IT'S SOMETHING YOU'VE ENCOUNTERED BEFORE OR THROUGH ACADEMIC KNOWLEDGE, YOU KNOW ALL ABOUT THIS SUBJECT.
- **PRESENCE**; THE GUARD IS FOOLED BY YOUR CHARM AND APOLOGISES FOR QUESTIONING WHY YOU NEED TO BE NEAR THAT PALACE.

IN CONTRAST, A **CRITICAL FAILURE** IS THE ROLL OF **TWO ONES**. ROLLING THIS WHEN **ATTACKING** WILL RESULT IN A **MISS** AND A **CONSEQUENCE**, SUCH AS *DROPPING YOUR WEAPON* OR *IMBEDDING IT INTO A TREE RATHER THAN YOUR ENEMY*; EACH OF WHICH WOULD REQUIRE **SPENDING AN ACTION** ON YOUR TURN (OR NEXT TURN SHOULD THAT BE YOUR FINAL AVAILABLE ACTION) TO PICK IT UP/PULL IT OUT. ROLLING THIS WHEN **AVOIDING AN ATTACK** RESULTS IN THE ENEMY DEALING DOUBLE DAMAGE.

ROLLING THIS WHEN **TESTING AN ATTRIBUTE** GIVES YOU THE WORST POSSIBLE OUTCOME:

- **STRENGTH**; THAT BIG-ASS ROCK GOES SOME OF THE WAY UP, BUT YOUR LEGS GIVE WAY AND THAT HURT, POSSIBLY TAKING D4-D6 DAMAGE AT THE CREATOR'S DISCRETION.
- **AGILITY**; YOU LEAP...YOU FALL! POSSIBLY TAKING D4-D8 DAMAGE AT THE CREATOR'S DISCRETION.
- **WISDOM**; YOU KNOW NOTHING JON SNOW...
- **PRESENCE**; THAT GUARD HAS HEARD ENOUGH AND ARRESTS YOU FOR ATTEMPTED BRIBERY AND TRESPASSING.

## REST, RECOVERY & HIT DICE

YOU CANNOT GAIN MORE HIT POINTS THAN YOUR MAXIMUM, AND CAN NEVER BE REDUCED **BELOW ZERO** HIT POINTS. IF YOU REGAIN HIT POINTS WHILE **OUT OF ACTION** (FROM A *HEALING SPELL* FOR EXAMPLE), YOU ARE NO LONGER CONSIDERED OUT OF ACTION AND REJOIN THE INITIATIVE ORDER.

THERE ARE TWO TYPES OF REST; **SHORT REST** AND **LONG REST**.

A **SHORT REST** IS CONSIDERED TO BE **AT LEAST AN HOUR**. DURING THIS TIME PLAYER CHARACTERS CAN ROLL THEIR **HIT DICE**, REGAINING THAT MANY **HIT POINTS**. THEY CAN COMPLETE A SHORT REST **ONCE PER DAY**.

A **LONG REST** IS USUALLY CARRIED OUT OVERNIGHT AND IS **AT LEAST EIGHT HOURS LONG**. ONCE COMPLETED PLAYER CHARACTERS **REGAIN ALL LOST HIT POINTS** AND ALSO REGAIN ANY LOST **ARMOUR POINTS**. THEY CAN COMPLETE A LONG REST **ONCE PER DAY**.

## DEATH & DYING

WHEN A PLAYER CHARACTER REACHES **ZERO** HIT POINTS THEY ARE CONSIDERED **OUT OF ACTION**. THEY ARE UNCONSCIOUS AND CANNOT MAKE ANY ACTIONS. WHEN THE FIGHT IS OVER AND/OR THEY ARE OUT OF DANGER, THEY CAN ROLL ON THE **OUT OF ACTION TABLE** TO SEE WHAT HAPPENS TO THEM.

MOST OUTCOMES THEN REQUIRE THE ROLL OF EITHER THE PLAYER'S HIT DICE OR A D4 TO DETERMINE THE NUMBER OF HIT POINTS THEY AWAKEN WITH.

*\*\*THOSE PLAYING WITH YOUNGER PLAYERS MAY WISH TO TAKE OUT OR CHANGE SOME OF THESE OPTIONS, OR THIS ELEMENT ENTIRELY. ALL RULES ARE OPTIONAL AND ENJOYMENT MUST ALWAYS BE AT THE HEART OF THE GAME\*\**



OUT OF ACTION TABLE - ROLL A D6		
ROLL	RESULT	WHAT IT MEANS
1	DEAD	HEROICALLY OR STUPIDLY, YOU HAVE MET YOUR DEMISE - EITHER WAY, THERE WILL PROBABLY BE A SONG ABOUT IT.
2	DAMAGED	TEST EACH ATTRIBUTE (TARGET NUMBER OF SEVEN). FAIL & DROP THE MODIFIER BY ONE. YOU AWAKEN WITHIN A DAY WITH D4 HIT POINTS.
3	WEAKENED	YOUR HIT POINT MAX IS PERMANENTLY DROPPED BY D4 POINTS & YOUR HIT DICE IS LOWERED BY ONE DICE (E.G. D8 BECOMES D6 ETC). YOU AWAKEN WITHIN AN HOUR WITH D4 HIT POINTS.
4-6	UNCONCIOUS	YOU AWAKEN WITHIN AN HOUR WITH A HIT DICE WORTH OF HIT POINTS.

HIT DICE: D8      DAMAGE DICE: D8

## THE LEADER

### ATTRIBUTES      MODIFIERS

STRENGTH:      +1

AGILITY :      -1

WISDOM:      0

PRESENCE:      +2

ARMOUR POINTS

MAXIMUM



HIT POINTS  
MAXIMUM



ARMOUR POINTS

CURRENT



HIT POINTS  
CURRENT



### ABILITIES

**BATTLE TACTICS:** AS A USE ACTION, CHOOSE ONE CLOSE OR NEAR ALLY. THEY CAN IMMEDIATELY TAKE A SINGLE **MOVE** OR **ATTACK** ACTION THAT DOES NOT COUNT TOWARDS THEIR TOTAL ACTIONS, THEN YOUR TURN RESUMES.

**RALLY THE TROOPS:** AS A USE ACTION, CHOOSE A CLOSE OR NEAR ALLY. THEY GAIN AN ADDITIONAL **D4** ON A SINGLE TEST MADE BEFORE THE START OF YOUR NEXT TURN.

**DEFENDER:** AS A REACTION TO A CLOSE ALLY TAKING DAMAGE, YOU CAN CHOOSE TO TAKE THAT DAMAGE INSTEAD.

### WISDOM SPECIALITY & ABILITY

HISTORY-BASED WISDOM TESTS ARE MADE AT ONE DIFFICULTY THRESHOLD LOWER.

**STRONG OF WILL** - YOU'RE A BATTLE-HARDENED MENTAL POWERHOUSE, MAKING YOU IMMUNE TO FEAR AND CHARM EFFECTS.



HIT DICE: D8      DAMAGE DICE: D10

## THE SAVAGE

### ATTRIBUTES      MODIFIERS

STRENGTH:      +2

AGILITY :      0

WISDOM:      -1

PRESENCE:      +1

ARMOUR POINTS

MAXIMUM



HIT POINTS  
MAXIMUM



ARMOUR POINTS

CURRENT



HIT POINTS  
CURRENT



### ABILITIES

**BIG HITTER:** YOU SCORE A CRITICAL SUCCESS AND DEAL CRITICAL DAMAGE ON **MELEE ATTACK** ROLLS OF **DOUBLE 5** AND **DOUBLE 6**.

**WILD CHARGE:** AS A **MOVE** ACTION, IMMEDIATELY MOVE TO A NEAR ENEMY AND MAKE A **MELEE ATTACK** AGAINST THEM.

**BLOOD RAGE:** WHEN YOU MAKE A SUCCESSFUL ATTACK, YOU CAN CHOOSE TO **REDUCE** YOUR HIT POINTS BY 2 AND ROLL ONE ADDITIONAL DAMAGE DICE. UNTIL THE START OF YOUR NEXT TURN, HALVE ANY DAMAGE DEALT TO YOU.

### WISDOM KNOWLEDGE & ABILITY

TRACKING-BASED WISDOM TESTS ARE MADE AT ONE DIFFICULTY THRESHOLD LOWER.

**PRIMEVAL INTUITION** - ALWAYS ALERT TO DANGER, ROLL INITIATIVE WITH A TARGET NUMBER OF FOUR. ALSO, WHENEVER AMBUSHED, ACT IMMEDIATELY AFTER THE SURPRISE ATTACK, THEN ROLL INITIATIVE.



HIT DICE: D6	DAMAGE DICE: D6
<b>THE SCOUNDREL</b>	
ATTRIBUTES	MODIFIERS
STRENGTH:	-1
AGILITY :	+2
WISDOM:	+1
PRESENCE:	0

ARMOUR POINTS MAXIMUM	ARMOUR POINTS CURRENT
3	
HIT POINTS MAXIMUM	HIT POINTS CURRENT
16	

### ABILITIES

**SNEAK ATTACK:** WHEN YOU ATTACK FROM HIDING YOU DEAL AN ADDITIONAL D6 DAMAGE.

**HIDE:** AS A USE ACTION, YOU FIND AN OBJECT OR FEATURE TO HIDE BEHIND/WITHIN, WITHIN YOUR LOCATION AND BECOME HIDDEN. TEST AGILITY TO HIDE SUCCESSFULLY.

**SNIPER:** ON A SINGLE SUCCESSFUL RANGED ATTACK THIS TURN, AND PROVIDING YOU *DO NOT USE* A MOVE ACTION ON THIS TURN, YOU CAN LOWER THE TARGET NUMBER OF THE ENEMY WHICH YOU ARE ATTACKING BY 1D4.

### WISDOM SPECIALITY & ABILITY

INVESTIGATION-BASED WISDOM TESTS ARE MADE AT ONE DIFFICULTY THRESHOLD LOWER.

**LOCK-BREAKER** - YOU HAVE THE TOOLS AND SKILLS TO GET INTO ANYTHING LOCKED. WISDOM TEST; TARGET NUMBER OF SEVEN.



HIT DICE: D6	DAMAGE DICE: D6
<b>THE CONDUIT</b>	
ATTRIBUTES	MODIFIERS
STRENGTH:	0
AGILITY :	+1
WISDOM:	+2
PRESENCE:	-1

ARMOUR POINTS MAXIMUM	ARMOUR POINTS CURRENT
2	
HIT POINTS MAXIMUM	HIT POINTS CURRENT
14	

### ABILITIES

**RESTORE HEALTH:** AS A USE ACTION HEAL YOURSELF OR ONE CLOSE OR NEAR ALLY FOR 1D4+2 HIT POINTS.

**RADIANT BARRIER:** AS A USE ACTION, AN ETHEREAL BARRIER SHIELDS YOU OR A NEARBY ALLY. UNTIL THE START OF YOUR NEXT TURN, YOU/THEY MAY REDUCE ANY INCOMING DAMAGE BY 1D4.

**ARCANE BARRAGE:** AS AN ATTACK ACTION, TEST WISDOM WITH A TARGET NUMBER OF SEVEN. ON A SUCCESS, DEAL 4D4 DAMAGE, DIVIDED AS YOU CHOOSE, BETWEEN ENEMIES AT NEAR OR FAR RANGE.

### WISDOM KNOWLEDGE & ABILITY

RELIGION-BASED WISDOM TESTS ARE MADE AT DIFFICULTY THRESHOLD LOWER.

**DETECT MAGIC** - YOU SENSE THE PRESENCE OF MAGICAL ENERGY (OBJECTS AND CREATURES) WITHIN A NEAR RANGE. IF VISIBLE, YOU CAN SEE ITS AURA AND DETERMINE IF IT'S OF GOOD OR EVIL NATURE.



TARGET NUMBER HIT: 4 TARGET NUMBER DEF: 7

## THE MINION

### BASIC FOOT SOLDIER

MELEE ATTACK - CLOSE TARGET

RANGED ATTACK - NEAR OR FAR TARGET

**ATTACK:** MINIONS MAKE **ONE** ATTACK. YOU CAN LIMIT THEM TO JUST MELEE/RANGED, OR GIVE THEM THE FLEXIBILITY OF BOTH.

**MOVEMENT:** MINIONS CAN EITHER MOVE TO A NEAR LOCATION, OR CAN MOVE TO A FAR LOCATION AND FORGO THEIR ATTACK.

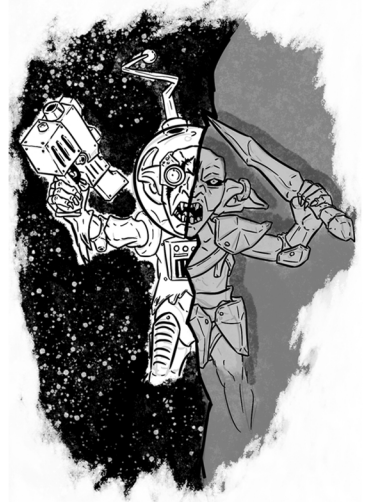
**EXAMPLE MINIONS:** *GOBLINS, ZOMBIES, STORMTROOPERS*

DAMAGE DICE: D4

HIT POINTS  
MAXIMUM



HIT POINTS  
CURRENT



DAMAGE DICE: D6

HIT POINTS  
MAXIMUM



HIT POINTS  
CURRENT



TARGET NUMBER HIT: 4 TARGET NUMBER DEF: 7

## THE BEAST

### LARGE ANIMAL / ANIMAL-LIKE CREATURE

MELEE ATTACK - CLOSE TARGET

PACK TACTICS

**ATTACK:** BEASTS MAKE **ONE** MELEE ATTACK.

**PACK TACTICS:** WHEN AN ALLY OF THE BEAST IS WITHIN NEAR RANGE, BEASTS DEAL AN ADDITIONAL +1 DAMAGE TO THEIR DICE ROLL.

**MOVEMENT:** BEASTS CAN EITHER MOVE TO A NEAR LOCATION, OR CAN MOVE TO A FAR LOCATION AND FORGO THEIR ATTACK.

**EXAMPLE BEASTS:** *DIRE WOLVES, RHINOS, ARACHNID WARRIOR BUGS*

TARGET NUMBER HIT: 7 TARGET NUMBER DEF: 7

## THE ELITE

### SPECIAL FORCES

MELEE ATTACK - CLOSE TARGET

RANGED ATTACK - NEAR OR FAR TARGET

**ATTACK:** ELITES MAKE **ONE** MELEE OR RANGED ATTACK. THEIR THICKER ARMOUR **REDUCES** ANY INCOMING DAMAGE BY **ONE** POINT.

**INTIMIDATING ROAR:** CAUSES TARGET TO IMMEDIATELY MOVE TO FAR DISTANCE AWAY & CANNOT BE ATTACKED BY THE TARGET UNTIL THE END OF THE ELITE'S NEXT TURN. **WISDOM** TEST WITH TARGET NUMBER OF SEVEN.

**MOVEMENT:** ELITES CAN EITHER MOVE TO A NEAR LOCATION, OR CAN MOVE TO A FAR LOCATION AND FORGO THEIR ATTACK.

**EXAMPLE ELITES:** *ORCS, WEREWOLVES, CYBORGS*

DAMAGE DICE: D8

HIT POINTS  
MAXIMUM



HIT POINTS  
CURRENT



TARGET NUMBER HIT: 7 TARGET NUMBER DEF: 7

## THE BOSS

### THE BIG BAD EVIL GUY

MELEE ATTACK - CLOSE TARGET

RANGED ATTACK - NEAR OR FAR TARGET

DAMAGE DICE: D12

HIT POINTS  
MAXIMUM



HIT POINTS  
CURRENT



**ATTACK:** BOSSES MAKE **TWO** MELEE OR RANGED ATTACK. THEIR SUPERIOR ARMOUR **REDUCES** ANY INCOMING DAMAGE BY **TWO** POINTS.

**COMMANDING CHARM:** ONE TARGET, WITHIN CLOSE-FAR RANGE, IMMEDIATELY MAKES **ONE** ATTACK AT THEIR CLOSEST ALLY.

**MOVEMENT:** BOSSES CAN EITHER MOVE TO NEAR OR FAR LOCATIONS WITHOUT FORGOING THEIR ATTACKS.

**EXAMPLE BOSSES:** *DEMONS, THE JOKER, DARTH VADER*