

Gry RPG które warto znać

Maciej „Zefir” Starzycki

Stare ale ciekawe

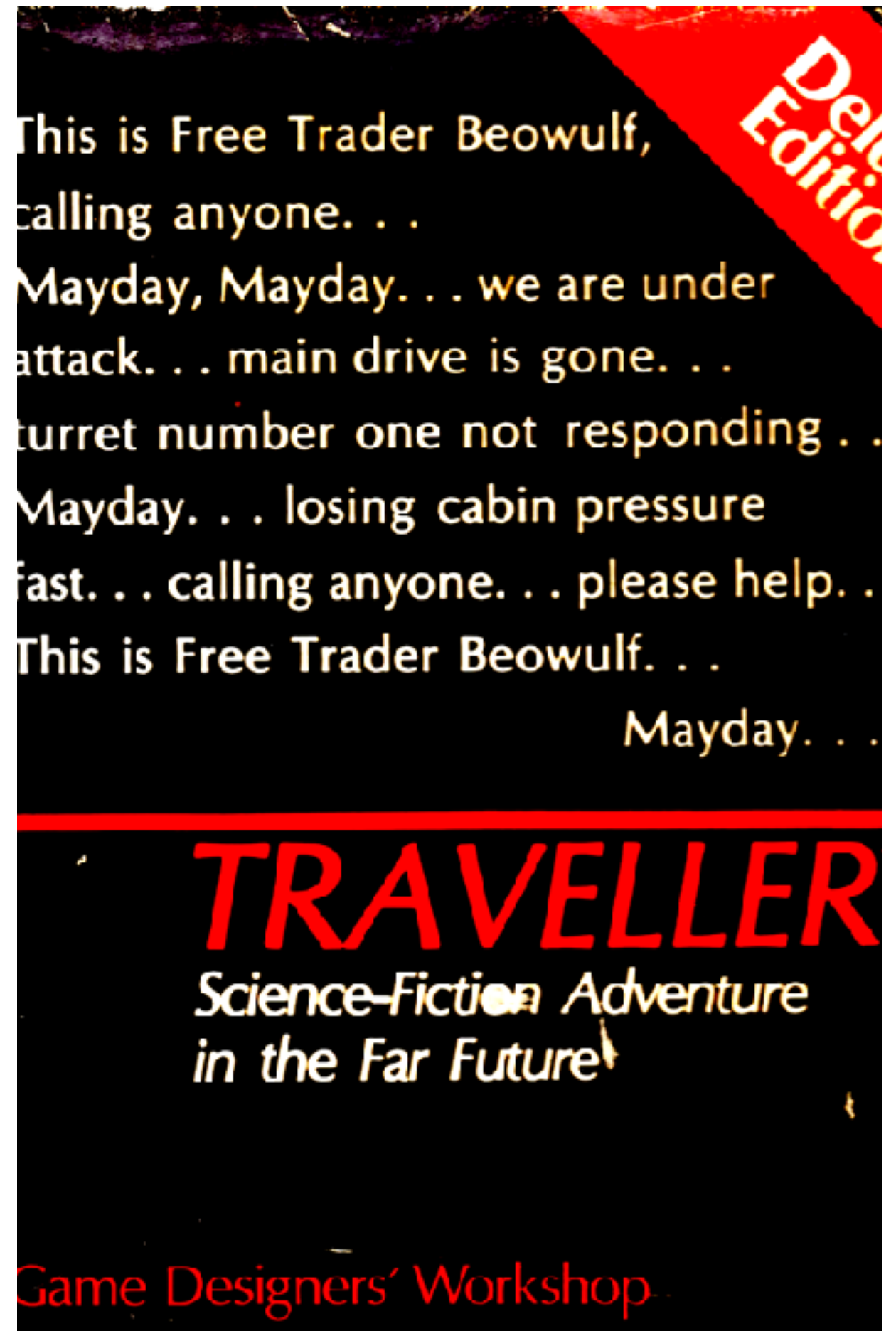
Dungeon & Dragons

- Gary Gygax, Dave Arneson
- Tactical Studies Rules (1974)
- Braunstein (Dave Weseley) + Blackmoor (Arneson) + Chainmail (Jeff Perren, Gygax) = D&D
- Garażowa, półamatorska robota.
- Pierwsza nowoczesna gra fabularna (wcześniej np. Michael F. Korn's „Modern War in Miniature”)



Traveller

- Marc W. Miller
- Game Designers Workshop
(1977)
- Space Opera (prawie Hard SF)
- Pierwsza gra z mechaniką opartą na umiejętnościach
- Dorosłe postacie z karierą za sobą
- Zależnie jak liczyć, około 10 edycji



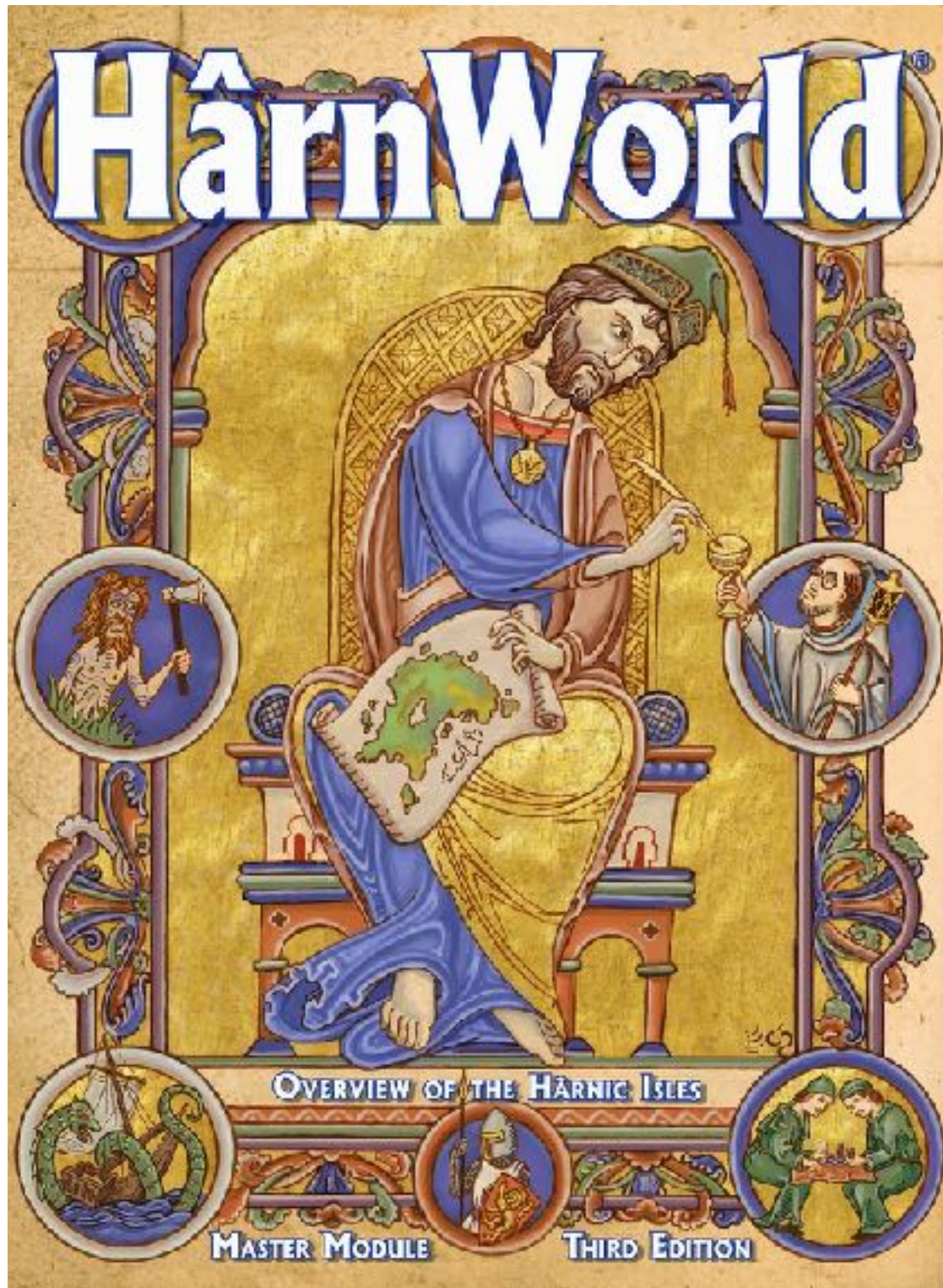
Tekumel: Empire of the Petal Throne

- M.A.R. Baker
- 1974, 1975, 1977 - pierwotnie self published, potem TSR
- Jeden z najbardziej rozbudowanych światów
 - Fikcyjne języki
 - odniesienia do nieistniejącej literatury
 - Ikonografia
 - Obyczaje



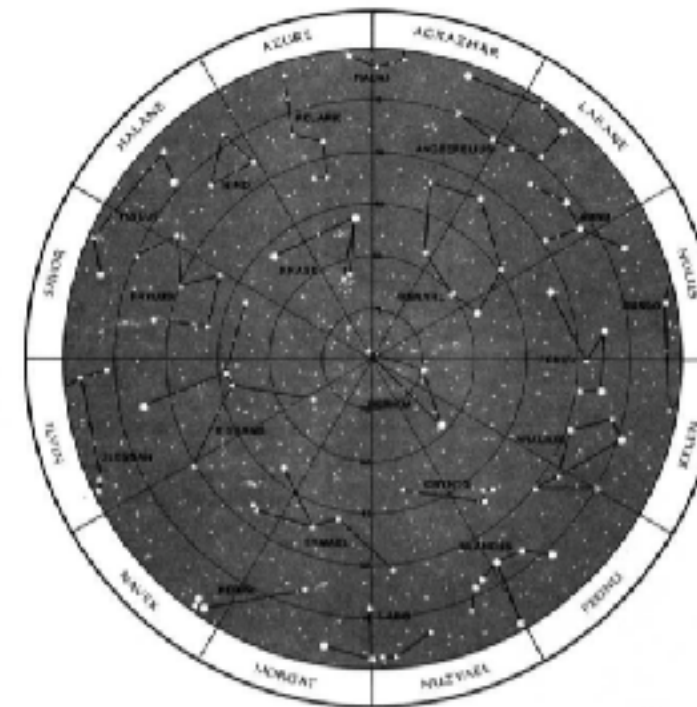
**Czy mieliście kiedyś
taki moment ... ?**

**Kiedy postać gracza kładzie się na ziemi, patrzy w
niebo, a wy myślicie: przydałaby mi się informacje o
tym co widzi?**



Star Charts

KETHIRA 3



THE NORTHERN SKY

CONSTELLATIONS

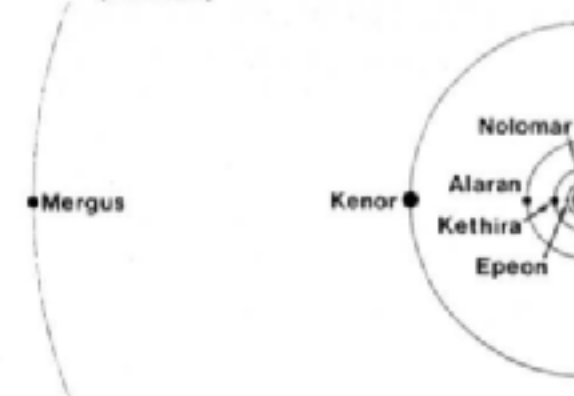
- Clessan the stag
- Cryto the beetle
- Ermael the unicorn
- Frylus the fox
- Gerium the bow
- Herpu the mace
- Kekar the plough
- Krust the ball
- Nind the ox
- Samsa the bear
- Tisams the hunter
- Tylus the claw
- Usnari the bear

ZODIAC SIGNS

- Ahnu the dragon
- Angherelius the swords
- Arulus the winds
- Feniri the smith
- Lado the galley
- Ulandus the bear

Sol and 426,000 times the mass of Kethira. Nolomar has a rotation rate of about 28 days at its poles and about 22 days at its equator. The Nolomar system contains five planets.

The Nolomar System (Not To Scale)

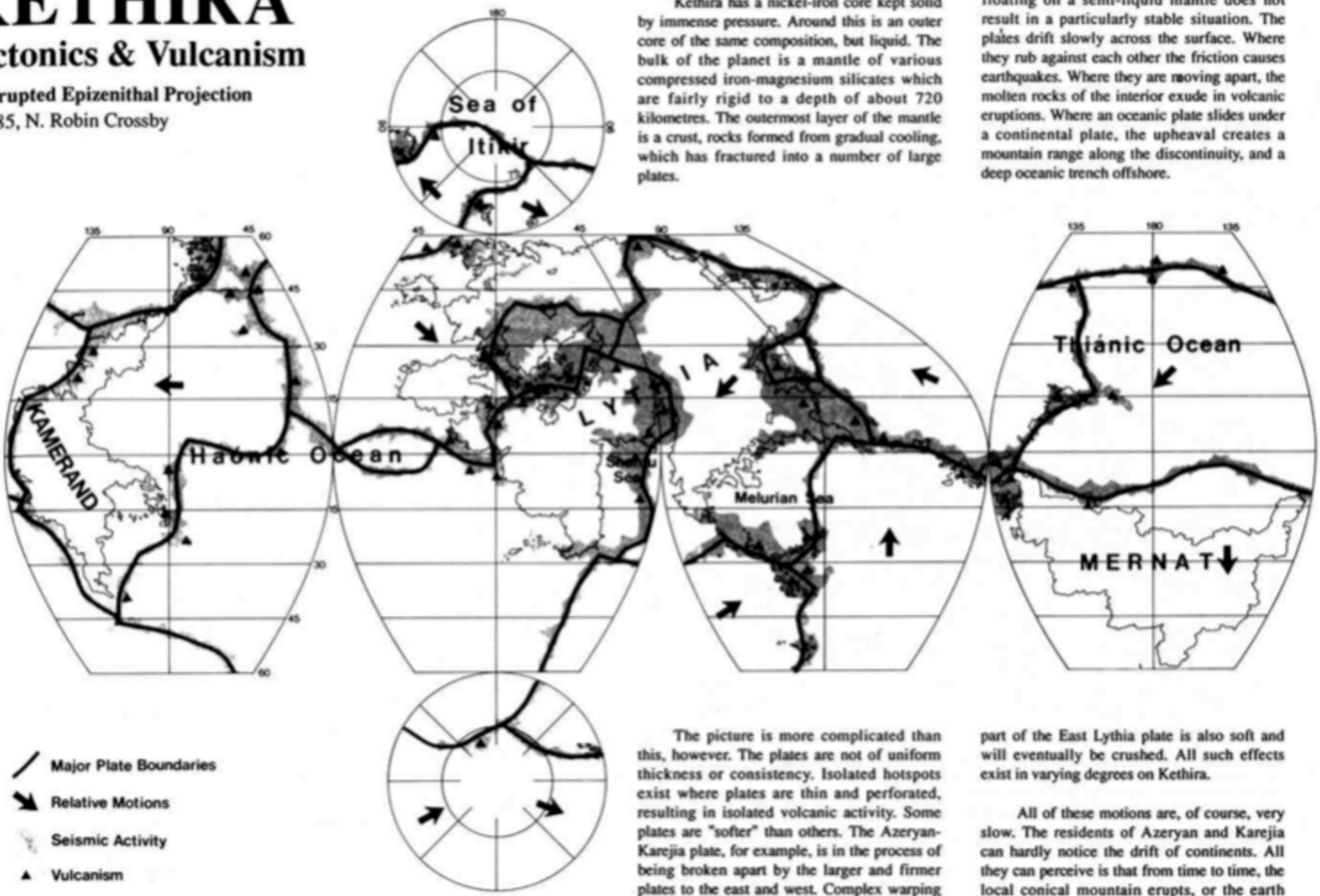


Body	Type	Period	Rotation	Axis	Mass
Epeon	T	0.55	35 days	12	0.54
Kethira	T	1	24 hrs	21	1.00
Alaran	T	2	25 hrs	16	0.94
Kenor	J	10	12 hrs	33	26
Mergus	J	85	20 hrs	32	90

KETHIRA

Tectonics & Vulcanism

Interrupted Epizenithal Projection
© 1985, N. Robin Crossby



TECTONICS & VULCANISM
Kethira has a nickel-iron core kept solid by immense pressure. Around this is an outer core of the same composition, but liquid. The bulk of the planet is a mantle of various compressed iron-magnesium silicates which are fairly rigid to a depth of about 720 kilometres. The outermost layer of the mantle is a crust, rocks formed from gradual cooling, which has fractured into a number of large plates.

The fact that the surface plates are floating on a semi-liquid mantle does not result in a particularly stable situation. The plates drift slowly across the surface. Where they rub against each other the friction causes earthquakes. Where they are moving apart, the molten rocks of the interior exude in volcanic eruptions. Where an oceanic plate slides under a continental plate, the upheaval creates a mountain range along the discontinuity, and a deep oceanic trench offshore.

The picture is more complicated than this, however. The plates are not of uniform thickness or consistency. Isolated hotspots exist where plates are thin and perforated, resulting in isolated volcanic activity. Some plates are "softer" than others. The Azeryan-Karejia plate, for example, is in the process of being broken apart by the larger and firmer plates to the east and west. Complex warping dictates that this part of the planet has more than its share of natural disasters. The eastern

part of the East Lythia plate is also soft and will eventually be crushed. All such effects exist in varying degrees on Kethira.

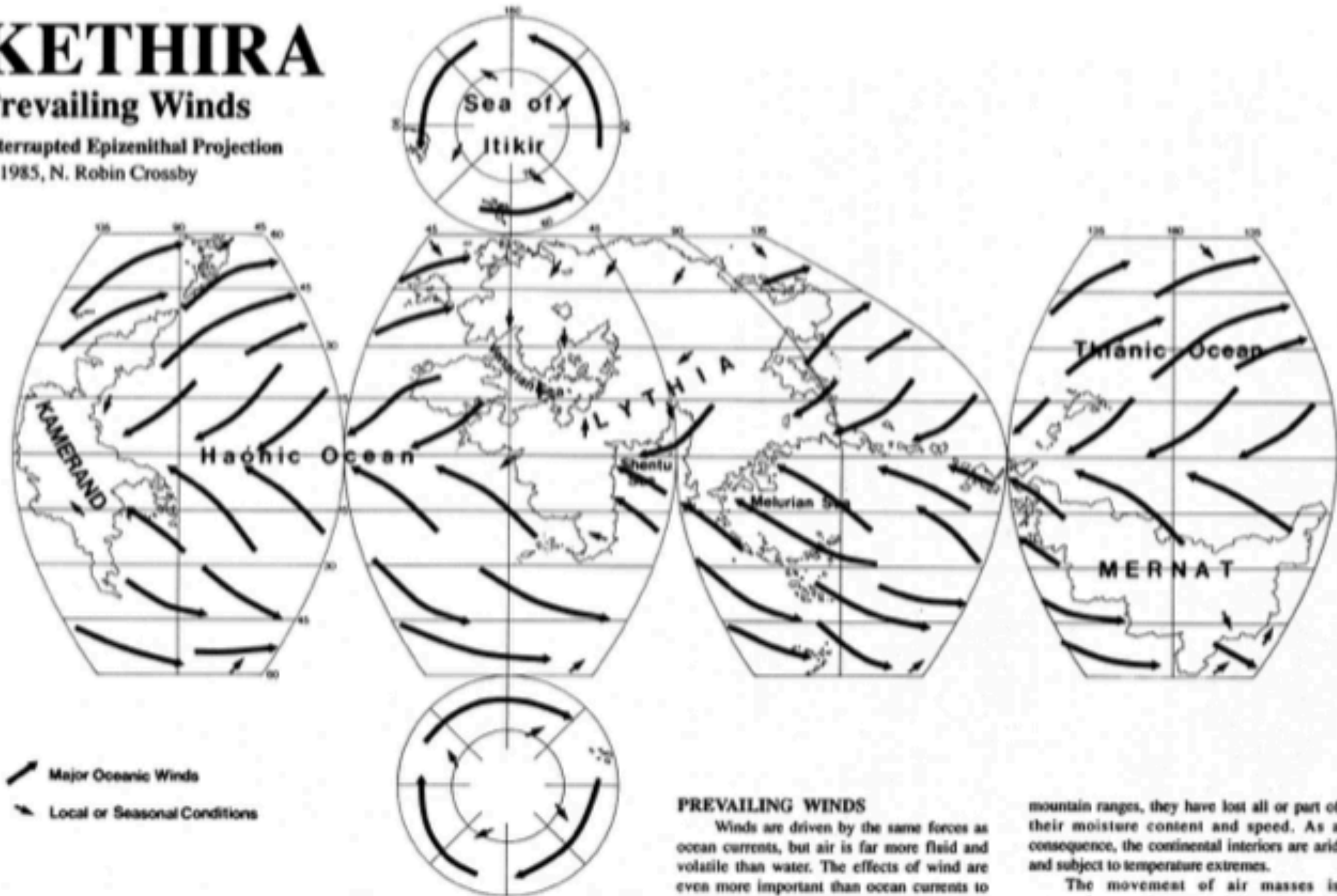
All of these motions are, of course, very slow. The residents of Azeryan and Karejia can hardly notice the drift of continents. All they can perceive is that from time to time, the local conical mountain erupts, or the earth beneath them quakes, causing great hardship.

KETHIRA

Prevailing Winds

Interrupted Epizenithal Projection

© 1985, N. Robin Crosby



-  Major Oceanic Winds
-  Local or Seasonal Conditions

PREVAILING WINDS

Winds are driven by the same forces as ocean currents, but air is far more fluid and volatile than water. The effects of wind are even more important than ocean currents to mariners and to the climate. It is the wind which allows heat exchange between the surfaces of ocean and land. Prevailing winds carry moisture inland, feeding rivers and vegetation. However, by the time winds reach deep into continental interiors, or cross

mountain ranges, they have lost all or part of their moisture content and speed. As a consequence, the continental interiors are arid and subject to temperature extremes.

The movement of air masses is extremely complex, especially where the topography interferes. Winds and currents work as a team, their effects are greatest where they are close together. Hence, prevailing winds are less meaningful inland than in coastal areas.

KETHIRA

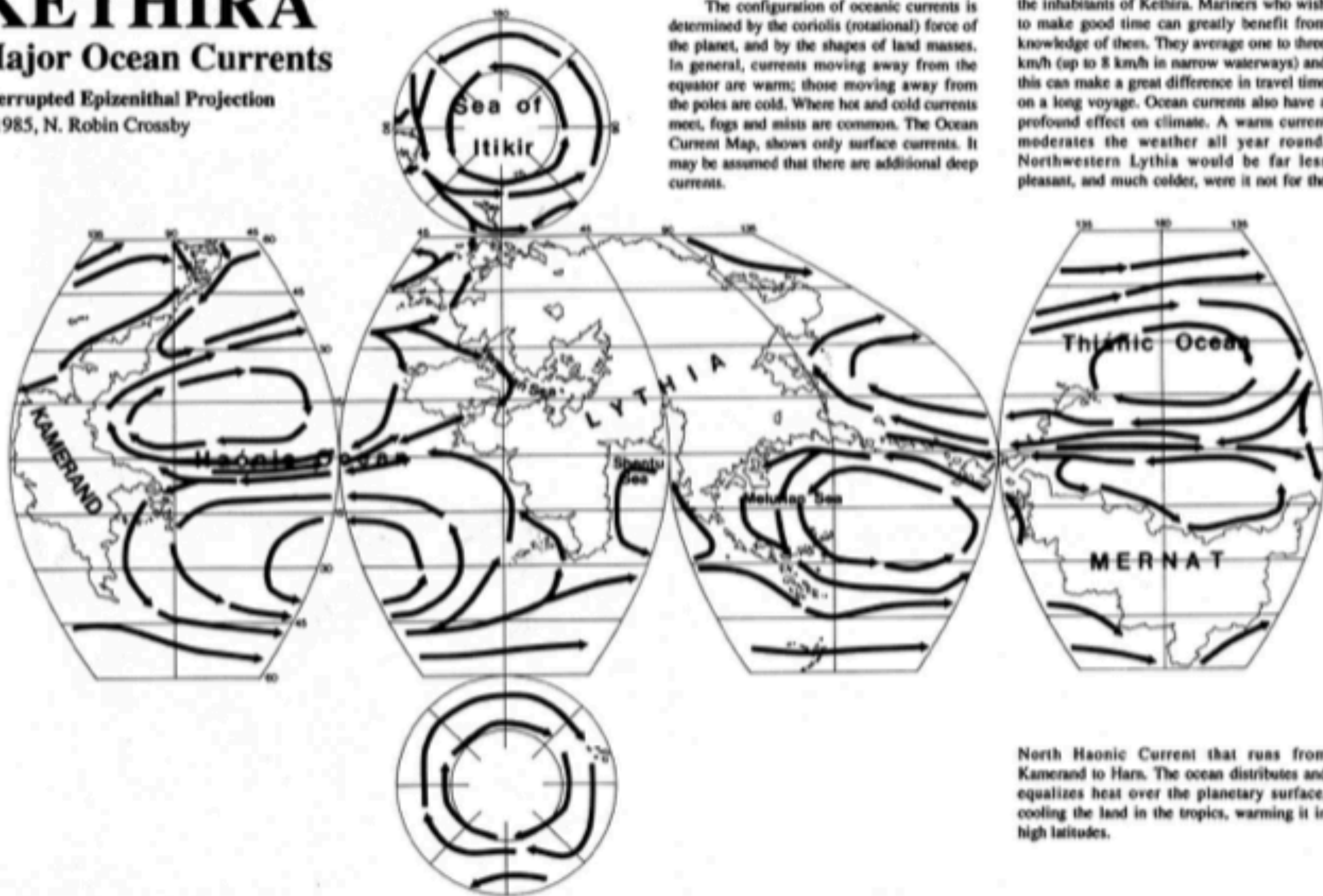
Major Ocean Currents

Interrupted Epizenithal Projection
© 1985, N. Robin Crossby

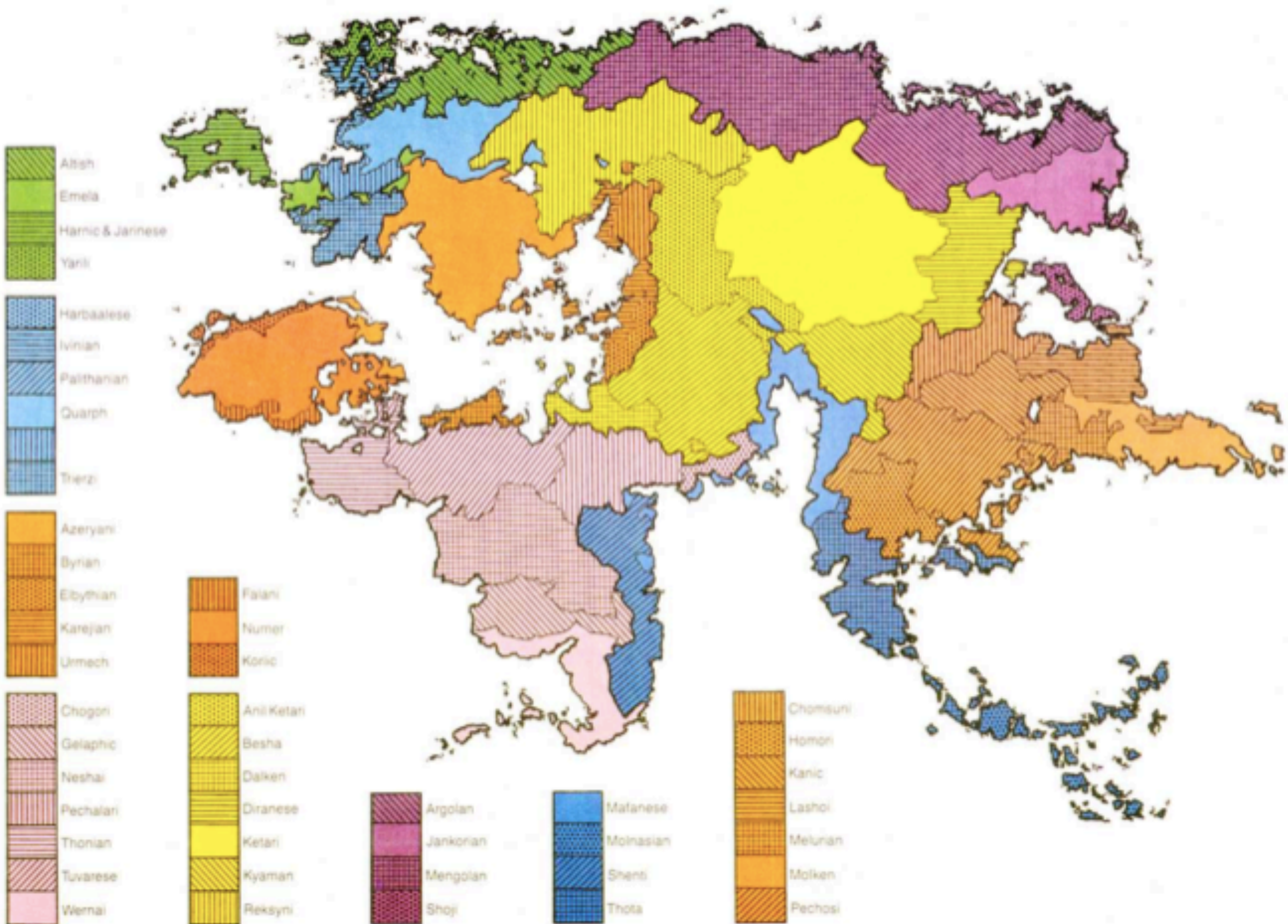
OCEAN CURRENTS

The configuration of oceanic currents is determined by the coriolis (rotational) force of the planet, and by the shapes of land masses. In general, currents moving away from the equator are warm; those moving away from the poles are cold. Where hot and cold currents meet, fogs and mists are common. The Ocean Current Map, shows only surface currents. It may be assumed that there are additional deep currents.

Ocean currents have two main effects on the inhabitants of Kethira. Mariners who wish to make good time can greatly benefit from knowledge of them. They average one to three km/h (up to 8 km/h in narrow waterways) and this can make a great difference in travel time on a long voyage. Ocean currents also have a profound effect on climate. A warm current moderates the weather all year round. Northwestern Lythia would be far less pleasant, and much colder, were it not for the



North Haonic Current that runs from Kameland to Harn. The ocean distributes and equalizes heat over the planetary surface, cooling the land in the tropics, warming it in high latitudes.



Albo myślicie sobie

...

Gdzie do cholery, gracze kupią wiadro?

HARN 12

Price List

ALE/pint	1f	Innkeeper
ANCHOR	12d	Shipwright
APPLES/bushel	6d	Farm/Market
ARROWS/dozen	15d	Weaponcrafter
AXE/battle	100d	Weaponcrafter
AXE/hand	70d	Weaponcrafter
AXE/hatchet	12d	Metalsmith
AXE/pole	96d	Weaponcrafter
AXE/throwing	48d	Weaponcrafter
AXLE	6d	Metalsmith
BAG/canvas	4d	Tentmaker
BARLEY/bushel	5d	Farm/Market
BARREL/hogshead	15d	Woodcrafter
BEANS/bushel	8d	Farm/Market
BELT/leather	10d	Hideworker
BLANKET/wool	48d	Clothier
BOOTS/leather	60d	Hideworker
BOTTLE	6d	Glassworker
BOW/crossbow	60d	Weaponcrafter
BOW/long	36d	Weaponcrafter
BOW/short	24d	Weaponcrafter
BRANDY/pint	8d	Innkeeper
BREAD/rye loaf	1f	Miller
BREAD/wheat loaf	2f	Miller
BRIDLE	12d	Ostler
BUCKET	4d	Woodcrafter
BUNS/dozen	2f	Miller
CANDLE	1f	Chandler
CART/2 wheels	80d	Woodcrafter
CAULDRON/iron	10d	Metalsmith
CHAIR	12d	Woodcrafter
CHARCOAL/bushel	2d	Charcoaler

HIDE/calf	16d	Hideworker
HIDE/deer	6d	Hideworker
HIDE/ermine/sable	30d	Hideworker
HIDE/horse	10d	Hideworker
HIDE/lambskin	3d	Hideworker
HIDE/otter/weasel	24d	Hideworker
HIDE/ox	12d	Hideworker
HIDE/pig	5d	Hideworker
HIDE/rabbit	1d	Hideworker
HIDE/seal	24d	Hideworker
HIDE/sheep	4d	Hideworker
HONEY/gallon	12d	Farm/Market
HORN/hunting	20d	Hideworker
HORSE/cart	180d	Ostler
HORSE/plough	240d	Ostler
HORSE/riding	360d	Ostler
HORSE/war	600d	Ostler
HORSESHOE/each	1d	Metalsmith
INK/black/quart	3d	Lexigrapher
KEY	2d	Locksmith
KNIFE/kitchen	6d	Metalsmith
KURBUL/backplate	60d	Weaponcrafter
KURBUL/breastplate	60d	Weaponcrafter
KURBUL/coudes	10d	Weaponcrafter
KURBUL/greaves	60d	Weaponcrafter
KURBUL/half-helm	30d	Weaponcrafter
KURBUL/kneecaps	15d	Weaponcrafter
KURBUL/vambraces	15d	Weaponcrafter
LANTERN	12d	Chandler
LEGAL CONTRACT	24d	Litigant
LEGAL DEED	18d	Litigant
LEGAL WILL	12d	Litigant

PROSTITUTE	1d	Prostitute
PURSE/buckram	9d	Clothier
PURSE/silk	60d	Clothier
QUILL	1d	Lexigrapher
QUILT/cowl	24d	Weaponcrafter
QUILT/gambeson	228d	Weaponcrafter
QUILT/leggings	230d	Weaponcrafter
QUIVER	8d	Hideworker
RING/cowl	42d	Weaponcrafter
RING/haubergeon	300d	Weaponcrafter
RING/hauberk	400d	Weaponcrafter
RING/leggings	322d	Weaponcrafter
ROBE/silk	600d	Clothier
ROBE/wool	150d	Clothier
ROPE/fathom	6d	Shipwright
RYE/bushel	6d	Farm/Market
SACK/buckram	1d	Tentmaker
SACK/linen	2f	Tentmaker
SADDLE/riding	80d	Ostler
SADDLE/war	240d	Ostler
SALT/bushel	12d	Salter
SANDALS/leather	8d	Hideworker
SCABBARD/leather	48d	Hideworker
SCALE/cowl	60d	Weaponcrafter
SCALE/haubergeon	430d	Weaponcrafter
SCALE/hauberk	570d	Weaponcrafter
SCROLL/parchment	2d	Lexigrapher
SCROLL/vellum	4d	Lexigrapher
SCYTHE	24d	Metalsmith
SHEEP/live	12d	Farm/Market
SHIELD/buckler	24d	Weaponcrafter
SHIELD/kite	72d	Weaponcrafter

GOVERNMENT OF TOWNS

In a strict legal sense, there are two different kinds of towns on Hârn; freetowns and feudal towns. Aleath, Golotha, and Thay are freetowns, enjoying a fairly high degree of independence from external authority. Azadmere, Cherafir, Coranan, Shiran and Tashal are feudal towns, held directly by the king or state. To the average citizen the distinctions are minimal. All towns tax their citizens and pay aids/taxes to the king or state. However, freetowns tend to levy less onerous taxes and collect them with less enthusiasm.

Town Charters

Freetowns possess a charter from the crown which sets out the rights and privileges of their citizens and their obligations to the king. Each charter is unique, but all have some basic common provisions. These include the right to build and maintain a city wall, hire mercenaries for defence, hold markets/fairs as often as desired, and freedom from feudal or other obligations to anyone except the king. Various clauses detailing the form and powers of civic government, responsibility for taxation, defence, and the administration of justice are also laid out in a town's charter.

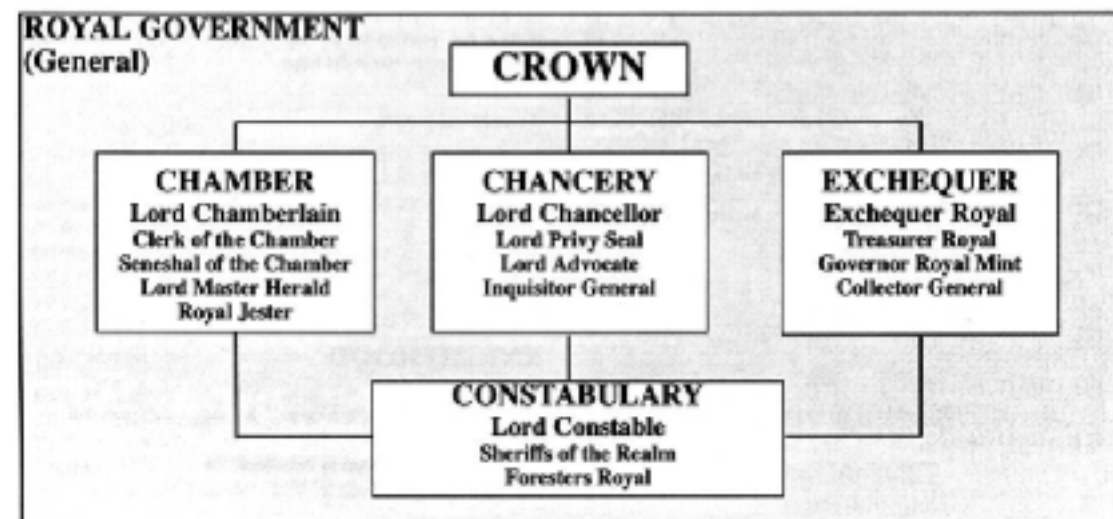
Feudal towns have no need for a charter, but often a document outlining the form and nature of town government exists. There is also a tendency for civic governments in both kinds of towns to be similar in form. Civic offices are mainly filled by guildsmen, military offices go to men of military experience. The key officers in Hârnish towns are:

MANORIAL LAND USE

Manorial lords may cultivate all the land themselves, hiring agricultural labor as required. They may *farm-out* all of the land to freehold tenants in return for cash rents or crop shares. Most, however, choose a blend of these two extremes, dividing the fief into (roughly) one third demense (lord's land) and two thirds tenancy, utilizing the custom of serfdom to provide the labor for their own land.

The respective areas of land use depend mainly on the size, location, and fertility of the fief. Long established fiefs tend to be well populated and favor higher arable land use. New holdings in frontier regions are generally underpopulated and these will have higher pasture and woods acreages.

Arable	20%-60% (40% average)
Pasture	20%-60% (40% average)
Woods	10%-30% (20% average)



SUCCESSION LAWS

When the leader of a clan dies, or is removed from office, a succession council of clan adults (sometimes just the men) is convened. Details of the custom vary from one clan to another. The whole clan generally gathers for the occasion, first to mourn the dead, then to elect a new clanhead. The council may take into consideration the wishes of the departed, expressed in a will or testament. The deceased often has at least "one vote", exercised by his spouse or heir. Of course, some clans are no more than nuclear families, in which case the spouse, eldest son, or daughter will inherit by default.

The succession council may seem a hollow formality; one of the clanhead's children is almost always elected, most often the eldest. In some clans, women are excluded or treated prejudicially; Kaday, is probably the most liberal kingdom in this regard. Nevertheless, the practice has been known to ignore such traditions, the most competent clanmember available being elected. Declared candidates are often allowed to plead their cases before the council; sometimes the council elects a clanmember who did not offer his candidature. While unofficial interference is not uncommon, clans are generally permitted to select their own leaders by any method they deem appropriate.

Disputes which can not be internally solved are usually decided in feudal courts. Clans may have feudal rights to lands/property and any new clanhead may have to overcome the objections of the leige before possession can be taken. When an heir does take possession, homage must be done to the leige in a ceremony held before witnesses. The ritual usually involves the gift of a clod of earth and the swearing of fealty.

ROYAL JUSTICE

The establishment of a system of royal courts is a recent development on Harn. While they are inaccessible to the unfree majority of the Harnic population, royal justice systems are of great significance. The wise monarch is anxious to cultivate respect for the law and feudal courts are plagued by jurisdictional problems. The royal system is open to any freeman, generally provides better, faster and cheaper justice, and has gradually taken over an ever larger share of important legal administration. The preservation of local custom is a high priority of royal courts, but some uniform laws emerge. These are referred to as the king's commonlaw, a body of legal tradition that is shared by most of the realm.

SHIRES AND HUNDREDS

Most of civilized Harn is divided into judicial provinces called shires, which are further subdivided into "hundreds", each with their own legal organs. The chief officer of a shire is called a Sheriff (shire-reeve); that of a hundred is termed the Bailiff of the Hundred. Apart from their judicial responsibilities outlined below, these officers are the agents of the crown. They collect the king's "taxes" and provide him with communications.

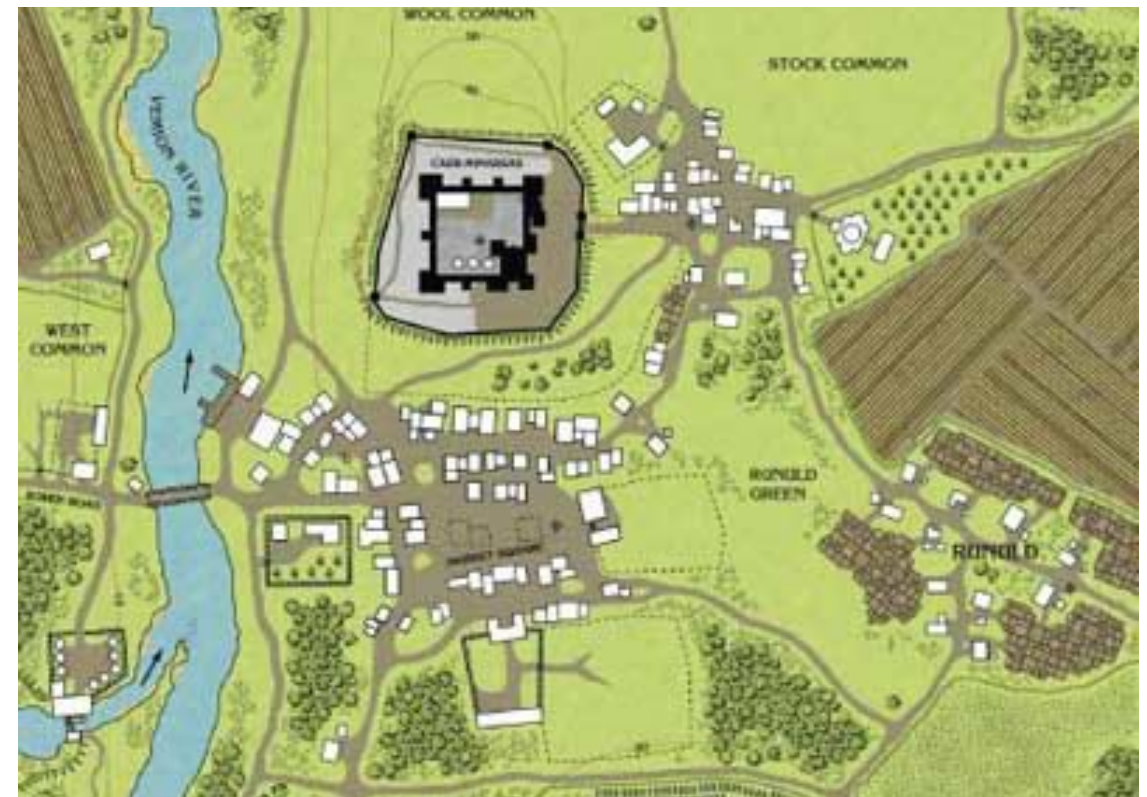
TRIALS & ENFORCEMENT

INFORMAL MEDIATION

The majority of cases are heard informally by a single noble or officer who will listen to the arguments and render his verdict. However, any freeman may demand a sworn inquest by first obtaining a royal writ.

THE SWORN INQUEST

The sworn inquest is generally restricted to royal courts; variations of it may be found in cannon courts. The basic form is for the presiding officer to appoint a sworn jury, usually of prominent neighbours (jurors) to whom specific questions of fact are put. Witnesses may be called, obliged to testify under oath. The jurors' answer (the verdict) may be from personal knowledge, or from local gossip, but will at least be based on some kind of evidence rather than superstition or raw power.



ENCYCLOPEDIA HARNICA.™

1

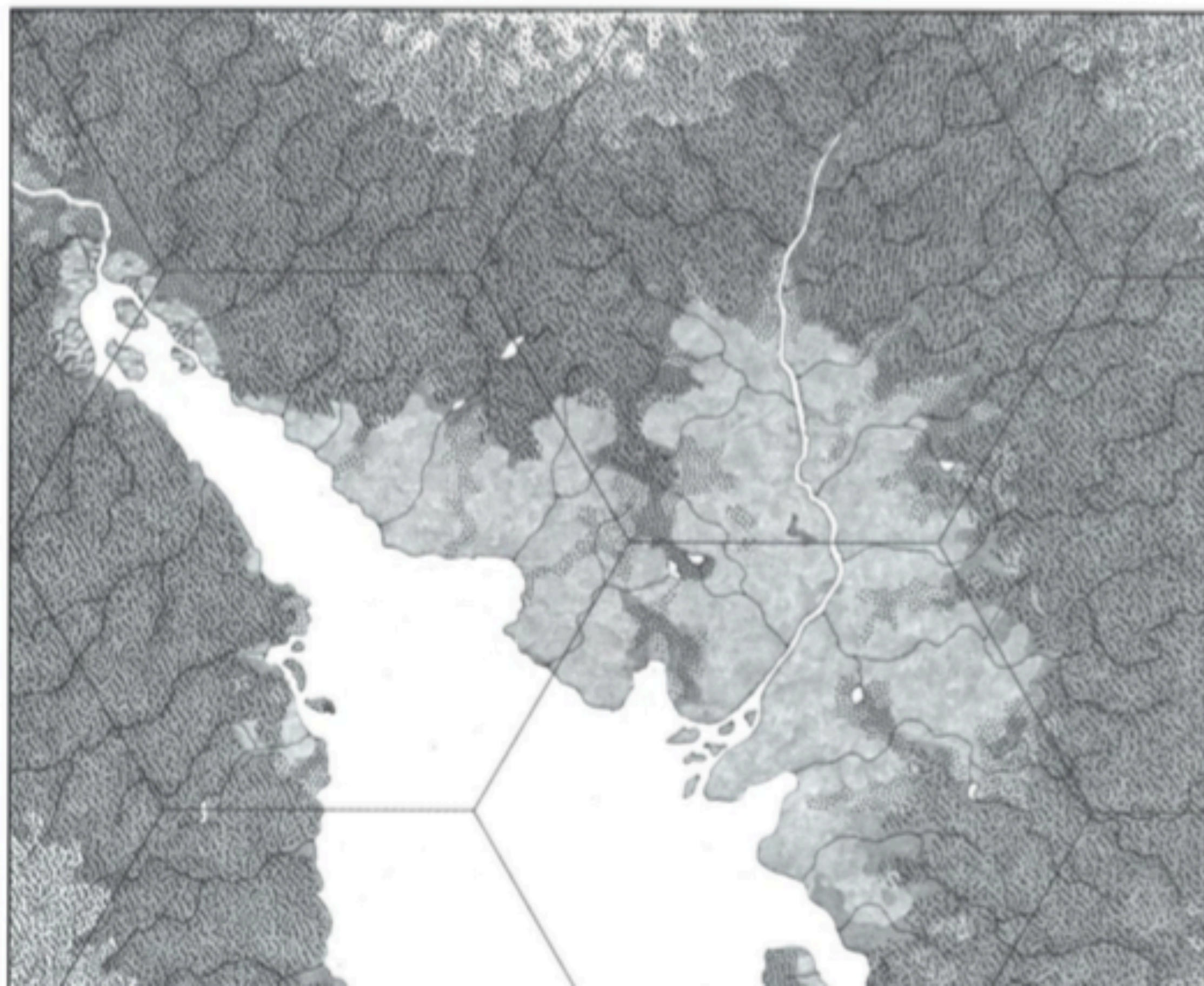


AZADMERE

PLAYER MAP



LEAGUES



AZADMERE



LEAGUES



AZADMERE

ATLAS HARNICA

PLACE	HUNDRED	HOLDER ¹	LEIGE SEAT	GROSS ACRES	LAND ² QUAL.	HOUSEHOLDS ³		GAMEMASTER NOTES
						SERF	FREE	
ABERT	n/a	Reeve	Stanyth	290	0.92	9	1	Garrison 200 (ten companies)
ANGAST	n/a	Reeve	Sur	800	0.68	17	0	
AZADMERE	n/a	TARAZAKH	n/a	n/a	n/a	0	0	
AZE	n/a	Reeve	Khieth	480	0.87	7	3	
BISCOPP	n/a	DURANTH	Habe	1780	0.82	26	8	
BRICEFF	n/a	Bailiff	Habe	1510	0.76	23	9	
CAHDIN	n/a	CHIELT	Habe	620	0.83	11	3	
CANUN	n/a	ARITH	Habe	2060	0.81	31	12	
CLUN	n/a	Reeve	Nephu	560	0.83	10	2	
COSTRAL	n/a	GLYTHS	Habe	1170	0.79	22	3	
CRAGST	n/a	Reeve	Habe	210	0.93	4	6	Hunting Lodge
DNOR	n/a	Reeve	Habe	240	0.94	2	8	
DUNON	n/a	Reeve	Ulvan	520	0.78	8	5	
DURYN	n/a	WIMAIRN	Habe	1330	0.83	25	6	
ELWYN	n/a	SYTH	Habe	1670	0.80	36	11	
EMUT	n/a	Reeve	Habhen	240	0.89	10	0	
ENFAL	n/a	TAGARN	Habe	1950	0.81	29	9	
ERCADEL	n/a	HAIRTH	Habe	1120	0.84	17	3	
EREB	n/a	Reeve	Tinham	520	0.78	11	0	
ESSET	n/a	Bailiff	Habe	1480	0.82	23	8	
FENAC	n/a	CARLAGN	Habe	1730	0.81	27	7	Garrison 20 (one company)
FINOTH	n/a	KIETT	Habe	780	0.81	16	3	
GHEN	n/a	Reeve	Shinham	350	0.90	11	0	
GWYNA	n/a	AULNAR	Habe	1160	0.81	16	6	
HABE	n/a	KOPHAR	Azadmere	1480	0.97	30	3	
HABHEN	n/a	COWRYN	Habe	900	0.93	17	4	
HAVULE	n/a	Forester	Habe	n/a	n/a	0	1	
HOCYT	n/a	Reeve	Habhen	240	0.92	8	2	
HYDD	n/a	HAUDY	Habe	1710	0.76	32	6	
IDAINE	n/a	ERTHAR	Habe	1690	0.84	29	6	
JALG	n/a	DOWNAN	Habe	1940	0.79	28	11	Garrison 20 (one company)
JIBERT	n/a	PARWYN	Habe	1780	0.72	31	9	
JUTLUZ	n/a	Constable	Azadmere	0	n/a	0	0	
KUTETU	n/a	WHYLS	Habe	1440	0.89	29	7	

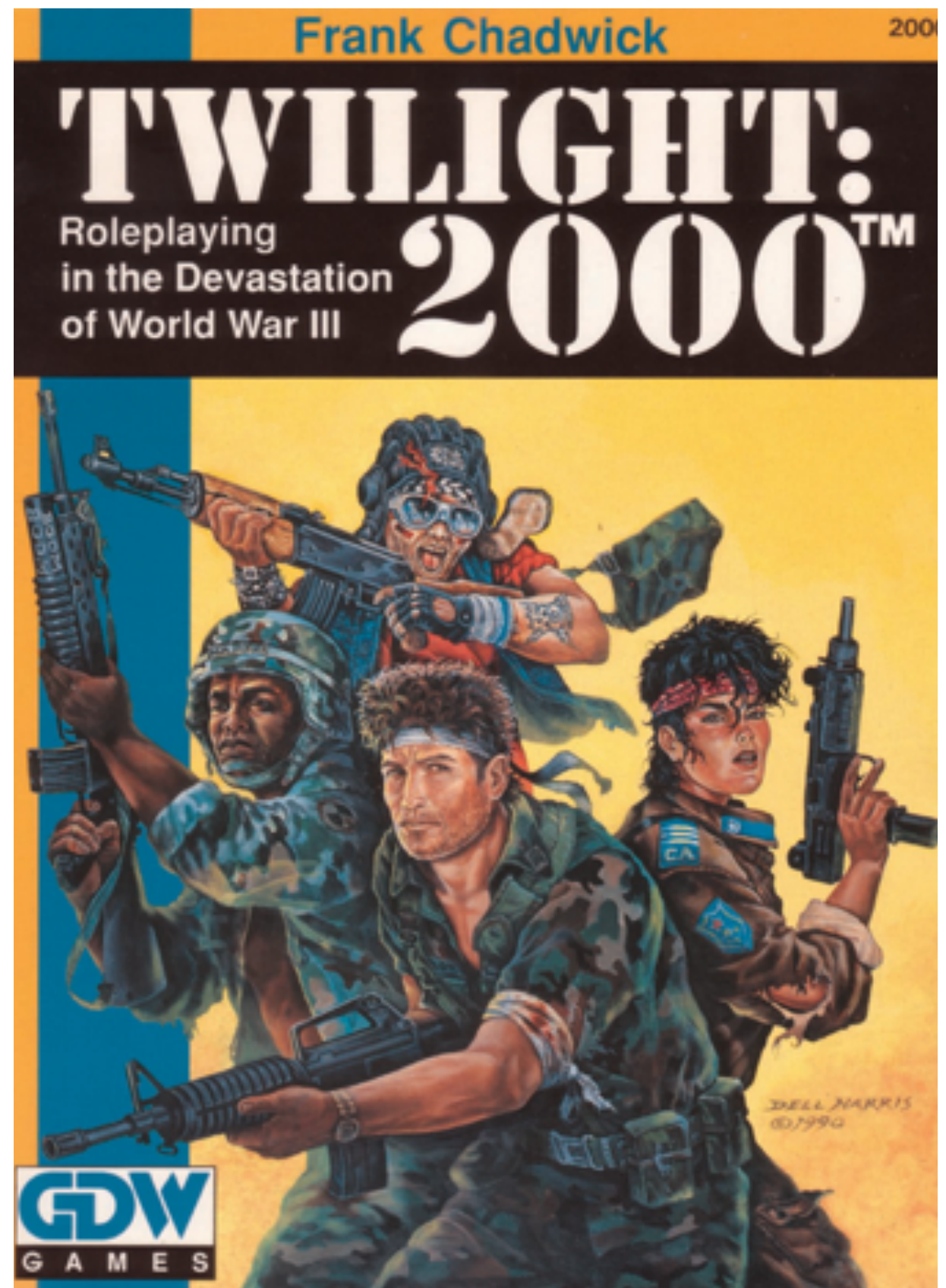
HarnWorld / HarnMaster

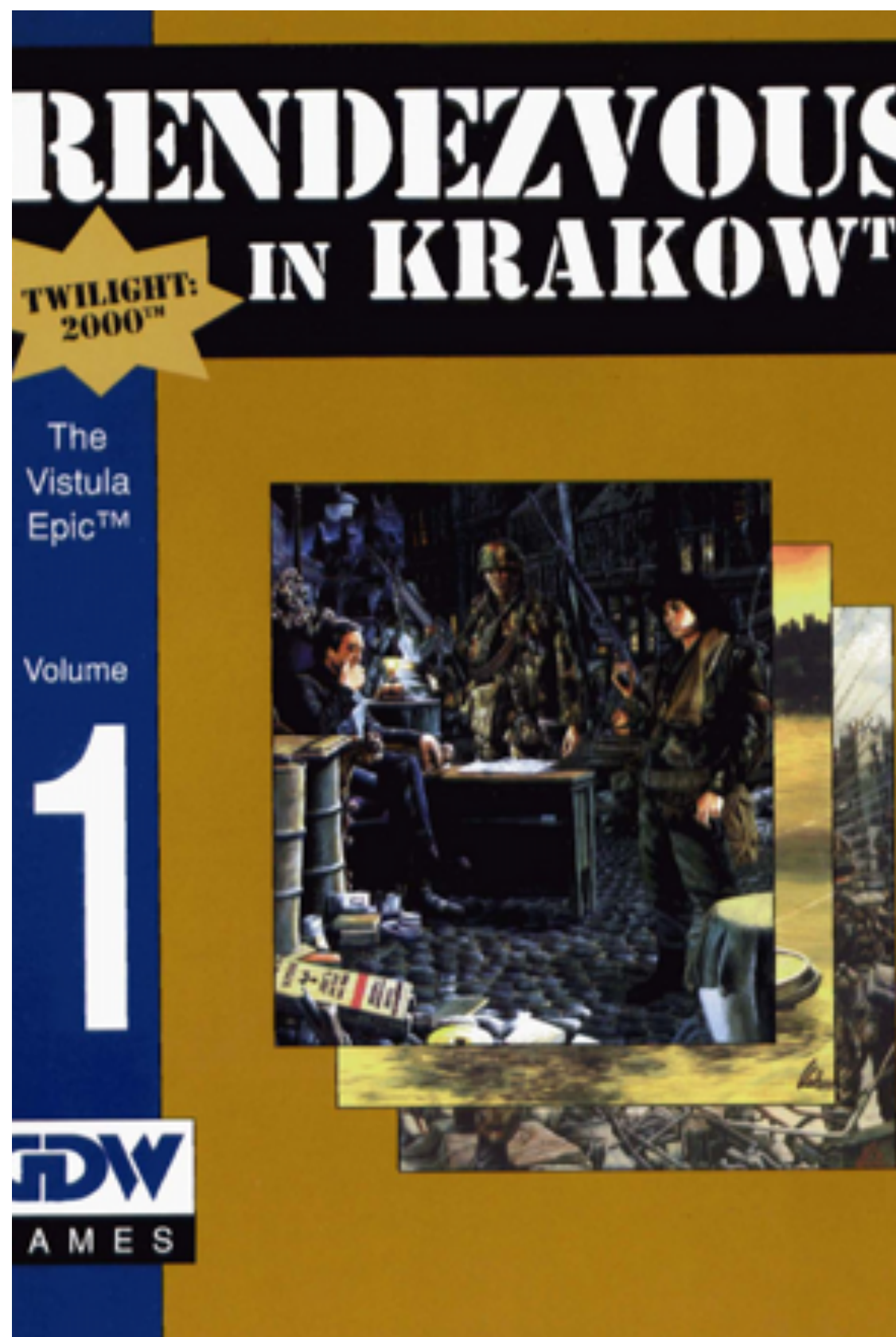
- Columbia Games (od 1983)
- Najbardziej symulacjonistyczne podejście do fantasy
- Duży materiałowy wygodnych do wykorzystania w innych settingach
- Kosmiczna ilość informacji i szczegółów
 - Ponad 150 dodatków
 - Dedykowane dodatki - indeksy
 - Format encyklopedii
 - Nadal rozwijany



Twilight: 2000

- Frank Chadwick, Dave Nilsen, Loren K. Wiseman, Lester W. Smith
- GDW (1984)
- Pierwszy polski akcent w RPG!
- Postapo po III wojnie światowej z użyciem taktycznych ładunków nuklearnych.
- Front przechodził przez Polskę.





To determine the concussion of a charge, divide the DP value of the charge by 2, extract the square root of the result, and multiply by 5. To determine the number of demolition points needed to achieve a given concussion, divide the concussion by 5, square the result, and multiply it by 2.

$$C=5(\sqrt{DP+2}).$$

C: Concussion DP: Damage points.

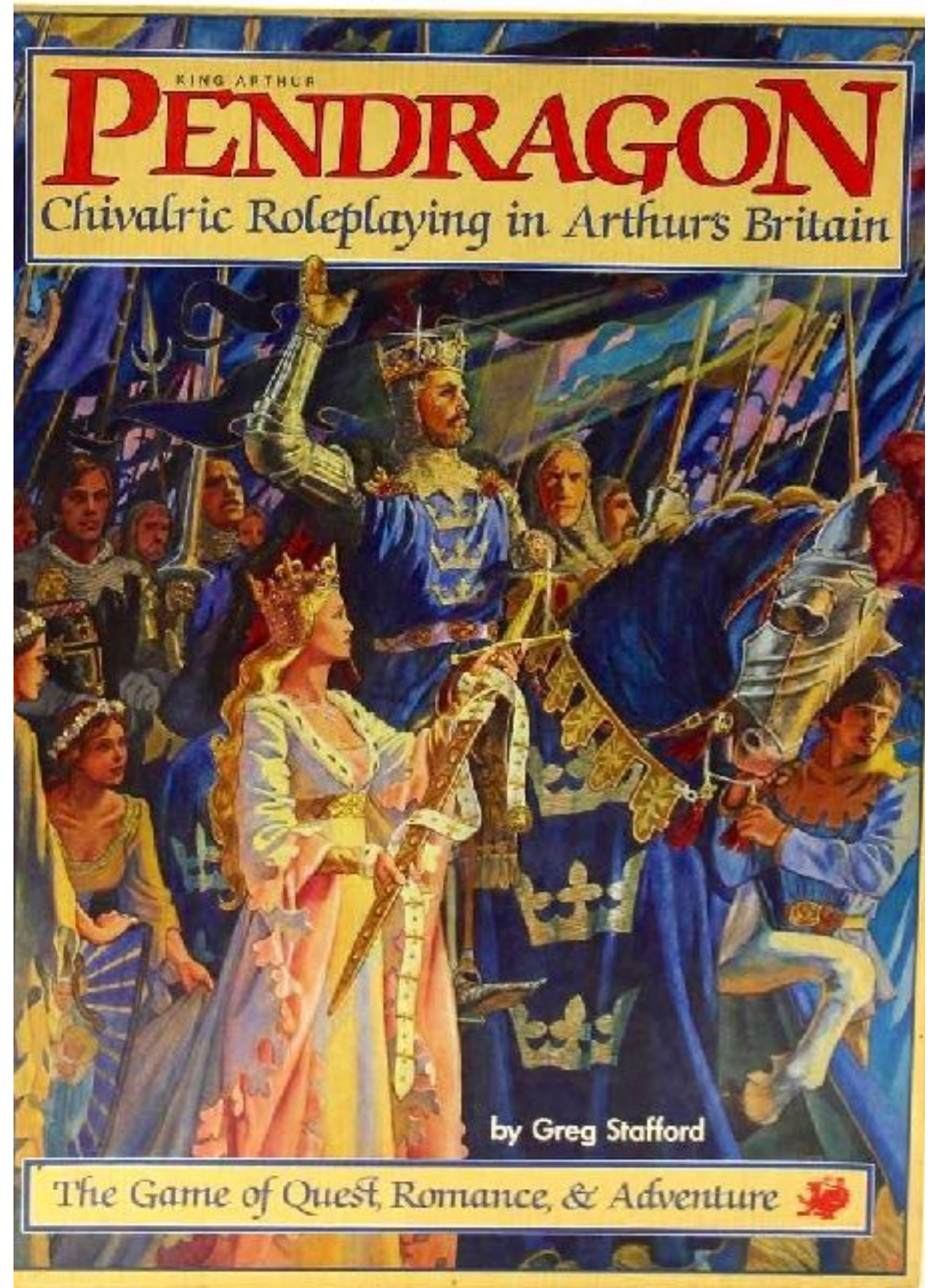
$$DP=2[(C+5)^2].$$

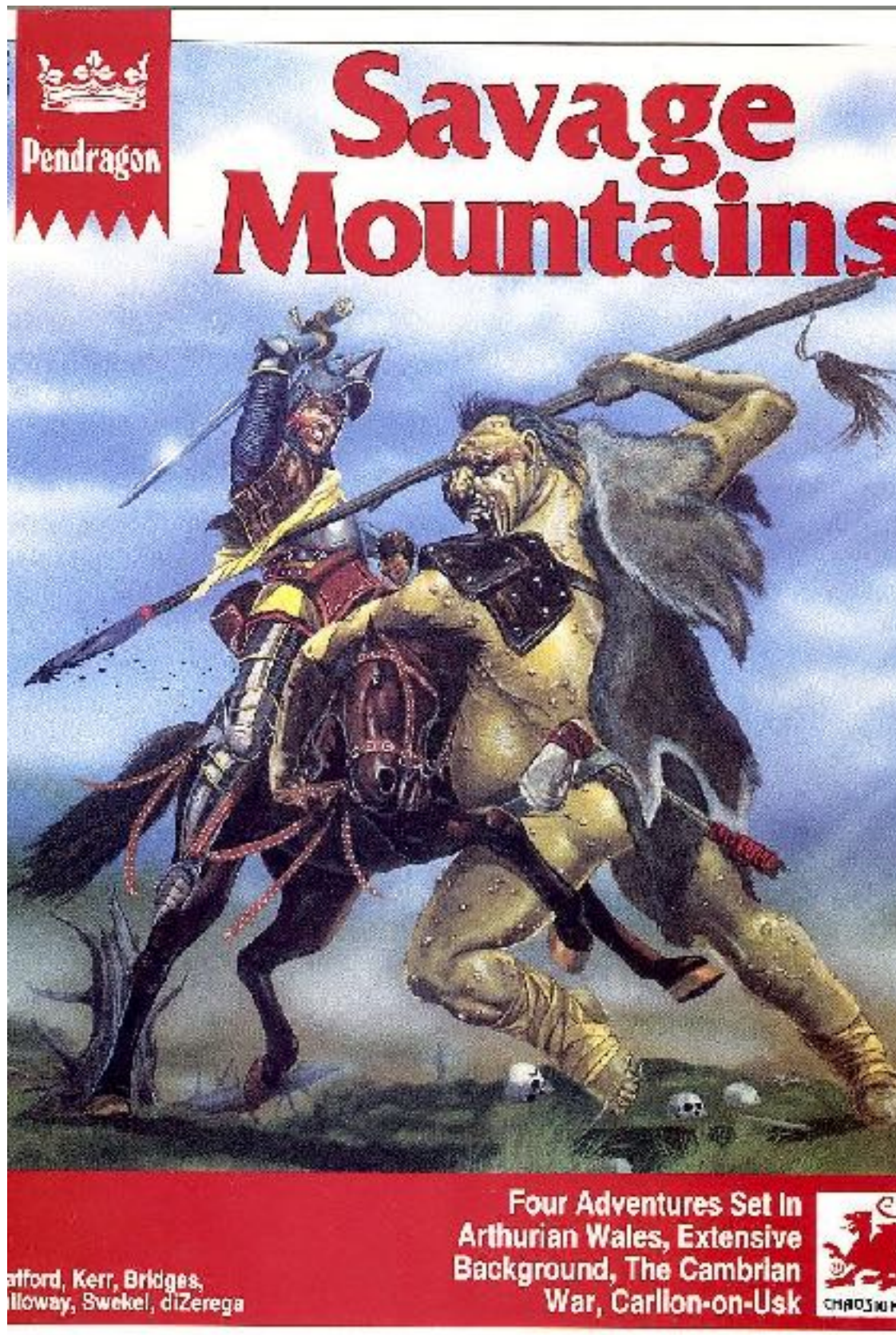
C: Concussion DP: Number of damage points needed to arrive at a certain concussion.

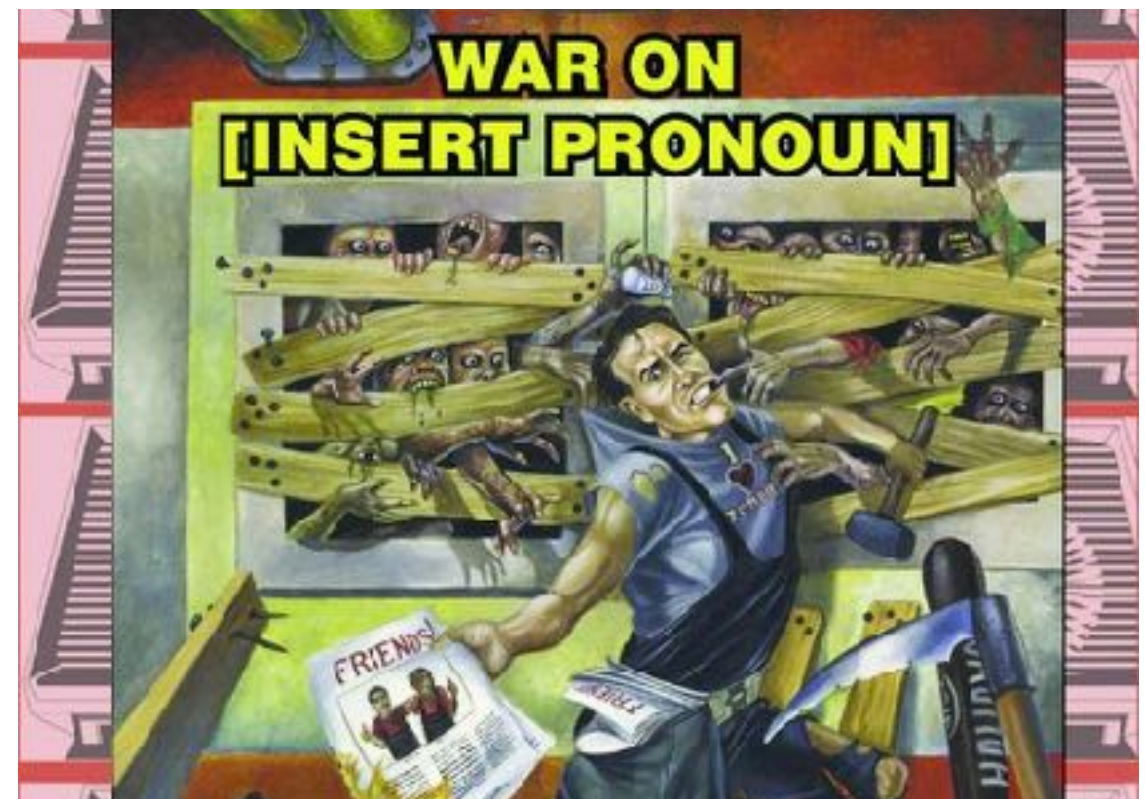
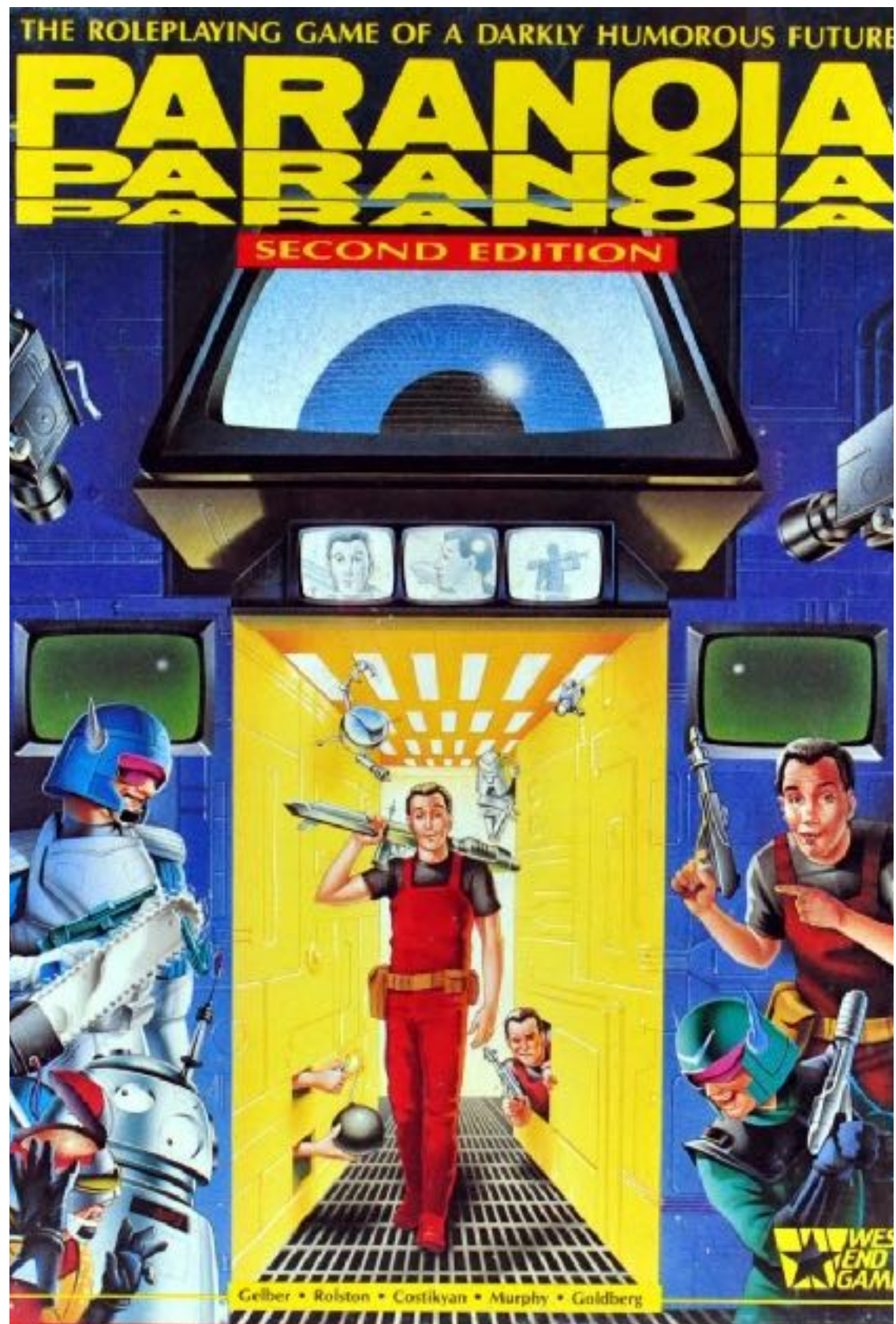
Grenade Fishing: When a character announces his intent to try grenade fishing, the referee secretly rolls 2D6x10. This is the total quantity of fish (in kilograms of meat) available to be caught. Each grenade will bring (1D6-1)x4 kilograms of meat to the surface.

Pendragon

- Greg Stafford
- Chaosium (1985)
- Mity Arturiańskie wplecione w prawdziwą Brytanię.
- Świetny system charakterów – „suwak”.
- Rozgrywka na przestrzeni kilkuset lat, od wczesnego średniowiecza do późnego („Great Pendragon Campaign”).







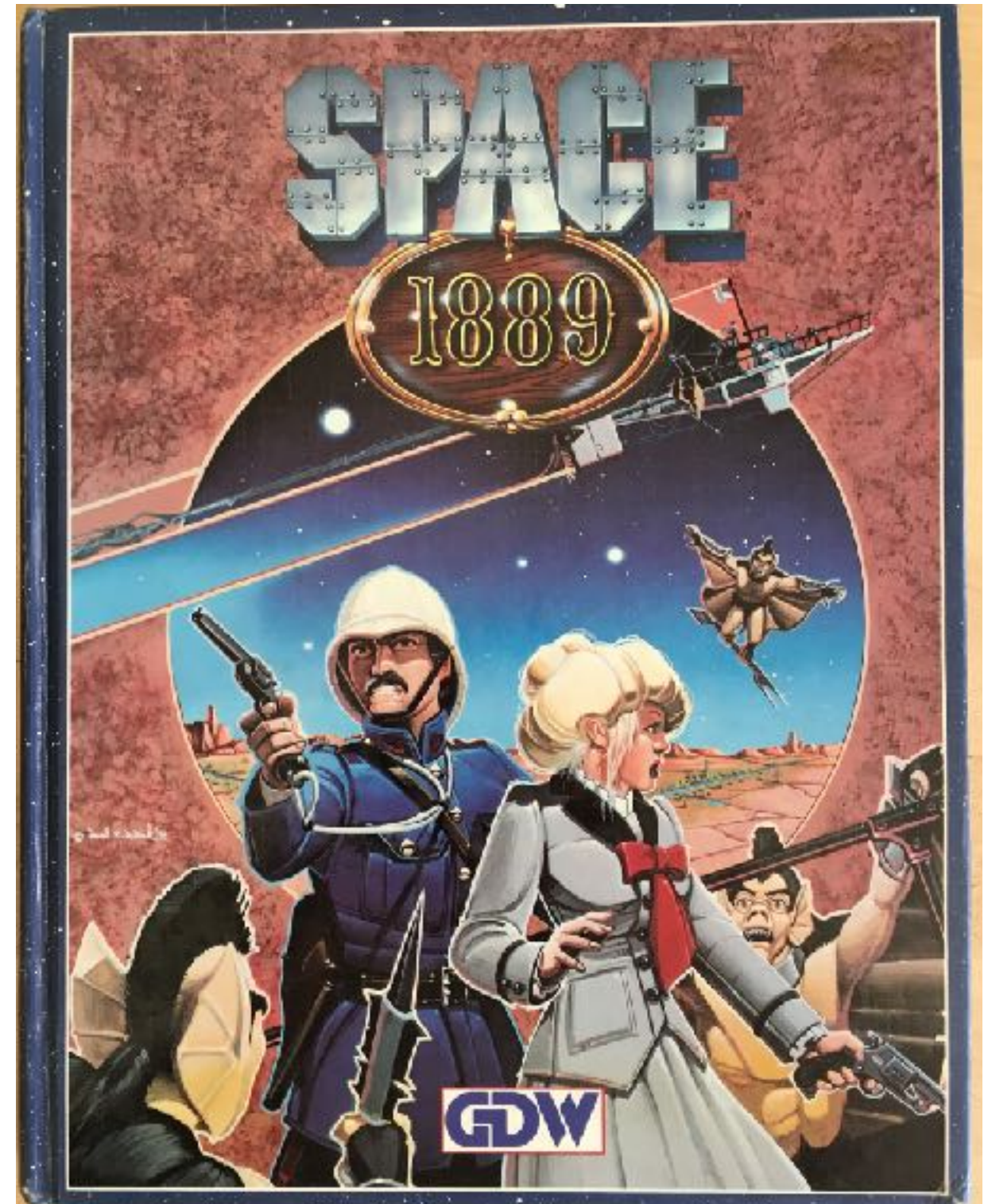
Paranoia RPG

- Greg Costikyan, Dan Gelber, Eric Goldberg, Allen Varney
- 1984 (1st edition)
- 1987 (2nd edition)
- 1995 (Fifth edition)
- 2004 (Paranoia XP)
- 2009 (25th Anniversary edition)
- 2017 (Mongoose Kickstarter edition)
- Humorystyczna dystopia



Space 1889

- Frank Chadwick
- GDW (1988), Heliograph (2011)
- Steampunk, Wiktorianańskie SF
- Mars rodem z Burroughsa
- Scramble for Africa
przeniesione w kosmos



hours the
recharging
Price:

s a diver
of an air
e device
umber of
remain
ce: £20.
boat that
er on its
ing times
as a crew
n. It may
with room
ons Price:
l per day.
ble vessel
ries while
nal boiler
is a speed
d by the
ber is the
stay sub-
urface and
submarine
and four
up to two
with the
ice: £5000
day.
ne: Most
few yards
ep-diving
ened hull
h deeper.
he number
with each
oms (200
when times



Diving Suit

Space Suit

Heavy Tractor: This tractor is a steam-powered land vehicle which moves on endless steel treads and is capable of crossing most terrain types. It has a land speed in miles-per-hour equal to its reliability number. Wt: 5 tons Price: £500 Power: 1/2 ton of coal every eight hours.



Heavy Tractor

Land Juggernaut

Walking Tripod



Mole Drill

terrain types and can cross-
in up to 20 feet of water. Its speed
in miles-per-hour is its reliability
number times 2. It is armor-plated
and has an armor value of 1. It may
be equipped with a machinegun or
field gun. Wt: 2 tons Price: £1000
Power: 1/2 ton of coal every eight
hours.

Land Juggernaut: A very large,
armed, and armored version of the
heavy tractor. Its reliability rating is
its speed in miles-per-hour. It has a
crew of eight (commander, driver,
two engineers, and four gunners),
has an armor value of 3, and is armed
with two machineguns and a
12-pounder field gun. Wt: 30 tons
Price: £15,000 Power: 3 tons of coal
every eight hours.

Mole Drill: An enclosed drilling
vehicle designed to bore deep into the
crust of a planet and explore subter-
ranean caverns. Its reliability times
10 is the number of miles per day it
can drill. It has provisions for a crew
of four and four passengers. It car-
ries a total of 20 tons of coal. Wt: 30
tons Price: £20,000 Power: 1/2 ton
of coal per day.



Hydrofoil, Submarine, Deep Diving Submarine

GDW



Animal Morale
WHENEVER HALF or more of

MARTIAN AERIAL VESSELS 75

Martian Small Screw Galley: Various small dispatch vessels and galleys are used by Martian primitives; the *Small Bird* class is typical. It has a crew of less than 20 and carries substantial armament for its size. Unarmed small screw galleys are generally faster than the *Small Bird*. Wt: 200 tons Price: vessels of this type are valued by the British government at between £11,000 and £15,000.

Martian Large Screw Galley: Imperial Centurian *Bullcutter*-class screw galleys are typical of this size and type of vessel. They have a crew of 80 and are equipped with a ram and heavy ordnance. Wt: 700 tons Price: Valued by the British government at over £50,000.

Martian Small War Kite: These small aerial sailing vessels carry a crew of 10. Wt: 100 tons Price: 1000.

Martian Large War Kite: These powerful sailing vessels weigh up to 70 tons and have a crew of 40. They are equipped with a ram and heavy ordnance. Wt: 700 tons Price: About £51,000.

Martian Merchant Kite: Merchant kites are quite large, usually upwards of 2000 tons. They require a crew of about 50 to operate the complicated rigging, and carry 1000 to 2000 tons of cargo. Wt: 2000 tons+ Price: Valued at over £100,000 by the British government.



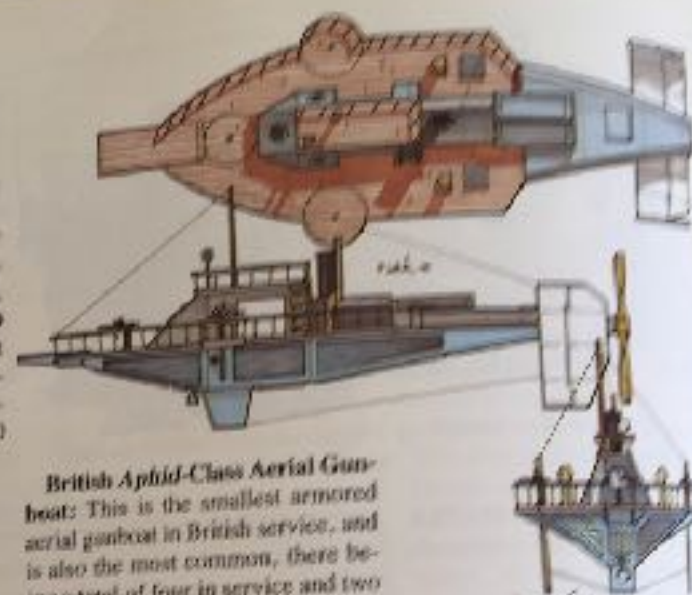
GDW

74

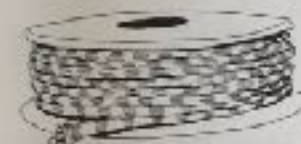
EUROPEAN AERIAL VESSELS

AERIAL VESSELS
VESSELS WHICH can carry adventurers through the air of the differing worlds include:

British Steam Launch: This is a small craft popular with exploratory missions. It has accommodations for eight (helmsman, trimman, engineer, gunner, and four passengers), and space for 5 tons of cargo and 20 tons of coal (40 days endurance at cruising speed). Its armament consists of a single five-barrel Nordenfelt machinegun in the bow. Wt: 50 tons Price: £4940.



British Aphid-Class Aerial Gunboat: This is the smallest armored aerial gunboat in British service, and is also the most common, there being a total of four in service and two more in production at Syntis Major. Each of these vessels carries a crew of 20.



Wire, Insulated: Used in connecting telegraphic or telephonic systems. Wt: 100 lbs per mile Price: £1 per mile.

TOOLS

EVERY INTREPID explorer will need tools.



Axe: A wood cutting tool, usable as a weapon. Wt: 3 lbs Price: 2/—.



Forge, Portable: Tools for heating and forging metal (bellows, firebox, anvil and so on). Wt: 500 lbs Price: £5.

Lockpicks, Set: Tools for opening locks without the proper key, including several picks, skeleton keys, and so on. Wt: Negligible Price: 18/.

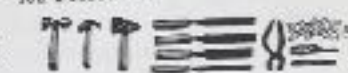


Photographic Lab, Portable: This setup contains everything needed to develop photographs in the field, including the chemicals, apparatus, and a special lightproof tent. Wt: 30 lbs Price: £7.



Pick, Mattock, Shovel, etc.: Tools used in excavating. Wt: 5 lbs Price: 2/—.

lbs Price: £7.



Tools, Metalworker: This setup contains hammers, rivets, files, and everything else needed to shape metal except an anvil and forge, which are needed for the shaping of larger items. Wt: 60 lbs Price: £6.



Trap, Bear: A heavy-duty trap used to capture large, dangerous animals. Wt: 3 lbs Price: 1/—.



Trap, Small Animal: A smaller trap used to capture animals for food or fur. Wt: 1 lb Price: 6d.

GDW

The Three Faces Of MARS

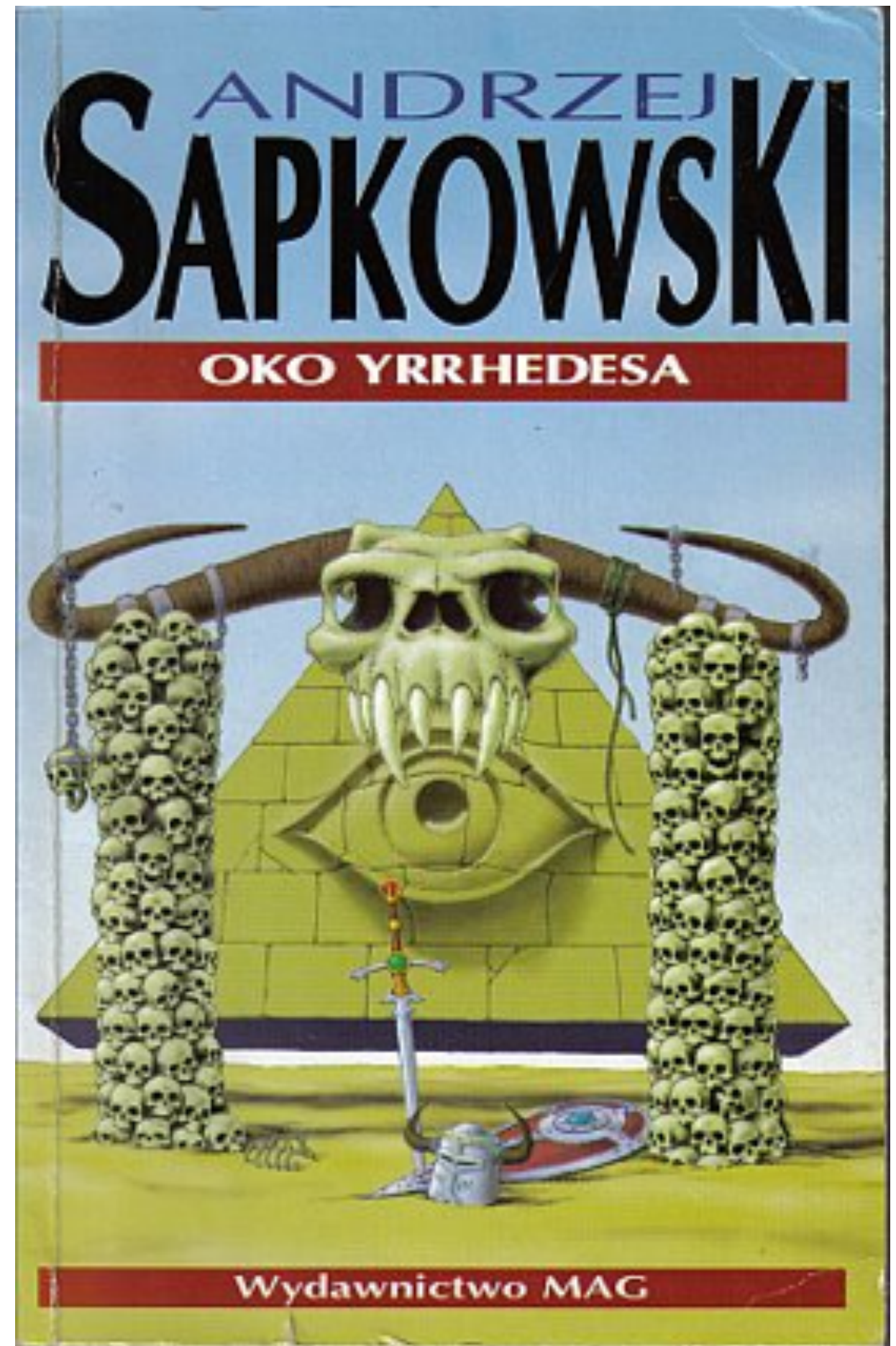
0 1000 2000 3000
Miles



Coś z polskiego podwórka

Oko Yrrhedesa

- Andrzej Sapkowski
- 1990 (Fenix 3/1990)
- Pierwsza polska gra fabularna wydana drukiem (niekompletna).
- Rozszerzone wznowienia w 1994 i 1995 roku (wyd. książkowe, dwa nakłady).



Zły Cień: Kruki Urojenia

- Jacek Greczyszyn
- Wyd. Szaman (1995)
- Pierwszy kompletny polski system RPG wydany drukiem.
- Mitologia słowiańska.
- Nie taki zły, jak go malują.
- Ale jednak dość straszny



KOZICA 80 cm.

Górski, płochliwy, stadny krętorogi ssak. Kozice są ulubionym środkiem lokomocji ubożąt, które hodują specjalne ich odmiany dające przez cały rok mleko. Ich najważniejszą umiejętnością jest wspinaczka po górach, potrafią wznosić się po prawie pionowych ścianach. Drugą umiejętnością jest płoszenie. Kozica ma szansę usłyszeć odgłosy z odległości 10 * Sp. Usłyszawszy je w popłochu ucieka. Kozły potrafią podtrzymać na odległość broń lekką.

Si	Kon	Ud	OdpF	Sp	Ru	Sz	IQ	Moc	OdpP
14	28	14	10	18	26	3	4	4	2

Rogi: WA = 7, WO = 10, CA = 4, Rany 5 +/- 3

Kopyta: WA = 6, WO = 9, CA = 3, Rany 4 +/- 3

Gruba skóra kozicy redukuje obrażenia o 1 pkt + 1 na 5000 DT.

KRUK - 60.

To leśny, koczujący ptak wszystkożerny. Czarny, kosmopolityczny. Żyje do 100 lat (!).

Si	Kon	Ud	OdpF	Sp	Ru	Sz	IQ	Moc	OdpP
8	16	4	6	8	8	2	4	4	12

Dziób: WA = 7, WO = 5, CA = 3, Rany 3 +/- 2.

Szpony: WA = 8, WO = 3, CA = 2, Rany 1 +/- 0,5 .

DEMOKRACJA WOJENNA

Demokracja wojenna to system polityczny, w którym władzę posiada ogół mężczyzn i radzi pod okiem wróżbitów. Ci, którzy w czasie głosowania nie zgadzają się z większością i wnoszą protesty, zostają obici kijami. W tych czasach istnieją już gdzieś "starsi ludzie", posiadają oni większą władzę popartą nie-małym bogactwem, ich głosy są bardziej znaczące.

W niektórych osadach tylko rada starszych głosowała. Czasami, gdy ruszano na wyprawę wojenną obierano wodza, zwanego księciem. Kiedy wódz był dobry, zdobyte łupy pozwalały mu rządzić dalej. Wtedy rzadko podbijano nowe tereny i nakładano dań, grabieże były bardziej "popularne".

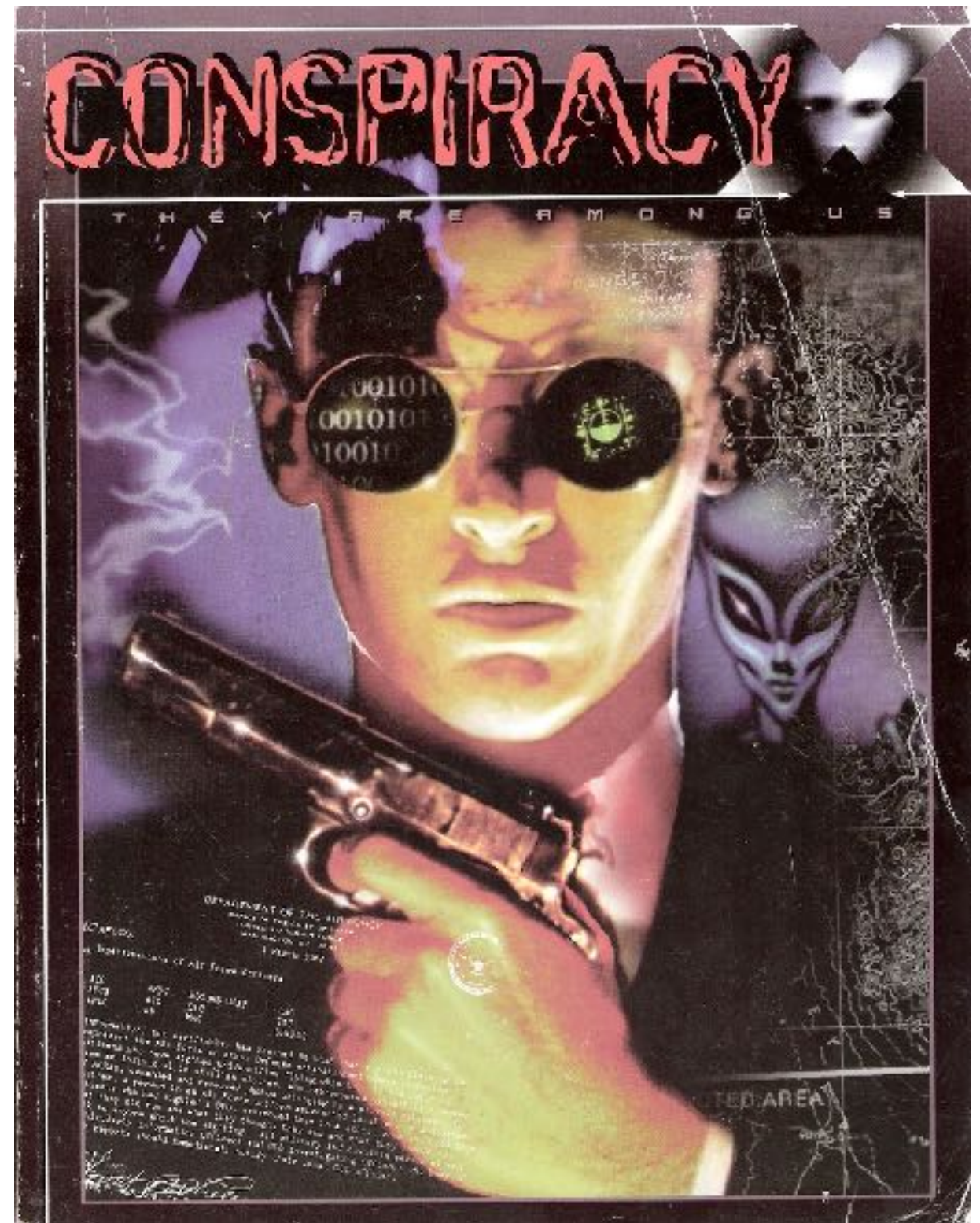
W X-XII wieku taki ustrój społeczny posiadały plemiona pomorskie i północno-połabskie: Obodrzycki i Wieleci przez długi czas nie uznający chrześcijaństwa i



Lata 90/00

Conspiracy-X

- Dave Chapman, George Vasilakos
- 1996 (1st New Millennium Entertainment), 2006 (2nd - Eden Studios)
- Detektywistyczna, szpiegowska, spiskowa
- Mieści dużo teorii spiskowych - iluminaci, reptilianie, obcy z roswell, tajne stowarzyszenia i organizacje
- Dobra mechanika wpływów
- Dobre spójne materiały w dodatkach
- Niezła jak na swoje czasy mechanika



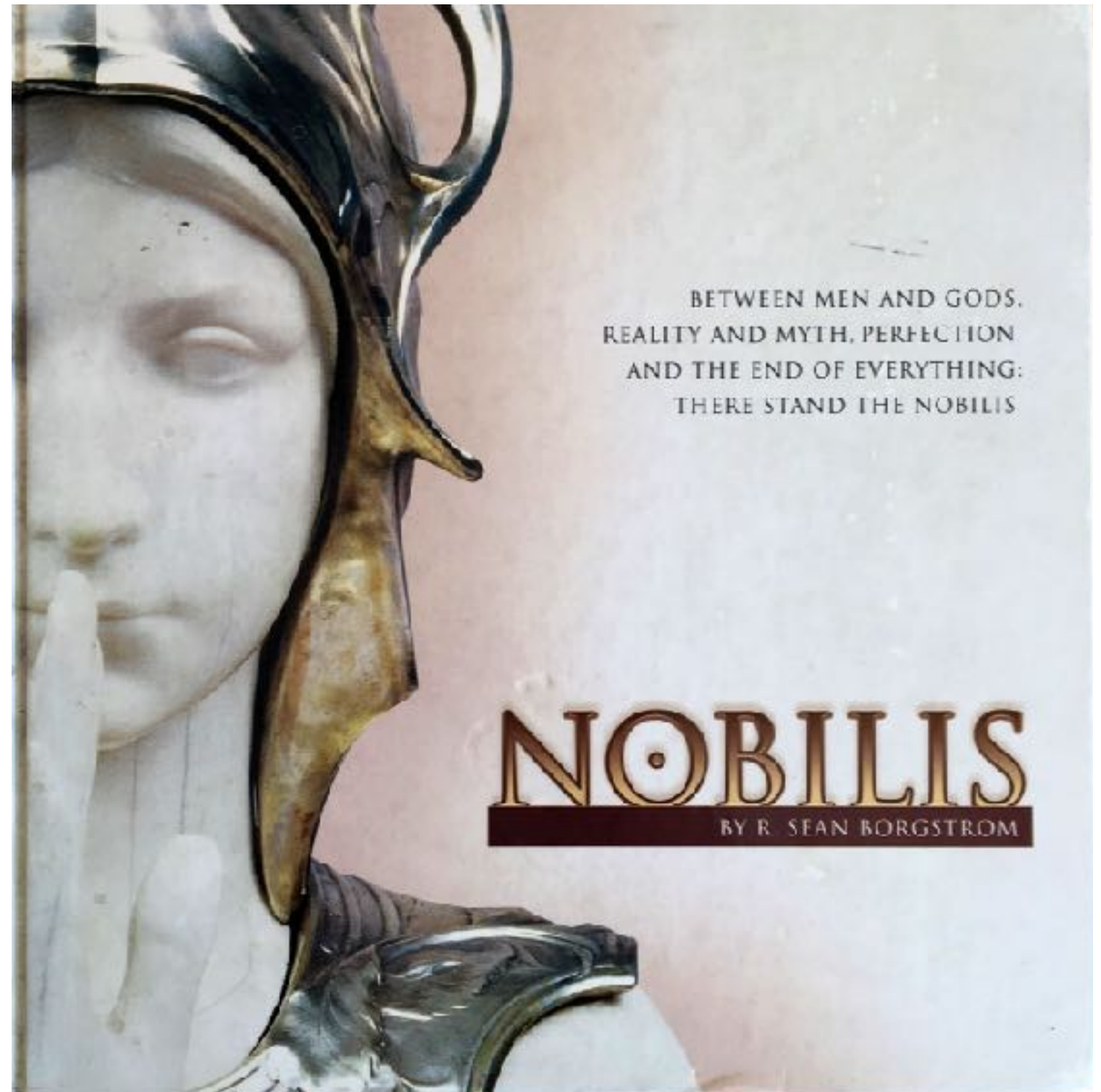
Delta Green

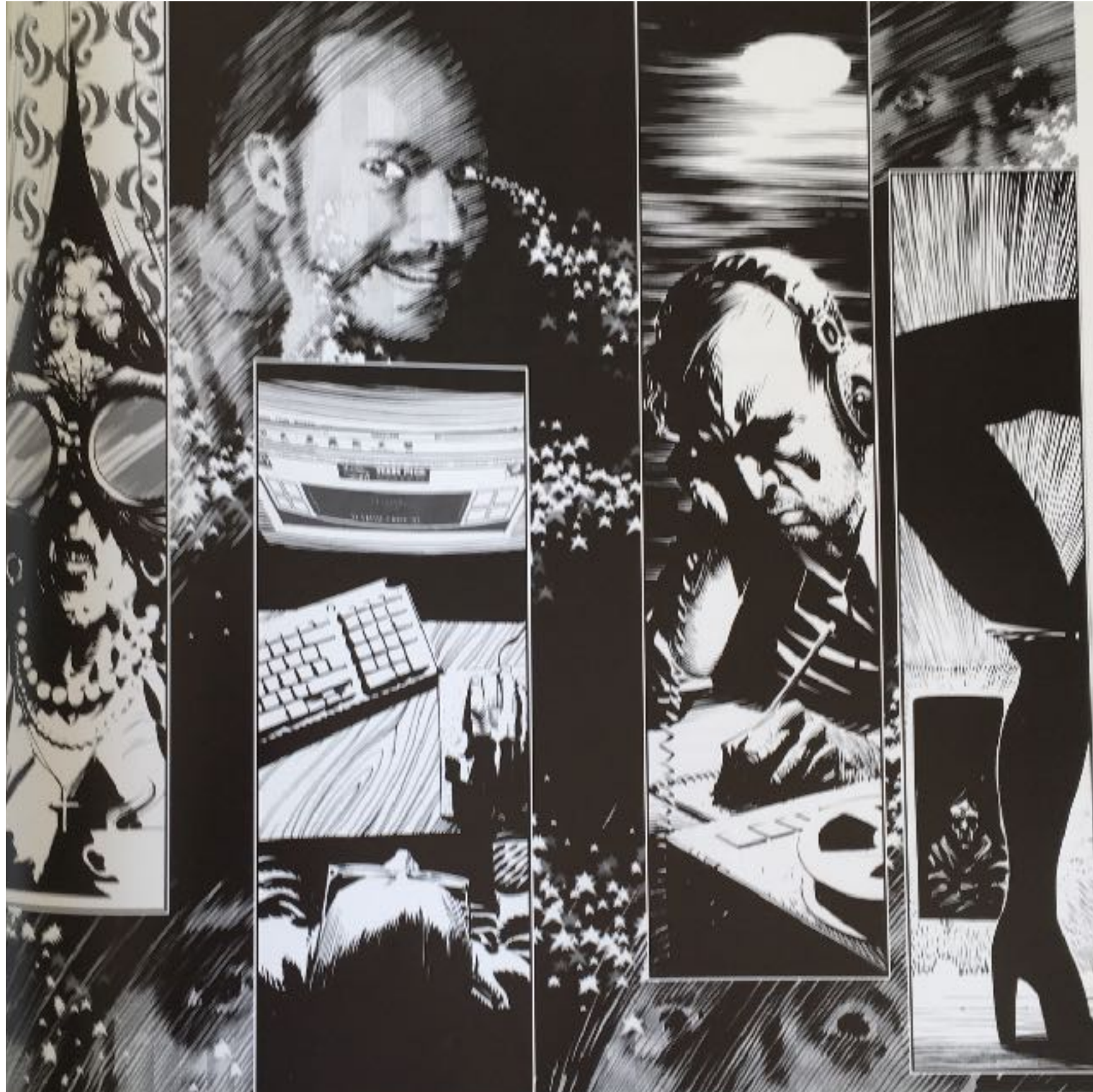
- Dennis Detwiler, Adam Scott Glancy, John Tynes
- Pagan Publishing (1997), reedycja w 2018 z KS
- Dobrze zrobione Cthulhu w czasach współczesnych.
- Świetnie opisane agencje wywiadowcze w USA, a także służby specjalne innych krajów.
- Naziści, macki i szaraki, zanim to było modne.
- Bardzo dużo materiałów, przygód, dodatków, książek, lista dyskusyjna (!)



Nobilis

- Jenna Moran (2002)
- Bezkostkowa
- Gra się potęgami, które ucieleśniają aspekty rzeczywistości
- Klimat gaimanowskiego „Sandmana”
- Prawdopodobnie najpiękniej wydana gra w historii

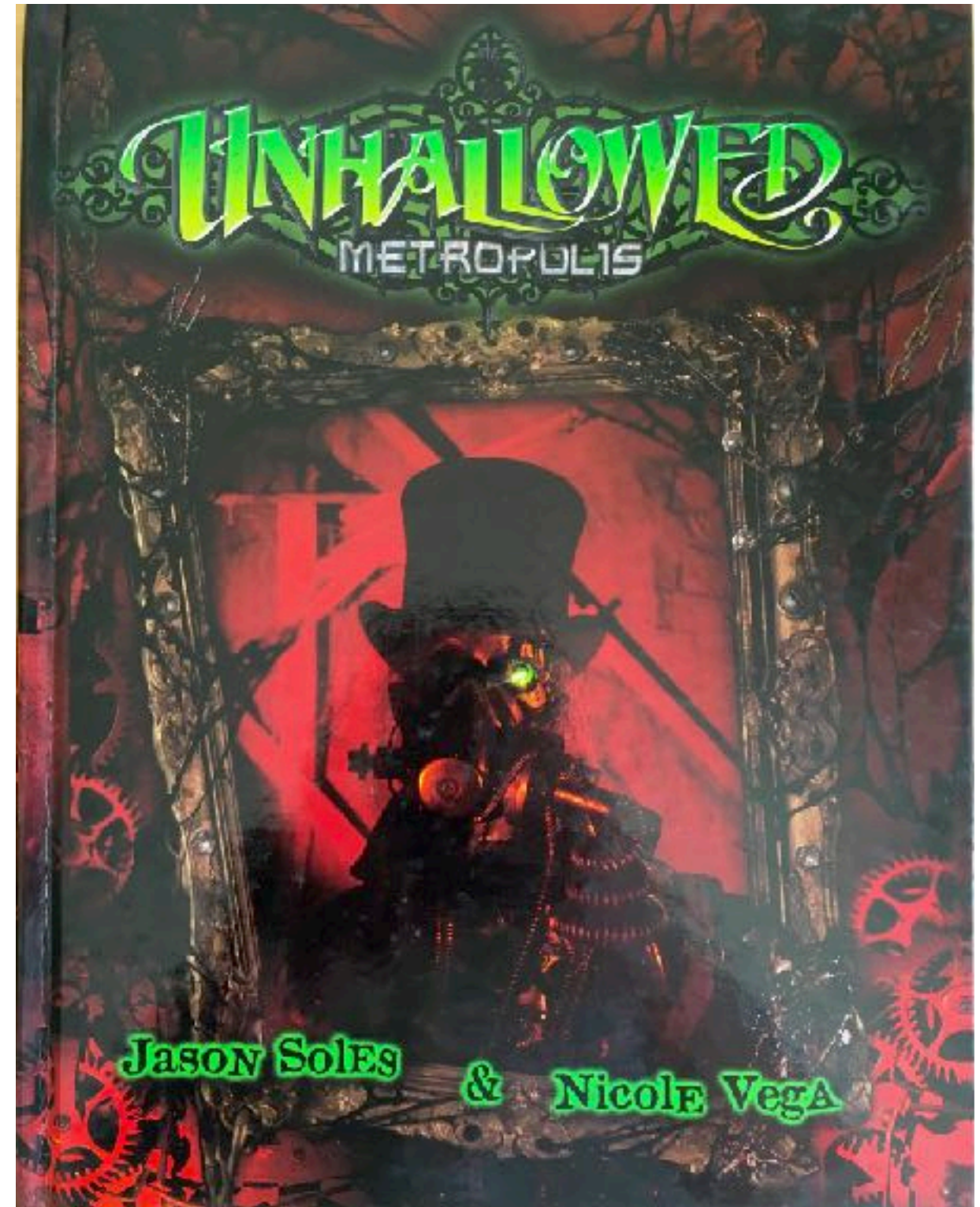






Unhallowed Metropolis

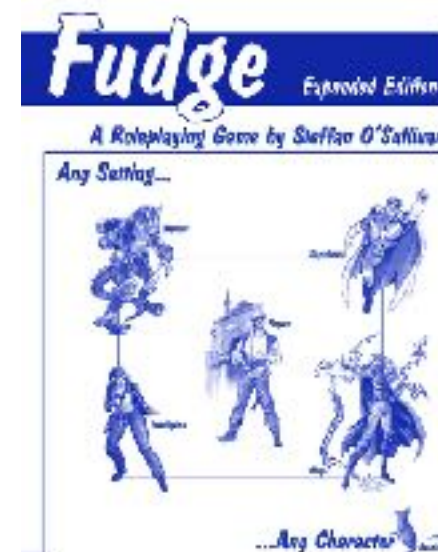
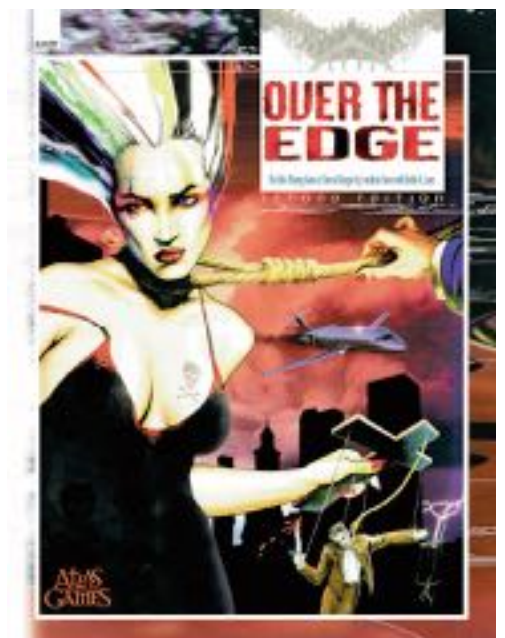
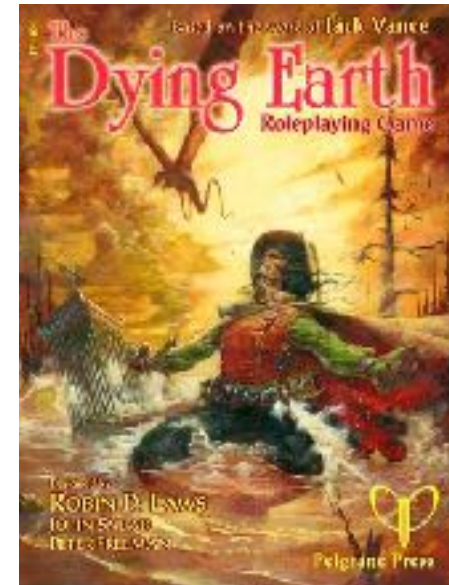
- Jason Soles, Nicole Vega, Simon Berman, Eliza Gauger
- New Dark Age (2011)
- Wiktoriańskie post-apo pełne zombie



Indie and beyond

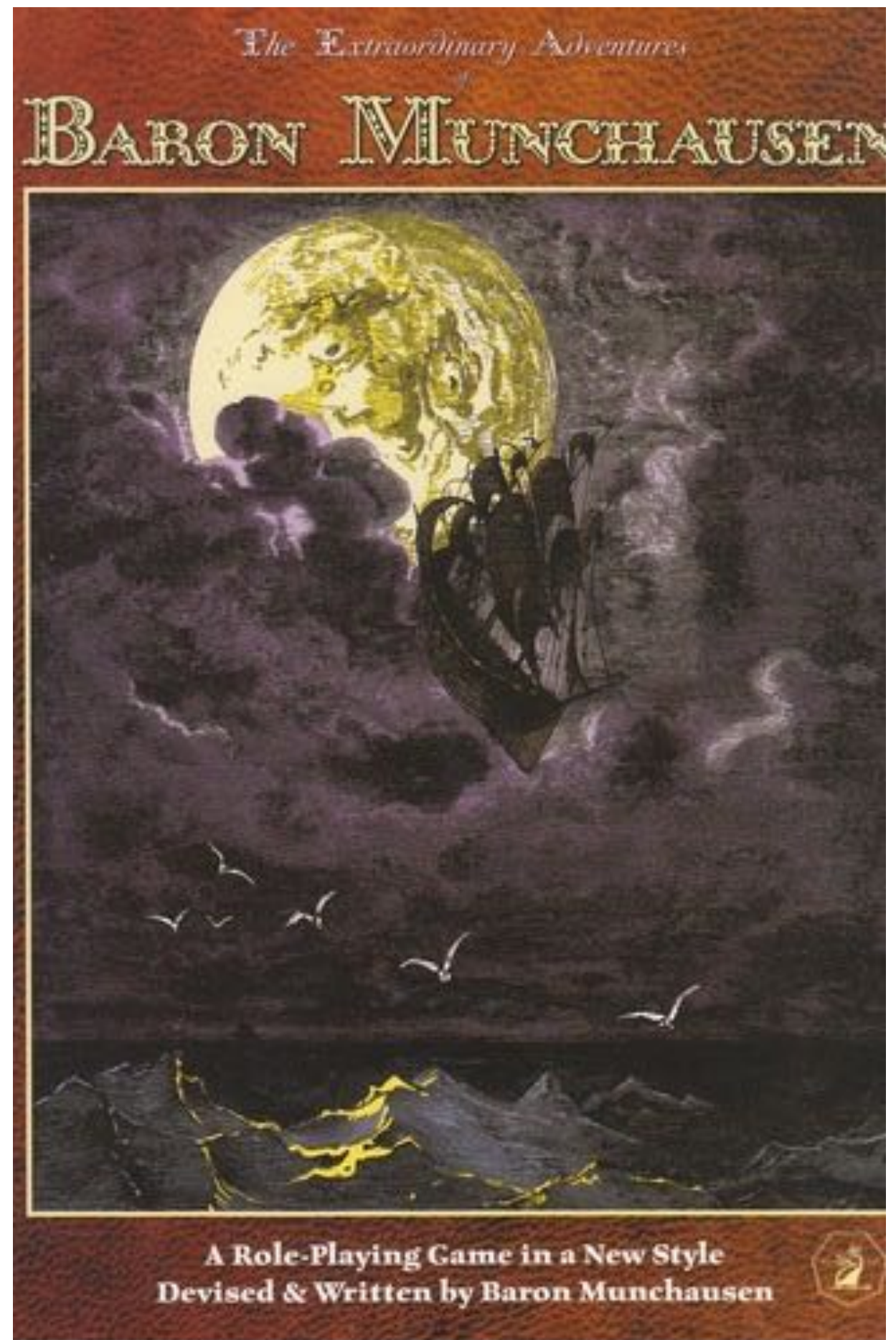
Rozbieg do Indie Revolution

- FUDGE - Freeform Universal Donated Gaming Engine (1993)
- Over the Edge (Atlas Games, Jonathan Tweet & Robin Laws)
- Dying Earth (Pelgrane Press, Robin Laws)
- Nowa Fala (Puppetland, PowerKill, Baron Munchhausen)



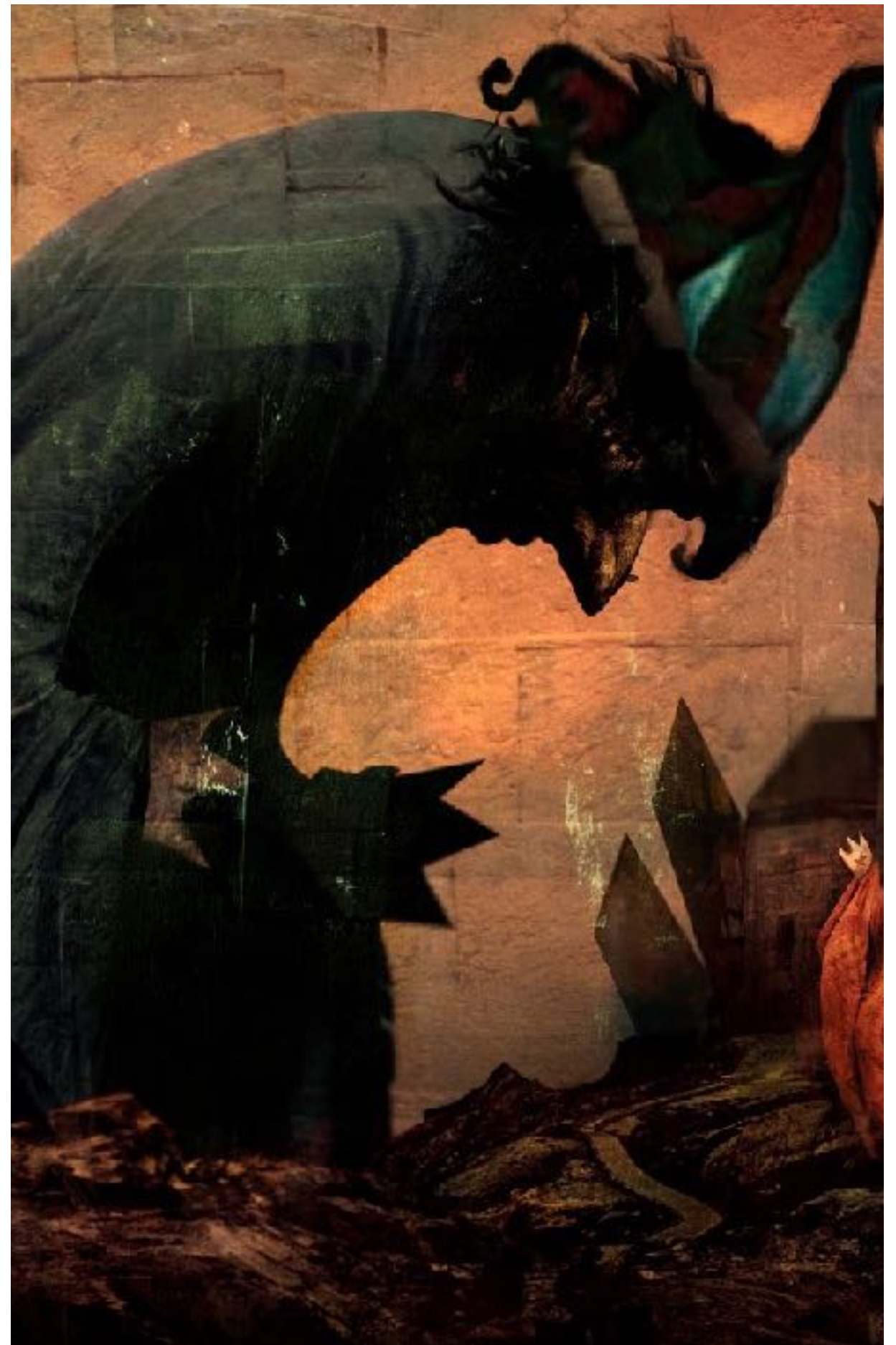
Przygody Barona Munchausena

- Michael Cule, Baron Munchausen, Derek Percy, James Wallis
- Hogshead Publishing (1998)
- gra narracyjna
- mocno nawiązująca do literackiego pierwowzoru
- prosta mechanika, dobrze (literacko) napisany podręcznik, inspiracje do opowieści



Puppetland

- John Tynes
- Hogshead Publishing (1999)
- dystopia z zabawkami
- bardzo lekkie zasady (gra narracyjna)
- ograniczenia narracji (gracze ograniczeni do dialogów)
- W 2018 KS na nową edycję



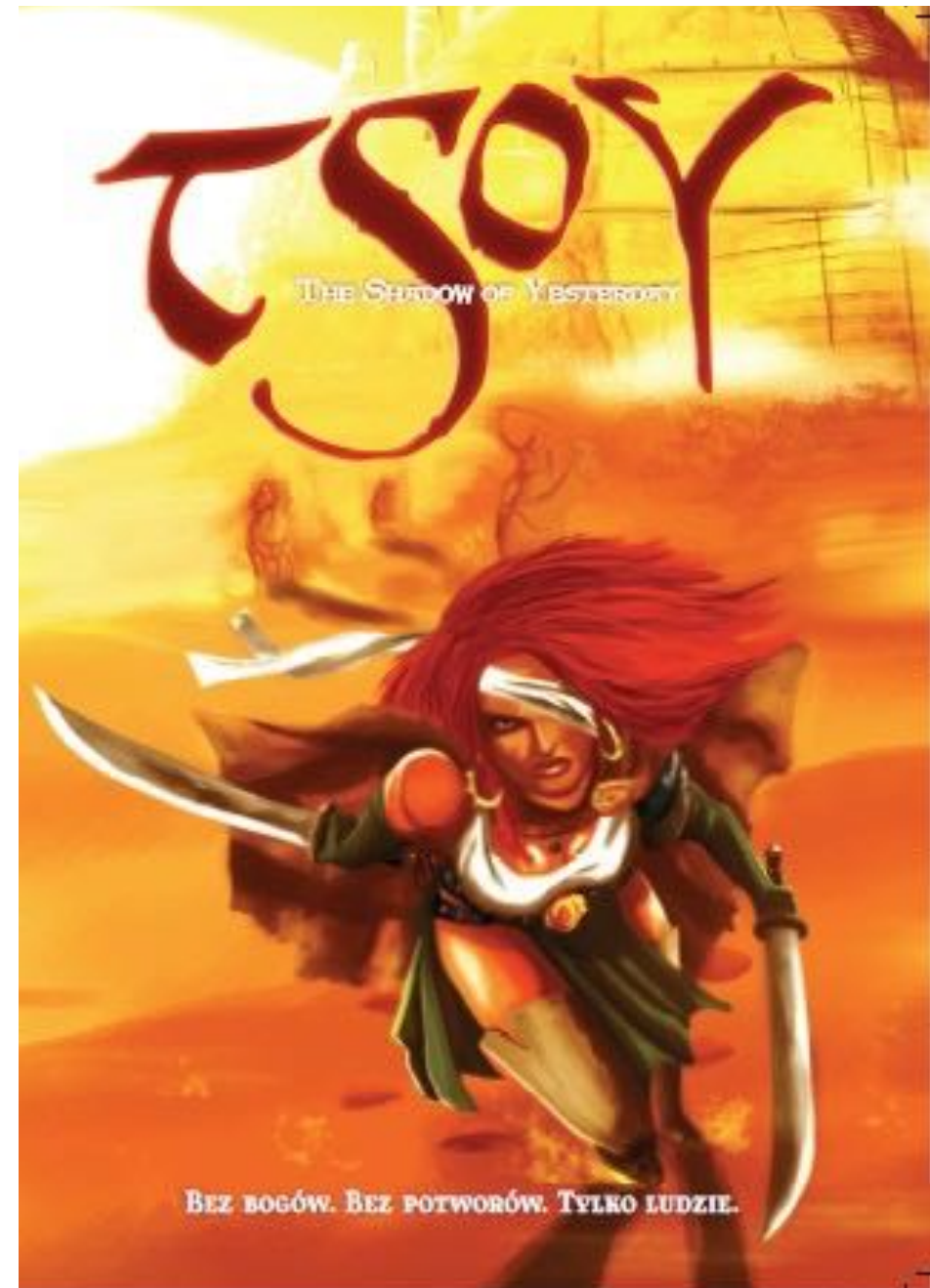
Sorcerer

- Ron Edwards
- Ron Edwards (2002)
- Gra od której zaczął się „The Forge”
- Modowalna gra z bardzo luźno określonym settingiem
- Mechanika na tyle lekka że pomaga a nie przeszkadza w opowieści
- Koncepcja „Bangu”



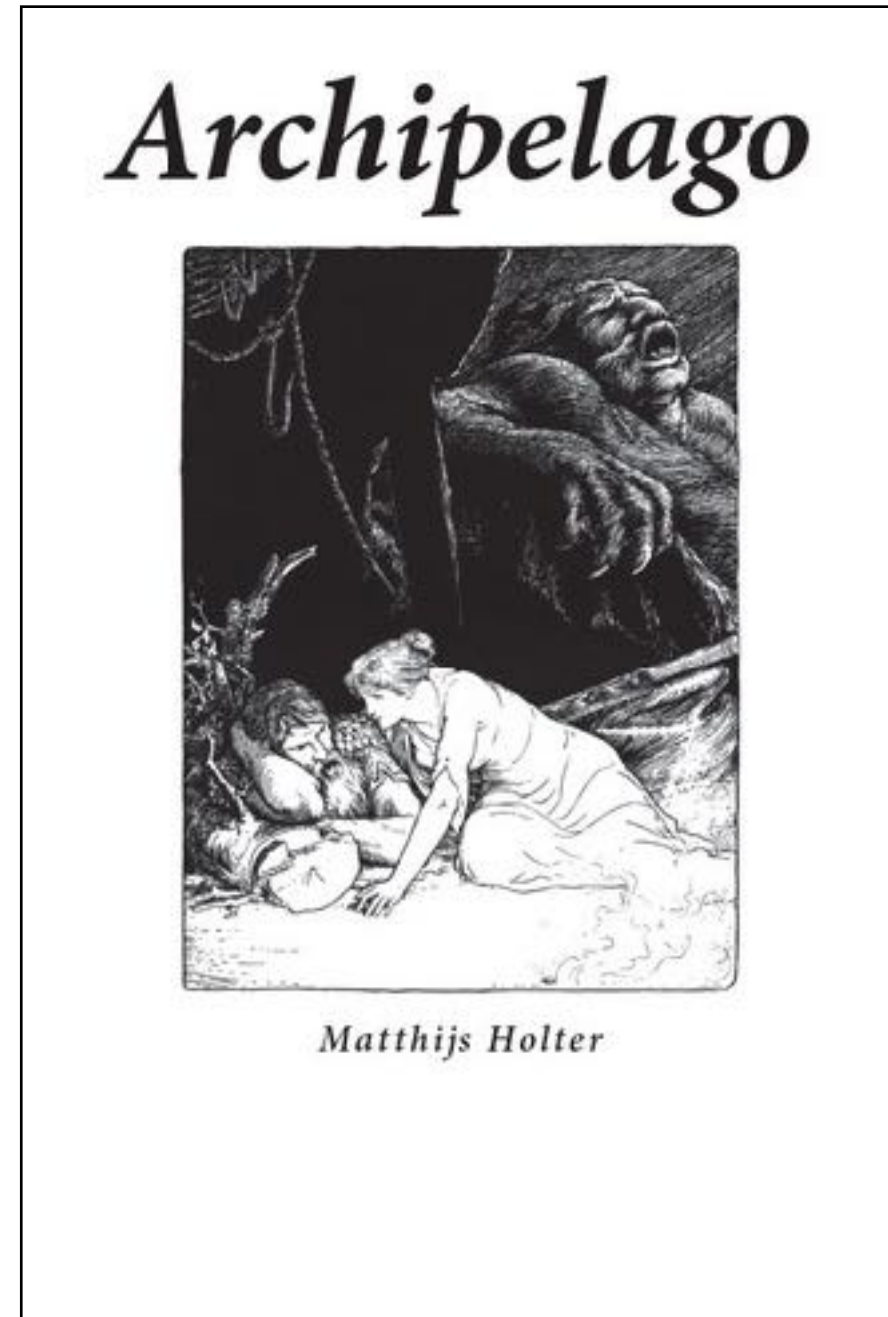
The Shadow of Yesterday

- Clinton R. Nixon
- 2004
- bazowana na FUDGE
- klucze, sekrety
- sceny odświeżania



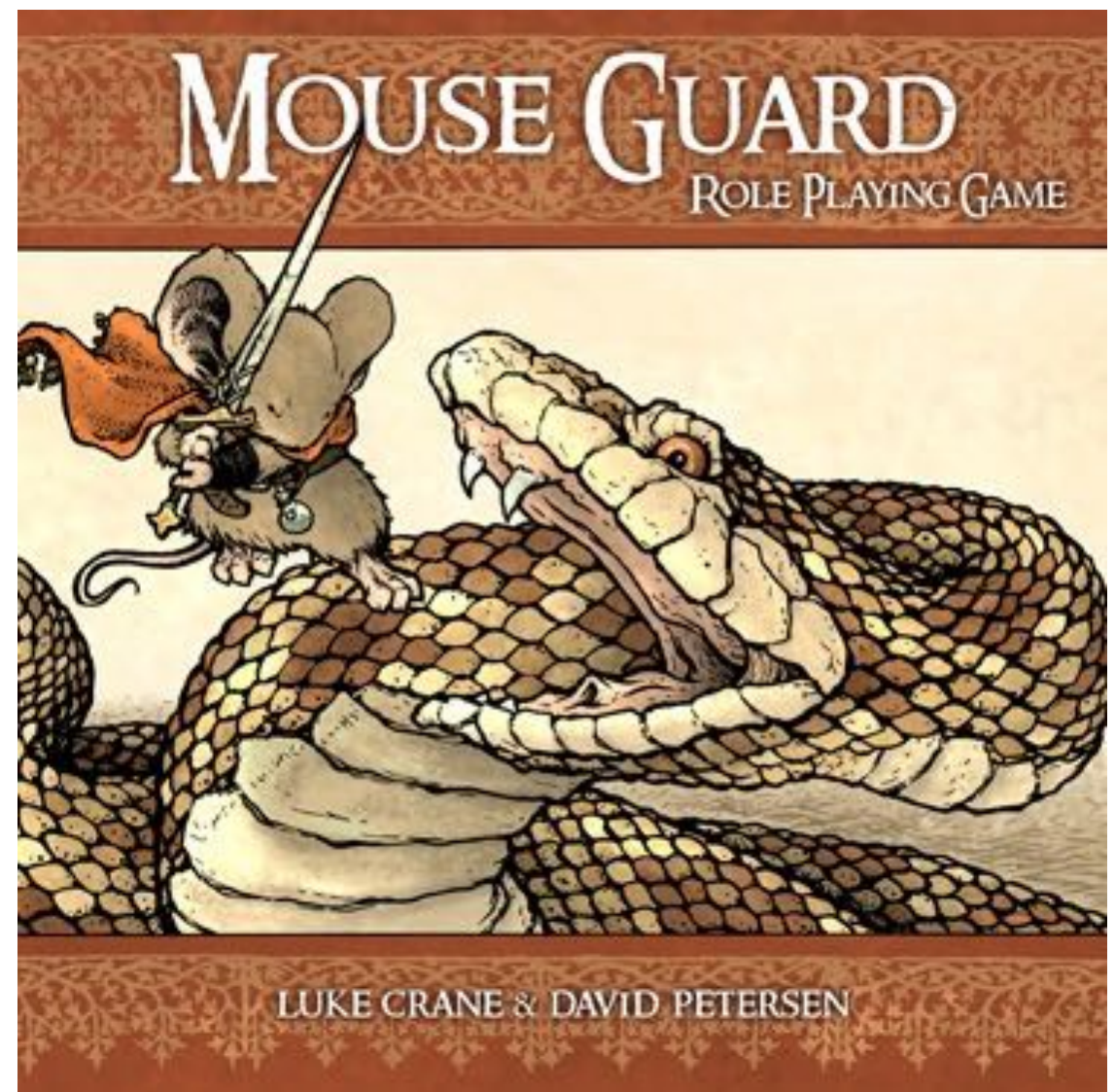
Archipelago

- Matthijs Holter
- 2007, Archipelago III (2012)
- brak MG
- scena - postać
- frazy kluczowe (Try a different way, Describe that in detail, That might not be quite so easy, A follow-up scene please, I'd like an interlude after that)
- ciekawe settingi "Love in the times of Seid"



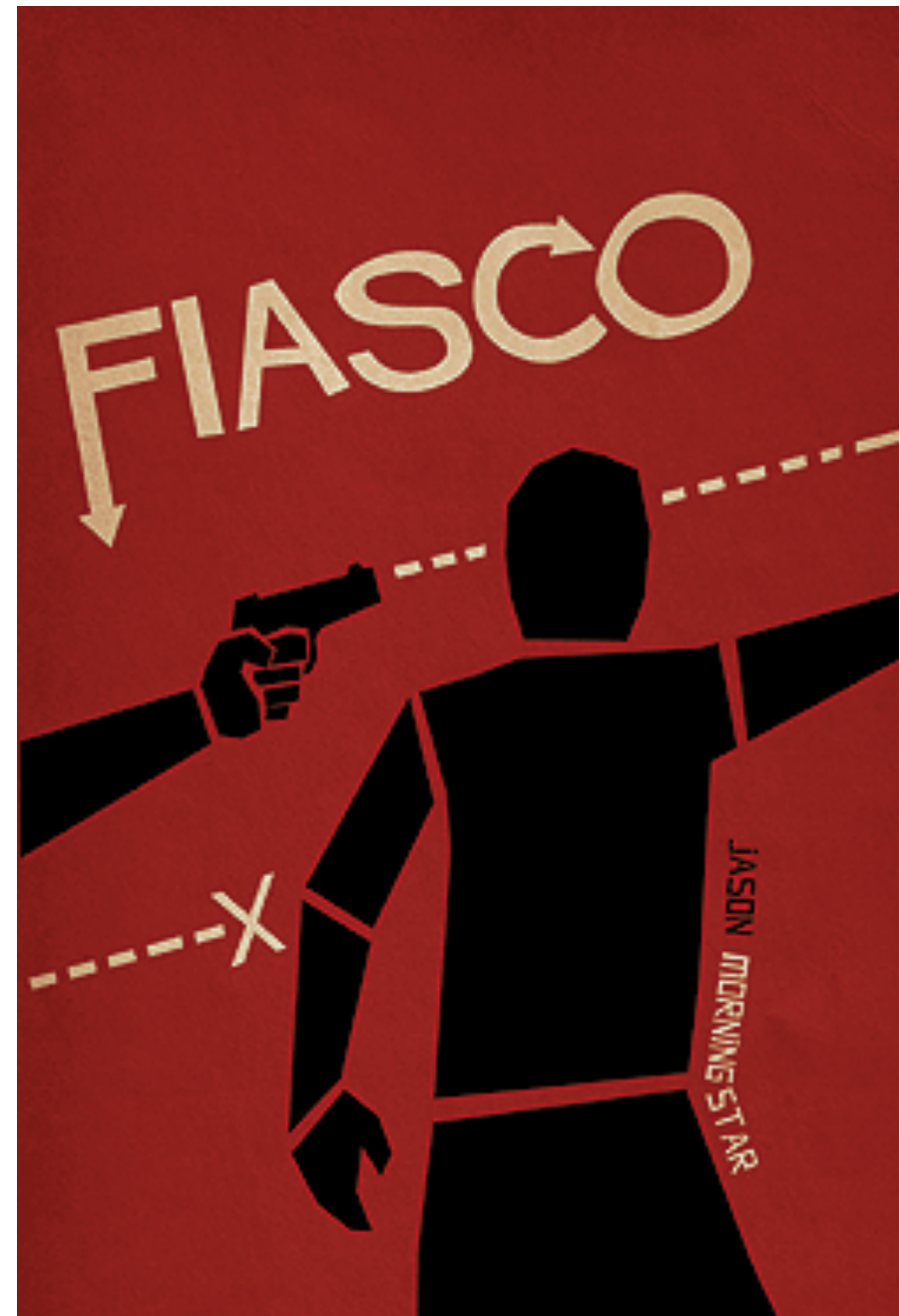
Mouse Guard RPG

- Luke Crane, David E. Petersen
- 2008
- mechanika Burning Wheel (uproszczona)
- na podstawie komiksu
- tura MG, tura graczy
- trait/aspect



Fiasco

- Jason Morningstar
- Bully Pulpit Games (2009)
- brak MG
- sesje w klimacie filmów braci Coen
- mnóstwo dodatków z różnymi „playsetami”
- mechanika wspierająca opowieść
- albo ustawiasz scenę, albo ją rozwiązujesz



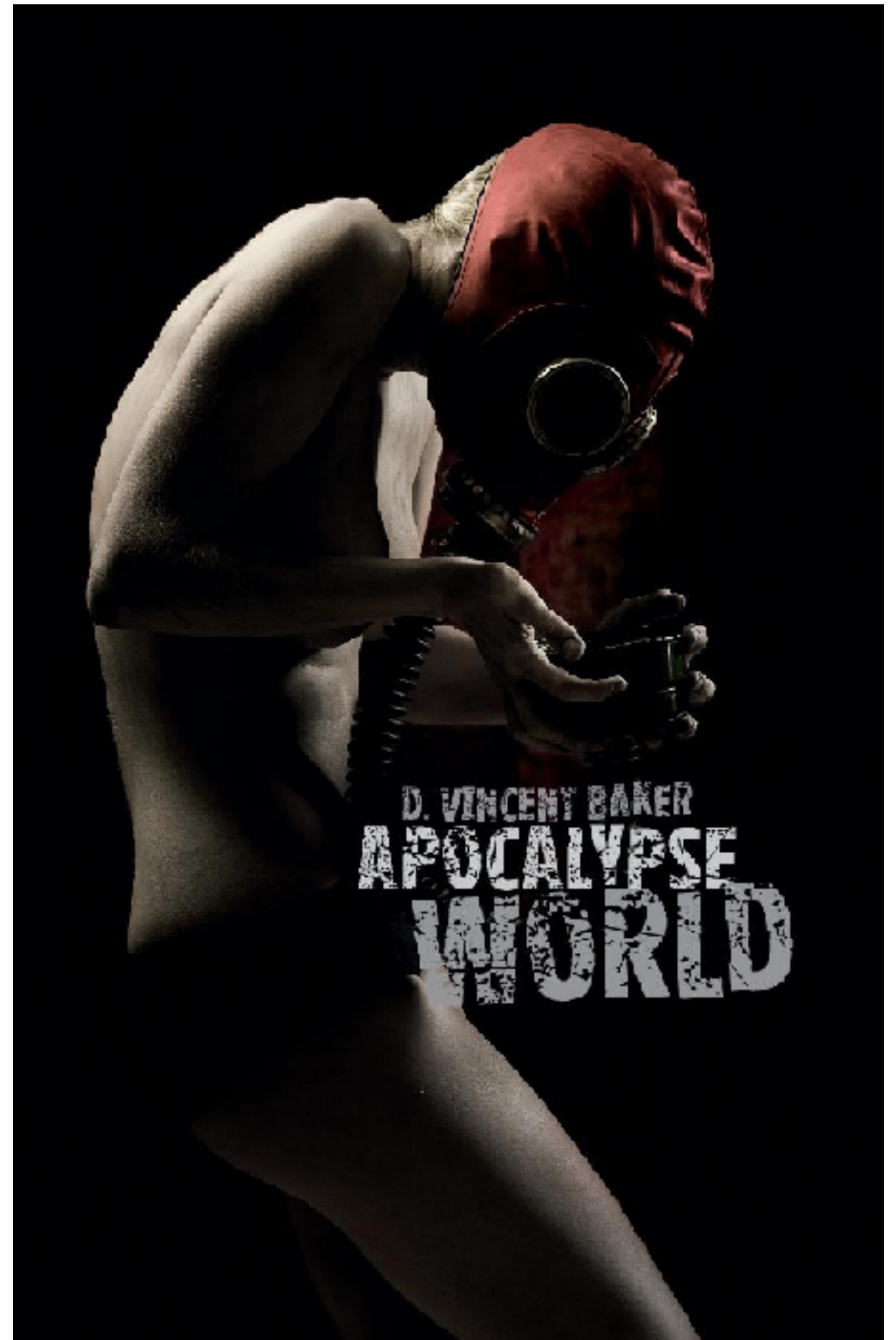
Lady Blackbird

- John Harper
- OneSeven Design 2009
- Ma polską wersję
- Mechanika, postacie, kawałek świata i scenariusz w jednym
- spokrewniona z TSOYem
- zasady mocno wspierające budowanie historii i opisy
- Dwie podobne gry z tego samego świata
 - Magister Lor - Tales from the Wild Blue Yonder, Chapter 2
 - Lord Scurlock - Tales from the Wild Blue Yonder, Chapter 3



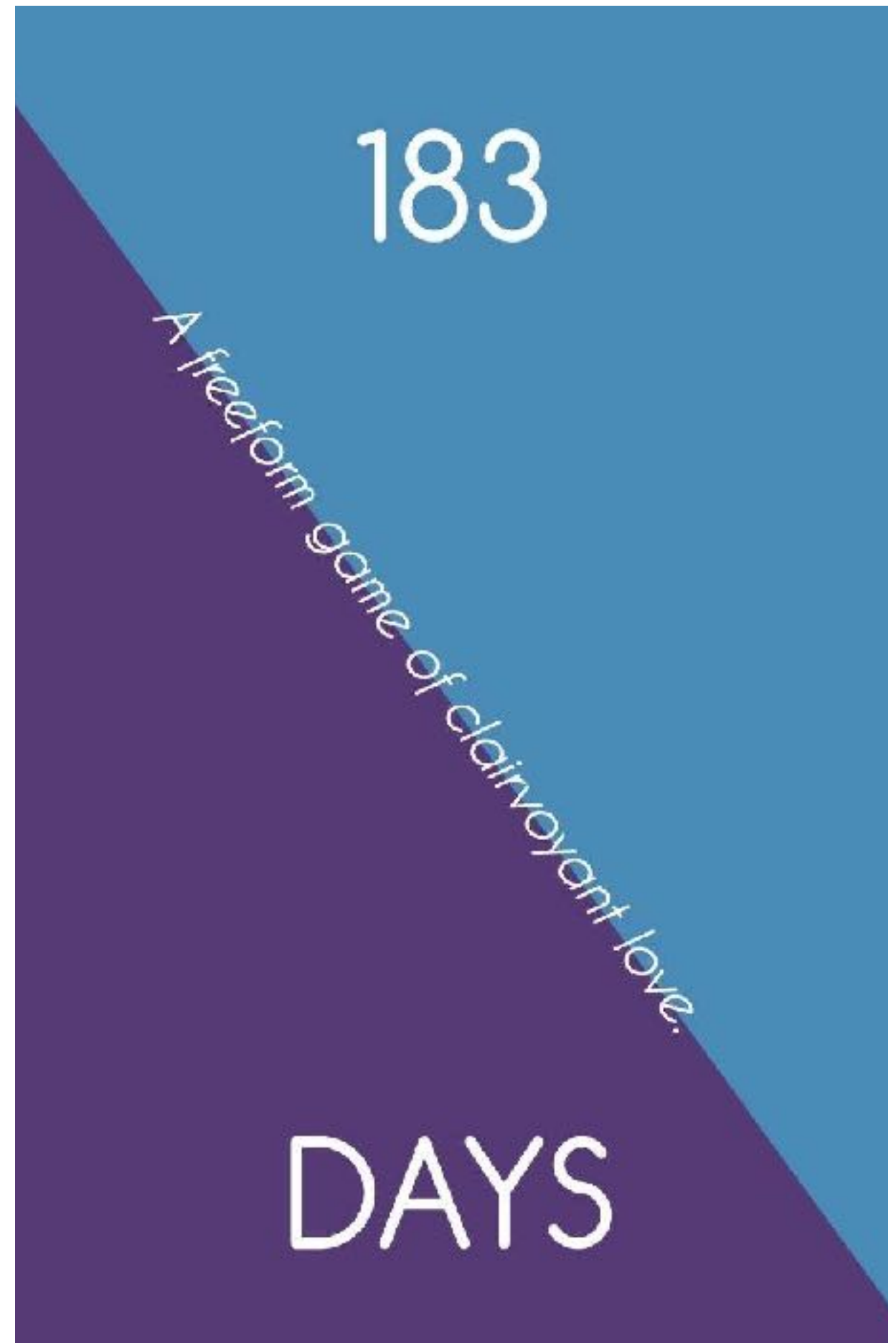
Apocalypse World

- Vincent i Meguey Baker
- Lumpley Games (2010)
- Rewolucja w myśleniu o designie gier RPG
- Rozpoczął falę gier PBTA
- Lista PBTA: <http://apocalypse-world.com/pbta/>



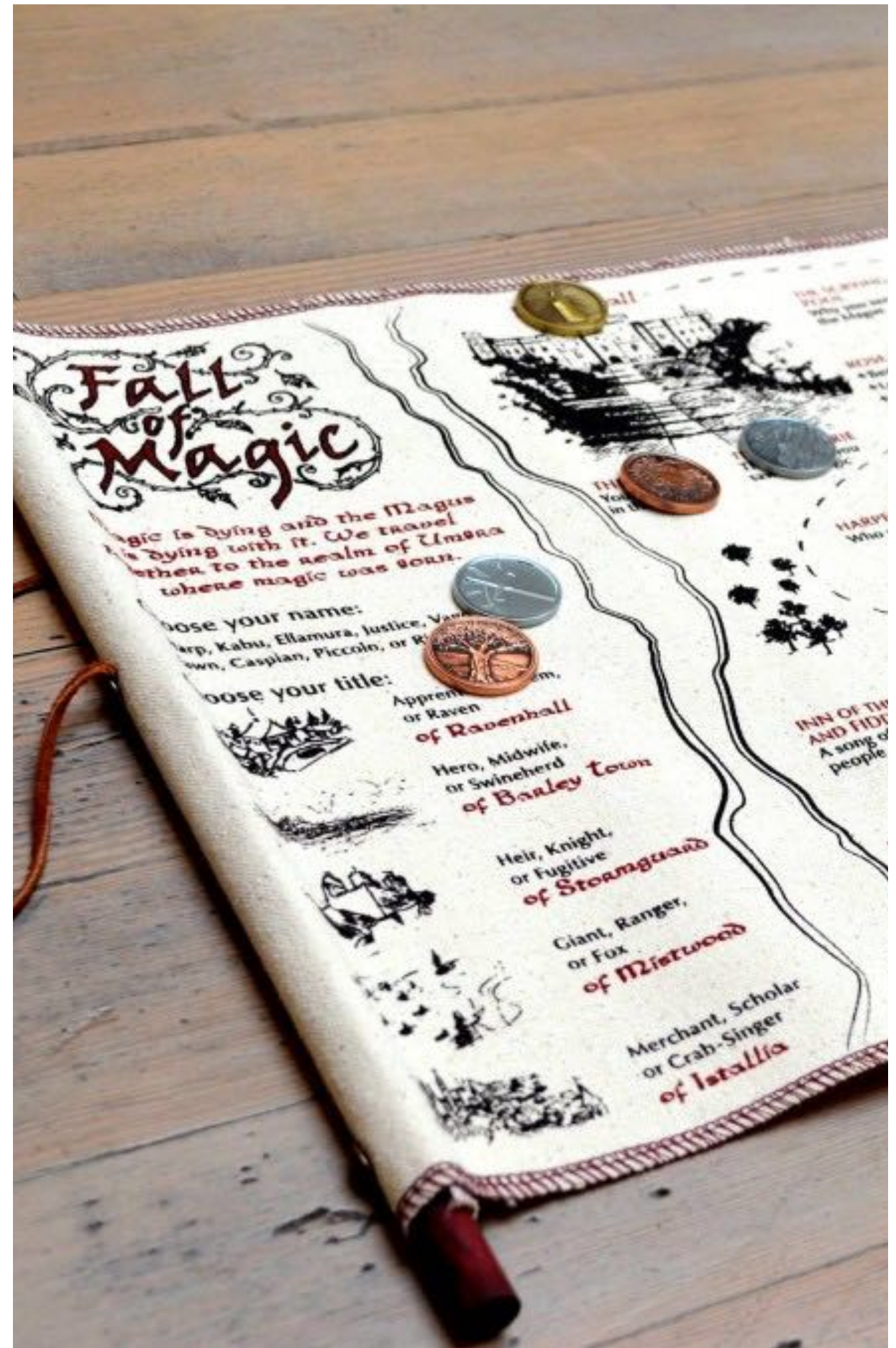
183 dni

- James Stuart, Sara Williamson
- Tiny Knives (2016)
- Romans
- Gra dla dwóch osób
- ZERO prep - po prostu bierzesz pierwszą kartę
- doskonały game design
- Instrukcja, tutorial, warsztaty i gra w jednym
- trudno zaklasyfikować do jednego gatunku



Fall of Magic

- Ross Cowman, grafika Taylor Dow, Doug Keith
- Heart of the Deernicorn (2015)
- Podróż aby odkryć dlaczego magia umiera
- Przepiękna forma
- Brak MG
- Czy to erpeg czy planszówka?



Ten Candles

- Stephen Dewey
- Cavalry Games (2015?)
- Tragiczny horror
- Ostatnie godziny życia postaci otoczonych ciemnościami
- Kiedy gaśnie ostatnia świeczka wszyscy giną



For the Queen

- Alex Roberts
- Evil Hat (lipiec 2019)
- Zero prep
- Bardzo konkretne wstępne założenia historii
- Tragedia, złamane serca, zdrada, miłość, zwątpienie i niezłomna wierność
- *The Queen has decided to undertake a long and perilous journey to broker an alliance with a distant power.*
The Queen has chosen you, and only you, to be her retinue, and accompany her on this journey.
She chose you because she knows that you love her.



Archipelago

- Matthias Holter
- To skomplikowane (Archipelago III do pobrania z internetu za darmo)
- Brak MG
- Gracze odpowiadają za kontrolę aspektów rzeczywistości
- Karty rozstrzygające konflikty
- Frazy kluczowe do moderacji gry

Archipelago



Matthijs Holter

archipelago

The element you own is interfering
with this character's desires, wishes
or no

Yes, and

No, and

The element you own comes to this
character's aid in some unexpected
and surprising way. This is not without
consequences.

Archipelago Cards

This deck contains a complete set of resolution
and fate cards for the *Archipelago* roleplaying
game by Matthijs Holter.

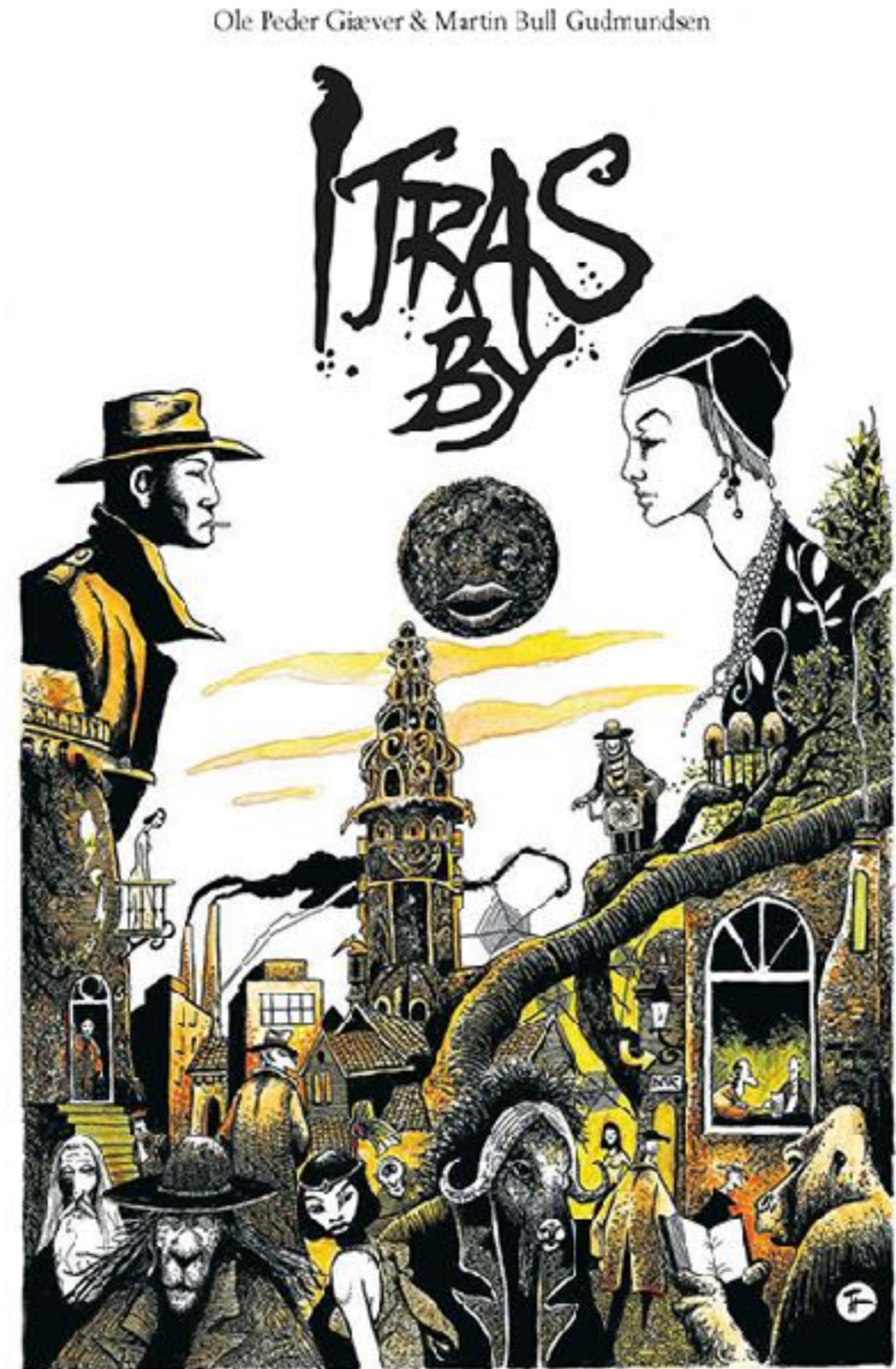
Use them to add twists, surprises and a sense of
wonder to any game!

The Ritual Phrases

Help!
Harder!
Try A Different Way!
Describe That in Detail!
I'd Like an Interlude After That!
That Might Not Be Quite So Easy!

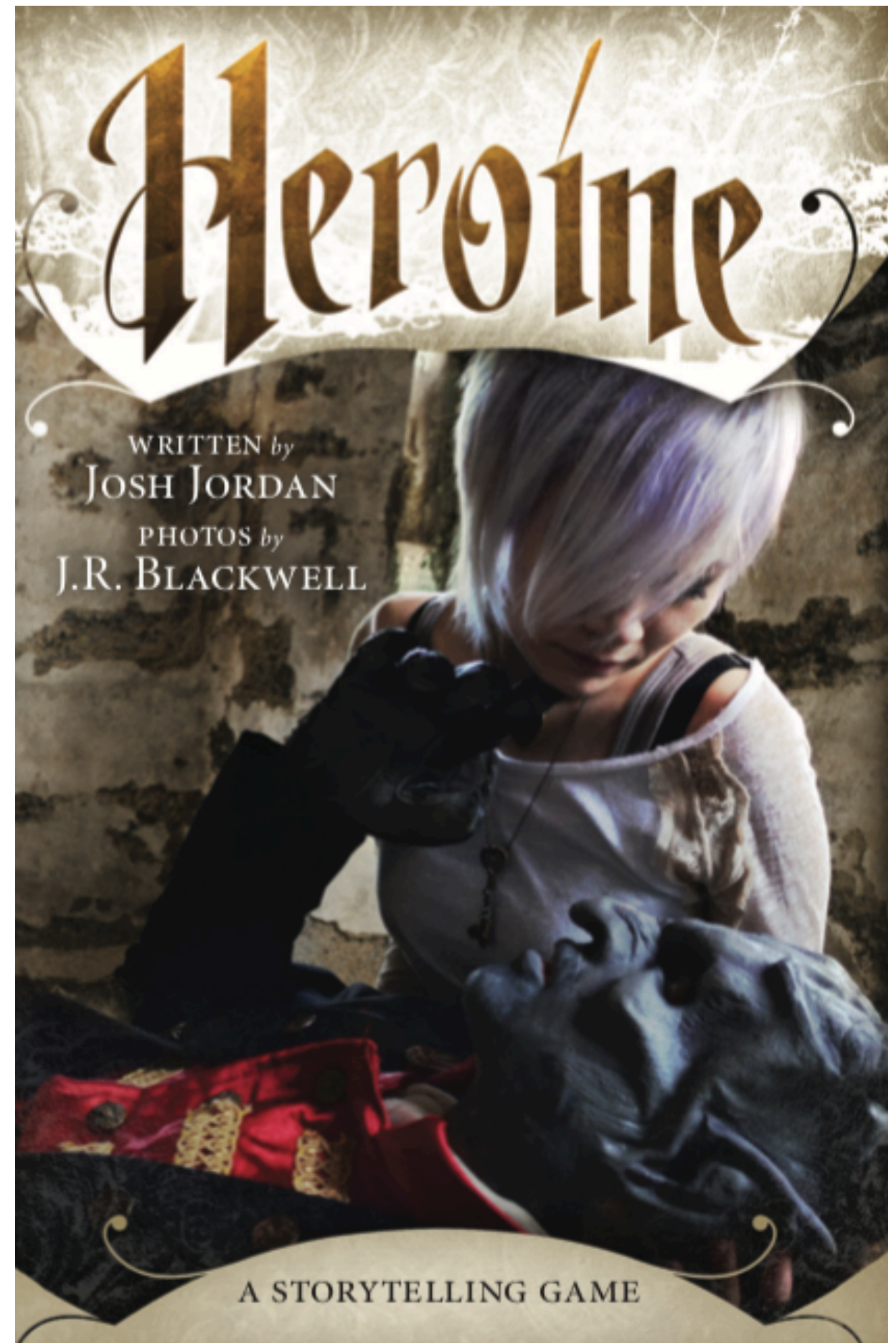
Itras By

- Ole Peder Giæver & Martin Bull Gudmundsen
- Vagrant Workshop (2012)
- Surrealizm, lata 20, realizm magiczny, wczesny modernizm
- mechanika oparta na rozbudowanych zasadach archipelago
- Gra z MG ale lekko anarchistyczna
- „If you like Gormenghast, Twin Peaks, Kafka, Mieville or even Roald Dahl, you will find something to intrigue you.”



Heroine

- Josh Jordan
- Ginger Goat (2013)
- Gra w klimacie Alicji w Krainie Czarów itp
- Gra narracyjna

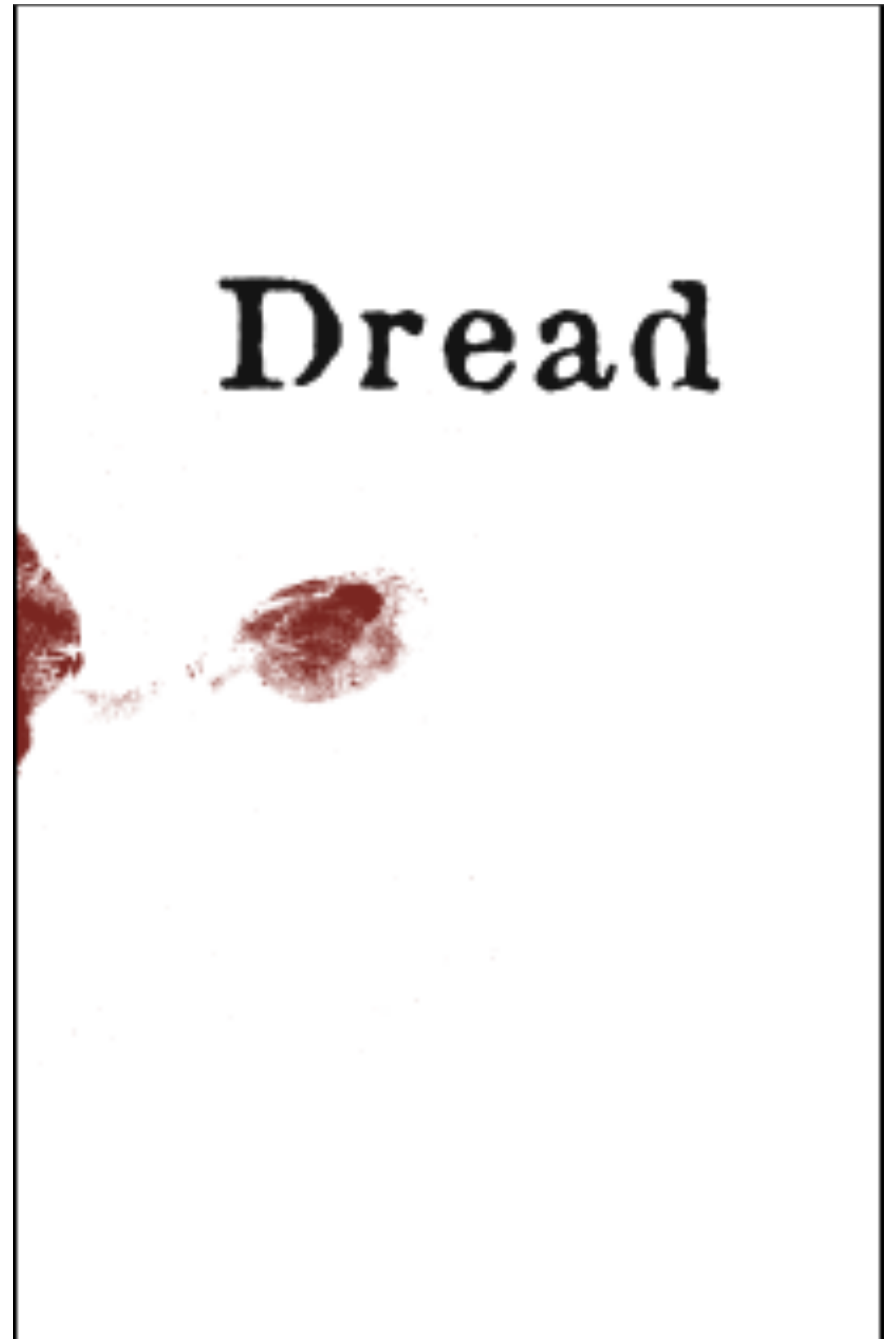






Dread

- Epidiah Ravachol, Nathaniel Barmore
- The Impossible Dream (2005)
- Horror
- Mechanika oparta na Jendze
- gotowy schemat scenariusza oparty na typowym slasherze



Star Crossed



The two-player game of **forbidden love.**
by Alex Roberts

Star Crossed



The two-player game of **forbidden love.**
by Alex Roberts

The Lead

Who are you?

What is your most attractive feature?

What is your most interesting talent?

What is your most important goal?

Move

Describe your character's

movement.

Describe your character's

action.

Describe your character's

reaction.

Describe your character's

dialogue.

Describe your character's

thoughts.

Describe your character's

feelings.

Describe your character's

actions.

The Follow

Who are you?

What is your most attractive feature?

What is your most interesting talent?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

What is your most important goal?

Star Crossed

SCENE 1:
an introduction

Fin

Maciej Starzycki

zefir@mj12.pl

FB: mstarzycki