

Treasure Hunters!

Herein lies a beer & pretzels role-playing game aimed at people who like making stuff up on the fly and generally acting as fools just to see what happens.

The year is 1934 and archaeologists around the world are regularly uncovering ancient ruins. Deep within them are golden idols, precious gems and works of art that are truly awe-inspiring.

Your job? Get there first and ...ahem... liberate those artifacts before they end up in a stodgy museum.

You're a shrewd treasure hunter, perhaps part of a small troop, who explores the dark places that most folk are too scared to venture into (or perhaps too smart to?).

Characters

"I'm not a thief, I'm a treasure hunter!"

Your treasure hunting alter-ego, or character, lets you perform actions such as scaling walls, picking locks and combating foes by describing them to the guy or gal running the game.

Be careful out there though, it's a dangerous thing wandering around in an ancient ruin; your actions may have unexpected results and serious consequences - choose wisely!

Saves

"When in peril, make a save."

When faced with danger, your knack for eluding the situation is represented by *saves*.

You perform one by rolling 2d6 and comparing the result to the save that best matches the body part you're using to "save yourself".

Save	Examples
<i>Head</i>	Perception, will power
<i>Hands</i>	Fighting, catching, grabbing
<i>Heart</i>	Shaking wounds, resisting poison
<i>Feet</i>	Dodging, running, balancing

If your roll is equal to or under the save's *score* then you manage to avoid or at least reduce the danger. Otherwise, bad stuff happens to you - sometimes really bad stuff!

Creating

"Born to be wild!"

Pure luck (some call it fate) dictates the scores of your saves. For each one, roll 1d6+4 twice and keep the lower value. These are your natural aptitudes; they don't change.

You also begin with any 3 items of your choice: gun, torch, mirror, shovel and so on; anything that you think you might need during your (possibly short-lived) career in treasure-hunting.

Wounds

"'tis only a flesh wound!"

Despite your best efforts, you will hurt yourself; some cases more so than others.

Your injuries are tracked as a number of *wounds*. You can withstand up to ten wounds; upon receiving an eleventh wound, you die.

You're pretty tough though and whenever you take wounds (after having failed to avoid them) you can try to "shake them off" by making a *Heart* save.

When the save is successful, the number of wounds inflicted upon you is reduced by the value rolled.

Influences

"Woohoo! ... Doh!"

Whenever you find yourself in a sticky situation you will want to consider ways to help yourself and your friends better your odds. Unfortunately though, sometimes luck just isn't on your side and your actions will be hindered by others or your surroundings.

These *influences* will temporarily adjust your save scores to make it easier (raised) or harder (lowered) to evade danger. They may also bestow benefits such as inflicting additional wounds upon your enemies (try setting a mummy on fire).

Equipment

"Now if only I had a..."

Your stuff is important. You need it to do things like unlock doors, climb stone walls and battle foul creatures.

You can carry up to six *items* between your hands (2) and *belt* (4). Everything else must be stowed in your *backpack* (maximum 10 items).

Only the items in your hands or belt can be used while making saves. Any other time you may use or exchange items from your backpack as you wish.

Things like coins, gems and other valuables don't count as items (unless it's something useful). Somehow they can be carried around without taking up space in your backpack.

Combat

"When all else fails, kill it!"

Fighting is a dangerous endeavor; your enemy's actions force you to frequently make saves such as *Hands* to block a blow, *Feet* to dodge a flying rock or *Head* to resist a hypnotic gaze.

Failing a save may result in suffering multiple wounds, being poisoned or possibly something even more nasty.

Similarly, any aggressive action you take provokes your enemy into making a save and upon failing you inflict one or more wounds upon them.

Death

“The only thing for certain is death & taxes.”

Eventually you will die – don’t deny it – it’ll happen sooner or later. Hopefully you’ll have some friends nearby to loot any useful items off your corpse.

Death isn’t the end though. Just roll up a new character, choose new stuff, barter with your friends for your old stuff back and keep on playing! Right from where you died if everyone wants to.

Running the Game

“Dance you fools, dance!”

As the *runner* of the game it’s your job to challenge the other players with traps, hazards, creatures and similar such mayhem. That’s the easy part.

The real work lies in answering players’ questions about their surroundings and deciding how their actions affect the scenario.

Applying the Rules

“Rules? We don’t need no stinkin’ rules!”

You’re a bunch of friends (enemies rarely make good co-gamers) sitting around a table to have a great time - play the game, not the rules.

These rules don’t cover everything. Make stuff up, try to be consistent and if something isn’t working - change it!

Challenges

“Give ‘em a chance!”

Play fair. As the runner, don’t put them up against unavoidable situations. Be sure to give them plenty of hints of what’s to come and let them learn from their mistakes!

Characters will die (and often!), players will feel cheated (“Just how was I supposed to know that!”) and you as the runner will too (“Nuts, they got out of that!”).

If everyone is having fun, you’re doing it right!

Making Decisions

“Does it really matter?”

Ultimately as the runner you will be faced with making judgment calls on the outcome of a player’s action, whether a save is necessary and what might influence his or her chances of evasion.

Can she squeeze through those bars? Is there a danger in getting stuck? Does having a flask of oil help?

Don’t dwell on such decisions, keep the game moving. A good rule of thumb is “when in doubt, take a drink and choose the more interesting option”. Your players will forgive you.

Example of Play

[Runner] You’ve entered a small room with a closed door at the opposite end. In the center of the room stands a knee-high statue made of silver.

[Gimble] Silver? I’ll want that!

[Drusina] Wait! Maybe we should check if it’s a trap first?

[Gimble] Hmph, okay. You do it then.

[Drusina] Are there any cracks in the floor that might indicate it being collapsible?

[Runner] It looks safe from where you are.

[Drusina] Okay, I’m carefully approaching the statue.

[Gimble] Still waiting...

[Drusina] Anything under the statue?

[Runner] There’s a tiny gap under it.

[Holmes] While they’re messing around with that, I’m going to check out the door.

[Runner] Kind of a unique door there Holmes; a large iron plate held up by clasps around the edges.

[Holmes] Hmm, no hinges? Maybe it falls forward into the next room...

[Drusina] Okay, I’ll light my candle and try to look inside the space.

[Runner] You see a small switch being held down by the weight of the statue.

[Gimble] I’m bored, just grab it already.

[Drusina] Okay, okay Gimble! Snatching the statue!

[Holmes] Wait! I’m standing right in front of the door!

[Runner] Too late! The clasps release and the door falls toward you.

[Holmes] Yikes! (makes a Feet save, rolls 8, failure!) #S%@, it landed on my legs!

[Runner] It’s pretty heavy too, causing 7 wounds.

[Holmes] (makes a Heart save, rolls 3, success!) I shake off 3 of them, but still take 4. I can’t take any more beatings like that. Now get me out from under this thing!

[Gimble] Haha! What doesn’t kill you...

[Drusina] Sorry about that!

[Holmes] I’m sure you are!

[Gimble] Can I have that statue now?