TUNNEL GOONS

by Nate Treme

An analog adventure game for nice people.

HIGHLAND PARANORMAL SOCIETY
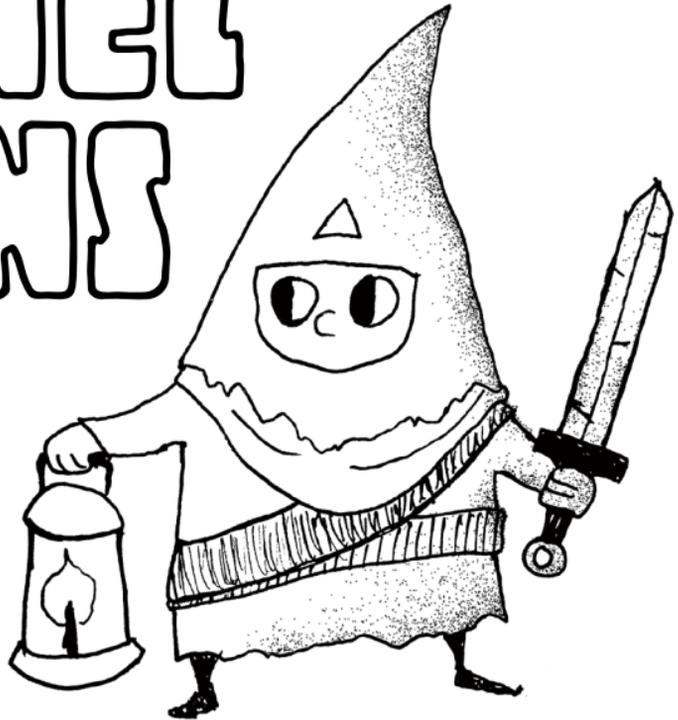
version 1.2

Game Structure: A referee controls and describes the world to players who then describe how their characters act in the world.

Action Roll

When an action's success is uncertain, a player rolls 2d6 and adds the score from the relevant ability and a point for any relevant items. If the total is equal or greater than the action's Difficulty Score (DS) it is successful.

Difficulty Scores Guidelines:

Easy: 8   Moderate: 10   Hard: 12

Dangerous Actions

If an action has a risk of danger, the difference between the roll and Difficulty Score is the amount of damage inflicted.

Example:

As an action, a Player Character fights a Robo Mantis with a DS of 10. The player rolls 2d6 and adds 2 from their Brute ability, 1 from their sword, and 1 from their shield. The total is 12.

The difference between 12 and 10 is 2, so the creature takes 2 damage. A non player character's DS is also their Health Points, so now the Robo Mantis's Difficulty Score is 8. If the roll was 8 then the Player Character would have lost 2 health.

Inventory

Your Inventory Score is how many items you can carry comfortably. For each item that exceeds your Inventory Score subtract 1 from any Brute or Skulker Rolls.

Death

When a character's Health Points reach zero, they die.

Advancement

Level up every 2 game sessions. Each level, raise a class score by 1 and raise either Health or Inventory Score by 1.

Healing

Regain lost Health Points by spending the night in a safe spot.

Abilities
Every player character has a score of zero or more for these abilities
Brute: Good at smacking things, feats of strength, resisting poison.
Skulker: Good at sneaking, aiming, balancing, dodging.
Erudite: Good at reading, perception, speaking, remembering.

Character Creation
Name your character.
Health Points start at 10.
Inventory Score starts at 8.

Roll a d6 on the Character Tables to determine starting ability scores and gear.

Additionally, each character starts with 2 rations, a cloak of their color choice, and an item of their choice (pending referee approval).

Character Tables
(B=Brute, S=Skulker, E=Erudite)
Childhood
1. Desert Urchin *(1S, Waterskin)*
2. Garden Acolyte *(1E, Shovel)*
3. Wheel Rat *(1B, Hammer)*
4. Smoke Scrub *(1S, Rope)*
5. Book Fetch *(1E, Quill & Ink)*
6. Gear Lark *(1B, Crowbar)*
Profession
1. Caravan Drifter *(1S, Parasol)*
2. Botany Priest *(1E, Rose Incense)*
3. Slab Dragger *(1B, Black Mallet)*
4. Lock Snipe *(1S, Lock Pick)*
5. Library Guide *(1E, Lantern)*
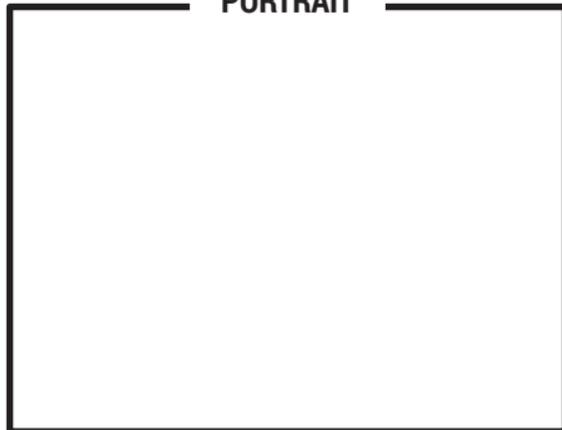6. Pit Warden *(1B, Tusk Spear)*
During The War
1. Joined the militia *(Shield)*
2. Went underground *(Torch)*
3. Joined the rebels *(Bear Trap)*
4. Fled *(Compass)*
5. Gathered intel *(Mirror)*
6. Profiteered *(Item of choice)*

NAME:

PLAYER NAME:

LEVEL	MAX HP	HP
BRUTE	SKULKER	ERUDITE

PORTRAIT

INVENTORY SCORE:

 # OF ITEMS: