THROES OF THROKAM
INSTRUCTION MANUAL

Andrew Carlisle
Colin Fravel
Jaiden Miller
Sarvasv Barara

Introduction

Enter Oretown, set at the base of the Icefang mountains. To the north is the kingdom of Ichuran, home to the **Ichui miners**. The **oresmiths** forge raw metal into weapons. Their monopoly over metal has led to tensions with the **crown**, and other guilds. Land transport falls to the **masters of kinesis**, while water transport over the Jivaana river is done by **water wielders**. And here is where you and your party come in, a rogue band of adventurers on a quest for gold and glory.

Explore treacherous political decisions, each coming with its own costs. But beware, every action has consequences. Without the guilds' support, you can't do anything, but stay too loyal, and the guild begins to control your life more than you yourself. Navigate, negotiate, and when the time comes, fight your way out of events ranging from everyday scrapes to schemes with the power to change the course of the realm of Throkam itself. Come experience the 'Throes of Throkam.'

START YOUR ADVENTURE WITH THE ONE-OFF FOUND IN THE GAME MASTER'S GUIDE!

Materials

Character Sheet

The character sheet is a paper that provides all essential details and data about your player's character. The numbers presented on the character sheet will often be used in game as modifiers for action rolls.

CHARACTER NAME					
	BACKGROUND				

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA

SKILL MODIFIERS

SKILL	MODIFIER
Agility	
Fortitude	
Investigation	
(K.) Culture	
(K.) Georgraphy	
(K.) History	
(K.) Magic	
(K.) Medicine	
(K.) Politics	
(K.) Society	
Perception	
Crafting	
Stealth	
Survival	
Thievery	

NEGOTIATION

PERSUASION	INTIMIDATION	DECEPTION	CHARM

COMBAT

HP	ARMOR CLASS	MANA

WEAPON	MODIFIER	ATTACK

OTHER EQUIPMENT

SPELLS

Name	Mana Cost

NOTES

THROES OF THROKAM

Character Information

At the top of the page are several basic pieces of information: your character's name and their background (i.e. nobleman, adventurer, soldier, etc.).

Ability Scores

The most important part of the character sheet is the 6 ability scores, including Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores will factor into many of the different numbers on the sheet, as well as in gameplay. These scores have **modifiers** (located in the smaller box underneath) that will add to rolls you make in game. E.g your strength modifier adds to your roll while trying to lift a heavy rock.

The scores 15, 14, 13, 12, 10, and 8 are distributed amongst these 6 categories. A higher number means greater skill in that category. These values go in the **big box** under the category. These can then be used to calculate the corresponding **modifier** as below:

$$modifier \ = \ \frac{(your\ character\ score)\ -\ 10}{2}$$

Round down to the nearest whole number. Modifiers go in the **small box** under the category score.

Skill modifiers

Skills are special modifiers that apply to certain situations (i.e. an agility modifier will be applied if you try to climb a wall) and are usually based on 1-2 base ability scores.

Knowledge skill modifiers
Each "Knowledge of ……" skill modifier is calculated as follows:

$$Knowledge\ skill\ modifier\ =\ Intelligence\ modifier\ +\ Wisdom\ Bonus$$

Thus, to calculate it, simply add up your intelligence modifier and a wisdom bonus. Distribute your wisdom modifier into bonuses for all seven knowledge skill categories. Thus, **the wisdom bonuses for all categories together must sum to your wisdom modifier**.

Modifiers and their calculation are detailed in the table on the next page.

Skill Modifier	Equation
Agility	= (STRENGTH + DEXTERITY) / 2
Fortitude	= STRENGTH + CONSTITUTION
Investigation	= INTELLIGENCE
Knowledge of Culture	= INTELLIGENCE + (WISDOM BONUS)
Knowledge of Geography	= INTELLIGENCE + (WISDOM BONUS)
Knowledge of History	= INTELLIGENCE + (WISDOM BONUS)
Knowledge of Magic	= INTELLIGENCE + (WISDOM BONUS)
Knowledge of Medicine	= INTELLIGENCE + (WISDOM BONUS)
Knowledge of Politics	= INTELLIGENCE + (WISDOM BONUS)
Knowledge of Society	= INTELLIGENCE + (WISDOM BONUS)
Perception	= WISDOM + INTELLIGENCE
Crafting	= INTELLIGENCE
Stealth	= DEXTERITY
Survival	= (WISDOM + CONSTITUTION) / 2
Thievery	= DEXTERITY

Negotiation

The negotiation modifiers are a special set of modifiers that impact your political negotiations in the world of Throkam. The scores +2, +1, +0 and -1 are distributed among Persuasion, Deception, Intimidation, and Charm. As with regular skill modifiers, a higher score means greater skill in that area.

Combat

The combat section includes combat stats and places to record character equipment.

The three different combat stats are HP, Armor Class, and Mana.

1. **HP** is how much health you have before your character is "knocked out" and unable to play. It can be calculated as:

   $HP\ =\ (Constitution\ Modifier)\ *\ 10.$

   Subtract damage dealt by enemies from your HP.

2. **Armor Class** helps block enemy attacks. It is based on the specific armor your character is wearing (which should be recorded under "Other Equipment"). A higher number means it is more difficult to hit you with an attack.

3. **Mana** is used to cast spells. More powerful spells cost more mana. You start out with an amount of mana equal to the sum of your Intelligence and Wisdom SCORES (not modifiers).

The weapon box records the weapon you are currently equipped with. The box also holds a proficiency modifier (which comes into play when attacking) and the attack, which is the number and type of the die used to attack with that weapon. E.g. 2d6 stands for 2 6-sided dice.

The other equipment box is a space for you to record a variety of character equipment, including Armor, tools, food, money etc.

The spells box holds your character's spells. The game master decides what spells the characters can start off with, and your character will learn several spells over the course of the campaign. The character sheet records each spell's name and mana cost. Details about each spell can be found in the *Throes of Throkam Reference Guide.*

Notes

This is a section for you to keep a wide variety of notes about your character during the play session. This can include extra equipment, backstory information, story information, major events, etc. Basically, you can use this section however you choose.

Maps

The Game Master will be responsible for creating a wide variety of maps over the course of the campaign. These maps (and the figurines placed on them) will serve as visual depictions of what is happening in the game for the players. The maps will be based on a hexagonal grid, with each

hexagon spanning a 5 foot radius in-game. Players and NPCs (such as enemies) will occupy one grid space each.

Below is an example map of a forest:
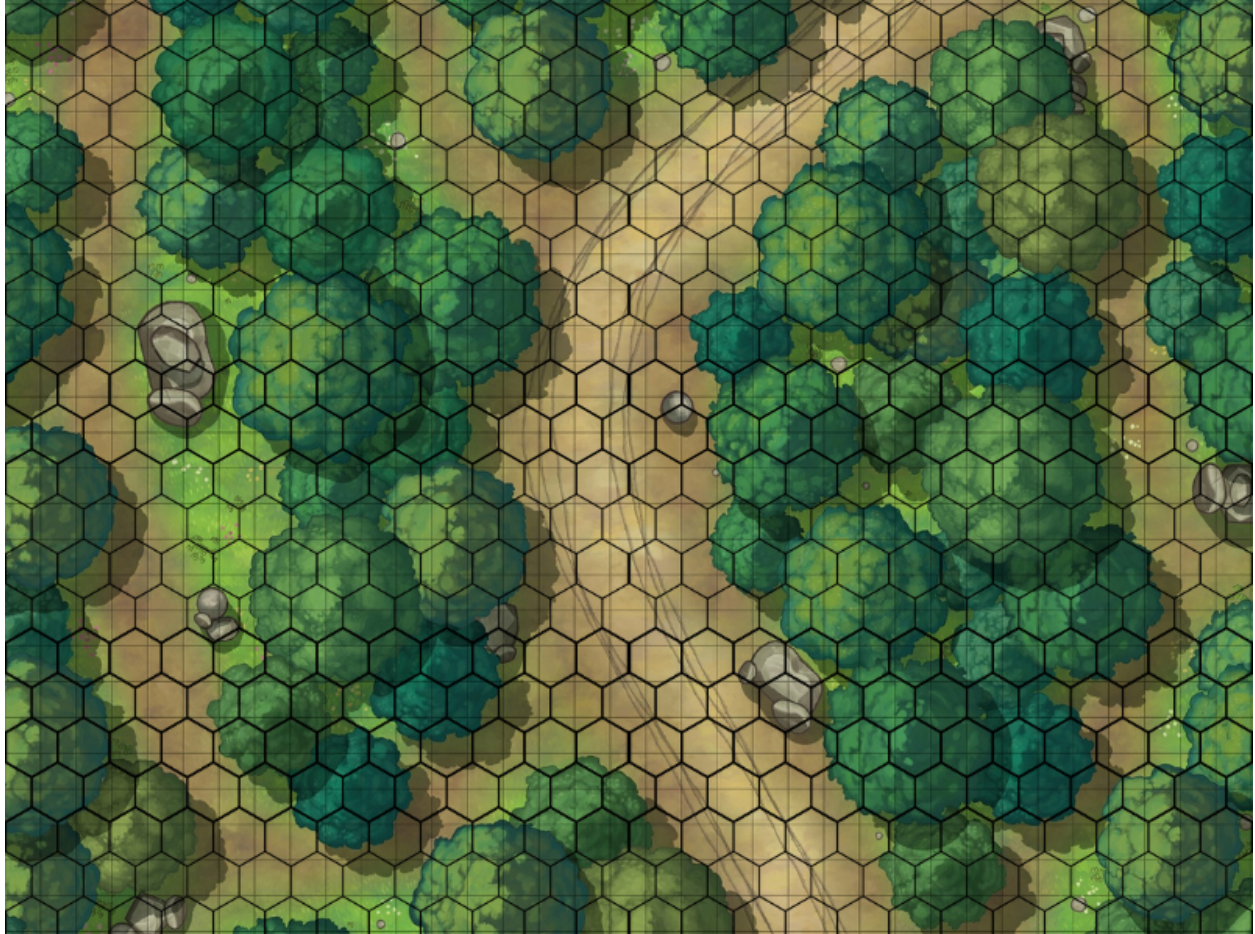
Exploration

Actions

Players can take actions on a large scale that take varying amounts of time. These actions are generally listed in the Reference Guide along with the length of time taken to complete them. Players can move around towns and areas and talk to NPCs or take any realistic actions appropriate to the situation. These actions can lead to almost any outcome depending on the receiver and on what is said, and will be the primary driver for game sessions.

Guilds

The guilds rule the land. Most control the market of one specific resource, and make their wealth from it. They hold great power in the realm, and especially over Oretown. Over the course of your adventures you will have to balance your loyalties between guilds while making sure that you don't anger them. However, staying on the good side of only one guild will heavily restrict your options.

Reputation

The reputation is a number ranging from -100 to +100 that represents your relationship with the different guilds in Throkam, with -100 representing a *terrible* relationship and +100 representing a *great* relationship. This number is *hidden from the players* and will be affected by your actions in game, with the Game Master deciding how each action impacts your reputation score.

Your reputation with a guild will have several effects on your interactions with that particular guild. The exact nature of these effects is dependent on your reputation score and is left up to the Game Master's discretion. For example, a very low reputation with the merchants guild will result in greatly inflated prices for the goods you buy.

Events

Player actions will inevitably lead into what are called events. These are special interactions with guilds and often pit the player against multiple guilds to make difficult choices. These include settling disputes, obtaining items and choosing a guild to deliver them to, protecting/ assassinating important individuals, etc.

During the interaction, players have a variety of ways to negotiate with the guilds, such as asking for more compensation for completing a quest. The different ways to complete these interactions

are represented on the Character Sheet, involving Persuasion, Intimidation, Deception, and Charm. When players attempt to use one of these tactics to negotiate with the guilds, they will roll a d20 and add the corresponding modifier, with higher totals representing a more successful negotiation. These rolls can heavily affect the outcome of specific interactions with guilds and even the eventual reputation effect of the interaction

Some of these events may only impact a single guild, but are very risky. Most of these events will either directly or indirectly negatively impact your reputation with at least one guild, making every political event a precarious balancing act.
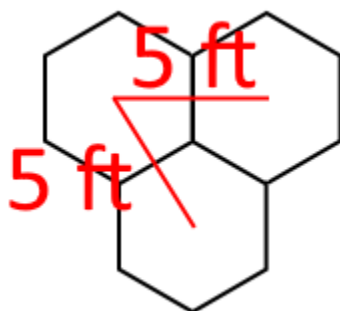
Combat

MAP

Throes of Throkam's combat takes place on a hexagonal grid. Players' positions are generally centered in each hexagon, however players may stand on the borders if no other location is available.
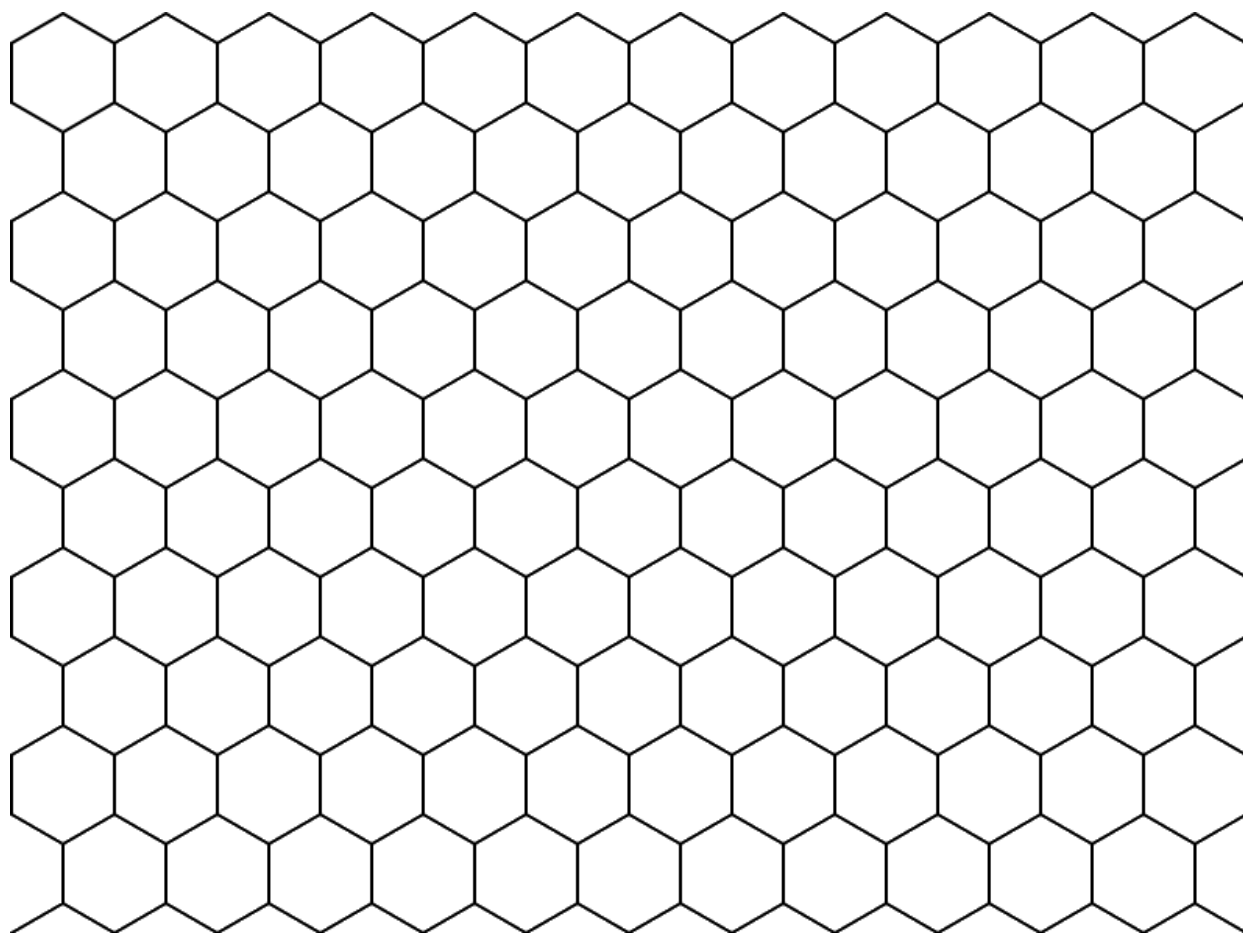
The distance between hexagons is **5 feet**.

Rounds

Combat takes place in rounds, made up of a turn of each character, including enemies. The order of turns is determined by **Initiative** rolls. These are done by having every character in combat roll a d20 and adding their **Perception Modifier** to the result. Order these results from largest to smallest, with the following rules for *ties*:

- A player ties with another player : The players must decide who goes first
- An enemy ties with an enemy : The GM decides who goes first
- A player ties with an enemy : The player goes first

It is generally recommended that the GM keep the initiative rolls of the enemies a secret from the players. After the turn order has been decided, players and enemies simply act in the turn order, being removed if they die, repeating until the end of a combat encounter. Combat ends when either side is completely knocked out.

If new enemies join the combat encounter midway through, the GM simply has to roll for their initiative on the first turn they act.

Turns

Turns are made up of **Actions**, which use **Action Points**. Each turn allows players to spend up to 3 action points. "Actions" in game describe almost anything a player could do in a short amount of time (approximately 2 seconds per action point). Certain actions (such as yelling short amounts of information) are free, as they are assumed to be possible while doing something else. Basic attacks generally cost 1 action point, while more complex attacks, such as spells, can cost more. *Movement* costs 1 action point for every 25ft *(5 hexagons on the board)* a character moves.

Most common actions can be found in the *Reference Manual* under the *Actions* section. If an action you want to attempt is not listed there, simply ask the GM what it would require, and they can make the call.

Attacks

Every character has two main stats that determine their health and how they take damage - HitPoints (**HP**) and Armor Class (**AC**). HitPoints are a direct measurement of health. When they reach zero you get 'knocked out.' If all of your party gets 'knocked out,' the adventure is over. Armor Class determines how difficult it is to hit your character.

Attacks can hit or miss in this game. This is determined through ***Attack Rolls****, as detailed in the next section.*

If an attack connects, then you roll the dice given in the attack section and total them to determine the damage the attack deals. Many attacks will do extra damage on critical hits, so make sure you check for that! Critical hits are detailed in the next section.

Skill Checks (Special Case: Attack Rolls)

Actions that require a skill or physical feat to complete, such as *climbing a cliff, medical care, or persuading another character,* require Skill Checks. To complete a Skill Check, roll a d20 and add the relevant modifier to your roll (E.g. if you are rolling a *Strength* check, add your *Strength Modifier*). If the total is above the threshold for the task you want to complete, you succeed, otherwise you fail.

If the total is 10+ points above or below the threshold, you critically succeed or fail respectively. If a d20 rolls a 20 and the skill check succeeds, you critically succeed by default. Check the *Reference Manual* for the effect a crit has.

Attack Rolls are skill checks used to determine whether or not you hit an enemy. They use the stat modifier most relevant to a weapon, listed in its description (such as strength for a Mace and dexterity for a bow and arrow), and a proficiency modifier (noted in your character's stats). These add to form the **Weapon Modifier**. To make an attack roll, simply make a skill check by rolling a d20 and adding the weapon modifier to it. If this number is higher than your opponent's AC, you succeed in hitting them. Roll for damage.

Magic

Magic has a variety of uses. From combat spells to influencing people in towns, there is no shortage of ways to apply it. Spells are usually tied to a specific form of magic, and can only be cast by those proficient in that particular type of magic.

Spells cost mana to perform, and take time. Stronger spells take more mana. Mana is restored by sleeping. Spells are gained as you level up and require you to specialize in particular forms of magic.

A list of all available spells can be found in the *Reference Manual.*