

RUNEARTH · inspo · prep

what excites me @ 2-P


① "the battle of Ragnarok is done and the world is broken."

② Basically I am a Rootless Wanderer, the game L. Crane posted about on S-G.

③ Feels like there is something to genuinely discover as we play, and genuine creation to be made through play.

④ Resurrection of the body and the implications for play — tactical not social. The character is a cosmic outsider, if they were not before.

⑤ Fights seem fun and decisions consequential.

~~It's the~~ ~~xxxxxx~~ 

- you were killed in Ragnarok.
- you start near where you lived
- The world and the 9 realms have been shattered and mixed into a scattering of islands.
- Those who know you know you died.
- You resurrect after you die, and can use bonfires. Most people can't.
- You're special, but we don't know why. Maybe we'll find out through play.
- There are no more stars in the sky.
- The world was once round, now it is flat.
- where the stars hit the ground, bonfires were created. Most stars fell into the waters and became extinguished.
- when you rest at a bonfire, any thing dead by your hand returns to life. The exceptions are those imbued with the scattered essence of the killed gods.

Op64: You are a loose thread in the skein of Fate: "Fate weaves the skein anew but there are loose threads, lost long ago in the wars, with no place in the tapestry. These threads must seek the fire within and carve their own path."

Rulebook

things that stick out as I read:

- No attack roll.
- Adventurer acts first unless there's a call for a save.
- "A save is a roll to avoid bad outcomes from risky choices and circumstances." So it is not a roll to resolve a task per se; ~~the~~ as the player is active we are not rolling to see if they "do it" but only to see if they avoid bad outcomes — which can of course include "not doing it". I think the difference between this and the traditional skill check is subtle but real.

Q1: is this a risky choice or circumstance?

A1: No. Okay, they do it or they don't, based on what is obvious in the fiction.

A2: yes. Okay, they do it or they don't, based on what is obvious in the fiction. Also, they roll, and avoid a bad outcome or don't.

e.g. — lifting a heavy gate. OK, you do it.

— lifting a heavy gate while fleeing. OK, you do it, but save to see if you're captured while doing it.

— lifting a 300-lb boulder. No, you can't do it.

Runeairn play with Thomas - 13-12-2023

Char

H DEF . 3

RES - 6

ALVAR

- Ragged
- Rotten skin
- Fair sharp
- Speech gravelly
- Honorable - virtue
- Vengeful - vice
- Frizzy Hair

10 STR . 15
 10 DEX . 10
 11 WIT . 11
 15 SPI . 10

Vigour . 4

Vitality . 2

Starting
Clues

• WARRIOR

before Raynarson: Hiltman of a throne or

lord. Believed in the gods. Residual bitterness -
 lost the war despite my faith and honor.
 Believed in earning his way.

Not married } been planning to marry - woman of
 respectable family. Sigrún → wanted for you.

Parents. Erik + Hrefna.