

# Beholden

## How to Start

- Select a character archetype.** This determines the skills & abilities you will be able to perform in and out of combat.
- Build your character.** Write in your character name, species, archetype, and select 1 special ability on this sheet.
- Collect your resources.** You will need 1 full set of dice (D4-D20) and 3 colored tokens, corresponding to archetype.
- Select The Judge.** This person will read the story, control game mechanics, and determine the outcome of encounters.

## How to Play

Download a pre-made adventure from the website at the bottom of this sheet, or create your own to play! Unlike *the other game*, there are no stats, scores, levels, or experience points to track, even between sessions.

Once characters are created, The Judge will read the introduction to the adventure. Depending on the scenario, players will be given options for how to proceed, or they may make their own choices at the sole - and unquestionable - discretion of The Judge.

## How to Take Actions

**Outside of Combat:** You may interact or speak with any character, NPC, creature, or object / environmental feature as long as time and ability permits. You may also ask The Judge for more details or information.

**Inside of Combat:** First, determine the Player Order. All players roll a D20. Reroll any ties. Players act in order from highest to lowest. The Judge always acts last.

- Players and The Judge may move and use 1 Ability or Skill or Combat action per turn.
- Roll a D20 and The Judge will determine if your combat action was successful.
- You may use up to **3 tokens** per *Inside of Combat* action. Tokens modify actions and may be shared among players. Once used, they remain spent until the beginning of the next round, where all tokens reset and return to their original player.

## What Tokens Do

Skills and Abilities may have special rules for each token. Read their descriptions carefully.

**Warrior Red:** Increase attack or ability damage by 1d4 per token.

**Mystic Gold:** Heals or Shields the Player by 1d4 per token on successful attack or ability.

**Sage Green:** Increase the chance of a successful roll by 1d4 per token.

CHARACTER NAME

SPECIES

ARCHETYPE

## Archetypes

Each Archetype is played with predetermined types of equipment, weaponry, and set of skills & abilities. You may represent these in any way you choose for role-playing purposes with approval from The Judge.

CURRENT HITPOINTS	○ ○ ○
	ACTIVE COMBAT TOKENS

**Warrior / Red Token / 100 Hit Points / D12 Damage / +1d6 to Strength, Athletics, Grit**

**Equipment:** Heavy Armor, 1 heavy two-handed weapon or 2 normal one-handed weapons

<b>Combat Actions</b>	<b>1 Action + Move + Use and/or Share Tokens per turn (all optional)</b>
<b>Attack or Defend</b>	1d12 Melee <u>or</u> Defend to take half damage for rest of round
<b>Subdue</b>	Stop enemy from performing actions for rest of round
<b>Trip</b>	1d4 melee damage, stops spellcasting, enemy takes -1d4 on next roll
<b>Slam</b>	1d8 melee damage, pushes enemy up to 5ft away
<b>Coup d'Etat</b>	Drop a <i>completely prone</i> enemy's hit points to 0 on successful attack roll

**Mystic / Gold Token / 80 Hit Points / D10 Damage / +1d6 to First Aid, Persuasion, Will**

**Equipment:** Light armor, 1 normal one-handed weapon and 1 cosmetic holy or spiritual item

<b>Combat Actions</b>	<b>1 Action + Move + Use and/or Share Tokens per turn (all optional)</b>
<b>Attack or Defend</b>	1d10 Melee <u>or</u> Defend to take half damage for rest of round
<b>Consecration</b>	Create 20ft cube of light for 3 rounds. +2 to all player rolls in the light
<b>Healing Touch</b>	Heal Player <u>or</u> Damage Undead in melee range for 2d10
<b>Hold Mass</b>	Within line of sight: 1d4 healing to players, -1d4 to enemy rolls
<b>Pillar of Creation</b>	10ft column of positive energy, 1d8 damage to all enemies inside

**Sage / Green Token / 60 Hit Points / D8 Damage / +1d6 to Perception, Arcana, Cunning**

**Equipment:** Medium armor, 1 light two-handed weapon and 1 normal ranged weapon

<b>Combat Actions</b>	<b>1 Action + Move + Use and/or Share Tokens per turn (all optional)</b>
<b>Attack or Defend</b>	1d8 Melee or Ranged <u>or</u> Defend to take half damage for rest of round
<b>Elemental Spear</b>	Choose an element: 2d6 magic damage of that type to enemy or object
<b>Mind Control</b>	Control the actions <u>or</u> read the thoughts of a creature for rest of round
<b>Hallucination</b>	Target creature believes an illusion you create for rest of round
<b>Chaos Rains</b>	Within line of sight: 1d6 damage and -1d4 to rolls for all enemies

## Special Abilities / Circle 1 to use for the entirety of this game session

<b>Just Lucky Enough</b> Reroll 1 failed attempt per combat session	<b>Revengeur</b> Bonus non-magic attack after a kill	<b>Animal Companion</b> Can perform simple tasks. Cannot attack
<b>Always Go First</b> Go first in combat. Roll against other players with ability	<b>High Proficiency</b> Add 1d4 to all skill checks and saves	<b>Engineering Hobby</b> Create simple tools, items, or devices outside of combat

**The tabletop role-playing game for people who don't have time for the other one.**  
Visit [TheyLookLikeBats.com/Beholden](http://TheyLookLikeBats.com/Beholden) to download full rules & other game materials.