GRAVETAKER

A roleplaying game by JP. Bradley

You are a group of robbers plundering the underworld of THE GRAVE for trinkets to please your plutocratic masters.

Whenever you wish to do something of consequence roll two dice, if you score 7 or more you PASS and get what you want. If you score less you FAIL and lose an amount of RESISTANCE equal to the higher roll. If the task is SIMPLE roll 1d8+1d6, CHALLENGING roll 2d6 or HARD roll 1d4+1d6. If you roll equal dice the result is a critical PASS or FAIL.

When a task is both SIMPLE and HARD it becomes CHALLENGING, regardless of the number of sources of each.

Some tasks are complex and require time, effort or skill to succeed at. This may be given a RESISTANCE. Reduce the RESISTANCE by the lower of the two dice when rolling a PASS. The task is completed when the RESISTANCE is 0 or lower. On a Critical' add both dice together.

CHARACTERS begin with 10 RESISTANCE. When you are reduced to 0 RESISTANCE or lower the GM will define your fate; injured, humiliated, traumatised, indebted, cursed etc.

When your Fate gets in the way things become HARD. You can undo your Fate by taking actions to remedy it, defined by the GM.

When you rest you may act once to restore RESISTANCE equal to your low roll. Describe how.

During your action you must decide whether you are IN or OUT of FORMATION. You may only change this when you act. Some actions cannot be taken while staying IN FORMATION.

While IN FORMATION tasks are SIMPLE when you can work together and rely on each other for help and support. Tasks are HARD when trying to act quietly and without drawing attention.

While OUT of FORMATION tasks are SIMPLE when acting quietly or unseen. Tasks are HARD when outnumbered or attempting tasks that require coordination or teamwork.

Choose one task you find SIMPLE and one you find HARD. For example: Overcoming the inevitable, Being the center of attention, Being too stubborn to quit, Using an opponent's momentum against them, Slipping away unseen, Being part of the crowd, Making good on a promise, Blowing off steam, Letting go of something precious, Getting into trouble.

Choose a class:

SHROUD; while out of formation you may intercede dramatically, your next roll is considered a critical. You may not sneak, hide or intercede again until you have performed an action IN FORMATION. Choose a former master to whom you still owe a debt. You may possess a cloak as black as night (you may hide once per situation when you have interceded), a flask of tinctured brandy (once per situation when you are hidden take an action and recover RESISTANCE equal to the low roll) or some needled-phials of choleric vigours (when you score a critical you may immediately act again, lose RESISTANCE equal to the low roll).

CHEVALIER; you may create a point to which your allies flock. Once per situation allies OUT of FORMATION who can see you and move may move to end up IN FORMATION. Choose an oath you once upheld that is still dear to your heart. You may possess a suit of armour (ignore the first RESISTANCE loss in a fight), a chipped zweihander (use high rolls when attacking) or an old standard (You may use your ability twice per situation).

HERALD; you can rally the spirits of your allies. Once per situation as an action you may give a rousing speech, sermon or shanty. Roll. Your allies IN FORMATION recover RESISTANCE equal to the low roll. Choose a cause you champion and how you hope it will change the world. You may possess a silvern trumpet (when you use your ability allies out of formation may recover RESISTANCE equal to half the low roll), a holy symbol (when you use your ability reduce the resistance of Undead near you equal to the low roll, who are forced away) or an aura of invulnerability (when you score a critical pass one ally in formation may regain RESISTANCE equal to the low roll).

DAEMONOLOGIST; you may consort with devils of the deep to grant you power. As an action you may cast a spell: Define a task you would see completed and how the spell makes the next roll to achieve SIMPLE. Add the lower roll to the RESISTANCE of a PERIL that stalks the Occultist, waiting for its moment. You may possess cursed blood (when you grant resistance to your peril you regain RESISTANCE equal to half the roll), cursed dice (once per situation you may make a roll a critical, add both dice to your peril's RESISTANCE) or a withering form (when your peril would gain Resistance you may instead lose RESISTANCE).

You are otherwise considered to have any gear you wish which the GM agrees is appropriate for your character.

Things you may encounter in the tombs include: Other grave robbers both human and otherwise, narrow passages, steep climbs up and down, disquiet ghosts, skeletal soldiers in their own formations. Curses laid upon tombs, devils of the deep, rotten supports, abyssal darkness, nesting beasts, carrion eaters, arcane experiments and those who hide from their surface masters.

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