

Wolves Upon the Coast Rules Summary

Character Creation

Game by Luke Gearing - Summary by Riley Adamson

HP	Characteristics	Attack Bonus	Saves			Languages	Silver
1d6	STR: 3d6 AGI: 3d6 CON: 3d6	+2 +3 if STR >=15	Dodging 15+ 14+ if AGI >=15	Physique 13+ 12+ if CON >=15	Warding 17+	1d6 / 2 Choose at least 1 in common with other PCs.	3d6 * 10 Any silver not spent is lost.

You begin play on a Karvi raiding vessel with 12 rowers and a dead slaver. The PCs are in charge. You have food & water for everyone for 4 days.

Armor

Free Unarmored	–	AC: 9 / Wearing no armor, 11+ Dodging save.
15sp Leather	Light	AC: 7 / Wearing light armor, 13+ Dodging save.
75sp Maille	Medium	AC: 5 / In medium armor, no change to Dodging save.
150sp Full-Length Maille	Heavy	AC: 3 / Wearing heavy armor, 17+ Dodging save.
15sp Shield	–	AC: -1 / May be sacrificed to negate 1 mundane attack before damage is rolled.

Encumbrance Limit = 5 + AC

Held weapons & worn armor do not count towards this limit.
Over limit: *encumbered* - move half-speed, liable to drop items and fall.
Double limit: *overburdened* - exhausted by any sustained movement.
Beasts of burden may carry 24 items. 250 coins count as one item.
Equipped hirelings cost 5-40sp/day, or 2sp/day for non-combat hireling

Weapons

10sp Battle-Axe	Medium	Roll damage, then may -3 result to roll 2nd attack. Hit: rip weapon/shield from target's grip.
5sp Club	Light	On hit, do no damage: target saves Physique. Fail:+3 to hit target and they skip their next combat round.
5sp Dagger	Light	Throwable. Damage as Heavy against Prone targets.
8sp Flail	Medium	Ignores shields.
40sp Greatsword*	Heavy	Upon killing, wielder may roll another attack. This effect can be triggered multiple times.
6sp Hand-Axe	Light	Throwable. If 4+ damage is dealt when thrown, Hand-Axe bounces: make a 2nd attack roll.
15sp Polearm*†	Heavy	Attack against a nominated adjacent ally are at -2.
20sp Poleaxe*	Heavy	AC of target is treated as 7 when attacked.
5sp Javelin	Medium	Throwable. Can be recovered.
30sp Longbow*	Medium	+1 to hit per round spent aiming. Arrows cost 1sp each.
8sp Mace	Medium	+2 to hit against metallic or rigid armour.
5sp Quarterstaff*	Light	Foe must make a Dodging Save to approach. Failure = automatic hit with this weapon.
15sp Shortbow*	Medium	Can split move and fire (i.e. move fire move). Arrows cost 1sp each.
8sp Shortsword	Light	<u>Riposte</u> twice.
1sp Sling	Light	Can be used to launch grenades. Five sling bullets cost 1sp.
4sp Spear†	Medium	Wielder may hold their attack until someone approaches them, and then gets to attack first.
12sp Sword	Medium	<u>Riposte</u> once.
25sp 2-Handed Axe*	Heavy	If damage roll = 6, roll +1d6 damage. Repeat this for each extra 6 rolled. Attacks against the wielder are at +1.
25sp Warhammer*	Heavy	On hit, target saves Physique. Fail: target thrown backwards. Damage minus target's HD determines distance.

† - Weapons with reach. May strike from behind another. * - Weapons requiring 2 hands to wield.
Riposte - When foe's attack roll equals 6 or less (not counting AC), wielder may roll a counter-attack immediately.

Magic requires knowledge of a spell and possession of components.

Reaction: if uncertain, roll 2d6. Modify up to +/-4 by reputation.
2- Hostile 3-5 Negative
6-8 Disinterested
9-11 Positive 12+ Friendly

NPC Morale: when tested, roll 2d6. Modify up to +/-2 by familiarity, culture, etc.
2- Disorganized retreat surrender
3-6 Organized retreat
7+ Morale holds!

Tests – Roll #d6, under the appropriate Characteristic (STR / AGI / CON).

Difficulty: Easy 2d6 / Challenging 3d6 / Hard 4d6.

Items, abilities and situations that apply may alter difficulty.

Saves – Roll 1d20, equal or over the appropriate save (Dodging / Physique / Warding).

Items and abilities that apply may modify rolls.

Combat Conducted in rounds of 6 seconds each. A character may move and attack each round.

Initiative: Each round, PCs roll 1d10. If <=AC, act before foes. If >AC, act after foes.

Attack Roll: 1d20 +attack bonus +target's AC. If total result is 20+, you hit: roll damage.

Monster attack bonus = HD/2 rounded up. HD 1-3: attack once per round. HD 4-6: twice. HD 7+: thrice.

Weapon Damage: Light: 2d6, ignore higher die. Medium: 1d6. Heavy: 2d6, ignore lower die.

Weapon specials may be used, ignored, or improvised at will.

Death: NPCs die at 0 HP. PCs at 0 HP will die after 2 turns without assistance.

Healing: One night's rest: recover 1 HP per HD. Full day's rest: recover 3 HP per HD.

Flanking: Add +2 to attack rolls for each other person striking the same target this round.

Horses: Mounted attacks add +3 vs unmounted foes. Couched weapons deal 2d6 damage.

Murder: Attacks always hit prone characters. With ample time, unaware mortals may be slain outright.

Boasts – Add +1HD (+1d6 HP) or +1 Attack Bonus and declare a goal of heroic proportions which you intend to accomplish. A new boast should be more heroic than your last-accomplished boast.

Other PCs may increase the benefit of a boast by making it more heroic/challenging. If the boaster refuses to pursue the complicated boast, the PC who last upped the stakes must take up the boast. If they already have one, they must now pursue both. Shirking one boast cancels the benefit of both. Whoever takes a complicated boast adds +1HD/AB for each complicating factor that was added.

Boast Accomplished: HD or Attack Bonus improvement becomes permanent. May boast again.

Boast Failed: Lose HD/AB. May boast again. **Boast Shirked:** Lose HD/AB. May never boast again.

Shirking a boast has social consequences. If caught ignoring or avoiding your boast, folk lose faith in you. You lose faith in yourself. The runecarver departs in disgust. Your gravestone is tiny and smooth. You will not be remembered.

Travel

1 hex = 6 miles
See into adjacent hex.
See mountains 4 hexes away.

Overland

2 encounters per day traveling
On foot: 2 hex per day
Wagon/Cart: 3 hex per day
On horse: 4 hex per day
On horse to death: 6 hex per day
2-in-6 per day: horse dies. Else, survives this journey and is useless after.

Bad terrain & no road: half speed
(Thick woods, bogs, mountains)

Over Water

1-in-6 per day: encounter
Karvi at sea: 6 hex per day
Karvi on river: 4 hex per day

Wind boosts hexes per day.
Direction same / adjacent
Light breeze: +1 / +1
Strong breeze: +2 / +1
Gale or storm: +3 / +2

Underground

1 turn = 10 minutes
Encounters by location

Footspeed
Cautious: 240 feet per turn
Frantic: 960 feet per turn