

WARRIOR

Bearded axe

Spear

Linden wood shield

3 DEF

Memento of Defeat

STR

BLOCK
PARRY
DISARM
HACK
THRUST

SCOUT

Fire Oil

DEX

Short bow

1 DEF

Hunting knives

Skeleton Key

RUNECAIRN

By Odin's Beard RPG

WIT

SPI

Yew staff

0 DEF

SEER

Bleached jawbone

GREYSTONE
BARRIER
SEIDR SPEAR
CLOBBER

SHOUT
LIGHTNING KNIFE
SUNDER
LIGHTNING SPEAR

Runic focus

Leather hood

Steel sword

Sacrificial bundle

Sacred waters

2 DEF

SKALD

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RUNECAIRN

BY ODIN'S BEARD RPG



1. Choose a name for your adventurer

2. Roll 3d6 for abilities in order, swap any two:

Strength (STR)
Wits (WIT)

Dexterity (DEX)
Spirit (SPD)

3. Roll 1d6 for **Vigour** (your drive and self-determination)

4. Roll 1d6 for **Vitality** (your overall health and heartiness)

5. Add **Vigour** and **Vitality** to get **Resilience (RES)**, your ability to avoid damage in combat

6. Choose your **starting class** (see reverse)

- **Class** determines **equipment** and **skills**
- **Change class** by changing your **key item**
- You can only have **1 key item** at a time

Death is not the end

- After death, awaken at the nearest **bonfire** with your current inventory
- **Lose 1 Vigour** at death; at **0 Vigour** you are forever **lost** to the **hollow darkness**
- Burn a **sacrificial bundle** at a bonfire to restore **1 Vigour**

Rest and grow strong at bonfires

- Restores **lost RES** and clears **Fatigue**
- Revives most **defeated foes** but **gods**, **giants**, and **dragons** remain dead
- Spend **1 Soul** to **level up** and increase **1 ability** or **Vitality** by **1 point**