

# THE MARTEL COMPANY

*See the wider world, meet interesting people,  
and pay off your debts!*

## **Every Expedition is Provided:**

Lanterns, fuel, water, and food. Climbing and camping equipment. £100 of combined debt.

- Roll 3d6 for STR, DEX, CHA
- d6 starting Hit Protection (HP)
- d6 starting pennies
- d20 to choose background

## **One-Hundred Pennies (p) make a Pound (£).**

**Bulky:** Requires 2 hands. Carrying more than one Bulky item causes fatigue and *Deprived*.

**Armor:** Reduces damage taken by armor points. Combined armor can't exceed 3.

## **Termination of Service**

Any damage taken reduces your HP.

**When HP runs out:** remaining damage comes from STR. STR save to avoid Critical Damage.

**Critical Damage:** Unable to take action until tended to by an ally and have a Rest. If they are left untended to for an hour, they die.

**When STR is depleted:** Dead

**When CHA or DEX is depleted:** Catatonic

## **Operations Manual**

**Turns:** On your turn, your character can move and perform an action.

**Make a Save:** Roll under/equal to the stat. Most risks for a Save bypass HP altogether.

**Use STR Saves** when:

- Powering-through an obstacle.
- Resisting bodily harm.
- Exerting physical prowess.

**Use DEX Saves** when:

- Moving quickly.
- Acting precisely.
- Using subtlety.

**Use CHA Saves** when:

- Testing a relationship.
- Keeping your cool.
- Trying your luck.

**Resting:** Sit down for a minutes and swig some water to restore HP. May attract threats.  
*See a doctor in town for extensive recovery.*

**Deprived:** You are exhausted/thirsty/hungry/weak and cannot Rest.

## **House Rules (optional)**

**Heroic:** During character creation, roll 4d6-drop-lowest for character stats.

**Deep Scars:** If reduced to *exactly* 0 HP gain a Scar and gain 1d6 Max HP.

## **Hostile Threat Engagement**

**Initiative:** Characters make a DEX save to go before foes. Failures go after foes.

**Attacking:** Just roll the damage die for that weapon. There is no "to-hit" roll. When multiple attackers target an individual, they roll together, keep highest.

**Dual Weapons:** Fighting with two weapons roll damage for both, keep only highest result.

**Combat Maneuvers:** Whichever side is most at risk makes a Save to avoid consequences.

**Multi-Attacks:** Attacks marked with words like Blast, Sweep, or Line, attack all targets in that specified area, rolling each separately.

**Impaired/Enhanced:** Attacks as firing through cover, or fighting while overburdened, roll d4 Damage. Attacks Enhanced by a risky stunt or a helpless or vulnerable target, roll d12.

**Scars:** If reduced to *exactly* 0 HP, gain a Scar. If a single hit took you from max to 0, gain 1d6 max HP.

**Retreat:** Fleeing to safety under pursuit requires a DEX save and somewhere to run.

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