



Introduction

The world around us has fallen. Ancient ruins -reminders of a past that no one remembers, dot the fractured landscape. Civilization clings to survival with shaking claws, as the chaotic wild encroaches upon it. Civilization creates a foothold, a light in the darkness. But every time that light is snuffed out and darkness crawls forth again from the depths and pushes back civilization. So it has been for as long as anyone can remember.

What is Songs of the Northlanders?

This game is a nod to games that came before it; the classics, the fantasy heartbreakers, the retro-clones, the indie revolution. This is all of that. RedHack is a game that requires at least 3 players to play. It's best with 5, maybe 6.

Most of the players in this game take on the roles of characters who venture out on dangerous quests seeking gold and glory. It's about fighting monsters and getting loot. It's about trying to make it out alive. One of the players takes on the role of the Game Master (GM) who adjudicates the rules and is in charge of the overall pacing.

Songs of the Northlanders is a roleplaying game. A game that will require imagination and thought. It requires that players invest in learning the rules, and interact with creative input. It's a hard game where the rules are meant to be used and taken advantage of. Darkness creeps up and

with every invocation tries to snuff out the light that surrounds your characters. You'll need to take your time and learn to master the system to fight back against that darkness.

This is a game about exploration and strategy. It is a game of social graces and violent deadly combat. Gather your friends and light your torches.

What Do I Need to Play?

To play you'll need some friends, a quiet place to play, and a 'standard' set of polyhedral dice; a d20, d12, d10, d8, d6, d4, and d3 for each player. For a d2 you may flip a coin. Some extra d6's are nice to have. You also need this book, pencils and paper, and probably character record sheets.

Using This Book

This book contains all the rules needed to play RedHack. It's been formatted into parts: *Introduction and Character creation, Abilities Measures and Saves, Skills, Traits, Venturing Forth, Combat, Magic & Spells, Ritual & Prayer, and Camp.*





Table Behavior

When playing RedHack, be polite and respectful of those that you're playing with. Consider their feelings too while playing. It's certainly okay for your character to be angry, mean, or even hurtful -but it's not ok for you to be that way to the other players. When playing in this manner take breaks and check-in with everyone to make sure they're ok.

Also, make sure to share the spotlight. Sometimes while playing we get caught up in the moment and want to keep pushing forward, that's natural. But make sure you're not hogging all of the table's attention. Make sure that everyone gets an equal chance to shine. In doing this, when a player picks up the dice to roll, be quiet at the table and give them their chance to contribute to the narrative. Support your other players when it's their turn.

Saying that, some players are more comfortable on the sidelines, performing more of a support role in your cast of characters at the table. That's certainly fine too! Just make sure *everyone* gets to shine as much as they feel comfortable with.

Table-chatter is a must in any role-playing game. It's the part where we speak out of character to help each other with rules, bust a joke, or blurt out some pop culture reference. All of this is part of the experience, but make sure that your table-chatter doesn't negatively interfere with others while they play.

Structure of Play

Roleplaying and Narration

While playing RedHack the players are responsible for deciding what their characters are doing and describing those actions to the other players at the table. The GM is responsible for portraying the environment and the characters' antagonists.

The GM usually begins this by describing a situation and environment, providing stimuli for the other players to have their characters respond to. Those players, in turn, respond to this stimulus by narrating how their characters interact with the situation or environment, and by asking questions. It doesn't matter if the players narrate their actions in first person or third person, the important part is that players engage with the narrative in descriptive ways.





Players should interact with the GM's stimulus. Tell the GM what your character does, how they touch or manipulate something in the environment, and always ask questions! Ask the GM questions like, "Can I hear anything when I place my ear to the door?" or "What can they see if they look down that dark passage?" The GM is responsible for answering these questions.

When you decide upon your character's actions, describe them to the table. How do you go about exploring the passageway? What does it look like when you pick the lock? How do you decipher the ancient writing engraved on the stone? Don't say to the table, "Fimble uses sleight of hand to pick the lock." Keep your descriptions entirely within what happens in the game's fiction. Instead say something like, "Fimble slowly approaches the locked door, unfurls his thieving tools on the ground, and attempts to pick the lock." The GM will then tell you what to roll for if a test is required.

Rolling Dice & Making Tests











The narration pauses from time to time as the GM calls for tests to be made. The GM should 'say yes' to the player's narration of character action and offer additional details about the environment and situation. They should answer the player's questions. If there is nothing at stake, or if failure is uninteresting, the GM should allow the character to succeed at the task before them. Only when the GM cannot 'say yes' should they ask for a test to be made.

RedHack uses standard RPG dice terms throughout its pages.

- ❖ d20 means roll a single 20-side die .
- ❖ 1d4 means roll a single 4-side die .
- ❖ 3d6 means roll three 6-sided dice and sum them together .
- ❖ For a d2 you can flip a coin .

This book calls rolling the dice -to determine a character's success or failure, 'making a test'. Other games may have called it 'making a check', 'dice check', or 'ability check'.

RedHack uses a plethora of dice to achieve a wide range of varied results.

- ❖  d20's are used to determine hits that land in combat; both physical and social.
- ❖  d8's,  d6's, and  d4's are used for damage results.
- ❖  d8's,  d6's, and  d4's are used to determine character hit points and hit dice.
- ❖  d6's are used in skill tests.
- ❖  d2's and  d3's are used for social combat and other small-range results.

In this game, skills are rated as a number on a die. Most often a d6. To pass a test, the player must roll equal to or less than the number indicated. Skill ratings may be listed as 1/6, 2/6, 3/6, 4/6, or 5/6. A 2/6 would mean a character has a 2-in-6 chance of success (33.34%). A roll on the d6 of 1 or 2 would indicate success. A roll of 3, 4, 5, or 6 would indicate failure.

Success

After a player narrates their action, the dice are thrown and success is achieved, sit back for a moment and take in a breath of relief before diving back in. The GM should hand over the reins, just for a moment, and allow the player to describe to the table what their success looks like.

Consequence & Failure

If the test fails then something goes wrong and the GM has a few options. Failure should never be a dead-end or a roadblock. Instead, failure should be a twist the GM uses to introduce the next complication.

There are three options Game Masters can employ for failed tests.

Success with Consequence

The character succeeds at the player's intent, but there is a consequence or cost incurred.

- ❖ You narrowly make it across the chasm but something in your pack breaks or you lose an important item; you pick the lock but leave evidence that you were there; you cast the spell but it has unexpected chaotic consequences.

Failure with Consequence

The character fails at their task and intent, and a consequence leads directly to the next dramatic situation.

- ❖ You make a noise sneaking up on the guard and they rush to alarm their friends; a raucous crowd is unable to be quelled and they become violent drawing weapons.

Failure Leads to Disaster!

The character fails so spectacularly that they are in immediate danger.

- ❖ You fail to convince the Jarl that you will repay your debts and walk into an ambush; you fail to traverse the sheer cliff face and fall.





Elements of Character

Adventurers are made up of several interwoven pieces. The anatomy of each adventurer is different, but they share many of the same fundamental parts. In this chapter, we will take a look at the character sheet and what makes up an adventurer.

Name

All adventurers have a name. Either one is given to them by their parents - or those who raised them, or perhaps one they gave themselves. Your character has to have a name, be it Elenwe or Vilsan -or perhaps even John the Mighty.

Class

A character's class is a determination of their skillset and abilities. Your character can be a Human Cleric, Dwarf, Elf, Human Fighter, Halfling, Human Magic-User, or a Human Thief.

Level

A character's level shows how many experiences you've had as that character. It shows how much stock you've put into life as an adventurer.

Experience Points

When you push your character to perform certain deeds, they earn Experience Points (XP). A certain predetermined amount of these points must be earned before a character can gain a level.

Home

Every character has a home. Which one is yours? Your home will give you different perks or benefits.

Age

All adventurers have an age. How old is your character? Humans are the shortest living of adventures and often begin the life of adventuring at an early age because of it. Elves and Dwarves can take their time as they are long-lived.

Look

Each character has a specific look. What does your look say about your character? Do they have fancy hair or wear a tricorn hat? Are they pudgy or slender? Are they dirty or do they wear armor wrent from countless battles?

Drives

All characters have ambition and goals to attend to. What are your character's passions? Playing towards your drives can earn you XP.

Alignment

The world, and even beyond is caught up in the eternal struggle of law vs chaos? Where does your character stand in that fight? Or do you consciously choose not to take a side?



Governing Abilities

At their core, adventurers are composed of six governing abilities; Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. These abilities govern all aspects of the character. They can each be rated from 3 to 18.

Strength is physical power. It measures how hard you hit in combat, how well you lift heavy things, or how well you keep a door closed against encroaching monsters.

Intelligence is your reasoning and memory. It measures how quickly you learn new things or how well you weave the forces of magic.

Wisdom is your insight. It measures how well you sense the world around you and how you apply those senses to practical action. It measures how well you endure mental assault.

Dexterity is agility and physical grace. It measures how well you climb and jump, or squeeze. It measures how light you are on your feet and how hard you are to hit in combat.

Constitution is health and endurance. It measures how long you can hold that door shut, or how far you can swim.

Charisma is your personality and social grace. It measures how others in the world react towards you and is the basis for most social skills.

Name: _____ Class: _____ Level: _____ XP: _____

Home: _____ Age: _____ Look: _____

Social Duels: _____ Alignment: _____

RedHack

Governing Abilities

Armor **Morale**

Defense: _____

Arms

Melee (STR) HIT BONUS DAMAGE INITIATIVE

Ranged (DEX) HIT BONUS DAMAGE INITIATIVE

Light

Conditions

Exhausted -1 to all rolls until you get safe rest.

Frightened Immediately drop to 23rd Initiative. -1 to hit in combat

Injured Reduce one of your governing abilities by 1. -1 to all rolls. Recover HP half rate.

Sichened Reduce one of your governing abilities by 1. -1 to all rolls. Recover HP half rate.

STRENGTH	INTELLIGENCE	WISDOM	DEXTERITY	CONSTITUTION	CHARISMA
Saves roll equal to or higher on a d20					
Poison & Plague		Terror		Luck	
HIT POINTS		Resolve		Exertion	
/		/		/	
Will		/		/	

CORE SKILL	RANK	ABILITY	SKILLS	
			CLASS SKILL	RANK
Break	/	STR	/	/
Circles	/	CHA	/	/
Improvise	/	WIS	/	/
Listen	/	WIS	/	/
Lore	/	INT	/	/
Earley	/	CHA	/	/
Steel	/	CON	/	/
Search	/	INT	/	/
Sneak	/	DEX	/	/
Traverse	/	DEX	/	/

TRACKING TURNS: In one turn you can: search a room, check for traps, load a bag with treasure, fight against monsters, perform a test, have an argument

SOCIAL DUELS: Eldest character speaks first. A character's Defense is equal to their Intelligence score for Persuasion & Mentor, Charisma for Intimidation, and Wisdom for Falsehood. Charisma is used as Strength for attacks.

MORALE THRESHOLDS: 5: When your Morale drops to 5 test Steel. On a failure your character hesitates for their next action.

3: When you drop to 3 points of Morale test your Steel. On a failure your character flees from the perceived danger.

0: When you drop to 0 Morale your character immediately drops what they're holding and runs screaming, or falls to their knees to beg for mercy -you make the choice.





Saves

A character's saves are measures indicating how well your character fights off forces beyond their control. In RedHack, there are four types of saving throws: Poison & Plague, Terror, Luck, and Magic. Saves on average are rated as a 16.

Morale

When do you finally break and run? Your character's Morale is a measure of determination to stick it out and push forward towards heroic deeds.

Hit Points

Your character's Hit Points (HP) are a pool of points that measure how many hits your character can take before they are knocked out of battle.

Will

A character's Will is a pool of points that measures their mental resilience. They function similarly to Hit Points for social conflicts.

Resolve

Your character's Resolve is a measure of their grit and resolution to press on in the face of danger and fatigue. It measures how long they can continue without food and rest.

Exertion

Exertion is a measure that indicates how hard a Cleric has pushed themselves while out on an endeavor.

Skills

Your character's Skills define how they can interact with the game world. Their particular expertise in each area is determined by their skill rank. Skill rank most often is rated from 1/6 to 5/6. They indicate areas where your character has experience and training.

A healer knows about herbs and remedies. An arcanist calls upon outside forces to cast spells.

There are two types of skills; Core Skills which all characters share -like Circles, Parley, and Traverse, and Class Skills that are unique to each class.

Traits

What are your virtues and vices? Each character is further defined by qualities deeply engraved within them. It's almost their nature to be this way. Playing your Traits can earn you XP.

Conditions

Are you injured or sick? There are four conditions: Exhausted, Frightened, Injured, and Sickened. Each condition imposes a negative mechanical influence upon your character.

Reputation

Your reputation is your renown and influence in the world. As an adventurer, it starts at zero, but there may be a chance for making a name for yourself.

Relationships

Most of us know someone, and for adventurers, it's the same. Our relationships are parents, friends, mentors, lovers, or even arch enemies.

Wealth

Resources, cash, favors -they all play into your character's lifestyle. Without wealth, you live on the streets and eat scraps. With Wealth you can outfit your adventure, and survive until tomorrow.





Creating a Character

You have probably spent your life's savings on the gear you carried into town with you. You've read the help wanted posters and stopped at the inn. When you are ready to suit up with some friends and make your fate in this life, read ahead to create a character. Gold and glory -if not death, awaits.

Character Creation

When you create your characters, sit down together during the first session and do it as a team. Your characters don't have to be friends, but they will need to work together to survive out there. When you sit down and have your character record sheets, dice, and pencils at the ready follow these steps: generate your governing ability scores and determine modifiers, choose class, record your skills, determine languages, choose a home, determine age, determine measures, determine spells and choose equipment. The GM will also have some questions for each player to answer about their characters.

When you make your characters together the GM is to lead you through each step one at a time. The GM is responsible for being clear about the player's options, and for consulting the tables and charts. The other players are responsible for rolling dice and recording the results.

Generating Governing Abilities

To determine your governing ability scores, each player rolls 3d6 for each ability in order of Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Record the sum of each roll on the character sheet. You may modify any of the scores by subtracting two points from one score to add one point to another. You may not reduce an ability below 9 in this way.

I roll my governing abilities and get: Str: 8, Int: 15, Wis: 13, Dex: 11, Con:12, Cha:6.

I modify my abilities and get Str: 8, Int: 16, Wis: 9, Dex: 11, Con 13, Cha: 6.

Because I want to play a magic-user I dropped my Wis from 13 to 11 and added 1 to Int for spell casting. Then I dropped by Wis from 11 to 9 and added a point of Con for Hit Points.

Next, consult the table below to determine your character's governing ability score modifiers.

SCORE	MODIFIER
3	(-3)
4 - 5	(-2)
6 - 8	(-1)
9 - 12	(+0)
13 - 15	(+1)
16 - 17	(+2)
18	(+3)



Choose Class

Choose whether you will play a Cleric, Dwarf, Elf, Fighter, Halfling, Magic-User, or Thief. Or you could choose if you want to play a Dwarf, Elf, Halfling, or Human. If you choose Dwarf, Elf, or Halfling your class is determined. If you pick a human, choose from Cleric, Fighter, Magic-User, or Thief.

Cleric

Clerics are human characters that have devoted themselves to the service of the gods. They are trained by their cloister to fight and pray. Clerics have access to a special feature called Orisons.

Cleric	Hit Die: d6 □ Starting HP: 1d6+CON modifier
Saves	Poison & Plague, Terror, Luck
Skills	Catalogue 2/6, Healer 2/6, Invocation 2/6, Ritual 2/6. (+1 Core Skill)
Allowed Weapons	Mace, Flail, Sling or other Blunt Weapon
Allowed Armor	Any

Dwarf

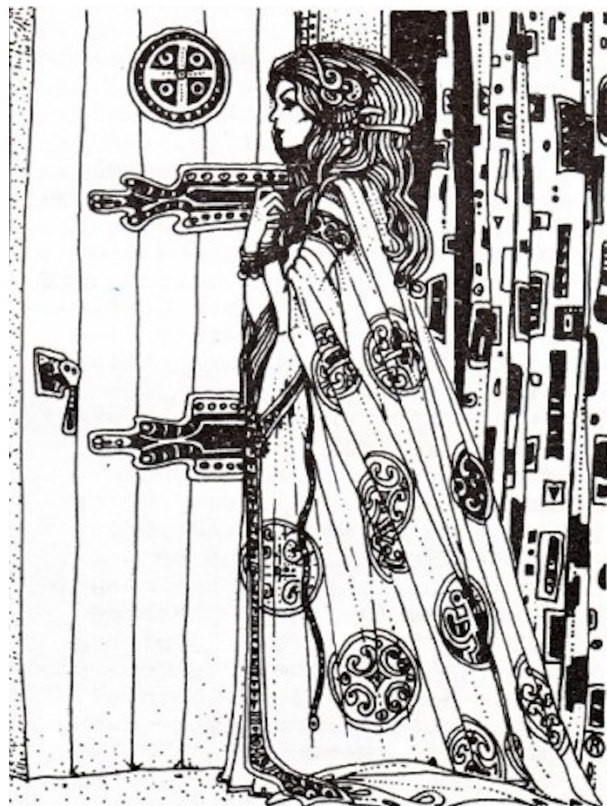
Dwarves are a short, broad, and hardy folk said to have been born from the earth and stone of their under mountain holds. Many grow long beards to reflect their rank among their peoples. Dwarves are very fine craftspeople and are very fond of gems and gold. They are fierce warriors and especially resistant to magic.

Dwarf	Hit Die: d8 ◇ Starting HP: 1d8+CON modifier
Saves	Poison & Plague, Terror, Magic
Skills	Improvise +2, Smithing 2/6, Break +1, Search +1, Parley +1
Allowed Weapons	Any except two-handed sword, pole arm, and bow.
Allowed Armor	Any

Elf

Born before the world was formed -beneath the silver stars, Elves are a tall and slender group of wanderers who make their homes in the secret places of the world. They are possessed of an unearthly grace and beauty and are ancient and immortal. Reclusive, Elves seldom journey to the human towns or the dwarven citadels. They take great pleasure in song and singing and have a natural affinity for magic. They are dangerous fighters and natural magic-users.

Elf	Hit Die: d6 □ Starting HP: 1d6+CON modifier
Saves	Poison & Plague, Terror, Luck, Magic
Skills	Lore +2, Songsmith 2/6, Survival 2/6, Catalogue 2/6, Search +2
Allowed Weapons	Bow, Sword and Dagger
Allowed Armor	Leather and Chainmail



Fighter

Fighters are humans that train for and excel in martial combat! They fight monsters and protect others from dangerous foes. They are squires for lords and ladies, champions for grand causes, and the last line of defense for an adventuring party.

Fighter	Hit Die: d8 \diamond Starting HP: 1d8+CON modifier
Saves	Poison & Plague, Terror,
Skills	Break +2, Hunter 2/6, Mentor 2/6, Rider 2/6 (+1 Core Skill)
Allowed Weapons	Any
Allowed Armor	Any

Halfling

Halflings are small folk distantly related to their larger human cousins. They are a good-natured and hopeful bunch capable of uncanny luck and grand bravery. When these shy folk stray away from home it's with a song in their heart and a spring in their step. But all adventures eventually lead back home.

Halfling	Hit Die: d6 \square Starting HP: 1d6+CON modifier
Saves	Terror, Luck
Skills	Cook 2/6, Criminal 2/6, Sneak 2/6, Search +2, Improvise +1
Allowed Weapons	Any except crossbow, two-handed sword, and crossbow
Allowed Armor	Leather, Chainmail, Helmets



Magic-User

Often referring to themselves as diabolists, arcanists, or sorcerers -magic-users are humans who have, through practice and study, learned the mystic arts. They have learned the formulae binding together the universe and they may use it and bend it to their will.

Magic-User	Hit Die: d4 \triangle Starting HP: 1d4+CON modifier
Saves	Poison & Plague, Terror, Magic
Skills	Alchemy 2/6, Arcanist 2/6, Divination 2/6, Catalogue 2/6. (+1 Core Skill)
Allowed Weapons	Daggers, Staffs
Allowed Armor	None

Thief

Thieves are humans that have mastered the criminal arts of sneaking and stealing. Raised by the streets, they are the only characters able to open locks and disarm traps without the use of magic. Because of this, they are a prized possession to every adventuring group.

Thief	Hit Die: d4 \triangle Starting HP: 1d4+CON modifier
Saves	Poison & Plague, Luck
Skills	Criminal 2/6, Parley +2, Search +1, Improvise +1. (+1 Core Skill)
Allowed Weapons	Bow, crossbow, hand axe, dagger and sword
Allowed Armor	Leather



Human Tribe

Every human character begins as a member of a tribe, clan, or cult. Life in this tribe engrains qualities into your character. If you already have this skill add +1 to the skill rank.

- ❖ The Roslag are natural Sailors and gain the Sailing skill. 2/6
- ❖ The Scylfings are masters with the Spear. All Scylfing characters may use a Spear.
- ❖ The Gotts are natural horse masters and gain the Riding skill. 2/6
- ❖ The Hrolflings are known for their fearlessness take +1 Steel.
- ❖ The Niflungs have lived off the land and sea and get the Hunting or Fishing skill. 2/6

Record Skills

On your character record sheet note that your starting Core Skills all begin set at a skill rank of 1/6. Record your starting Class Skills on your character sheet with the values listed in your class described above. Your governing abilities affect your skills. If the modifier to your governing ability is positive, it increases your skill rank. If your modifier is negative it decreases your skill rank. If a negative modifier would reduce your skill rank to 0, it becomes 1/10 and is rolled on a d10.

My Wizard's Alchemy skill starts at 2/6 and is based in Int. My Int is 16 and has a +2 modifier, so my final skill rank for Alchemy is 4/6. This means my wizard has a 4-in-6 chance of success.

Determine Languages

The number of languages a character speaks, reads, and writes is determined by their Intelligence score. Refer to the table below. Your native language skill rank starts at 3/6 and additional language skills are ranked at 1/6. These skill ranks are modified by your Intelligence modifier.

Score	Effects on Language
3	Has trouble speaking, cannot read or write.
4 - 5	Cannot read or write.
6 - 8	Can read and write native language.
9 - 12	Can read and write native language, plus one additional language from class list.
13 - 15	Can read and write native language, plus two additional languages from the class list
16 - 17	Can read and write native language, plus three additional languages from the class list.
18	Can read and write native language, plus all additional languages from the class list. Plus, choose one additional language: Draconic, Jotun, Runes, Dark Speech

Language by Class List

- ❖ Cleric: Human (Native), Elf, Dwarf, Supernal, Sign Language.
- ❖ Dwarf: Dwarven (Native), Human, Elf, Words of Unspeaking, Sign language.
- ❖ Elf: Elven (Native), Human, Dwarf, Elder Tongue, Sign language.
- ❖ Fighter: Human (Native), Elf, Dwarf, Sign language.
- ❖ Halfling: Halfling (Native), Human, Elf, Sign language.
- ❖ Magic-User: Human (Native), Elf, Dwarf, Speaker of the Secret Tongue, Sign language.
- ❖ Thief: Human (Native), Elf, Dwarf, Canting, Sign language.



From Where Do You Hail?

Next, you will choose the place you call home. Each home is a location in the game world and you may visit that settlement from time to time. Each home has its perks or benefits. Once you choose your home, record it on your character sheet and choose one of the perks listed for that home settlement.

Elfolme (Elves Only)

You gain both of the following perks.

- ❖ Born Under the Silver Stars - All Elves are ageless and eternal unless killed. You are immune to the elements and sickness, paralyzation, and the effects of charms.
- ❖ Circumspect - Your agelessness allows you to take your time and see situations from all angles; you may take double the time required to perform a skill (two turns) to add a +1 to your skill rating.

Dwarven Citadel

Choose one of the following perks.

- ❖ Stubborn - Once per session -while in a conflict, if your HP or Will becomes 0, you may choose to be boar-headed and be dropped to 1 instead.
- ❖ Tough - Whenever you factor in your Hit Points, always add +1 HP to the roll.

Religious Convent

Choose one of the following perks.

- ❖ Devoted - You are a devotee to the hero-gods and the ancestors. They watch over you during your trials and tribulations. Take a +1 morale bonus.
- ❖ Penance & Sacrifice - Years of training in self-denial has allowed you to resist being Hungry & Thirsty. Once per session, you may act in camp without food and rehydration.

Metropolis

Choose one of the following perks.

- ❖ High Society - Before you started the life of an adventurer you were almost someone. You still have a few odds and ends you can put together to create finery for yourself.
- ❖ Iron Nerves - You've seen it all, coming and going in the big city. Things don't seem to bother you as much as others. Take a +1 bonus to your Steel.

Busy Waytown

Choose one of the following perks.

- ❖ Lucky Bastard - You always have a way of coming out unscathed. Take a one-time bonus to your Luck saving throw. Reduce the target number by one.
- ❖ Astute - You have a way about yourself when reading a situation or person. Take a +1 bonus to Parley.

Wizard's Tower

Choose one of the following perks.

- ❖ Learned - You've spent years studying a multitude of subjects from old dusty tomes. Take a +1 bonus to Lore.
- ❖ Scarred - They did something to you in that tower. You don't remember what. Reduce the target number for your vs Magic saving throw by one.

Far Country Village

Choose one of the following perks

- ❖ Hard Worker - You're used to getting your hands dirty in the muck of your hard work. When you choose to work during camp you can help one other with their work as well as accomplish your work.
- ❖ Healthy - Early to bed and early to rise has made you healthy as the saying goes. When testing to recover from Injured or Sickened take a +1 bonus.





Your Age

You have come to the life of an adventurer in your own time. Some peoples tend to come earlier as they deal with shorter lifespans. Consult the table below to determine your character's starting age.

- ❖ Cleric: 24 + 1d6 years
- ❖ Dwarf: 30 + 2d10 years
- ❖ Elf: 60 + 1d20 years
- ❖ Fighter: 15 + 1d6 years
- ❖ Halfling: 25 + 1d10 years
- ❖ Magic-User: 15 + 1d10 years
- ❖ Thief: 15 + 1d6 years

Determine Measures

Your character has a secondary set of stats that we call Measures. They are Hit Points (HP), Will, Defense, Morale, Reputation, Alignment, Resolve, Exertion, Movement, and Wealth

Determine Hit Points

Roll your character's Hit Die and add your CON modifier.

Determine Will

Roll a d3 for each decade of your character's life. If you are a magic-user or elf you get +1d4.

Determine Defense

A character's Defense (DEF) is equal to 10 + DEX mod if they wear no armor. It is equal to their armor and shield Defense rating + DEX mod if they wear armor.

Determine Morale

A character's morale is determined by their Wisdom score. See the morale table to determine your character's morale.

Score	Morale
3	4
4 - 5	5
6 - 8	6
9 - 12	7
13 - 15	8
16 - 17	9
18	10

Determine Reputation

You're a lowly adventurer. Your reputation starts at zero.

Determine Alignment

There are three alignments in RedHack. Characters who have aligned with Law take action for the betterment of others. This aim is to lead to the betterment of society and civilization. Characters aligned with Chaos are nihilistic and take action for the betterment of themselves in the pursuit of power. Each individual is responsible for their power. Neutral characters believe more in food, family, and shelter than ideology. Most people are aligned Neutral. During character creation, select one alignment for your character. It begins ranked 3/6.

Determine Saves

By default, all saving throws begin at 16.

- ❖ Note the saves listed on your class block, and reduce the target number of each by 1.
- ❖ Add your Wisdom modifier to your Terror save. Reduce the target number for every +1.
- ❖ Add your Constitution modifier to your Poison & Disease save.

Determine Resolve

Your Resolve begins equal to your Constitution.

Determine Exertion

You begin play with zero Exertion. Watch out, it adds up fast though.

Determine Movement

Movement is a measure of your character's stride and indicates how fast you move. It's added to rolls when racing or combat engagement.

- ◆ Dwarves and Halflings have a movement of 6.
- ◆ Humans have a movement of 7.
- ◆ Elves have a movement of 8.

Determine Wealth

You may have been wealthy or come from an old family, but you've spent all you had on gear for the adventuring life. Your wealth rating starts at zero.




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Rounding Out Your Character

Cleric Questions

You are one of the few that remain faithful, and whose words are still heard by the gods. Whether by choice or by compulsion you are bound to the temple and their will. Are your gods formless immortals -spirits bound to ancient places, are they old heroes and ancestors venerated and worshipped, or are they martyrs who died for their children before they left for the stars, promising to one day return?

What are the precepts of the gods? What whispers do they speak in your dreams? What visions do you behold?

Choose one sacrifice that the gods demand of you:

- ❖ A bounty of goods given to the pyre, the marsh, or the lake.
- ❖ A life given to the pyre, the marsh, or the lake.
- ❖ Pass yourself twice through fire, and twice through water.
- ❖ Ritually give your blood as sacrifice.

Your answer will describe how you commune with the gods.

Dwarf Questions

You were formed and forged by the anvil and hammer of Dwarven society, but are one of the few to venture out of the mountain citadels. Are you bound by oath to adventure forth into the world, or were you outcast for some terrible -or supposed crime? Describe the oath sworn in front of the Forge Mothers or the terrible crime of which you have been accused.

- ❖ Your oath becomes an additional drive for your character, write it now.

- ❖ If outcast for a crime, do you seek to restore your honor? If so, this becomes an additional drive for your character.

One of your relationships has gained your enmity for a slight against you. In public, you cut your beard with the blade of your axe, and swore a grudge of vengeance upon them! Name the slights against you, no matter how petty they may be.

- ❖ Your grudge becomes an additional drive for your character, write it now.

Elf Questions

You were born before the stars were first hung in the sky and basked in their silver light at the dawn of the world. You have lived for lives uncounted before this life and watched as endless tragedies unfolded before you. As the world declines -a devastated remnant of its past glory, do you mourn fleeting love, eternal war, and past wrongs, lamenting the ages of the past? Or do you choose to turn away from sorrow and mourning, and be consumed by the burning rage of righteous vengeance?

- ❖ If you mourn for the losses of ages past, keep the elf experience descriptor “Walk among the ancient places of the world, listening to the song of the stars.”
- ❖ If you cast away sorrow for righteous burning vengeance replace it with the elf experience descriptor “Hurt someone close to you by lashing out in a righteous fury.”

Fighter Questions

You were born the seventh son of a seventh son, you're the forgotten daughter of civilization. There's not for you but to scrape together an old suit of armor and take up weapons to fight against the darkness that encroaches upon your home. When you left your home to venture forth did you bring with you an ancestral weapon whose story was passed down to you through the generations? Or did you leave someone behind

-someone whom you are obligated to love, tend to, or seek vengeance for?

- ❖ If you brought an ancestral weapon with you, describe it to the table -is it a sword forged of cold iron, an axe blade of sacred bronze, a stone mace carved with runes, or a spearhead of holy ash?
- ❖ Choose a property for your weapon: does it cleave the flesh of magical creatures, pierce the veil of creatures immaterial, or batter the bones of creatures made of wood and stone?

Stories were passed down through the generations of a beast that escaped its fate at the edge of this weapon. Tell the story of the beast that got away and take the experience descriptor, “Slay the foe whose blood this weapon once tasted.”

- ❖ If you left someone behind, why are they important to you? Why must you venture forth to bring them sustenance?

This character becomes a relationship you can call on for aid when you return to town -as long as you have fulfilled this experience descriptor: “Bring back sustenance for those I left in my past.”

Halfling Questions

All halflings have a profound love for the simple things in life; for hearth and home. A few though are struck with a lust for wonder and a curiosity to see far-off things and go on an adventure. Do you prefer the soft opening of spring where the birds nest in the hazel thickets, the blossoming of the orchards when the first strawberries ripen in the fields? Or does your curiosity take the better of you and lead you down roads where you never know where you might be swept off to?

- ❖ If you prefer the comforts of home take the experience descriptor “Instill hope in your friends by sharing a comfort from home when things look bleak.”

- ❖ If you are struck by wanderlust and curiosity to see the elves and go on adventures, take the experience descriptor “Travel to far off lands and experience the finer things they have to offer.”

What did you leave behind at home when you set off? What do you have to look forward to returning to? This becomes a new drive, for all adventures lead there and back again.

Magic-User Questions

You are one of the brave or fool-hardy that seeks to control the forces of chaos and shape them to your will. As you left the apprenticeship you participated in a powerful ritual. There, in a vision, a creature of all eyes, wings, and flames spoke to you prophesying the future. Did it speak to you about the fate of your companions, the answer to a secret that you seek, or the location of a powerful treasure? Describe the prophecy to the table.

Do you still have a mentor that you can call upon from time to time, or have you forsaken their wisdom and made a pact for knowledge with an otherworldly entity?

- ❖ If you have a mentor, you may return to your home each time you achieve a new level and they will have a spell for sale or favor.
- ❖ If you bargained for power, take an additional random spell now.

Finally, how does magic work in this setting? Does it require loud verbal incantation or the particular gesticulation of esoteric hand movement?

Thief Questions

You are a rook and opportunist that came up on the hard streets taking advantage where you could. The cruel life of the orphan was yours, for the dirty gutters and the guild kingpins were all you had to call family. You took advantage of someone, swindled them out of what they owned



because they were too dumb to keep it. What did you get from your criminal enterprise, and who now hunts you for it?

- ❖ Mark this item in your inventory, it is probably quite valuable but cannot be sold by conventional means.

You have no relationships except enemies. All relationships begin as enemies.

Relationships

Relationships are the people we know. They can be introduced during the game -at an appropriate juncture, by the player or the GM. Your character starts with a number of relationships equal to their charisma modifier. Who are these people? Are they friends, mentors, family, former lovers? Detail them to the table.

If you have a +0 modifier to charisma, your character is obviously a loner, you're so tough and cool. If you have a negative modifier your character starts with an enemy. Why does this villain have enmity for your character? Detail them to the table.

Starting Weapons

- ❖ Clerics may start with a flail, mace, sling or warhammer, and a shield.
- ❖ Dwarves may start with any weapon except bows, two-handed swords, and a spear. And a shield.
- ❖ Elves start with a dagger.
- ❖ Fighters may start with any weapon and a shield.
- ❖ Halflings may start with any one-handed weapon.
- ❖ Magic-users start with a dagger.
- ❖ Thieves may start with a dagger or handaxe.

Starting Weapons	Pack	Dmg.	Init.
Battle-ax	(2)	d8	14
Bow	(2)	2d3	2
Crossbow	(2)	2d3	1
Dagger	(1)	d4	5/17
Flail	(1)	d6	14
Handaxe	(1)	d6	6/15
Mace	(1)	d6	15
Polearm	(2)	d10	10
Sling	(1)	d4	3
Spear	(1)	d6	9
Staff	(2)	d4	11
Sword	(1)	d6	13
Two-handed Sword	(2)	2d6	12
Warhammer	(2)	d8	14

Starting Armor

Clerics, Dwarves, Fighters, and Halflings all begin with leather armor. Halflings may begin with a Helmet. Elves, Magic-users, and Thieves begin with no armor.

Starting Armor	Pack	Defense
Helmet	(1)	
Leather	(1)	12
Shield	(1)	1

Adventuring Gear

During character creation, you load up on gear for your first adventure. Choose your gear from the Common Adventuring Gear table on the next page.

You begin with:

- ⊗ A set of threadbare clothing (0)
- ⊗ A knapsack or a backpack
- ⊗ A waterskin/wineskin
- ⊗ Magic-users start with three spellbooks (1)

Starting Items	Pack Slots
Backpack	(3) - 6 Slots
Bottle	(2) - 2 Draughts
Candles (4)	(1)
Cloak	(1)
Crowbar	(1)
Finery	(3)
Flask of Oil (2)	(1)
Grappling Hook	(1)
Hammer	(1)
Holy Water Flask	(1)
Iron Spikes (6)	(1)
Jug	(3)
Knapsack	(2) - 3 Slots
Lantern	(2)
10' Pole	(2)
Quiver	(1)
Rations, fresh (2)	(1)
Rations, iron (3)	(1)

Rope, 50'	(2)
Tinderbox	(1)
Toolkit*	(1)
Torches (4)	(1)
Water/Wineskin	(1)

*Toolkits include Alchemist's Tools, Cartographer's Tools, Cook's Tools, Crafter's Tools, Healer's Tools, Scribe's Tools, Thieves' Tools.

Starting Spells, Orisons, and Spell Songs

- ⊗ Magic-users begin with three spells randomly selected from the Magic & Spells Chapter.
- ⊗ Clerics begin with the prayer Wrath of the Lords of the Black gate.
- ⊗ Elves begin with one randomly selected Spell Song from the Songs of the Elves Chapter.

Drives

Each character has motivations and goals. Next, you'll note your character's drives and come up with one of your own designs. Each drive is written as a short phrase or sentence. Each class begins with six distinct drives for their characters and the questions you answered above may have given you more.

At the beginning of the first session, after the GM describes the situation or scenario, write a drive for your character -something immediate that you want to try and accomplish during that session.

Working towards and accomplishing your drives earns you experience points at the end of a session.

When you're done name your character.

