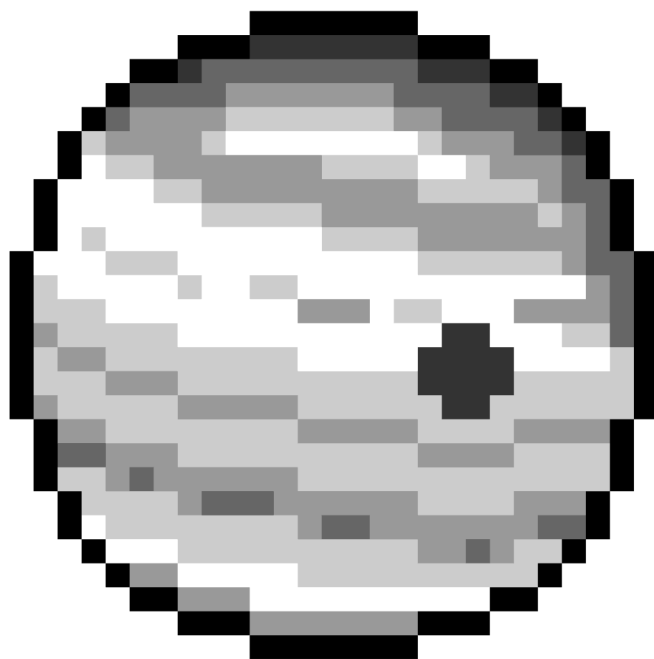
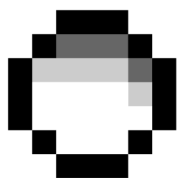




MOONhop

an Oddhack

by Type1Ninja



It's a bit like make believe
but with dice and paper,
to share a

consistent
challenging
imagined
world

Thanks to These People:

Skerples, author of [Coins and Scrolls](#), the first OSR blog I stumbled onto;

Arnold K, original author of the [GLOG](#) (and [Goblin Punch](#));

Chris McDowall, author of [Into the Odd](#) (and [Bastionland](#));

James Young, author of the [d200 Failed Medieval Careers](#);

David Schirduan, author of [These Merchant Tables](#);

My “Neutral at Best” player group, now scattered to the winds;

The [OSR Discord](#), a font of creativity, feedback, and friends, including (but not limited to):

Jojiro, Michael Bacon, Spwack, Zoeology

for teaching me to GM

WHAT WE DO

GM DESCRIBES THE SITUATION

PLAYERS ACT

GM DESCRIBES THE IMPACT

DICE MAY FAIL. GOOD PLANS DON'T ROLL.

9 RELIABLE ROUTINES FOR ROGUISH RAPSCALLIONS

ASK QUESTIONS

TAKE NOTES

WORK TOGETHER

DEVISE SCHEMES

RECRUIT ALLIES

FIGHT DIRTY

RUN

DIE

ROLL A NEW CHARACTER

Stats = 3d6 Drop Lowest in Order

Roll 3d6 Drop Lowest in order for STR, DEX, and CHA.

To do something risky under pressure (a SAVE), roll a d20.

If it's equal to or under the relevant stat, you succeed.

HP (Hit Protection) = 1d6

Reroll Max HP at the start of every Session and use the reroll if it's higher.

After dropping to exactly 0 HP for the first time, future rerolls use 2d6.

Hits that would take you below 0 HP (and every hit after) deal the rest of their damage to STR. When you take STR damage, make a STR SAVE against the new value. If you fail, roll for DEATH & DISMEMBERMENT.

You die at 0 STR.

LUNCH takes an hour, consumes a RATION, and heals 1d6+1 HP;

OVERNIGHT REST consumes a ration and heals full HP;

OVERNIGHT REST in a PERMANENT SETTLEMENT heals 1d6 STR.

Inventory Slots = 10

Most items larger than a fistful of coins take up one Slot.

Advantage & Disadvantage

ADVANTAGE or ADV means “roll twice and take the better value.”

DISADVANTAGE or DISADV means “roll twice and take the worst.”

Optional Stuff:

Age = 1d10 + 20 years

If the d10 rolls a 1, subtract another 2d6 from your age.

If the d10 rolls a 10, add another 4d20 to your age.

Alignment

d12	Virtue	Vice
1	Chaste	Anarchist
2	Courageous	Apathetic
3	Dramatic	Authoritarian
4	Fashionable	Brutal
5	Frugal	Confused
6	Generous	Cowardly
7	Hopeful	Fatalistic
8	Humble	Hungry
9	Patient	Inebriated
10	Quiet	Naughty
11	Seductive	Seductive
12	Unwavering	Vengeful

Class

This system is perfectly functional without classes.

If you want to add them, you can bolt on your favorite class system.

I often use GLOG classes:

<https://goo.gl/1psbMd>



(phone camera or Snapchat)

What You Are

You can't choose your parents.

d8	d6	Race	Perk	Drawback
1	1-6	Human	Two Failed Careers	DISADV vs Mutation
	1	Human, Red	Two Failed Careers	DISADV vs Mutation
	2	Human, Orange	Two Failed Careers	DISADV vs Mutation
	3	Human, Yellow	Two Failed Careers	DISADV vs Mutation
	4	Human, Green	Two Failed Careers	DISADV vs Mutation
	5	Human, Blue	Two Failed Careers	DISADV vs Mutation
	6	Human, Violet	Two Failed Careers	DISADV vs Mutation
2	1	Dwarf, Booze	Blood is Alcohol	DISADV when Sober
	2	Dwarf, Candle	Burn HP for Light, 1 HP:10 min	Slowly Melt at High Temps
	3	Dwarf, Jump	30' Standing Jump	CHA SAVE vs Heights
	4	Dwarf, Mole	Smell Metal within 15'	Allergic to Copper
	5	Dwarf, Sea Floor	Hold Breath 8 Hours	Sink
	6	Dwarf, Spinner	Secrete 30' Rope/Day	No Color Vision
3	1	Elf, Amnesiac Space	STR +4, DEX +4, CHA +4	2 HP, not d6 HP
	2	Elf, Blood	Your Blood heals HP 1:1	d4 HP, not d6 HP
	3	Elf, Chitin	A armor 1	CHA SAVE vs Molting when Stressed
	4	Elf, Hair	Animate Own Hair	CHA SAVE vs Bad Fashion
	5	Elf, Sea	Speak to Fish	You Irritate Fish
	6	Elf, Silence	1' Radius Silence near Hands	Deaf

d8	d6	Race	Perk	Drawback
5	1	Copper Knight	Armor 1	DISADV on Stealth
	2	Cuttlefolk	Adv on Sneak when Naked	Skin shows Emotion under Stress
	3	Cyborg	2d8 Beam 1/day	Eat Coins to Recharge Beam
	4	Devilspawn	Ignite Eyes, Arrowhead Tail 1d6	Terrify Small Animals
	5	Dragonflyling	1d6 Firesneeze 20'	2x Fire Damage
	6	Dryad	Dead Plants Bloom at Touch	DISADV vs Electronics
6	1	Facetaker	Eat Heart to Appear as Person	Reflection is True Appearance
	2	Frederick	Telepathy with Fredericks	Identity Crisis
	3	Gargoyle	Punch for d8, 30 HP Total	Cannot Heal, no HP rerolls
	4	Giant	Eat Strong Heart to Grow 1d12 inches	CHA SAVE vs Dares
	5	Gray	Move fist-sized objects at 20'	DISADV vs Insanity
	6	Half Orc	Extra Attack after First Blood	No Legs (Wheelchair)
7	1	Jackalling	Speak with Recently Dead 1/day	DISADV on Injury STR SAVES
	2	Many Rats	Pile of Rats, Trenchcoat	Scatter at 0 HP, become One Rat
	3	Rookling	Perfect Mimicry	No Voice
	4	Sharkling	Smell Blood 200'	CHA SAVE vs Frenzy
	5	Skeleton, Bee	Beehive in Ribcage	DISADV on Stealth
	6	Skeleton, Clockwork	Don't Eat	Must be Wound 4 Hours/Day
8	1	Skeleton, Vine	1 hour Sunlight = 1 Ration	2x Fire Damage
	2	Snakehair	Petrifying Gaze 1d4 rounds 1/day	DISADV on Stealth
	3	Trollkin	Regrow Limbs, Extremities	Gain Mutation on Regeneration
	4	Twitch	50' Teleport 1/day	Touching Iron Deals Damage
	5	Weaselling	Fit through any hole 8" wide	CHA SAVE vs Pocketing Valuables
	6	Roll Twice	Get Both Perks	Get Both Drawbacks

What You Did

You can't go back.

d12 (Era)	d12	Failed Career	Weapon	Another Thing
Ancient	1	Astrologer	Augury Knife (d6, OH)	Spyglass
	2	Baker	Rolling Pin (d6, OH)	Delicious Bread
	3	Brewer	Dagger (d6, OH, Thrown)	Beer Urn
	4	Embalmer	Excerebration Hook (d6, OH)	Canopic Jar
	5	False Prophet	Gnarled Staff (d6, MH)	Devoted Disciple
	6	Farmer	Scythe (d6, OH)	Ox
	7	Gladiator	Trident (d8, MH)	Net
	8	Outlander	Greataxe (d10, BH)	10 Hallucinatory Berries
	9	Prisoner	Manacles (d6, OH)	Funny Looking Rock
	10	Scribe	Chisel (d6, OH)	Salacious Love Clay Tablets
	11	Shepherd	Crook (d6, MH)	Sheep
	12	Soldier	Spear (d8, MH, Thrown)	Shield (Armor 1, OH)
Medieval	1	Aristocrat	Rapier (d8, MH)	Fancy Clothing, Too Much Chin
	2	Barber-Surgeon	Scissors (d6, OH)	Pint of Blood
	3	Blacksmith	Hammer (d8, MH)	Chain Mail (Armor 1, 2 Slots)
	4	Cultist	Wavy Dagger (d6, OH)	Pint of Blood
	5	Falconer	Crossbow (d8, BH)	Falcon (3 HP, d6)
	6	Flagellant	Scourge (d8, MH)	Horrific Scars
	7	Forester	Bow (d6, BH)	Bear Trap
	8	Grave Digger	Shovel (d8, MH)	Sack of Dirt
	9	Jester	Scythe (d6, OH)	Belled Hat
	10	Minstrel	Quarterstaff (d6, OH)	Lyre
	11	Nun	Stick (d4, OH, Thrown)	Roller Skates
	12	Squire	Wooden Sword (d6, MH)	Shield (Armor 1, OH) , Heraldry
Industrial	1	Banker	Flintlock (d6 xpld 6, OH, 1 Shot)	Sack of 30 Counterfeit Coins
	2	Chimneysweep	Barbed Wire Broom (d8, MH)	Soot, Insufferable Accent
	3	Clockmaker	Screwdriver (d6, OH)	Pocketwatch
	4	Cowboy	Revolver (d6 xpld 6, OH, 6 Shots)	Dynamite (4d6, 20' Radius)
	5	Factory Laborer	Hammer (d8, MH)	Tattered Rags
	6	Fireman	Fireaxe (d8, MH)	Bucket of Matches
	7	Gambler	Flintlock (d6 xpld 6, OH, 1 Shot)	Deck of Cards
	8	Mercenary	Rifle (d8 xpld 7-8, BH, 1 Shot)	Chain Mail (Armor 1, 2 Slots)
	9	Milkmaid	Stool (d6, OH)	Milk Bucket, Smallpox Immunity
	10	Oil Baron	Flintlock (d6 xpld 6, OH, 1 Shot)	3 Wine Bottles of Crude Oil
	11	Revolutionary	3 Molotovs (d6, OH, Ignite, 10')	Pamphlets Decrying Status Quo
	12	Street Magician	Brass Knuckles (d6, OH)	Top Hat, White Rabbit

OH/MH/BH: Offhand, Mainhand, Both Hands
 Armor X: Reduces Damage by X
 xpld: If damage rolls listed range, add another die

Ignite: DEX SAVE or d6 every turn until success
 X Shots: Fire X times before reloading
 X Shots Ever: Worthless after X shots

d12 (Era)	d12	Failed Career	Weapon	Another Thing
Modern	1	Actor	Prop Sword (d6, MH)	1 Bunch Flowers
	2	Athlete	Javelin (d8, MH, Thrown)	Pole Valuting Pole
	3	Boy Scout	Pocket Knife (d6, OH)	50' Rope
	4	Detective	Snubbie (d6 xpld 6, OH, 6 Shots)	Trenchcoat with Deep Pockets
	5	Mafia Thug	Tommy Gun (d6 xpld 1-2, BH, 3 Shots)	Ragged Suit
	6	Philosopher	Book (d6, OH)	Pack of Cigarettes
	7	Photographer	Camera Stand (d6, MH)	Film Camera
	8	Pilot	Revolver (d6 xpld 6, OH, 6 Shots)	Flak Vest (Armor 1, 2 Slots)
	9	Professor	Metal Meterstick (d8, BH)	Pipe, 3 Smokes of Tobacco
	10	Prostitute	Whip (d6, MH)	Restraints
	11	Spy	Butterfly Knife (d6, OH)	1 Dose Lethal-if-Ingested Poison
	12	Stoner	Tree Branch (d8, BH)	12 Joints
Digital	1	Audio Engineer	Boom Mic (d10, BH)	Boombox, 1 min Audio Storage
	2	Chemical Engineer	Carbon Steel Knife (d8, OH)	Industrial Explosives (6d6, 40')
	3	Drug Dealer	Uzi (d6 xpld 1-2, OH, 3 Shots)	1 Packet Crack
	4	Hacker	Steering Wheel Peripheral (d6, OH)	50' Programmable Lights
	5	Legislator	Cane Gun (d6 xpld 6, MH, 1 Shot)	1d100c Bribe
	6	Pizza Delivery	Hubcap (d6, OH, Thrown)	6 Pizzas
	7	Plumber	Pipe Wrench (d6, OH)	Large Bottle of Glue
	8	Robotacist	Shoulder-Mounted Robot Arm (d8, OH)	Camera Drone, 1 Hour Battery
	9	Student	Bookbag (d6, MH)	1d10,000c Crippling Debt
	10	Tech Support	Screwdriver (d6, OH)	Paired Radios, Unmitigated Rage
	11	Weatherman	Brass Knuckles (d6, OH)	3-Day Weather Predictor
	12	Zookeeper	Spiked Electric Cow Prod (d10, BH)	Necklace of Teeth
Orbital	1	Anti-Riot Police	Shotgun (2d4 xpld 4, BH, 6 Shots)	3 Smoke Grenades
	2	Bionic Surgeon	Cauterization Dagger (d8, OH)	Bionic Eye and Viewing Pad
	3	Bureaucrat	Silenced Pistol (d6 xpld 6, OH, 6 Shots)	Blackmail on Local Leader
	4	Geneticist	Scalpel (d6, OH)	Mutant Baby
	5	Hooligan	Bat with Nails (d8, MH)	Hoverboard
	6	Laser Engineer	3 Laserringers (2d6, OH, 1 Shot Ever)	3 Flexible Mirrors
	7	Scrapper	Crowbar (d6, OH)	Strong Electromagnet
	8	Space Pilot	Laser Pistol (5d6, OH, 1 Shot Ever)	Bottle of Whiskey
	9	Spaceship Engineer	Pipe Wrench (d6, OH)	Blowtorch
	10	Supersoldier	Assault Rifle (d8 xpld 1-2, BH, 6 Shots)	Battle Armor (Armor 2, 4 Slots)
	11	Survivor	Rusty Knife (d6, OH, Thrown)	Faithful Dog (8 HP, d6)
	12	Warlord	Spiked Scepter (d8, MH)	Spiky Leather (Armor 1, 2 Slots)

You're Ready!

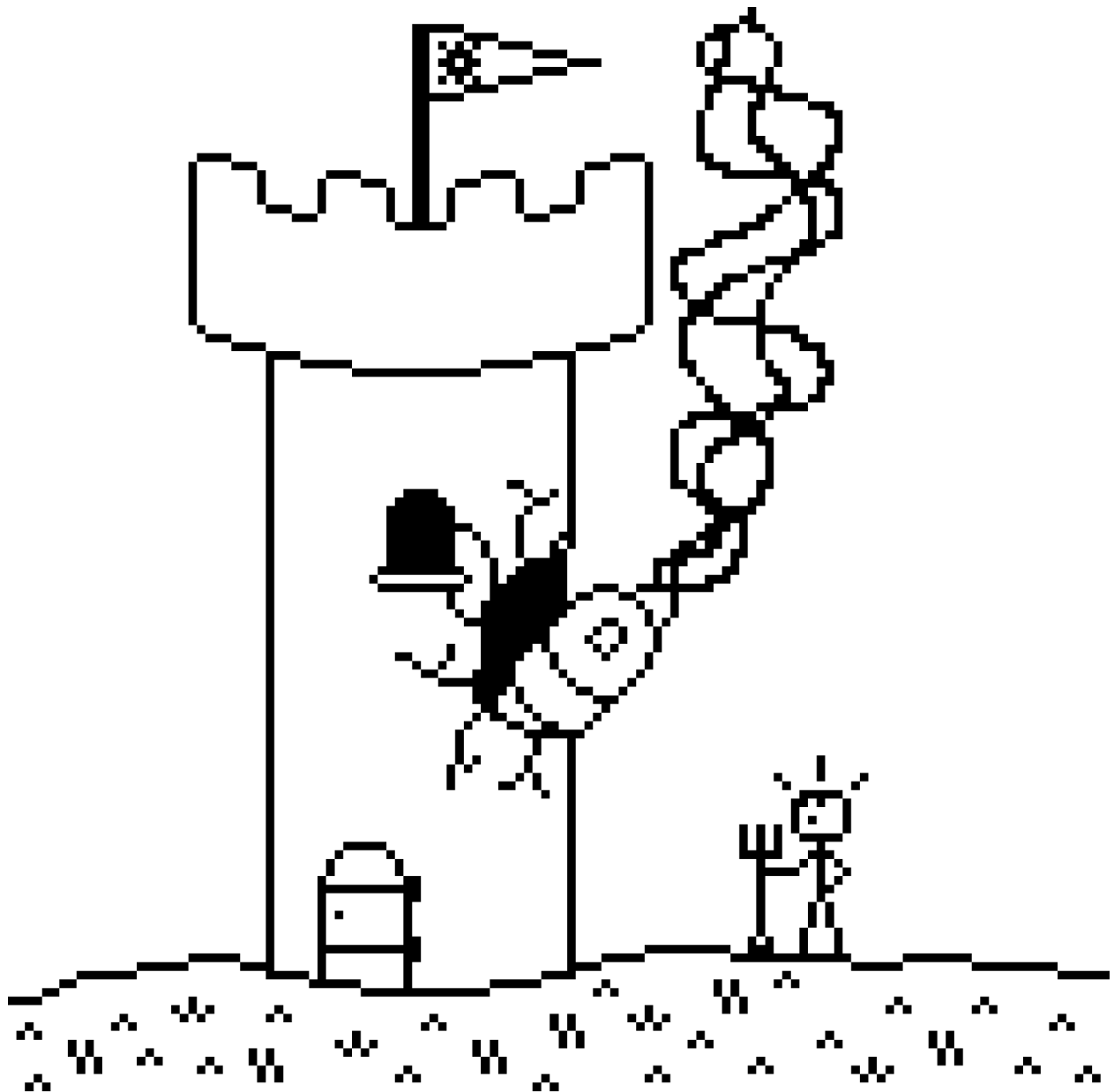
Go Play!



or you can read the

Player Rules

but if people are waiting, you should play.



Initiative and Turn Order

If you attack unsuspecting foes, you and anyone aware of the plan get a free round to go. Afterwards, or when both sides are prepared for combat, every player must roll a DEX SAVE; players who pass go before the enemies, while players who fail go after. When you go, move and act.

Attacking

Attacks always hit. Roll the damage die for your weapon; that's how much damage they take. If you are attacking with two weapons, you can roll the damage dice for both and use the better result. Armor reduces damage taken, generally 1 damage per 2 Inventory Slots of armor worn.

Gambits

Gambits are added to attacks. Say what you'd like to do ("I disarm the goblin") and what will happen if you fail ("the goblin gets a free attack"). The GM has final say. SAVE (STR in this case) to try the gambit.

Weapon Tags

Handedness: You can hold 2 OH, 1 MH + 1 OH, or 1 BH.

Exploding: If you roll the listed range, roll another damage die

Bombs: Area of Effect, Targets DEX SAVE for Half Damage

Ignite: DEX SAVE or d6 every turn until success

X Shots: Must take an action to reload every X shots

Cover: Minimum Armor

Only works against ranged attacks. If your worn armor is better, use that.

Low Cover: Armor 1. High Cover: Armor 2. Total Cover: Can't be shot at.

Health

Hits that would take you below 0 HP (and every hit after) deal the rest of their damage to STR. When you take STR damage, make a STR SAVE against the new value. If you fail, roll for DEATH & DISMEMBERMENT. You die at 0 STR. LUNCH takes an hour, takes a RATION, and heals 1d6+1 HP; OVERNIGHT REST consumes a ration and heals full HP; OVERNIGHT REST in a PERMANENT SETTLEMENT heals 1d6 STR.

Death & Dismemberment

2d6	Physical	Magic
2	Dead Man Walking	Explode, 3d6, 30' Radius
3	Lose Arm at d3: Wrist, Elbow, Shoulder	Evil Clone Appears, Naked
4	Bleeding Out	Attract Insects for 1 mile
5	Lose Nose	Plants Die Nearby
6	Broken Arm 2d6 Days	Scare Small Children, Animals
7	Lose 1d6 Fingers	Gain a Mutation
8	Broken Leg 2d6 Days	Shit Slugs
9	Lose Ear	Weep Oil (2x Fire Damage)
10	Lose Eye	Reroll Race
11	Lose Leg at d3: Ankle, Knee, Hip	While Asleep, Alter Ego
12	Vision Clears	Death in Exactly 20 Days

Dead Man Walking: 2-in-6 chance to die each week
Bleeding Out: 2-in-6 chance to die each round, allies have 2-in-6 chance to save you
Vision Clears: You will die in 3 rounds, but not until then

Like Radioactive Blood

Anyone can taste an object to see whether or not it is magical.

Spellbooks and Wizard Teeth

Spellbooks cage 1 Spell in 1 Inventory Slot, castable once/day.

Wizard Teeth provide fuel for the spells, providing a d6 per CHARGE used.

The number of [dice] and their [sum] determine the effects of the spell.

If a CHARGE rolls 1-3, you retain it internally and can cast with it again.

If a CHARGE rolls 6, things go sour.

Sanity, Mishaps, and Dooms

SANITY starts at 20. If a CHARGE rolls a 6, a MISHAP occurs. If you cast the spell with 2+ CHARGES, permanently lose 1 SANITY and make a SANITY SAVE. If you fail, your DOOM approaches. The first time you fail, roll for which path you will travel to your DOOM. The steps occur in order.

You may avoid your DOOM with a quest.

Becoming More Wizardly

If you use Wizard Teeth daily for a week, you gain a Mutation and can generate 1 internal CHARGE during OVERNIGHT REST. Rarer Wizardly Reagents grant more reliable and complex bonuses, such as Spell Memorization, Cantrips, Wizard Vision, a Familiar, or anything else the GM (or Wizard) dreams up.

d12	Mishaps
1	Mutation for 1d6 rounds. CHA SAVE or it's permanent
2	Flames within 30' of you blown out for 1d6 hours
3	Sighted creatures are invisible to you for 1d6 hours
4	Magic light show. Viewers must CHA SAVE to do anything sight-related
5	Unexist for 1d6 rounds
6	Nearest 1d6 corpses rise to attack you
7	Change color to 1d6 ROYGBV for 1d6 days. Glow slightly
8	Plants within 100' wither
9	Vomit 1d6 gallons of spiders
10	Invisible orchestra plays around you for 1d6 hours. 2x Encounter Chance
11	Arms turn into snakes for 1d6 hours. They are argumentative
12	Nose and ears fall off for 1d6 days

d4	I. Doom of Fools	II. Doom of Kings	III. DOOM
1. Damned	I. You're dead on the inside. Animals, children, and naïve adults see. They fear you. II. Become a ghoul. Food is ash; only rotting corpses feed you. Hunger is madness. III. 5d20 risen corpses hunt you, led by 2 Exorcists and a Demon. Any they kill join. Quest: Journey to Hell and make a bargain of servitude or become a Lich.		
2. Unreal	I. Become an illusion for a day. Pop under solid blows, reappearing next morning. II. Unexist 24 hours. Lose random item, gain another of equal value. III. Become an illusion. Permanently. Quest: Replace your blood with mercury, step into a mirror, eat the Beholder's eye.		
3. Forgotten	I. Forget the last 1d6 days. II. Forget written language. (Spellbooks are fine). III. No memory. Can't remember anything past the last hour. Can't cast. Quest: Epic poem of your adventures written and performed in court of a monarch.		
4. Skeletal	I. Face melts off, leaving just the skull. II. Flesh melts off, leaving just the skeleton. III. Body falls off, leaving just the skull. You can talk but not cast spells (no hands). Quest: Replace your body with something very evil, like the Negapope or a Seagull.		

Spells

Examples and teasers. Also a loot table for GMs in a rush.

1. COMMAND COINS

R: 30' Radius **T:** Coins **D:** [dice] hours

Coins leap up and obey your single-word commands. They are feeble.

2. CRABALANCHE

R: 60' **T:** Opening **D:** [dice] rounds

[sum]x100 hand-sized crabs pour out and head toward the ocean.

3. FIREBALL

R: 200' **T:** Volume of a 20' Radius Sphere **D:** Instant

Everything caught in the blast takes [sum] damage, DEX SAVE for Half. It spreads around corners. If it doesn't have enough space, it makes more.

4. GREASE

R: 60' **T:** [dice]x10' Area **D:** Instant/Permanent

Covers the area in slippery, flammable grease. Creatures in the area must DEX SAVE or fall prone (melee attacks against them have advantage).

5. HEARTSTOP

R: 100' **T:** Creature with a Heart **D:** Instant

Creature's heart skips a beat, causing dread, as though someone had just tried to kill it. 4 [dice] or target tiny creature: CHA SAVE or die.

6. MADNESS OF WASPS

R: 60' **T:** Creature **D:** Varies

Creature sees rat-sized wasps. They're painful and irritable. Lasts [sum] rounds, [sum] hours if it fails a CHA SAVE. 4 [dice]: Permanent on failure.

7. NEGASONIC FIELD

R: [dice]x20' Cone **T:** Area **D:** Concentration

Rings of purple light pour out of the caster's forehead. All sounds in the area are cancelled. Casters can't cast spells without speaking.

8. STORM OF THE DAVE

R: 30' **T:** N/A **D:** [sum] rounds

Dave appears and starts knocking things over. He's not very strong. He takes a break every 6 rounds. Dave is a bedraggled teenage human with brown robes and hair. He was a wizard's apprentice, before the accident.

9. STURDY CIRCLE IN THE AIR

R: 100' **T:** N/A **D:** [dice]x10 minutess

You draw a circle of force, diameter [dice]x5'. It's invisible and iron-hard.

10. WAKE CORPSE

R: 30' **T:** Corpse **D:** Varies

It's groggy. You only woke up some parts of it. It has [sum] HP, but loses 1 HP per round. [dice]x10' movespeed. 1d6 damage Smack. Unarmored.

Exploration

Dungeoncrawl

Significant actions take 10 minutes (assuming carefulness).

Roll a d6 every 10 minutes.

On a 1, an ENCOUNTER occurs (something interesting).

On a 2, an OMEN occurs (signs of something interesting).

Hexcrawl

Travel 3 hexes (6 miles each) per day, walking 8 hours per day.

Roll a d6 3x every day of travel, twice during the day and once during camp.

On a 1, an ENCOUNTER occurs (something interesting).

On a 2, an OMEN occurs (signs of something interesting).

Difficult terrain (mountain, swamp) counts as 2 hexes.

Travel -1 hex to explore for hidden locations in one hex.

Travel -1 hex to forage, gaining 1d4-1 rations per forager.

Travel +1 hex on a road.

Travel +1 hex if everyone has fast mounts.

Travel +1 hex over another 4 hours but gain 1d4-1 EXHAUSTION.

EXHAUSTION fills Inventory Slots. Refreshed in PERMANENT SETTLEMENTS.

Mounts have EXHAUSTION-in-12 chance to die each day of full inventory.

Moonhopping

(T) Time is how many days it takes to get from one moon to another.

(X) Efficiency is how hard it is to get from one moon to another.

(F) Fuel is how many Hyperliters (100c) you spend getting there.

(L) Layer is a moon's distance from the planet.

(H) Hour is a moon's rotation around a planet, like a clock face.

$$\text{Time} = 10X / \text{Fuel}$$

$$X = \Delta L + |\Delta H - 3|$$

ΔL = Outer Moon Layer - Inner Moon Layer

ΔH = Outer Moon Hour - Inner Moon Hour

If the outer moon is ahead, ΔH is positive.

If the outer moon is behind, ΔH is negative.

ENCOUNTERS during Transfer: Roll d100. An ENCOUNTER occurs after that many days, unless the journey ends before then.

Efficiency is higher (X is smaller) when:

The moons are in the same Layer.

The outer moon is 3 Hours (one quarter-orbit) ahead of the inner moon.

A ship's Food Recycler will handle food as long as it's in microgravity.

Getting from a moon's surface to orbit depends on the moon and how much stuff you have. It's expensive (3 HL); interlunar ships don't land.

Haggling

Bulk goods are worth $(2d6+3) \times 10\%$ listed price due to MARKET FORCES.

Buy specialty items at 1000c per syllable. Sell them at 500c per syllable.

Haggling is arguing over the name of the item: is it a

CHARRED HAMMER OF SMOKE AND ASHES, on the shelf at 8000c, or a

HOT STICK, worth just 2000c?

or maybe you'll agree to buy the FLAMING GREATHAMMER for 5000c.

Hired Hands

Hired Hands are people you pay to do things. They can do anything that a regular person could do, like hold lanterns, carry supplies, or fight, but you still don't control them directly—they're NPCs, not robots. Pets and pack animals function as limited hired hands.

Payment is daily: 10c/day base, more for specialization or personal danger. You must supply them with food. You can supply them with better equipment if you want.

By default, hired hands have d4 HP, Morale = Max Health, 10 Inventory Slots, and 7 in every stat. They're equipped with a dagger, if anything. More expensive hired hands have more health, their own equipment, or other features.

If a hired hand is reduced to 0 HP, they are on DEATH'S DOOR.

If they take another hit, they have a 3-in-6 chance to die.

Whenever a hired hand witnesses something horrifying or takes a hit, they must make a MORALE SAVE: roll a d20 under their Max HP (20 is always a failure). If they fail, they panic. Once rolled, each hired hand always panics the same way.

d6	1-2	3-4	5-6
	Fight	Flight	Freeze

In combat, it takes an action (arm waving, shouting, pointing) to command a hired hand to do something specific, like “attack that guy” or “hide behind that rock.” They’ll stop if the situation changes significantly, they get another command, or they fail a MORALE SAVE.

You can group your hired hands into Squads. You only need one action to command them all. Each hired hand contributes their HP to a Squad total (and the combined max for MORALE SAVES). Hits past 0 HP target a random squadmate, who has a 3-in-6 chance to die, as normal. For attacks, Squads roll damage once for each hired hand, using the best roll among them. You can break up and reform Squads whenever you want.

Mechs

Run everything as normal, just scale distances 50x up.

If you want more guidance:

These rules are for cathedral-sized mechs. If you want ogre-sized mechs, just run them as creatures with appropriate stats and abilities.

Make descriptions bombastic. Put Mega in front of everything: MegaHP, Megadamage, Megagoblin. You can have medieval fantasy mechs: enormous constructions of wood, rope, and stone. Reskin everything. Mechs should have a PC Pilot and NPC Crew (ranging from “no crew” to “dozens of crew members”). Invent or roll details as desired.

Roll stats for mechs with 4d4. Roll HP with 8+2d4. You can invent or roll races, classes, and even failed careers for mechs, too.

Instead of dying at 0 STR, a mech is disabled. A day of repairs in town heals 1d6+1 HP OR one injury. A week heals full HP. A month heals full STR. Any damage to the mech at 0 HP is also dealt to its pilot and crew.

Mech Combat Rules

Human-scale combat is meant to be simple and dangerous: trading blows is a risky proposition. Shenanigans are the better solution.

With mechs, though, we can indulge in more tactical fights.

- Maps use 250' hexes (instead of 5' squares).
- Combat rounds last twice as long (~12s instead of ~6s).
- Instead of Moving and Acting, you can Act Twice.
- If an ally is on the opposite side of your target, you deal +2 damage.
- Attacks push their targets: Roll 1d4. The target is pushed that many hexes/squares. If it hits something, the target takes that much damage; if it hits a creature, the creature does, too.
- Instead of attacking, you can Prepare an Attack. You must specify a specific target and trigger, like “when that guy attacks me”; if the trigger occurs, you can attack the target, dealing +2 damage. Enemies know what the target and trigger are. You can't prepare more than one attack per turn. Both the trigger and the attack happen.
- All of these rules apply to enemies as well. They deal knockback, act twice, and prepare attacks, just like players do.
- If a human-scale creature attacks a mech: nothing happens.
- If a mech attacks a human-scale creature: it dies.
- DMs: You may need to increase enemy HP to have cinematic fights. Tell your players how much HP enemies have.

Equipment

Prices are in c, which stands for crescents (or coppers/credits).

Items take one Inventory Slot unless stated otherwise.

Availability varies wildly; you can't buy an Assault Rifle in a medieval castle.

Buy at full price and sell at half. This list is nonexhaustive. Ask for more.

Food		Price
Ration	3/slot, eat 1+/day One ration is worth a day of work for a subsistence farmer. Improvise prices off of that: 1 day cheap labor = 10c	10c
Night at Inn	Meal and Lodging	30c

Adventure Supplies		Price
Torch	1 hour, 30' radius, 2/slot, d4 damage	10c
Lantern Oil	1 hour, 3/slot	10c
Lantern	20' radius	50c
50' Rope		50c
Candle	1 hour, 10' radius 0 slots (30/slot)	1c
Flask of Grease	Covers 5' radius, 3/slot	10c
1,000 Marbles	Covers 5' radius	30c
Stick of Chalk	0 slots (30/slot)	1c
10' Pole		10c

Animals		Price
Supplies are not included; Rider = 5 slots + inventory		
Animal Feed	3/slot, eat 1+/day	10c
Donkey	2 HD, 15 slots	300c
Horse	2 HD, 15 slots, +1 hex/day	700c
Mutt	1 HD, d6 Bite, Tracker	150c
Pig	1 HD	100c
Rat	1 HP, d1 Bite	10c
Homing Crow	1 HP, Returns no matter where you are	300c
Parrot	1 HP, Talks	30c
Canary		10c

Weapons		Price
20 Arrows		5c
48 Bullets		10c
Bow	D6, BH	30c
Dagger	d6, OH, Thrown	30c
Spear	d8, MH	150c
Longsword	d8, MH	300c
Greatsword	d10, BH	1,500c
Flintlock Pistol	d6 xp1d 6, OH, 1 Shot	300c
Snubbie	d6 xp1d 6, OH, 6 Shots	500c
Assault Rifle	d8 xp1d 1-2, BH, 6 Shots	1,500c

Armor		Price
Shield	Armor +1, OH	30c
Chain	Armor 1, 2 slots	500c
Plate	Armor 2, 4 slots	2,000c

Bulk Trade Goods		Price
Use specific goods for specific places		
Common Goods	Wheat, Wool, Leather, etc.	100c
Local Specialty	Silk, Porcelain, etc	100c
Foreign Specialty: In Demand	Silk, Porcelain, etc	200c

Worthless Garbage	Price
Used Sofa	300c
Bathtub	300c
Chamber Pot	10c
Human Skeleton	300c
Fake Golf Trophy	10c
Rubik's Cube	10c

Vehicles		Price
1 gal Gasoline		10c
1 Hyperliter (HL)	5 slots	100c
Cart	3x Inventory for Draw Animal	200c
Pickup Truck	60 Slots + 15 gal tank, 2 hexes/gal, 6 hexes/hour	5,000c
Lander	6 HL tank	10,000c
Moonhopper I	30 HL tank	100,000c

Hired Hands		Price
Equipment is included in cost; Supplies are not		
Shmuck	Dagger	10c/day
Mercenary	Longsword, Shield, d6 HP/Morale	25c/day
Berserker	Greatclub (d8, BH), 1d6+6 HP, 20 Morale, Won't Join Squad	1,500c
Lantern Holder	Lantern, Won't Fight	8c/day