



Apprentice

By Jonathan Palmer

Illustrated by Pol Subanajouy

Apprentice

A game of magic and imagination

By Jonathan "Tark" Palmer

Illustrated by Pol Subanajouy

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Special thanks to those I love who make imagination possible.

"Every wizard is the result of a culling process from which callous old men in pointed hats hack away enormous chunks of stupidity from young boys and girls to leave nothing but a gleaming icon of wisdom and magical power. Sometimes the children even survive this process."

~Glinden the Almighty, Archmage of the Ineffable Order

The pointed hat, the gnarled staff, the wizened beard, these are all the signs of a powerful wizard, a man living beyond the age of normal men, brimming with untold amounts of magical might and arcane wisdom. This game is not about them. This game is about the poor lad or lass staying at home dealing with mundane affairs such as sweeping out the dragon cage or catching the master's laundry so they can be properly washed. This is the life of the drudge, the idiot, the poor sod, the student, the slave, and the tiny pinch of potential that might one day command the laws of physics to sit down and shut up. This is the game of Apprentice.

Part One: Playing Apprentice

"The first tool the wizard receives on his road to wisdom is his staff. I remember my first staff, gnarled and tough like my old master. With it I could sweep away lies and clean out the detritus of mystery. There was no situation that could not be cleaned by me and my staff, and today I pass that very same staff onto you." ~Glinden the Almighty, handing an apprentice his broom.

In Apprentice, you play the part of a student to a powerful master of the arcane arts. You complete mundane chores and try to finish the assignments your master has given you in some hope that perhaps one day you'll learn a spell or two. Generally the children in question are between eleven and twelve years old but individual game masters may decide that apprentices will be younger or older depending on how they want the game to feel.

To begin playing Apprentice, all a player requires is a single six sided die, a sheet of paper to write your character on, a couple of friends, and a good set of wits.

Character Creation

"My first apprentice was a delightful lad with a good strong sweeping arm and an excellent eye for scrubbing. Sadly he couldn't quite get the hang of transmutation and his apprenticeship ended rather abruptly. He's still around though. He is devilishly good at keeping vermin in check in his new form." ~Glinden the Almighty

Before one can begin playing Apprentice first they must make a character. Character creation in apprentice is a simple four step process.

Step 1 Answering the Seven Questions: The seven questions represent something of an arcane résumé for the character. Wizards use these questions as something of a barometer for a character's magical power and potential. In mechanical terms this means absolutely nothing. They are simply a way of filling out important details the player and game master need in order to flesh out the character and give them life within the story. The seven questions are:

What is the character's name?

What is the character's personality like?

What does the character look like?

How did the character come to meet the master?

How is the relationship between the character and the master?

How is the relationship between the character and the normal mundane people around the sanctum including family?

What is the character's stance on the Dark Arts?

Step 2 Determine Attributes: In Apprentice each character has three attributes: Body, Mind, and Soul.

Body represents the characters physical prowess: how fast they run, how healthy they are and how much physical force they can induce on the world.

Mind represents the characters mental capacities: how much they know, how fast they learn and how quickly they can digest knowledge around them.

Soul represents the characters force of personality, charisma and willpower. Soul is also the attribute used to determine whether or not a character can resist magical effects.

Each of these attributes determines the ease of which an apprentice can complete certain challenges and how well they can endure failure before taking any permanent harm. Each character starts with at least one point in each of these attributes with four more to assign between them. When done, copy the numbers on the piece of paper set aside for your character.

(Example: Jack's player decides that Jack is going to be a classical rascal more at home at climbing trees and exploring old dusty attics then burying his nose in books and boring chores. Thus he decides to add two points to Body and one each into Mind and Soul giving him the stats Body 3, Mind 2, and Soul 2.)

Step 3 The Little Details: After the seven questions the player should take the time to think of other little details to flesh out the character. The rule of thumb for Apprentice is that if a character wants something, they can have it. However such things will have little to no effect on any of the mechanics of the game. Simply owning a special item does not make it easier for a character to cast spells or complete tasks. In fact, such things can stunt inspiration as a player will find themselves trying to make such an item work into their solutions or challenges rather than relying on their own wits. The little details exist merely to add flavor to a character and give them quirks that make them memorable, not to make the game easier. In Apprentice princes and commoners are equal, wealth means nothing, and status is only a question of applying the proper amount of magical force.

Step 4 Fate: The final step in character creation is writing down the amount of Fate a character has. Each character starts with a total of five fate points. Fate represents an apprentice's potential, random luck, or subtle spells the master has placed on the apprentice to keep their investment safe from harm. Fate also represents how many spells a character can cast without disastrous consequences (see Page 6 for details on casting spells and their effects on Fate.)

Challenges

"An apprentice's life is filled with challenge. Without challenge a mind has no desire to expand and without desire there is no motivation for motion and without motion there is only stagnation. Hardly a proper state of affairs, wouldn't you agree?"

~Glinden the Almighty to an apprentice hanging on for dear life over the edge of a cliff.

Apprentice is a game divided into a number of challenges the character must complete in order to finish their task. This can be anything from the mundane (i.e. opening a locked broom closet) to the complex (i.e. chasing the broom on its bid for freedom). They give the game a sense of structure while simultaneously giving stimulus for the characters to provoke role playing and thought with elements of risk. Game masters set up the circumstances and difficulty of the challenge and describe the relevant attributes needed for the apprentice to apply for their solution. From there it's a step by step process of succeeding (or failing) the challenge.

Completing a Challenge

Step 1 Simplification: Not every challenge an apprentice will face will be a dice roll away from solving. Many challenges can be solved or at the very least made easier through simplification. A pit may be difficult to jump over but the application of a strong oak table over it can make it easily crossable. A window may be too high to reach but a clever stacking of crates can make it obtainable. Mechanically, simplification reduces the difficulty of the challenge if not outright eliminating the need for a roll. A player needs only tell the game master how the apprentice will go about making the challenge simple and get their approval. Keep in mind that some forms of simplification merit a challenge in and of themselves.

Step 2 Comparison and Roll: Once the player tells the game master what their apprentice is going to do and how they will go about doing it the game master compares the apprentice's relevant attribute to the difficulty of the challenge. If the attribute is equal to or higher than the difficulty of the challenge, then the apprentice succeeds without a roll. If the attribute is not high enough to complete the challenge then the apprentice must roll a six sided die. If the roll comes out to equal or higher than the challenge's difficulty then the apprentice succeeds. Should the roll come out lower than the challenge's difficulty then the apprentice fails and loses a point of Fate.

If multiple apprentices take part in the challenge take the lowest relevant attribute from the participating apprentices and add one for every character that takes part in the challenge. If an apprentice participating in the challenge has a relevant attribute of three or higher they give a two point bonus instead. If this number still does not meet the difficulty of the challenge then a die roll is made adding the total number of apprentices participating to the result. If this roll fails then all participating apprentices lose a point of Fate.

Step 3 Cast a Spell: The final step and last resort of an apprentice is the casting of a spell. Details on this step have a section all on their own on page 6.

Fate

"I invest quite a bit of magic into my girls to ensure survival. One spell to keep the swamp gas from driving them mad, one to make sure they don't drown in the bog, one to keep the magical backlash of poorly cast spells down, and one to make them foul tasting to predators. Still haven't got one to save them from stupidity though."

~Alice the Liberated, Swamp Witch of the Black Bog

Fate is the apprentice's shield and life line against a very dangerous world. It represents the combined forces of the master's magic, destiny and luck coming together and protecting the apprentice from harm.

Fate is lost whenever an apprentice fails a challenge roll or casts a spell.

Going to zero Fate: Occasionally, through spell casting or challenge failure an apprentice will lose all of their current fate. When this happens the apprentice loses a point in the relevant attribute that was needed to complete the challenge the next time an apprentice would lose fate. If no attribute was made clear, then the apprentice loses a point in their highest attribute. When this occurs the apprentice regains all of their lost fate and the process begins anew.

Attribute Loss: As things get more dangerous for the apprentice they may begin to be harmed by the challenges they face. Whether this is physical damage, mental fatigue, or the rending of a youthful pride, all attributes can be hurt in one form or another. As attributes are lost it becomes more difficult for the apprentice to overcome challenges as they must work through their injuries. When an attribute is reduced to zero the apprentice is removed from play having been struck with some critical injury to any of their attributes. In "career style" Apprentice this removes the character only for the duration of the chapter. Note that this does not necessarily mean the character dies; it only means that circumstances have aligned themselves to the point where the character can no longer continue. The exact reasons are up to the game master.

Making Magic

"Cast a spell? CAST A SPELL?!? You're hardly worth uttering a single archaic rune! Get to scrubbing or I'll cast Glindens Mighty Backhand!" ~Glinden the Almighty

"Of course you can cast a spell dearie just let old Alice get behind this nice thick wall." ~Alice the Liberated

Casting spells is the apprentice's last resort. When there seems to be no other alternative a young apprentice must rely on what tiny knowledge he or she has of the arcane arts to get through in one piece. That is of course if the magic doesn't blow them into many pieces.

Magic cast by apprentices follows several unbreakable laws in Apprentice:

An apprentices magic can never affect the master

An apprentices magic can never directly create permanent change.

An apprentices magic can never directly harm nor control another sentient being.

An apprentices magic can never be completely perfect.

An apprentices magic can never restore lost attributes or Fate.

These laws dictate everything an apprentice is capable of and everything they are not. There is no way for a player or apprentice to get around these laws. The apprentice simply does not have the mental, spiritual and physical discipline to perfectly cast magic. However, individual game masters have the right of interpretation of these laws and may allow for leeway based on circumstance and the fun of the group in general. Young apprentices should keep in mind that magic exists to give them greater control over the game and the ability to advance the story without multiple hazardous rolls. However it does not exist to bypass the story nor is it safe to use all the time.

To cast a spell follow these steps:

Step 1 Announcement and Description: The first thing a player does when casting a spell is tell the game master that he or she intends to cast a spell. Then the player describes what the spell looks like and what its intended purpose is in succeeding at the challenge. This could be anything, such as causing the group to sprout temporary wings to fly over a chasm or simply creating a bridge made of glass for the group to walk over. At this point the only real limitation is that of your imagination. Sure, an apprentice could go through the complicated hand signs and circles but it all looks like hand waving and muttering to a twelve year old.

Step 2 casting roll: Once the player has described the effects of their intended spell and the game master approves the player then makes a spell casting roll. Keep in mind that **no matter the results of the roll the spell always succeeds at beating the current challenge.** The roll is in fact a measure of how accurately the apprentice casts the spell. On a six the apprentice has cast the spell perfectly and does not lose any fate points. On a one the apprentice has cast the spell poorly and loses two fate points instead of one. On any other number the apprentice has cast the spell imperfectly and loses a single fate point.

Step 3 the results: While magic will always work when getting characters through the current challenge they face, the characters who cast these spells do not have the full knowledge or discipline to cast them exactly right. Therefore, using magic might have some unforeseen consequences that can create new challenges for the apprentices to face. The exact consequences are up to the game master based upon how well the player rolled on his or

her casting roll and the description of the spell in question. The spells results never last beyond the completion of a challenge. If an apprentice casts a spell to cause him and his companions to grow wings to fly across the chasm the wings will fall off as soon as each apprentice crosses the chasm.

Surviving Apprentice

"CROAK!" ~one of Glinden the Almighty's former apprentices.

While an apprentice has the ability to bypass challenges at the cost of some Fate, casting spells recklessly is the surest way to lose a character very quickly. This final section is to give a few hints and tips in solving various challenges and getting a good feel for the game.

Think as a child would: Every character is essentially a child. Granted they are children that live in a magical place that are capable of some power of their own and being raised by a very powerful being children nonetheless. Therefore an apprentice isn't quite as strong, smart, or witty as a normal adult would be. However a child tends to have a better imagination and those things that are logical and adult may not work to beat challenges. If there doesn't seem to be any logical or methodical way to defeat a challenge think in more abstract and imaginative methods.

Work together: Apprentice is a game meant to be played with a group, so it behooves a player to work with the rest of the group to ensure success. While all apprentices may have some grudge or another against their fellows, all apprentices can also agree that it's better to work with each other than to anger the master. So, use group rolls, bounce ideas around, have apprentices with the highest relevant attributes attempt the challenge. Apprentices make poor glory hogs so work together and triumph as one!

Have fun: Apprentice is a game that is meant to be fun. Joke around, horseplay in-game, your characters are children thus they should act like them. If the rules get in the way of the game then there's no need for them.



Part Two: Running Apprentice

"I gained my title by virtue of being the only one that answered when stupid apprentices started screaming for help from the almighty." ~Glinden the Almighty

Game masters in apprentice have a lighter mathematical workload than they do in most role-playing games. Theoretically a game master should never have to roll a single die the entire game. However, the game master still does the bulk of the creative work for the game as well as creating challenges for the apprentices to face. Therefore this part has very few absolute concrete rules for game masters to follow but sets of guidelines to help them keep the structure and flavor of the game.

The Flavor

"I calculated that one in every ten apprentices will live to become a journeyman. Therefore, as a more efficient use of my time, I started training apprentices in groups of ten." ~Glinden the Almighty

Apprentice as a game has several themes that outline the most basic story and gives the game its unique feel. These elements serve as the foundation for the games storytelling and give the game master a good idea on how to shape the setting and story.

The Trials of Youth: Central to the flavor of Apprentice is the idea that the characters are young. They are pre-teens old enough to have profound thoughts but young enough not to have them muddled by the cocktail of hormones brought on by puberty. They face problems that are very familiar yet uniquely their own in a world different from what we know. Adults will treat them as children while creatures far worse will treat them as delicious bite sized snacks. All while facing the pressures of growing up. The trials of youth are important to Apprentice as they provide the heart of the story and the driving force behind the characters.

Magic: Magic is literally imagination given power, and no imagination is more powerful than that of a child. Imagination is what turns the moon into a cheese wheel roughly the size of a quarter. Imagination is the source of mankind's greatest achievements and most dreadful regrets. In Apprentice, imagination shapes the world and its characters. Magic is important to Apprentice as it allows the characters the ability to shape the world around them literally through the power of imagination.

Making the ordinary extraordinary: Apprentice is played through the perspective of a child. Thus, those things that adults find boring or normal are new and exciting. Mopping the floor in Apprentice can become a perilous adventure, doing the dishes can become an epic saga. Even the retrieval of a text book can turn into a journey into strange realms never before seen by human eyes. Making ordinary things extraordinary is important to Apprentice as it creates excitement and tension for the characters.

Setting the Scene

"Men like to train their girls and boys in vaunted towers or great castles. HA! I was trained in a broken down hut in the middle of a stinking swamp and that's where I train my girls! It was good enough for me so it's more than good enough for them!" ~Alice the Liberated

An integral part of apprentice is the places and people that inhabit the games world. These provide things to interact with the characters and places for the characters to go. A game of Apprentice has four things that are permanent elements of the game and exist regardless of where and when the game takes place.

The Sanctum: The sanctum represents the actual location where an apprentice lives and learns. It generally includes the master's home and surrounding grounds. This is where the vast majority of the game should take place and where the game master will be putting the most detail. There are no set rules for the sanctum. It's a magical place occupied by magical beings so there is simply no limit to what could be included. A sanctum could be a small cave in the desert or a glass castle in the sky. It's outside dimensions are meaningless when the master can simply create rooms from nothing and fit them however they like. If you have a room in mind that doesn't seem to fit within the dimensions of the sanctum don't worry, surprises in the sanctum can be part of the fun.

The Master: The master is the mentor, parent, nemesis, taskmaster, land lord, and tutor to the apprentice. The master represents the direct hand of the game master of the game. He gives the apprentices the tasks that they must accomplish, berates them for their failures, and quietly applauds them for their success. Like the sanctum there is literally no limit to them. They can be a kindly old man or a crotchety old demon. They can be a dragon,

a fairy, or a ghost, they can be however or whatever the game master wishes them to be. They exist to drive the characters toward a goal and act as the game master's mouthpiece for important information.

Other Characters: Not everything that the characters are going to face will be inanimate objects, spells, or parts of the sanctum. Many things the character will meet will be characters played by the game master that are not nearly as powerful as the master, but can be challenges on their own. They serve to further the story and give the setting more life. Like the master and sanctum they can be anything the game master can dream of from a simple villager to a smart talking toad or even a depressed, down on his luck rocking chair.

Enemies and the Dark Arts: While other characters can exist as challenges, solutions to challenges or simply background decoration enemies and the Dark Arts are always malevolent forces out to hinder or harm the characters in some way or another. Enemies are physical characters that always serve as a challenge or part of a challenge that must be overcome. They can be anything from a lord of hell to the village bully to the master's evil twin. The Dark Arts represent a subtler force that tempts the characters to falling to its influence. Exactly what the dark arts are is up to the game master and if they are to be used then the character's master should make it very clear what the definition of the Dark Arts is. While enemies are almost always directly opposing the apprentice the Dark Arts serve more to hinder the character or tempt them to use the Dark Arts and harm themselves. Regardless of how they are used they both represent forces that will take every opportunity to harm the apprentices and make life more difficult.

Structure

"Time is an invention by stupid men to measure the wait between cradle and grave. Like any sensible woman I have ignored such silly things and come out better for it." ~Alice the Liberated on her six hundredth birthday.

A typical game of Apprentice is divided into two parts that make up its organization. The first is tasks which are assignments and quests the master sets the characters on that are the focal point of the story. The second is the challenges that represent the various hazards, puzzles, traps, hindrances, and other characters that have to be overcome in order for the apprentice to complete the task.

Tasks are the chores and assignments given out by the master for the apprentices to complete. They normally represent mundane chores but can also be learning exercises or errands that the master cannot be bothered to do. Sometimes they can be given by other characters in place of the master. The master might go missing or get sick and it's up to the apprentices to save their master. Other times the master may be out, leaving apprentices with the task of protecting the sanctum as a barbarian horde attacks. Regardless, **completing the task represents the ultimate goal of an apprentice during the game.**

Challenges are given greater detail on page 11.

Campaign Style:

Having a single task and a number of challenges is good for a quick game that will kill a few hours. However some game masters and players may prefer to play characters over a longer period. Perhaps follow their entire careers as apprentices all the way up to journeymen. This requires a larger structure than that of a normal game.

In campaign style Apprentice the game is divided into three larger categories: Chapters, Books, and Series.

Series: The series represents the full story told by the game masters and players. It represents a long over arching story over many books and chapters that details some great quest or saga. Sometimes this can simply be the full story of how apprentices became journeymen. Other times it can mean the defeat of some foul force that has haunted the apprentices since they first began their tutelage. A series normally consists of three to six books.

Books: A book represents a large and important arch of the series. It typically contains an overarching story on it's own that serves as a major portion of the series itself. A book normally contains between ten and fifteen chapters.

Chapters: A Chapter represents the smallest portion of a campaign. It normally encompasses a single game session and contains only a single task that the apprentices need to complete. A chapter also encompasses the period before beginning a task and the period after its completion. It represents an important section of the book but moves the overall series along only very slightly. At the end of every chapter any characters that were removed from the game return for the next chapter with all Attributes and Fate restored. Any characters that still have lost attributes or Fate regain any attributes or fate they as well.

Character Progression: In a longer game it makes sense for the characters to change over time. They grow older, wiser, stronger, and simply more mature. So after the completion of five chapters each apprentice can add one point to Body, Mind, or Soul. No score can be raised higher then eight. Additionally at the end of each book, each Apprentice gets an additional point of fate added to their total. Obviously this makes lesser challenges easier as time goes on, but it also means that adventures become much more perilous and difficult until the climactic end where life and death is a hairs breadth away.

Setting up Challenges

"The surest way to happiness is over the Black Desert around Dead Man's Curve over Troll Mountain across the Forbidden Sea on the Beach of Ten Thousand Secrets and in the bosom of one of the twelve goddesses of Ketesh that inhabit the beach. Of course you could always just have a nice cup of tea." ~Alice the Liberated

It is the job of the game master to design the challenges that the apprentices face in the act of trying to complete the task they set out. They have a difficulty number that represents the minimum attribute the apprentice requires to overcome the challenge without making a roll. If the Apprentice should have to make a roll the difficulty represents the number they have to meet or beat in order to overcome the challenge. There are several types of challenges a game master will use in the course of running a game of Apprentice:

The Written Challenge: The most basic of challenges is known as the Written Challenge. A written challenge is a planned event by the game master that is part of completing the task. These challenges represent the bulk of the game master's mechanical work. There are no hard and fast rules for how many written challenges there need to be for a single task. The game master can have as many challenges as they feel necessary to give excitement and tension to the story.

Spontaneous Challenges: Sometimes apprentices find new and interesting ways to make their own lives that much harder. This is where spontaneous challenges come in. Simply put they are challenges that the apprentices bring about themselves in a manner not entirely planned by the game master. In this case it is up to the game master's judgment to determine the exact difficulty of challenges that apprentices get into.

Repeating Challenges: When a black knight decides to slay the apprentice he rarely stops swinging if he misses the first blow and an apprentice will be forced to keep dodging and weaving to prevent a rather messy death. When being chased through the woods by angry bear spiders, apprentices will have to dodge numerous obstacles to ensure their own safety. These sets of challenges represent the most hazardous in the game as they require the player to make multiple rolls in order to survive. Such challenges come again and again until the apprentice does something to remove themselves from the situation that has caused the series of challenges to come at them either by casting a spell or lasting long enough to extricate themselves from danger. In any case if the apprentice casts a spell to overcome any of these series of challenges it is counted as having used the spell to solve all the rest of the challenges in the series.

Judging difficulty is the most important part of the game master's part in the game. This judgment essentially determines the difficulty of the game through the combination of the number of challenges there actually are combined with their difficulty. Challenges are rated as thus:

1-3: These challenges represent the easiest and most common of challenges apprentices will have to face. Generally they almost never require a roll unless the apprentice has taken damage in the relevant attribute being used to overcome the challenge.

4-5: These challenges represent the bulk of challenges that apprentices will face early in their careers. They can easily be solved by more than one apprentice or through the use of simplification but almost always requires a roll in the case of single apprentices.

6: This represents the highest difficulty of challenge a single apprentice can solve.

7+: Any challenge higher than six represents challenges that no single apprentice can solve without using magic. Generally these challenges require the cooperation of multiple apprentices simplifying the problem in order to make it achievable. These challenges should almost always be used as planned and written challenges and even then used rarely serving only as climactic points for the story.

When planning challenges the game master will want to assign a relevant attribute to the difficulty of the challenge. This represents the easiest way for the apprentice to solve the challenge without any simplification. So, if an apprentice decides to use a different attribute in order to solve the challenge in some other fashion then the difficulty should be raised in order to reflect doing it the hard way. Keep in mind that clever players may find creative and interesting ways to simplify a challenge or to solve a challenge in a way that a non relevant attribute would still be easier.

Tips for Running Games

"It's not easy raising children into icons of unparalleled arcane might. So I summoned Garkag the Blood Gorger to help. I think lords of hell make excellent parental figures."~Glinden the Almighty

~Apprentices often wander off the planned track the game master has in mind for them. This is fine, children are expected to be children and exploration is a part of the game. Simply guide them back towards the intended path to get them back on the story. Of course one could always just go along with it and sometimes better games come of it.

~The side effects of magic should show that the apprentice's magic is not entirely perfect but rarely should it prove to be any hazard to the apprentices. So unless you are going for a truly dangerous game of apprentice do not make the side effects of spells hazardous unless the character rolls a one on their spell casting roll.

~Keep a stack of pre-written challenges aside. In case it seems like the apprentices are having too easy of a time with the task start pulling from the stack in order to lengthen a task and add more danger to the game.

~The master is there to teach them how to be wizards, not hold their hands. The master is far too busy to help idiot apprentices accomplish juvenile tasks. That's what they have magic for. So use him sparingly and grudgingly if the apprentices attempt to gain the masters aid. If they manage to gain the masters ire have him disappear completely until the task is done.

Part 3: Variant Rules

"The laws of magic are absolute! Immutable! Unbreakable! You can't simply ignore them and expect it to work!"~Glinden the Almighty

"Stuff it you old fart."~Alice the Liberated

Mechanically speaking Apprentice is a very simple game with a great deal of flexibility that makes it a very good introduction to players that are new to tabletop games. This section includes add-ons and ideas that you can add on to your game.

Apprentice on an Egg timer: Tension is hard to create when players take a long time to act in what should be fast paced knee jerk reaction situations. Suspense dies away quickly when a player tries to think of a good way to dodge a lightning fast sword swing in ten minutes. So for particularly time sensitive challenges use a timing device to push decisions faster and create the necessary tension such situations bring. If the bell rings without a roll automatically deduct a fate point as if they failed the roll. This forces players to think fast and build a sense of tension.

Kung Fu Apprentice: As written Apprentice deals more with the classical fantasy of swords and sorcery. However "casting a spell" can equate to "using a secret martial arts technique" or "using latent psychic abilities" in reality the spell casting system is simply a hand waving mechanism that allows for a good measure of creativity. You can switch around the theme and setting of the game so that the apprentices are students of a legendary martial arts master, the angelic servants of a god or anything you can put to it.

Dark Apprentice: Wizards who fall prey to the dark arts sometimes get it in their sick heads to take on apprentices. Games such as this are identical to a normal game of apprentice with the exception of having darker overtones and a different set of magic rules. In dark apprentice death and the suffering of others are business as usual and apprentices draw on a far different source of power for their spells. Instead of losing one fate whenever casting a spell an apprentice loses two fate instead. Whenever an apprentice rolls a six on their spell casting roll they only lose one fate and they lose four fates if they roll a one. The laws of magic are changed thus:

An apprentices magic can be perfect as long as it's harmful.

An apprentices magic can create permanent changes so long as it is destructive.

An apprentices magic can affect other sentient beings without penalty.

An apprentices magic can damage another apprentice's fate but only by a single point per spell but also cannot restore any lost attributes or fate points.

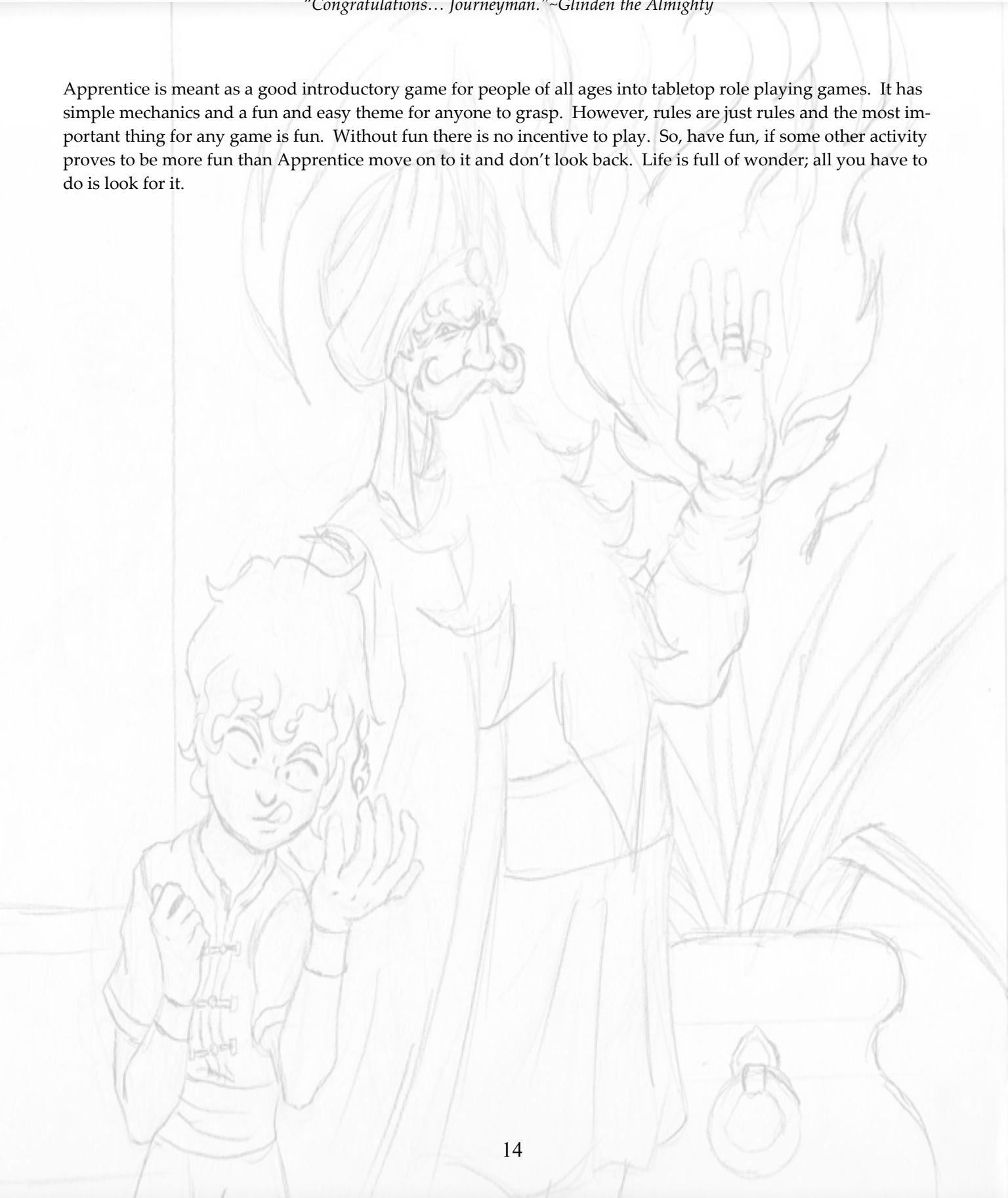
Apprentice in SPAAAAACE! Apprentice comes with no pre-written setting. In fact it comes with no pre-written timeline either. A game of apprentice can take place in a high tech society of the far flung future or in the modern era of gasoline and aircraft. Or you could choose to not go quite that far and turn it into a steam punk game set in Victorian era England or as far back to the Stone Age where spells had to be chiseled into mud and stone or painted by hand onto walls.

Journeyman: Some groups may desire a higher powered version of apprentice with older characters and fewer restrictions placed on the characters. First, characters begin with their attributes at five before adding points. Second, characters roll two six sided die instead of one whenever overcoming challenges. In addition they begin the game with seven fate points instead of the normal five. Finally the laws of magic no longer apply to journeyman except whenever they cast magic that breaks them they will lose two fates instead of the normal one and will lose four fate if they roll a two on their casting roll and only one if they roll a twelve. Naturally this means that challenges are much more difficult to scale with the higher power curve of the characters. Also the tone of the game is different. For all intents and purposes the apprentices are adults now so the master should be used very sparingly. Challenges and themes should have older tones and adventures should be much more dangerous than their typical childhood escapades.

The Final Word

"Congratulations... Journeyman." ~Glinden the Almighty

Apprentice is meant as a good introductory game for people of all ages into tabletop role playing games. It has simple mechanics and a fun and easy theme for anyone to grasp. However, rules are just rules and the most important thing for any game is fun. Without fun there is no incentive to play. So, have fun, if some other activity proves to be more fun than Apprentice move on to it and don't look back. Life is full of wonder; all you have to do is look for it.





Apprentice

Character Sheet

Attribute Permanent Temporary Player Name: _____

Body

Mind

Soul

Fate / 5

The 7 Questions

What is the characters name?

What is the characters personality like?

What does the character look like?

How did the character come to meet the master?

How is the relationship between the character and the master?

How is the relationship between the character and the normal mundane people around the sanctum including family?

What is the characters stance on the Dark Arts?

The Little Details
