

0.6 Edition Adventure

by Max

To play you will need

1 Game Master (GM)	Sheet of paper
1 or more friends	Pencils
2 six sided dice (d6)	Your imagination

Character creation

1) Pick a class for your character. A class describes what your character does and what they are good at. Each class has 3 defining *skills*. You may work with the GM to create your own class. (Roll a d6 for a random class).

Knight (*weapons, duels, hunting*)

Wizard (*spells, history, artefacts*)

Cleric (*healing, curses, gods*)

Halfling (*sneaking, trading, plants*)

Elf (*athletics, nature, speed*)

Dwarf (*defence, destruction, craft*)

2) Pick a weapon: Longsword, Axe, Halberd, Mace, Dagger, Spear, Staff, Bow (3 arrows), Musket*, Sword. Pick an armour: Shield, Breastplate, Chainmail, Helmet, Gambeson, Brigandine, Scale, Gauntlets. You can carry at most 4 combat equipment.

4) You start with adventure gear backpack. Pick your second backpack: mountain gear, thief tools, musician tools, hunter gear, painting tools, gunpowder* kit, alchemy kit, cooking tools, cartographer kit.

*Depends on setting.

Using backpacks

A backpack contains 3 items. When you take out an item, mark it separately on your sheet. Once you have taken out all 3 items from a backpack, cross it out.

5) Your character starts with 2 backgrounds: a special equipment, a spell, special ability, connection etc.

6) Give your character a name and a short description.

Example:

Henry Hammerson - fights for the honour of his family
Knight (weapons, duels, hunting)

Combat: Longsword, Helmet Hits: 3

Backpack: mountain gear, adventure gear

Knows the local blacksmith. Cannot be denied a duel.

Playing the game

The GM describes the world to the players. A player then describes what their characters does in the fiction.

When the player does something risky, roll 2d6.

2d6 is the sum of two six-sided dice.

Apply these bonuses to your score if possible:

+1 for a relevant skill

+1 for any relevant equipment

+1 for taking advantage of the environment

In battle, +1 for taking advantage of enemy's weakness

The GM also rolls 2d6. **The higher scorer wins and narrates what happens in the fiction.** In a tie the GM narrates. The GM may add bonuses to their roll as well.

When a player is not the winner, they may lose one item, like arrows, supplies or tools as a consequence.

Characters gain backgrounds, skills and equipment by completing quests, buying them for coin or favours.

Combat

In battle, the winner deals one hit to the loser. If the winner rolls a 10, they deal two hits; if the winner rolls a 12, they deal 3 hits. In a tie, both the winner and loser deal hits. You can use armour to absorb all hits from a single roll. If you use armour to absorb hits, cross it out. It needs to be repaired to be used again.

All characters have three hits. Armour decreases your score by one when climbing, jumping, and swimming. Shields take one hand to use.

If a character takes their maximum hits, they are out of the action, and may die. Characters regain one hit when they rest, and all hits when they are in a safe place. Safe places can be homes of the characters, comfortable inns or a residence of a powerful patron.

Magic

Magic users channel their power through one source of their choice. It can be light, fire, water or anything else. The spells the magic user casts should be somehow connected to their source of magic. For example:

Magic of Light:

Illuminate (a light appears in a source of your choice)

Blind (blind creatures who are looking towards you)

Sphere (create a sphere of light that protects you)

Running the game

(this section is meant for the GM. If you are a player, you can stop reading now.)

Telling the story

Your goals as a GM.

Portray a dangerous and exciting fantasy setting.

Describe the world in details. Use fantastic imagery to make the world feel amazing but real. Dragons flying in the distance, the sound of swords clashing. Let the players help you describe your world.

Play to find out what happens. Don't go into the game with a story prepared. Remember that you are creating the narrative together with your players.

Be a fan of the characters. Give them challenges that make you root for them. Make the players use their wits and come up with clever solutions. Give the players a chance to be creative and reward their creativity.

If you are unsure where to start your adventure, try this:

The characters are on their way to The Town. The trail is long and winding. Suddenly they get ambushed!

Ask the players why they might want to go to The Town. Build your narration from their answers.

The Town

You should probably name it.

Rest in the inn. You can rent a room in the local inn. They also offer a meals and basic supplies.

Train with a master. You can learn a new skill by training with a professional in the skill. It will take time.

Learn a new spell. Learning a new spell may require ingredients, books and a lot of research.

Repair damaged armour. You can repair your armour with the help of a blacksmith.

Buy new equipment. You can buy new armour and weapons, if you can find someone who is willing to sell such valuable items. Backpacks can be bought or refilled by a professional in the type of gear or tools.

Establish a residence. A residence can become a vital part of every character. It may be a stronghold, a tower, or a nice villa. Residences are very expensive and most of the time are given out for favours.

Find a job. The Town is full of people who might need the help of adventurers. The local notice board may have some information about that.

Spells

Let the magic user make their own spell list. A spell consists of a single word name and a short description. Here are some example spells.

Magic of Wind:

Push (push a creature using the force of wind)

Levitate (float above ground)

Storm (conjure a storm in a small area)

Magic of Nature:

Grow (make a plant grow very quickly)

Messenger (send a message using a creature)

Summon (call a creature of your choice)

Magic of Darkness:

Ash (reduce something to ash)

Burn (ignite an object)

Hold (stop a character in place)

You may introduce severe consequences for losing a roll when using dark magic (losing 1 hit for example).

Bestiary

H - average hits.

Bandit - 4H, swings his sword, wants gold

Ghoul - 5H, the walking dead, grave smell

Goblin - 4H, very small and frequently bites

Kraken - 12H, destroys passing ships

Lich - 6H, casts spells, very evil, likes to experiment

Ogre - 6H, big and smelly, angry by nature

Orc - 5H, fierce warrior, will fight to the end

Dragon - 10H breathes fire, sleeps on treasure

Skeleton - 4H, ancient and fragile, fight to the end

Spider - 5H, is poisonous and makes webs

Troll - 6H, is very heavy and always hungry

Hits are not meant to be used strictly. If the characters come up with a smart way to defeat the enemy, give them the victory. Make your enemies memorable by giving them quirks and habits. These may hint to their weakness. Some enemies may also want to run away if their defeat is certain.