

# FREE QUICKSTART

PURCHASE THE ICRPG CORE SET FOR THE FULL BOOK, ONLINE ASSETS, UPDATES and MUCH MORE!

INDEX CARD RPG

CORE

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INDEX CARD RPG QUICKSTART**

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# INTRODUCTION

## FREE QUICKSTART

This small PDF is just a tiny sliver of the **ICRPG CORE** book and ongoing support. All you need to comprehend, feel, and playtest the game is right here, but 130+ pages of classes, monsters, GM techniques, LOOT, full SCI FI and FANTASY settings with classes and bio-forms, and much more is only available in the **CORE**. Also, as you consider an **ICRPG** purchase, consider that a **CORE** digital buy comes with dozens of printable hero standees, online play assets, and FREE UPDATES forever! These include full adventures, add on bio-forms and classes, tables, and more! Already the **CORE** has had more than 60 pages of FREE updates and countless rules tweaks driven by the online community. It's a living game. Welcome.

Thanks for considering **ICRPG**, now let's roll some bones.



*Hunter's Principle*

# INTRODUCTION



## ICRPG IN A NUTSHELL

ICRPG follows a basic flow of ATTEMPTS and EFFORT. Players take turns to describe their action, and based on their LOOT (see p. 110) and character STATS (see p. 25), roll dice in to see if they beat the TARGET of the room or challenge (see p. 13). If they succeed, they put EFFORT (see p. 14) towards their goal, be it slaying a monster, casting a spell, or opening a locked chest.

To house, or convey, the details and setting of the action, the game uses print-and-play miniatures, prop and location cards to bring the game table to life. It's a hobby of making, and storytelling, and laughter on a Friday night. The precepts, rules, and innovations of **ICRPG** can also be used by the rules-collector or 'homebrewer' to enhance any tabletop game with smoother, faster play.

Finally, the **ICRPG CORE** includes two distinct WORLDS or settings: ALFHEIM, which is a world of fantasy conveyed in the Runehammer novels, and WARP SHELL, a science fiction epic in a ruined universe facing annihilation. These worlds include character classes and equipment, and will be vastly expanded in future **ICRPG** releases.

Flip through, get comfortable, and try making a few characters to warm up. Thanks for reading.

# ON YOUR TURN

## DESCRIBE

All the action in a good tabletop session comes from description. Communicate! Be bold! Think **INSIDE** your character and let your imagination be **IN** the action. Describing what you want to do, what you want to know, or how you react will set the game rules in motion.

- “I want to smash this skeleton with my sword!”
- “I jump right over that crocodile.”
- “I’ll attempt to read the runes...”
- “Can I check for mud men on the horizon?”

## ROLL

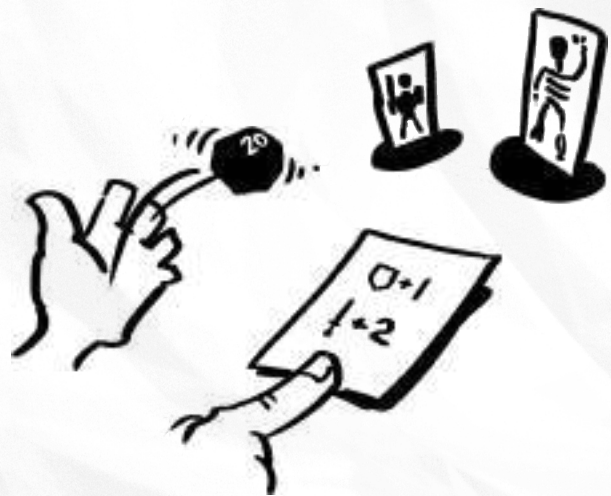
Characters are built with different **STATS**, which will be used to accomplish wonders! Depending what kind of action you’re dreaming up, the GM will usually ask for a D20 roll, or maybe you’ll dash across the battlefield.

- “Make an Attempt with STR.”
- “Ok, roll your DEX to make that leap.”
- “Alright, make an INT roll to start translating.”
- “Give me a Scouting Check.”

## RESULTS

Once you’ve made your rolls, the GM will describe how the scene is changing because of your actions. Maybe the battle just rages on, maybe you’ve ended the encounter completely, or discovered the secret of the pyramids! As the turns go round and round, the scene will keep changing.

- “You slice the skeleton right in two!”
- “You trip and go tumbling into the mud.”
- “With a bit more time, you’ll decipher the runes.”
- “Great roll. You see four figures in the distance.”



# MOVING AND ACTIONS

## THREE KINDS OF TURNS

### MOVE FAR

Also known as a 'Dash' this is when you just need to charge across the map at a full sprint. You use your entire turn to bolt headlong to your destination, as long as its reachable. You'll know its 'FAR' by using the banana-based distance system.

### MOVE NEAR and MAKE an ACTION

The most common type of turn is where you move a short distance, then do something specific. This is a lot like real life, where you often 'walk to the Asteroids machine, and turn it on' or 'go to the fridge, and grab a soda.'

### STAY PUT and MAKE an ACTION

Actions are a limitless list of possible things you can do in your game world. They're how you affect the story, defeat the enemy, decode a mystery, or help an ally. ICRPG divides this limitless realm into three types that you'll use on your turn to be awesome.



## THE THREE KINDS OF ACTIONS

### SIMPLE

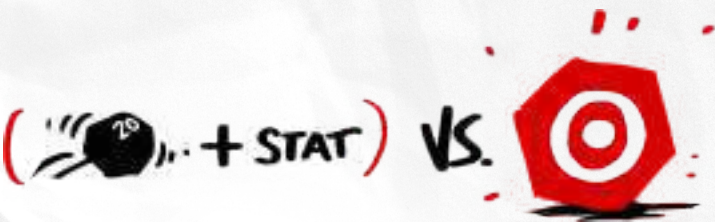
No roll, no Target, no problem! Simple actions are just that. They happen instantly, take little time, and always succeed. Talking to allies, gulping a potion, or switching weapons are all Simple Actions.

### CHECK

A Check is a dice roll you make to see if you can do something quick. It's a pass/fail roll. If you try to 'scan the distance for bad guys' or 'hop over the mine' you roll a Check. This will be a D20 roll, plus any STATS that apply, trying to roll higher than the TARGET.

### ATTEMPT

The most common type of Action is an ATTEMPT. These include opening chests, attacking enemies, casting spells, and repairing a star drive. Just like a Check, you'll roll D20 + STATS to beat the TARGET, but with a successful Attempt, you'll then roll EFFORT.



# TARGET AND EFFORT

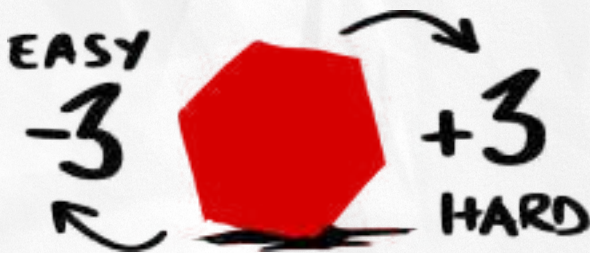
## BEAT the TARGET

All kinds of Actions, Checks, and Attempts mention the TARGET. This is the number you are trying to beat with every roll. Your GM will have it prominently displayed at all times on your table. She'll even announce if it changes, "The Target is now 12!" When the Target goes UP, everything just got more difficult! When it goes down, your rolls will be easier to make.

This number represents the overall challenge of the encounter or situation you're confronting at that moment. Whether you're trying to attack a foe, leap a river, or see through the fog, you'll roll a D20, add what STATS you can, and try to get a higher total than that blasted Target. This makes it simple and tangible for the GM to ratchet up the challenge, and makes life for players simple and clear, too.



Not all Rolls are created equal! Sometimes, you will try something HARD and others, your Roll will be EASY. HARD Rolls are Target+3, while EASY Rolls are Target-3. Whether your Target is standard, Easy or Hard is determined by all the details and context of that Check or Attempt.



## Examples of Making a Target EASY:

- You've already tried once
- Your character has had extensive experience
- There's no duress or distraction
- An ally is assisting you with their turn
- You have LOOT that makes particular tasks EASY

## Examples of Making a Target HARD:

- Totally unfamiliar task or surroundings
- A magical resistance to your efforts
- Distractions, attackers, or confusing surroundings
- Extreme injury or disability
- It's a really long way to jump!

## ROLL EFFORT

The most unique and expansive mechanic in ICRPG is the concept of EFFORT. It's a key word for all kinds of work against tasks or enemies. When you succeed at an Attempt, it's time to Roll EFFORT. When you Roll enough EFFORT to OVERCOME a task or enemy, your goal is achieved! It is a way to track your progress on a task or enemy. Here are examples to illustrate:

- When attacking an enemy, WEAPONS DAMAGE is what you're rolling. If you do enough damage to an enemy, you defeat it!
- When casting a spell, say to read a cryptic ancient book, MAGIC EFFECT is the measure of your progress deciphering the text.
- When opening a chest, BASIC WORK is the struggle and strain of your fingers and brain as you work the lock. Stay at it enough, and the chest pops open!
- When you roll a 20 on your Attempt, you roll EFFORT as normal, but also an additional D12 of ULTIMATE EFFORT! This will help you overcome your task with great speed!
- Any obstacle or enemy you're making EFFORT against will have HEARTS. Each HEART represents 10 EFFORT for you to overcome. Now you see why rolling a D12 is so huge!

*As a Player or a GM, once you have a little practice with rolling Attempts and Effort, you'll see how versatile and fun it can be. Most games only track DAMAGE in this way, but that leaves out so much detail! ICRPG treats all tasks with the detail and dice-rolling fun that is normally isolated to players dealing damage.*



# TYPES OF CHECKS

## COMMON CHECKS

When you describe what you want to do, the GM will respond, "Ok, roll DEX" or "roll Scouting" or "roll Charisma, and beat the Target, which is 11 here." Knowing what STATS will be used for what kind of Check is the key to mastering your character, so you can play to your talents. Remember, Checks are simple pass/fail rolls, where no Effort is needed. You either beat the Target or you don't, and move on with the results.

The table to the right shows several common Checks and their associated roll type. What do YOU usually do in adventures? Attack anything that moves? Investigate weird mysteries? Hide in the shadows?



### STR Checks

Hold on for dear life, Stop a rolling wagon, Stand firm against howling wind, Hold a massive gate open

### DEX Checks

Jump over an obstacle, Hide in shadows, Sneak up on a target, Dodge a fireball, Aim a Cannon

### CON Checks

Resist poison, Fight off being stunned, Resist freezing cold, Out-drink a Dwarven King

### INT Checks

Defend against mind control, Remember the Password, Speak a second language, Remember a legend

### WIS Checks

Spot enemies from afar, Resist confusion with faith, Notice a trap, Intuit the thoughts of a beast

### CHA Checks

Intimidate a guard, Resist brainwashing, Resist fear, Command a squadron to charge

## The Dire and Wondrous RESULTS of CHECKS

Passing or failing a Check can be a huge moment in any game. Here are some examples of the boons and dooms that bless and befall those who dare to roll.

CHECK TYPE	PASS	FAIL
Stand Firm STR	You cannot be budged!	Go flying, fall back, or be crushed
Leap Over DEX	Move ahead with grace	Trip and fall, making no progress
Resist Poison CON	Take minimal or no damage	Take the full, ongoing Poison damage
Remember INT	Recall quickly, accurately	Forget entirely, or remember wrongly
Scout Ahead WIS	Reveal pertinent details	Unable to see clearly, see false alarms
Intimidate CHA	Bend a person to your will	Remain unimpressive and squeaky

# TYPES OF ATTEMPTS

## ATTEMPTS

Attempts are rolls that, if successful, are followed by EFFORT rolls. Anything that can't just be pass/fail is an ATTEMPT rather than a Check. The most familiar type of EFFORT is WEAPONS EFFORT, which is called Damage in most games. Every tabletopper knows how to deal Damage: roll to attack, then roll dice for Damage! Attempts and Effort are just the same, except for all kinds of tasks, not just dealing Damage.

Rolling an Attempt uses a D20, and any STATS that fit the situation. LOOT can also boost an Attempt OR EFFORT roll. Notice that below EFFORT Type is not listed. That's because 'Melee Attack' could use Weapons Effort (D6) or Magic Effort (D8) depending on the weapon in use. An unarmed Melee Attack would simply use Basic Effort (D4). The same goes for all Attempts! If I'm wearing Magic Climbing Boots and roll an Attempt to climb a rocky cliff, the EFFORT would be Magical! If the cliff has 1 HEART, then I need 10 EFFORT to overcome it and reach the top! Making that 10 with a D8 is far faster and easier than just normal shoes, which would be Basic Effort, and so on!

## COMMON ATTEMPTS

**Strength:** Attack an enemy with a melee weapon, Bend prison bars, Smash through a wall, Force the airlock closed, Chop down a tree, Climb a rope, Force open a chest

**Dexterity:** Attack a target with ranged weapons, Climb a rope, Jimmy the gears on a clockwork device, Carefully pick a locked a chest

**Constitution:** CON is more often used for Checks and reactions, rather than active Attempts

**Intelligence:** Cast a spell, Decipher a tablet, Outwit the lock on a chest, Learn a new spell, Learn how to pilot a starship, Glean a secret location from a map

**Wisdom:** Channel divine or natural power, Train an animal, Mend an ally's wounds, Follow the tracks of a wild beast

**Charisma:** Earn the trust of a battalion, Imbue your allies with inspiration, Strike fear into an enemy's heart, Befriend a new acquaintance,

*Jeff: I approach the altar, and attempt to read the weird markings.*

*GM: It's dark, and the gloom is heavy here. Target is at 12 right now. Roll + INT*

*Jeff: Ok, on my D20 I have an 11, and with my INT +2, 13! Just made it.*

*GM: You begin to decipher the runic words, but there are many. Roll for Effort.*

*Jeff: No magic to assist me here, so just Basic Effort. I have +1 there. Rolled a 3 so 4 total Effort on the translation.*

*GM: You make out several words, including 'King' and 'Demon' but you're just under half way done with the inscription. Reyna, what will you do?*

*Amanda: I'll see if I can help him. Same roll, BOOM! Natural 20! So a D4 for my basic wits, that's 3, and a D12 for my crit, that's 11!*

*GM: 18 total Effort! It was just a 1 HEART task. Working together you both decipher the writing in full. It reads: He who reads the poem of the Demon King will die a death of gibbering!*

# DISTANCE

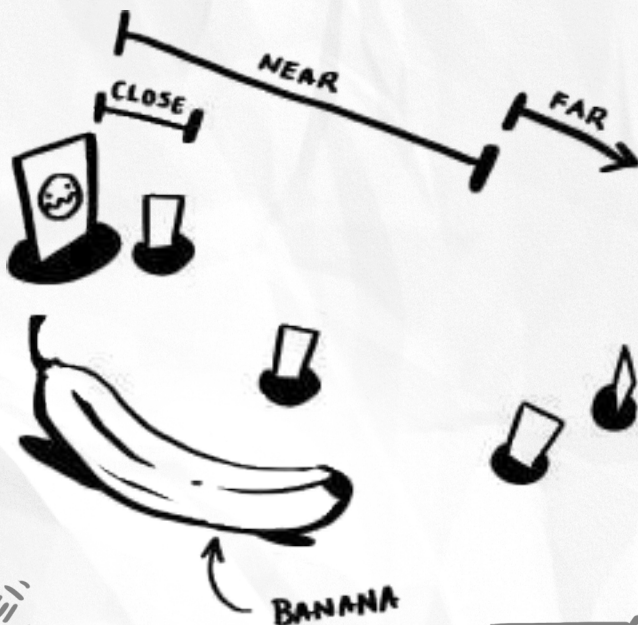
## MOVEMENT

Where you are in a battle can be the difference between victory and defeat. Are you standing in the expanding energy vortex, pinned there by evil power, or dashing across the chamber, swords glimmering with wrath? Are you locked in combat with a hulking, armored beast or safely firing from a concealed alcove in the shadows? Getting where you want to be is where ICRPG's simple movement system comes in.

Every tabletop player has asked 'how far can I get on my turn?' From the rules above you only know you can 1: Move FAR or 2: Move NEAR and take an action. So, what are FAR and NEAR in game terms?

- **FAR** is about 50 feet. A few seconds in a flat out run. A Far shot can be hard to hit, or it may be too far to cast certain spells. Anything further than 1 banana counts as FAR. 1 banana, FAR, is as far as any character can move in one turn.
- **NEAR** is a few quick steps away. It's close enough for a spear, but not a dagger. It's an easy shot, but not arm's length.
- **CLOSE** is face-to-face, toe-to-toe.

If you're playing 'Theatre of the Mind' then this is all you need to get started! If you're playing on a map or board with miniatures and the like, just use the banana-based distance system.



## WHEN DISTANCE MATTERS

The terms NEAR, FAR and CLOSE will give you clarity and detail on who is fighting who, what you can and can't do, and how to get the most out of your abilities and LOOT. Below are several examples of moments that distance and movement will matter, and add to the game.

- **ATTACK DISTANCE:** Am I too close, or too far to make an attack? Will it be harder or easier because of that distance? Can I close in without being in harm's way?
- **AREAS OF EFFECT:** Explosions, webs, and acid clouds all occupy areas, usually NEAR their origin. Keeping your distance can mean total safety.
- **TRAVERSAL:** Doors slam shut, portals dwindle and disappear, traps press in, and you need to get out fast. If it's further than 'FAR' then you can't run there in one turn. Deciding when to dash and when to inch along is a powerful skill for the dungeon-crawler. Too many heroes have perished just because they were inches from salvation.
- **GETTING THE UPPER HAND:** A clever combatant can use range and weapon length to avoid deadly close combat with an enemy, or deny them the same tactic.
- **BENDING THE RULES:** Many of the things that make LOOT and character growth awesome are your increasing ability to overcome distance limits with incredible speed, flight, or even teleportation. These abilities, combined with a sense of tactics, make a formidable fighter.
- **WEAPONS:** A dagger or sword only works if you're CLOSE, a long spear can be used if you're NEAR, and only bows or thrown weapons can attack if you're FAR.
- **COMMUNICATING WITH OTHER CHARACTERS:** As a rule of thumb, CLOSE allies can talk in a whisper, NEAR can use normal speaking voices, and when FAR you must yell to be heard. Use these guidelines when staying quiet, or sharing battle plans.

# TIME

## CONTINUAL TIME

Many RPG's separate combat time, which is very detailed, and down time or free time, which is very loose. Not **ICRPG!** **ICRPG** is ALWAYS in turns, whether players are traveling, crafting, opening chests, fighting monsters or falling in love. The time frame is flexible, narrative, and continuous. This method avoids that weird morass that can happen between battles, when the table can get aimless. Just keep moving player to player, clockwise, no matter which time frame you're in.

There are three resolutions of time used in **ICRPG**: Moments, Hours, and Days. These correspond to common modes that happen in RPG play: combat, rest and recovery, and downtime or story segments.

**MOMENTS:** During combat, each player takes a turn that represents just a few key seconds of heroic effort and tension. The detail level is maximal to give battles the intensity they deserve. Thus, when describing your Action on your Turn, consider what could be accomplished in 5 to 10 seconds.

Examples of Actions done in mere Moments:  
Swing a sword at an enemy, Kick down a door, Dash across the battlefield, Light a wagon on fire, Read an ancient spell, Activate the hyperdrive

**HOURS:** Between battles, heroes rest their bones, lick their wounds, take to the road, or build field fortifications for a coming attack. Each player turn is 1-3 hours, so adjust your descriptions accordingly. Adventurers sitting 'round a dim campfire in the eerie wild is a classic example of this kind of time.

Examples of things done in a matter of Hours:  
Repair a dented suit of armor, Recover HEART(s) lost in battle, Tell a tale of heroics, Craft a set of arrows, Decipher a mysterious scroll, Refuel the hyperdrive

**DAYS:** Between adventures, characters tend to wind up in towns, aboard a ship, or in a stronghold. They make new gear, repair broken gear, haggle with shopkeepers, and prowl for rumors in local taverns. These actions span 1-5 days each. Just because time has stretched out doesn't mean the game descends into chaos! Turns proceed 'round the table as normal, each player using his few days to execute his agenda, making rolls as needed.

Examples of Actions that take Days:  
Build a new wing of the castle, Create a magical item, Travel to a faraway land, Train an army, Locate a dimensional doorway, Build a new hyperdrive



# SCORING LOOT

## SEEK YE TREASURES

Ah, the sweet sweet feeling of landing epic LOOT. Don't deny it, let the greed flow through you. Treasure can drive some of the most sublime gameplay, and role play. It isn't a bad thing! Especially in **ICRPG**, LOOT is THE route to character growth, so go after it!

## WAYS TO SCORE LOOT

### MILESTONE REWARDS

The Milestone Rewards listed on your character's Class are a specialized way to evolve your hero. Your GM may announce "...and with that victory, you may all choose a Milestone Reward for your Class!" The GM may also simply decide on one reward to grant based on your actions. This is **ICRPG's** way of 'leveling up.'

### LOOTING A FALLEN FOE

As a general rule of thumb, each HEART an enemy possesses beyond the first (10 Hit Points each) will grant one dropped piece of LOOT or CHEST when defeated. A CHEST must be opened, but a simple 'drop' of LOOT can be rolled on a 1d100 table instantly.

### FINDER'S KEEPERS

The world is a big place, and many valuables have been left behind, hidden, or vaulted for safekeeping. These are the fruit of a delver's dreams. Like LOOT dropped from an enemy, these can come in instant or CHEST form, depending on how they are discovered.

### A KINGLY GIFT

During a heroes' life, there are moments of recognition that change the world. A King bestows a boon, the gods materialize a magical gift, or a strange alien race offers its gratitude with a powerful relic. These types of LOOT are not rolled randomly, but designed by your GM, and available to a specific recipient. You've earned it.

## CHESTS

Most times, the LOOT you seek will be locked away in a CHEST. This doesn't mean a giant footlocker or pirate's box, it can also be a small lock box or iron-banded weapon case. Either way, you'll have to pry, smash, outwit or nimbly disable the thing to access its contents. Time to do some rolling!

### OPENING A CHEST

Like all things, you'll need to make an Attempt to open your new lock box, then roll Effort to get the job done. There are three possible versions of this process.

### SIMPLE CHEST

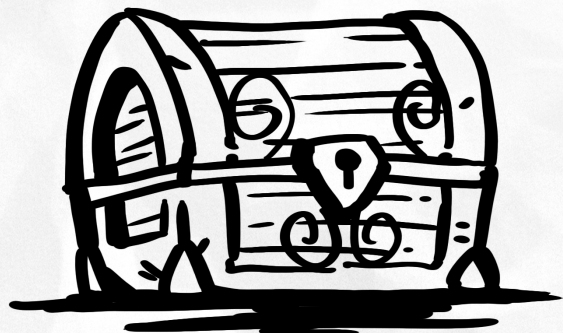
Use either DEX, STR, or INT (whichever is your best) to beat an EASY roll on the current Target. The Chest pops open with ease. Roll your 1d100 LOOT roll, and your GM will reveal your find.

### STANDARD CHEST

Use either DEX, STR, or INT (whichever is your best) to beat a normal roll on the current Target. The Chest possesses 1 HEART of challenge to overcome. Use BASIC EFFORT to get this done, unless you have means to enhance that roll with magic. Remember, if you roll a natural 20 on the Attempt to open it, add a D12 to your D4 of Basic Effort. You'll have it open in a snap!

### MIGHTY CHEST

These rare, reinforced hoards are built to last. Some are even too heavy to move. Use either DEX, STR, or INT (whichever is your best) to beat a HARD roll on the current Target. These Chests possess 2 HEARTS to overcome.



# LOOT TYPES

## TIME IS ON YOUR SIDE

If you are in HOURS of time when making Chest opening Attempts and Effort Rolls, make each roll three times as one turn. In Days of time, any Chests in your possession can be instantly opened and rolled on for contents.

## LOOT TYPES

Food, Gear, and Spells. Each type has its own uses, wonders, and limitations.

### FOOD

These range from healing bear jerky to fire-breathing gar. Food LOOT will include a count. Once the count is used up, the Food is gone...your basic consumable. Food is effortless to carry and can be handed to an ally in no time. Consuming Food also takes just a few seconds, so it won't EAT up your turn.

### GEAR

The most common kind of LOOT is equipment, armor, clothing, weapons, and the like. These are mostly simple objects, but some require understanding to wield or wear. This takes the form of a Check, which must be made to begin using the item, included in its listing. Gear can be destroyed, lost, traded, given...unless it is cursed...but it's best not to think of such things.

### SPELLS AND POWERS

Spells take many forms such as ancient scrolls, divine visions or alien microchips. He who learns a Spell is bound to it, and it cannot be traded or given once learned.

*Where's all the LOOT? The Quickstart includes VERY LITTLE LOOT. The ICRPG CORE includes over 500 pieces of unique LOOT, spread across 5 D100 tables!! Sometimes, the best part of a session is seeing what those pernicious tables offer up to players.*



# DEATH AND DYING



## GUYS, I THINK I'M DEAD

You failed the Check, your Armor is toast, and you've been sitting on 1 Hit Point for the last hour. The Brain Beast whips out at you, doing 12 Magic Effort against your face. The room wheels, you pitch backward, darkness folds in. You, my fine player, are DYING. Every adventure game has to confront rules for death. This is one of ICRPG's most innovative, and sometimes frightening, departures. Take a look at a Character Sheet. Down in the corner you'll see a tiny Skull. So humble, so mighty.



Know ye well this humble little skull, for one day your life will literally depend upon it. Here's how it works.

- 1:** When Reduced to Zero Hit Points, you are now 'Dying.' This means you are unconscious, bleeding out, and running out of time.
- 2:** On your next turn after being dropped, Roll a D6 (see the tiny little 6 Square on the Skull? That's your reminder). In that many of YOUR turns, you are irrevocably, stone cold, DEAD. Pray you don't roll a 1. Use a D6 to count these down, or mark the current number in the "til dead" space.
- 3:** On each of your turns during your Dying countdown, roll a D20. If you get a natural 20, jump up miraculously with 1 Hit Point. It was just a flesh wound.
- 4:** To stop the Dying countdown, an Ally must reach you and help. This requires no Check for them, but they simply reach out, hold your head up, and say "don't die on me man!" This simple act will halt the countdown, but you will remain out cold until healed with medical supplies, healing magic, or safety and rest.
- 5:** If you take so much damage that you are reduced to -20 Hit Points or worse in a single hit, you are blown to pieces. There isn't even a corpse.

*I get SO many questions about how to handle death at the tabletop. It isn't just a matter of mechanics, but human emotion and team dynamic. There are no easy answers! First, DO NOT EQUIVOCATE. That means don't let a death be confusing, dubious, or 'iffy.' Be clear, decisive. If a player dies by the rules, in total fairness, for glory and fellows...it will be remembered as a good death. Second, KNOW WHAT HAPPENS NEXT. Is the session over? Will the killed player need to sit out a session while a new hero approaches? Be ready, be clear. If it's an old PC, consider a resurrection quest. Make it sting, be fair, and let red legends be made.*

# RECOVERY

## RECOVERY

For each HEART, you've 10 Hit Points to lose and cherish, but how do you RECOVER those Hit Points beyond bandages, healing spells, and nanorepair? Simple: Take a RECOVERY Action!

RECOVERY is when you use a turn to stop everything you're doing and just breathe. Tear a piece of your tunic as a wrap, spit out a tooth, or splash cold gar in your face. Depending on the time frame you're in, the outcomes are slightly different. This is your chance to rest! Know these rules well!



**IN MERE MOMENTS:** In combat time, you have the slimmest chance of Recovery. There is no safety, and only seconds to spare. If you spend a combat turn in Recovery, beat the the current Target with a CON roll to recover 1 Hit Point. Yes. 1. Add your CON bonus to this amount! Here's where the CON STAT shines.

**IN HOURS:** When between battles, but ONLY IN COMPLETE SAFETY, use one turn to recover 1 HEART. No roll. The concept of 'safety' is crucial here. Is the wet, dank corner of a dungeon 'safe?' Only the story will tell. If between battles but not safe, a sacrificed turn earns 1 Hit Point + CON bonus, with no roll. This may seem trivial, but when you're trying to repair gear, open chests, or decode spells, that turn can be crucial.

**IN DAYS:** If spending days of time in complete safety, recover all HEARTS with no roll, no problem. If your ordeal was bad enough, the GM may choose to blight you with an INJURY. That is a different story altogether...





# BUILD A CHARACTER

## YOU ARE A HERO

This is a world of adventure and danger, of redemption and doom. This is a world of vengeance and wonder, of frontiers and friends.

This is your world, and it's time to explore.

Imagine your HERO self. Who are you? What is your name? Your quest in life?

The other HEROES are your FRIENDS. How did you meet? What equipment do you carry? Why?

The art of ROLE PLAYING is very simple: imagine you are that hero, and act accordingly. No matter what you think may or may not be possible...dare to dream.

First, take some time to ready your so-fresh CHARACTER SHEET for adventure, following the steps below.

NAME: \_\_\_\_\_

SCORE: \_\_\_\_\_

	BASE	ALL LOOT	TOTAL ARMOR LOOT
STR	___	○	___
DEX	___	○	___
CON	___	○	___
INT	___	○	___
WIS	___	○	___
CHA	___	○	___

4 BASIC  
6 WEAPONS  
8 MAGIC  
12 ULTIMATE

♥ = 10 HP Points

6

 YOU'RE DEAD  
 OR, 20% RESERVE

## 1: CHOOSE AN IMAGE

Choose or create a picture or Miniature that fits your HERO idea. This could be a paper standee, art from the internet, or a drawing right then and there! Either way the IMAGE is what will drive your imagination.

## 2: DREAM A STORY

Based on your HERO imagery, determine a name and short story. Who are you? Why have you dared to enter the wide world? What lay behind you? What troubles you? Are you human? Something else? How do you know the other heroes in your group? Old friends? Family?



# STATS, ARMOR, EFFORT

## 3: BUILD STATS AND EFFORT

Take a look at your CHARACTER SHEET, and grab a pencil. Just below your NAME are SIX STATS, your ARMOR, and the types of EFFORT you can do during play.

You get SIX POINTS to distribute among these as bonuses (a +1 = 1 Point, a +2 = 2 points and so on), indicating how awesome you are at certain things.

There are many ways to use these SIX POINTS to create flavor and badassery in your new HERO, so scratch your chin and look serious for a second. Before you place your six POINTS anywhere, here's what each slot means to how you'll play:



### STATS

The raw facts of how the Gods made you. Points here add to D20 Attempt rolls.

**STR-** Strength is used to make ATTEMPTS with melee weapons, bend bars, and lift elephants

**DEX-** Dexterity makes you faster, more accurate at range, and able to leap over spikes

**CON-** Constitution is how tough you are, how much beer you can quaff, or cold you can endure

**INT-** Intelligence is book smarts, memory, training in math, science and the arcane arts

**WIS-** Wisdom is the power of the Druid or Scout...a subtle power of intuition, faith and the senses

**CHA-** Charisma makes you the leader, gives you a booming voice, and defies fear

**ARMOR-** For each point you put into ARMOR, your enemies will have a harder time hitting you. Everyone wearing clothes gets a starting ARMOR of 10. For each point you put here, add 1 to that for your ARMOR total.



### EFFORT

When you succeed with an Attempt, you'll roll dice for EFFORT. Add points here to add to those outcomes...



**BASIC WORK-** Your bare hands and raw wits can be very useful in unpredictable perils



**WEAPONS DAMAGE-** Swords, spears, bows, axes all use this dice, so add points here to be more deadly



**MAGIC EFFECT-** Any kind of magic effort you make rolls this die, so put points here to amplify your arcane or divine power



**ULTIMATE-** If you roll a 20 on an ATTEMPT, you'll add a D12 to whatever kind of EFFORT you are making! Add points here to exaggerate this effect.

# STARTER LOOT

## 4: CHOOSE YOUR GEAR

As part of creating your HERO, select equipment that fits your story, matches your fighting style, or emphasizes your STAT, ARMOR and EFFORT choices.

Choose wisely! These will cement the idea you had for your HERO at the beginning, and LOOT is not easy to come by, depending on your GM and your luck.

Each Character Sheet includes a section for Starter Loot and Starting Equipment.

## STARTER LOOT (Choose One)



**Book of Secrets, +1 INT** All worlds hold weird secrets. With this, you know a few of them.

**Meditation Beads, +1 WIS** By counting the beads, the mind settles. Senses heighten, intuition improves.

**Masterful Coats, +1 CHA** Your voice seems more commanding, your tone more grave.

**Fire Stone, +1 Magic Effort** Fragments of some forgotten crystal enhance your magical power.

**Armor Kit, +1 Armor** Boost Armor! You must have at least 1 POINT in Armor to take this item.

**Masterful Boots, +1 DEX** Nothing helps the nimble and swift like well-made foot wear.

**Trusty Mug, +1 CON** He who drinks from the same mug every day will know the joys of a steadfast gut.

**Ring of Might, +1 STR** Used for bending bars, swinging a hammer, and pulling a wagon.

**Weapon Kit, +2 Weapon Effort** Grip chain, custom belt sling, and other tidbits give you an edge.

**20 Magic Ammo, Roll Magic Effort** Be it arrows, bolts or bullets, it houses a weird, deadly power.

**Spyglass, +3 WIS when scouting** Scanning the horizon for threats? One of many types of scouting.

**Berserk Ring, +3 Ultimate Effort** Make Ultimate Effort rolls even more Ultimate!

**Greedy Gloves, Roll Ultimate when opening Chests** Get Loot faster with these clever gloves.

# STARTING EQUIPMENT

## STARTING EQUIPMENT (Choose Weapons AND Three Items below)

### COMMON WEAPONS (Up to Three)

There's going to be bad guys, and you have to hit 'em with something, so what'll it be? This includes every imaginable weapon: swords, hammers, axes, guns, bows, flails, spears and magnetic gauss launchers. Each World Primer features Weapons lists that fit that setting (CORE ONLY).

### Rope & Hook, +3 DEX when climbing

Standard issue grapple gear. Includes 50 feet of rope and a curved metal anchor.

### Spell Book, +1 INT when casting spells

Even waste-landers and spacefarers know that Magic is a potent and omnipresent force. With this book of hidden glyphs and dimensional math, you are one step closer to mastering it's mysterious power.

### Common Shield, +2 Armor

Sure, it uses up a hand, weighs a ton, and makes a bunch of noise, but it sure can take a beating. Common Shields can be sacrificed to absorb ALL of one hit against you and be destroyed.

### Supplies Pack: Food, Flint, 3 Flares

Long journey? This pack is a must. When traveling far and wide, the GM will roll for travel cost. This many 'Supplies' are consumed on the voyage. Average value per pack is 10 Coin.

### Miner's Gear: Lantern, Pick, Spikes

Even in science fiction settings, basic earthworks and tunneling gear can be critical.

### Tools (one type), +3 Variable

Choose Lock picks, Smithing, Woodwork, Technology (by Type), or Medicine. Add a +3 Bonus to your ATTEMPTS when performing that craft with your Tools.

### Trapper Gear: Snares, Tackle, Tent

Whether you're wandering the wild, marooned on a strange planet, or stuck in the middle of nowhere, these are crucial.

### Pouch of 50 Coin

Seashells, credits, gold, greenbacks...whatever. You've got some pocket cash for the next tavern.

### Common Armor, +1 Armor

One extra piece to add to your starting Armor STAT. Remember as you gather more Armor items, a maximum of +10 Armor from items is all you can wear. This does NOT include Armor gained from your STAT.

### Instrument, +3 CHA when performing

Yes, you jam. You lay it down and people listen. With your lute/synth/drum/war horn you remind everyone what being a badass really means.

# WEAPONS OF ALFHEIM

## AN AGE OF STEEL AND WOOD

**DAGGER:** A timeless classic of all who dare the wide world. Concealed, Fast, Piercing, Thrown

**SHORT SWORD:** The preferred weapon of rogues and light footmen. Fast, Light, Sturdy

**LONG SWORD:** Considered a mark of lordship in many places. Deadly, Large, Sharp

**GREAT SWORD:** The Zweihander! Near, Huge, Chopping, Heavy

**AXE:** As much weapon as tool. Useful, Durable, Thrown

**BATTLE AXE:** A brutal modification on an old invention, preferred by savages and berzerkers. Huge, Chopping, Can't be Sheathed

**HALBERD:** Pole-axe of the front lines. Near, Giant, Reach, Siege

**STAFF:** What adventurer hasn't delighted in the finding of a good, solid STICK. Light, Simple, Useful, Everywhere

**SPEAR:** Some call it the world's first weapon. Near, Simple, Long, Durable, Thrown

**SIEGE SPEAR:** Used for felling horses. Near, Giant, Reach, Piercing

**MACE:** Merciful? Hardly. Heavy, Smashes Armor, Merciful

**HAMMER:** The one weapon that will never break. Useful, Indestructible, Thrown

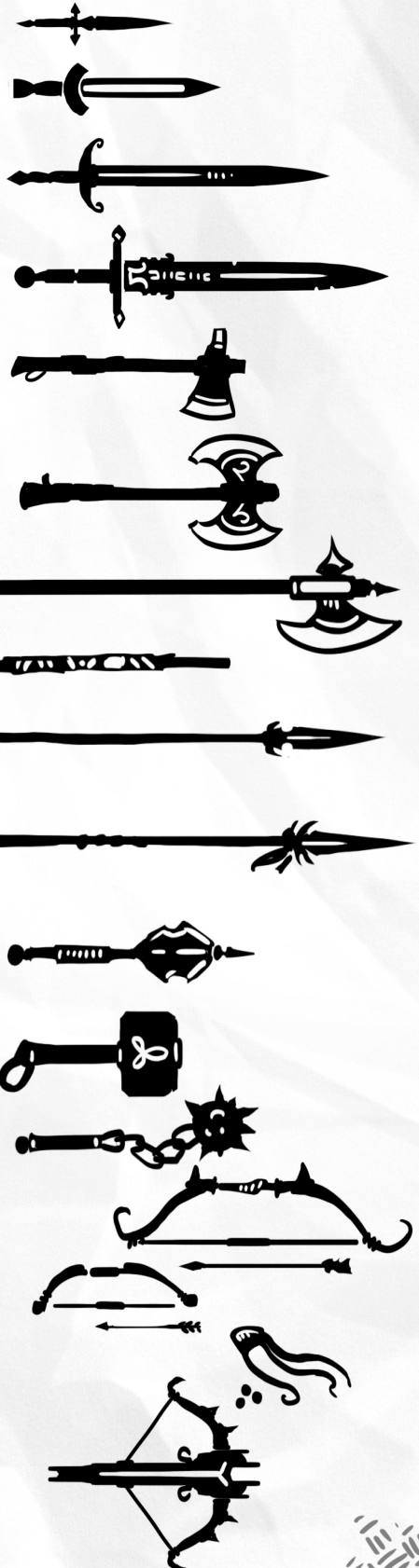
**FLAIL:** Usually used on horseback. Deadly, Unblockable, Can't be Sheathed

**LONG BOW:** Far, Immense Range, Piercing, Large

**SHORT BOW:** Far, Small, Light, Short Range

**SLING:** Far, Invisible, Free, Merciful

**CROSSBOW:** Complex to operate, and not found in many places, but terribly effective in war. Far, Expensive, Rapid Fire, Military



# FINISH YOUR CHARACTER

## 5: FINISH YOUR SHEET

Now that you have some gear, some of your BONUSSES will be a bit better. Add whatever bonus points your gear has given you in the '+ ALL LOOT' columns on your sheet.

## HEARTS!

In ICRPG, 'Hit Points' are portrayed as HEARTS. Each HEART represents 10 Points. All starting characters come equipped with ONE HEART. Yep, you're about to blaze out into the wide world with 10 stinkin' Hit Points. You will gain more HEARTS in time with LOOT.

## CHOOSE CLASS

Each CLASS has unique abilities and specializations in the form of MILESTONE REWARDS. You will earn these as you play. Each Class also has Starter Reward you get right away. The listings also include common gear to match those abilities, but feel free to use any gear that fits your idea.

## CHOOSE YOUR BIO-FORM

The cosmos is filled with a variety of sentient creatures. Each will have bonuses and special properties to finish your character. **NOT INCLUDED IN QUICK START.**

## THE EPIPHANY EDIT

Often times with a new game, you'll start seeing all the concepts right as you finish making your first character. The fog clears, and lo, the wonders reveal themselves! If this happens, feel completely free to go back, make changes, or just BUILD ANOTHER CHARACTER! The more you understand how the game plays, the more nuanced and interesting your characters will become.

## Example Character Build

*George builds 'Krodar the Crusher'*

*George: "I've always wanted to play a character like Conan! A huge, muscled badass with a giant sword and a tough attitude."*

*Class: BLADE*

*STR +2, CON +1, Weapons Effort +2  
Armor +1*

*Ring of Might (+1 STR)*

*Great sword, Supplies, Common Armor  
(+1 Armor)*

*Story: Trained by the war masters, then set free by a mysterious Northman.*

*George: "Ok, I've got all my basics figured out, but KRODAR should be more Conan-y. What can we do?"*

*GM: "Well, where did he get that massive sword?"*

*George: "Crom's tomb, of course. It's ancient steel, stained red."*

*GM: "Ok, the red color is that of heroes' blood. During battle, you can give 1 Hit Point of your blood to the sword. When you do this, and land a hit, you can roll an extra D4 of Effort."*

*George: "Yes! This will be perfect when I have 2 or 3 HP left!"*

*GM: "Wow."*



# SAMPLE ALFHEIM CLASSES

## ALFHEIM CLASSES

You're ready to get a complete picture of your Character. The Nine Classes below serve as guidelines. Work with your GM to set a path that fits YOUR idea. Blend them, warp them! Remember, in ICRPG, all Character progression is done through LOOT, so what you have becomes who you are!



### GUARDIAN

From the Anvil Knights of Ramthas to the Kopesh wielding Cavaliers of Khett, all defenders are trained in steel and strategy. They swear by the shield, and hold valor above all else.

"I stand between Us and Them"

Recommended Gear:

Ring of Might, Common Shield, Armor Kit, Weapons Kit

Starter Reward:

Shield Glove (Shields give you an additional +1 Armor)

**Milestone Rewards:**

Battle Standard (Allies fighting next to you gain 2 Armor)

Heart Stone (add 1 HEART to your maximum)

Spiked Shield (Deal 3 damage on a missed attack)

War Horn (Give an ally +3 on their next Attempt)

Skin of Amber Gar (Consume to be immune to damage for 3 Turns)

Guardian's Boots (Designate an ally, absorb any damage they take)



### BLADE

Every group needs its deadly weapon. Axes, knives, swords, pikes...the BLADE is master of all, and shows little mercy in battle. Some are Lydea's assassins, forged with dark magic, others are driven by wrath or rage.

"I will kill them. I will kill them all."

Recommended Gear:

Weapons Kit, Spear, Axe, Sword, Rope and Hook, Common Armor

Starter Reward:

Weapon Gem (Improve one weapon, deal an extra +2 Effort with it)

**Milestone Rewards:**

Masterwork Boots (+1 DEX)

Diamond Whetstone (Choose one weapon, when you Roll 6 Effort, Roll again)

Khettish Chains (On a weapon attempt of 15 or better, Attack again)

Blood of Furies (Trade HP for a Weapons Effort Bonus)

Blade Gauntlets (On a Move turn, arrive and do 1D4 Weapon Effort)

Obsidian Spears (Thrown, 5 Count, any hit does Double Ultimate Effort)



# SAMPLE ALFHEIM CLASSES



## SHADOW

Footpads, Hoods, and Thieves use stealth as their weapon. They prefer the company of darkness, place little value on law and order, and above all trust dagger and cape above friend or kin.

“Hold on, let me try something...”

Recommended Gear:

Greedy Gloves, Weapons Kit, Trapper Gear, Pouch of Coin

Starter Reward:

Thief's Hood (Stealth rolls are always EASY)

**Milestone Rewards:**

Thieves' Boots (When rolling Stealth, only on a 1 do you fail)

Thieves' Gimbel (When rolling for LOOT, add 10 to the result)

Weird Masks (+3 CHA when deceiving strangers)

Smoke Bombs (5 Count, throw to conceal movements of one or more allies)

Deadly Snare (Set a tiny trap that does Ultimate Effort when triggered)

Shadow Dagger (Attack with Magic Effort, even after Moving FAR)



## ARCHER

No weapon has changed warfare like the longbow, and those who master it are formidable indeed. A master Bowman is fast, accurate, and tactical. They serve both as muscle and brains for their allies, and strike like lightning.

“Fall back, focus fire on the big one!”

Recommended Gear:

Fire Stone, Longbow, Dagger, Common Armor

Starter Reward:

Speed Quiver (If a ranged Attack roll is 15 or higher, fire again)

**Milestone Rewards:**

20 Magic Arrows (Roll Magic Effort on Hit)

Berserker Ring (+2 Ultimate Effort)

Marking Flare (Designate a hit target. Allies do double Effort against it)

Grapple Arrow (Hit an anchor point and move there as a free action)

Steel Bowstring (Hit a target, all targets between you are also hit)

Lightning Bow (Always roll Magical Effort, you no longer need arrows)





# SAMPLE ALFHEIM CLASSES

## PRIEST

The healing arts of Alfheim are mostly credited to the devotees of Red Mark Mountain. The monks and nuns of Rel, Udin and Thorr channel their divine favor into a force of pure good. For this reason, Priests are often moral anchors among their allies.

"Is anyone hurt? Stop moving!"

Recommended Gear:

Book of Secrets, Staff, Supplies, Armor Kit

Starter Reward:

CHOOSE ANY TWO WIS POWERS from pp. 26

**Milestone Rewards:**

Heart Stone (add 1 HEART to your maximum)

WIS Power: Healing Nova (Heal ALL Allies on a HARD WIS Attempt)

Amulet of the Fortress (If FAR from enemies, Allies touching you can't be harmed)

Belt of Udin (When Healing yourself, always do Ultimate Effort)

Book of Knowledge (+3 INT when investigating the unknown)



## MAGE

Magic is a rare and feared thing in Alfheim, and those who dare meddle with it are often 'fragment-touched.' The weird red crystals that seem to fuel their art become part of them. No matter, for they are powerful, mysterious beings.

"My friends, I've got this...watch..."

Recommended Gear:

Fire Stone, Staff, Dagger, Pouch of Coin, Weapons Kit, Supplies

Starter Reward:

Choose ANY TWO INT SPELLS from pp. 26

**Milestone Rewards:**

Volatile Fire Stone (+3 Ultimate Effort when Casting Spells)

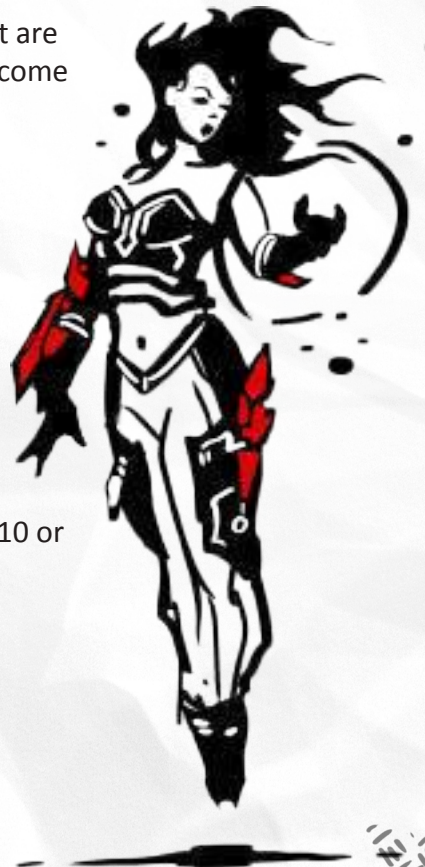
INT Spell: Detect Evil (In a visible area)

INT Spell: Pyroblast (Double Effort on up to three targets. Volatile: Attempt of 10 or less, choose 3 random targets)

Shield Crystal (Impenetrable by conventional missiles)

Blood Amulet (Sacrifice 1-10 HP, add to a Magical Effort roll)

Book of Secrets (+1 INT)



# SAMPLE SPELLS

## WIS POWERS

By divine power, or the pulsing heart of nature itself, you channel energy through your mortal frame and into the world. You need no secret words, no written runes to cast your spells...they live within you. The more calm you become, the more power you gain, and the less you struggle, the more comes into focus. This is the way of WISDOM. Your way.

Beat the current TARGET with a WIS roll to cast. WIS POWERS, when acquired via LOOT, enter your mind through objects of nature, humble carvings or wisps of vapor. Cannot be traded once learned. Occupy no GEAR slots.

**Armor of Faith:** WIS 11 1, Give a target you can see +3 ARMOR for 1 ROUND

**Blessing of the Void:** Grant one ally you can see a guaranteed ATTEMPT or CHECK on their next turn

**Dire Bear:** WIS 11 1, Become a colossal bear for 1D4 ROUNDS, Add 1 HEART, Double ALL bonuses

**Divine Shield:** WIS 11 1, Enchant a target you can see to absorb the next 10 EFFORT done to it

**Healing Nova:** WIS 13 2, Heal all NEAR allies with DOUBLE MAGICAL EFFORT

**Healing Touch:** WIS 11 1, Touch to heal an ally with MAGICAL EFFORT

**Holy Bulwark:** WIS 15 1, Bless an ally with touch, for 4 ROUNDS they are immune to non-magical EFFORT

**Invulnerability:** WIS 18 1, Anoint one touch target, they cannot be harmed for 1D8 ROUNDS

**Iron Palm:** Your next 1D4 unarmed attacks are +3 ATTEMPT and do ULTIMATE

**Iron Skin:** WIS 11 1, Your ARMOR is 20 for 1D4 ROUNDS

**Lifegiver:** WIS 11 1, Exchange your life for another with touch, Drop to 0 HP, Raise a DYING ally to full HP

**Resurrection:** WIS 15 5, With a HARD ATTEMPT, raise your EFFORT output in HP per day, target rises when full

## INT SPELLS

Arcane forces lie just beneath our dimension, accessed by a sort of dark science. This is the art of magical word craft, somatic gesture, epigraphic glyphs and careful recipes. There is no mystery here beyond knowing the cosmic laws that govern all energies and matter, but those laws are many, and baffling to most mortal minds.

Beat the current TARGET with an INT roll to cast the following spells. INT SPELLS, when acquired as LOOT, come in the form of scrolls mostly, torn book pages or other written forms. They can be freely traded until learned, but even then MUST BE EQUIPPED or CARRIED. Only EQUIPPED INT SPELLS can be used.

**Arcane Bomb:** INT 14 2, Plant this glowing orb, in 1d4 ROUNDS it explodes for 4D12, NEAR range

**Arcane Missile:** Fire a missile of energy at a target within FAR range you can see

**Aazul's Conjunction:** Summon 1D4 imp demons who crave seared flesh, ANY flesh

**Blade Aura:** INT 13 1 Embue an ally you touch. Those harming him take WEAPON DAMAGE, lasts 1D4 ROUNDS

**Crystal Sanctuary:** NEAR allies have +3 ARMOR as long as NEAR you

**Curse of Ord:** INT 20 1 Place a specifically worded curse on a creature you touch, requires HARD roll

**Destroy the Dead:** INT 12 2, Annihilate 1 Undead per 1 HP burned, FAR range

**Dominate Monster:** Take total control of any monstrous creature for 1D4 ROUNDS

**Doorway:** INT 15 1 Create a magical doorway ANYWHERE to ANYWHERE you have been. Lasts until injured

**Fireball:** INT 15 3, Blast any targets within NEAR range of a designated location you can see

**Fire Missile:** Fire a bolt of flame at a target within FAR range, ignites flammable objects

**Gravity Inversion:** Invert gravity within FAR range for 1D4 ROUNDS

# LOOT

## TERMS IN LOOT TABLES

**NAME:** This is what players will write down, and should give you the creative seeds to create a good description of the object's appearance and origin.

**TYPE:** This tag can be ITEM, FOOD, ARMOR, INT SPELL, WIS POWER, or WEAPON.

**ITEM:** An object that can be freely traded with others. Items rarely need to be learned. Items have a very wide range of possible forms.

**FOOD:** Any time FOOD is activated/used it is immediately destroyed and removed from your inventory, and the effect happens instantly. Never requires learning, free to trade.

**ARMOR:** A worn object such as chest plate, helmet. Complex Armor does require learning. A single character can only equip 10 points worth of Armor total. Can be traded freely.

**INT SPELL:** A Spell cast with an INT Attempt. Does Magic Effort. Cannot be traded once learned.

**WIS POWER:** A Spell cast with a WIS Attempt. Does Magic Effort. Cannot be traded once looted.

**WEAPON:** Implements of destruction that can be traded. A single character can only equip 3 Weapons at once. Sometimes requires learning.

**HOW TO LEARN:** Learning requirements are listed as STAT TO USE > TARGET > # HEARTS EFFORT TO LEARN. So WIS 11 1 would require a WIS roll of 11+, and 1 HEART of EFFORT to learn.

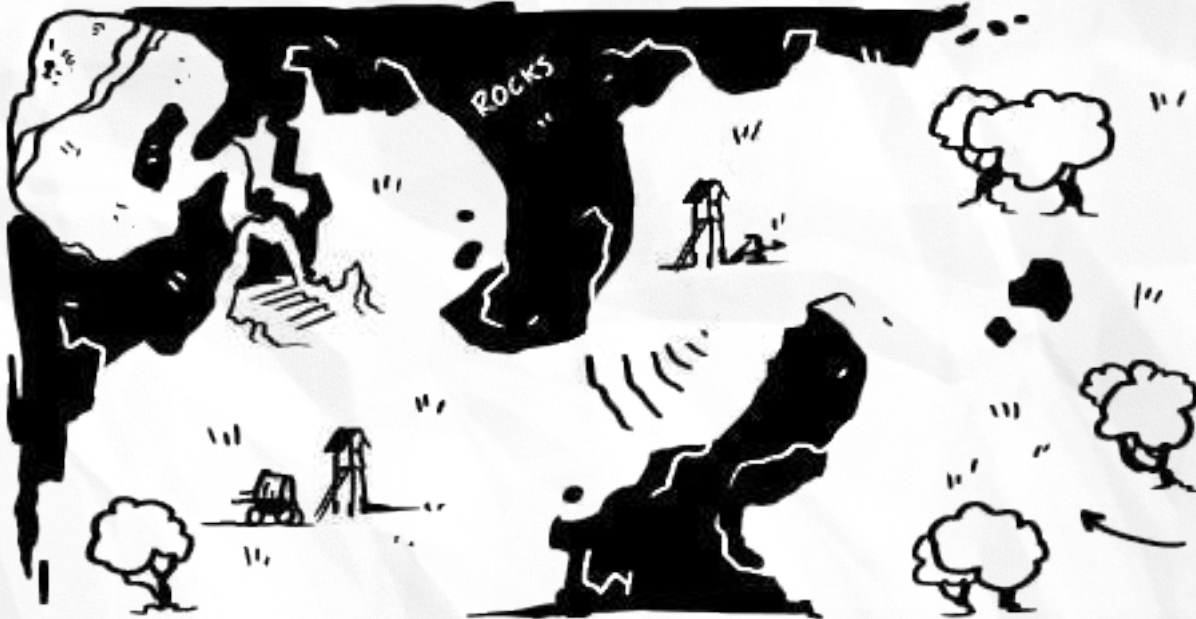
**HOW IT WORKS:** This is the quick description of the object's function. These tables are all written in tight shorthand, so be sure to add some flavor description when awarding LOOT to players!



# SAMPLE LOOT TABLE

- 1: Moldy Buns: Food, Heal 5 HP but tastes simply awful
- 2: Levitation: INT Spell, INT 10 1, Enchant a target to float up to 6 feet high for 1d4 ROUNDS
- 3: Identify: INT Spell, INT 11 1, Give a target +3 on an INT/Investigate roll, No Attempt needed to cast
- 4: 10 Magic Arrows: Item, None, Inflict Magical Damage with a bow shot, can be retrieved, broken on crit fail
- 5: Speedy Snack: Food, Gain a bonus MOVE after your next MOVE
- 6: Spider Bites: Food, Heal 2d6 HP but you're pretty much eating a bug
- 7: Feast o' Fingers: Food, Heal all allies 1d8 if they are at CLOSE range
- 8: Armor of Faith: WIS Power, WIS 11 1, Give a target +3 Armor for 1 Turn
- 9: Silver Sword: Weapon, None, +1 Effort, Silver properties
- 10: Spiked Net: Weapon, DEX 11 1, STR check to escape, Entangled move NEAR only and all checks HARD
- 11: Disguise Kit: Item, None, Do ultimate effort and EASY checks whenever deceiving a stranger
- 12: Mithril Vest: Armor, None, Subtract 2 from all Weapon Damage done against you
- 13: Aegis Amulet: Item, None, Roll 1D8 when dying
- 14: Iradrum Heart: Food, After eating, for 24 hours if you drop to 0 HP, instantly recover to 1 HP
- 15: Ire Bacons: Food, Heal 3d12
- 16: Fin Boots: Armor, None, +1 Armor, double effort and range when swimming
- 17: Red Gar: Food, Heal to full HP, absorb the next attack unharmed
- 18: Cloak of Shadows: Armor, None, +1 Armor, roll EASY checks when sneaking
- 19: Lion Shield: Armor, STR 11 1, +2 Armor, Allies that are NEAR also get +2 Armor
- 20: Demon Helmet: Armor, STR 12 2, +1 Armor, +3 CHA when intimidating
- 21: Healing Touch: WIS Power, WIS 11 1, Touch to heal an ally with Magical Effort
- 22: Healing Nova: WIS Power, WIS 13 2, Heal all allies with double Magical Effort
- 23: Grapple Vine: WIS Power, WIS 11 1, When you move, pull a monster or ally with you
- 24: Lightning Bolt: INT Spell, INT 13 2, Burn 1-12 HP, add to a blast of magical effect, double against metal-clad
- 25: Ice Blast: INT Spell, INT 12 1, Inflict magical damage and immobilize target for 1 turn
- 26: Arcane Bomb: INT Spell, INT 14 2, Plant this glowing orb, in 1d4 ROUNDS explodes for 4d12, NEAR range
- 27: Ragged Battleaxe: Weapon, STR 11 1, -2 to Attempts but roll ultimate effort every time
- 28: Fireball: INT Spell, INT 15 3, Blast any targets within NEAR range of a location
- 29: Claw Boots: Armor, None, Walk on any surface in any direction
- 30: Heart Stone: Item, None, add 1 Heart to your max
- 31: Enchanting: WIS Power, WIS 12 1, Enchant an item to do magical effort and a +1 per Heart of Effort spent
- 32: Enchanted Grimoire: Item, INT 11 1, Use magical effort when learning spells
- 33: Warrior's Amulet: Item, None, Use magical effort when learning a weapon
- 34: Divine Shield: WIS Power, WIS 11 1, Enchant a target to absorb the next 10 Effort done to it
- 35: Staff of Elements: Item, INT 16 3, Triple any elemental magical effort
- 36: Cloak of Aras: Armor, DEX 12 1, Deflect 1 Weapon attack against you per turn
- 37: Silver Gauntlets: Armor, None, +3 STR when gripping or grappling, silver properties
- 38: The Iron Hook: Weapon, None, Use a turn to pull a target to your location, FAR range
- 39: Turn Undead: WIS Power, WIS 11 1, For each point of Effort, turn 1 HEART of undead for 1 turn
- 40: Terror Shard: Item, None, Hold aloft, living things must resist with WIS or flee for a turn
- 41: Resurrection: WIS Power, WIS 15 5, With a HARD Attempt, raise your Effort output in HP per day
- 42: Dragon Orb: Item, INT 16 4, Blast 4d12 Fire Magic, FAR range, Item is destroyed
- 43: Dragon Helmet: Armor, CON 12 1, +2 Armor, Wearer immune to damage inflicted by fire
- 44: Ring of Ghosts: Item, WIS 12 1, On any 15+ attempt clone that action elsewhere
- 45: Crown of Madness: Item, INT 14 2, Make a target take a random action (GM's roll)
- 46: Smoked Roc Wings: Food, Fly for 4 ROUNDS
- 47: Black Gar: Food, +10 Armor for 4 ROUNDS
- 48: Queen's Kiss: Food, Your next action is an automatic critical success
- 49: Sharpening: INT Spell, STR 10 2, Add +2 Effort to a weapon, Once per weapon
- 50: Spiked Shield: Armor, None, Failed enemy attacks are answered with Weapon Damage (no bonuses)

# TOOTH OF THE AGNAR



## PIECE O' CAKE

Lord Goma of Kath asks only one deed to prove your worth as heroes of the realm: recover a single TOOTH from the mouth of the legendary AGNAR deep in the jungle. Did he mention the AGNAR is worshipped by a tribe of savage, murderous Goblins? How bad could it be?

Familiarize yourself with the MOMENTS in this tiny adventure, roll up a few heroes, and dive in! Be sure to utilize the MECHANICS listed on the monsters to give your battles variety and flavor. Good luck!



## MOMENTS

### TRAVEL THE JUNGLE, FIND THE LAIR: TARGET 10

Don't muck about, go around the table ONCE as the heroes explore the ferns and boulders, then BOOM Goblin camp, cave entrance beyond, and the action kicks off.

- Goblin guards popping up all over
- Goblin gadgets spewing arrows at random
- Drop some LOOT

### RECOVER THE TOOTH: TARGET 12

The heroes dare the Agnar cave, and through any means possible, pull one massive fang from that horrible mouth.

- Use fire to lure or scare it
- Sneak in or just battle the beast head on

### ESCAPE THE GOBLIN CAMP: TARGET 14

Their deity defiled, the Goblins send their crazed Agnar riders after the heroes! Roll your SESSION END die. For that many ROUNDS, the heroes must avoid the riders, who charge for ULTIMATE damage in straight lines like lunatics! To the keep!

- Run for it! Arrows flying everywhere
- Evade the unkillable, unstoppable riders

For more, watch the 'SAVAGES of KATH' actual play video on YOUTUBE...things got a little crazy.

# SAMPLE MONSTERS

## AGNAR

**ROLLS: +5 STR, +3 ALL OTHERS**

### ACTIONS

**ATTACK-CHOMP:** Weapon Effort, all CLOSE Enemies

**LIE IN WAIT:** Disguised as a green rock, free surprise Chomp attack on CLOSE passers-by

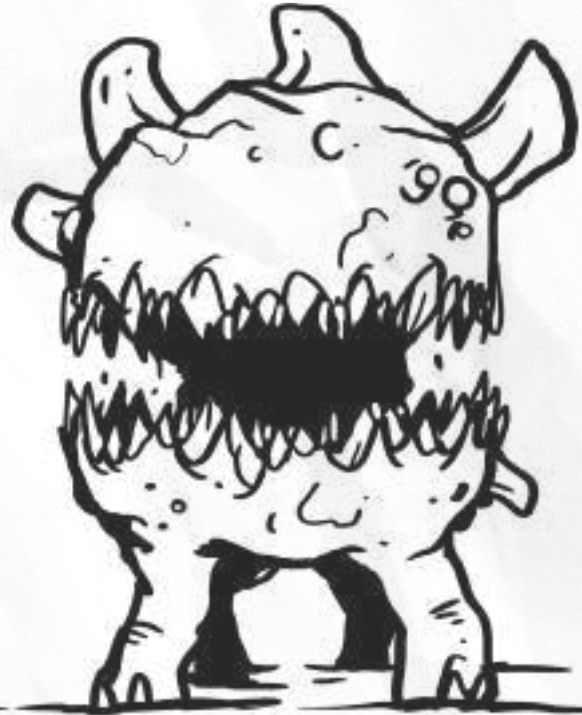
**ATTACK-FLYING LEAP:** Leap to Move FAR, then Ultimate Effort against any enemies CLOSE to landing impact

**INT SPELL-SPIN-THRASH:** Weapon Effort, all NEAR Enemies, recover 5 HP. NEAR enemies make a DEX Check to half the damage

*The all-eater, or 'supermouth' of Kath. This jungle-dwelling beast has an odd circular body/head that is lined on all sides with chomping teeth. It minces its prey to mush, and digests in its donut-shaped gullet.*

**RAVENOUS HUNTERS:** Agnar come from an ancient time, and hunt like reptiles. They are always hungry, make a mess of their meals, and actively pursue anything edible all hours of the day.

**JUNGLE BOULDERS:** To stalk prey, an Agnar will close up and lie still, looking very much like a large greenish rock. They will stay this way along paths or roads until too hungry to endure it.



**DEVoured:** Any prey taking 5 or more CHOMP damage in one turn are clamped in the horrible jaws of the Agnar. Only a STR Roll better than the Agnar's roll (+5) can set them free. For each turn in the teeth, that creature takes another CHOMP attack, and the Agnar need not make an attack roll to do so.

**TERRIFIED BY FIRE:** Many beasts from the primitive epoch have a fear of fire, as their kind predates mankind's use of it. Agnar will never approach a campfire. Waving a torch or small fire at an Agnar, roll +CHA. Beat the target to frighten the Agnar off. If moving in a group (usually 2-5), the beasts can resist this fear with their own CHA roll. An Agnar who has fire waved in its 'face' and doesn't scare off will be enraged, and instantly perform a FLYING LEAP on the source of flames.

**LOOT:** Slimy, chewed leftovers from prey and carrion line the beast's gums. Only 1 LOOT can be salvaged from this mess per Agnar slain. This LOOT is not contained in any Chest or box, and is rolled instantly.



# SAMPLE MONSTERS

## GOBLINS, GERBLINS, & GOBLINGS

**ROLLS:** +2 STR, +2 DEX

### ACTIONS

**ATTACK-CRUMMY WEAPON:** Weapon Effort, with equipment no one wants to steal

**ATTACK-HOME MADE BOW:** Weapon Effort, cannot shoot beyond FAR distance

**YELL FOR HELP:** A terrified Gerblin will yell for aid. On his next turn, even if dead by then, 1D4 Goblin friends will arrive

**FLEE AND HIDE:** Run away! Goblins can hide almost anywhere. If they reach a hidey hole, they vanish and recover full HP

*Here we have the basest humanoid known. These nasty, fiendish, tribal semi-sentient rodent-people inhabit all corners of all worlds. They come in many forms, and assemble tribes and societies of a million kinds. They seem to reproduce like mice or rabbits...infesting places where they are left unchecked.*

**CROWD SCENE:** Goblins always fight, eat, travel, and die in large groups. They climb over each other to reach a battle, stack in piles, and form living bridges and ladders like ants. There are ALWAYS a few more of them somewhere nearby.



**WEIRD GADGETS:** Every gathering of Gerblins winds up with some kind of shanty gadget. This could be a log-launcher, a wind-powered monkey roaster, or a shoot-everybody arrow machine. These 'machines' take 1D4 ROUNDS to activate, rolled again after an activation, and can have ALL kinds of wacky, dangerous, and unpredictable effects.

**A DIVERSE RACE:** So widely varied are Goblinoids, that there are Goblin adventurers, Goblin heroes, even Goblin Kings and Barons! Somehow, these creatures have an oral history that is all-reaching, and they will recognize names and stories about their kin from far and wide, always curious.

**TERRIBLE WORKERS:** Goblins stationed on guard duty, told to do work, or manning any kind of station are prone to distraction, laziness, and shenanigans. This more than anything else has kept their society from ascending to greater heights.

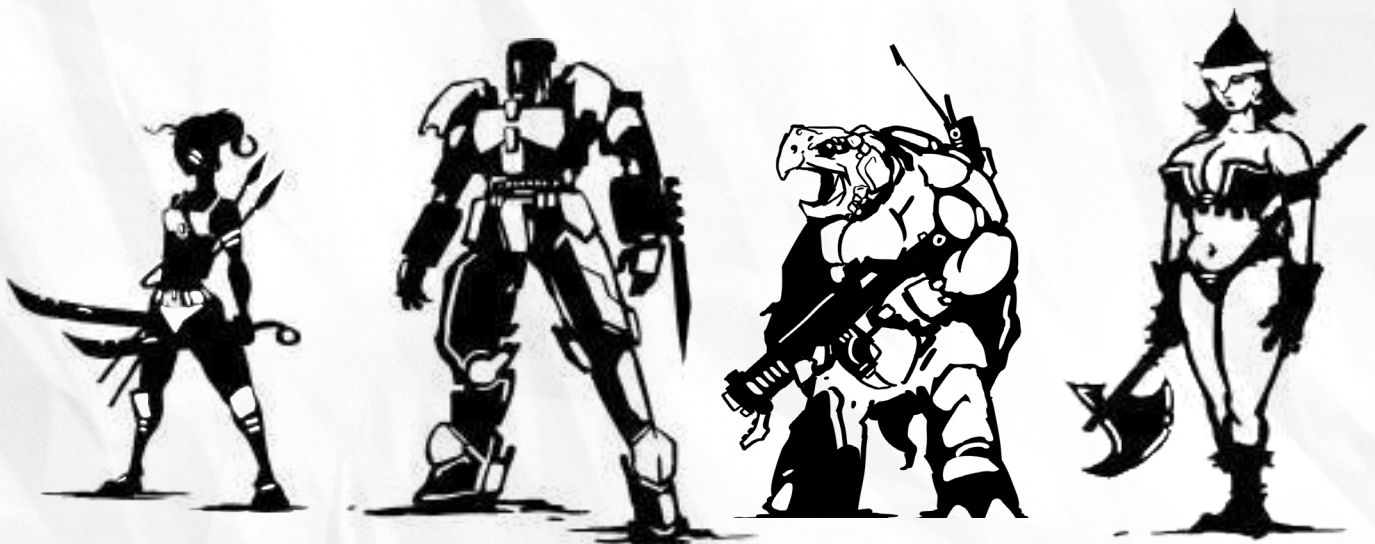
# WELCOME TO ICRPG

## JOIN US!

Now that you have a tiny taste of the **ICRPG** mechanics, I invite you to join the fast-growing community of players exploring, creating and playing In the ALFHEIM, WARP SHELL, and soon GHOST MOUNTAIN game worlds! Your **ICRPG CORE** purchase unlocks a wealth of straight-to-table-awesome including FULL ADVENTURES, loads of standees, and the critically acclaimed Game Mastery section that gets you rocking the table like never before.

Finally, Thanks for your interest in **ICRPG**. This is a truly independent game, and the supernova of fun is just getting started. In 2018 we'll be doing more online play, convention games, and more as the community grows. If you can't commit to a **CORE** purchase just now, consider supporting Runehammer on Patreon, or just showing up to join the crazy. It's a wild, collaborative ride.

Here are all the links you'll need. Now, enough talk, get to the table!



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DRIVE THRU RPG: SEARCH RUNEHAMMER FOR OUR PUBLISHER PAGE

THE AMAZING GOOGLE+ COMMUNITY: INDEX CARD RPG

FANZINE ON DRIVE THRU RPG: MOLDY CODEX by AXEBANE



**NAME:**

**CLASS:**

**BIO-FORM:**

**STORY:**

**STR**

	BASE
	LOOT BONUSES

**DEX**

	BASE
	LOOT BONUSES

**CON**

	BASE
	LOOT BONUSES

**INT**

	BASE
	LOOT BONUSES

**WIS**

	BASE
	LOOT BONUSES

**CHA**

	BASE
	LOOT BONUSES

**ARMOR**

	BASE
	LOOT BONUSES

**EFFORT**

**BASIC WORK** 

	BASE
	LOOT BONUSES

**WEAPON DAMAGE** 

	BASE
	LOOT BONUSES

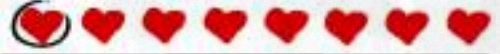
**MAGIC EFFECT** 

	BASE
	LOOT BONUSES

**ULTIMATE** 

	BASE
	LOOT BONUSES

♥ = 10 HP Points





TIL DEAD

OR  REVIVE

**EQUIPPED GEAR (MAX 10)**


**CARRIED GEAR (MAX 10)**


**COIN**

