

ROLL UP A CHARACTER

When you're starting up a new game or creating a new character, go through these steps.

1 CHOOSE OR ROLL YOUR CLASS

If the Judge allows it, you may choose your class. Otherwise, roll 1d12:

1d12	CLASS
1-6	fighter
7-9	thief
10-11	cleric
12	magic-user

Grab a copy of the corresponding playbook and a pencil so you can fill it out.

2 CHOOSE OR ROLL YOUR HERITAGE

If the Judge allows it, you may choose your heritage. Otherwise, roll 1d12 according to your class:

1d12	FIGHTER	1d12	THIEF	1d12	CLERIC	1d12	MAGIC-USER
1-7	human	1-7	human	1-7	human	1-8	human
8	halfling	8-10	halfling	8	halfling	9	halfling
9-11	dwarf	11	dwarf	9-11	dwarf	10	dwarf
12	elf	12	elf	12	elf	11-12	elf

Write your heritage in the area provided on the front page of your playbook.

3 CHOOSE OR ROLL YOUR ALIGNMENT

If the Judge allows it, you may choose your alignment. Otherwise, roll 1d12 according to your class:

1d12	FIGHTER	1d12	THIEF	1d12	CLERIC	1d12	MAGIC-USER
1-2	<i>evil</i>	1-2	<i>evil</i>	1-2	<i>evil</i>	1-3	<i>evil</i>
3-5	<i>chaotic</i>	3-6	<i>chaotic</i>	3-5	<i>chaotic</i>	4-8	<i>chaotic</i>
6-8	<i>neutral</i>	7-10	<i>neutral</i>	6-7	<i>neutral</i>	9	<i>neutral</i>
9-10	<i>lawful</i>	11-12	<i>good</i>	8-10	<i>lawful</i>	10	<i>lawful</i>
11-12	<i>good</i>			11-12	<i>good</i>	11-12	<i>good</i>

Write your alignment in the area provided on the front page of your playbook. In that same area, write down the alignment goal associated with your alignment:

ALIGNMENT	ALIGNMENT GOAL
<i>evil</i>	Inflict harm on another for personal gain
<i>chaotic</i>	Disrupt or destroy a prevailing order
<i>neutral</i>	Act to maintain balance between opposing forces
<i>lawful</i>	Impose order on a chaotic situation
<i>good</i>	Help those in need at your own expense

4 ROLL YOUR TRAITS

Using your alignment to determine how many virtues and/or vices you start with, roll up the number of each indicated on the table at right, and write them in the "Traits & Tags" area on the first page of your playbook.

ALIGNMENT	VIRTUES	VICES
<i>evil</i>	0	3
<i>chaotic</i>	1	2
<i>neutral</i>	1	1
<i>lawful</i>	2	1
<i>good</i>	3	0

TRAITS

1d100	VIRTUE	VICE
01-02	<i>ambitious</i>	<i>addict</i>
03-04	<i>benevolent</i>	<i>aggressive</i>
05-06	<i>bold</i>	<i>alcoholic</i>
07-08	<i>brave</i>	<i>antagonistic</i>
09-10	<i>charitable</i>	<i>arrogant</i>
11-12	<i>chaste</i>	<i>boastful</i>
13-14	<i>cautious</i>	<i>cheater</i>
15-16	<i>compassionate</i>	<i>covetous</i>
17-18	<i>confident</i>	<i>cowardly</i>
19-20	<i>considerate</i>	<i>cruel</i>
21-22	<i>cooperative</i>	<i>decadent</i>
23-24	<i>courteous</i>	<i>deceitful</i>
25-26	<i>creative</i>	<i>disloyal</i>
27-28	<i>curious</i>	<i>doubtful</i>
29-30	<i>daring</i>	<i>egotistical</i>
31-32	<i>defiant</i>	<i>envious</i>
33-34	<i>dependable</i>	<i>gluttonous</i>
35-36	<i>determined</i>	<i>greedy</i>
37-38	<i>disciplined</i>	<i>hasty</i>
39-40	<i>enthusiastic</i>	<i>hedonist</i>
41-42	<i>fair</i>	<i>impatient</i>
43-44	<i>focused</i>	<i>inflexible</i>
45-46	<i>forgiving</i>	<i>irritable</i>
47-48	<i>friendly</i>	<i>lazy</i>
49-50	<i>frugal</i>	<i>lewd</i>
51-52	<i>funny</i>	<i>liar</i>
53-54	<i>generous</i>	<i>lustful</i>
55-56	<i>gregarious</i>	<i>mad</i>
57-58	<i>helpful</i>	<i>malicious</i>
59-60	<i>honest</i>	<i>manipulative</i>
61-62	<i>honorable</i>	<i>merciless</i>
63-64	<i>hopeful</i>	<i>moody</i>
65-66	<i>humble</i>	<i>murderous</i>
67-68	<i>idealistic</i>	<i>obsessive</i>
69-70	<i>just</i>	<i>petulant</i>
71-72	<i>kind</i>	<i>prejudiced</i>
73-74	<i>loving</i>	<i>reckless</i>
75-76	<i>loyal</i>	<i>resentful</i>
77-78	<i>merciful</i>	<i>rude</i>
79-80	<i>orderly</i>	<i>ruthless</i>
81-82	<i>patient</i>	<i>self-pitying</i>
83-84	<i>persistent</i>	<i>selfish</i>
85-86	<i>pious</i>	<i>snobbish</i>
87-88	<i>resourceful</i>	<i>stingy</i>
89-90	<i>respectful</i>	<i>stubborn</i>
91-92	<i>responsible</i>	<i>vain</i>
93-94	<i>selfless</i>	<i>vengeful</i>
95-96	<i>steadfast</i>	<i>wasteful</i>
97-98	<i>tactful</i>	<i>wrathful</i>
99-100	<i>tolerant</i>	<i>zealous</i>

5 ROLL YOUR ABILITY SCORES

Roll 3d6 for each ability score listed in the right-hand column on the front of your playbook, in order: Strength, Constitution, Dexterity, Intelligence, Wisdom, Charisma, and Luck. Write the total for each score in the box labeled “MAX.” Write lightly in pencil, because the numbers will change and get moved around.

Now, you may swap any one ability score with any one other score. You’ll usually want to put your highest score in an ability that will be helpful to your class. The most useful abilities by class are:

CLASS	MOST USEFUL ABILITIES
fighter	Strength, Constitution, Dexterity
thief	Dexterity, Intelligence, Luck
cleric	Wisdom, Charisma, Strength
magic-user	Intelligence, Constitution, Luck

6 APPLY YOUR HERITAGE ABILITY BONUS

Increase one or more of your ability scores according to your heritage:

HERITAGE	ABILITY SCORE BONUS
Human	Increase 2 different ability scores of your choice by 1 point each
Halfling	Increase Luck by 2 points
Dwarf	Increase Strength and/or Constitution by 2 points total
Elf	Increase Dexterity, Intelligence, and/or Charisma by 2 points total

7 CHOOSE YOUR HERITAGE MOVE

Choose one of the two moves listed below for your heritage and write it in the “Heritage” area on the front page of your playbook.

HERITAGE	MOVES (choose 1)
human	<ul style="list-style-type: none"> When you <i>succumb to a vice</i>, take +1 forward When you <i>Train</i>, mark the chosen ability twice instead of once
halfling	<ul style="list-style-type: none"> When you <i>eat 1 extra ration</i>, take +1 forward When you <i>Keep Company</i>, take +1 to your roll
dwarf	<ul style="list-style-type: none"> When you <i>sniff the air</i>, the Judge will tell you if there’s gold nearby When you <i>are underground</i>, take +1 to Perceive
elf	<ul style="list-style-type: none"> When you <i>move</i>, you have perfect balance and a feather-light step When you <i>touch something</i>, you sense whether or not it is magical

8 ROLL YOUR APPEARANCE

Using the column for your class on the table on the opposite page, roll up to 3 physical details for your character and write them down in the appropriate area on the front page of your playbook. You may choose your apparent gender or use the result of your first roll to determine it (even=female, odd=male, doubles=ambiguous). Embellish and add more details as you wish.

APPEARANCE

1d100	FIGHTER	THIEF	CLERIC	MAGIC-USER
01-02	big feet	broken nose	big feet	acid scars
03-04	big mouth	chin whiskers	blazing eyes	aged
05-06	braids	clean-shaven	bright eyes	bald
07-08	broad shoulders	clear-eyed	bushy eyebrows	black teeth
09-10	broken nose	crooked teeth	clean-shaven	booming voice
11-12	chiseled	curly hair	clear-eyed	burn scars
13-14	clear-eyed	dark skin	cleft chin	bushy eyebrows
15-16	cleft chin	deep voice	crooked teeth	chin whiskers
17-18	crooked teeth	disfigured	curly hair	crooked teeth
19-20	curly hair	disheveled	dandruff	curly hair
21-22	dark skin	gap-toothed	dark skin	dark skin
23-24	deep voice	gaunt	deep voice	discolored skin
25-26	gap-toothed	goatee	flagellant scars	disfigured
27-28	goatee	hirsute	gaunt	forked tongue
29-30	grubby	lazy eye	goatee	gaunt
31-32	high cheekbones	limp	gray hair	glowing eyes
33-34	hirsute	little mouth	heavysset	gnarled hands
35-36	lantern jaw	long fingers	haunted eyes	goatee
37-38	large ears	matted hair	high forehead	gray hair
39-40	large hands	missing eye	hirsute	haggard
41-42	large head	missing finger	large hands	hairless
43-44	long-legged	missing teeth	long beard	high forehead
45-46	matted hair	narrowed eyes	missing teeth	hooded eyes
47-48	missing ear	notable chin	notable nose	hunchback
49-50	missing eye	notable nose	notable smell	limp
51-52	missing finger	overbite	pale skin	long beard
53-54	missing teeth	pale skin	perfect posture	long fingernails
55-56	notable facial hair	pencil mustache	piercing gaze	long hair
57-58	notable nose	perfect posture	pockmarked	lumpy skull
59-60	notable smell	pockmarked	ragged	mismatched eyes
61-62	perfect posture	pointy chin	rosy cheeks	missing teeth
63-64	pockmarked	poor posture	scarred	no eyebrows
65-66	raspy voice	raspy voice	shaved head	oily skin
67-68	rosy cheeks	red-rimmed eyes	shining eyes	pale skin
69-70	scarred	scarred	smelly	piercing gaze
71-72	squinting gaze	scruffy	smiling	pockmarked
73-74	tattoos	shifty eyes	square chin	raspy voice
75-76	shaved head	small hands	square-shouldered	sallow
77-78	smelly	smelly	strange marks	scarred
79-80	smiling	squint	stubble	skeletal hands
81-82	squint	stubble	tattoos	smelly
83-84	steely gaze	stubby fingers	thundering voice	strange marks
85-86	stubble	tattoos	tonsure	striking nose
87-88	tattoos	twitchy	unblinking gaze	sunken eyes
89-90	unibrow	unsmiling	unwashed	tattoos
91-92	unsmiling	unwashed	warty	terrible posture
93-94	well-scrubbed	well-groomed	well-fed	warty
95-96	wild hair	whispery voice	well-scrubbed	white hair
97-98	youthful	widow’s peak	wild-eyed	wild hair
99-100	roll on THIEF	roll on MAGIC-USER	roll on FIGHTER	widow’s peak

9 SET YOUR ABILITY MODIFIERS

Look up the value of each of your ability scores on the ability score modifier table in the bottom right corner of the front page of your playbook. For each ability, take the corresponding entry from the “modifier” column and enter it in the “MODIFIER” brackets in the ability score area.

10 ROLL YOUR HIT POINTS

The “Hit Die” area at the bottom of the front page of your playbook indicates which die you’ll use for rolling hit points. Roll your hit die now and add your CON (not Constitution) to the result. A total of less than 1 is treated as 1. Write the total in the box labeled “MAX” in the Hit Points area of your playbook. You may at this point burn 1 point of Luck (see page XX) to increase your HP by 1.

11 DETERMINE YOUR CAPACITY

Flip your playbook over to the last page. Under the first box in the “Capacity” area, you’ll see a notation that looks like “STR +X.” Add your STR (Strength modifier) to the number indicated, and enter the result in the box. This is a measure of how much weight you can carry before you are hindered.

12 REVIEW YOUR CLASS MOVES

At this point it’s a good idea to look over the features unique to your class by reading the second page of your playbook. In particular, the first move listed may require that you make a decision or two. Now’s the time to do that. If you’re a magic-user, you’ll need to roll up spell names using the table on page XX.

13 TAKE INVENTORY

To determine what stuff you start with, use the guide on the next page. Record your gear in the space provided on the back page of your playbook, noting any relevant details (weight, tags, etc.). Refer to the Marketplace list (page XX) for item details.

14 GO SHOPPING

Roll 2d6 and add the total to your Luck score (not your LUC). The result is how many silver pieces (sp) you start with unless you’re a thief, in which case you start with twice that amount. Write the number down on the pouch on the back page of your playbook. Then, you may use these starting funds to purchase items from the Marketplace.

15 NAME THYSELF

Together with the Judge, decide what sort of naming conventions you’ll be using for the game, and whether you’d like to choose your name or roll it randomly. Tables of generic fantasy names are provided on pages XX-XX of this section, and culturally-specific name tables are provided in *Volume 2: Civilization & Savagery*.

16 SET THE STAGE

The cast of characters is now complete; you should have a ragtag band of freebooters, eager to go hunting for treasure. The only thing left to do is invent the world laden with booty! Follow the directions in the “See the Frontier” section, starting on the next page.

STARTING GEAR

Write down the basic gear allotted to your class, and roll once in each subtable.

FIGHTER

Basic gear: backpack, bedroll, waterskin, 1d6 uses of rations, knife, whatever favored weapon you chose in step 12, and 1 RANDOM ITEM (see next page).

1d6	GARB	1d6	ARMOR	1d6	OTHER ITEM
1-3	poor clothes	1-2	leather armor	1-3	buckler
4-6	common clothes	3-4	scale armor	4-5	shield
		5-6	chainmail	6	adventuring gear

THIEF

Basic gear: backpack, waterskin, 1d6 uses of rations, knife, and 1 RANDOM ITEM (see next page).

1d6	GARB	1d6	WEAPON	1d6	OTHER ITEM
1	rags	1-2	dagger	1	torches, flint & steel
2-3	poor clothes	3	club/cudgel	2-3	lockpicks
4-5	common clothes	4	shortsword	4-5	leather armor
6	quality clothes	5	sling, ammo pouch	6	adventuring gear
		6	shortbow, quiver		

CLERIC

Basic gear: shoulder bag, waterskin, 1d6 uses of rations, holy symbol of your deity (describe it!), and 1 RANDOM ITEM (see next page).

1d6	GARB	1d6	WEAPON	1d6	OTHER ITEM
1	rags	1-2	staff or knife	1	collection cup, 1d6sp
1	hooded tunic	3-4	club/cudgel or dagger	2-3	holy book
3-5	cap & cassock	5	mace or warhammer	4-5	leather armor
6	priestly vestments	6	flail or spear	6	chainmail

MAGIC-USER

Basic gear: shoulder bag, waterskin, 1d6 uses of rations, your spellbook, and 1 RANDOM ITEM (see next page).

1d6	GARB	1d6	HEADGEAR	1d6	WEAPON	1d6	OTHER ITEM
1-2	shabby robes	1-2	hood	1-3	staff	1	antitoxin
3-5	common robes	3	skullcap	4-5	knife	2-3	writing kit
6	quality robes	4	circlet	6	dagger	4-5	1d4 books
		5	turban			6	1d6 uses of
		6	pointy hat				spell component

RANDOM ITEM

1d100	ITEM	1d100	ITEM
01	abacus (5sp)	51	heirloom walking stick
02	bag of salt (5sp)	52	herbs & poultices (10sp)
03	battered helmet (2sp)	53	hoe (2sp)
04	battered shield (18sp)	54	holy symbol (1d6sp)
05	broken sword	55	horse (
06	bestiary (5sp)	56	hourglass (12sp)
07	bird cage & pet bird (4sp)	57	hunting dog (15sp)
08	book (8sp, specify subject)	58	hunter's horn (2sp)
09	bottle of perfume (1d4sp)	59	iron shackles
10	box of candles (2sp)	60	jar containing pickled monster part
11	bucket of pitch (1sp, 1wt)	61	jar of narcotic (10sp)
12	bundle of furs (1d6x10sp, 3wt)	62	retainer/sycophant (roll NPC)
13	cask of grog (4sp, 2wt)	63	lute (10sp)
14	cast iron pot (2sp, 1wt)	64	music box (12sp)
15	cheap jewelry/locket (1d4sp)	65	nautical chart
16	child's doll (1sp)	66	notable cloak/robes
17	clay jar of honey (3sp, 0wt)	67	notable gloves/gauntlets
18	clay pipe & bag of tobacco (3sp)	68	notable hat/cap/hood/helmet
19	clay pot of lard	69	notable shoes/boots/sandals
20	coded message	70	ocarina/flute (6sp)
21	coin pouch (holding 3d6sp)	71	pet mouse/rat/cat/snake/crow
22	copper lantern & lamp oil (21sp)	72	piece of jewelry (1d6x5sp)
23	cow (30sp)	73	pitchfork
24	crate of wine (25sp, 4wt)	74	pouch of bandages
25	donkey (25sp)	75	pouch of gold dust (1d10sp)
26	eyepatch	76	pouch of knucklebones
27	fancy belt/girdle (5sp)	77	prayer book
28	<i>fine</i> dwarven hammer & chisel (6sp)	78	preserved monster paw
29	<i>fine</i> dwarven warhammer (24sp)	79	promissory note
30	<i>fine</i> elven quiver & arrows (16sp)	80	rope (50') & grappling hook
31	<i>fine</i> elven shortbow (32sp)	81	rusty key
32	<i>fine</i> leather armor (60sp)	82	sack of grain (2wt)
33	<i>fine</i> whetstone (2sp)	83	sack of jerky (1d6 rations, 1wt)
34	fishing net (4sp)	84	shiny stone
35	fishing pole & basket (4sp)	85	signet ring (1d4x10sp)
36	flask of home remedy	86	skeleton key
37	flawed gemstone (1d4x5sp)	87	small drum (2sp)
38	fur-lined cloak (6sp)	88	small humanoid skull
39	gardening tools (5sp)	89	soapstone idol
40	good luck charm	90	spell scroll (must be deciphered)
41	hand mirror (3sp)	91	strange egg
42	hand of glory (8sp)	92	taxidermied creature
43	handful of strange seeds	93	tinderbox & 1d6 torches
44	handsaw (3sp)	94	tinker's kit (4sp)
45	hatchet (10sp)	95	traveling trunk (4 wt when full)
46	heirloom banner (2d6sp, 1wt)	96	treasure map
47	heirloom chalice (1d12sp)	97	vial of strange fluid
48	heirloom healer's kit (24sp)	98	wanted poster
49	heirloom shield w/coat of arms (25sp)	99	wooden figurine
50	heirloom sword (18sp)	100	wooden mask

SPELL NAME • Roll 1d12 for spell name template, then 1d100 for each part.

1d12	SPELL NAME TEMPLATE	1d12	SPELL NAME TEMPLATE
1-2	[ELEMENT] [FORM]	9	[WIZARD NAME]'s [ADJECTIVE] [FORM]
3-4	[ADJECTIVE] [FORM]	10	[WIZARD NAME]'s [ADJECTIVE] [ELEMENT]
5-6	[ADJECTIVE] [ELEMENT]	11	[WIZARD NAME]'s [FORM] of [ELEMENT]
7	[FORM] of [ELEMENT]	12	[WIZARD NAME]'s [ELEMENT] [FORM]
8	[FORM] of [ADJECTIVE] [ELEMENT]		

1d100	FORM	ELEMENT	ADJECTIVE	WIZ NAME PT. 1	WIZ NAME PT. 2
01	Armor	Acid	All-Knowing	A-	-ak
02	Arrow	Aether	All-Seeing	Ab-	-alto
03	Aura	Air	Arcane	Aga-	-ana
04	Bane	Anger	Befuddling	Alha-	-anti
05	Beast	Ash	Binding	Appol-	-aris
06	Blade	Avarice	Black	Apu-	-ark
07	Blast	Balance	Blazing	Arne-	-asta
08	Blessing	Blight	Blinding	Asmo-	-balia
09	Blob	Blood	Bloody	Baha-	-bus
10	Blood	Bone	Bright	Bal-	-by
11	Bolt	Bones	Cacophonous	Barba-	-cas
12	Bond	Brimstone	Cerulean	Bol-	-ce
13	Boon	Clay	Concealing	By-	-derol
14	Brain	Cloud	Confusing	Can-	-deus
15	Burst	Copper	Consuming	Cinni-	-din
16	Call	Cosmos	Crimson	Cir-	-dok
17	Charm	Dark	Damnable	Cyn-	-dor
18	Circle	Death	Dark	Cyto-	-dred
19	Claw	Deceit	Deflecting	Dar-	-driar
20	Cloak	Despair	Delicate	Darg-	-dula
21	Cone	Despair	Demonic	De-	-dun
22	Crown	Dimension	Devastating	Des-	-dustin
23	Cube	Doom	Devilish	Dra-	-er
24	Cup	Dust	Diminishing	Dul-	-fant
25	Curse	Earth	Draining	Elez-	-fia
26	Dagger	Ember	Eldritch	Ely-	-fonse
27	Dart	Energy	Empowering	Ez-	-gad
28	Demon	Envy	Enlightening	Fal-	-gax
29	Disturbance	Fear	Ensorcelling	Faral-	-glana
30	Door	Fire	Entangling	Flo-	-goria
31	Eye	Fog	Enveloping	Fol-	-goth
32	Eyes	Force	Erratic	Gaili-	-heer
33	Face	Fury	Evil	Garg-	-houlik
34	Fang	Glory	Excruciating	Gast-	-ia
35	Feast	Gluttony	Expanding	Gil-	-iala
36	Finger	Gold	Extra-Planar	Gy-	-iana
37	Fissure	Greed	Fearsome	Haz-	-ingar
38	Fist	Hate	Flaming	Heca-	-ista
39	Gate	Hatred	Floating	Her-	-jan
40	Gaze	Health	Freezing	Hog-	-jobulon
41	Glamer	Heat	Glittering	Hur-	-kan
42	Globe	History	Gyrating	I-	-kang
43	Golem	Hope	Helpful	Ik-	-konn
44	Guard	Ice	Hindering	Ilde-	-lah
45	Guide	Iron	Icy	In-	-leius
46	Guise	Justice	Illusory	Jas-	-leo
47	Halo	Knowledge	Incredible	Jir-	-leou
48	Hammer	Lead	Inescapable	Ju-	-lin
49	Hand	Lies	Ingenious	Krak-	-lonia
50	Heart	Life	Instant	Kul-	-lonius

1d100	FORM	ELEMENT	ADJECTIVE	WIZ NAME PT. 1	WIZ NAME PT. 2
51	Helm	Light	Invigorating	Laf-	-loo
52	Horn	Lightning	Invisible	Long-	-lume
53	Lock	Lore	Invulnerable	Ma-	-ma
54	Mantle	Love	Liberating	Mer-	-mas
55	Mark	Lust	Maddening	Mercu-	-mast
56	Memory	Metal	Magnificent	Mor-	-mia
57	Mind	Might	Many-Colored	Mune-	-miel
58	Mouth	Mist	Mighty	Munno	-motto
59	Noose	Moon	Most Excellent	Murz-	-moulian
60	Oath	Mud	Omnipotent	Naf-	-mut
61	Oracle	Nature	Oozing	O-	-nak
62	Pattern	Oil	Penultimate	Osh	-nia
63	Pet	Pain	Pestilential	Pande-	-nish
64	Pillar	Perception	Piercing	Pander-	-nob
65	Pocket	Plane	Poisonous	Par-	-o
66	Portal	Plant	Prismatic	Per-	-ol
67	Pyramid	Poison	Raging	Quel-	-ool
68	Ray	Quicksilver	Rejuvenating	Ra-	-pa
69	Rune	Revulsion	Restorative	Ragga-	-pheus
70	Scream	Rot	Screaming	Rhi-	-phim
71	Seal	Salt	Sensitive	Satan-	-por
72	Sentinel	Shadow	Shimmering	Satur-	-quint
73	Servant	Sight	Shining	Semi-	-ramis
74	Shaft	Silver	Silent	Sera-	-rezzin
75	Shield	Smoke	Sleeping	She-	-ro
76	Sigil	Soil	Slow	Shrue-	-rrak
77	Sign	Soul	Smoking	Sloo-	-ry
78	Song	Souls	Sorcerer's	Sol-	-sira
79	Spear	Sound	Strange	T'-	-sta
80	Spell	Spirit	Stupefying	Tcha-	-te
81	Sphere	Stars	Terrible	Tol-	-teria
82	Spray	Steam	Thirsty	Tub-	-thakk
83	Staff	Steel	Thundering	Tur-	-thalon
84	Storm	Stone	Trans-Dimensional	U-	-tine
85	Strike	Storm	Transmuting	Vag-	-toomb
86	Sword	Sun	Ultimate	Val-	-torr
87	Tendrils	Terror	Uncontrollable	Vance-	-troya
88	Tongue	Time	Unseen	Ver-	-tur
89	Tooth	Treasure	Unstoppable	Vish-	-tuva
90	Trap	Truth	Untiring	Wa-	-u
91	Veil	Vanity	Vengeful	Wini-	-valva
92	Voice	Venom	Vexing	Xa-	-vance
93	Wall	Vigor	Violent	Yu-	-vilk
94	Ward	Void	Violet	Za-	-wink
95	Wave	Water	Viridian	Zal-	-xa
96	Weapon	Will	Voracious	Zan-	-yop
97	Weave	Wind	Weakening	Zili-	-zant
98	Whisper	Wisdom	White	Zim-	-zark
99	Wings	Wood	Wondrous	Zuur-	-zirian
100	Word	Youth	Yellow	Zza-	-zred

SEE THE FRONTIER

This section is addressed to the Judge.

After the players have created their freebooters, the steps in this section will guide you through the creation of the world in which they will live, loot, (hopefully) retire, and possibly (okay, probably) die. The creation of the world is largely collaborative, with you acting as a steward. Be prepared to take notes throughout this process, since environmental details and the seeds of future adventures will likely prove important to your campaign.

As you guide everyone at the table through this procedure, keep these principles in mind:

- **Ask questions** about anything that arouses your curiosity. This is particularly useful during setting creation in that it helps establish the tone and flavor of the world. When someone adds something to the map, you can decide to let it stand without further inquiry, allowing details to be discovered during play, or you can ask the players for more information about it and take note of their responses.
- **Look for connections** between things as they are added to the world. Good world-building gives the various parts a sense of coherence and interconnection. Even though much of the material in Freebooters is generated randomly, humans are pattern-seekers, so it's usually pretty easy to find connections between random things.
- **Embrace the fantastic** when creating the environment. Magic and the gods are real in this world, so imagine the strange reality that implies. Perhaps that forest is comprised of crystalline trees, or that mountaintop stronghold belongs to a demigod, or the dinosaurs that roam the jungle can be domesticated and used as pack animals.

Before you dig into these steps, you might want to read the following introduction, which will give everyone a sense of what they're about to get into:

You have come here, to the utmost edge of civilized lands, to seek your fortune in the wild. Few have ventured into the unknown, and fewer have returned, but those who live to speak of it tell great tales, indeed: of ancient, rubble-choked ruins; of terrible beasts; of great riches awaiting plunder.

Society offers order, with everyone in their proper place, and duty, labor, and protection awaiting the obedient. You want none of these things. Nor do ancient ruins and terrible beasts interest you overmuch.

You seek only riches.

1 START WITH A BLANK MAP

Ask everyone to imagine a civilized kingdom or empire that is mostly off the map, and ask the player to your left to draw an outline of the small part of this realm that reaches onto the map. This line is the border between civilized lands and the unexplored wilderness. At most, a quarter of the map should be civilized land; the wilderness in which the characters will be having most of their adventures comprises all of the remaining space.

2 ADD THEIR HOME SETTLEMENT

Ask the next player in clockwise order to draw a settlement just inside the civilized border, and ask them whether it's a village, town, keep, or city. Perched on the frontier, this settlement will act as the party's home base between expeditions. Have that same player draw a dotted or dashed line from the steading to the nearest map edge: this is the road back to the capital city. Then, ask that same player to decide how many days or weeks of travel by foot it would take to reach the capital, and note that at the map edge.

3 DEFINE THE SETTLEMENT

On pages **XX-XX** of Book 2: Civilization & Savagery you will find tables for generating each of the five settlement types. Find the table for the size of settlement chosen in step 2, above, give them the settlement tables and tell them they can either choose or roll 1 **DETAIL** from the relevant table. Then, ask the next player in clockwise order to do the same for the settlement's **PROBLEM**.

Discuss the implications of the results, asking questions and taking notes as necessary (for instance, if the steading is built around a church, what is the higher power to which it is devoted?). If the results indicate new things that would logically be added to the map, ask players to draw those things in.

4 NAME THE SETTLEMENT

Ask the next player to name the settlement, and write it on the map. If they're stumped for a name, suggest something simple in plain English that reflects a concrete aspect of the steading's position, surroundings, or details in the previous step (i.e., "Clearwater," "Farport," "Iron Town"). If you're using a culturally-specific name list, run the settlement's plain English name through a translator and tweak the result to your liking (for instance, if we're using Icelandic as our language base and the settlement is called "Iron Town" in English, that translates into Icelandic as *járn bæ*, so we might name the town "Jarnbae" or "Baejarn").

5 DEFINE THEIR HOME BASE

Ask the next player the name of the inn, tavern, abandoned building, or other place they call home in between adventures. This is where they'll regroup, recover, and recount their exploits and losses after returning from the wilderness. Ask some questions about their home base, and take note of the answers. Possible questions include:

- What exterior detail sets the place apart from its surroundings?
- What sort of folk frequent this place?
- Who's the proprietor, and what's noteworthy about them?
- What's the best or worst foodstuff on offer?
- Where do you like to gather when you meet inside?

6 LOOK TO THE HORIZON

Ask all the players together what type of terrain dominates the frontier, stretching away from civilized lands as far as the eye can see. Is it dark forest? Misty wetlands? A crystal-line waste? There will be pockets and regions of other types of terrain within this landscape, but when people in the game world think of the frontier, they think of this terrain. If the players can't reach consensus on this decision, you decide. Whatever is decided, make a note of it on the map.

7 DESCRIBE WHAT WAS LOST

Ask the next player to describe an ancient civilization that is said to have once flourished in the wilderness, asking the following questions and recording the answers:

- What sort of beings comprised it? Were they human? Lizard people? Something else?
- According to legend, how did their great society meet its end?
- What remnants of their existence lie scattered throughout the wilderness?

Then, ask everyone if there were any other lost civilizations in the area and answer the above questions for those as well. Remember to take notes as you go.

8 MAP THE WILDS

Ask the next player to name one region within the wilderness defined in the preceding step, and draw this region's outline on the map. If a prompt is needed, roll up a name using the RANDOM REGION table on page XX of *Book 3: Overland & Underworld*. For this region, ask that same player to do the following, and record the results:

- Choose the defining terrain of the region (forest, hills, alpine meadowland, etc.).
- Recount a fact or rumor about the region.

Go around the table and repeat this step at least once for each player. Then, if you feel like the map needs more stuff, keep going around until you feel like the playing field is rich with possibility, but still largely unknown. If the wilderness closest to their home settlement is undefined, ask players to flesh it out a little bit by adding regions there; the locals would naturally know more about these areas because of their proximity to civilization.

9 NOTE THE LANDMARKS

Ask each player to add a landmark to the map. It might be a ruined tower, dead tree, distinctive mountain—any semi-permanent feature that would be known and used as a reference point by the locals. If an idea is needed, roll one up using the RANDOM PLACE table on page XX of *Book 3: Overland & Underworld*.

10 SHARE INFORMATION

Describe the current scene at the player-characters' home base, how they're all sitting around a table or something similar, discussing what lies beyond the frontier. Then, ask at least one of the following questions of each person. If they feel like it, they can give their answer in character. Feel free to ask the same question of different people if you want to know more. Take notes about the answers, on the map or elsewhere.

- From whence do you hail, and what brings you to the frontier?
- Where is the nearest ruin, and who is said to have built it long ago?
- What creature, among the countless known or rumored to inhabit these parts, do the locals speak of most fearfully? Where is the last place such a creature was sighted?
- What remarkable treasure was recently brought back by an expedition into the wilderness, and where is it said to have come from?

11 MAKE A PLAN AND SALLY FORTH!

Ask them about their plans for their first expedition, sit back, and let them sort out the details. If you feel like it's taking too long and no natural leader is emerging, ask them to elect a leader and look to that person for answers when you need to move things forward.

MARKETPLACE

All prices listed are silver pieces (sp). Generally speaking, you can sell things at market for half their listed value. If you want a better deal than that, you'll need to **Negotiate**.

TAGS & TERMS

<i>Awkward</i>	difficult to use with grace and expediency
<i>Burn</i>	inflicts 1d6 damage on its victim periodically until extinguished
<i>Close</i>	target must be within a sword's reach
<i>Far</i>	target must be within sight
<i>Fine</i>	well-crafted and worth twice the amount of its common equivalent
<i>Forceful</i>	can force a foe back
<i>Hand</i>	target must be within arm's reach
<i>Near</i>	target must be within a stone's throw
<i>Precise</i>	roll +DEX instead of +STR to Fight
<i>Rare</i>	hard to come by
<i>Reach</i>	target must be just beyond a sword's reach
<i>Reload</i>	takes time to reload after each use
<i>Slow</i>	takes a while to take effect
<i>Small</i>	cannot protect against all attacks
<i>Stun</i>	may stun or knock out target when properly applied
<i>Thrown</i>	can be thrown effectively
<i>Worn</i>	does not require hands to carry

2h	Two-handed: requires two hands to wield in combat
Ammo	an abstracted quantity of ammunition
Duration	an abstracted length of time, to be marked off at Judge's discretion
Heal	the number of hit points restored by one use
Pierce	amount of damage that ignores armor
Power	amount of increase to casting power

WEAPONS - MELEE

TYPE	COST	DAMAGE	WT	NOTES
punch/kick	-	1	-	<i>hand</i>
blackjack/sap	3	1	0	<i>hand, stun</i>
staff	6	1d4	1	<i>close, 2h</i>
knife	6	1d4	0	<i>precise, hand</i>
hatchet	10	1d4	1	<i>thrown, close, near</i>
dagger	12	1d4	0	<i>hand, precise, 1 pierce</i>
club/cudgel	8	1d6	1	<i>close, stun</i>
mace	12	1d6	1	<i>close, forceful, stun</i>
shortsword	12	1d6	1	<i>close</i>
warhammer	12	1d6	1	<i>close, 1 pierce</i>
pick	18	1d6	1	<i>close, awkward, 2 pierce</i>
axe	16	1d8	2	<i>close</i>
sword	18	1d8	2	<i>close</i>
spear	16	1d8	2	<i>thrown, reach, near</i>
flail	20	1d8	2	<i>close, forceful</i>
polearm	24	1d10	3	<i>reach, awkward, 2h</i>
great hammer	26	1d10	4	<i>close, forceful, rare, 2h</i>
great axe	30	1d10	3	<i>close, rare, 2h</i>
great sword	38	1d10	3	<i>close, reach, rare, 2h</i>

WEAPONS - RANGED

TYPE	COST	DAMAGE	WT	NOTES
throwing knife	8	1d4	0	<i>thrown, hand, near, precise</i>
sling	6	1d4	0	<i>near, far, reload</i>
shortbow	16	1d6	1	<i>near, far, 2h</i>
light crossbow	20	1d6	1	<i>near, far, reload, 1 pierce, 2h</i>
longbow	24	1d8	1	<i>near, far, 2h</i>
heavy crossbow	30	1d8	1	<i>near, far, reload, 2 pierce, 2h</i>

AMMUNITION

TYPE	COST	WT	NOTES
slingstones	2	0	3 ammo, ammunition for sling
arrows	4	1	3 ammo, ammunition for bow
bolts	4	1	3 ammo, ammunition for crossbow

ARMOR & SHIELDS

TYPE	COST	WT	NOTES
leather armor	30sp	1	1 armor
scale armor	60sp	3	2 armor
chainmail	90sp	2	2 armor
splint armor	120sp	4	<i>awkward, 3 armor</i>
plate armor	200sp	6	<i>awkward, rare, 4 armor</i>
buckler	15sp	1	<i>small, +1 armor</i>
shield	25sp	2	+1 armor

CLOTHING

TYPE	COST	WT	NOTES
poor clothes	1	0	<i>worn</i>
common clothes	3	0	<i>worn</i>
quality clothes	10	0	<i>worn</i>
official vestment	20	0	<i>worn</i>
winter cloak	5	0	<i>worn</i>
elegant clothes	50	0	<i>rare, worn</i>

CONTAINERS

TYPE	COST	WT	NOTES
waterskin	1	0	-
belt pouch	1	0	<i>worn</i>
sack	1	0	-
shoulder bag	2	0	<i>worn</i>
backpack	5	0	<i>worn</i>
scrollcase	2	0	-
quiver	4	0	<i>worn</i>
saddlebags	7	1	-

GEAR

TYPE	COST	WT	NOTES
adventuring gear*	20	2	5 uses
rope	3	1	50 feet
animal snare	2	1	-
bedroll	2	1	-
animal trap	4	1	-
fishing net	4	1	-
fishing pole	3	0	-
grappling hook	7	1	-
tent	7	2	-
large Tent	15	3	-

PROVISIONS

TYPE	COST	WT	NOTES
rations	3	1	5 uses
spirits (1 pint)	15	0	-
grog (1 quart)	1	1	-
fine wine (1 pint)	10	0	-
poor meal	1	-	feeds 4
hearty meal	1	-	-
feast	15	-	-

* Each use of adventuring gear allows you to produce an item of situational utility worth 3sp or less. You may combine uses to produce an item of greater value. For instance, producing a quiver of arrows (4sp) would take 2 uses, while a grappling hook (7sp) would take 3 uses. Items produced need not be listed in the Marketplace, but may be disallowed at the Judge's discretion.

ILLUMINATION

TYPE	COST	WT	NOTES
flint & steel	3	0	-
candles	2	0	<i>dim</i> , 3 duration, 5 uses
torches	2	1	3 duration, 3 uses
lantern	15	1	5 duration, needs oil
lamp oil	5	1	<i>burn</i> , 2 uses

TOOLS

TYPE	COST	WT	NOTES
whetstone	1	0	-
prybar or shovel	5	2	1d6 damage, <i>close</i> , <i>awkward</i> , 2-handed
pole	2	1	10' long
lockpicks	10	0	-
writing kit	10	0	-
crafting tools	15	1	Specify craft
mapmaking tools	20	0	-

SPECIALTY ITEMS

TYPE	COST	WT	NOTES
antitoxin	10	0	1 use
bandages	3	0	<i>slow</i> , heal 1, 3 uses
herbs & poultices	10	1	<i>slow</i> , heal 1d4, 2 uses
healer's kit	24	1	<i>slow</i> , heal 1d6, 2 uses
healing potion	50	0	<i>rare</i> , heal 1d8
book*	10	1	5 uses, +1 to Establish on specified subject
spellbook	<i>priceless</i>	1	Magic-user starting gear
spell component**	2	0	1 use, grants +1 power

* Each book must be given a title (*Herbs & Berries of the Lowlands*, *Customs of the Nomads*, *Elemental Magic*, etc.). When you **Establish something that falls under the title of a book you have read**, mark 1 use of that book and take +1 to that Establish roll.

** A spell component is an ingredient or reagent that is consumed or used in a ritual to assist in the casting of spells. When you **use a spell component to Cast a Spell**, describe how you use it, mark 1 use of that component, and take +1 to your power budget for that spell.

POISONS

Name and describe the form, application, effect and speed of the desired poison. Work with the Judge to determine the level of effect. The cost of 1 dose is determined by effect multiplied by speed:

Effect: *minor* (8sp) *moderate* (16sp), *major* (30sp), *fatal* (100sp)
Speed: *slow* (x1/2), *fast* (x1), *instant* (x3).

LODGING

TYPE	COST	NOTES
camping/squatting	-	heal 2d4 +CON per week
poor inn	8-CHA sp per week	meals included, heal 2d6 +CON per week
modest inn	16-CHA sp per week	meals included, heal 2d8 +CON per week
comfortable inn	32-CHA sp per week	meals included, heal 2d10 +CON per week

SERVICES

TYPE	COST
repairs	1/4 listed cost of item
custom item	2x listed cost of item
hireling	1 share of booty
porter	1sp per day
unskilled laborer	8sp per week
town watch	10sp per week*
soldier	12sp per week*
skilled laborer	14sp per week
healer	16sp per week
specialist	18sp per week
"companion"	10-CHA sp per night
entertainer	1-3sp per show
armed escort	
<i>safe</i> route	2sp per guard per day
<i>unsafe</i> route	4sp per guard per day
<i>perilous</i> route	8sp per guard per day
common murder	25sp
assassination	120sp

*Room and board included

TRANSPORT

TYPE	COST	NOTES
donkey/mule	25	capacity 8
nag	40	capacity 10
workhorse	75	capacity 12
warhorse	400	capacity 14
cart	40	capacity 16
wagon	80	capacity 32
raft	30	capacity 16
barge	75	capacity 32
river boat	150	capacity 48
merchant ship	5,000	capacity 200
war ship	20,000	capacity 100
passage		
<i>safe</i> route	1sp per day	-
<i>unsafe</i> route	5sp per day	-
<i>perilous</i> route	20sp per day	-

REAL ESTATE

TYPE	COST	NOTES
hovel	20	-
cottage	250	-
house	2,500	-
manse	10,000	-
keep/tower	75,000	-
castle/citadel	250,000	-
grand castle	500,000	-

JUDGE MOVES

You make one of these moves when:

- Common sense dictates
- They look to you to see what happens
- They give you a golden opportunity
- A 6- result says to do so

MARK A THREAD

When no other move seems applicable, or whenever it makes sense, mark one of your active threads. If they would be aware of the event, describe what they know; otherwise, just let them know something happened offstage.

DELEGATE

When the situation warrants, make a move belonging to a relevant NPC, monster, location, or prop.

OFFER AN OPPORTUNITY

Think about the strengths and proclivities of the individual party members, and choose one as the basis for action. Make that character an offer. The fighter, a master of the longbow, notices one of the enemy is scurrying away; the cleric, faithful to the Goddess of Nature, senses a blight corrupting the local plant life.

PUT SOMEONE IN A SPOT

Force them to make a tough choice by putting them (or someone they care about) in a dangerous or difficult position.

DEMONSTRATE A DOWNSIDE

Everything has a weakness. Identify one in a character, a piece of equipment, or a perfect plan—and then bring it to the fore.

USE UP THEIR RESOURCES

They need their stuff to survive, and their stuff is limited. You might break an *unreliable* piece of gear, decide that 1d4 rations have spoiled, or mark 1 duration on any active durations.

SAY THE CONSEQUENCES & ASK

Yes, they can do that thing, but there'll be a price to pay. Tell them what it is, and let them decide whether it's worth it.

SHOW SIGNS OF A THREAT

Things are about to go south. Big tracks in the underbrush, ominous drumming in the distance, the stone floor beginning to crack underfoot. What do you do?

REVEAL AN UNWELCOME TRUTH

To their dismay, something is not as it seemed. The gold is iron pyrite; that wound becomes infected; the prisoner is a demon in disguise.

ENDANGER THEM

When the time is right—or when it's all wrong—confront them with a Danger. Choose it based on established information, make up something new, or roll it up on the Danger tables.

TURN THINGS BACK ON THEM

Counter their move with a move made in kind. The fighter ambushes the goblin leader, but an NPC companion is captured; The thief steals a gem, but later the party discovers their campsite's been ransacked.

SEPARATE THEM

Things get confusing in the heat of battle. Difficult terrain or shifting dungeon architecture can break up the party.

DEAL DAMAGE

Inflict HP damage when someone suffers a physical blow, or ability damage when the wear and tear of adventuring takes its toll: a character might suffer 1 point of Constitution damage from an arduous journey, 1d4 points of Strength damage from sustained physical strain, or 1d6 Wisdom damage when confronted by a *terrifying* monster.

HERITAGE ABILITY BONUS

No ability score may ever be raised higher than 18. For each point that would be raised in excess of 18, gain 1 XP instead.

Human Increase 2 different ability scores of your choice by 1 point each.

Halfling Increase Luck by 2 points.

Dwarf Increase Strength and/or Constitution by 2 points total.

Elf Increase Dexterity, Intelligence, and/or Charisma by 2 points total.

HERITAGE MOVE

Choose 1 of the 2 moves listed for your Heritage and record it in your playbook.

Human

- When you *succumb to a Vice*, take +1 forward
- When you *Train*, take +1

Halfling

- When you *eat 1 extra ration*, take +1 forward
- When you *Keep Company*, take +1

Dwarf

- When you *sniff the air*, the Judge will tell you if there's gold nearby
- When you *are underground*, take +1 to Perceive

Elf

- When you *move*, you have perfect balance and a feather-light step
- When you *touch something*, you sense whether or not it is magical

ALIGNMENT GOAL

Good

- Help someone in need at your own expense

Lawful

- Maintain order in the face of its undoing

Neutral

- Avoid taking sides when given the opportunity

Chaotic

- Flout codes of conduct, sow discord, or destroy a symbol of order

Evil

- Inflict physical or emotional harm on another for personal gain

ABILITY DAMAGE

ABILITY	DAMAGE SOURCE	TAG BASED ON ABILITY SCORE		
		3 (-3)	4-5 (-2)	6-8 (-1)
Strength	fatigue, muscle strain	<i>incapacitated</i>	<i>sapped</i>	<i>weak</i>
Constitution	lack of rest, illness	<i>bed-ridden</i>	<i>exhausted</i>	<i>tired</i>
Dexterity	stress, nerve damage	<i>palsied</i>	<i>shaky</i>	<i>clumsy</i>
Intelligence	head injury	<i>mindless</i>	<i>stupid</i>	<i>confused</i>
Wisdom	fear, trauma	<i>terrified</i>	<i>fearful</i>	<i>anxious</i>
Charisma	reputation, disfigurement	<i>repulsive</i>	<i>repellant</i>	<i>off-putting</i>
Luck	magic, divine power	<i>doomed</i>	<i>cursed</i>	<i>unlucky</i>

1 point of ability damage is significant; 1d4 is serious; 1d6 is potentially debilitating. Note that things like poison, drugs, disease, and magic might damage any ability.

BASIC MOVES

BURN LUCK

When you *have made any roll except a +LUC roll*, you may burn 1 Luck to raise or lower the result of that roll by 1.

GET LUCKY

When you *hope things will go your way*, roll +LUC: **on a 10+**, they do, at least for now; **on a 7-9**, they do, but there's a tradeoff of the Judge;s choosing; **on a 6-**, the Judge will describe how your hopes are dashed.

When you *have the highest current Luck of everyone present and a windfall occurs*, you're the one who benefits most.

When you *have the lowest current Luck of everyone present and a misfortune occurs*, you're the one who bears the brunt.

HELP OR HINDER

When you *assist or interfere with someone*, explain how your actions help or hinder them. If the Judge agrees, they take +1 or -1 to their roll, your choice. Then, you may mark bonds you have with that person to increase or decrease that modifier further, 1-for-1. If you interfere with them against their wishes, erase 1 bond with them. Only one character may Help or Hinder a given character at a time.

KNOW SOMETHING

When you *consult your knowledge on a given subject*, say how you came to know about the subject. If the Judge buys your explanation, roll +INT: **on a 10+**, the Judge will answer any questions you have about the subject, within reason; **on a 7-9**, the Judge will tell you something useful about the subject; **on a 6-**, mark Intelligence, and the Judge makes a move.

LEVEL UP

When you *have XP greater than 5+(5x your current level)*, and enough time to reflect on your experiences and hone your skills, do the following:

- 1) Increase your level by 1.
 - 2) Regain 1 point of burned Luck.
 - 3) If your new level is even (2, 4, 6, etc.):
 - Mark 2 different abilities of your choice (excluding Luck)
 - Increase your maximum hit points by one roll of your hit die, +CON (minimum 1 hit point)
 - 4) If your new level is odd (3, 5, 7, etc.), choose a new **Advanced Move** from your playbook.
-

MAKE A SAVING THROW

When you *act in the face of danger*, roll...

...+STR to use sheer might
...+DEX to use speed, agility, or finesse
...+CON to resist or endure
...+INT to think fast, focus, or remember
...+WIS to use intuition or willpower
...+CHA to charm or impress

On a 10+, you do it, as well as one could hope; **on a 7-9**, you do it, but there's a catch—the Judge will offer you a worse outcome, hard bargain, or ugly choice; **on a 6-**, mark the ability used and the Judge makes a move.

If you feel the need for a +LUC saving throw, use **Get Lucky** instead.

MARK ABILITY

When you *mark an ability*, mark the next unmarked circle under that ability on your playbook. When you *mark an ability's last unmarked circle*, raise that ability's maximum by 1 (to a maximum of 18), adjust its modifier if necessary, and erase all of its marked circles.

NEGOTIATE

When you *want something from someone that they don't want to give up*, make your case and roll...

...+STR to intimidate them
... +CHA to convince or charm them

On a 10+, they name their absolute minimum price; **on a 7-9**, they name a price they could live with; **on a 6-**, mark the ability used, and prepare to be milked for all you're worth.

PERCEIVE

When you *pay close attention*, roll +WIS: **on a 10+**, hold 2; **on a 7-9**, hold 1; **on a 6-**, mark Wisdom, and the Judge makes a move. Spend your hold 1-for-1 to ask the Judge questions about the object of your attention, either now or later. But ask carefully; if there's no way you could reasonably perceive the answer, the Judge will just say that you don't notice anything unusual.

RISE TO THE OCCASION

When you *assume the role of a follower and embrace the life of a freebooter*, choose a follower and fill in a new playbook for them. Follow the usual instructions for making a freebooter, but use the follower's name and what you know about them to choose (instead of roll) their appearance, alignment, and traits. You start with whatever gear the follower had and XP equal to their Luck.

SHOULDER BURDEN

When you *carry more weight than your Capacity but equal to or less than twice your Capacity*, you suffer -1 ongoing until you lighten your load. You cannot carry more weight than twice your Capacity.

WRAP UP

When you *reach the end of a session*, do the following:

- *If you fulfilled your alignment goal at least once*, mark XP.
- *If you fulfilled at least one trait in a memorable way*, mark XP
- *If you're a fighter*, mark XP if you defeated a foe in battle.
- *If you're a thief*, mark XP if you acquired something by stealth or trickery.
- *If you're a cleric*, mark XP if you fulfilled the tenet of your deity.
- *If you're a magic-user*, mark XP if you solved a problem with magic.

Then answer the following questions as a group. For each "yes" answer, everyone marks XP.

- Did we make an exciting discovery?
- Did we overcome a difficult obstacle?
- Did we acquire some memorable booty?

BATTLE MOVES

FIGHT

When you *face a foe in hand-to-hand combat*, roll +STR: **on a 10+**, you deal your damage; **on a 7-9**, you deal damage but suffer the enemy's attack as well; **on a 6-**, mark Strength or Constitution (your choice), and the Judge makes a move.

SHOOT OR THROW

When you *attack a target with a ranged weapon*, roll +DEX: **on a 10+**, you inflict damage; **on a 7-9**, you inflict damage after choosing 1 from the list below; **on a 6-**, mark Dexterity, and the Judge makes a move.

- Mark off 1 ammo (a thrown weapon becomes irrecoverable)
- Bad angle—roll damage twice and use the lower roll
- You attract unwanted attention

LEAD THE RETREAT

When you *urge your comrades to follow your example and run for their lives*, burn 1 Charisma and then roll +CHA: **on a 10+**, each person who runs (including you) takes +1 ongoing until they stop fleeing from the threat; **on a 7-9**, your allies take +1 forward to whatever they do next; **on a 6-**, mark Charisma, and the Judge makes a move.

BITE THE DUST

When you have *zero or fewer hit points*, you're incapacitated and probably dead, but if someone rolls you over to check within a few hours, roll +LUC: **on a 10+**, it's a miracle—you're alive with 1 HP, and choose 2 from the list below; **on a 7-9**, you're alive with 1 HP, and choose 3 from the list; **on a 6-**, you're gone. Which is also the case if no one rolls you over to check within a few hours.

- You're unconscious until you heal up to half your total HP
- You'll die within the next hour without proper treatment
- You've incurred a major, permanent injury of Judge's choice
- You suffer 1d6 ability score damage to each of 2 abilities (Judge's choice)

When you *die*, you may **Rise to the Occasion** now, or wait until you get back to town and **Sign Up** as a new character.

FOLLOWER MOVES

RECRUIT

When you *go looking to hire help*, tell the Judge who you're looking for, phrased in one of the following ways:

- A group of _____ (porters, minstrels, angry farmers, etc.)
- A skilled _____ (guide, sage, burglar, bodyguard, etc.)

A group is a follower like any other, but with the *group* tag.

If the Judge says you can't find that hereabouts, look for different help or move on. Otherwise, roll +nothing and take +1 if you have a good reputation in these parts: **on a 10+**, they're yours for the hiring; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, mark XP, and no one shows.

- They demand greater compensation
- No one here fits the bill, but you hear of someone elsewhere who does
- They have a need that must be met first (permission, etc.)
- You can tell at a glance they are less than ideal (ask the Judge how)

The Judge will choose or roll their specifics (Quality, Loyalty, Instinct, etc.) as needed, to be discovered through play. Which might mean grilling them, right now.

GIVE ORDERS

When you *demand or expect a follower to do something they really don't want to do*, roll +Loyalty: **on a 10+**, they do it, now; **on a 7-9**, they do it, but Judge chooses 1 from the list below; **on a 6-**, mark XP, and the Judge makes a move.

- Decrease the follower's Loyalty by 1
- They complain loudly, and demand something in return
- Caution, laziness, or fear makes them take a long time

DO THEIR THING

When you *have a follower do something chancy within the scope of their tags or moves*, roll +Quality: **on a 10+**, they do it, as well as one could reasonably hope; **on a 7-9**, they do it, but there's an unforeseen cost, consequence, or limitation (ask the Judge what); **on a 6-**, the Judge makes a move.

CALL FOR ASSISTANCE

When you *make a move that calls for a roll and a follower helps with that move*, you take +1 to that roll, but that follower is exposed to any risks or consequences of the move.

If the follower is helping you on a move that inflicts damage, roll their damage die alongside yours and use the higher die.

PAY UP

When you *compensate a follower for their efforts by paying their Cost*, increase their Loyalty by 1 (to a maximum of +3). This move cannot be made again until after you and your follower have both Made Camp and had a restful night of sleep.

WATCH THEM GO

When you *have a follower with -3 Loyalty*, they betray or abandon you at the next opportunity.

TRAVEL & EXPLORATION MOVES

These moves become available whenever you move a significant distance, either above or belowground.

A **Danger** is anything that poses a threat to the party (monster, trap, extreme weather, etc.); a **Discovery** is anything of interest that does not pose an immediate threat (fellow travelers, ancient ruins, a passing beast that ignores the party, etc.). When introducing a Danger or Discovery, the Judge should always follow the principle to ask, say, or roll. *Overland & Underworld* contains extensive tables for generating Dangers and Discoveries.

TAKE THE WELL-BEATEN WAY

When you *travel by a known or safe route*, even through dangerous territory, ask the Judge how long it should take to reach your destination, and roll +nothing: **on a 10+**, you reach your destination without mishap, and the Judge describes a thing or two you see along the way; **on a 7-9**, you will reach your destination without mishap, but at some point along the way the Judge chooses 1 from the list below; **on a 6-**, the Judge makes a move.

- You encounter a Discovery
- Someone of the Judge's choosing must **Keep Company** with someone else

If you're not waylaid, you reach your destination, and choose someone to **Manage Provisions** for the trip. you a choice of ways forward.

VENTURE FORTH

When you *set out into the dangerous unknown*, your starting point is a juncture. Say which way you're going from there, and decide whether you're going to move ahead **quickly, cautiously, or making sure the way back is safe**.

When you *move ahead quickly*, the party member with the lowest Constitution rolls +CON: **on a 10+**, you'll reach the next juncture in good time; **on a 7-9**, it'll take no longer than expected, and choose 1 from the list below; **on a 6-**, mark Constitution, and the Judge makes a move.

When you *move ahead cautiously*, mark 1 on all active durations and choose a scout to roll +WIS: **on a 10+**, you get the drop on whatever lies ahead, and choose 1 from the list below; **on a 7-9**, choose 1 from the list below; **on a 6-**, mark Wisdom, and the Judge makes a move.

When you *move ahead while making sure the way back is safe*, mark 1 on all active durations and choose someone to roll +INT: **on a 10+**, the route back to the last juncture counts as *safe* until the Judge deems otherwise, and choose 1 from the list below; **on a 7-9**, choose 1 from the list below; **on a 6-**, mark Intelligence, and the Judge makes a move.

- You make a Discovery along the way
- You notice something useful about the environment (ask the Judge what)
- Pick one other party member to **Keep Company** with someone else

☒☒ When you *Venture Forth and roll doubles*, the Judge introduces an additional Danger, either along the way or when you reach the next juncture.

If you're not waylaid, the Judge will describe your new surroundings.

MAKE CAMP

When you *settle in to rest*, mark 1 duration on all active durations and choose one member of the party to **Manage Provisions**. If you're bedding down in dangerous territory, decide on a watch order.

Then, the Judge chooses one person to roll +WIS during their watch: **on a 10+**, you take +1 forward to **Stay Sharp** until morning; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, mark Wisdom, and the Judge makes a move.

- You make a Discovery near the campsite
- Your sleep tonight will not be restful—the Judge will say why
- You **Keep Company** with yourself, the person before you, or the person after you in watch order (your choice)

☒☒ When you *Make Camp and roll doubles*, the Judge introduces an additional Danger.

When you *wake from at least a few hours of restful sleep*, and you ate and drank the night before, you heal 1 +CON points (minimum of 1), applicable to hit points and/or ability points of your choice, excluding Luck.

STAY SHARP

When you *are on watch and something approaches*, roll +WIS: **on a 10+**, you notice in time to alert everyone and prepare, granting all party members +1 forward; **on a 7-9**, you react in time to sound the alarm, but that's about it; **on a 6-**, mark Wisdom, and the Judge makes a move.

FORAGE

When you *spend a day seeking food in the wild*, roll +WIS: **on a 10+**, gain 1d4 rations, (+1d4 rations if you have the gear to hunt or trap); **on a 7-9**, the 10+ result applies, but you must first deal with a Discovery or Danger (Judge's choice); **on a 6-**, mark Wisdom, and the Judge makes a move.

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, roll +WIS: **on a 10+**, choose 1 from the list below; **on a 7-9**, the party consumes the expected amount of rations; **on a 6-**, mark Wisdom, and the Judge makes a move.

- Careful management reduces the amount of rations consumed by 1
- Decent grub and camaraderie grants everyone +1 forward

The expected amount of rations is 1 per person if you're **Camping**, 1 per person per day if you **Took the Well-Beaten Way**.

KEEP COMPANY

When you *spend time with a fellow party member in close quarters or on the road*, choose one companion and say what ability you use to find common ground with them. If they agree with your choice of ability, start a conversation with them about something (their past, their heritage, their intentions, etc.).

Then, roll +your chosen ability: **on a 10+**, play out the conversation to a positive end, and choose 2 from the list below; **on a 7-9**, play out the conversation, and choose 1 from the list below; **on a 6-**, mark XP, and describe what caused the conversation to go badly—you must make amends before you can **Keep Company** with this particular companion again.

- You gain 1 bond with them (max. 3)
- They gain 1 bond with you (max. 3)
- Refresh all marked bonds each of you has with the other

When you *Keep Company with yourself*, share your internal monologue. If the Judge deems your thoughts meaningful, take +1 forward to act on them.

SETTLEMENT MOVES

These moves become available whenever you spend time in a village, town, city, or other settled community.

ACQUIRE

When you *go looking for something specific and uncommon*, say who you ask about it and roll +CHA: **on a 10+**, they know where you can find it, and it can be had for a fair trade; **on a 7-9**, the Judge chooses 1 from the list below; **on a 6-**, mark Charisma, and the Judge makes a move.

- It'll cost more than expected
- You find a poor substitute
- You can get it, but only if you jump through some hoops first
- It was on hand until just recently, when someone else acquired it

FIND A BUYER

When you *seek to convert valuable objects into coin*, roll +size: **on a 10+**, someone will take it off your hands, but you'll need to **Negotiate** on price; **on a 7-9**, no one's buying today, but you can try again next week; **on a 6-**, the Judge makes a move.

SETTLEMENT TYPE	SIZE
hamlet	-2
village	-1
town	0
large town	+1
city	+2

SIGN UP

When you *start a new character from scratch after your previous character died*, roll them up as usual. Then, for each stash circle you had marked off on your previous character, gain 1 XP or 10 silver pieces (your choice). Finally, **Level Up** as many times as your XP dictates, and use your silver to purchase gear.

BANK IT

When you *stash booty*, for each 100 silver pieces worth of treasure you put away, mark 1 XP and 1 circle on your stash. Stashed booty may be retrieved, but loses half its value: each point of stash you erase converts back to 50sp. You may stash a valuable, even if you don't know how much it's worth; the Judge will tell you how many XP and stash circles to mark after you've socked it away.

When you *die*, your final score is the number of boxes checked in your stash box.

When you *mark your last stash circle*, it's finally time to retire from the life of a freebooter. Tell everyone how you spend your stash and bow out with the satisfaction of having lived to tell the tale.

PASS TIME

When you and your companions *spend one week of downtime in a settlement*, each of you pays one week's cost of living, and a volunteer rolls +peace (see below): **on a 10+**, nothing unusual occurs, and you may each make any downtime move; **on a 7-9**, you may each make any downtime move, but a settlement event occurs at the end of the week; **on a 6-**, a settlement event occurs 1d6 days into the week. A settlement event always centers on the person who volunteered to roll.

FOOD & LODGING	COST
camping/squatting	0 sp
poor	6 -CHA sp
modest	12 -CHA sp
comfortable	24 -CHA sp

SETTLEMENT TYPE	PEACE
hamlet	+2
village	+1
town	0
large town	-1
city	-2

DOWNTIME MOVES

These moves become available when you **Pass Time**.

CRAFT

When you *spend one week of downtime making something*, you first need to convince the Judge you have the skill. Then, gather the necessary supplies. Use the **Marketplace** price list to estimate the cost of supplies and set the progress counter (rounding up in both cases):

Cost of 1 use of supplies = item cost/5
Progress counter = item cost/10

Then, mark 1 use of supplies and roll...

...+STR if it requires brute strength
...+DEX if it requires a delicate touch
...+INT if it requires intense focus
...+WIS if it requires good intuition

On a 10+, mark 1 progress, and choose 1 from the list below; **on a 7-9**, mark 1 progress; **on a 6-**, mark the ability used, and the Judge makes a move.

- **Fast work:** mark 1 additional progress
- **No waste:** regain 1 use of supplies

When you *mark the last point of progress*, the item is finished; add it to your gear.

RECOVER

When you *spend one week of downtime resting*, you heal hit points and/or ability points according to your lodging:

LODGING	POINTS HEALED
camping/squatting	2d4 +CON
poor lodging	2d6 +CON
modest lodging	2d8 +CON
comfortable lodging	2d10 +CON

When you *Recover in the care of a skilled healer*, double the result of your roll.

RESEARCH

When you *spend one week of downtime gathering information*, roll...

...+INT to pore over written material
...+WIS to keep an ear to the ground
...+CHA to charm and cajole the locals

On a 10+, the Judge will tell you whatever you want to know, within the limitations of your approach and local resources; **on a 7-9**, the Judge will tell you something useful, and you choose 1 from the list below; **on a 6-**, mark the ability used, and the Judge makes a move.

- Your queries draw unwanted attention
- You also learn an unwelcome truth
- What you find is but a crumb in a longer trail—ask the Judge how you can go about learning more

TRAIN

When you *spend one week of downtime honing your skills*, mark 1 ability of your choice (excluding Luck).

WORK

When you *work a job*, choose the ability best suited to that job, and roll +that ability: **on a 10+**, you outperform expectations and earn bonus pay; **on a 7-9**, you earn the standard amount; **on a 6-**, mark that ability, and the Judge makes a move.

JOB	PAY	BONUS
unskilled laborer	8sp/week	+1d4sp
skilled laborer	12sp/week	+1d6sp
specialist	18sp/week	+1d8sp

Note that you'll need to find employment before you can work a job. Ask the Judge how you might go about doing that.

THREADS

“Make the world come alive” is an important Principle. The players should feel like their characters are in a living, breathing place that can be affected by their actions, but that would continue on without them if they weren't around. This feeling emphasizes the struggle to survive and succeed at the core of the game, and heightens the sense of accomplishment with each new level a character achieves.

Maintaining a living fictional world might seem like a lot of work for the Judge, but that work can be organized and simplified to the point where it takes up very little prep time. In *Freebooters*, the tool used to that end is called a “thread.”

A thread is a kind of countdown or timer that the Judge uses to keep track of things transpiring “offstage” or in the background of the fiction being played out by the PCs. A thread can be used to track everything from a budding romance between a PC and NPC to a kingdom mobilizing for war.

STARTING A THREAD

The Judge can make the Judge move “Start or mark a thread” like any other Judge move; all she needs is the right opportunity. An opportunity in this sense is any time the fiction suggests a sequence of background events that might eventually impact the PCs.

When you start a thread, write down a word or phrase that summarizes the content of the thread. While the fact that a thread is being started need not be withheld from the players, the nature and contents of a thread are often only known to the Judge until the PCs become aware of its effects by witnessing them in-game.

EXAMPLES

❶ *The party raids a swamp tomb and escapes with some booty. When they look to the Judge to see what happens next, the Judge sees an opportunity to start a thread, and decides that breaking the seal on the tomb awakened the dead within. Over time, the dead will slowly emerge and move toward the nearest settlement. She tells the players that she's starting a thread and decides to name it “The Tomb Curse,” but chooses not to tell them the name or anything else about it, since the characters don't yet realize their actions have awakened the dead.*

❷ *During a jungle expedition, Jan the Fighter is bitten by a poisonous snake. He needs to Make Saving Throw to resist the effects of the poison, and Jan's player rolls a 5. The Judge makes a move by starting a thread that he calls “Jan Poisoned,” and tells everyone as much, but does not reveal the contents of the thread. Jan knows he's been bitten, but the longterm effects of the bite will not be clear until enough time has passed.*

❸ *In town, Matild the Thief saves Lazlo the NPC beggar from public humiliation and Lazlo is deeply grateful, asking Matild if there's anything he can do for her. Matild mumbles, “Sure—find enough silver to pay off my debt to Bognar,” and looks to the Judge to see what happens next. The Judge decides that Lazlo takes Matild's throwaway comment to heart and starts a thread named “Marla's Debt,” which will track Lazlo's progress in saving enough silver to eventually pay off Bognar. The Judge reveals nothing beyond saying, “Lazlo looks you hard in the eye before he squeezes your hand and disappears into the crowd.”*

KNOTTING A THREAD

At some point after starting a thread by writing it down, you'll need to define it further, by giving it a length and choosing specific effects or events that will occur at different points along its length.

The length of a thread is an abstracted representation of how much time will pass before the thread ends, and is quantified by the number of steps, or “knots” in the thread. You can think of each knot as one tick of a countdown. A thread can be any length, but limiting your choice to 3 (short), 5 (medium), or 7 (long) knots makes things easier.

When you choose a length for a thread, draw the knots along a vertical line under the thread name.

❶ *The Judge decides that “The Tomb Curse” is a slow-burning Thread, but not super long, so she assigns it 5 knots:*

THE TOMB CURSE


Write an event or effect next to the last knot—this is the thing that happens when the thread reaches its natural conclusion. The last knot should always be something that has a noticeable impact on the world and/or characters. It doesn't always need to be earth-shattering, but it should be meaningful. Write that last event with dramatic impact mind.

Then, if it seems appropriate, add events to some or all of the other knots. Each event you add should mark progress toward the thread's conclusion.

❶ *The Judge decides that the Tomb Curse will reach its conclusion when the arisen dead reach the settlement of Graybridge (the party's home base). Thinking about what might lead up to that event, she chooses a couple of other markers of their progress and writes each next to its own knot.*

THE TOMB CURSE


The dead leave the tomb
The dead cross the swamp
The dead attack Graybridge!

Once you've written in as many events as you feel necessary, your thread is ready to play out in the background until the PCs become aware of it and take action to change it, or until it runs its course.

MARKING A THREAD

The other part of the Judge move “Start or mark a thread” is the marking. When you mark a thread, you check off the next knot in the sequence. This means that the event attached to that knot occurs, and that the thread is one step closer to its end.

When you mark a thread, and there's an event written next to the marked knot, that event takes place. If the PCs have any way of knowing about the event, tell them what they would know and play to find out what happens next; otherwise, just mark it and carry on with play. Keep in mind that although they may not witness a particular event first-hand, the PCs might encounter evidence or repercussions of its occurrence later on.

If the players are not privy to the contents of the thread, and don't have any way of knowing that a particular event just occurred, feel free to tell them you're marking a thread, but don't tell them what it means.