

THE MARTEL COMPANY

*See the wider world, meet interesting people,
and pay off your debts!*

Every Expedition is Provided:

Lanterns, fuel, water, and food. Climbing and camping equipment. £100 of combined debt.

- Roll 3d6 for STR, DEX, CHA
- d6 starting Hit Protection (HP)
- d6 starting pennies
- d20 to choose background

One-Hundred Pennies (p) make a Pound (£).

Bulky: Requires 2 hands. Carrying more than one Bulky item causes fatigue and *Deprived*.

Armor: Reduces damage taken by armor points. Combined armor can't exceed 3.

Termination of Service

Any damage taken reduces your HP.

When HP runs out: remaining damage comes from STR. STR save to avoid Critical Damage.

Critical Damage: Unable to take action until tended to by an ally and have a Rest. If they are left untended to for an hour, they die.

When STR is depleted: Dead

When CHA or DEX is depleted: Catatonic

Operations Manual

Turns: On your turn, your character can move and perform an action.

Make a Save: Roll under/equal to the stat. Most risks for a Save bypass HP altogether.

Use STR Saves when:

- Powering-through an obstacle.
- Resisting bodily harm.
- Exerting physical prowess.

Use DEX Saves when:

- Moving quickly.
- Acting precisely.
- Using subtlety.

Use CHA Saves when:

- Testing a relationship.
- Keeping your cool.
- Trying your luck.

Resting: Sit down for a minutes and swig some water to restore HP. May attract threats.
See a doctor in town for extensive recovery.

Deprived: You are exhausted/thirsty/hungry/weak and cannot Rest.

House Rules (optional)

Heroic: During character creation, roll 4d6-drop-lowest for character stats.

Deep Scars: If reduced to *exactly* 0 HP gain a Scar and gain 1d6 Max HP.

Hostile Threat Engagement

Initiative: Characters make a DEX save to go before foes. Failures go after foes.

Attacking: Just roll the damage die for that weapon. There is no "to-hit" roll. When multiple attackers target an individual, they roll together, keep highest.

Dual Weapons: Fighting with two weapons roll damage for both, keep only highest result.

Combat Maneuvers: Whichever side is most at risk makes a Save to avoid consequences.

Multi-Attacks: Attacks marked with words like Blast, Sweep, or Line, attack all targets in that specified area, rolling each separately.

Impaired/Enhanced: Attacks as firing through cover, or fighting while overburdened, roll d4 Damage. Attacks Enhanced by a risky stunt or a helpless or vulnerable target, roll d12.

Scars: If reduced to *exactly* 0 HP, gain a Scar. If a single hit took you from max to 0, gain 1d6 max HP.

Retreat: Fleeing to safety under pursuit requires a DEX save and somewhere to run.

By David Schirduan

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