BATTLE SAUCE

EVERYTHING YOU NEED TO KNOW

TO START PLAYING YOUR SOON TO BE FAVORITE GAME

CREATED BY MICHAEL STARTZMAN

RPG + BOARD GAME = AWESOMESAUCE

BattleSauce combines the best aspects of role-playing games - cool characters, awesome fights, unlimited treasures - with the best parts of board games - easy setup, quick play, and everyone can participate.

Play BattleSauce like a traditional, story-telling, role-playing game (RPG) or as a board game with almost no story telling at all. Or a healthy mix of both. BattleSauce is easy to learn, created for new players and experienced players alike. True dat.

With the BattleSauce system of playing, you can create unlimited custom characters for any genre, era, or time line. And the best part is, I created this game to be playable with materials you probably already have. So let's get going.

IT GETS BETTER. EVERY MONTH.

BattleSauce is an evolving game that starts within a sword and sorcery time period. As the story unfolds, the world will change and advance over time. This ever evolving time-scape allows for fresh, new content and exciting character development.

There are mythical monsters, fantastic heroes (that's you - probably), and all kinds of enchanted weapons, treasures, and places which get updated and added to every month.

CONTENTS

HOW TO PLAY

MATERIALS

BattleSauce was designed to be accessible and fun for all levels of gamers, especially beginners. Getting started is easy and only requires a few common household materials. And for serious gamers - and soon to be serious gamers - there are custom materials in the BattleSauce store which make your gaming experience even more awesomer - it's a word now.

WRITING UTENSIL

Does it feel like you're in school when you read "writing utensil"? Aaaaanyway. Pen, pencil, quill pen, something to write with.

PAPER

Graph paper is great for making maps and taking notes. But really, any paper will do. You can also use it to create your own character sheets - or download the official character sheet on the website.

DECK OF PLAYING CARDS

A standard deck of 54 playing cards including jokers. A couple of decks might make playing a bit smoother. Cards are used a lot in BattleSauce and some cool ones are available on our website. Players can use unique playing cards to further customize their character.

6 AND 20 SIDED DICE

You can't have a role-playing game without at least one exotic die. We use standard six sided and twenty sided dice. Custom BattleSauce dice are available in the Store - you should probably just check it out.

These materials, with the rules found on the website or in this book, plus the free monster manual are all you need to get started playing BattleSauce.

RPG
ROLE PLAYING
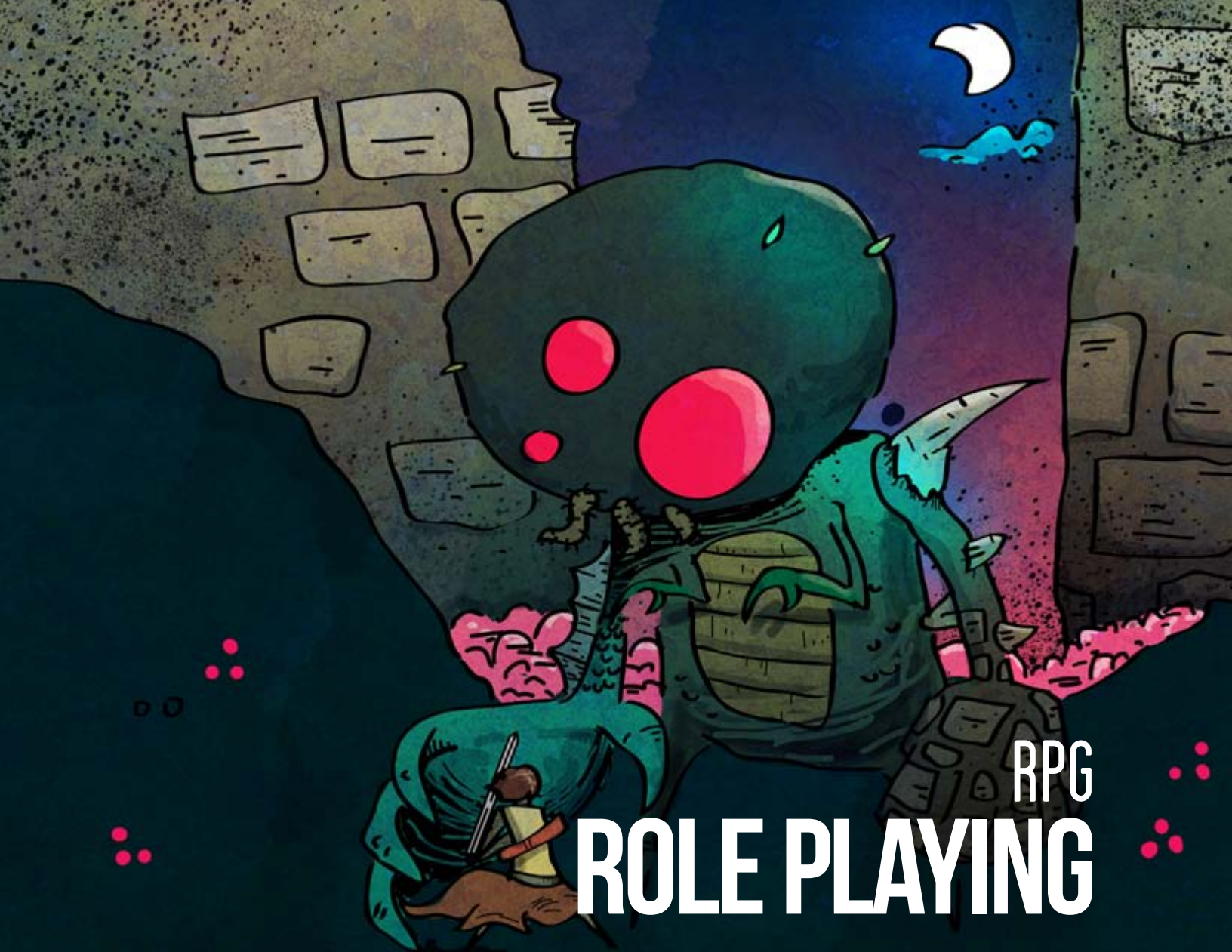
Don't worry it's easy. And you can do as much or as little role-playing as you feel like.

Role-playing in BattleSauce is as simple as players saying what they want their characters to do - called ACTIONS - and the gamemaster (GM) determining how difficult those actions will be on a scale of 1 (easy) to 20 (really difficult) - that number is called a DIFFICULTY NUMBER. Players must roll higher than or equal to the difficulty number on a D20 (twenty sided die) to succeed in their action.

Difficulty numbers can be applied to nearly any action in BattleSauce. Actions include things like lock picking, jumping over a wall, breaking down a door, charming another player, swimming across a moat, hitting a character (let's call it an enemy) from a distance - you know, basically anything other than hand-to-hand combat.
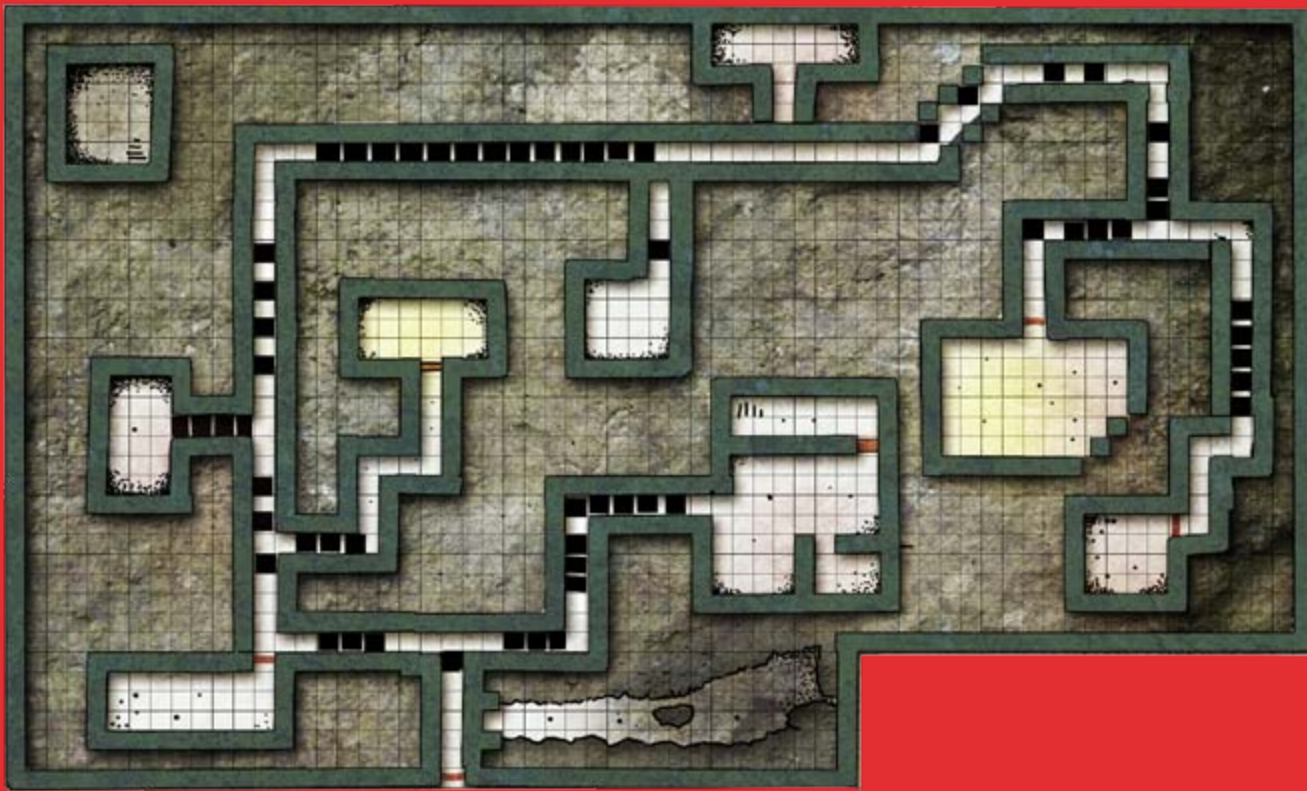
BOARDGAME RULES

Use board game rules when characters enter a closed environment, to inject a bit of the unknown into your game, or when you don't want to use role playing rules.

Board game rules require a board. Create your own board by drawing pathways and rooms on piece of graph paper - or simply divide hallways and rooms into black and white squares.

Black squares represent danger and white squares are safe. The more black squares you have, the more dangerous the environment.

MOVEMENT

With a map drawn out, place a full deck of cards face down. Players draw a single card from the top and move the number of squares indicated by the card (2-10) aces are 1. If a player draws a court card - Jack, Queen, King - the character does not move but finds an item. Items are determined by the GM or by rolling 1D20 on the found items guide. Characters move forward and backward, left and right. Not diagonally.

When characters move to their square the outcome is not played until the player's next turn. Players may choose to enter a level as a group: ONE player draws a card and all players move that amount.

When the action deck is depleted, shuffle the cards and place them face down to create a fresh action deck.

SQUARES

After moving, each character will land on one of two colored squares: white or black. If the drawn card is red and the character lands on a white square, the character is safe and the next player moves. If the drawn card is red and the character lands on a black square, the player must draw another card: if the new card is red, the character is safe. If the new card is a spade, the character faces a trap. If the new card is a club, the character must fight.

If the drawn card is black and the character lands on a white square, the player draws again with the above rules applied.

If the drawn card is black and the character lands on black, the character must fight regardless of the suit. Each hand dealt is considered a round - after each round, the other players take their turns.

JOKERS

When drawn as a movement card, jokers instantly change all squares to their opposite color: making safe squares dangerous and dangerous squares safe - for a single round. During each player's turn, draw a card and determine the outcome based on the color of the square they're already on.

CARDS + SQUARES

The following is an illustrated guide for the outcome of drawing a card and landing on a square:

J	Q	K	A	J	Q	K	A	= ITEM	

| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | + ⬜ = SAFE |

| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | + ⬛ = DRAW AGAIN = 🟥 = SAFE | ♠ = TRAP ♣ = FIGHT |

| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | + ⬜ = DRAW AGAIN = 🟥 = SAFE | ♠ = TRAP ♣ = FIGHT |

| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | + ⬛ = FIGHT |

TRAPS

Each trap has its own difficulty number and resolution. When a character faces a trap, roll 1D6 to see which trap has been encountered with the roll number corresponding to the trap number below. Movement and Float modifiers apply.

1. Sea Grass - Deceptively deep grass. Difficulty number: 6 If you fail the roll, fall for 1D6 rounds, then try again. Rinse and repeat. Success means you escaped.

2. Pit O' Spikes - Classic. Difficulty number: 8 Ouch. Causes 1D6 damage.

3. Ceiling Log - Yep, massive log swings from the ceiling to deliver a solid blow while knocking you back a few spaces. Difficulty number : 8. Causes 1D6 +3 damage and moves character back two spaces.

4. Trip Wire - Fall on your face. Difficulty number: 10 1D6 damage and takes 1 round to recover from embarrassment. They're hard to see, so don't feel too bad.

5. Sealed Passageway - Ooops. A sliding wall seals off your way forward. Difficulty number : 7 Turn around and find another way if you fail this role.

6. 1000 Cuts - A multitude of blades swing out from the walls. Difficulty number :10 1D6 damage five times with a chance to float past each - difficulty number increases by one each time you take a hit.to float past each - difficulty number increases by one each time you take a hit.

ROOMS

When a character enters a room, the player draws a card: If a black card is drawn, a battle ensues.

If a heart is drawn, the character finds health, if a diamond is drawn, the character finds pieces or an item. The GM determines how many pieces or health is found - or 25 for either.

Alternatively, the GM can determine, what, if anything is in the room.

HOW TO CREATE CHARAC TERS

CHOOSE A
CHARACTER CLASS

CHEF

Create your own recipes and turn your enemies into tasty treats using an assortment of kitchen cutlery.

WERETHING

Freak out into an unstoppable rage machine - utilizing monstrous attributes of your favorite, uh, things.

GHOST

Phase into the Ghostworld to move between walls, store unlimited weapons, and turn anyone you touch intangible.

MANIMAL

Choose your animal, claim it's abilities, and pity the fools who get in your way.

WAR WITCH

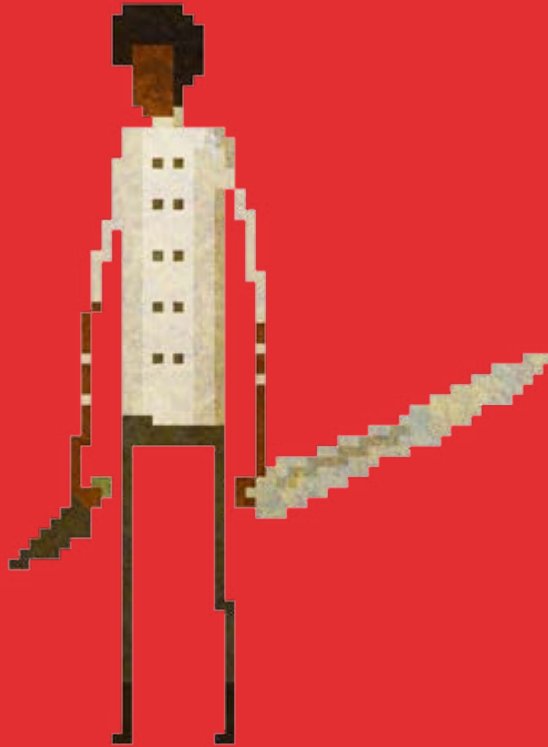Bind spells *and* use weapons proficiently. The only character class which can use both.

BARBARIAN

With massive upper body strength, everything is a weapon. Also, use two-handed weapons with one hand.

CHEF

Chefs serve up a tasty dish to friends and enemies alike. Chefs gather recipe ingredients from across the four hemispheres and after winning a battle - always looking for that delicious BattleSauce.

LEVELS + ABILITIES

1. Commis Chef (Junior Chef): 2 appetizers and 1 entree
2. Chef de Partie (Line Chef): +1 appetizer +1 entree
3. Sous Chef (Second Chef): + 2 entrees
4. Executive Chef: +2 appetizers + 2 entrees
5. Sauté Chef: Prepare BattleSauce - ace + any ten value card

Chefs require ingredients to prepare food. Battle cards (cards drawn by the chef during battle) provide those ingredients. Ingredients are then used to make food: Appetizers, Entrees, and Full Course Meals. Appetizers are a two card combo, Entrees are three, and Full Course Meals require four cards.

RECIPES

APPETIZERS
Ingredients: two card combo (e.g. spade + club)
Players create their own combo and name the dish
All appetizers add +3 to a single character's grit
Appetizers may be given to other players
Appetizers may be consumed during battle

ENTREES
Ingredients: three card combo (e.g. heart + diamond + spade)
Players create their own combo and name the dish
Entrees deal 50pts of damage

FULL COURSE MEAL (FCM)
Ingredients: four card combo (e.g. club + club + diamond + heart)
Players create their own combo and name the dish
FCMs deal 75pts of damage and add +10 to character's grit

A FEW MINOR DEETS

Food may only be consumed if the player's cards do not exceed 21 in value - but a winning battle hand is not necessary for food preparation. Meaning you can't keep drawing cards until you get your combo - but any ingredients you drew during battle can be kept (write them down) for the next round.

Appetizers are the only food which can be used in conjunction with a winning hand - dealing damage and restoring GP - because you're using weapons and snacking.

Appetizers and Entrees can not share ingredients: if an appetizer is a club + diamond + spade and an entree is club + diamond + spade + heart, a total of seven cards would be required to make both the appetizer and the entree.

When a chef defeats an enemy, the chef may keep the enemy's cards (write them down) if they fit ingredients for a recipe.

Anytime a Chef draws a card fitting their ingredients, the player may choose to keep the card and take no action. Except during a battle.

PS: a GREAT skill for chefs to cultivate is foraging. I'll just let that sit there.

WEAKNESS

Chef's dedicate their life to culinary pursuits. They wear minimal armor and carry a variety of knives as weapons. They need to be prepared for when the right ingredients come along: No two-handed weapons. Although a good shield might make for an excellent wok.

♠ ♣ ♥ ♦

Did you know the origins of playing cards are believed to have been prior to 1000AD?

Foragers Playing Cards - perfect for the chef class.

WERETHING

WereThings transform into an uncontrollable, monstrous beast of the player's choice (you know, *things*!) - gaining grit, strength, and abilities after the transformation. As a level one character, the transformation is uncontrollable but as the character gains levels, they will be able to transform at will.

WereThings are raging monsters - so their transformations center on fighting: they get bigger and stronger. Their abilities per level should reflect those characteristics.

First, choose the creature you want to transform into: wolf, squid, alligator, owl, rabbit etc. Then select its appropriate fighting attribute(s) to acquire when you transform. Then assign a damage to it. Increase damage, effects and/or abilities per level. Damage is assessed using D20 and/or D6.

EXAMPLE

WereThing: Squid - Yes, a weresquid. My son's character!
Level 1: Crushing tentacles: 2D20
Level 2: Ink Cloud: Blind opponent for one attack (they can't fight or float)
Level 3: Crushing tentacles: 3D20 + 5
Level 4: Ink Cloud: Blind all opponents for one attack (from anyone) or a
          single opponent for 2 attacks.
Level 5: Camouflage: +3 Sting + 3 Float

LEVELS + ABILITIES

Level 1: Transform at 5 GP - 20 GP added
Level 2: Transform at 10 GP - 30 GP added
Level 3: Transform at 15 GP - 40 GP added
Level 4: Transform at 20 GP - 50 GP added
Level 5: Transform at will plus previous level attributes.

WEAKNESS

WereThings are uncontrollable until Level Four - they may attack friends and non-playing characters (NPCs) as well as enemies but will always attack an enemy first. When "friends" are present, roll a 1D6 after defeating the enemy: the WereThing will attack the closest "friend player" on the roll of a 3.

GHOST

Ghosts possess the ability to move in and out of the Ghostworld at will (we'll call it Ghosting because we're all about originality here) - allowing them to phase through walls and even attacks. As a ghost moves through the Ghostworld, they bypass the obstacles of the Middle Realm. But this can be dangerous. The Ghostworld is littered with "things" that don't want to be there and the Ghostworld is not always easy to get out of.

Players must roll an odd number each round to maintain. A failed roll in battle causes the ghost to take full damage from the attack. A failed roll through a wall keeps the ghost in the Ghostworld.

As a player increases in levels, the ability to successfully ghost also increases. Enchanted items can assist in ghosting and navigating the Ghostworld.

LEVELS + ABILITIES

Roll 1D6 per your level to ghost: one roll for Level 1, two rolls for Level 2, three rolls for Level 3 etc. Rolling a Skully (BS logo!) on our custom die equals instant ghosting success. You can get a Skully die at www.thisisbattlesauce.com...just saying.

Level 1: Ghost through walls
Level 2: Invisibility: automatic = one free hit during battle
Level 3: Ghost a friend
Level 4: Ghost an enemy: requires a successful hit (no XP gained) - they're no longer a threat
Level 5: Store items + weapons in the Ghostworld for retrieval anytime and instantly ghost to any previously encountered places

WEAKNESS

GETTING STUCK IN THE GHOSTWORLD! The Ghostworld exists beside the tangible, Middle Realm and is very similar in many regards but kind of like a misprint, where the color alignment is just slightly off. Ghosts have the unique ability to see into both realities. But it is a world nonetheless, governed by its own laws of reality and teeming with life no one has access to or has ever seen before except for ghosts...learn more about the Ghostworld through the BattleSauce Secret Recipe subscription on our website.

MANIMAL / WOMANIMAL

Choose your animal, get it's abilities, crush your opponents. What could be easier? Unlike the WereThing, these characters also obtain non aggressive abilities from their animal - like climbing, camouflage, night vision, marsupial pouch, you know, whatever.

First, choose the animal you want to be. Then select it's appropriate attributes to acquire and assign modifiers or damage to it. Add new, stronger-better-faster abilities and modifiers per level.

EXAMPLE

Lizard - My other son's character! And yes, I know it's a reptile.
Level 1: Speed: +1 Movement + draw another card to dodge traps
Level 2: Climb walls +2 Float
Level 3: Natural Horned Armor. +1D6 damage in up-close combat and + 15 GP
Level 4: Camouflage: +3 Sting + 3 Float
Level 5: Evil eye - shoot blood from eyes - roll 1D6, anything but a 6 and the
          enemy retreats. No XP gained.

LEVELS + ABILITIES

These are really up to the player and/or the gamemaster. Get creative with it. Have fun. Insert appropriate and well meaning cliché here. Choose the favorite abilities of your creature and assign those abilities to a level. Start with the weaker abilities at the lower level and add the stronger abilities as you level up.

WEAKNESS

This is another one that's sort of left up to the player. I would suggest obvious weaknesses associated with the type of animal. Using the example above with the lizard character, a weakness could be the cold: spells, weapons, curses, environments that are cold reduce or remove any modifiers gained from being a lizard. If you're a feline of some kind, a weakness could be water. Or dogs. Or hair balls. It's your choice.

WAR WITCH

The War Witch is the only character class which can use both magic and weaponry proficiently. The preferred weapon of the 'witch is the trident - representing the unity of the High, Middle, and Low realms. It is also the only class that is exclusively female.

Intense training begins at a very young age in the Hejaty (HEH • JAH • TEE) academy. They're basically Spartans but with magic. The witches are recruited to acquire enchanted items and return them to the academy. Learn more about the academy, recruitment, training, and mission of the War Witches and other character classes by subscribing to the Secret Recipe subscription.

LEVELS + ABILITIES

You'll want to read up on using magic - it's on

Level 1: 3 spells and +1 to Sting
Level 2: 4 spells and + 1 to Float
Level 3: 5 spells and +1 to Sting
Level 4: 6 spells and + 1 to Sting
Level 5: +1 to Float

WEAKNESS

There are none! Just kidding. Like all spellbinders, war witches have a limit to the magic they can bind. They're also not big on shields and two-handed weapons.

Maidens playing cards make a great deck for War Witches.

BARBARIAN

Barbarians have massive upper body strength. They can use bigger weapons, turn random objects into deadly projectiles, and knock down opponents with a single punch.

But…they also have really weak ankles making them very susceptible to Traps. I mean, look at this guy, teeny tiny ankles.

LEVELS + ABILITIES

Level 1: Carry two two-handed weapons
Level 2: No locked doors (break through nearly* any door)
Level 3: Projectile - throw any object with such force that it becomes a weapon: 1D6 + 1D20 damage plus any modifiers for type of object being thrown
Level 4: Take a hit - no damage from a single blow - use once per fight
Level 5: One hit Death Blow - requires successful hit - not on boss fights

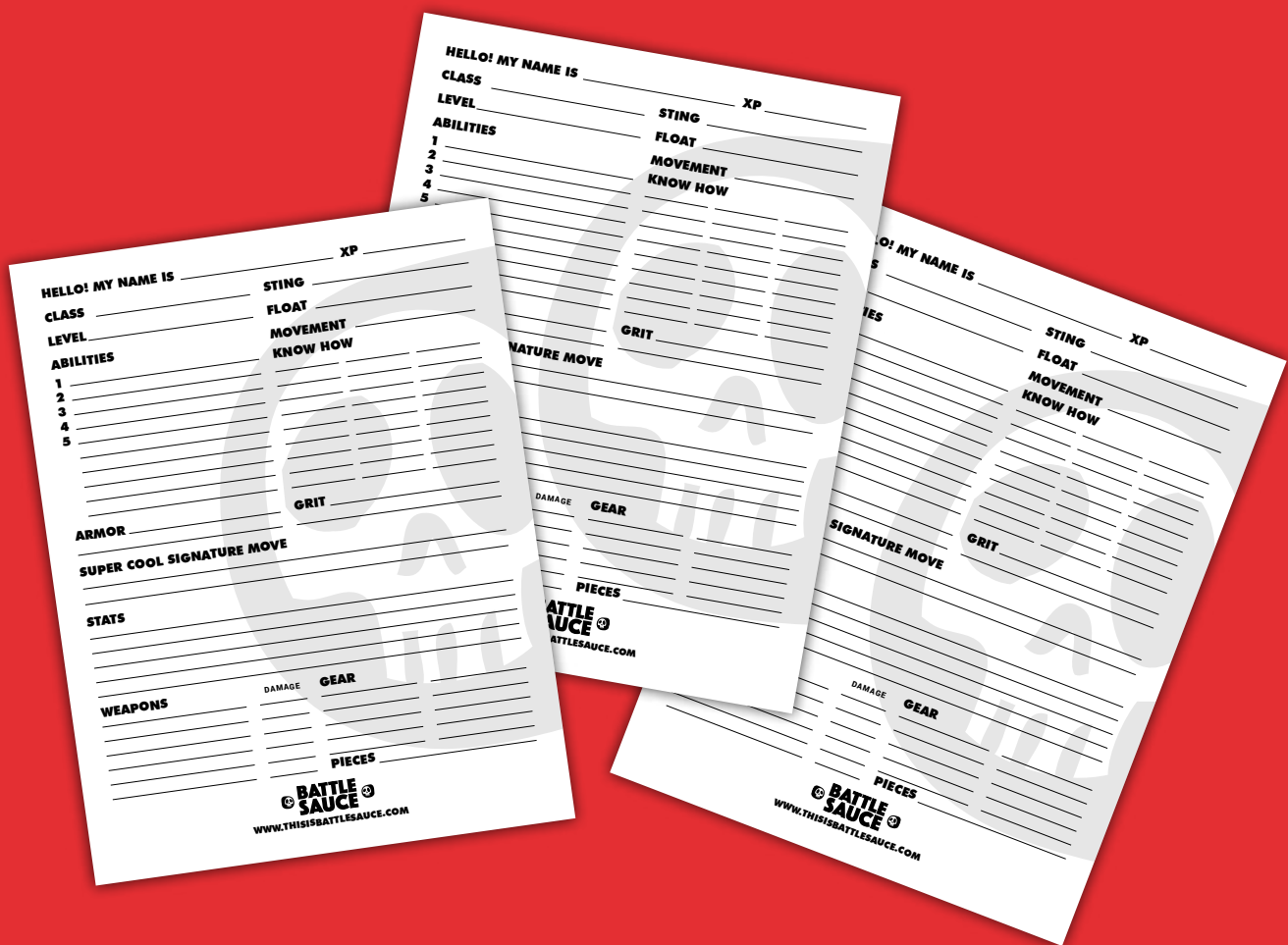*Doors protected by magic, charms, curses etc. are not affected.

WEAKNESS

Barbarians, as previously discussed, have fragile ankles. Level 1-3 have a negative one against traps (-1) and levels 4 & 5 have a negative 2 (-2).

King Slayer playing cards are some of my favorite decks for playing BattleSauce. Custom court cards, two unique sword jokers, and a double backer. Cards unique to each deck provide opportunities for additional rules.

FILL OUT YOUR
CHARACTER SHEET

This is the longest part of getting started with BattleSauce. And it should only take about 15 minutes as you read through each description. The first thing to do is download and print the free BattleSauce character sheet. Or print the one on the next page. Still another option: write your own using this one as a guide. Go ahead. I'll wait.

Got it? Good. Let's take a look and get it filled out. Maybe use a pencil for this part. Or print a couple. Just saying.

TIP : Print our character sheet, laminate it, and use a dry erase pen to fill out. You'll be to able reset armor points, grit, gear, weapons and the like without having to erase holes in your beautiful, painstakingly detailed, character sheet.

HELLO! MY NAME IS _____ XP _____

CLASS _____ **STING** _____

LEVEL _____ **FLOAT** _____

ABILITIES **MOVEMENT** _____

1 _____ **KNOW HOW**

2 _____ _____ _____

3 _____ _____ _____

4 _____ _____ _____

5 _____ _____ _____

_____ _____ _____

_____ _____ _____

_____ _____ _____

_____

ARMOR _____ **GRIT** _____

_____ _____

SUPER COOL SIGNATURE MOVE
_____
_____

STATS
_____
_____
_____
_____
_____

WEAPONS	DAMAGE	GEAR	
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

PIECES _____

HELLO MY NAME IS

It's not Slim Shady. This is the name of your character and how you should be addressed by all other players including the gamemaster.

CLASS

Write your character class here. You know, the one you picked in the first step.

LEVEL

ALL beginning characters start at level one. The more you play, the quicker you reach higher levels. As you increase in levels, your character will become better at performing certain abilities and skills while also gaining new ones. BattleSauce character classes max out at level five. But since this is a game of imagination and what I like to call fun, I added room for five more levels so you can keep adding to the awesomeness. Go crazy with it.

ABILITIES

These are determined by your character class. Characters gain abilities as they gain levels. Some class abilities are left for the player to create.

XP

Short for Experience Points. XP is used to determine when a character reaches a new level. Characters gain XP by defeating enemies. Currently, defeating enemies is the only way to gain a new level. See BATTLE for details. The game is called BattleSauce after all. Everyone starts as a level one character. After defeating an enemy, use the sum of their two highest value cards from their last hand to add to your XP. Level up after every 200 experience points.

THE NEXT FOUR CHARACTER ATTRIBUTES SHARE TWO COMMON RULES

1. A "+" increases your chances of success while a "-" decreases your chances and
2. Each can be modified by weapons, charms, curses, potions, items, armor, clothing, food, and character abilities.

STING

Modifies your fighting abilities. Use Sting when fighting any opponent.

FLOAT

Used for dodging attacks. Players can use Float for dodging traps, distance attacks, or when they don't want to hurt an attacker (a friend under a curse etc.).

MOVEMENT

Movement is how fast your character is at covering ground.

KNOW HOW

You might know them as skills. Know Hows are picked up and improved upon as characters continue to perform them and include things like: lock picking, foraging, sneaking, charming other characters, forging, tracking, cooking, and so on.

When creating your character for the first time, create ANY two skills you want to know and give them a +1.

When a character performs any new skill, write it down in a Know How slot. After five successful attempts at one skill (difficulty must be over 7) add a +1 to it. Continue to add +1 each time the skill is performed successfully (difficulty over 7) five times. Maxes out at +10.

ARMOR

Protects you from taking any real damage, like dying. All damage, unless specifically targeted, comes off the armor score first. Once the armor is depleted, the damage is inflicted against the character's grit. Start with basic armor of 50.

GRIT

The sheer willpower which keeps your character going. Or are how many points your character can lose before dire consequences. Most characters can take a number of hits before they start feeling the effect of the blows. When a player reaches 10 remaining GP (grit points, stay with me here) apply -1 to all skills and abilities. At 5 remaining GP, apply -2. If your grit reaches zero, your character dies. Level one characters should start with 100 GP.

Some character classes handle depleting grit differently than others, so be sure to read your character class closely. And of course, there are all kinds of things which modify both armor and grit - you just have to find them.

SUPER COOL SIGNATURE FINISHING MOVE

Like Sub-Zero's chiropractic clinic, all characters have a signature finishing move. But here's the cool part: It's your character, so you decide what the move is and what it does. We just tell you how to pull it off.

In order to perform your SCSFM there are a few prerequisites:
1. Opponent must be under 50% of their grit
2. Character should have more grit than their opponent
3. Then it's all up to the die - Roll 1D6

Level 1 characters need to roll a 1 to pull off the Move
Level 2 characters need to roll a 1 or a 2
Level 3 characters need to roll a 1,2, or 3
Level 4 (you see the pattern here, right?) roll a 1-4
Level 5 needs to roll anything but a 6
Rolling a 6 at any level means your cool move just didn't work. Sorry. #notsorry

Want to try your SCSFM even though you don't meet the prerequisites? Go for it. BUT...for each prerequisite you don't meet, -1 from your roll.

STATS

Stats (statistics) grow and develop your character - but they're totally out of your control.

As you play BattleSauce, your character will experience all kinds of unexpected events due to dice rolls, cards drawn, dubious gamemasters, etc. Things like having a curse placed on them, rolling a natural BattleSauce, fighting the same type of monsters, accumulating treasure, and even dying. When these types of experiences happen over and over again, your character changes, just as a real person will grow and learn from their own experiences.

When the same type of occurrence happens to a character more than once, write it down in your notes. After that same occurrence happens five times, your character permanently changes. Add or subtract modifiers to any character attributes that make sense for your experiences:

EXAMPLE

Your character has died five times from troll attacks - from then on, your character will have a -1 on attacks when dealing with trolls.

WEAPONS

When characters land a successful attack, they roll for the damage the weapon inflicts. Every weapon causes a unique amount of damage. Some weapons have special attributes while others can't be used by some character classes. Level one characters start with very basic weapons and then find, earn, buy, steal, trade, or quest for better weapons. Learn more about weapons on the website.

GEAR

Any number of miscellaneous equipment a character may want to bring with them. Most gear serve to modify a specific action a character may want to achieve - creating bonuses against difficulty roles. Rope can help a character climb, a charm may protect a character from a specific spell or curse, matches can help spark a fire etc. Most characters are limited to carrying four items. Learn more about gear on www.thisisbattlesauce.com.

PIECES

Pieces is what we call money in BattleSauce - it comes and goes pretty easily and all level one characters should start with 150pcs. Pieces are used to buy weapons, armor, hire mercenaries, learn information, and so on.

That's it! Keep notes on the back of the character sheet or elsewhere and let's start busting heads!

Seekers playing cards - awesome for an all purpose BattleSauce deck.

♠ ♥ ♣ ♦

It's speculated playing cards were first introduced in the Tang dynasty around the 9th century AD.   However, the earliest confirmed reference to playing cards occurs in a Latin manuscript by a German monk in a Swiss monastery - dated 1377.

In the early European decks of the 14th century, the suits were swords, clubs, cups, and coins which are still used today in many Italian and Spanish decks.

HOW TO BATTLE

IT'S WHY WE'RE ALL HERE

I mean, the game *is* called BattleSauce. So how do you do it? The following rules are for hand-to-hand and all close-range combat. Distant combat - using arrows and other projectiles - is resolved by utilizing Difficulty Numbers. So let's get to it.

BATTLE

The GM will play for the enemy - all combatants are dealt one card, face-up from the action deck. After each combatant has a single card showing, players receive a second card face-up while the enemy's second card is face down.

Players assess their cards with the goal of getting the sum of the value of each card closer to 21 than the enemy. Sting and Float modifiers affect play (player's choice) with Sting adding to the total and Float subtracting (should the player's cards exceed a total of 21). Players can now receive additional cards in order to get as close to a total of 21 as possible. Any player exceeding 21 loses the round and takes damage. If both combatants exceed 21 it's a draw: discard and start a new round.

DECK STACKING

BATTLE CARDS
discard face down
beside action deck
after battle

ACTION DECK
face down

draw for movement + battle
shuffle when depleted

MOVEMENT CARDS
discard face up
when moving

If the player has not exceeded 21 and is done receiving cards, the GM flips over their face-down card to reveal the enemy's total. If that total is 16 or lower, the villain/GM must continue drawing cards until the value is at least 17.

BATTLESAUCE

Here it is - the title of the game *and* instant death. Any character - including the "bad guys" - drawing two aces (card value is overlooked) during battle delivers a BattleSauce to their opponent, defeating them instantly.

DAMAGE

Damage is determined by the weapon or ability used. Learn more about weapons on www.thisisbattlesauce.com.

AIMING

Aiming is a distance tactic but seems fitting for the Battle section. Taking aim at a target lowers the difficulty number associated with hitting that target. Add +2 to your roll against a difficulty number with each round used to aim. Aiming always requires at least one round, meaning the character takes no action during the player's turn.

AFTER A BATTLE + EXPERIENCE POINTS

The winner of the battle retrieves the final cards of the loser - for every number card in the loser's hand, the winner receives that number of experience points. For any face cards in the loser's hand, the winner receives the corresponding item(s) or the GM can determine any found items.

If a team defeats the enemy, the enemy's goods and experience are divided between players however they see fit. Weapons can also be exchanged.

RUNNING FROM A FIGHT

You're getting trounced, you can't win, it's time to run. After receiving your cards and deciding to run, you must fold and acquire half the damage your opponent deals. Characters can only move backwards (on the game board) and do not gain experience points for fleeing. Additionally, if you want to move forward past this square, you will need deal with this enemy.

SURPRISE! YOU'RE DEAD!

DEATH is the caretaker of the Dead Realm.
Legends tell of a tall pale figure cloaked in the fabric of darkness and the light of the dead souls.

After a player's character dies, DEATH returns the character two rounds later. A round is complete after everyone else has had their turn. The character is returned at the place of their death.

A respawned character can keep all of their possessions except money and bonus items unless the character who defeated you is occupied by someone/something else (such as another player) - meaning the character didn't have time to rob you.

Respawning resets your grit to half.

If you are "stabbed in the back" by another player, everything you have can be taken. However, major weapons can only be traded.

If everyone dies, the game is over.
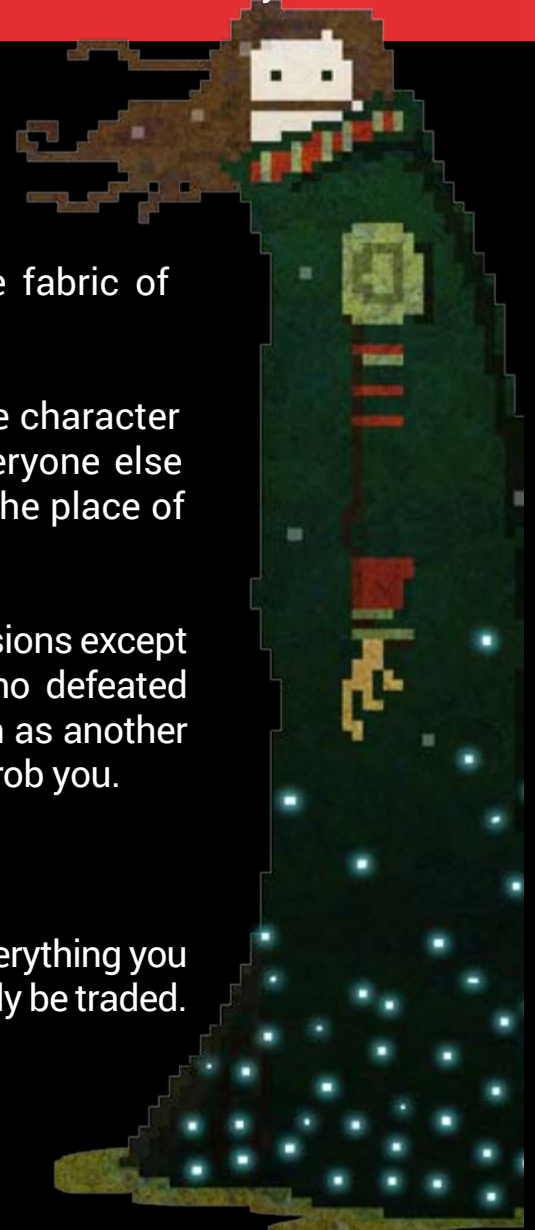
HOW TO USE MAGIC

BINDING
MAGIC AND SPELLS

SPELLBINDER
IT'S WHAT WE CALL MAGIC USERS.

Spellbinders pull the light and dark energy from the world around them, bind that energy with magic and redistribute it using a variety of spells which provide endless possibilities for casting. Spellbinding, as it's called, is not without its drawbacks. The binder has a limited pool of energy from which to draw. Also, once depleted, the spellbinder is left unprotected.

Players with spellbinders will require their own deck of standard playing cards. There are some really beautiful decks which fit the magic theme perfectly.

A spellbinder's deck represents the pool of magic available to the binder. The suits (♠ ♣ ♥ ♦) represent the type of spell, and the numbers indicate the spell's power.

TYPES OF SPELLS

♠ Enchant type - dark magic

♣ Attack type - dark magic

♥ Heal type - light magic

♦ Enchant type - light magic

BINDING MAGIC AND CASTING SPELLS

In order to cast any spell, the player must have at least one card for the type of magic they want to cast. I.E. if you want to cast an attack type spell, you must have at least one ♣ of any value in your possession - the magic is bound.

Spells require a certain amount of energy to be bound in order to be used. Spells range from a very little amount of energy: 1 - to a lot of energy: 11. The amount of energy available for the spellbinder to use is determined by the number value on the card: 2-10 with all court cards valued at 10 and aces at 11. Spellbinders must also have cards whose sum is greater than or equal to the energy required to bind it. Every time a spell is cast, the spellbinder must discard those cards into a separate pile, face down: that energy is spent and is no longer bound.

ENHANCED MAGIC

All magic can be enhanced should the 'binder decide to draw on more energy from the pool than is required for the spell.

Simply cast more cards than the spell requires - enhancing can be done with any card suit. Every point over the cost of the spell, is an additional value to the spell. Casting a single card with a value over the cost of the spell will not enhance the spell: additional cards are required.

Enhancing any attack type spell increases the damage by the combined value of the additional cards (cast card not included).

EXAMPLE

You have a full deck of cards. You want to cast SWARM which is an attack type spell that does 2D6 damage with a chance of fatality. Looking at the spell list you see the spell cost for casting is 3 energy points. You riffle through the deck, find the 3 of clubs (clubs because it's an attack type spell and 3 is the minimum amount of energy required to cast) and cast SWARM on your enemy. Now you discard the 3 of clubs and play goes to the next player.

SWARM inflicts 2D6 damage but let's say you're in the middle of a boss fight. In addition to the 3 of clubs, you cast the ace of diamonds (AoD) and the ace of spades (AoS). Now the damage is assessed at 2D6 + 11 for the AoD and +11 more for the AoS. All three cards must now be discarded.

RESTORING MAGIC

LEY LINES

Ley Lines are the alignment of landmarks, mystic sites, structures, and even events infused with magic energies. They span the world in every direction. They cannot be seen but they can be felt. When these alignments are encountered a spellbinder's magic is instantly replenished. Each spellbinder has a ley line specific to them - called a Number Line.

Any player whose character is a type of spellbinder should choose a number between 2-10: this is their Number Line. Whenever the player's Number Line is drawn through a card value - by their character, the character's magic pool is completely restored: add all the discarded cards back to your magic deck. This can happen during movement and combat but not through magic casting.

NUMBER LINE

Choose a number between 2 - 10 and write it on your character sheet. Anytime you draw this number from a deck other than your magic deck, your character's magic pool will be fully restored. Cannot be used when casting magic (because players are *choosing* their cards when casting).

TIME

The old and trusted method of just living long enough to absorb some magic. Shuffle the discarded deck face down. Draw one card from the discarded pile and add it back to the magic deck every three rounds - restore to full after a 24 hour day in game.

ADDITIONAL METHODS

Magic items, places, characters, weapons, and even other spells can restore magic to a spellbinder. It's just a matter of finding them.
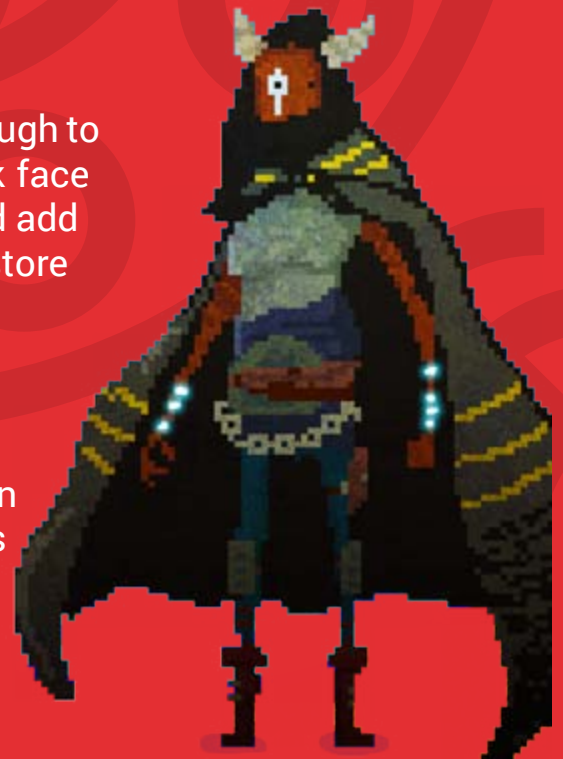
SPELLS

The following is a small list of spells to get you started and give you inspiration. More spells are released on both BattleSauce subscription levels.

Spells are listed in the following order:
Required suit • Name • Type • Damage • Spell cost

♣ SWARM

Attack • 2D6 + Chance of fatality • 3 (+1 per additional target)
Summon a cloud of horrid, stinging, biting bugs. Anyone in the affected area loses all modifiers and suffers 2D6. Bonus: any character rolling a skully (the BS logo on our custom dice) suffers an allergic reaction and…dies.

Enhanced effect: Adds damage.

♣ TORNADO

Attack • 2D20 • 4
The caster becomes a spinning whirlwind of destruction for anything or anyone in the tornado's path. If allies are close by (two square radius or spitting distance) - they should make a Float roll against a difficulty number of 7 (meaning roll 1D20, add any Float modifiers, and hope it's equal to or higher) to safely get out of the way.

Enhanced effect: Adds damage.

♠ PURGE

Enchant Dark • -2pts • 2
Good for what ails you - or ailing someone else. This spell causes uncontrollable vomiting and incapacitates the target for a single round. However, you don't want to get close to this fountain of filth: the target cannot be attacked except from a distance. This spell will also cure a curse or poisoned victim. Fun at parties too.

Enhanced effect: Increases purging duration

SPELLS

◆ MIRROR

Enchant Light · 0 damage · 5

Creates a life-like doppelgänger of the binder (or target) but can do no damage. When used in melee attacks, the fighting rules switch to difficulty numbers. The starting difficulty number is 11: Attacker must roll an 11 or higher on a D20 to hit the real version. This spell lasts the duration of the battle.

This spell can be used for reasons other than battle: tricking someone following you, holding your place in line, going to work, etc.

Enhanced effect: Increases difficulty number by total number of additional cards (not card value).

♣ DIVIDE

Attack • 2x damage of weapon used • 11

Splits the intended target into two fully functioning, identical characters. Spell lasts the duration of the battle. Roll for weapon/spell damage and multiply by 2.

Because this dark magic, use of this spell can be dangerous. When the enemy is defeated, the divided character may turn on its other half. Good Ash, Bad Ash style. Roll 1D6: a roll of 1 and it's Bad Ash (you have to fight yourself).

Enhanced effect: Use this spell for anything other than attack changes the required binding to with an energy cost of 9.

♣ TRI-BOLT

Attack | 2D6 + 1D20 | 10

A brilliant bolt of energy strikes one target doing damage x3 or hit up to three targets inflicting the damage above.

Enhanced effect: Adds damage.

SPELLS

♦ MIST

Enchant Light | 0 damage | 7

The surrounding area quickly fills with a dense mist, reducing all attacks by -3 and lasting 3 rounds. All combatants are effected except the binder.

Enhanced effect: Reduces attack by additional card total point value.

♠ WHISPERS

Enchant Dark | 5

Use of this spell forces the target to reveal any and all secrets they're holding.

Enhanced effect: If a difficulty number is involved (up to the GM - the character may be very strong willed etc.), additional cards add points for success - where 5 is the starting point against the difficulty number.

♠ DROP YOUR DRAWERS

Enchant Dark • 9

The intended target removes all armor. Add 9 for additional targets.

Enhanced effect: Add 9 additional points for weapon drop and shield drop.

♥ TIS BUT A SCRATCH

Heal • 10

Well. You know. Heal the target with +10 to grit. Or grow back an arm. Or two.

Enhanced effect: Add additional grit points per additional card value.

CREATE YOUR OWN SPELLS

Spells are added on a semi-regular basis but you don't have to wait. Here are the steps needed to create your own.

Name your spell - can't cast a spell without a name

Select it's type (♠♣♥♦) - determined by what the spell does. Attack type spells are always ♣ , healing spells are always ♥

Determine spell cost (1-11). The more powerful the spell, the higher the spell should cost.

Determine the duration of the spell

Determine the Enhanced effect - what happens when the power of the spell is increased?

Hellions playing cards have two unique jokers for trading with demons and a demon-hand card turning up at the worst times.

THE END

VISIT <u>THISISBATTLESAUCE.COM</u> FOR EXCITING CONTENT INCLUDING

The FREE BattleSauce Monster Horde with 20 monsters, mercenaries, non playing characters, a map of the Southern Hemisphere, weapons, and more.

BattleSauce subscriptions where you'll receive new, illustrated updates with immersive world-expanding content, exclusive character classes, secrets of the realm, adventures, and special offers every month!

SNEAK PEEKS + GIVEAWAYS ON INSTAGRAM
/THISISBATTLESAUCE

HELLO! MY NAME IS _____ XP _____

CLASS _____

STING _____

LEVEL _____

FLOAT _____

ABILITIES

MOVEMENT

KNOW HOW

1 _____

2 _____

3 _____

4 _____

5 _____

_____

_____

_____

_____

_____

_____

_____

ARMOR _____

GRIT _____

_____

SUPER COOL SIGNATURE MOVE

_____

_____

STATS

_____

_____

_____

_____

_____

WEAPONS	**DAMAGE**	**GEAR**
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	**PIECES** _____