

SNARK HUNT

v3
17 June 2024

The beamish campfire-fantasy RPG

Your character

You are an ordinary person having a fit of restlessness.

Your character consists of four parts.

1. Energies

You have two kinds of energy: stamina, and focus. You start with 6 of each, out of 12 maximum of each. You get +1 max energies after each fit (level).

2. Inventory

You have 12 inventory slots.

You start with

- ⇒ A blanket (1 slot)
- ⇒ 3 rations (1/3 slot each)
- ⇒ 6 slots worth of additional items

Critical supplies include tinderboxes, light, pots, first aid, rope, and tea.

You get +1 slot after each fit.

3. Facets

You are illiterate. You start with 3 facets:

- ⇒ 1 background
- ⇒ 1 talent
- ⇒ 1 quirk

You get 1 additional facet after each fit. Rolling random facets is encouraged.

4. Arts

Arts are mundane or mystical powers. You may work an art to do anything you want that matches its name. It costs 3 focus to work an art.

- ⇒ Broad, magical arts cost more
- ⇒ 'Stretch' uses cost more
- ⇒ Lose max focus if its ongoing
- ⇒ Write down costs if you need to

Every facet you have also counts as an art of the same name.

Examples of arts

- ⇒ *Pyromancy* to create a flaming sword (6 focus, 6 ongoing)
- ⇒ *Butchery* to aid in a medical operation (1 focus)
- ⇒ *Keen hearing* to listen for a monster (3 focus)
- ⇒ *Tinker* + materials to create a trinket (4 focus)

The fits

There is a skill to the game

Approach things slowly and creatively.

Travel & rest

You can travel 1 league in 1 hour for 1 stamina. (1 league = 3 miles)

1 ration, a campfire, and 8 hours rest gives you a daily 1d6 energies.

Exploration

Explore dungeons in 10-minute turns. Light sources last 1 hour. If you run out of all light, roll 1 bone (see next page) to see if you die or escape.

Miseries & comforts

Every misery you face drains 1d2 energies, and every comfort cancels a misery or restores 1d2 energies.

Miseries include:



- ⇒ Persisting in bad weather
- ⇒ Wading through refuse or bogs
- ⇒ Smiling through a bad show



Comforting trinkets with no other purpose give you 1 comfort/day/slot.

Comforts include (1/day each):

- ⇒ Succumbing to your flaws
- ⇒ Roleplay banter in-character
- ⇒ A song on an instrument



Wounds & death

Wounds represent major injuries and take up 1 slot. **At 3 wounds you die.**

Wounds come unstabilized. Every hour, roll 2 bones (see below) to see if an unstabilized wound stabilizes or kills you.



Rolling the bones

Used to resolve many things, like medicine or magic rituals. Roll d6s:

- ⇒ If *all* dice are 1s, 2s or 3s: **failure**
- ⇒ If *any* dice are 6s: **success**
- ⇒ Else: you may repeat in 1 hour

Use 1d6 (1 bone) by default, but earn more by

- ⇒ Using 1 focus with relevant arts
- ⇒ Applying a consumable item
- ⇒ Being in ideal conditions
- ⇒ Having dedicated tools



Snarkhunting

In time-critical situations, split time into 10-second rounds. The party takes a round first (and together) then the non-party characters get the same chance.

On your round you move up to 20 ft and perform 1 action in that order. Your turn ends **immediately** after your action. You may sprint (not an action) to double your movement, but it is a misery.

Attacks

Every attack you make gives your target a choice:

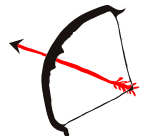


Suffer [my demand]

or

fend at the cost of [threat].

The threat is the cost (usually in stamina) to be paid to prevent the demand. If the threat exceeds the target's stamina, they must suffer the attack.



Often you are trying to inflict a wound with your attacks, but you may make any demand. If an attack has *leap* in its threat you may and must try to move 5 ft to avoid it.

Attack

Group melee 1 target
Ranged, makeshift
Melee, makeshift
Ranged weapon
Melee weapon
Disarmament
5-ft/prone shove
Grapple
Break grapple

Threat

Add threats
1d2
1d4
1d4
1d6
*
2d6
2d6
1d6

* Threat equal to weapon attack, for a nonviolent option