# OLDHAM RULES

Roll 2d6 versus 2d6, the first for the character acting and the second for the character being acted against.

If their is conflict in what the fiction says between the player and the referee, roll 2d6 each. Whoever is highest dictates the fiction. If the numbers are close to eachother, then negotiate and compromise.

Players each create and act as their characters. Each player character (PC) has 3 skills and can take 8 hits before perishing.

- ⚙ If another player assists them with their roll, they roll 2d6 vs. 2d6. On a success, add +1 to the aided roll, if the aided roll misses then those assisting share the consequences of the failure.

- ⚙ If a player's character perishes, the player can either replace their character with a new one.

If a player's character reaches a total skill value of 15 then the player can either: create a second character and retire their first, create a second character to play alongside their first (advancing the second character's skill and not the first at the end of each game session), or continue advancing their first character but renaming their existing skills.

## SKILLS

Skills all start at 1, if they are applicable to the task at hand then their value is added to the player's dice roll. What the skill is named speaks to what the character is good at doing, who they are, and the world they live in.

- ⚙ At the end of each game session, a player may choose to increase an existing skill by +1, or add a new skill at rank 1.

# OTHER CHARACTERS

Character's played by the referee come in three types: followers, specials, and leaders. It only takes one hit to subdue or kill a follower alone.

| Type | Hits to death | # of starting Skills |
|---|---|---|
| Follower | 1 | 0 |
| Group of X Followers | X | 1 as a group |
| Special | 3 | 1 each |
| Leader | 8 | 3 each |

- ⚙ Followers successfully commanded by a Leader get a +1 to applicable actions.

- ⚙ Followers in a group of 2 or more gain a modifier to rolls equal to 1/2 the number of their party. To count as a group they have to be close together.

# NOTES

- ⚙ Use rulings over rules for anything outside of these written rules. Take notes of any skills created, weapons/equipment detailed, environments named during play to be reused or referenced during the campaign.

- ⚙ The referee plans and sets up the scenario, acting as the world and its people that is engaged by the players.

# CREDITS

Rules written by Thomas Novosel.

Inspired by Brain Trust discord conversations around FKR games, Red Markets by Caleb Stokes, Dungeon World, and a bunch of rules light fantasy games.