

*THRICE is a tactical roleplaying system that is intuitive, fast, gives a lot of options each round and makes the players discuss tactics with each other. You will need the following to play this game:*

- Friends. The game is constructed with four players in mind.
- A pen for each participant. (players+GM)
- 2d10 for each participant. (attack roll)
- Heaps of d6s. (advantage)
- Four dimes for each participant. (tricks and skills)
- Three smaller tokens per participant. (skill markers)
- One miniature for each player. (initiative tokens)

# THRICE

Name: \_\_\_\_\_

Kin: \_\_\_\_\_

Wealth: (1) 2 3 4 5 6 7 8 9 10  
○○○○○ house      ○○○○○ land      ○○○○○ title

### TRAITS

Aberrant	Arrogant	Calm	Cursed
Curious	Disciplined	Fearless	Fierce
Forceful	Graceful	Helpful	Impatient
Impish	Insightful	Keen	Leader
Loyal	Meticulous	Nimble	Rough
Scoundrel	Spiritual	Trickster	Wild

### WEAPON

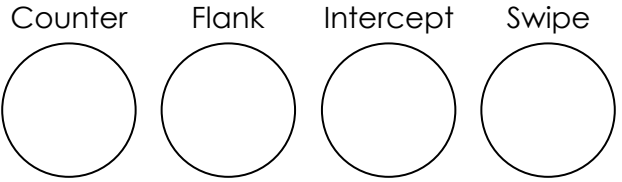
### PROTECTION

attack damage    defence initiative    (1) 2 3 4 5 6 7 8 9 10

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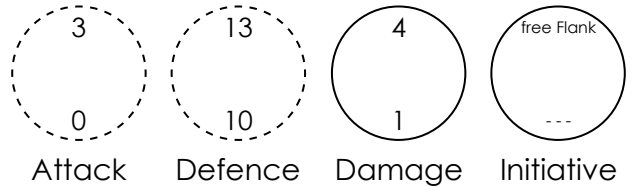
### Condition

1 2 3 4 5 (6) 7 8 9 10 11 12 13 14 15  
-3 -2 -1



### COSTS 3 ADVANTAGE

- Counter: you may attack the next opponent that missed you.  
Enforce: gain one more step in a skill. If reaching 5 in value, instantly gain a token at that skill, and reduce the skill to it's default value.  
Flank: move your token up on the initiative board after you taken your turn.  
Intercept: may be attacked instead of an targeted ally. You may do an Enforce on yourself after the attack.  
Lock: hinders one combatant to use one specific trick.  
Neutralize: remove any one token from any combatant.  
Swipe: may attack all or some of the opponents.



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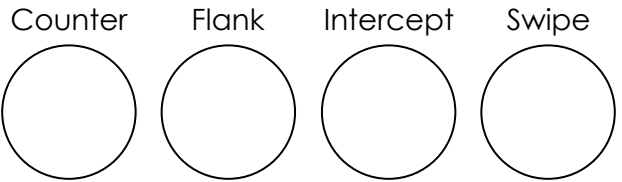
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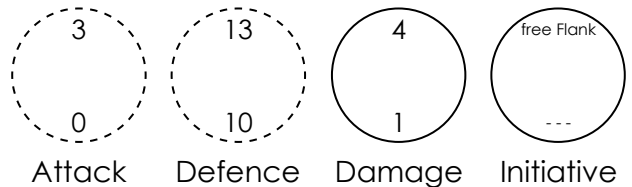
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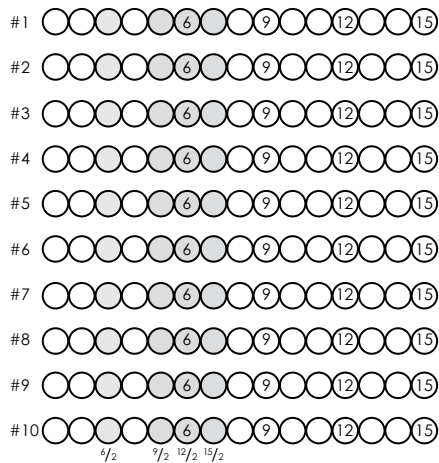


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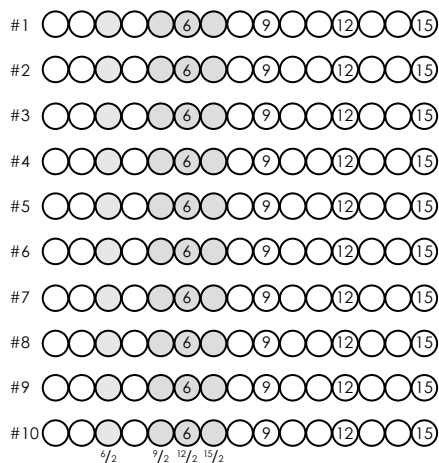
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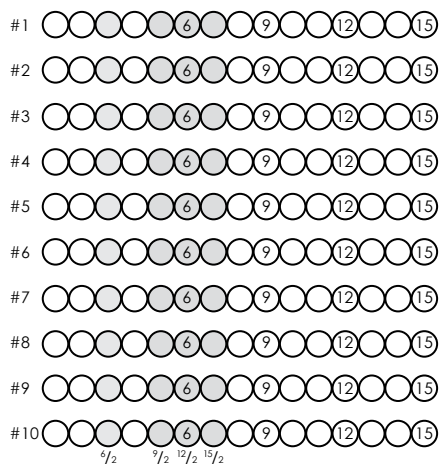
initiative (1) 4 7 10 **A**  
 damage (1) 4 7 10 Counter  
 weapon (1) 4 7 10 Enforce  
 armour (1) 4 7 10 Flank  
 condition (6) 9 12 15 Intercept  
 Lock  
 Neutralize  
 Swipe



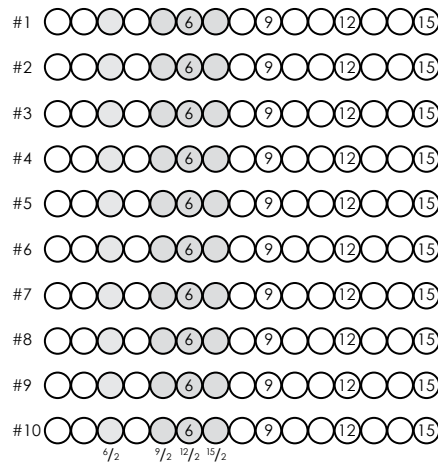
initiative (1) 4 7 10 **B**  
 damage (1) 4 7 10 Counter  
 weapon (1) 4 7 10 Enforce  
 armour (1) 4 7 10 Flank  
 condition (6) 9 12 15 Intercept  
 Lock  
 Neutralize  
 Swipe



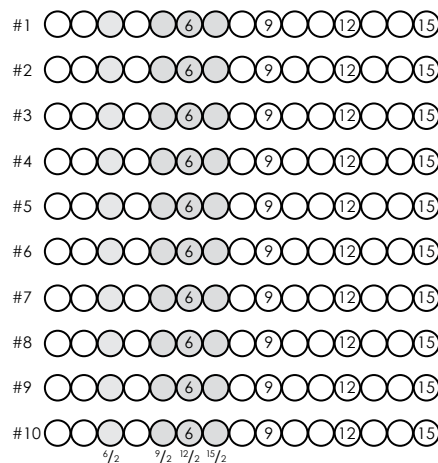
initiative (1) 4 7 10 **C**  
 damage (1) 4 7 10 Counter  
 weapon (1) 4 7 10 Enforce  
 armour (1) 4 7 10 Flank  
 condition (6) 9 12 15 Intercept  
 Lock  
 Neutralize  
 Swipe



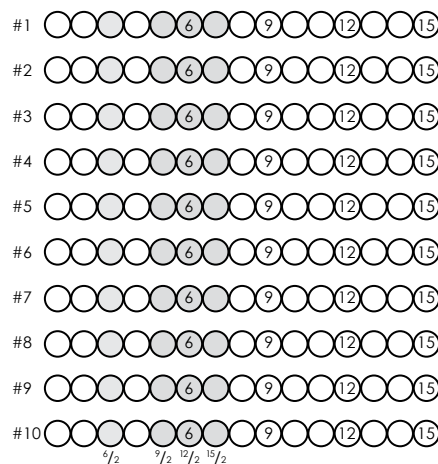
initiative (1) 4 7 10 **D**  
 damage (1) 4 7 10 Counter  
 weapon (1) 4 7 10 Enforce  
 armour (1) 4 7 10 Flank  
 condition (6) 9 12 15 Intercept  
 Lock  
 Neutralize  
 Swipe



initiative (1) 4 7 10 **E**  
 damage (1) 4 7 10 Counter  
 weapon (1) 4 7 10 Enforce  
 armour (1) 4 7 10 Flank  
 condition (6) 9 12 15 Intercept  
 Lock  
 Neutralize  
 Swipe



initiative (1) 4 7 10 **F**  
 damage (1) 4 7 10 Counter  
 weapon (1) 4 7 10 Enforce  
 armour (1) 4 7 10 Flank  
 condition (6) 9 12 15 Intercept  
 Lock  
 Neutralize  
 Swipe



COSTS 1 TURN

Counter: counter-attack opponent.

Enforce: gain token in bought skill.

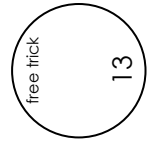
Flank: move down an initiative token.

Intercept: must be targeted. Enforce!

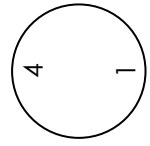
Lock: hinders one combatant to use one specific trick.

Neutralize: remove any one token.

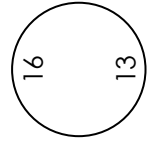
Swipe: attack all or some opponents.



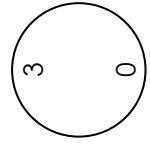
Initiative



Damage



Defence



Attack

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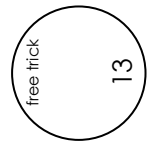
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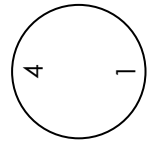
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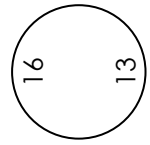
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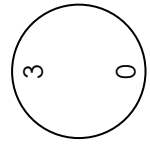
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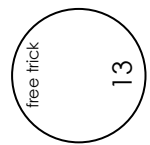
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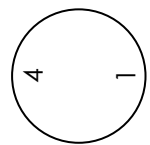
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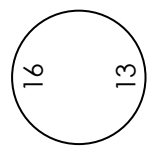
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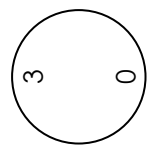
Initiative



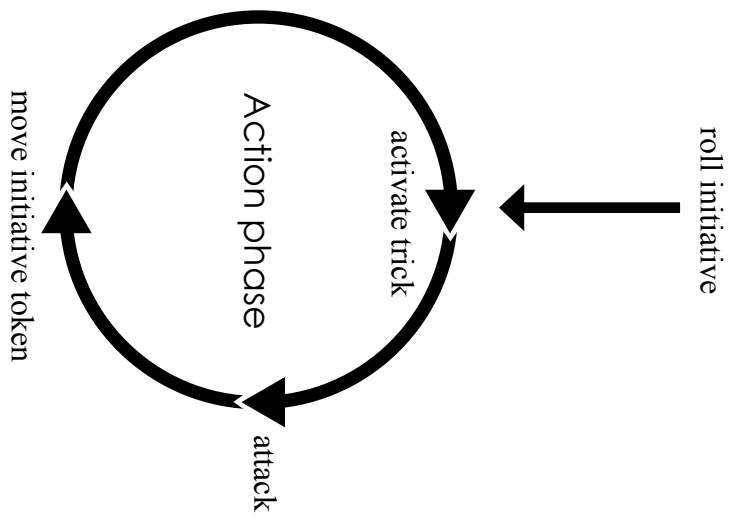
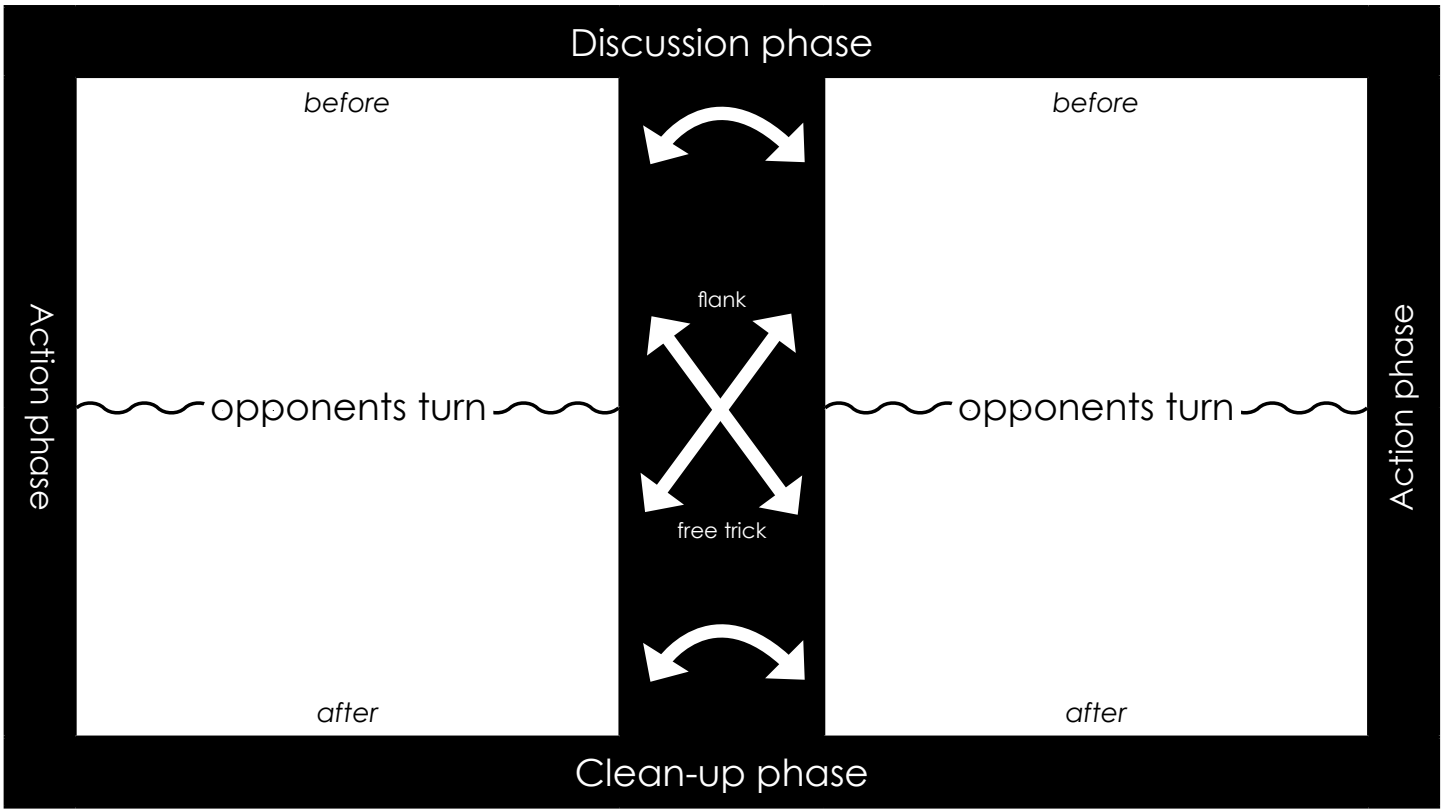
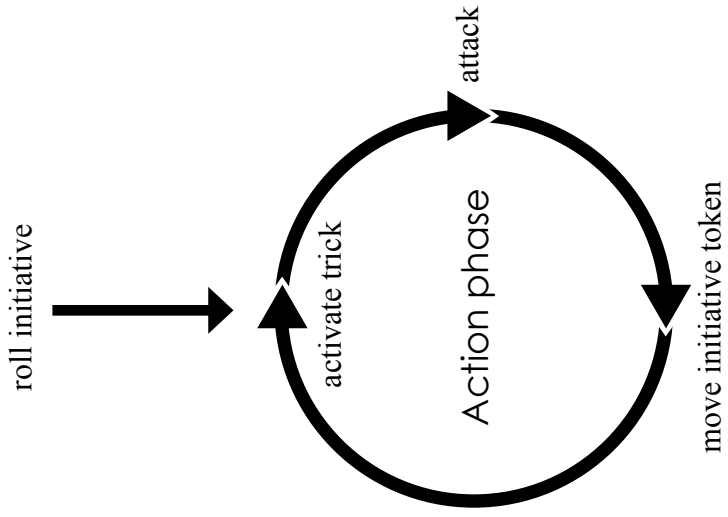
Damage



Defence



Attack



## FÄERUN

Truth: magical



Rumours: beast-like, careless, immortal

## TROLL

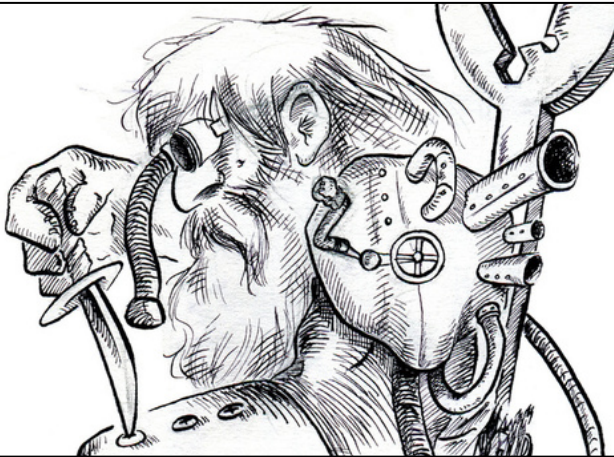
Truth: troll



Rumours: gentle, shadow-bourne, wise

## DUARG

Truth: technological



Rumours: religious, stubborn, timorous

## HALF-BREED

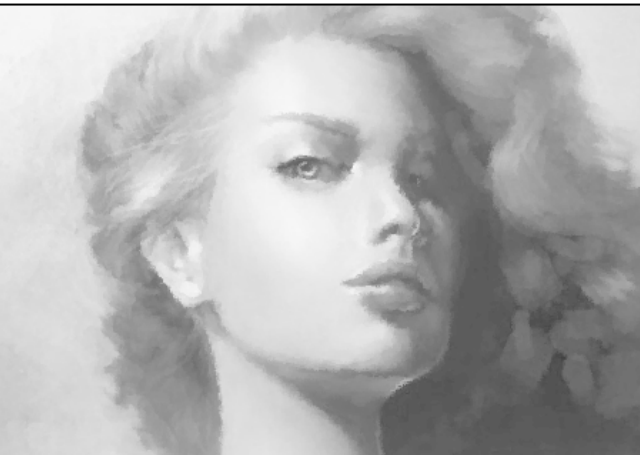
Truth: [none]



Rumours: [one rumour from each kin]

## HUMAN

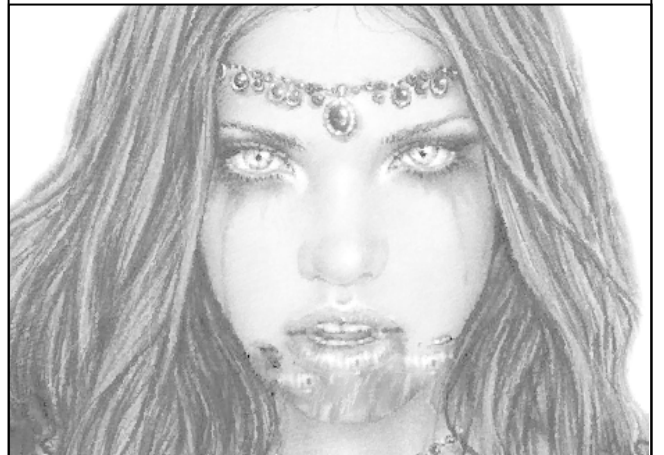
Truth: savage



Rumours: adventurous, greedy, proud

## ANCESTOR

Truth: heroic



Rumours: dead, elementar, crow-talk

# THRICE

*This is a game system for tactical combats. My intention was to create a combat system that ends after 2-4 rounds and that allows the players to discuss tactics.*

## BASIC DICE ROLLS

The basic roll is made by 2d10 and 1d6 which are added together.

## SKILLS

**CONDITION:** You begin with 4 in condition. When you reach zero, you are considered helpless and may not participate in the combat. Condition tells you how wounded and distressed you are, and low condition affects your weapon and armour skills. If you got 3 condition left, armour and weapon will decrease with one. 2 condition gives an decrease with two, and only 1 condition left will decrease weapon and armour with three.

**ARMOUR:** You begin with 11 in armour. Measures how hard it is to hit you with an attack. It's up to you to describe what the armour stands for. Higher values can be an actual armour, like a full plate, or you can be really small and therefore hard to hit.

**WEAPON:** You begin with 1 in weapon. The number adds to your basic roll when you try to hit someone. You roll against the opponent's armour value. The weapon can be anything, which is up to you to describe. It can be shooting with a bow, having claws to attack with or your animal companion.

**DAMAGE:** You begin with 1 in damage. Every time you hit someone, you will lower their condition with your damage value.

**INITIATIVE:** You begin with 1 in initiative. Initiative adds to your initiative roll and it will also give you more advantage during combat. More about that later.

## CHARACTER CREATION

Choose a kin

- Choose one of the six available kins. Write your choice beside Kin on the character sheet.
- Write the truth of the kin on one of the lines under Traits. Half-breeds choose instead one rumour from two kins each.
- Choose one rumour as a trait.

Traits

- Underline one of the prewritten traits on the character sheet.
- You will now have three traits for your character.

Skills

- You got three points to spend between initiative, damage, weapon, armour and condition. Your starting values are circled.
- You spend these points by circling the numbers to the far left. So if you want to spend two points in initiative, you first circle 2 and then 3. You have now 3 in initiative.
- If you change weapon or armour, fill in the dashed circles to the left with the appropriate number (corresponds with condition).

Wealth

- You start with 1 in wealth.
- Wealth is what your character strives for. Having 1 in wealth means that you just own what you can carry with you.

## TRICKS AND ADVANTAGE

Each time you do a basic roll (initiative and attack rolls), the d6 becomes advantage. Place that die on your character sheet with the number you just rolled. You may activate several trick on your character sheet, but only each one once, by spending three advantage for each trick you activate. You may activate tricks for the other characters! Discuss this option with your friends.

Before any roll, you may change one or both of the d10s into d6s. The probability to succeed will decrease, but you will generate more advantage for nextcoming turns. You are also only allowed to activate tricks before you roll, so the advantage that you will get from the roll in your turn may not be used until your next turn.

## GM'S TOOL KIT: ENEMY CREATION

- You got as many points as the character's wealth level.
- You may remove one enemy to get an extra point.
- Spend these points to raise the the enemies skills.
- You may create up to two different enemies, but their initiative must have the same value.
- Enemies just roll 2d10. They will never get advantage. Instead, they can spend an entire turn to activate a trick.
- Instead of increasing the numbers, you may buy tricks that they can activate for free at the beginning of each turn.

	# of players	# of enemies
1	1	3
2	2	4
3-4	3-4	6
5-6	5-6	9
7-8	7-8	12

## COMBAT SEQUENCE

Combat order (once per combat)

- Everybody place their token on the free zone on the board.
- If anyone been sneaking up on their opponents, place that token in the distant zone.
- The players roll a basic roll and add their initiative to the roll.
- The GM reveals the enemies initiative value. The players who rolled below it place their tokens on "after" on the initiative board. The rest place their tokens on "before".
- The GM place a coin on the initiative board where it says "opponent's turn", and assign one player to take care of moving the tokens when anyone takes it's turn.
- The ones in "before" starts the round. Discuss who goes first.

Taking turns

- Activate any number of tricks once, by spending advantage.
- You may engage one opponent that's in the same zone as you. Move those two tokens together somewhere on the free zone.
- You may attack someone. If you're engaged, you're only allowed to attack the opponents that you're engaged to. You may otherwise attack anyone in the free or distant zone.
- Your token should now be moved on the initiative board.

End of round

- Each player gets as many extra advantage as their initiative.
- Everyone that got bleed takes bleed damage.

## AFTER A SESSION

- Fill in one of the circles in your wealth. After three filled circles, your wealth will increase one step. Circle the new number.
- You get one point to increase a skill. Circle that new number.

# CLARIFICATIONS

*The game is all about letting the players talk to each other, planning the upcoming round. Just lean back and give them time to talk.*

## ROUNDS AND TURNS

A round is a moment where everyone in the combat take turns. All players got two tokens each of a similar kind. The first is placed in the free zone and the other on the left field on the initiative board. Whenever a player has taken a turn, his or her token is moved from one field to another on the initiative board to show that the character has taken it's turn during the round.

One player is assigned by the GM to move all the initiative tokens, and all the player's opponents act during the same time. Just as the GM is allowed to take any opponent's action in any order, the players are allowed to discuss who goes first, if they share the same field (i.e. in the "before" or "after" the opponent).

## ZONES AND ENAGAGING

There are three types of abstract zones in Thrice:

engaged zone < free zone < distant zone

All combatant normally starts in the free zone. Anyone may engage once in the same zone each turn, either before or after an attack. Engaged combatants' tokens are put together. If you engage someone engaged to someone else, you're all engaged. If two characters are engaged to an opponent and the opponent is killed, the characters are no longer engaged and considered being in the free zone.

## EXPANDED EXPLANATIONS OF TRICKS

**BLEED:** bleed is the only way of increasing damage and the extra damage takes affect at the end of the round. For every third wealth the characters got, bleed does one extra damage. So having 1-2 in wealth does one damage, 3-5 does two damage, 6-8 three damage and finally 9-10 does four damage of bleed.

**COUNTER:** a person that attacks another and misses may be attacked by the defender by doing a basic roll. This means that a character, who is the one doing the counter-attack, is given the option to replace d10s for d6s to save for upcoming turns.

**DIRECT:** +2 on WEAPON next roll, may it be a normal attack or a counter-attack.

**DISENGAGE:** move from a zone as the first action in the turn. This is the only way to go from engaged zone to a free zone, and from a free zone to a distant zone. You can disengage from a distant zone as well to flee from the combat.

**INTERCEPT:** You may intercept from the free zone while being engaged. Even if the opponent is engaged with someone else, you can still move the opponent to you to engage it.

**STRENGTHEN:** With strengthen, condition can increase above the starting value. At the end of combat, condition returns to it's normal value no matter how high or low it was when combat ended. Someone who got 0 condition can't be affected by strengthen. Just as bleed, the amount of condition that's changed depends on the character's wealth. For every third level, condition is increased one extra step (1-2: 1, 3-5: 2, 6-9: 3, 9-10: 4)

**SWIPE:** may attack any number of opponents in either a free zone or an engaged zone, but can't be used to attack people in the distant zone. Cannot be combined with counter-attack.

## ASSIGNING TRICKS TO OTHERS

Activating tricks is the heart of the game, and you do so by paying advantage and then take a coin and put it on your character sheet. You can also activate tricks for others. Just toss a coin in their way and tell them which trick you activate. You can't active the same trick twice, like giving two bleed to yourself or another player, but two players can give the same trick to a player. For example, Bree and Adam can both activate bleed for a Charlie.

Note that opponents may activate tricks for each other as well. So if one activated bleed, another one can waste it's turn to give swipe to that person. Buying direct to four opponents doesn't just mean that they will get +2 on weapon, but that one opponent may get +8 on an attack. Play around with the options you get when you buy tricks to them, and be sure to explain how the trick is performed.

## ENGAGING IN DISTANT ZONES

The only way of engaging someone in a distant zone is to use disengage to move to the distant zone. While you're there, you may engage someone to place both engaged in the free zone. Intercept can't be used to intercept several opponents in the distant zone.

## FLEEING FROM COMBAT

While being in the distant zone, you can disengage again to remove yourself from combat. You're not allowed to return.

## KILLING CHARACTERS

The GM should try to kill the characters, using the rules. You can only do so by making all of them helpless. If only one character has fled, you can't kill them. If you do a total party wipe, be sure to mail me and tell me how you did it.

## INTERPRETING TRAITS

Traits just describe the character and are free of interpretation. Crow-talk can mean turning into a crow, fetching souls, talking to crows, be in a guild of assassins, or anything else related to the word.

## OPTIONAL RULE: FLANKING

- If the number of characters in one engagement is larger than the number of enemies, they will receive one extra advantage per extra friendly unit per roll. I.e. if there are four characters and two enemies, the characters will get two extra advantage for each roll.
- If the number of enemies in one engagement is larger than the number of characters, they will receive +1 on weapon per extra friendly unit per roll. I.e. if there are four enemies and two characters, the enemies will get +2 on weapon with each attack.

## OPTIONAL RULE: AUTOMATIC WIN

If either side lost *more* than half of it's force at the end of any round, the rest must surrender. So if there are four opponents and three of them are rendered helpless, the last one will automatically loose the battle at the end of the round. There is no point starting a new round with just one more opponent that surely will be layed down.

Be sure to mail me if you got any questions at [rickard80@gmail.com](mailto:rickard80@gmail.com)