

P A R I A H TACTICAL SUPPLEMENT

OLD SCHOOL ROLEPLAYING WHEN THE WORLD WAS YOUNG - supplement

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[INTRO] P A R I A H TACTICAL SUPPLEMENT

PARIAH is a psychedelic proto neolithic old school animist roleplaying game inspired by a II versions of the world's most popular roleplaying game. It was originally released as a zine on kickstarter and, confronted by the limitations of A5 format, was heavily edited. Much of the omitted content was put into PDFs (like this one), currently available for free download at itch.io

This supplement details the full rules for tactical play & combat published in PARIAH, with additional rules options.

USING THIS SUPPLEMENT WITH OTHER OSR SYSTEMS

PARIAH utilises the standard ability score and save array common to most OSR systems, with the following exceptions:

- Characters (known as pariahs) have neither levels nor classes.
 - Ability scores can be damaged (sometimes permanently).
 - Saves against spells are a roll over based upon the casters WIS or CHA scores.
 - Ability checks are rolled against a target DC, but use a D6 added to the ENTIRE stat, with ones always failing.
 - Character skills enable players to roll larger dice for ability checks, up to D12.
 - There is no armour class: pariahs instead make defence rolls over their opponents' ATTACK VALUE to avoid being hit and roll attack rolls over their opponents' DEFENCE VALUE when attacking.
 - Players roll much more dice than the DM during combat.
 - This game makes use of hit dice as a manageable resource, similar to later editions of the aforementioned original RPG.
 - The magic system is based around conjuring and invoking spirits using hit dice.
- Otherwise the differences are comparatively easy to navigate. That said, consider investing in a full copy of PARIAH as soon as possible! Community copies will be available for download by August 2020.

TACTICAL PHASE

The tactical phase—where time is measured in 6 second rounds—commences when encountering a hazard, trap or hostile situation. As usual, the scenario is described and players relate their characters' response—within the constraints of a 6 second round. Tactical play continues as long as the environment is changing on a round-by round basis. Once a situation stabilises play reverts to 10 minute Exploration Turns.

GM Okay so you burst into the clearing and you immediately see the source of the noise: it's a luminous turquoise disc about the size of a human head, floating in the aperture of a stone arch sat incongruously in the midst of the 60 foot diameter clearing. The floating disc appears to be growing slightly every second, as the noise gradually gets louder. Anh, what do you want to do?

ANH Is it a portal?

GM Maybe. I mean... it looks like one? But you don't know.

ANH Right, so straight away Many-are-the-Monstrous will use his sling to fire a pellet through the portal. Should I roll a d20?

GM Just a minute, wanna get everyone's actions in. Binh, what are you up to?

BINH Well uh Quick Fox is right next to Many-are-the-Monstrous so they'll see him getting his sling ready and... wait, is Ugly Owl at the back or in the middle? (Binh starts to equivocate)

GM Sorry Binh, we'll get back to you in a minute! Chau, what are you going to do?

CHAU Right, so Lurking Spider is at the back. She's going to ready her spear and keep an eye out for anything attempting to ambush us from behind.

GM Great. Now-

CHAU ...and Sick Dog is going to-

GM Hold up, we'll come back to Anh to see what she wants her other character to do...

ANH Yeah, Folding Mountain is just watching to see what Many-are-the-Monstrous achieves with her slingstone.

GM Cool. Binh?

BINH Uhhhh...

Once all actions are declared, the GM declares their outcome, including any requests to roll dice. Then the next round begins and the same pattern is followed.

In the above scenario, tactical play continues as long as the environment is changing round-by-rounds: as the “portal” grows and the sound intensifies, there may be further consequences for the party.

MAPS & MINIATURES

Because positioning and movement are more important during tactical play many groups find scale maps—and miniatures or counters representing the party, other characters, creatures or terrain—helpful.

Other players find such props—even detailed miniatures and terrain—“immersion breaking” and prefer envisioning the unfolding scenario within their mind’s eye.

It is worth discussing individual preferences. Bear in mind some individuals struggle to visualise space—diagrams and maps may assist their engagement. Although the GM decides it is better to accommodate those struggling to participate rather than those with an aesthetic preference.

Hex maps are recommended, and an A4 25 mm hex map is included in the centrefold of this document for you to print. One 25mm hex usually represents five feet.

MOVEMENT

A pariah’s movement per round is their speed in feet. This is equal to sum of their physical stats CON + STR + DEX.

A typical pariah will have a speed of 30’ each round (6 five foot hexes). The GM may penalise movement based on terrain etc.

If the Pariah does not perform any other action (p.4) they may also:

- Jump: at the end of their move, leaping STR + D6 feet in length—½ that without moving first—OR jump STR modifier + D6 feet vertically (minimum 1’). The associated die size increases by one step for each rank of skill.
- Run: double movement without any cost.
- Sprint: Take 1 STR & 1 CON damage to move 2x Movement + STR + D6 (higher if they have the sprinting skill).

SURPRISE

During tactical play the party may encounter unfamiliar (potentially hostile) creatures: to determine which party acts first, establish if either side is surprised—unable to do anything while the other side acts.

The GM should use common sense: is one side aware of the other before the encounter? Is one side anticipating the encounter? In such cases the GM may dictate surprise circumstantially.

Commonly, the situation is ambiguous and the GM calls for a die roll:

- each side rolls 1d6—with a 2-in-6 (roll of 1 or 2) chance—determining if a party is “surprised” and cannot act during the first round. If both (or all...) sides are surprised ignore the result and roll Initiative.

INITIATIVE

After the surprise round all sides roll 1d6 for initiative—the side with the highest result may act first.

What constitutes a “side” is up to the GM: usually any group sharing a common goal is considered a side, such as a party of humans or a group of animals.

As an option modify the party’s roll by the lead pariah’s WIS or DEX bonus and the opposition’s speed and reaction.

Example:

Wading through the tall grass of an arid steppe, the party stumbles upon a pride of sleeping lions. The GM asks for a surprise roll: they roll a 1 and so are surprised—frozen in fright as 3 sleeping lionesses stir from their slumber.

Awake now, both parties roll for initiative—the GM allows the party to modify their roll with Swollen Trunk’s—the pariah at the front—WIS modifier. The GM warns the lions’ roll is +2, owing to their cat-like reflexes and alertness. The players argue the lions are sleepy and the GM it to +1.

Regardless, the players roll a 7 (6+1) and the lions roll a 5 (4+1): the players now describe how their characters are extricating themselves from this situation. In case of ties: reroll until a side wins or have all actions take place simultaneously. Initiative order lasts for the encounter’s duration unless a re-roll is triggered by combat (p.6).

INDIVIDUAL INITIATIVE

Players used to more contemporary RPGs might be more comfortable with individual based initiative. This can take the form of a die roll modified by WIS or DEX as desired.

Alternatively, base initiative directly on attribute scores, with the chosen attribute varying each round. This is by Fred Pepper of The Shattered Room:

- 1 DEX (reflexes, reactions, speed)
- 2 INT (planning, strategy, observation, memory)
- 3 STR (the inexorable tide of steel, the fighter's surge)
- 4 WIS (it's a screaming bloody mess now; in the confusion, trust your instincts and sixth sense)
- 5 CON (after the initial adrenaline, combatants may already be starting to flag)
- 6 CHA* (it's all down to luck and divine favour now)

ACTION

Apart from moving, a pariah may perform 1 action per round. What exactly constitutes an action is relatively open—consider the feasibility of carrying it out in 6 seconds. Crossing a clearing while swigging herbal medicine from a clay jug makes sense, while jumping a ravine, emptying a sack retrieving a rope, throwing it back across and holding tight while another colleague makes the same leap does not.

Attacks and spells are considered an action. See combat (p.6).

ATTRIBUTE & SKILL CHECKS

During the tactical phase, the pariahs may be required to perform challenging, uncertain or otherwise risky actions. In such cases it may be necessary to make an attribute check.

The GM assigns a numerical difficulty (DC) and compares it with the pariah's relevant attribute. If the DC exceeds their attribute, the pariah rolls a six-sided die (D6) to determine their success—adding the result to their Attribute score: if it exceeds the DC they succeed.

A roll of 1 always fails.

If a pariah possesses a relevant skill, they may roll a die larger than 1d6.

A player can choose to add one or more of their pariah's HD to the die pool—provided they have a strong narrative reason—when making any Attribute, skill or attack roll.

STEALTH & LISTENING

Stealth is of great importance in PARIAH: whether creeping up on your prey for a clean shot or skulking into an enemy camp in the dead of night to desecrate their ancestral shrine, moving undetected is a useful skill.

All pariahs can use stealth regardless of skills or training but some specialize in stealth or listening.

To move stealthily the pariah first describes their planned route and any special measures they are taking (removing their pack, slowing down to a crawl, etc.). The GM considers any bonuses or penalties these actions and the environment entail as an additional modifier to the pariah rolling $1d6 + \text{DEX}$ against the WIS of anything potentially alerted to the pariah's presence. If the pariah's roll exceeds the target number (WIS) they are successful that round. They make a new roll each time their pariah moves.

If the target doesn't have a WIS the GM tailors one to the creature. Note: a typical human has WIS 10 but for purposes of alertness a typical wild animal has WIS 16.

Creatures controlled by the GM can use stealth: a Stealth roll against each pariah's WIS. If the characters are intently listening have a "Stealth Contest" where listeners roll their own Stealth roll against the sneaking entity.

If a pariah hides their player describes how they use the environment for concealment and the GM uses common sense to determine effectiveness.

BASIC COMBAT

Combat in PARIAH is a deadly affair, often resulting in savage injuries and even death. Pariahs have few health points, and little to no access to magical healing: consequently, going toe-to-toe in open battle is rarely the best option.

That said, combat can also be fun... it's just more fun if you win, and if you want to win, it's best not to fight fair. As with all tactical levels of play, during combat time is measured in six-second rounds.

COMBAT SEQUENCE

1. Declare Spells—any spellcasters wishing to cast this round must declare it now.
2. Initiative—roll or reroll Initiative.
3. Movement—the winning side decides whether they wish to move first, otherwise movement is conducted in initiative order.
4. 4. Ranged combat—the winning side makes any ranged attacks, followed by the losing side(s)
5. Spellcasting—any declared casters may now cast their spells, in initiative order.
6. Melee—the side with initiative makes any melee attack rolls, followed by the losing side(s)
7. Morale—GM makes morale checks for combatants under their control, or for any NPC allies of the pariahs.
8. Repeat—begin anew round from stage one, only rerolling Initiative if the situation calls for it.

I. DECLARING SPELLS

Pariahs bonded to spell-spirits can use their magic once per round—for complete details see PARIAH (vol 1). Elementals and spirits may also possess this ability, and the the GM may create opponents with similar effects. Henceforth all these entities will be referred to as casters.

- Casters should declare that they are preparing to cast a spell at the beginning of the round, even before initiative is (re)rolled.
- Casters cannot perform any other actions that round, including movement.
- If a caster receives any damage they lose their concentration and are unable to take further action that round.
- All magic is resolved after ranged combat but before melee. Spells are resolved in initiative order.

Optionally:

- Casters may make a constitution check to avoid losing concentration if they receive damage while casting a spell.
- 1d6+con modifier.
- Total must exceed damage received.
- Pariahs with the concentration skill may use larger dice and/or their wis modifier.

II. INITIATIVE (p.4)

Initiative order is maintained from round-to-round. However, a reroll is made if:

- The side without Initiative kills or incapacitates an opponent.
- An opponent fails a morale check or flees.
- Any narratively sensible reason.

Note that the combat sequence assumes standard side-based initiative is in play: for individual initiative the GM may base the combat sequence of play entirely on individual actions.

III. MOVEMENT (P.3)

Movement is resolved after initiative. The winning side may elect to go first, or wait and see what their opponents choose to do. Note that movement is restricted when in melee.

Standing up from a prone position counts as a move action - after righting oneself from prone, an entity may either move or make an attack, not both.

IV. RANGED ATTACKS

Ranged attacks require a whole round—unless they have a bow, pariahs cannot move and make a ranged attack in the same round. A pariah with a bow can make 2 attacks if they do not move.

When making a ranged attack:

- A visible target within normal or long range is selected—special rules apply if the target is engaged in melee.
- GM determines penalties to the attack roll: range, cover or other environmental conditions.
- Player rolls: D20 +/- DEX Modifier + Attack Bonus minus additional penalties determined by the GM.
- A 'natural 20' is a Critical Hit and always hits. Roll damage if it ties or exceeds the target's Defence Value. A roll below the target's Defense Value misses.

When attacking a target in melee:

- Player rolls as outlined above.
- A total of 10 or less misses.
- A total of 11+ hits a random combatant.
- A 'natural 20' is a Critical Hit against a random combatant.

When a GM controlled individual makes a ranged attack against a pariah who isn't in melee:

- The pariah must be visible and within normal or long range.
- The GM determines penalties and/or bonuses to the defence roll (due to range, cover or other environmental conditions).
- Player makes a defence roll: D20 +/- DEX Modifier + Defense Bonus +/- GM Bonuses or Penalties + 1 for a Long Range Attack.
- If it ties or exceeds the assailant's Attack Value it misses. If it's below the assailant's Attack Value the pariah suffers—roll damage. A 'natural 1' is always a Critical Hit.

When a GM controlled character makes a ranged attack against a pariah in melee:

- The GM declares any bonuses or penalties to the roll.
- The Player rolls 1d20 +/- assigned modifiers.
- Total the roll:
 - 11+ misses everyone.
 - 10 or less hits a random combatant.
 - A 'natural 1' is a Critical Hit against a random combatant.

V. MAGIC

Casters who were not wounded (or who were wounded but passed a concentration check) are able to cast spells once all ranged attacks have been resolved.

The effects of any magic are determined by the GM and the players, and rely upon the power of the spell-spirit invoked.

VI. MELEE

When a pariah attacks an adjacent character both are 'in melee'—including attacks with a ranged weapon, a spell or a hand weapon.

In melee:

- Characters may only move 5' each round—unless fleeing (xx).
- Characters may attack anyone except those they're engaged in melee with—including ranged and magical attacks.
- If a target of a ranged attack is in melee it is equally likely to hit any combatant in melee.

When a pariah makes a melee attack:

- Select an adjacent target—who may already be in melee.
- GM determines any penalties or bonuses to the attack roll
- Player rolls: $d20 \pm STR \text{ mod} + \text{Attack Bonus} \pm \text{GM Modifiers}$.
- Total the roll:
 - A 'natural 20' is always a critical hit.
 - If the roll ties or exceeds the target's Defence Value—roll damage.
 - A total below the target's Defence Value misses.

If a GM controlled character melee attacks a pariah:

- A pariah—who may already be in melee—is targeted.
- The GM determines any bonuses or penalties to the defence roll.
- Player rolls: $d20 \pm DEX \text{ modifier} + \text{Defence Bonus} \pm \text{GM Modifiers}$.
- If it ties or exceeds the attacker's Attack Value it misses. If beneath the attacker's Attack Value the attack hits—roll damage. A 'natural 1' is always a critical hit against the Pariah.

Entities in melee may only move 5' round—one step without incurring any penalties on their defence roll. Refer to the additional combat rules, overleaf.

VII. MORALE

All entities not under the control of the players possess a morale score between 1 and 12, representing their resolve and determination in combat.

At the end of the round the GM rolls 2d6 for any creature that...

- has witness the first death of someone on their side in combat.
- When half of their side have been incapacitated.
- Any narratively sensible reason.

If the 2d6 roll is greater than the entity's morale score they will either attempt to retreat or to engage in a tactical withdrawal (see additional combat rules).

MANOEUVRES

Players often wish to perform something other than a standard melee attack: shoving an opponent to the ground, pushing them back, disarming them or slapping them about the chops and stunning them.

The GM resolves these situations as combat rules are limited to those which are codified. A good heuristic: an ordinary attack roll followed by an attribute or skill roll to resolve the manoeuvre.

Example:

Chau wants her pariah, Sick Dog, to wrestle an enemy shaman to the ground pinning them. The GM asks Chau to make an attack roll—success! Sick Dog grabs the shaman! The GM sets the difficulty of Sick Dog's Strength roll at 15 to successfully bring the shaman to the ground.

With a Strength of 13 she only needs to roll a 2+ on a d6 to succeed. Further, Sick Dog is an Expert Grappler (d8) and rolls a d8 but rolls a 1: failure! The Shaman stands and the GM proposes rolling a strength check at the start of next round to see if he escapes Sick Dog's grasp.

The GM resolves these situations as combat rules are limited to those which are codified. A good heuristic: an ordinary attack roll followed by an attribute or skill roll to resolve the manoeuvre.

Possible alternative combat manoeuvres:

- Shoving prone
- Disarming
- Grappling
- Grab/snatch

ROLLING FOR DAMAGE

Damage is determined by using the attackers's HD, inflicting damage equal to the roll.

Damage Modifiers:

- Light/small weapons roll two dice and choose the lower result (2dXv).
- Heavy/large weapons roll two dice and choose the higher result (2dX^).
- Bows, being mechanical, do a fixed damage die of 1d6.
- Melee Damage is adjusted by a pariah's STR modifier.
- Ranged Damage is adjusted by a pariah's DEX modifier.
- Characters under the GM's control have their own damage dice.
- Critical Hits do double total damage.

DEATH & DISMEMBERMENT

Ordinary damage reduces HP. At 0 HP:

- The pariah falls prone, critically wounded.
- Movement (including standing up or attacking) requires a DC 15 CON check (CON + D6) each round. Failure deals 1 CON damage.
- Further damage is inflicted on their CON unless using the Death and Dismemberment table (p.18).

Remember:

- A pariah at 0 HP can only recover HP with treatment (see PARIAN vol.1).
- At 3 CON or less a pariah collapses from exhaustion, unable to act until they've been restored to 3.
- At 0 Con a pariah dies.

ADDITIONAL COMBAT RULES

FIGHT DEFENSIVELY

A character in melee may elect to fight defensively if they forego their attack.

- Roll defence with 2 dice taking the better result.
- A pariah attacking an opponent fighting defensively rolls 2 dice for their attack roll and takes the worse result.

TACTICAL WITHDRAWAL

Instead of attacking take a 5' step back from the opponent.

- If the opponent steps towards them the individual withdrawing makes an attack roll.
- If their opponent does not move toward them both combatants are no longer in melee.

FLEEING MELEE

- Any opponents they are in melee with make an attack roll.
- Fleeing pariahs make their defence roll without any bonuses.
- Pariahs get +1 a bonus attacking fleeing opponents (xx).

ATTACKS FROM BEHIND

If Attacked from Behind...

- A pariah loses DEX and shield bonuses to their defence roll.
- Reduce non-pariah's Defence Value as appropriate.
- Any roll of 20+ (including by modifiers) is a critical hit.
- OPTIONAL: pariahs modify their defence roll against attacks from behind by their WIS bonus, representing their awareness of their surroundings.
- OPTIONAL: treat attacks during Surprise (p.4) as Attacks from Behind.

MULTIPLE ATTACKERS

Targets in melee with multiple attackers are easier to hit:

- For each successive attack against a target, pariahs receive a cumulative +1 bonus to their attack roll.
- Ex. the second attacker in sequence gets +1, the third +2 and so on.
- A pariah being mobbed similarly suffers a penalty to their defence roll by 1 for each successive melee attack that round.

Example:

The second defense roll is -1, the third is -2 and so on. A pariah Fighting Defensively facing multiple attackers:

- Defends with 2 dice (choosing the better result) against the first attacker.
- Defends normally against the second attack.
- Defends against the 3rd attack (and subsequent attacks) with a cumulative -1 penalty.

A GM controlled individual Fighting Defensively against multiple pariahs:

- Penalises the first attacker (rolling 2 dice and choosing the worse result).
- The second pariah attacks normally.
- The third and subsequent pariahs are attacked with a cumulative +1 bonus.

WEAPON PROFICIENCY

- Pariahs add their attack bonus only to weapons with which they are proficient.
- Pariahs are proficient with their starting weapons only.
- Pariahs may add modifiers from other attributes to weapons with which they are proficient.

Weapon	Size (slots)	Damage Type	To hit + dmg attribute	Notes	Optional Rules
Stone/Bone Knife	Small (1)	Piercing	STR (DEX Ranged)	Crits 19-20	Breaks on natural 1. Proficient: may use DEX or INT (Melee or Ranged).
Sling	Small (1)	Bludgeoning	DEX (STR in Melee)	Useable in Melee	Proficient: may use DEX (Melee) OR STR (Ranged).
Small Club	Small (1)	Bludgeoning	STR		
Blowpipe	Small (1)	Piercing	DEX	Needs darts	Proficient: may modify with WIS or CON.
Hand Axe	Medium (2)	Slashing	STR (DEX if thrown)		Proficient: may modify with DEX when thrown.
Spear	Medium (2)	Piercing	STR (DEX if thrown)		If proficient may modify with DEX when thrown.
Bow	Medium (2)	Piercing	DEX	Always D6 Crits 19-20 (two-handed)	If proficient may modify with WIS or INT.
Staff	Medium (2)	Bludgeoning	STR	(two-handed)	If proficient may add +1 to defence. May also modify with DEX.
Bonesword	Medium (2)	Slashing	STR	Crits 19-20	Breaks on natural 1. If proficient may add +1 to defence.
Double Axe	Large (3)	Slashing	STR		If proficient may add +1 to defence. May also modify with CON.
Great Club	Large (3)	Bludgeoning	STR		If proficient may modify with CON.
Two-Handed Bonesword	Large (3)	Slashing	STR	Crits 19-20 Breaks on 1	Breaks on natural 1. If proficient may modify with CON.

Ranged Weapons Table			
Weapon	Normal Range	Max range	Ammunition
Blowpipe	≤ 25'	100'	Dart
Bow	≤ 80'	320'	Arrow (D6)
Hand Axe	≤ 20'	60'	Thrown
Knife	≤ 20'	60'	Thrown
Sling	≤ 30'	120'	Stone/Pellet/Bullet
Spear	≤ 20'	60'	Thrown

SHIELDS & ARMOUR

The oldest defensive weapon recovered in the real world is a wooden shield recovered from a neolithic site in Germany. Given how sophisticated weapons and armour had already become by the bronze age, it is likely that shields and armour were well developed by the neolithic and quite possibly in the late paleolithic, too.

SHIELDS

Shields in PARIAH are made from wood, hide, bone or a combination of these materials. They add an additional bonus to a pariah's defence roll according to their size:

- Small shield +1* defence 1 inventory slot
- Normal shield +1 2 slots
- Large shield +2† 3 slots

*A small shield straps to the arm keeping that hand free to hold an object or another weapon. It only adds a bonus to the defence when the pariah fights defensively.

†A large shield increases the pariah's defence bonus but slows them down in melee: they always roll last in melee, even if their side has initiative.

Sundering

In addition, a shield may be used as a last ditch defence against a deadly attack. If the GM allows, a pariah may use their shield to absorb all the damage of an incoming attack, sundering their shield in the process and completely destroying it.

ARMOUR

Like shields armour is constructed of wood, bone or hide and comes in three varieties: light, medium and heavy. Unlike shields, armour does not provide a bonus to defence. Instead, it reduces the damage of an incoming successful attack.

Damage reduction

There are two methods of damage reduction. It is advised to settle on a preferred method rather than run them in tandem.

Method One:

- armour reduces any incoming damage by a set amount (DR).
- Heavier armour reduces damage by a greater amount.
- One point of damage will always get through.

Method Two:

- All armour completely protects against a set number of incoming attacks.
- Once that number has been exceeded, the armour offers no protection until it is repaired.
- Heavier armour allows the wearer to ignore a greater number of attacks.

Type	Meth. 1	Meth. 2	Slots
Light	2	DR 2 attacks	2
Medium	3	DR 3 attacks	3
Heavy	4	DR 4 attacks	6

HELMETS

As an option, helmets can offer damage reduction against head injuries (p.16).

UNARMED FIGHTING

Any pariah may attempt some form of unarmed strike in melee. However:

- They may not use their attack bonus.
- Attack and damage rolls are modified by strength.
- Damage counts as a light weapon one die down.
- It is possible to do 0 damage with an unarmed attack.
- They have a -1 to defence against an opponent with a weapon.

Example:

Boundless Hound is in melee with an enemy pariah. She has no weapon. She has STR12 DEX 13 ATT +2 DEF +1 HD 1d6 and her opponent has a Defence Value of 12.

She rolls 1d20 to hit, needing 12 or more to succeed. The roll is unmodified but she still hits!

Ordinarily she would roll 1d6, but as this attack is unarmed she rolls the next die down - 1d4 - and takes the lowest value of two dice, causing one point of damage.

UNARMED PROFICIENCY

A pariah may become proficient at unarmed combat, through the judicious placement of Xs (see PARIAS, vol.1).

- After 3 xs the pariah may use their attack bonus for unarmed attacks. They may also modify their attack roll by any other attribute.
- 3 more Xs allow a pariah to gain an additional +1 bonus to attacks with their bare hands.
- They may also use their full defence bonus against armed opponents.
- 3 more Xs allows the pariah a further +1 to their unarmed attack AND treat their hands as light weapons (same size die as their HD).

RANDOM EVENTS

Whenever initiative is re-rolled roll 1d12 on the random events to introduce more variety to combat.

1d12 Event

- 1 Random scavenging animals appear at the fringes of the battle.
- 2 A group of predators have been drawn by the smell of blood.
- 3 Shifting melee- all combatants in melee shift 10 feet in a random direction.
- 4 Dropped item- a random combatant drops a random item onto the floor without realising.
- 5 A random combatant suddenly drops their weapon.
- 6 A random combatant slips over and is prone.
- 7 Brief respite: a random combatant gets +4 to their defence and any saving throws for the whole round.
- 8 Chance: a random combatant gets +4 to their attack for the whole round.
- 9 Opportunity attack: a random combatant in melee gets to make a second attack.
- 10 A random combatant falls over and any adjacent combatants must save vs paralysis or fall over too.
- 11 Back-up: a random side receives reinforcements.
- 12 Drawn to human conflict, a malevolent group of spirits have arrived on the battlefield.

[DIS]ADVANTAGE

Players will keep track of any regular modifiers for their weapons on their sheet, but it can get complicated adding additional bonus and subtractions as a consequence of circumstances.

To ease things along, simply add “advantage” or “disadvantage” depending on those circumstances.

Advantage Roll 2 (or more) dice and take the highest value.

Disadvantage Roll 2 (or more) dice and take the lowest value.

Let disadvantage and advantage stack: add or subtract as many dice as you feel circumstances demand!

Optional Ranged Attack Advantage/disadvantage Chart	
Add an advantage die if any of the following circumstances are met...	Add a <u>disadvantage</u> die (or subtract an advantage die) if any of these circumstances are met...
The target has their back to you	The target is at long range
The target is in melee*	The target is lying on the ground
The target is blinded	The target is fighting defensively
The target is paralysed	The target has suddenly become invisible/ you are blind
The target has 0 hit points or less	The target is underwater but you are not.
The target is within 5 feet and not currently engaging you in melee	People are in melee right next to you. It's very distracting.

DUEL WIELDING

A pariah may choose to carry a weapon in each hand. This confers no special advantages except:

- The player may alternate attacks between the two weapons.
- If they drop a weapon, they still have one!
- They get an additional attack against a fleeing opponent and/or surprised opponents.

...and incurs the following penalties:

- They do not have a free hand!
- They may not use a shield (except for a light shield).
- An attack with the off-hand suffers a -2 penalty to hit (not to damage).

CLEAVE/SKEWER/SMASH

This is an additional rule used for large creatures fighting smaller creatures if the GM is not using death and dismemberment rules (i.e. death occurs at 0 HP).

If an attack reduces the target to 0 HP, any “excess” damage may be carried over to an adjacent target, assuming the attack roll was high enough to hit them.

Consider the damage type: slashing weapons might cleave through targets in a wide arc, whereas piercing weapons might skewer targets in line with one another.

AERIAL COMBAT

Either through powerful magic or through the taming of wondrous beasts, there may come a time when a pariah takes to the skies and must do battle.

COMBAT SEQUENCE

I. Movement

It is for the game master to decide the level of detail they wish to go into regarding aerial movement, but some effort should be made to record altitude and speed, remembering:

- Flyers rarely come to a dead stop, though some creatures can hover!
- It's harder to climb than to descend.
- The faster one travels, the trickier it is to manoeuvre.
- The creature with the higher ground has advantage aka Obi-Wan was right.

II. Ranged Combat

Missile fire is conducted normally during aerial combat. However:

- Flying mounts which flap their wings apply penalties to attack rolls (between -1 and -4).
- Magical flight incurs no such penalty.

Bombing

- Aerial combatants can drop rocks and/or other objects as long as they are no more than 300' off the ground.
- Such attacks ignore normal attack/defence rolls: an attacking pariah needs 16 or more to hit, or 5 or more to defend.
- Damage depends on size of object dropped.
- Aerial bombardment is carried out in the ranged combat segment.

IV. Magic

It is not viable to invoke a spell while in flight, though a caster could use a magical device such as a wand or amulet.

V. Melee

Melee may not be possible while in flight.

- Small/light weapons are useless. UNLESS...
- they are wielded by a small creature flying of its own volition or through magic (i.e not mounted on another creature).
- Medium and large/heavy weapons may be wielded by pariahs mounted on magically flying creatures or beasts.
- If mounted on a winged flyer, the paiah must instead use a long weapon such as a long spear (or lance, if they wish to invent one!).
- There are no special penalties for melee attacks in aerial combat.
- Aerial melee is assumed to occur concurrently.
- There are no attack penalties for breaking off and leaving aerial melee at full speed (the exception is between flying creatures themselves, which become locked in a death spiral).
- Swoop attack: aerial monsters may make swoop attacks during the melee segment, inflicting double damage if they moved at full speed during that round.
- A swooping creature using talons or claws achieves a "grab" if their attack roll is 18 or higher: the GM must adjudicate the consequence of this. Small creatures may be hoisted in the air, while larger creatures might be too heavy to be similarly hoisted aloft.

ADVANCED DEATH & DISMEMBERMENT

Instead of critically wounded characters taking CON damage, you may use the Death & Dismemberment table.

- Roll a D12 to determine the afflicted attribute, adjusted by the Modifiers below:
 - Bludgeoning +0
 - Piercing +2
 - Slashing +3
 - Fire/ Acid +4
 - Lightning +5
- Consult the table for any additional effects.

Agony: pain so intense that moving deals D6 HP damage.

Consequences of Limb Loss (player and GM resolve how this affects the pariah later):

- Hand: permanent -3 DEX and -3 STR.
- Foot: permanent -2 DEX, -3 STR and -2 CON.
- Arm: permanent -3 DEX, -4 STR and -1CON. Save vs. Death or fall unconscious.
- Leg: permanent -3 DEX, -4 STR and -2 CON. Save vs. Death or fall unconscious.

Zero health: As stated, pariahs must make DC 15 CON checks if they wish to move or act while at 0 HP.

This table provides very broad strokes: what does 3 Dexterity damage look like? A sprained wrist, a twisted ankle or something more gruesome? Does CHA damage constitute marred physical beauty through facial scarring or faltering confidence?

The GM and players should fill in the details.

ADVANCED DEATH AND DISMEMBERMENT TABLE

DMG	1-3 CON	4-6 STR	7-8 DEX	9 INT	10 WIS	11-12 CHA
1	Blood Loss: 1 CON damage.	Tissue or Bone: 1 STR damage.	Nerve or Muscle: 1 DEX damage.	Head Injury: 1 INT damage.	Head Injury or Psychological Trauma: 1 WIS damage.	Facial Scarring, Damage to Voice or Humiliation: 1 CHA damage.
2	Take 2 damage to [attribute].					
3	Take 3 damage to [attribute].					
4	Take 4 damage to [attribute].					
5	Take 5 damage to [attribute].					
6	As above +1 permanent damage. Save vs paralysis or suffer agony .	Reflex save or lose a hand! (see above). Else as above +1 permanent damage.	Reflex save or lose a hand! (see above). Else as above +1 permanent damage.	As above +1 permanent damage. Save vs death or fall unconscious.	As above +1 permanent damage. Save vs death or flee in terror.	As above +1 permanent damage. Save vs paralysis or cower in shame.
7	As above +2 permanent damage. Save vs paralysis or suffer agony .	Reflex save or lose a foot! (see above). Else 5 STR dmg +2 perm.	Reflex save or lose a foot! (see above). Else 5 DEX dmg +2 perm.	As above +1 permanent damage (2 total).	As above +1 permanent damage (2 total).	As above +1 permanent damage (2 total).
8	As above +3 permanent damage. Save vs paralysis or suffer agony .	Reflex save or lose an arm! (see above). Else 5 STR dmg +3 perm.	Reflex save or lose an arm! (see above). Else 5 DEX dmg +3 perm.	As above +1 permanent damage (3 total).	As above +1 permanent damage (3 total).	As above +1 permanent damage (3 total).
9	As above +4 permanent damage. Save vs paralysis or suffer agony .	Reflex save or lose a leg! (see above). Else 5 STR dmg +4 perm.	Reflex save or lose a leg! (see above). Else 5 DEX dmg +4 perm.	As above +1 permanent damage (4 total).	As above +1 permanent damage (4 total).	As above +1 permanent damage (4 total).
10	Stomach wound: Save vs death or 10 perm CON damage, else 5 STR dmg +5 perm.	Internal trauma: Save vs death or 10 perm STR damage, else 5 STR dmg +5 perm.	Spinal trauma: save vs paralysis or permanently paralysed (waist down), 5 DEX dmg +5 perm.	Major trauma: As above +1 permanent damage (5 total) + fall unconscious (no save).	Major trauma: As above +1 permanent damage (5 total) + flee in terror (no save).	Major trauma: As above +1 permanent damage (5 total) + cower in shame (no save).
11	As above but all CON damage is permanent. If still alive, save vs death or die.	As above but no save. If still alive, save vs death or die.	As above but all DEX damage is permanent. If still alive, save vs death or die.	As above but all INT damage is permanent (12 total). If still alive, save vs death or die.	As above but all WIS damage is permanent (12 total). If still alive, save vs death or die.	As above but all CHA damage is permanent.
12+	Instant death.	Instant death.	Instant death.	Instant death (decapitation).	Instant death.	As above + save vs death or die.

RECOVERY

- A character at rest may spend hit dice to recover HP.
- Damage to Attributes represents serious injury: this needs to be treated before a pariah can recover HP.
- This usually takes the form of a healing (WIS) skill/ attribute check.
- Once healed, a pariah may spend hit dice to restore damaged attributes.
- Permanent damage may not be healed by spending hit dice. It's permanent!
- One HD is recovered after a full night's rest. Additional dice are recovered by eating a full meal.

TACTICAL PLAY: EXAMPLE

Old Hawk, Never-She-Knew and Crooked Elm have been tracking the sorcerer Humj and his two baboon allies. Within sight of their quarry just as dusk is falling, the game enters the tactical phase!

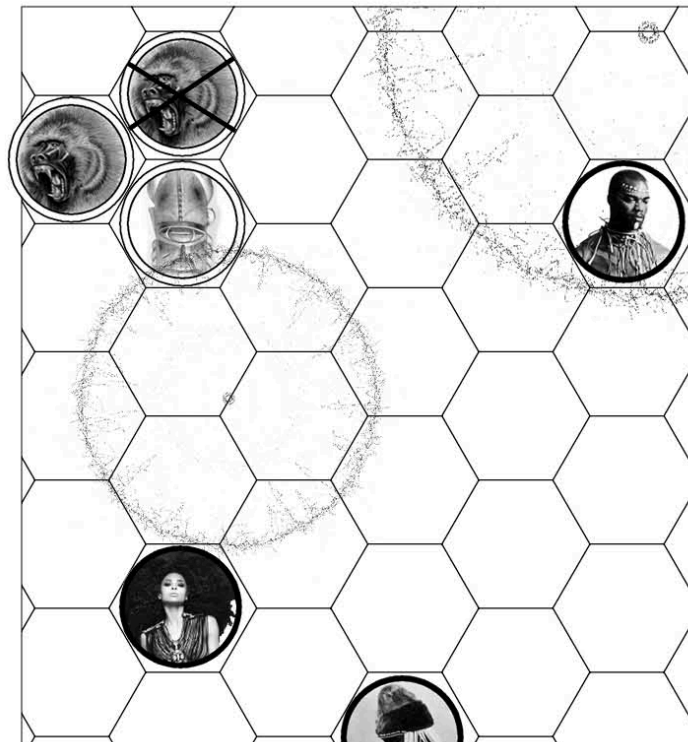
ROUND ONE

No initiative or surprise is rolled as the Humj and co are oblivious to the party (for now). Old Hawk hangs back with the party's pet jackal, Fang, while Never-She-Knew and Crooked Elm attempt to flank their quarry before unleashing a ranged attack.

They move slowly and the GM asks them to make stealth rolls: Never-She-Knew rolls dex (12) + 1d6 (4) for 16 whereas Elm rolls dex (9) + stealth expert 1d8 (6) for 15. The GM rules the enemy is unaware, and grants the pariahs their surprise attack!

Never-She-Knew fires an arrow (attack roll 10, +1 int) at Humj, hitting him for 4 points (1d6+1) of damage! Elm lobs a hand axe at one of the baboons, doing 1d8 points of damage... it keels over, motionless.

The GM makes a morale check for the surviving baboon: a 2d6 roll of 6 is enough to keep it in play.



ROUND TWO

Before initiative is rolled, the GM asks if anyone wishes to declare a spell. Old Hawk's player says yes, alerting the surviving opponents to his power. Conversely, the GM alerts the players that Humj is preparing some kind of magical device.

Initiative is rolled with no bonuses: the party achieve 1 but the GM rolls 2 for Humj. They have the upper hand. The GM invites the party to move first: Old Hawk cannot move while preparing his spell, but Never takes a step back to cover him. Elm charges towards Humj with a double-headed axe, as he has run out of thing to throw into battle.

The opponents move. Humj continues to play with his magical device while the baboon bounds over to Never-She-Knew. This will prevent her from taking a shot at Humj. Clearly the baboon will attack her as soon as they enter melee, but the GM rules she is permitted to take a shot at it before that occurs.

Unfortunately her attack roll of 5 will not be of any use, missing her target. With no other ranged attacks to occur, attention moves to the casters.

Humj has initiative so uses his magical device against Crooked Elm: a shiny amulet about the sorcerer's neck appears to emit a dull orange light, and a swarm of locusts converge about Crooked Elm's head. His player is asked to make a save against devices: for Humj, this is 15 or higher. He rolls a 19 and is able to resist the effect of whatever dark sorcery Humj's amulet invoked.

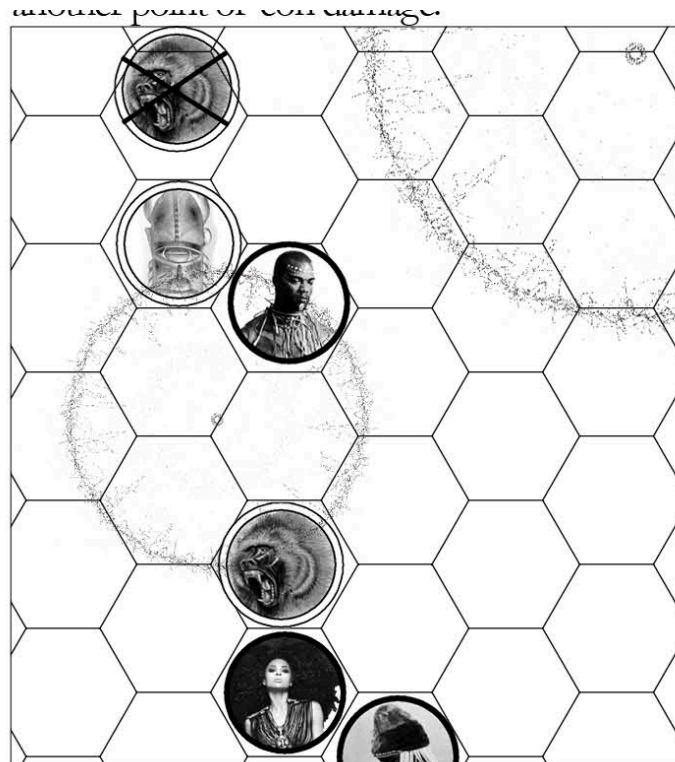
Old Hawk summons forth the malevolent spirit of death inexorably bound to his own decaying form. "Take its life" are his command words as the black shadow emerges. His player invests 2d4 HD, rolling 3 & 4. A roll of 4 or higher means the HD is lost, but the total of 7 is inflicted as damage against the baboon. Incredibly it is still standing, although terrified. The spell-spirit returns to Old hawk's body.

The baboon is now able to enter melee with Never-She-Knew. She must make a defence roll against the baboon's attack value of 12. Eight is no good, and it swipes at her with a claw for 3(1d8) health damage. She only has 2 HP, so immediately falls prone, and takes a look at the death and dismemberment chart!

For the purpose of lethal damage, Never-She-Knew rolls 1d12 to see where she was hit: 2, so it's a body blow. She received one point of lethal damage but increases it by 3 (slashing) and checks the chart: that's 4 points of CON damage from blood loss. All damage against her is now lethal, and the baboon makes a bite attack! Again she defends: again a 10 is not good enough! A roll of 2 translates into four points of dex damage as the creature bites into the tendons on her arm!

Crooked Elm enters melee with Humj, taking a swing with his enormous double headed axe. He needs to beat a defence value of eleven to hit... but has an attack bonus of +1 and +1 from his strength. Despite this, he misses!

The GM decides no morale checks are necessary: the baboon is almost in a killing frenzy.



ROUND THREE

Old Hawk declares that he is casting a spell. The GM alerts the players that Humj is also preparing a spell, but not with the device he used before. The GM declares that initiative will remain with Humj's side and is not re-rolled.

The GM asks the players to move first: Never-She-Knew is prone and in melee, so she attempts a tactical withdrawal. Never-She-Knew must make a DC15 CON check before moving: this is her current CON (10) + 1d6, so only a five or more is good enough to avoid damage. She fails, so takes another point of con damage.

Old Hawk cannot move as he is preparing a spell, but he invites Fang to move between his mistress and the rabid baboon. Crooked Elm takes a sidestep to grant Old hawk a clearer view of the evil sorcerer.

Undeterred by the manoeuvring, the baboon continues its pursuit of Never-She-Knew. She is thus still in melee and unable to make a ranged attack against it. The GM rules that she is

able to produce her stone knife in preparation and is now fighting defensively. Humj is preparing a spell and cannot move.

Humj has the chance to cast his spell first: he utters the words “hold him in place!” as the ground cracks open and swarms of crawling insects quickly envelope Crooked Elm. The GM rolls a 4 with one of the sorcerer’s hit dice (the sorcerer now loses that die), and declares that is the length of the spell in rounds. Crooked Elm is permitted a spell save against the caser’s magic: he needs to roll 16 or higher, failing with an 8. Crooked Elm is firmly stuck!

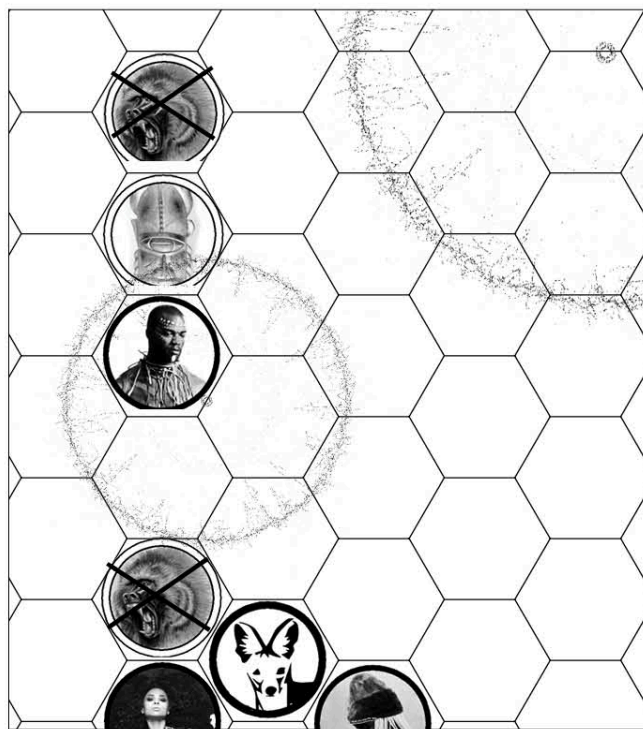
Again Old Hawk summons forth the terrifying spirit of death within him, and instructs it to “show it true fear”, indicating the baboon. The GM makes a spell save for the baboon against Old Hawk’s wis score of 14: the baboon fails. Old Hawk rolls a one on his hit die, meaning the spell only lasts until the next round, but already the baboon turns to flee. Old Hawk had already used his hit dice so takes the result as damage to his own health.

The GM rules that the baboon is unable to attack while under the effects of a fear spell. Since it is already in flight, grants Fang and Never-She-Knew attacks of opportunity.

The GM states that Never-She-Knew gets no attack from behind bonus because she was prepared to fight defensively. She rolls 17 (16 on 1d20 +1 INT), inflicting 2 points of damage (2d6, take lowest, +1 INT) with her stone knife. Still the baboon is unfazed!

Never-She-Knew’s player then makes an attack roll on behalf of Fang, rolling 16 against defence of 10 (fleeing baboon) and inflicting 3 damage, sending the baboon to the ground, unconscious.

The GM decides Humj still thinks he can win this, and makes no morale check.



ROUND FOUR

Humj is preparing to cast. Old Hawk is not. Initiative is re-rolled. It's a draw! A random event occurs, with a randomly determined combatant getting +4 to defence and saves this round.

The Gm assigns each human a number and rolls 1d4. It goes to Humj! However, he loses the initiative re-roll 5-2.

Since Humj is casting the party moves straight away. Never-She-Knew is at 0 HP so must make another DC 15 CON check to avoid further damage: with her CON at 9 points, only a roll of 6 on 1d6 will suffice! She fails again, taking yet another point of damage to her constitution. After this move, any further movement or action in a round will automatically rob her of 1 CON.

Never-She-Knew is also slowed to a speed of 25' owing to her CON and DEX damage, but she once again draws her bow on Humj. However, Old hawk has decided to pull out his own trusty two-handed flint axe, and has charged into melee with Humj! The GM rules in her favour, however, allowing her to take a shot before Old hawk reaches his mark. She rolls 1d20+1 (INT) vs defence 11, scoring a critical hit! The arrow does 3 (1d6+1) damage, doubled for six points.

The GM decides to roll for lethal damage in Humj's case, as a worthy NPC adversary. Now at 0 HP, he falls prone and receives 2 points of lethal damage, amounting to 4 points of strength damage according to the chart.

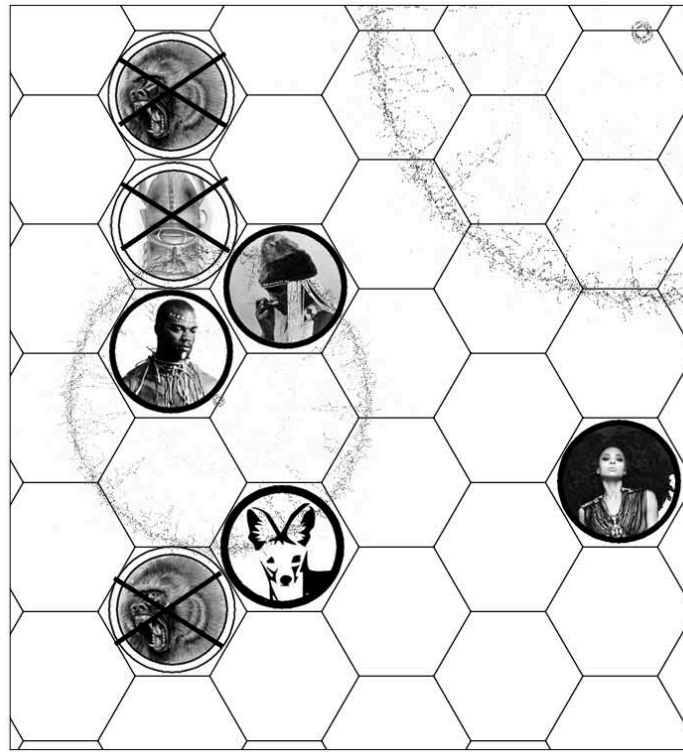
Humj needs to make a concentration check or lose his spell. He must beat the initial damage rolled by Never-She-Knew (6) by rolling his skill die (d10) modified by his WIS bonus (+1). Usually this is a constitution check but the sorcerer has WIS as his Core Attribute.

Humj somehow holds his grip and casts the spell. The GM considers who is most threatening to Humj, and chooses Never-She-Knew as she just shot him. He casts the spell before Old Hawk arrives: "Crush her my serpent!" he commands as a great python appears to materialise from the ether and encircle Never-She-Knew. The GM rolls a 4 and a 1 for a total of five: Humj loses another HD, but this will inflict five points of lethal damage against poor Never-She-Knew.

Checking the Death & Dismemberment chart, the GM has rolled for... charisma damage! Though a harrowing experience, the damage is purely psychological, and she might yet live another day. The spirit evaporates as mysteriously as it appeared.

Crooked Elm makes his save with a 19 and breaks the spell: now he is able to make a melee attack against the prone tormentor. But first the Gm rules that Old hawk can make his attack, swinging a double headed axe for 2d4[^] +1 points of damage, inflicting a total of 5 points.

The GM rolls on the lethal damage chart, adding +3 for a slashing weapon: the result is 5 points of CON damage, 4 of which were permanent, and a save against paralysis to avoid agony, which Humj fails. Crooked Elm asks the GM if he can just finish him off without the gory details, and the GM concedes



DENOUMENT

The pariahs take stock: they wrought their revenge on a powerful foe, but Never-She-Knew is now badly injured and they will not be able to move her before dawn.

On the plus side, they have gained a magical amulet, some magic mushrooms and enough baboon meat for a feast when they return to the rest of the band... assuming that their fire and Old Hawk's ritual magic will be enough to keep night's terrors at bay.

AFTERWORD

This tactical supplement was produced using and complementary to PARIAN volume 1 by Atelier Hue, an independent publishing house based in Vietnam. PARIAN was crowdfunded for Zine Quest 2020 and there were unable to fit much of the copy into the zine format. The overspill has been collated into a small series of PDFs available for free at <https://atelier-hwei.itch.io> and also <http://aloneinthelabyrinth.blogspot.com/>

If you are a writer, illustrator or designer interested in collaborating with us please contact Sofinho at labyrinthalone@gmail.com. We are particularly interested in developing Vietnamese language content and would love to hear from other Vietnamese citizens and/or the international Vietnamese diaspora.

Please visit our page at <https://atelier-hwei.itch.io> to see our current and forthcoming publications

- CITY OF GHOSTS/ CITY OF GODS (forthcoming adventure!)
- CREATURES AND SPIRITS - PARIAN BESTIARY
- PARIAN volume 1.
- TACTICAL SUPPLEMENT - PARIAN
- WILDERNESS SUPPLEMENT - PARIAN