

DUNGEONPUNK

**Roleplaying Adventure Game
Part 1: Characters**

Printer Friendly Version

The Basics

What is DungeonPunk?

DungeonPunk is an anachro-fantasy tabletop roleplaying game. Let's take a moment to define those terms.

- ❖ **Tabletop Roleplaying Game:** Tabletop roleplaying games, shortened to TRPG or RPG, are equal parts board game, improvisational acting, and collaborative storytelling. The players take on the roles of the protagonists of a shared story, with one player instead taking on the role of the world, supporting cast, and antagonist.
- ❖ **Anachro-fantasy:** Anachro-fantasy is a genre term that describes a setting where everything looks like it is modeled after a pastiche late medieval Europe. However, unlike say Conan or Tolkien (Swords-and-Sorcery and High Fantasy, respectively), Anachro-fantasy embraces the anachronisms that have seeped into the common fantasy zeitgeist... so basically it's "anime fantasy" where everyone in the city looks like they're from a medieval fantasy world, but lives like it's the mid 20th century and has the morals of the 21st century.

What Do I Need To Play?

Besides an open mind? You need some friends; at least 2–3, but upwards to 5 is great. One of those friends needs to be the referee, preferably the one with the most experience with RPGs or a newer player who has the crystals to do the job. The other most important thing you need is six-sided dice (the number-marked cubes that are used in most board games). At least three of them, but preferably three per player with an additional 7–10 more to be passed around as needed. No one person will ever need more than 10 at a time. You also need writing implements.

What if I don't have enough dice?

The only time you ever need to roll more than 3 dice is when rolling for damage or healing. So make sure you have at least 3, then when making damage rolls or healing you roll the first 3 dice and add 3.5 (rounding down) for each additional die you would be asked to roll.

Rule Zero

"Roleplaying games are entertainment; your goal as a group is to make your games as entertaining as possible. If that means breaking the rules temporarily, or permanently as a house-rule, then so be it."

What this means is these rules are guidelines and references, and if a rule as written or even as intended is getting in the way of the group's fun, it can go hang. You don't need it. You might need something to replace it, but you don't need it. If too many rules are getting in the way, you may want to go look at a different ruleset. There are thousands of RPGs and it's okay to look around.

The Golden Rule

"The referee is the final arbiter of all rules disputes."

If the referee ever puts their foot down on something, it is final. I know it can get a bit heated if you feel things need to go one way but the referee decides to make it go a different way, but so long as the referee has good intentions, you don't get to argue. That is a dick move, don't do it.

Glossary of Terms

The following is a list of terms that are important to understand moving forward. Many will be defined in detail later. However, here is a quick primer to get you ready.

Terms

- ❖ **Action:** Actions are the things you do on your turn during combat. You may move (which is its own kind of action) and perform either one Advanced action or as many number of Basic Actions your skills will allow.
- ❖ **Action Total:** Abbreviated AT, your action total is the sum of your humors, skills, luck, and incidental bonuses to determine success on an action where success is not guaranteed. It is checked against the check's difficulty/target number.
- ❖ **Adversaries:** A catch-all term used for hostile NPCs, monsters, and other enemy characters. They come in three power levels; Basic, Standard, and Advanced.
- ❖ **Ally:** Any NPC or PC that is neither a bystander or enemy.
- ❖ **Bystander:** Any NPC who happens to be there, but is neither an ally or enemy. They are neutral to a situation; acting mostly as gawking observers and people who are to be protected.
- ❖ **Character:** In a way everyone is a character, they are the fictional people who inhabit the game.
- ❖ **Character Points:** These are the pool of points you spend on your primary characteristics.
- ❖ **Characteristics:** This terms is used for the numbers that define your characters.
- ❖ **D3:** You roll a single die, and divide its result in half (rounding up) for a randomized result of 1 – 3.
- ❖ **D6:** *DungeonPunk* uses only the standard number marked cubes that most people think of when they think dice. You need 3 of them to play *DungeonPunk*, but up to ten per player is optimal.
 - ◆ **3d6:** Get used to rolling three dice, as it is the core mechanic of the game. Nearly every roll you make short of initiative rolls, randomized healing, and damage rolls are a roll of 3d6.
- ❖ **D66:** Two dice rolled with one in the 10's place and another in the 1's place. It gives 36 possible results measured 11 – 66, and is used almost exclusively by the referee for randomized tables.
- ❖ **Damage:** The result of rolling your attack's damage class. Subtract the target's Defense from this roll to determine how many hit points the target loses from the attack.
- ❖ **Damage Aspect:** This is the kind of damage the attack deals, is it ballistic trauma, fire, etc.
- ❖ **Enemy:** A character who is hostile to the you or your allies.
- ❖ **Extra:** Nameless characters who exist to fill in the background of a scene. These characters, if they have characteristics at all, often use only a generic NPC profile at the same power level as a basic adversary.
- ❖ **Multiple Actions Penalty:** You may move and do one other thing on your turn without penalty. If those other things are basic actions, you may perform more than one. Starting with the second other thing you try to do you accrue a penalty that applies to your next action and all subsequent actions. This penalty compounds as you do more and more, and applies to everything you do even after your turn has ended. It resets to 0 at the start of your turn.
- ❖ **Non-Player Character:** Abbreviated NPC, these are the adversaries, bystanders, and allies controlled by the referee.
- ❖ **Option Points:** This is a pool of points you have to spend on Skills and Perks, and you regain spent OP by taking flaws.
- ❖ **Primary Characteristics:** These are the four numbers that define your basic abilities, they have specialized names based on whether you are playing *DungeonPunk* or one of its spinoff games. For example, they are called humors in *DungeonPunk* proper. However, in the higher fantasy worlds of *1000% Sparking* and *Crystallis Fantasia* they are called your elements. In the faux hard science of *REDSHIFT*, just called your primaries.
- ❖ **Saving Throws:** These are skill checks used to avoid an attack.
- ❖ **To-Hit Roll:** These are skill checks used to determine success on an attack you made.

Character Creation

When creating your character, follow these steps:

Character Creation Steps

1. Referee Conversation and Character Idea
2. Character Points
3. Derived Characteristics
4. Everyman Skills
5. Option Points
6. Equipment
7. Personal Details

Referee Conversation and Character Idea

The first thing you do, without exception, is come up with the kind of character you want to play. This can be something as simple as *"I want to play as an apothecary who likes to adventure"*, but it can also be *"My character is a young noble, the younger sibling of the marchioness of a small border county. He spent his childhood under the tutelage of the best scholars in the region. As he got old enough to take over a family manor he got bit with the bug for adventure and decided to leave home. His main goal while adventuring is to acquire as much silver as he can so he can use it to better the community around his estate"*. Both base ideas, which describe the same character, are perfectly acceptable. However, its hard to not see how the latter gives you and the referee more to work from for the campaign. The latter describes who the character is a little bit, and gives him a clear goal. Be the former if you have to, but really try to be the latter. Once you have your idea set, then you can move move on to stats.

While you generate the stats for your character keep in mind the following questions;

- ❖ "Where does the character come from?"
- ❖ "What did the character do before becoming an adventurer?"
- ❖ "Is your character an adventurer on purpose/do they see themselves as one?"
- ❖ "Who are your character's family?"
- ❖ "How did their family situation mold who they are?"

Thinking about your as a their characteristics and options is all well and good but *DungeonPunk*, while informed by old-school dungeon crawling fantasy, isn't an old-school dungeon crawler. Who your character is will often be more important than what special abilities they have.

Beyond thinking about what your character will be, talk with the referee and other players. Find out the general tone of what the game is, and build your character to fit that tone. If everyone is making professional adventurers who are taking their jobs seriously, don't come to the table with a one-note joke of a character. Your character needs to be able to work in a group. The dark and brooding loner has nothing to offer to an adventuring group. Same applies to backstabbing "dick-ass thieves". It doesn't matter if "that is what your character would do", you made the character and seriously don't be a dick.

Character Points

You have 20 character points to spend on your humors.

Your humors are your primary characteristics for *DungeonPunk*. *1000% Sparking* and *Crystallis Fantasia* call them your Elements, and *REDSHIFT* call them your Primaries. They are numeric values that apply to almost every roll you make in *DungeonPunk*.

Your humors start with a value of 0, and increase by +1 for every character point spent. A score of 0 represents a severe handicap and no inherent aptitude for any of that humor's associated skills. A score between 3 and 5 is the human average, and 11+ is the realm of the gods.

There is no inherent limitation on how many points may be placed into each characteristic at character creation. However, you should check with your referee. Some may wish to limit just how good a character can be at the start of a campaign. Most fantasy tales are about relatively normal people growing in power to kill godlike monsters.

Primary Characteristics

Humor	Element	Primary	Description
Sanguine (Red)	Air	Reflexes	Reflexes, bodily control, and flexibility.
Black Bile	Earth	Health	Physical fitness, overall health, and strength.
Yellow Bile	Fire	Finesse	Passion and ability to act, and your hand-eye coordination.
Phlegm (White)	Water	Wits	Intellectual adroitness, education, and personality.

Example Characteristic Values

Value	Description	Example
0	Inept	Unable to function in any meaningful way.
1 – 2	Impaired	Able to act, but not well.
3 – 5	Average	The normal range for most people.
6 – 7	Superior	Elite athletes or world-class academics have one or two characteristics at this level.
8 – 9	Heroic	The physical abilities of a legendary hero, the mental acumen of the greatest wizards.
10+	Godlike	The characteristic of a god who governs a domain associated with that characteristic.

Derived Characteristics

Derived characteristics are characteristics whose values are derived from your primary characteristics and can be affected by your perks. In the base *DungeonPunk* game you have Hit Points, Defense, Initiative, and Encumbrance.

Derived Characteristics

- ❖ **Hit Points:** Your hit points are equal to five times your size characteristic. Size is a hidden characteristic determined by your species. When playing as a human-sized character, as these rules assume, you have 35 hit points.
- ❖ **Defense:** Your Defense is a value subtracted from damage you take before the remainder is removed from your current hit points. It is your Black Bile + the defense bonus of any armor worn.
- ❖ **Initiative:** Your initiative is the bonus added to initiative rolls you make. It is the average of your Red Sanguine and White Phlegm. Add your Red and White together, then divide the result by 2 (rounding down).
- ❖ **Encumbrance:** Encumbrance is the limit on the amount of stuff you can carry around with you. You may carry four points of bulk for every 1 point of black bile you have.

Everyman Skills

Before spending your option points, note your character's everyman skills. The bonuses listed below are the everyman skills for humans. If your game provides different races and species to play as, you will have different everyman skills (or even perks!) for your characters instead of these. The bonuses provides are increases to your skills that are added to your skill rating before spending any option points.

Everyman Skills: Athletics +1, Awareness +1, Drive/Pilot +1, Education +1, Endurance +1, Perform +1, Riding +1, Social +1, Survival +1, Technical +1

Option Points

You have 20 option points to use in customizing your character via skills, perks, and flaws.

Look over the skills, perks, and flaws lists to determine which are right for your character, and spend option points on increasing your skills and buying perks, and taking flaws to additional option points.

Skills: Skills are broad areas of expertise and training that provide bonuses to your checks related to the specialized area. Each point spent on a skill increases your check bonus by +1.

Perks: Perks are discrete special abilities that have defined effects. Each perk costs you 3 Option Points.

Flaws: Flaws are reverse perks that impose a mechanical penalty on you. Each flaw awards you 3 Option Points to spend on more skills and perks.

Option in Other Games

The other games using *DungeonPunk* as a base, besides theme and jargon, are customized via the options that are available to characters.

- ❖ **1000% Sparking:** In the world of mystic martial arts fantasy of *1000% Sparking*, you have access to martial arts, and a pool of a specialized pool of option points called Power Points to spend on your character's spirit abilities.
 - ❖ **Crystallis Fantasia:** In the high fantasy world of *Crystallis Fantasia* you have access to new skills, perks and flaws. As well as the new option categories of magic spells and martial arts.
 - ❖ **REDSHIFT:** Citizens of the Sol Star Empire have access new new skills, perks, and flaws to represent life in the 30th century.
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Personal Details

Describe your character. Write down their height, weight, age, and general appearance, and fill out some of the details about their personality and history.

Know who your character is at the start of the campaign, but for the love of the Emperor's Golden Pantaloons do not plan their story arc. This is a roleplaying game, not a novel writing exercise. You control everything about your character (within the limits of the referee's setting) all the way up to the moment the game begins. Once that first session starts your character becomes a reaction to the events of the campaign.

Who your character was before the game began is not unimportant but it is sure as hell less important than who they will become through the course of the campaign.

Personal Details in Other Games

Crystallis Fantasia and *REDSHIFT* have very detailed rules for race/species, which include randomized height and eight variation, and age categories. If you are using those rules this is when you do that.

SKILLS

Cost: 1 OP per +1 to a skill

To make a skill check you roll: 3d6 + Associated Humor + Skill Bonus.

Each option point spent on a skill increases your bonus to skill checks for that skill by +1. Your skills are the areas of trained expertise that represent how well much your experience and training makes you better than average.

Each of your skills is associated with one of your humors, and your ability with your skills increases as you use them. Your skill check is affected by luck (3d6, the use of Luck Points), your natural abilities (the primary characteristic associated with the skill), and your skill bonus (your training with the skill, including natural aptitude that comes from your race or perks). Some skills are affected by the weight of the armor you are wearing.

The skill value description table provides examples of what each skill level represents. These represent just the skill bonus of the given skill, not including the characteristic. The skill difficulties table shows the standard difficulty ratings for skill checks. While the target numbers can change due to extenuating circumstances, whenever the rules call for a standard check, the TN is 15. 20 for hard, and so on.

Skill Value Descriptions

Value	Description	Example
0 or less	Untrained	What the average person knows of temporal mechanics.
1	Amateur	The result of trying it a few times.
2 – 4	Apprentice	The result of a year of schooling or months of job experience.
5 – 6	Journeyman	The result of a few years of job experience.
7 – 8	Master	The perform skill of a world-famous dancer.
9	Grand Master	The education of the world's leader in alchemical research.
10 or more	Godlike	The fencing skill of the god of war.

Skill Difficulties

Value	Description	Example
10	Easy	Do not roll unless failure is immediately harmful
15	Standard	This is the default difficulty for checks
20	Hard	
25	Very Hard	
30	Heroic	
35	Super-Heroic	
40	Legendary	Only the best can achieve this, and only if lucky

Skills At Character Creation

You buy skills with option points as noted above. Each point spent on a skill increases all of your checks with that skill by +1. While there isn't any hard rules against this, if you are making a starting character you shouldn't be greater than an apprentice in most skills, with journeyman in your area of focus.

On top of the skills you buy with option points, and noted before them are your everyman skills. These represent the skills learned as a part of growing up in the world. The bonuses listed below are applied before spending any option points.

Everyman Skills: Athletics +1, Awareness +1, Drive/Pilot +1, Education +1, Endurance +1, Perform +1, Riding +1, Social +1, Survival +1, Technical +1

Improving Your Skills

At character creation you simply spend option points to increase your skills. However, during play you gain experience markers as you challenge yourself with your skills (by making hard or harder checks).

Experience markers are spent during the advancement phase to increase your skills by a fractional value. Skills progress in frequent small increments as described later in Advancement.

Skills and Saving Throws

There are no dedicated saving throw skills. However, saving throws are skill checks. How these work will be full explained in the combat chapter later in this book. For now just know that your skills are relevant to saves, and here are some example saving throw types.

Saving Throw Skills

Attack	Skill Used	Example
Melee Attack	Fencing or Fighting	Parrying a melee attack from an enemy within your close range.
Projectile Attack	Athletics	Quickly pulling up your shield to defend against an arrow or thrown blade.
Area Attack	Athletics	Dropping to the ground or diving for cover in response to a dragon's breath.
Poison or Disease	Endurance	Resisting a poisonous gas or the disease carried by the bite of a wererat.
Magic or Psionics	Endurance ¹	Resisting a spell that affects your mind or body without using an attack.
Road Hazard	Drive	Stopping from spinning out when you hit black ice at top speed while driving.

¹ *Crystallis Fantasia* and *REDSHIFT* include magic and psionic skills that allow you to use those in place of your endurance.

Skill Descriptions

The following is a list of the skills used in *DungeonPunk* including if they interact with the bulk of your armor worn, and examples of how they are used during play.

Skills Overview Table

Skill	Humor	Armor?	Description
Athletics	Red	×1	Physical fitness and agility
Awareness	White		Perception of the world and people
Drive/Pilot	Red		The control of mechanical vehicles
Education	White		That which is learned in school
Endurance	Black		Hardiness and good health
Fencing	Yellow		The art of fighting with blades
Fighting	Black		The art of fighting with bludgeon and pole
Perform	Yellow	Special	Deception and entertainment
Riding	Yellow		The control of living vehicles
Shooting	Yellow		The art of fighting with bow and gun
Social	White		Charisma and personal interaction
Stealth	Red	×1	To remain hidden and to move unseen
Survival	White		Hunting and gathering, and finding ones path in the wilderness
Technical	Yellow		Manual dexterity, legerdemain, and the usage of tools

Skill Entries

Athletics

Characteristic: Red

Armor: Armor worn imposes a penalty to your Athletics checks equal to the bulk of your armor.

Example Uses

- ❖ **Climbing:** A successful Athletics check allows you to climb up or down a vertical surface. The difficulty of the check is based on how sheer and smooth the surface is, and how far you can move is based on your movement speeds.
- ❖ **Dodging:** Your Athletics check is used as your saving throw against attacks that must be dodged, such as projectile-type ranged attacks, explosions, and cones of flame.
- ❖ **Jumping:** A successful Athletics check allows you to include a jump into your movement. The distance you can jump is based on how you were moving before the jump, and the result of your Athletics check.
- ❖ **Swimming:** A successful Athletics check allows you to swim through normal water-like liquids at normal movement speeds. A failed check denotes an inability to make headway while swimming, a second consecutive check causes you to fall under and begin drowning. The difficulty of the check is based on almost exclusively only how fast the water is moving.

Awareness

Characteristic: White

Armor: No.

Example Uses

- ❖ **Empathy:** Your Awareness check can be used to read the emotions, honesty, and intent of other characters. In certain situations a Social check may be required beforehand to get the character to open up and be honest.
- ❖ **Notice:** You may be called to make Awareness checks to noticed hidden dangers, such as stealthy enemies and secret traps.
- ❖ **Search:** An Awareness check is used to determine how long it takes to find something lost in a mess. So long as the object is there, you will eventually find it (assuming you don't give up).

Drive/Pilot

Characteristic: Red

Armor: No.

Example Uses

- ❖ **Basic Operations:** Typically operating a vehicle does not require a check. High speeds, dangerous weather, or hazardous routes might call for checks to avoid accidents.
- ❖ **Maintenance:** Typically maintenance of a vehicle uses the Education and Technical skills. However, the referee may ask for Drive/Pilot checks in some corner cases.
- ❖ **Saving Throws:** You may use your drive/pilot check as a saving throw for the vehicle itself in combat.

Education

Characteristic: White

Armor: No.

Example Uses

- ❖ **Know Something:** Education covers a wide variety of topics, which can be specialized with the Expert perk. If you have the expert perk, you should not be making any skill checks to recall information that isn't obscure or a secret.
- ❖ **Research:** An Education check is used to determine how long it takes to find information while researching a topic. So long as the information you are looking for is in the books/library you have access to, you will eventually find the information (assuming you don't give up).

Endurance

Characteristic: Black

Armor: No.

Example Uses

- ❖ **Extended Activity:** The crystal master may ask you to make endurance checks to continue performing a physical activity such as forced marches or holding a gate open.
- ❖ **Healing:** You must make an Endurance check each night of bed rest to remove an injured condition, the TN for the check is based on the kind of bed rest you are getting.
- ❖ **Holding Your Breath:** Your Endurance skill is used as part of the suffocation rules.
- ❖ **Ignore Needs:** Your Endurance skill may be used to ignore such biological needs as hunger and thirst for extended periods of time. It can't stop you from dying of dehydration or starvation, but it can mitigate the penalties for extended periods of time.
- ❖ **Saving Throws:** Your endurance skill is used for making saving throws against diseases and poisons, and similar unavoidable attacks.

Fencing

Characteristic: Yellow

Armor: No.

Example Uses

- ❖ **To-Hit:** Fencing is used to-hit when using swords, and many sword-like weapons.
- ❖ **Saving Throws:** Fencing is used as your saving throw against melee attacks when you are armed with a sword-like weapon.

Fighting

Characteristic: Black

Armor: No.

Example Uses

- ❖ **To-Hit:** Fighting is used to-hit when using your basic strikes (punches, kicks), using natural weapons (claws, tails), and when attacking with bludgeons, heavy weapons, and most melee polearms.
- ❖ **Saving Throws:** Fighting is used as your saving throw against melee attacks when you are unarmed or are armed with a weapon not governed by fencing.

Perform

Characteristic: Yellow

Armor: Most uses of perform are not affected by your armor's bulk.

Example Uses

- ❖ **Acting:** Your Perform skill is used to give a believable performance when acting. This includes making a disguise work for you.
- ❖ **Distraction:** Your Perform skill is used to catch and maintain the attention of an individual or group of people.
- ❖ **Entertain:** Your perform skill is used to ensure an audience is enjoying their time with you.

Riding

Characteristic: Yellow

Armor: No.

Example Uses

- ❖ **Trained Animal:** Few animals are trained to be combat mounts. Those that are instinctively react to your directions. If the animal takes damage, you must make a standard Riding check to prevent the animal from bolting.
- ❖ **Untrained Animal:** Animals untrained for combat must be controlled via a standard Riding check each round to prevent bolting. The Riding check to prevent these animals from bolting when damage is taken is very hard.

Shooting

Characteristic: Yellow

Armor: No.

Example Uses

- ❖ **To-Hit:** Shooting is used to-hit when making an attack with a bow or firearm, or with a thrown weapon.

Social

Characteristic: White

Armor: No.

Example Uses

- ❖ **A Supplement to Role-Playing:** Your social skill is not a replacement for role-playing, simply a supplement that affects the outcome almost as much as what you say. What you say and do in the scene is more important than the roll most of the time.

Stealth

Characteristic: Red

Armor: Armor worn imposes a penalty to your Stealth checks equal to the bulk of your armor.

Example Uses

- ❖ **Hide:** If your position is obscured with cover or camouflage, and you remain still your Stealth check is used to oppose an onlooker's Awareness to spot you.
- ❖ **Leave No Tracks:** You may use your Stealth check to obscure any tracks you leave when moving.
- ❖ **Move Silently:** So long as you move no more than 2 yards per round, you can use your Stealth check to move without being heard.

Survival

Characteristic: White

Armor: No.

Example Uses

- ❖ **Know Direction:** A successful Survival check is used to right yourself when you are lost. The TN for the check is based on the availability of landmarks, the weather, and if the sun is visible.
- ❖ **Track:** Finding and following tracks in the wilderness is a Survival check. In addition to the weather, time is major factor for finding and following tracks. The older the tracks, the harder they are to follow.

Technical

Characteristic: Yellow

Armor: No.

Example Uses

- ❖ **Using Your Hands:** Your Technical skill is the all purpose skill for using your hands to get things done. This is both using tools to repair a machine and picking a lock, as well as acts of legerdemain.

Perks

Cost: 3 OP per perk

Perks are special abilities that either provide large bonuses a spectrum of checks that cross the boundaries of a skill, or do things other than providing bonuses to check. Many of these perks (the ones not built specifically for combat) can be quite vague by design. It is up to you to try and exploit the description as much as possible via creative explanations as to how the perk benefits you in any given situation.

If you are not willing to put in the effort to describe how the perk breaks the game, then you don't get to do ridiculously awesome things with the perk.

General Perks

Animal Empathy

When interacting with animals (beast-family monsters, pets, etc) you have a +5 bonus to your Perform and Social checks, and for social uses of your Awareness skill. You may attempt to ride an untrained animal as if it were a mount.

Apothecary

Healing you provide via item or spell is increased by half (for randomly rolled healing, roll the die then then increase the result). When working as a chemist in a chemistry lab, you may make up to 15SP worth of consumables per day (or more with assistants, see the chemist Hiring details for more information on creating consumables).

Artistic

You have a natural affinity for arts and crafts. You create artistic works in half the time of other characters of the same skill, and you benefit from a +2 bonus to any checks related to the creation/repair and identification/critique of art and crafts.

Beautiful

You have a natural or curated attractiveness beyond that which falls into normal perimeters. This provide you a +2 bonus to Perform and Social skill checks where your attractiveness may benefit you, and other situations you can get past the referee.

Charisma

You have an almost unnatural sway over people. Increase your Social and Perform skills by +1. Once per scene/encounter/hour or so of in-game time select a non-hostile NPC extra. Give that character a name and an order. The extra will, within the best of their abilities and obligations, attempt to fulfill the order.

Common Sense

You have a truly magical ability, you think before you act. You, as the player, may ask the referee if your intended course of action is a good idea and the referee will give an honest answer. The referee may occasionally interject if you don't ask and ask you if you want to reconsider.

Contacts

Each contact you take is a character or organization you know who can provide you information or assistance (at a price, of course). Work with your referee to create the contact. This perk may be taken multiple times, each instance is either a new contact, or increasing the resources and ability of the earlier contact.

Direction Sense

Increase your Survival skill by +2. So long as you can see the sky and/or known landmarks, you are never so lost that you can't find your way back to safety.

Double Jointed

You can bend your limbs and joints in almost impossible ways, allowing for wondrous feats of contortion and escape artistry. You have a +5 bonus to skill checks for escaping being grabbed or otherwise bound.

Eidetic Memory

Increase your Awareness skill by +2. You never truly forget anything you have ever read, seen, heard, smelled, or touched. It is up to you (the player) to take notes, but the referee may help on occasion.

Expert

Choose a subject of focused study. You have a +5 bonus to Education and Technical skill checks related to the chosen topic.

Immunity

You are immune to a group of alike poisons or a disease. You may take this perk multiple times becoming immune to a new kind of poison or disease each time. "For example; you can be immune to the venom of spiders, or fungal spores, or rabies. If you wanted to be immune to all three, you would need to take immunity three times."

License

Having a license is allowance to do something that is illegal for someone of your station in life. This perk may be taken multiple times, each instance is either a new license, or increasing the permission of the earlier license.

Light Sleeper

You are not caught unaware due to non-magic sleep, and can be fully awake and active in mere seconds (no more than one combat round).

Lightning Calculator

Increase your Shooting skill by +1. You are a math wiz, able to do advanced math in your head, as fast as if not faster than a skilled mathematician could do with a calculator.

Membership

You have the rights and privileges of membership organization with a degree of power within the game setting. Work with your referee to create the organization. This perk may be taken multiple times, each instance is either a new organization, or increasing the resources and ability of the earlier organization.

Mighty Leap

You are able to jump great heights. Your maximum distance when jumping is twice your movement characteristic.

Night Vision

You can see exceedingly well in all but absolute darkness. The darker it is the harder it becomes to see color, but all other vision remain acute.

Perfect Pitch

You have a natural affinity for music, allowing you to read music by ear and have minute control over your own voice. You have +2 bonus to any skill check related to musical performance or vocal control, this includes mimicry.

Power Lifter

Increase your Encumbrance limit by +5. Your physical training is specialized for lifting and carrying. You have +5 bonus to Athletics checks to lift, push, or drag heavy weights.

Simulate Death

You can, over the span of a minute, lower your heart rate and breathing to such a low level that it's a legendary difficulty Awareness or Education check or to tell if you are dead or not. If you remain in this status for more than 10 minutes, you will fall into a deep sleep similar to that of the "sleep" spell.

Speed Reader

Increase your Education skill by +2. You are super-fast at reading. You can read a whole textbook worth of content in under an hour; a full page of text in a single combat round (~3 seconds).

Starplayer

You are well known for your skill with a sport of your choosing. You have a +5 bonus to all skill checks related to that sport, and you are a known individual in regards to that sport.

Time Sense

You always know what time it is. If strict timekeeping is tracked, you know exactly how long it has been since the last time you checked. If you can see the night's sky you can even pinpoint the date and time, even if you time traveled.

Combat Perks

Ambidexterity

You do not suffer the usual penalty for using your off-hand to perform actions that care about laterality, and may use two weapons in combat without suffering the standard -3 penalty to-hit.

Blind Fight

You can attack enemies in hand-to-hand combat without seeing them. You must know of the enemy's presence, but need not be able to actually see it.

Bodyguard

Once per turn you may, after an attack hits an ally within half of your standard move in yards from you, you may move to within one yard of that ally and change the attack from hitting the ally to hitting you. This special action increments your multiple actions penalty.

Combat Sense

Increase your Initiative by +2. If you would be surprised by combat starting, you instead only lose your actions or movement, not both.

Evaluate Enemy

You are good at reading people, and it is extra useful in combat. You may ask questions of your referee about any enemy you can see. The questions must be specific in nature, but may not be about the exact numbers of the enemy's character sheet. Examples include *"Is that guy stronger than me?"* and *"Who does that other guy look like he's going to attack next?"* The referee is free to put a stop to the questions if asking them goes on too long.

High Pain Threshold

You are more resistant to pain and shock. Increase your Defense by +2, and your Hit Points by +5.

No Sell

You are adept at hiding how much attacks have hurt you. You are immune to normal sweep attacks from attackers whose size is 2 or more points lower than your own (most characters are size 7). You reduce knockback taken by a number of yards equal to your size (7 for most characters) to a minimum of 1 yard.

Flaws

Cost: Each flaw you take earns you 3 OP to spend on skills and perks.

Flaws function as a sort of reverse perk you may select at character creation to get extra option points to spend on your character. Most flaws have a measurable mechanical effect that applies at all times.

However, some are a bit more role-play focused. If the referee feels like you are not role-playing your flaws well, they may remove the flaw and put you at an option point deficit to pay it off... oh yeah. You may, during advancement, spend advancement points to remove flaws much in the same way you can buy new perks with AP.

Flaw Descriptions

Addiction

You have a dependency on "something" that carries a social stigma and that you must spend money to acquire. Feeding your addiction costs you a minimum of 10% of your income.

Code of Honor

You are duty-bound to act behave in a manner that upholds the concepts of Honor and Chivalry.

- ❖ *Thou shalt never break trust with thy lord and the gods thy lord prays to.*
- ❖ *Thou shalt defend thy lord's lands and all who dwell and travel in good faith.*
- ❖ *Thou shalt respect all weakness, and constitute thyself as the defender of those unable to defend themselves.*
- ❖ *Thou shalt love thy lands and its people.*
- ❖ *Thou shalt not recoil before thine enemy.*
- ❖ *Thou shalt make war against the enemies of thy lord without cessation and mercy.*
- ❖ *Thou shalt be scrupulous in thy dealings of land and coin.*
- ❖ *Thou shalt speak only truth, and remain ever faithful to thy pledged word.*
- ❖ *Thou shalt be generous and give largess to those in need.*
- ❖ *Thou shalt be everywhere and always the stalwart champion of The Right and The Good against Injustice and Evil.*

Coward

You have a very healthy fear of death and injury, but aren't all that good at resisting letting fear overtake you. You suffer a -2 penalty to saving throws against fear-based attacks or attacks that would *frighten* you.

Crippled Limb

One of your limbs is incapacitated in such a manner as to be useless and that cannot be cured easily. You may select this flaw multiple times, each time losing the use of a new limb.

- **Arms:** The effects should be pretty obvious as to what missing an arm; you can't use it to hold a weapon or shield. If its missing you cant wear a magic ring on it, etc.
- **Legs:** Your movement speed is greatly reduced. Divided by the percentage of the number of limbs that are missing or crippled. Other problems may also apply such as needing a crutch. *For example, a one-legged human is missing 50% of their legs. So the human's movement is cut by 50%. A canine, however, being a quadruped who loses one leg has only lost 25% of their libs and in turn has their movement speeds reduced by 25%.*

Cursed Sign

You were born under a cursed sign that renders you an unlucky and downtrodden sort. You begin play with half as much LP as normal (5 or 1d6 points as per the referee's discretion), and your maximum Luck is reduced to 15.

Flat-Footed

You are bad at reacting to action, and are slow to take action. You lose and may not have the *Combat Sense* perk. You begin combat *surprised*, no exceptions.

Emotional Constipation

You have exceptionally weak emotional awareness. You may not use the use the Awareness or Social skills to read the emotions of other characters. In fact, you just never know what other people are feeling without the help of magic.

Impaired Vision/Blind

You may select this flaw up to twice. The first time you take this flaw, your vision becomes impaired to the point where you suffer a -2 penalty to vision-based Awareness checks. The second time you select this flaw, you lose your vision completely. You suffer from the *blind* condition at all times and it cannot be cured without first spending AP to remove the flaw.

Slow Learner

Learning is hard. During Advancement, when you make development checks for your used skills, you suffer a +1 bonus to the check.

Special Flaw

Work with your referee to create a special flaw for your character, using the other flaws as a guide to create the effect. You may select this flaw multiple times, creating a new flaw each time.

Tired

You are just always so tired, everything is just exhausting and you just wanna go back to bed. You suffer a -2 penalty to saving throws against attacks that would put you to sleep.

Weak Immune System

You don't handle toxins well, and often have problems dealing with new foods. You suffer a -2 penalty to Endurance saving throws, and take an additional die of damage from poison-based attacks.

Encumbrance

DungeonPunk uses an abstract bulk system to track the volume of equipment carries. Bulk represents both an item's dimensions and weight.

Item Weights

Items will have a rating of Light, have a rating of 1 to 3, or are overbulk.

Weights

- ❖ **Light:** The item is very small, with up to 10 being stored in a single slot of your bulk. Items with this weight are denoted by an L in their bulk category.
- ❖ **1:** The item takes up 1 point of bulk to store. Most items are bulk 1.
- ❖ **2:** The item takes up 2 points of your bulk to store.
- ❖ **3:** The item takes up 3 points of your bulk to store.
- ❖ **Over:** The item is too large to be carried in your inventory. Instead it must be moved via Athletics checks to push/pull/drag. Items with this weight are denoted by an "O" in their bulk category.

Encumbrance Limit

Determine your encumbrance limit derived characteristic by multiplying your Black by 5. You can, assuming you have enough storage to carry it all, carry this much bulk worth of items. Armor worn, weapons sheathed or in-hand, as well as items in pockets and backpacks all count against your encumbrance. "For example: Peony has a black of 4 allowing her to carry up to 20 bulk worth of gear, whereas Vigorous Jostle can carry up to 45 bulk with his black of 9."

Size and Encumbrance

If dealing with other sized characters or mounts, you determine the encumbrance multiplier differently as shown on the table below.

SIZE	HUMANOID	QUADRUPED	6+ LEGS
0 – 5	x4	x5	x6
6 – 9	x5	x6	x7
10 – 15	x6	x7	x8

Optional Rule: Heavy Loads

The above rules treat encumbrance the same way you treat Hit Points; anything below max/above 0 is all good. If you want to add a hint of realism to your games instead create a second encumbrance limit by dividing your Encumbrance in half. From 0 to that first number you move and act at no penalty. Then above that number you are carrying a heavy load. While heavily loaded your Red and Yellow are treated as 1, and you cannot run or sprint.

Currency and Starting Funds

Starting Funds

Each character begins with 6d6×10 silver pieces (or 200 SP if the referee doesn't want the players rolling). This money need not be spent completely at character creation and may be save to be spent at another time.

Money and Wealth

Most commerce in the world of *DungeonPunk* happens in the form of copper and silver coins minted by the various kingdoms and empires of the known world. When large sums of money need to be moved around, however, coins are not always enough. The peasantry use bulk produce like grain and cheese, and the nobility trade mostly in legal rights to mines, ports, or farmland. Or they, and wealthy adventurers, trade in bars of gold and silver measured by the pound rather than the coin.

Coins

Copper and silver are the most common coins you'll likely see at the start of a campaign. Copper is used for daily expenses like common gate tolls, individual meals and nights at an inn, etc. Silver is used to pay for weapons, armor, tools, the gate tolls for entry into the central rings of a large city, etc.

One copper coin (often called a penny, short for copper pence... and older word for piece) is worth one simple prepared meal or one day's worth of unprepared food for a single person. One silver coin (called a throne in most human nations as they stamp some imagery related to the king on the coin, often the throne itself) is worth 10 copper coins. The last piece of currency that is traded is the gold coin (called a crown, as it often has the face or profile of the current or last ruler stamped on it). Gold is for higher volumes of money, traded by the merchant class and nobility for lavish meals, long-term travel, and even the acquisition of magic items. Each gold coin is worth 10 silver coins (and as such as 100 copper).

Each coin comes in at about 1/3rd of an ounce of metal regardless of material used, which are heated and flattened into a mold roughly one inch in diameter with differing thicknesses based on material. A bag of 100 coins counts as a single bulk.

Standard Coins

Coin	Copper	Silver	Gold
Copper	1/1	1/10	1/100
Silver	10	1/1	1/10
Gold	100	10	1/1

Other Currencies

While the big three are most common in the known world. They are not the only types of currency used. In far flung or ancient cultures they may trade in precious stones, coins made from other more (or less) precious metals, or even bizarre magical materials not commonly found in the known world.

Other Coins

Material	Value
Bronze bit	1 CP
Semi-precious stone	5 CP
Electrum piece (ep)	2 SP
Steel bit	5 SP
Nickel and zinc	20 SP
Platinum piece (pp)	100 SP
Stardust	500 SP

Other Coin Descriptions

- ❖ **Bronze Bits:** A bit is a roughly coin-sized and weighted piece of metal that has practical use alongside its value as currency. While copper has passed into being used only for decoration and currency, bronze is still used in weapons that do not need to hold an edge and for things like buckles and clasps. As such, many metalworkers the world over are willing to take bronze bits in place of copper coins.
- ❖ **Semi-precious Stones:** Traded in distant and isolated island nations where metal is hard to come by, or is so hard to refine it is only used for weapons and tools that must be made from metal, the people trade in polished stones. These stones tend to be non-crystal pretty stones like aquamarine, carnelian, or jade. Each stone is worth half a piece of silver in these communities.
- ❖ **Electrum Pieces:** Electrum is an alloy of gold and silver, and coins made of it sit in between the two in value. It was a favorite coin in ancient empires before the creation of steel. While not commonly made anymore, some places still mint coins that function like electrum by sandwiching silver and gold together in a press.
- ❖ **Steel Bits:** Just like with bronze bits, coin-sized slats of steel are also traded as a replacement or bartering currency by metalworkers. Standard steel bits contain about 5 silver worth of steel.
- ❖ **Nickel And Zinc Coins:** Coins made of zinc disks coated in nickel were a common currency in ancient times, and ones that old are often treated as treasures in their own right. However, in the modern era, in places where the arcana of ancient humanity is still practiced new coins are made and traded. Each nickel and zinc coin is worth 20 silver.
- ❖ **Platinum Pieces:** Another ancient coin that still finds use, and is even still minted by very wealthy nations. Platinum is worth one thousand times its weight in silver, and as such its coins are used only to move very large quantities of money. Each coin is worth one hundred sp.
- ❖ **Stardust:** Kept sealed with paper and wax, this powdered mineral has countless alchemical and arcane uses. It's rarity and usefulness means one ounce of stardust is worth five hundred silver pieces.

Buying Equipment

You can usually find any adventuring gear you're looking for in most towns, as well as most simple and martial weapons, and non-exotic armors. Each city will have an approximate silver piece limit based on a multitude of factor such as imports/exports, position in trade routes, and access to resources. However, the most obvious of which is population and size. It is virtually impossible to find items with a buying value greater than the location's SP limit within a town, and the few exceptions there are fall within the town's area of specialty.

Town Size SP Limit

Size	Population	Sp Limit
Thorp	up to 40	50 SP
Hamlet	4 – 250	100 SP
Village	251 – 900	200 SP
Small Town	901 – 2,000	500 SP
Large Town	2,001 – 5,000	1,000 SP
Small City	5,001 – 12,000	2,000 SP
Large City	12,001 – 25,000	5,000 SP
Metropolis	25,000 or more	10,000 SP

Selling Loot

Most equipment is not worth selling, especially used adventuring gear and well worn weapons and armor. However, a junk dealer may buy it for scrap at 1/10th the listed price. Trade goods are valuable items or materials that can exchanged as currency, and will always sell for an amount of money very close to their listed value. Art objects and other loot might be harder to sell, forcing the players to find a collector or fence to take the item off their hands. Finding a buyer can be an adventure in and of itself, but in most larger cities a suitable buyer can be found with a Social check.

Arms and Armor

Weapons (Arms)

Weapons are specialized tools that exist for the express purpose of harming another person, animal, or object. Within the context of *DungeonPunk*, weapons are equipment held in one or more hands that allows you to make attacks more effective than your basic strike.

Reading the Weapons Table

- ❖ **Cost:** This is how much the weapon costs.
- ❖ **Bulk:** This is how many item slots the weapon takes up.
- ❖ **Preq:** If your Black characteristic is equal to or greater than this, you may use the weapon without penalty. If your Black does not meet this prerequisite, you suffer a -5 penalty to-hit when using it.
- ❖ **Damage:** This is the weapon's Damage Class and its aspect if necessary.
- ❖ **Range:** This is the weapon's base range. It is how far each of the weapon's range increments are and determines the target number to-hit.
- ❖ **RoF:** This is the weapon's rate of fire. It is a mechanical limit on how many attacks may be made in a single round. If this is listed as NA then the weapon is limited only by your own Fencing, Fighting, or Shooting skill.
- ❖ **Keywords:** This is what keywords the weapon has.

Weapons Table

Weapon	Cost	Bulk	Preq	Damage	Range	RoF	Keywords
Light Weapon	5 CP	1	2	3d6	Close/BLK ×5 yards	NA	Concealable, Thrown
One-Handed Weapon	3 SP	1	3	4d6	Close	NA	Special ¹
Two-Handed Weapon	7 SP	2	4	5d6	Close	NA	Two-Handed, Special ¹
Bow	4 SP	1	4	4d6	BLK ×20 yards	3	Free Reload, Muscle-Powered, Two-Handed
Pistol	1 GP	1	2	5d6 ballistic	20 yards	2	Magazine 6, Noisy, Slow Reload
Carbine	1 GP	1	3	5d6 ballistic	30 yards	2	Magazine 6, Noisy, Two-Handed, Slow Reload
Rifle	3 GP	2	3	6d6 ballistic	30 yards	2	Magazine 6, Noisy, Two-Handed, Slow Reload
Shotgun	3 GP	1	3	6d6	Cone 30×5 yards	1	Cone, Magazine 4, Noisy, Two-Handed, Slow Reload

¹ Variants of these weapons with Muscle-Powered and/or Reach exist at a cost of +2 SP per added keyword.

Weapon Group Descriptions

- ❖ **Light:** Light weapons are weapons small enough to be concealed on your body. They are easily hidden on your body (concealable) and can be used as ranged weapons (thrown). Light weapons include knives and daggers, sickles, hatchets, and clubs.
- ❖ **One-handed:** Without additional keywords, a one-handed weapon is likely a short sword or cutlass. Adding the muscle-powered keyword makes it into a battle axe, falcion, or arming sword. Adding reach turns it into a hunting spear or whip. Adding both makes it into a boar spear or lance.
- ❖ **Two-handed:** Without additional keywords, a two-handed weapon is likely a longsword. Adding muscle-powered may turn it into a heavy mace or poleaxe. Adding reach turns it into one of a variety of polearms. Adding both makes it a zweihander sword or a pike.
- ❖ **Ranged:** Ranged weapons require ammunition to be used.

Ammunition Costs

Ammunition	Cost	Bulk	Notes
Arrows	1 CP per arrow	Special	Sold in bundles of 10 arrows
Pistol Bullets	1 CP per bullet	Special	Sold in boxes of 40 bullets
Carbine and Rifle Bullets	2 CP per bullet	Special	Sold in boxes of 20 bullets
Shotgun Shells	2 CP per bullet	Special	Sold in boxes of 20 shells

Ammunition Descriptions by Weapon Group

- ❖ **Bow:** Bows fire arrows; lengths of wood between two and three feet long. Arrows have a sharp metal cap at one end and stabilizing feathers on the other. A quiver can hold up to 40 arrows and have them count as only a single point of bulk.
- ❖ **Pistol:** Pistol ammunition is roughly a third of an inch in diameter and 1.5 inches in overall length. Up to three boxes of bullets can be stored as a single point of bulk.
- ❖ **Carbine and Rifle:** Carbines and rifles use the same ammunition, only marginally larger in diameter than pistol ammunition, they are at least twice as long. Up to three boxes of bullets can be stored as a single point of bulk.
- ❖ **Shotgun:** Shotgun ammunition is significantly larger, but instead of propelling a lead ball it launches a bulk of lead pellets. Up to three boxes of shotgun shells can be stored as a single point of bulk.

Armor

Armor is a form of protective clothing that reduces how harmful attacks are. Within the context of *DungeonPunk*, armor is equipment that increases your Defense characteristic. Under normal circumstances your Defense is equal to your Black characteristic + your armor worn. Shields are another form of armor that is held in hand and used to deflect attacks. Having a shield in hand grants you a bonus to your Athletics saves against melee attacks and allows you to save against ranged attacks.

Reading the Armor and Shields Table

- ❖ **Cost:** This is how much the weapon costs.
- ❖ **Bulk:** This is how many item slots the weapon takes up.
- ❖ **Preq:** If your Black characteristic is equal to or greater than this, you may use the armor without penalty. If your Black does not meet this prerequisite, you suffer a -5 penalty your Athletics checks (including Athletics saves).
- ❖ **Defense:** This is how much the armor increases your Defense characteristic.
- ❖ **Coverage:** You have six points of coverage; Head, Face, Torso, Arms, Legs, and Hands. The amount of coverage you have interacts with other combat rules.

Armor and Shields Table

Armor	Cost	Bulk	Preq	Defense	Coverage
Light Armor	5 SP	1	1	5	Torso, arms
Medium Armor	1 GP	1	3	10	Torso, arms, legs
Heavy Armor	5 GP	2	5	15	Toros, arms, legs
Helmet	5 SP	1	1	1	Head
Heavy Helm	1 GP	1	3	3	Head, Face
Gauntlets	5 SP	1	1	1	Hands
Shield	5 SP	1	3	0	+2 bonus to Athletics saves in Melee
Large Shield	1 GP	2	5	5	+3 bonus to Athletics saves in Melee

Armor and Shield Group Descriptions

- ❖ **Light:** Light armor is partial body armor made from natural materials. The most common forms being a heavy jacket made from leather (buffcoat) or linen (gambesson). Hardened leather is used on occasion, but in the worlds of *DungeonPunk* are used supplement buff coats, not replace them.
- ❖ **Medium:** Medium armors are partial body armor made from flexible metals. The most common forms being coats of chainmail or brigandine (thin metal plates sandwiched between layers of linen or leather).
- ❖ **Heavy:** Heavy armor covers most of the body with rigid metal plates. If chainmail is the common medium armor, then heavy armor is transitional armor that mixes plate with chain called platemail. If brigandine is used, then heavy armor tends to be something more akin to Maximillian plate.

Weapon Keywords

These are the gameplay effects of the keywords found on the weapon entries. Keywords customize the effects of weapons by adding specialized rules.

Keyword Descriptions

- ❖ **Automatic:** The weapon may be used to make Burst Fire and Spray attacks.
- ❖ **Blast:** This keyword is always followed by a number. The weapon is a blast-type area attack with a radius in yards equal to the noted number.
- ❖ **Concealable:** The weapon is easily concealed on your person, only detected by a character with the Evaluate Enemy perk or a physical pat down.
- ❖ **Cone:** This keyword has its range listed as "Cone XxY yards. The weapon is a cone-type area attack with a length of X yards, and a width of Y at its termination point.
- ❖ **Crew:** This keyword is followed The weapon requires an advanced action from a crew of X characters to reload. Each character missing from the reload attempt extends the time to reload by 1 round to a minimum of 1 character.
- ❖ **Free Reload:** No action is required to reload a weapon, in effect the reloading is a part of the attack itself.
- ❖ **Indirect:** The weapon's projectile can arch over barriers, ignoring line of sight requirements and some kinds of cover.
- ❖ **Limited:** This keyword is always followed by a description in parenthesis. The weapon does not deal damage to anything except for enemies that the description applies to.
- ❖ **Magazine:** This keyword is always followed by a number. The number represents the number of times the weapon may be used to make attacks before it must be reloaded.
- ❖ **Muscle-Powered:** The weapon benefits from the user's physical strength. For each point of Black you have greater than the weapon's prerequisite, you increase the weapon's DC by 1 die to a maximum number of dice equal to your Black characteristic.
- ❖ **Noisy:** The weapon makes a loud noise when used. This sound breaks any stealth you may be under, and is loud enough to signal your presence to everyone in the vicinity who can hear.
- ❖ **Reach:** This keyword is always followed by a +number. The weapon's length extends the reach of your close range by that many yards. *Example: Typically a character's close range is 1 yard. However, with a whip it extends out to 3 yards due to the whip's reach +2.*
- ❖ **Rending:** The weapon is devastating in a way that armor cannot fully protect from. Weapons with the rending keyword have a minimum damage of 1 point per die of the damage class, instead the usual 1 point.
- ❖ **Slow:** The slow keyword denotes a ranged attack that is slow enough that it doesn't hit its target until the end of the round. Select your target normally, and make your to-hit roll against range. If the spot is occupied at the end of the round, resolve the attack's saving throw. Characters may attempt to dive in front of the attack by moving into your line of sight to the target.
- ❖ **Slow Reload:** Reloading the weapon is an advanced action instead of a basic one.
- ❖ **Static:** The attack requires that you do not move on the same turn that you used it.
- ❖ **Thrown:** The weapon may be thrown (if a fencing or fighting skill weapon) or must be thrown (if a shooting skill weapon) for the attack. Thrown weapons are their own ammunition and are used as a part of the to-hit roll. Thrown weapons may generally be retrieved after combat.

Adventuring Gear and Other Sundry Items

Adventuring Gear

A sword can take you anywhere you want to go in life, but to pretend like it is the only thing that you will ever need is asinine. The adventuring gear presented here is equipment for exploration, spelunking, and treasure finding.

Adventuring Gear Costs

Item	Cost	Bulk
Standard Travel Pack	15 SP	3
Backpack	2 SP	L
Bedroll	5 SP	1
Flint And Steel	1 SP	L
Knife	2 SP	L
Pouch	5 CP	L
Rope	1 SP	1
Torches (5)	5 CP	1
Bottle Or Flask	3 SP	L
Alchemy Kit	2 GP	1
Backpack with False Bottom	5 SP	1
Boat, Folding	3 GP	2
Brush	1 SP	L
Candle	2 CP	L
Chain	1 GP	1
Chalk	1 CP	L
Chest, Small	6 GP	1
Chest, Large	20 GP	2
Crowbar	2 SP	1
Drill	7 SP	1
Fishing Pole	4 SP	1
Flask Of Oil	1 SP	L
Grappling Hook	1 SP	1
Hacksaw	8 SP	1
Harness	5 SP	L
Healer's Kit, Basic	5 SP	1
Healer's Kit, Advanced	25 SP	1
Ladder, Collapsible	1 SP	1
Lantern	1 SP	1
Lard	1 SP	1
Lockpicking Kit	2 GP	1
Makeup Kit, Basic	2 GP	1
Makeup Kit, Advanced	20 GP	1
Manacles	Varies	1
Mattock	3 SP	1
Mirror	5 SP	1
Musical Instrument	25 SP	1
Other Toolkits	10 SP	1
Padlock	2 GP	L
Pen And Ink	2 SP	1
Pole	2 CP	1
Rations, One Day's Worth	2 CP	1
Rope, Wire Filled	10 GP	1
Sack, Small	1 SP	L
Sack, Large	3 SP	L
Shovel	2 SP	1
Spikes (10) And Small Hammer	8 SP	1
Spyglass	10 GP	1
Whetstone	1 SP	L
Winter Clothes/Heavy Coat/Blankets	5 SP	1
Writing Kit	8 CP	1

Adventuring Gear Descriptions

- ❖ **Standard Travel Pack:** This pack includes a backpack (or tail pack for creatures with tails) and bedroll, a flint & steel, a knife (which is usable as a light weapon in a pinch), a pouch, and 50 feet (around 16 yards) of rope, a bundle of six torches, and an empty bottle or flask.
- ❖ **Alchemy Kit:** Contains the necessary tools needed for a single character to work alone to create items with the apothecary perk while in the wild. Items that would require more than three days of work cannot be created without a properly stocked laboratory.
- ❖ **Backpack with False Bottom:** There is a light wooden plate topped with leather that matches the rest of the backpack at the bottom concealing a small area where things can be hidden from cursory inspection. Any extensive search (longer than one round) reveals it with a standard Awareness check.
- ❖ **Boat, Folding:** A one person boat made from a wooden frame wrapped in a waxed canvas. The oar it comes with can be used as a one-handed improvised weapon.
- ❖ **Brush:** A small brush for styling hair or cleaning coats.
- ❖ **Candles:** A length of string covered in wax, when lit it provides light for up to an hour.
- ❖ **Chain:** A 20 foot length of metal links, useful for binding. Can be used as a one-handed improvised weapon (or two-handed if a padlock is fastened to one end).
- ❖ **Chalk:** Chalk is excellent for marking locations on rough natural surfaces and hewn stone. The markings wash away in medium or harder rain. For 1 copper you get up to 5 pieces of chalk of the same or various colors.
- ❖ **Chest, Small:** A box made from wood and metal, holds just under 1 cubic foot of material with a weight limit of around 100 lbs. Includes an internal lock or padlock.
- ❖ **Chest, Large:** A box made from wood and metal, holds just under 3 cubic feet of material with a weight limit of 1,000 lbs. Includes an internal lock or padlock.
- ❖ **Crowbar:** For prying open doors and crates. Balanced well enough that if used as a weapon, it counts as a club/baton/light mace.
- ❖ **Drill:** Small hand-powered drill. Can be used as a light improvised weapon.
- ❖ **Fishing Pole:** A wooden rod with fishing line attached.
- ❖ **Flask of Oil:** Enough fuel for a lantern. Or can be lit and thrown as an improvised weapon. A flask of oil is a thrown weapon with the same profile as a phial of acid, except that it does fire damage instead of toxic.
- ❖ **Grappling Hook:** A metal hook with a loop at one end, for catching one end of a rope onto a surface for climbing. Does not include the rope.
- ❖ **Hacksaw:** A small metal blade serrated so it can cut sturdy wood or soft metals. Can be used as a light improvised weapon.
- ❖ **Harness:** Either a bandoleer or heavy belt covered in pouches, at least 10 of them.
- ❖ **Healer's Kit, Basic:** This collection of bandages and herbs allows you to tend to your injuries or the injuries of another. With this kit you may use your Education check to bind wounds or treat poisons or diseases. Using a healer's kit takes up to 10 minutes and can either restore 2d6 Hit Points to a character who was recently knocked out, or remove the poisoned condition from a character. It is exhausted after 10 uses.
- ❖ **Healer's Kit, Advanced:** This better outfitted pack of healing herbs and bandages grants a +2 bonus on your Education checks to heal. When used to treat injuries, it heals the subject for 4d6 hit points. It is exhausted after 10 uses.
- ❖ **Ladder, Collapsible:** A wooden ladder, only 3 feet tall when folded can be unfolded to 24 feet. Due to the lighter materials for folding, it cannot support more than 250 lbs. at any one time.
- ❖ **Lantern:** An oil-fueled light source. Each flask provides six hours of light.
- ❖ **Lard:** Rendered animal fats, jar contains 10 uses for cooking or greasing down one space of surface.
- ❖ **Lockpicking Kit:** This collection of picks and other related tools allows you to use your Education and Technical skill to pick locks and disarm mechanical traps.
- ❖ **Makeup Kit, Basic:** This collection of pigments and brushes used to paint a face with makeup is effectively a necessity in certain social circles. Using it grants a +2 bonus on Perform checks to create a disguise. It is exhausted after 20 uses.

- ❖ **Makeup Kit, Advanced:** This better outfitted kit grants a +5 equipment bonus on perform checks to create a disguise. It is exhausted after 20 uses.
- ❖ **Manacles:** Locking steel or iron bracelets connected with a small chain. The cost of the manacles is dictated by its quality, costing a number of SP equal to its TN + 5.
- ❖ **Mattock:** A heavy pick-head on a wooden haft, useful for clearing away rock and packed dirt. Can be used as a two-handed improvised weapon.
- ❖ **Mirror:** A disc of polished steel. Silver mirrors also exist for ×10 the cost.
- ❖ **Other Toolkit:** Many careers require specialty tools for their standard use.
- ❖ **Padlock:** A mechanism of steel that uses a loop of metal to secure latches. Includes key. The cost of the padlock is dictated by its quality, costing a number of SP equal to its TN.
- ❖ **Pole:** 10 foot length. Too light for use as a quarterstaff.
- ❖ **Rations:** One day's worth of food in the form of preserved meat and/or bread. Often found in the forms of trail mix (nuts and dried berries), pemmican (processed meat), hard-tac and waxed cheeses (dried bread and cheese sealed to resist molding) or sylvan bread (special recipe of bread-making known only to the fey).
- ❖ **Rope, Wire Filled:** A 50 foot length of hemp rope with an equal length of steel wire woven into it. The wire allows it to hold its shape and resist being cut better.
- ❖ **Sack, Small:** A sack for carrying material, it is made from canvas or linen, holds just under 1 cubic foot of material with a weight limit of 5 lbs.
- ❖ **Sack, Large:** A sack for carrying material, it is made from canvas or linen, holds just under 3 cubic feet of material with a weight limit of 20 lbs.
- ❖ **Shovel:** A heavy duty wooden pole with a broad head on one end, useful for clearing loose dirt and gravel. Can be used as a two-handed improvised weapon.
- ❖ **Spikes with Small Hammer:** The spikes are hammered into a rockface when climbing, which are useful as footholds or to mount ropes to.
- ❖ **Spyglass:** A tube of leather braces with bronze and wood that holds multiple glass lenses in place spaced to enhance distance viewing. Looking through one is a major action, and doubles your viewing distance in a non-darkened areas.
- ❖ **Whetstone:** A small stone for sharpening blades. Not owning one of these means you're unable to perform proper upkeep on your weapon and it may go dull at an inopportune time.
- ❖ **Winter Clothes/Heavy Coat/Blankets:** Warm clothing and insulators for camping and traveling in the cold. Having a good set of these will allow you to travel and camp in all but freezing environments without worry of frostbite (see winter clothes, below for further details).
- ❖ **Writing Kit:** Includes a few dozen sheets of paper or a large scroll, and a writing implement such as a pen or a charcoal pencil or pen and ink.

Storage

Lacking storage containers limits how much a character can carry at any one time to little more than what can fit in their hands and pockets, regardless of their strength score. Storage items have maximum weight and dimensions listed, there is no need to be exact in tracking this, but use some logic. The game is meant to be fun, and what's fun is usually finding the right balance between the verisimilitude of emulating reality and the not doing too much paperwork of playing a game. The bulk column denotes the general amount of bulk the container can store so long as its dimensions would allow it.

Storage Container Dimensions

Storage	Dimensions	Bulk
Backpack, tail-pack	1' × 1' × 1'	25
Bandoleer	Varies	1 per pouch
Chest, small	½' × 1' × 1'	5
Chest, large	2' × 3' × 3'	10
Pouch	½' × ½' × ½'	1
Sack, small	1' × 1' × 1'	2
Sack, large	3' × 3' × 3'	5

Storage Descriptions

- ❖ **Backpack:** A leather or cloth bag with straps so it can be worn on the character's back. High quality backpacks have a wooden frame that allows the weight to be spread out more evenly.
- ❖ **Tail-pack:** A backpack designed for characters with a thick bulky tail. It attaches with a belt and a strap around the tail. While it is shaped differently, it is functionally identical to a normal backpack.
- ❖ **Chests:** A lockable box of metal-banded wood. They sally include a lock of some sort, and key.
- ❖ **Sacks:** A bag of cloth for holding stuff.
- ❖ **Pouch:** A very small cloth sack with a drawstring or clasp. It is large enough to hold 25 coins, and not much more. It is not uncommon for adventurers to load a pouch with stones and tie it to their belt, keeping their real pouch in a coat pocket. This is bait for low-skill thieves, and a message to high-skill thieves that the character is too savvy to be an easy mark for pick-pocketing at least.
- ❖ **Bandoleer:** This strap is worn across the chest that mounts 10 pouches, or sleeves for knives, and has a place where a sheath or frog to be mounted.

Light Sources

If you by some chance stumble into a dungeon that is fully furnished with lit torches or overhead magical lighting, run. That place is far too dangerous and lived in for you. Instead find a place that has no unnatural light and bring fire in the form of candles, lanterns and torches.

Light Source Table

Light Source	Light	Duration
Candle	2 yards	1 hour
Lantern	20 yards	6 hours/flask
Torch	5 yards	3 hours

Light Source Descriptions

- ❖ **Candle:** Wax treated lengths of string held in shape with more wax. While the wick is burnt out after one use, the leftover wax can be reclaimed for making more candles.
- ❖ **Lantern:** Metal containers that funnel oil into a wick produce a portable source of light.
- ❖ **Torch:** A length of wood, not unlike a club, wrapped in oil soaked cloth.

Clothing

Different characters may want different outfits for various occasions, and wearing the wrong outfit at the wrong time may cause problems, usually socially. The outfit a character wears does not count against their encumbrance, only the backup outfits carried.

Clothing Costs

Outfit	Cost	Bulk
Artisan	3 SP	1
Cold Weather	5 SP	2
Courtier	2 SP	1
Entertainer	3 SP	1
Explorer	3 SP	1
Monk/Priest	5 CP	1
Noble	5 GP	2
Peasant	2 CP	1
Royal	20 GP	2
Scholar	3 SP	1
Traveler	3 SP	1

Clothing Descriptions

- ❖ **Artisan:** This outfit includes an open front shirt that ties or buttons closed, with a long skirt or trousers, and walking shoes. Most sets also include a belt or apron, and a hat.

- ❖ **Cold Weather:** A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +2 bonus to endurance saving throws against the harmful effects of cold exposure.
- ❖ **Courtier:** This outfit includes fancy, tailored clothes in which fashion happens to be current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it.
- ❖ **Entertainer:** This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).
- ❖ **Explorer:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt with linen tights, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.
- ❖ **Monk/Priest:** This simple outfit includes sandals or simple shoes, loose breeches, and shirt, and an overcoat or robe. It is all bound together with simple rope belts or sashes.
- ❖ **Noble's Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing.
- ❖ **Peasant's Outfit:** A loose shirt with baggy breeches or loose skirt, or overdress. Worn with simple shoes or boots
- ❖ **Royal Outfit:** This is just the clothing, not the royal scepter, crown, ring, etc. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.
- ❖ **Scholar's Outfit:** This outfit includes a robe, a belt, a cap, soft shoes, and a cloak.
- ❖ **Traveler's Outfit:** This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Alchemy

Alchemy is a consumable item that characters can buy or create. The cost listed for items is the cost to buy from an Apothecary.

The kind of action needed to use an alchemy item can vary wildly depending on the circumstances, but it is usually two basic actions, or one advanced action. "For example, pulling an antidote potion from a bandoleer and drinking it is two basic actions. As would be pulling it out and tossing it to a friend. However, pulling out a healing potion and administering it to a downed ally would be an advanced action."

Alchemy Item Costs

Item	Cost	Bulk
Antidote Potion	50 SP	L
Antivenom Potion	10 SP	L
Bug Repelling Incense	10 SP	L
Firebomb	35 SP	L
Healing Potion	25 SP	L
Invisible Ink	5 SP	L
Itching Powder	5 SP	L
Lantern Stars	15 SP	L
Packaged Emergency Food	10 SP	L
Phial of Acid	25 SP	L
Phial of Holy Water	15 SP	L
Phial of Poison	25 SP	L
Pickled Moonwort	5 SP	L
Powdered Wittlewort	5 SP	L
Salt Rock Bullets	25 SP	L
Yellowroot	5 SP	L
Zuggurat Dust	10 SP	L

Alchemy Descriptions

Antidote Potion

An antidote when consumed cures the "poisoned" condition, as well as any special effects tied to it.

Antivenom Potion

An antivenom when consumed grants you a +10 bonus to your Endurance saves against poisons and diseases for an hour.

Bug Repelling Incense

Each stick of this incense burns for one hour. Natural bugs will not willingly come within 20 yards of the incense, and any bugs that do (natural or not) to are "nauseated" for as long as they can smell the incense.

Firebomb

Fire bombs are incendiary devices that use a pull chord ignition. They are a thrown weapon with the following profile:

Prerequisite	Damage	Base Range	RoF	Keywords
3	4d6 energy	Black x2 yards	N/A	Blast 5, Thrown

Healing Potion

When consumed, this it restores 15 hit points to the character and it removes the bleeding condition.

Invisible Ink

This ink turns invisible as it dries on paper. When the sheet it is written on is submerged in a diluted acid the ink becomes visible again. Each dose can be used to write one page worth of text.

Itching Powder

This powder irritates the skin on contact, causing the creature to be sickened due to moderate distraction until it is washed off.

Lantern Stars

Small candles made from a hard powder instead of wax. When lit they generate very little heat and no smoke, and provide a one-space radius of dim colored light for 24 hours.

Packaged Emergency Food

This hyper-dense foodstuff provides one day's worth of food for up to 6 people.

Phial of Acid

Acid phials are small glass phials filled with an acidic substance; They are a thrown weapon with the following profile:

Prerequisite	Damage	Base Range	RoF	Keywords
2	5d6 toxic	Black ×2 yards	N/A	Blast 2, Thrown

Phial of Holy Water

Holy water phials are small glass phials filled with magically blessed water; They are a thrown weapon with the following profile:

Prerequisite	Damage	Base Range	RoF	Keywords
2	5d6 energy	Black ×2 yards	N/A	Blast 2, Limited (Undead), Thrown

Phial of Poison

Poison may be administered directly or be applied to the blade of a weapon that deals damage by cutting or piercing. If consumed the target is "poisoned" immediately, and must make a hard Endurance save or lose 3d6 hit points. If added to a weapon, hits with the weapon deal an additional die of damage and "poison" the target on a hit.

Pickled Moonwort

This pickled bulb of a moonwort plant if chewed on will cure the "silenced" and "slowed" condition.

Powdered Wittlewort

Blowing this powder into the face of a "confused" character cures them of it immediately. It will also shock a character out of temporary "blindness".

Salt Rock Bullets

Salt rock is a brittle substance that shatters on impact creating small cuts around the impact point, and literally rubbing salt in the wounds. Reduce the DC of a firearm using salt rock bullets by 1 die. On a hit, if the target has any area that isn't protected with metal armor, they are "nauseated".

Yellowroot

When imbibed by a woman, this tea made from this powdered root prevents pregnancy for up to 6 hours

Zuggurat Dust

Breaking this chalky stick and holding it under the nose of an unconscious character wakes them up instantly. Zuggurat cures the knocked out condition, healing the target for 1 hit point and waking them up. It also works on all forms of "sleep" short of a magical curse.

Magic Scrolls

Scrolls are consumable magic items in the form of sheets of paper that when read create a magical effect. Using a scroll in combat is a "slow" advanced action that requires successful Education check. On a failed check the scroll is wasted. The difficulty varies by the kind of scroll. Outside of combat, you shouldn't require a check to use a scroll.

Scroll Costs

Scroll	Cost	Bulk	Difficulty
Scroll of Curse Detection	25 gp	L	Standard
Scroll of Protection	25 gp	L	Hard
Scroll of Resistance	40 gp	L	Hard
Scroll of Secret Door Detection	15 gp	L	Standard
Scroll of Trap Detection	15 gp	L	Standard
Scroll of Traveler's Rest	100 gp	L	Easy

Scroll Descriptions

Scroll of Curse Detection

Using the scroll detects the presence of curses within 10 yards. It does not explain the nature of the curse, only that the item or person is cursed.

Scroll of Protection

Each of these scrolls has a specific kind of monster it protects against, such as Vampires, or Werewolves, or Starspawn. When read the scroll radiates a 10 yard radius of protection centered on you that lasts for 10 minutes. Creatures of the listed type cannot enter this area or make attacks that target creatures within it. Highly intelligent may attempt to force its way into the area as an advanced action (this is a hard Endurance check). Doing so does not end the effects of the scroll, simply rendering that specific creature immune to its effects for as long as it remains within the area. Moving so that a creature is forced into the area renders it immune as if it had passed the check to enter.

Scroll of Resistance

Protection scrolls are made with a specific damage type that it a ward to protect from. When you cast this scroll you are rendered immune to the specific damage type. The ward lasts for 10 minutes.

Scroll of Secret Door Detection

Using the scroll detects the presence of secret doors within 10 yards. It does not explain the nature of the secret door, only that there is one.

Scroll of Trap Detection

Using the scroll detects the presence of traps within 10 yards. It does not explain the nature of the trap, only that the item or location is trapped.

Scroll of Traveler's Rest

When you cast the scroll, you designate a point within 1 yard of you to be the center of a 50 yard radius. For the next 10 hours hostile creatures cannot enter this area or make attacks that target creatures within it. The magic of the scroll knows intent, and if creatures attempt to use its protection for any purpose other than passive protection while resting, the scroll's effects end immediately. Creatures of the listed type cannot enter this area or make attacks that target creatures within it. Highly intelligent may attempt to force its way into the area as an advanced action (this is a hard Endurance check). Doing so does not end the effects of the scroll, simply rendering that specific creature immune to its effects for as long as it remains within the area.

Hirelings and Other Hired Help

Hirelings

Hirelings come in two types; Soldiers and Specialists. Soldiers are exactly that; men and women-at-arms who perform fighting duties for a fee. They are your caravan and stronghold guards, and the soldiers you field in battle when going to war. Specialists are individuals with a very specific skill you hired on to perform that skill, your cook and maid, your accountant, and your spymaster. Hirelings can be acquired in any settlement, simply tell the referee what you're looking for and the referee will let you know what's available and at what costs. The number of hirelings you can have back home at your base is limited only by your coin purse, but the number of which you can bring with you when on campaign is based on your leadership score as shown on the campaigning hirelings table. Hirelings will take direction from the player but will perform the actions within the limits of their abilities and the nature of their personality. Hirelings are built as characters not adversaries. Hirelings gain experience markers as normal but do not acquire advancement points.

Campaigning Hirelings

Leadership	# of Hirelings
5 or less	2
6 – 10	5
11 – 15	10
16 – 20	20
21+	+1 per additional point of Leadership

Hireling Costs

Hirelings cost money, typically as a monthly wage. The hireling cost table shows the monthly wage for keeping a hireling on staff, using their skills as needed. Hirelings that face combat expect hazard pay of 1 GP per battle in addition to their monthly wage.

Hireling Costs Table

Hireling	Monthly Wage
Archer	5 GP
Armorer	20 GP
Assistant	3 GP
Beast Master	50 GP
Blacksmith	15 GP
Captain	50 GP
Cavalry	15 GP
Chemist	50 GP
Engineer	75 GP
Entertainer	10 GP
Infantry	10 GP
Navigator	15 GP
Oarsman	2 GP
Porter	2 GP
Sailor	5 GP
Scholar	20 GP
Spy	75 GP

Hireling Descriptions

- ❖ **Archer:** Archers wear light armor and wield bows. Most have a melee side-arm just in case, but are not typically great melee combatants.
- ❖ **Armorer:** Armors make and repair arms and armor. They can do simple maintenance in the field, but need a workshop to do serious work. An armor can create 15 SP worth of arms and armor per day. An assistant increases this by +2 SP per day, or +5 SP per day if a blacksmith working as an assistant.
- ❖ **Assistant:** A limited skill hireling that aids a different specialist.

- ❖ **Beast Master:** Each beast master is specialized in a specific kind of animal in which it cares for and can train.
- ❖ **Blacksmith:** Blacksmiths do all the menial metalwork not related to arms and armor. A blacksmith can create 15 SP worth of other metal goods per day. An assistant increases this by +2 SP per day, or +5 SP per day if an armor working as an assistant.
- ❖ **Captain:** A captain knows his or her way around an airship or naval ship, and are leaders in their own right.
- ❖ **Cavalry:** Cavalry wear plate armor, and are armed with polearms and a sidearm. They fight from horse-back.
- ❖ **Chemist:** Chemists create potions and other consumable items. A chemist can create 15 SP worth of alchemy items per day. An assistant increases this by +2 SP per day, or +5 SP per day if a scholar working as an assistant.
- ❖ **Engineer:** Engineers are required to maintain airships, naval ships, and other machines. Extensive use without an engineer will cause the machine to cease functioning.
- ❖ **Entertainer:** Entertainers and singers and dancers kept on staff to maintain the morale of your other retainers or provide entertainment services for yourself or guests.
- ❖ **Infantry:** Infantry wear plate armor, and are armed with polearms and a sidearm. They fight on foot.
- ❖ **Navigator:** A required member of a naval crew. A captain can fill this role on a smaller vessel, but if there are too many crewmen the captain doesn't have the time to navigate.
- ❖ **Oarsman:** Oarsmen are physical laborers who man the oars on the ship if the winds are low, but general do various low-skill jobs.
- ❖ **Porter:** Porters move and carry stuff.
- ❖ **Sailor:** Sailors are the common workers of a ship. Most ships have a minimum crew number, which is mostly filled out by sailors.
- ❖ **Scholar:** Scholars have a specific topic in which they are an expert, often with a specialized education check of +12 or greater.
- ❖ **Spy:** Spies are typically used to gather information about a person or group. Each spy has their own tactics, and will rarely ever explain the full details. Spies expect hazard pay immediate upon reporting the events of their mission.

Retainers

Retainers are characters who have their own wants and goals, and are associated with a player character, through friendship or oath. Player characters control their retainers in battle, but they do not control the characters in role-play. As retainers are often makeshift pseudo-PCs played by the game master to assist the PCs. Retainers gain experience markers the same as the PCs do, and gain advancement points as needed to keep them at the same level as progression as the players.

Advancement

Gaining Experience

Characters gain experience in two ways; the first is Experience Makers which are an automatic process as you use your skills during play. The second is advancement points rewarded for completing story events or overcoming challenges.

Experience Markers

Experience markers are a chance to increase one of your skills during an Advancement Phase. Each time you make a skill check because the referee asked you to, and the result of the check is a 20 or greater (regardless of success or failure), place an experience marker on that skill if it does not already have one. Skills may not have more than one experience marker at any given moment.

Advancement Points

Advancement points are bonus option points that are awarded to player characters as a result of completed quests and story events, and for overcoming great challenges.

The Advancement Phase

The advancement phase of play is a moment where the PC are safely away from danger, and have time to reflect on recent events. During the advancement phase players make Development Checks and spend Advancement Points.

When Are Advancement Phases?

As often as the referee sees fit. However, your referee is presumably human (or something similar enough) and might forget about advancement phases, so don't be afraid to ask about one if there's been more than 8 hours of real world time spent playing the game.

Development Checks

During an advancement phase, for each skill that has an experience marker, make a Hard (TN 20) check for that skill. On a *failed check*, roll 2d6. Add that as a fractional value to the skill's bonus. Track the fractional values, but round down when making

skill checks. Regardless of success or failure, that experience maker is lost.

Advancement Points

During an advancement phase, you may spend your advancement points. In addition to buying anything you normally can via Option Points, you may also increase your primary characteristics, and increase your hit points. The costs for these are shown on the advancements table. Regardless of the amount of AP you have saved, you may not buy the same advancement more than once per advancement.

Advancement Costs

Advancement	Cost
Gain a new Perk	3 AP
Remove a Flaw	3 AP
Increase a Primary Characteristic by +1	5 AP

Other Rewards

Intangibles: *DungeonPunk*, like most fantasy games, usually start out as a money-making venture for the player characters. To this end, the players expect to find treasure for completing quests. So, of course, fulfill those expectations. But don't feel limited to money and items. Include things land and titles, new allies, rare and strange pets, etc. These sorts of rewards work wonders at getting your players invested in the game world itself.

Luck Points: Long ago I was once lucky enough to meet one of the fathers of tabletop RPGs. I was too young and dumb to think he wouldn't be around forever, so when given an opportunity to ask him a question, I asked something plaguing me personally. I asked him how to keep my players engaged in the game beyond it just being a board game. He told me *"If one of your players does something to entertain you, the referee, give him some points right then and there."* Since this system doesn't use XP like his game did, I included Luck Points for that very reason.

Referees, listen closely. When your players are engaged in play offering ideas and keeping the game moving without you needing to railroad them; hand out Luck Points as a reward. Yes this is a participation reward, but it's good and it works and your players will love the game even more for it.