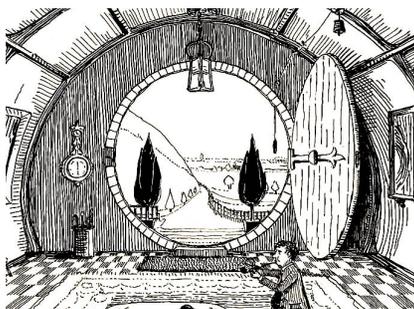


# There and Back Again



Game by Ray Otus. Based on *Minimal d6* by Norbert G. Matausch. [CC BY-SA 4.0](https://creativecommons.org/licenses/by-sa/4.0/)

Name XP

Concept

Heritage

HP (max) | HP (now) Fate

Skills

Traits

## PLAYERS

Create your character, then introduce them with a name and concept (like miner, soldier, ranger, burglar, wizard, etc.). For example, "I'm Forzo, the hobbit sheriff!"

## HERITAGE

Choose a heritage.

- Hobbit. HP 5, Fate 5
- Elf. HP 6, Fate 4
- Dwarf. HP 7, Fate 3
- Human. HP 8, Fate 2

**HP** is your maximum Hit Points.

**Fate** (you may think of it as luck, heart, or the will of the gods) is a resource you can call upon in a dire situation. You will gain new points of Fate as you adventure and you may go above your starting value, to a max of 6.

## SKILLS & TRAITS

Choose two skills (in bold) and three traits total from among them.

- **Rhyming**: sing, play instrument, poetry, stories (history)
- **Riddling**: logic, puzzles, games, deceive, runes, languages
- **Fighting**: melee, brawl, feats of strength
- **Foraging**: survival, heal, herbs, track, shoot, guide, scout
- **Sneaking**: dodge, escape bonds, hide, conceal
- **Crafting**: forge, repair, build, appraise
- **Carousing**: drink, cook, charm, haggle
- **Magic\***: pyrotechnics, animal form, scrying, healing songs, animal kinship, etc. (You may create one with the GM.)

\* Magic requires 1 Fate to use, aside from any spent on bonus dice. You can't do Magic without using a trait.

## ROLLING DICE

When you try something risky or complicated, grab 2d6.

- Remember to spend 1 Fate point if you are using a Magic trait.
- If you have a significant advantage, grab another d6. If you have a significant disadvantage, drop a d6. Having a trait is an advantage. Not having a skill is a disadvantage. The GM determines related skill and all advantages/disadvantages, but you can make your case.
- Roll. You never roll more than 3d6 or less than 1d6. A 5 or 6 on any die = success
- Spend Fate to add 1 extra die per 1 point spent. You can go above 3d6 this way!
- If you rolled all 1s, it's a Blunder. Something really bad happens; the GM says what. (Note that you may spend Fate to try and roll your way out of a Blunder.)

**Take Courage!** Rhyming, especially in a dark, scary, dangerous place, can have positive benefits. If you create a scene focused on describing nature or a feast, singing a song or reciting a verse, or telling a story of heroes of yore, roll Rhyming. On a success each player chooses to get 1 Fate point or 2HP. (The GM may offer other choices.)

**Extras.** Friends, retainers, or other extra characters may join your party. They have 1 die in two different skills and may be controlled by anyone in the group.

**Resources.** You begin with a d6 set to 2, for party Resources. To buy something significant, roll  $\leq$  Resources. The GM may raise or lower your Resources die as appropriate (if you are robbed, spend a big sum, find treasure, etc.).

## GAME MASTER (GM)

Play the world and everything in it. When a character tries something dangerous or difficult, call for a roll. Don't roll for easy; it just happens. Don't roll for impossible; it doesn't.

(An easy Magic action still costs 1 Fate, even if no roll is required.)

After the roll, the fiction always moves forward! Don't allow second+ attempts unless something in the situation changes.

## Failure

On a fail, consider using "fail forward" by granting a minimum success but with a serious drawback or complication. Trouble is often more interesting than failure!

Push hard on a Blunder! Cause extra or collateral damage, separate the party, pin them down, burn up a resource, have their Magic backlash or a magic item do something unhelpful. Think dangerously!

## Magic Items

Items may be minor (wondrous) or major (magic).

Wondrous items often carry names and have subtle, passive effects (e.g. glow near evil creatures).

Major magic items confer a Magic trait, like invisibility. Characters must spend 1 Fate to use/activate them. Any item can be lost, broken, discharged, or tainted of course. Some have a will of their own.

## Advancement

Characters get 1 XP each time they add to the lore of the world with rhyming, secure a treasure, or encounter things in the wild. 5 XP buys +1 max HP, 2 Fate points (max 6), a new skill area (max 4), or a trait from a skill area you already have.