

# ALON – page 1, who he is

## THE TRAPMAKER'S RUNAWAY APPRENTICE

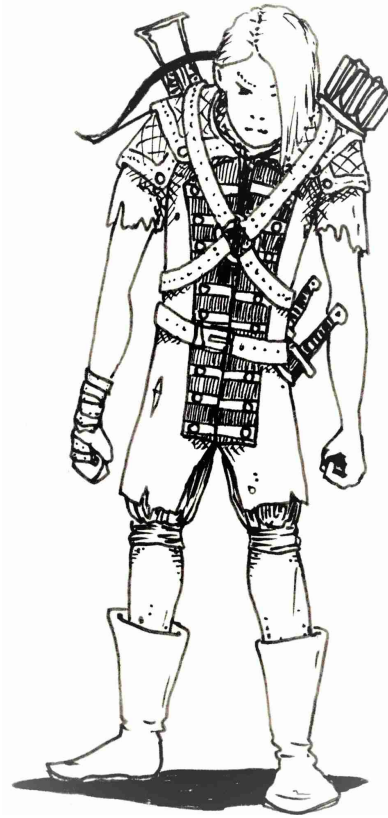
ALON dreamt of adventure and ran away from a rich but cruel master, with whom his family had installed him, to join the Captain, the famous pirate. Alon is not physically weak, and he had hoped that his cleverness and knowledge would win him a good place among the pirates, but book learning and intelligence have rather proved to be disadvantages that make him a target for ridicule and cruelty. He is far down the pecking order and DESPERATELY wishes he were elsewhere. On the surface, he is cowed, but underneath he seethes with rage over the disrespect shown his superior intellect and learning. Alon makes himself useful, seeks protectors and survives as best he can. He is not much use in combat, except as sniper. Alon is 16 years old.

## THE CAPTAIN AND THE GOSHAWK

The Captain is ruthless, greedy, cruel and totally amazing. This is also the tone that he sets for his men. On his pirate ship, the Goshawk, the rule of the strong prevails, and everyone fights to assert themselves in small things and large, often by ridiculing and cowing others. The limit to this is that whoever hurts the business becomes a target for the Captain's wrath. And no one wants that! Alon has been on the Goshawk for a bit more than a year.

## SETTING

Where we find ourselves slightly resembles the European Late Middle Ages, dominated by sluggish, declining kingdoms and prosperous but corrupt trading cities. The supernatural is rare, ambiguous and often trickery and deception.



## RECRUITMENT

Voluntary.

## STRENGTHS

Intellect, technical finesse.

## WEAKNESSES

Awkward nerd, cannot swim.

## HISTORY KNOWLEDGE

Alon knows things. The Temple of the Tides is dedicated to the Moon Goddess, one of the old deities from before salvation and afterlife became fashionable a few centuries ago. As the new mystery cults were growing, the cultists of the Moon Goddess were involved in a series of bloody, failed political intrigues, and largely disappeared.

The Moon cultists had an interesting relationship with traps and accorded them spiritual value as trials of people's worth and punishments for the unworthy. Many of Alon's master's best trap types were originally Moon cultist inventions.

## ALON – page 2, stats (level 2 "rogue")

Strength	12 +1	<b>Armor Class:</b> 13
Dexterity	15 +2 (save +4)	<b>Initiative:</b> +2
Constitution	14 +2	<b>Hit Points:</b> 17
Intelligence	17 +3 (save +5)	
Wisdom	10 –	<b>Ammunition:</b> 7
Charisma	8 -1	

### Skills

Menace +0	Athletics +1	Perception +2
Stealth +4	History +5	Investigation* +7
Deception +1	Medicine +2	Locks & Traps* +7
CANNOT swim, can read & write		

### Attacks

**Crossbow** +4 (advantage from hiding), damage 1d8+2 (+1d6 if sneak attack), range 80/320

**Dagger** +4, damage 1d4+2 (+1d6 if sneak attack), thrown range 20/60, (off-hand only damage 1d4, and where is the crossbow?)

### Equipment

Light crossbow, 2 daggers, leather armour, backpack, rope w. grappling hook, lockpicks, two iron spikes, tinderbox, leather canteen w. water, piece of chalk, little pot of burn salve, dishcloth, pouch w. 2 silver coins, quiver w. 7 crossbow bolts

### Rogue Abilities

**Sneak Attack:** Once pr. turn you can do +1d6 damage if you have advantage on your attack OR if you have an ally in melee with your target, and you do not have disadvantage.

**Cunning Action:** You can *hide*, *disengage* or *run* as a bonus action (instead of a regular action).

**Expertise:** Better at two skills, marked with \*. The bonuses are already included.

### Actions

**Actions:** Attack, help, dodge (dash, disengage, hide)

**Bonus Actions:** Off-hand attack, hide, disengage, dash

**Movement:** 30 feet (standing up costs 15 feet of movement)

**Reactions:** Attack if opponent flees without "disengage"

**Tactics:** Your strongest card is sniping. Use your movement to find a hiding place, use your bonus action to try to hide (via *Cunning Action*) and attack from hiding with advantage, and with the sneak attack bonus damage that goes with it.

In melee, you are not very good. You can be defensive by going into melee (using some of your movement) side by side with an ally, attacking with a dagger and then disengaging from melee with your *Cunning Action* and the rest of your movement. Attack with two knives if you are out of arrows and desperate enough to end your turn in melee.

# ALON – page 3, custom mechanics

## LEADERSHIP

- The leader is *whoever gives the orders*.
- But only as long as the others *obey*.
- The leader's player has the *pirate coin*.
- If the leader *appears weak*, the DM will give the pirate coin to someone who appears less weak.
- The leader's player controls the *pool of Cruelty cards*.

## CONFLICTS over leadership

- Open conflict is handled with a *contest of Menace*.
- *Being outnumbered gives disadvantage*. Others can back up a side, and the pirate coin counts as an extra person.
- The loser chooses between submitting or rolling initiative for combat. Everyone on the losing side has disadvantage on initiative.
- Those who *did not pick a side* can take part from round 2.

## FLASHBACKS

- Cruelty and Kindness are resources brought into play through *brief, narrated flashbacks*.
- Flashbacks are *set on the Goshawk*.
- Flashbacks *cannot be used* during conflicts over leadership.

## CRUELTY

- *The leader* can use Cruelty himself or offer it to others.
- The flashback must be about *public cruelty* against another PC (not the current leader).
- *Beatings, humiliation* and *cruel teasing* are OK.
- *Torture, mutilation* and *rape* are no go.

**In the present, Cruelty gives a REROLL of a failed roll, with advantage, and does 1 hit point of damage to the target PC.**

- The target puts the Cruelty card in front of them, *tapped*.

## KINDNESS

- Each player has *one Kindness card*. It is yours alone.
- The flashback must be about *private kindness* to another PC (not yourself).
- You can offer it to another who is having a hard time.
- They can narrate a situation where they were hurting. You then narrate how you helped.

**Kindness HEALS 4d6 hit points, and can keep a PC from going down at 0 hit points.**

- The recipient puts the Kindness card in front of them, *tapped*.

## SAFETY

Hopefully unnecessary, but – if something seems more fucked up than cool, anyone can say **STOP THE GAME!** Then, together, you come up with something more cool than fucked up.

# TIDEVANDETS TEMPEL

