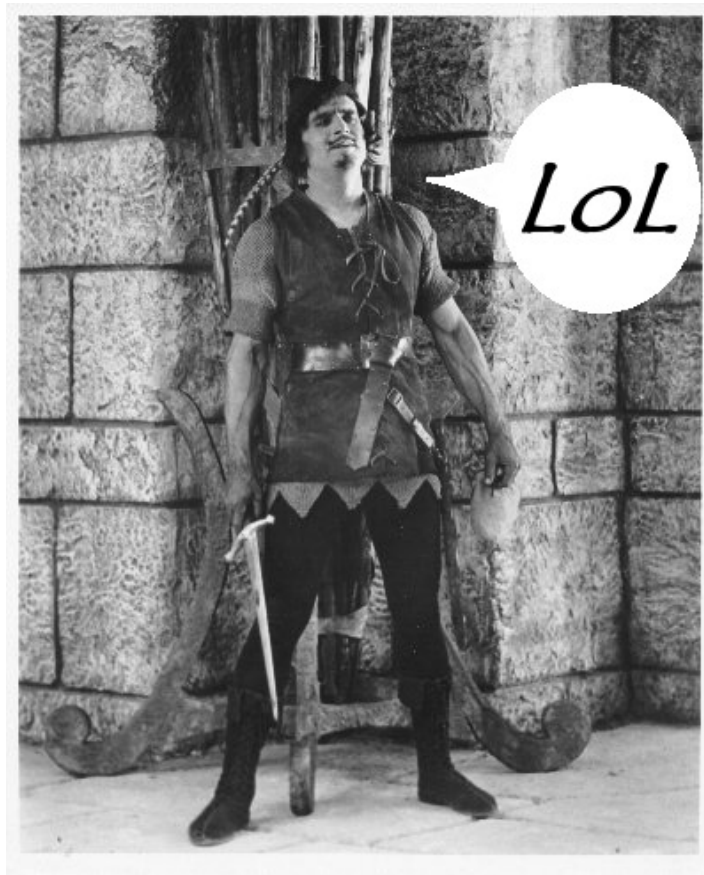


Alone in the Woods



BY SHINOBICOW

FOR

THE 24 HOUR RPG CONTEST

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.



Preface

This year, the challenge for the 24 Hour RPG Contest was to take two well known movies and create a Role Playing Game based on those films. The list of films to choose from was long and varied, but several films stood out to me as being particularly fun and interesting.

This game is a combination of two of those films: Home Alone and Robin Hood... The Men In Tights Version mixed with the Anthropomorphized version.

I hope you have as much fun reading through and playing this game as I had writing it.
Enjoy!

About Me

Hello, my name is Greg. I'm a huge fan of Pen and Paper Roleplaying and have been playing these games for the last 10 years. I got my start with Dungeons and Dragons, but since then, my love for roleplaying games has grown considerably and I've been playing all kinds of games in all kinds of genres ever since. I'm particularly fond of Steampunk and Cyberpunk and just about any other game that ends in punk. The games I have been playing most lately include D&D 4e, Shadowrun, Spirits of the Century, and the latest edition of Gamma World.

I have been a fairly active part of the RPG Blogging community since early 2008. My blog, The Dump Stat, has grown from being a virtual unknown to a sight with a small following and responsive readership. I also periodically write reviews for the much more popular and longer running Stargazer's World; recently I have also begun writing for Eye of the Vortex, where I review Video games and write editorials about the subject.

If you are of a mind to, you can contact me at:

thedumpstat@yahoo.com

I always look forward to hearing from people who read the stuff I write. Shoot me a line if you are so inclined. I'm always up for a good chat.

-Shinobicow



Table of Contents

Section I. Introduction	6
Section II. The World of Sherwood	8
Section III. The Rules	11
Section IV. Character Generation	22
Section V. Running the Game – Notes for the GM	24
Appendix	25

Section I - Introduction

What is this I'm Reading?

Alone in the Woods is a Pen and Paper Role Playing Game written for the 24 Hour RPG Contest in the winter of 2011. The game is loosely based off of Robin Hood mythology, but is more of a comedy roleplay experience than anything else.

What is a Role Playing Game?

If you are asking this, I wonder how you ever found this here game. You already know the answer to this question don't you?

How do you play this game?

Alone in the Woods uses several different mechanics which you can read about in Section III – Rules, later in this book. However, the basic answer to this question is: you, and a bunch of friends, sit around the table, preferably consuming some sort of tasty beverage, or perhaps a salted snack, and roll dice; preferably while doing this you are having a lot of fun and laughing your collective arses off. If you aren't having fun, you're doing it wrong. This game should be played with a lot of humor; it is not designed to be for long campaigns, or even for lengthy adventures. It is designed for one-shot games and for a small total amount of players. You can easily play this game with just one person and a GM.

Wait, what is a GM?

GM stands for Game Master... stay with me here. It'll be ok. In Alone in the Woods, the Game Master can take on one of two roles, depending on which side of the game you want to play things. For small groups, it is advised that the GM play as all of the Sheriffs dastardly henchman – the folks who are out to get Robin Hood; in games where there are lots of players, this game is designed so that you can flip the roles and let the players take over as the bumbling henchman and the GM plays the long gunman... *ahem* merry man, lost in the woods, trying to keep himself from getting captured.

OK... I'm intrigued. So what is this game like anyway?

I'm very happy you asked that question. The basic premise of this game is that Robin Hood is not currently at home (probably still hung over and at home with Maid Marian). But, the Sheriff of Nottingham sure doesn't know that. He sends his men into Sherwood forest looking for Robin and trying to steal back all of the gold that Robin has been hoarding up to give back to the poor (he has been a bit slow about the whole returning part since he got himself a girlfriend; he continues to steal at just as hungry a pace though). The Sheriff's men are out for blood and

money and there is virtually nothing that will stop them since Robin is asleep on the job... except for his younger merry men. Well, one or two of them at least. The Merry Men, being so, well, Merry, are mostly asleep on the job, drunk off of Friar Tuck's wonderful homebrew (it has a serious kick). But, there are one or two of the Merry Men who are up and running and ready to save Sherwood and the Treasure from the would-be usurpers that come to take it all away. However, these Merry Men just happen to be about 13 years old. They are the young Merry men, not old enough to drink, but old enough to kick some butts.

That sounds like a lot of fun, but what do I need to play this game? Is it going to cost me a lot of money?

NO! This game is free!! You got it for free didn't you?? Chances are that if you are at least a moderate role playing gamer that you already have everything you need to play this game lying around in your house somewhere.

In order to play this game you will need at least one of the following dice:

D4	D6
D8	D10
D12	D20

You will also need some pencils (if that is the type of writing implement you are down with; I prefer pens personally, the really fine pointed ones that always freakin bleed through the

paper, but that's just me) and some paper, lined, graphed, or blank. You will also need some snacks and some drinks. You may want to play this game intoxicated (if you are old enough) which I don't condone (but I'd probably be doing the same). But, most of all, you need to bring you're A-GAME! You are going to need a sense of humor and some creativity, so be prepared.

That all sounds awesome! Where should I start?

You should start by sending a blank cashier's check to P.O. Box 55555... Just Kidding. If you are ready to get started, check out the next section in this book for some introductory information about the World. But, if you think you have a pretty good idea what the story of Robin Hood is about, you can skip to the end of the next section where you can read about the stuff in the world that actually matters to the game. Then, in Section III, you will find all the rules for the game, which are short, but important. Then, in section IV you can read about playing as either a Bumbling Henchman of the Sheriff or one of Robin's more coherent Merry Men. Section V is for the GM – read it if this applies to you.



Section II – The World of Sherwood and Nottingham

THE WORLD

The year is somewhere between the 112-13th century (but who's counting really???). Medieval Times. King Richard has gone off to the Crusades and left his people all by their lonesome selves. In his place, his brother, the coward Prince John has attempted to seize control of the throne and take over the kingdom. This is a big problem. England is truly in a very big pickle. The Dark Ages have swept over the world... but screw all that really.

Sherwood Forest

The real setting of this here RPG is Sherwood Forest, the realm of Robin Hood and his merry men. The world, as far as you know, or care, doesn't even exist much further than that. You're never going to go much beyond the wood; for all you know the rest of the earth is all just a myth.

Sherwood Forest is a very big, dark, dirty, moldy, stinky place. It is not naturally dangerous, but the people who live there now aren't exactly seized with a delightful

disposition. Inside the forest are all manner of small furry creature (not including you) which are hunted and eaten to sustain the life of the Merry Men (cannibalism be damned).

The Forest is lush with vegetation as well. There are lots of trees (duh) and plenty of mushrooms (both the psychedelic and non-psychedelical varieties). For those living in Sherwood Forest, you have just about everything that you would need to get by right at the tip of your fingers. There is food, water, liquor (not for the minors) and plenty of

entertainment, what with all the caravans that have to pass through and are required to "pay the toll".

Nottingham

The area around Sherwood Forest is referred to as Nottingham. Nottingham is where most of the normal folk in the world live and where the Sheriff has his base of operations. In Nottingham, Robin has his family home in Locksley (though that is pretty much gone now... what with the fire, burning, death, destruction, etc.); Maid Marian also has her own formidable castle and lands there as well.



Villages of Nottingham

Although the vast majority of Nottingham is of little importance, the area immediately surrounding Sherwood Forest proves to be the staging ground for the Sheriff of Nottingham's men, as well as a place where the Merry Men of the wood go to get supplies, stock up on weapons, or buy special tools which are inevitably used in trap making.

These villages also serve as a place where Robin Hood and his men "redistribute" the wealth that they come by through robbing the rich. The poor need to eat too you know.

England and the Big Picture

Though you have little regard for other parts of the world, it may in fact come into play at some point during the game.

The King's castle is set up in London. There, Prince John has established himself a little empire of his own in the King Richard's absence. The castle is awesome and amazing, but you'll never get to see it (HAHAHAHAHA).

Outside of England lies the very big rest of the world. Right now, the Crusades are either near there end or have already ended, in which case King Richard is probably on his way back (if he isn't stuck in a brothel... *cough* I mean prison somewhere).

PROMINENT PEOPLE

In the area in and around Sherwood, there are several important figures that you need to keep track of. They may very well make an appearance in the game, but not likely as any help to the players regardless of what side they actually end up fighting for.

Forces of Sherwood

Robin Hood

If there was one big ring leader in Sherwood Forest, you can bet it would be Robin Hood. He is a sly fellow, sly like a fox some might say... but, apart from being a dashing rogue who steals from the rich and gives to the poor, Robin is also a drunk, a skirt chaser, and a generally lazy arse (at least that is how most of the Young Merry Men think of him). Robin spends most of his time either off confronting the Sheriff on his own, leaving the whole "work" part to his henchman (that would be you, if you are playing for Sherwood) or he is in Maid Marian's castle, doing... God only knows what. He will not likely be much help to you in any way, other than to perhaps pat you on the head and congratulate you after you tell him about the latest encounter with the Sheriff's men.

Friar Tuck

Friar Tuck is a fat, drunk, priest. Most of the adults advise that you should probably stay away from him. You don't have any reason to be particularly friendly with the man. He stinks to high heaven so you don't really like even being close to him.



Little John

If Robin Hood had a sidekick it would most definitely be Little John. Most of the Young Merry Men like Little John a lot. He is kind of like the adopted father to them all; he is big and fuzzy like a teddy bear and you love him for that, but if you get him angry he will whomp you on the head with a stick. Don't do that. You wouldn't like him when he's angry.

Maid Marian

This hot foxy mamma is too often out with Robin Hood doing... whatever it is that grown ups like to do... she used to come by the wood a lot, but now, not so much. But, sometimes, when the Young Merry Men make a trip into the Villages of Nottingham, especially to the lands under her control, she might show up in some capacity to help the players get resources.

Forces of Nottingham

Prince John

Prince John is really the BBEG (Big Bad Evil Guy... stay with me) of England at this particular time, but in all reality he is really just a shadowy presence in the background shouting one particular order over and over again all down his ranks. "GET ME THE HEAD OF ROBIN HOOD!!" and he also wants his treasure back, a throne to sit on, and his crown polished. You best get to work if you're playing for the Nottingham team.



Keeton – The Sheriff of Nottingham

Though most people know him only by his title, "The Sheriff of Nottingham", Keeton is the real BBEG in the world at this time. Though he might take orders from Prince John, that quack sitting on the throne doesn't know what it's like to be on the streets. The snake-like Keeton knows very, very well exactly what it means to be in the trenches. He wields a sword at his side and power in his hand (if he has them... that is left up for debate). Keeton is the leader of the resistance against the roguish, rabble rouser Robin Hood. If you're playing for him, he's your boss and chances are he is going to make you pay for letting him down.

Other Less Important People

King Richard, the Lion... Heart

King Richard makes the very top of the unimportant characters list. Though he may be the most powerful individual in the world, at the time, he is also too busy with his crusade in the Holy land to be back at home taking care of business. He's really nothing more than a passing name in the background. It is quite possible that he may never show up in England again... though it is also likely that he'll show up right at the end of the movie when Robin needs him the most... typical.

Section III – The Rules

OVERVIEW

In this section you will find all the juicy bits of knowledge required for understanding the rules for this game.

A d20 System... Kind Of

If you are familiar, at least to some degree, with the d20 system, then you are likely already somewhat familiar with the system used here for this game. Alone in the Wood uses a system similar to the d20 system which is used in the 3rd edition of the “World’s Most Popular Roleplaying Game”. However, there are some major differences.

The Basic Mechanic

The d20 system relies on a very simple mechanic: whenever you want to do something, you roll 1d20 add in relevant modifiers and attempt to meet or beat a target number specified as the DC. This system holds true for Alone in the Wood as well. Whenever you try and do something, whether that be trying to set up a trap, use a particular skill, or try and attack or capture someone, you will be using this method for all your actions.

Default to THIS BOOK!

Although Alone in the Wood uses a very similar mechanic to the d20 system, there are

several important things which have changed from that game to this one. In virtually all aspects, you should default to this book, when trying to figure out how to do something, rather than looking back to any previous material which uses the d20 system.

List of Major Changes

Here are some of the major elements of the d20 system which have changed in this game.

Character Creation – Character creation is considerably different than what is used in the d20 system. See the next section of this book for everything related to characters in Alone in the Wood. This section covers the rules for creating one of the Young Merry Men and also contains the rules for creating one of Keeton, the Sheriff of Nottingham’s Henchmen. These changes also include most of the things that make up a character. Although Attributes remain largely untouched, Skills, Feats, Classes, and Races have all been changed en-masse.

The Combat System – Although the combat system remains generally the same, at least how it works mechanically, there are some major differences. For one thing, Alone in the Wood does not put a major focus on combat. Instead, it focuses on exploration,

movement, and creative trap setting and triggering. The Combat system exists mainly for Henchmen of the Sheriff and is used only for purposes of capturing and subduing the Young Merry Men.

Movement and Mapping – The vast majority of play in this game takes place inside the Sherwood Forest. These “encounters” occur when the Henchmen of Keeton attempt to infiltrate the forest and steal the treasure back from Robin Hood’s Merry Men. During this period of the game, movement and mapping play a significant role. You will read more about that later in this section.

Money and Points – You won’t find any gold pieces in this here game. The currency system which was used in d20 versions of “The World’s Most Popular Roleplaying game” (what a mouthful) has been almost totally removed. This game features 2 particular point mechanics which are important for you to understand. They are explained later on in this section as well.

IMPORTANT GAME RULES AND TERMS

The Battle Map

This game makes use of a battle map, of sorts, but it doesn’t need to be anything complicated. You are welcome to use any type of battle map that you have lying around, or you can just use graph paper for mapping. Actually, graph paper makes the game a lot easier.

The battle map is a numbered like a chess board. On one side, there are numbers and

on the other side, there are letters. On one edge of the battle map, there is an entrance marked where the Sheriff’s Henchmen enter the playing field.

You are welcome to use miniatures or tokens, or whatever you have on hand to represent characters when they are moving and visible.

The Secret Map

In addition to the battle map, this game also uses a secret map. The secret map is used by the Young Merry men when they are laying traps. When a trap is laid, the individual who set the trap marks on the secret map the trap’s location, the nature of the trap, and the powers it has. This applies equally to Hazards as it does to traps. Also, the Young Merry Men have the advantage of being able to move stealthily through the forest. Every turn, they move on the Secret Map instead of using the Battle Map. If one of the Sheriff’s Henchmen moves adjacent to one of the Young Merry Men, the Young Merry Man in question has his position revealed and he or she now must make all of his or her moves in the open.

Trap Points and Traps

This game does away with currency, for the most part, and replaces it with Trap Points. Trap Points are used to set traps, but they can also be used to defend against traps depending on which side you’re on. Trap Points are obtained by the Young Merry Men in the Gathering Phase. Whenever a player

rolls a successful skill check to gather resources, he or she gains some quantity of Trap Points. The Sheriff's Henchmen can also gain Trap Points, but in a completely different way. The Sheriff's Henchman gain Trap Points by disabling traps that they find in the forest using the Disable Skill.

Traps and Attacks

Traps are essentially monsters which make some form of attack against whoever triggers them. The Trap's attack accuracy, or attack bonus, is determined by its quality. The better the trap, the higher the attack bonus.

Setting Traps

Traps are set during the Traps Phase (see below). There are various type of traps that a player can set, but they are all set in the same way. They also fall into three different categories, each of which costs a different amount of Trap Points. A player sets a trap by spending a number of Trap Points equal to the cost of the trap. That is all there is to it.

Types Of Traps

Hazard

A Hazard is a particular type of fairly obvious trap. Whenever a character comes within 2 squares of a Hazard, that Hazard is revealed. Examples of Hazards include tress which are felled to create an obstacle or barrier. Hazards typically do not have any active component. They are simply set up to keep someone busy or divert their path.

Manual Traps

Traps which have to be activated by someone are considered manual traps. The person who set the trap must stand nearby, wait for the right moment, then spring the track himself, making an attack on his opponent through the trap. These traps could include things like logs, which are held by a rope from above, which, when the rope is cut, fall down onto the heads of those underneath.

Automatic Traps

Automatic, or Triggered Traps, happen when a character steps into one of the squares on the Battle Map where the trap is placed. These types of traps do not need to have anyone spring them; they work on their own. They are also the most expensive to make. A Pitt Trap, with Spikes at the bottom, is a classic example of an Automatic Trap.

Describing Traps

Whoever sets up the trap is allowed to describe the trap that they set. In fact, this is heartily encouraged. Players are encouraged to be very creative with this part of the game; the more creative they are the better. This creativity, and humor, has benefits in play. See the LoL points section for more information regarding these incentives.

LoL Points

What are LoL Points?

LoL (Stands for Laugh out Loud if you didn't know) Points are given to players by the GM,

or by each other whenever they do something that is particularly funny in the game.

How do you get them?

Players earn LoL Points whenever they do something that is particularly funny in game. For example, when a player creates a particularly interesting and hilarious trap, that player can earn a LoL point from any player who is gracious enough to give one. The general rule of thumb is that any situation which causes a player, or the GM, to Laugh Out Loud, deserves a LoL point and the person who did the laughing is obliged to give it. If a player doesn't have enough LoL points, the GM forks one up instead.

What do LoL points do?

LoL Points can be spent for several purposes. A LoL point can be spent to increase the result of any roll that you make by 1. You can also spend a LoL point to take over narration of a scene and describe the action in a more humorous manner.

Capture Encounters

What is a Capture Encounter?

A Capture Encounter is an encounter which occurs whenever a Young Merry Man character gets up close and personal with a member of the Sheriff's Henchmen.

Prepare for the Fight Scene!

-Robin Hood Men In Tights

When do these Encounters Happen?

A Capture Encounter might happen at any point during the Action phase, when one of the Sheriff's Henchmen comes in contact with one of the Young Merry men. In this case, the actions that you can take during a Capture Encounter are simply added to the things which you can usually do during the Action Phase.

However, Capture Encounter can also take place during the Resource Gathering Phase. If one of the Young Merry Men ends up in the same spot as one of the Sheriff's Henchman, a Capture Encounter has a chance of happening.

What can you do in a Capture Encounter?

When a Capture encounter ensues, roll initiative, if you haven't already. Then, starting with the highest, each player takes actions.

In a Capture Encounter, the Young Merry Men characters can do one thing... RUN! On their turn, they can move twice their speed, or move once their speed and attempt to boost their defenses through the use of Skills such as Disguise, Jump, Stealth, or Tumble. If they make a skill check, rolling 1d20 and adding the appropriate skill, they can get a +2 Bonus to AC if they beat a DC of 15.

Sheriff's Henchman characters can move their speed and attack. Attack rolls are

made in one of two ways. The character either rolls 1d20 adding STR Mod +2 for a Melee attack, or rolls 1d20 adding DEX mod for a ranged attack (this attack has a range of five squares) with a range of 5 squares. You can't use a ranged attack on someone which you can't see. If the attack roll meets or beats the opponents AC value, than roll 1d6 for damage.

Ending A Capture Encounter

If the Young Merry Man character is reduced to 0 HP because of this, he or she is captured. If a Young Merry man is captured before the Trap Setting Phase, he or she loses half of their Trap Points before buying traps.

If a Young Merry Man character is captured during the Action Phase, the Sheriff's Henchmen win! Hooray!!

If a Young Merry Man character gets at least 10 squares away from all Sheriff's Henchman, than he or she can make a Stealth Check, opposed by the Sheriff's Spot, if he or she could feasibly see the Young Merry Man character. If the Sheriff's Henchman cannot see the Young Merry Man, than the DC for this check is simply equal to 10. If the check succeeds, the Capture Encounter ends and the Young Merry Man vanishes off the map once again.

STEP 1 – CHOOSING SIDES

The very first thing which you need to consider when playing Alone in the Wood is

who is going to play which side. There are two sides for you to choose from. The play experience changes greatly based on which side the players choose to take on and which side they leave to the GM. Optionally, you don't have to have a single GM. You can split the table into two group and have one group play as one side and one group play as the other. It doesn't have to be an all against one affair. However, if you are going to play the game that way, it is best to still designate one person as the general rules lawyer/keeper and have him or her act as a referee and dispute resolver.

The Home Team – Young Merry Men

Robin Hood and His band of Merry Men are either drunk and out of it, or are simply not at home. They have left Sherwood Forest to be protected by the kids, the Young Merry Men (and women).

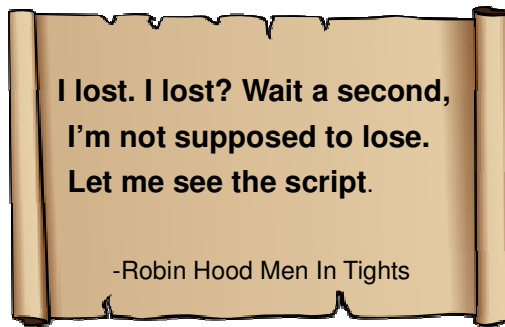
Playing for the Home Team

If you decided to fight on the side of the Home Team, that of the Young Merry Men, than your objective is to prevent the forces of Keeton, the Sheriff, from finding your stolen treasure trove, and of course, to prevent being captured (or killed *gulp*).

How do you "Win"?

Rather than trying to kill, maim, or destroy your opponents, the path to victory for the Young Merry Men is to protect their home through the use of traps, constructed from stuff found in the forest or bartered for from

the villages nearby. If the Henchmen of the Sheriff fall into enough traps and get beaten up enough, they give up trying to find the treasure and retreat back home to Keeton with their tails between their legs.



The Away Team – Keeton’s “Army”

If you decide that playing a Young Merry Man (or woman) is not your bag of awesome, than you are looking to play for Keeton, the Sheriff of Nottingham.

Playing for the Away Team

Being a member of Keeton’s army might sound like a pretty cool thing, but really, you are just a faceless henchman who is going to take a beating until the end of the day and then likely get yelled at by the Sheriff for screwing up again... but maybe you will just show him how it’s done! At least you’re old enough to be drunk for the whole process, so cheer up!! Your objective is to get into the forest and get out with something to show for your efforts, other than your life. You want some treasure, or perhaps even one of those youngsters who keeps making a fool out of you and all your fellow henchman.

How do you “Win”?

If you decide to play on the side of the Sheriff of Nottingham, you can win an encounter by avoiding all the traps and hazards laid out for you in the forest. You are exploring territory which is both unknown and unfamiliar to you. You do not have the advantage there, but then again, you’re just up against a bunch of kids right? How bad could it be?? You can win an encounter by avoiding traps, (or falling into them with comedic impact), finding the treasure stolen by Robin Hood and his Merry Men, or by capturing one of the Young Merry Men who exist, like little, tiny, annoying phantoms in the wood. Pesky buggers.

STEP 2 – CHARACTER CREATION

Once all the teams are decided, it is time to figure out what the characters you are playing are going to be like. Check out the Character Creation chapter for a full description of how to make a Young Merry Man, or how to make a Henchmen of the dastardly Keeton, Sheriff of Nottingham.

STEP 3 – START PLAYING

After the teams are decided and character creation is complete, the game begins.

The Resource Phase

During the Resource Phase, the Young Merry Men, realizing that they are going to have to try and make a defense of Sherwood on their own, must either gather resources from the forest, or attempt to gather resources from one of the Villages of Nottingham.

Gathering Resources in the forest is safe, but the rewards are minimal; conversely, gathering resources in the Villages of Nottingham is moderately dangerous, as it opens up the Young Merry Men for capture at the hands of the Sheriff's men; adventuring into enemy territory is always a dangerous affair.

Resource Gathering Locations

There are six possible locations where resources can be gathered. The first of these is Sherwood Forest. The second is actually a group of four separate villages; each of these villages offers roughly the same degree of resource gathering potential. The GM should name these villages before the start of the game so as not to generate confusion as to which is which and who is where. The third, and final option, is the lands belonging to Maid Marian. These lands provide the greatest potential for Resource Gathering, but they are also the most heavily guarded and patrolled.

Once the Resource Gathering phase begins, each of the Young Merry Men decides where he or she will attempt to gather resources. Each individual writes down on a piece of paper their decision and puts that piece of paper in front of them.

Next, the forces of the Sheriff do the same thing. Although they do not require resources, like the Young Merry Men do, the Sheriff's forces regularly patrol the area

outside of Sherwood. During this time, there is always a chance that they might encounter one or more of the Young Merry Men and try and capture them. Each of the individuals playing as one of the Sheriff's Henchies also writes down on a scrap of paper which location he or she will explore; however, the Sheriff's henchmen cannot explore or visit Sherwood Forest during this phase of the game. They can only explore the villages and Maid Marian's land.

Once both sides have written down their decisions, everyone shows them at the same time. If any of the Young Merry Men end up in the same city as one of the Sheriff's Henchmen, then a capture encounter may result. To determine if a Capture Encounter takes place, the Young Merry Men character makes a skill check using its stealth skill against the Listen or Spot skill of the Sheriff's Henchman Character. If there is more than one Character involved, each character rolls, then the highest die is chosen as the result. Also, add the number of characters who rolled as a misc. modifier to their team.

See the section on capture encounters for the type of things that go on in a capture encounter. A capture encounter always results when a Young Merry Man (or woman) visits Maid Marian's holdings. If one of the Sheriff's Henchmen also visits that site, he or she gets an advantage in this encounter. More information on this can be found later in this chapter.

Using Skills to Gather Resources

Once the location decision section is over, the Young Merry Men get a chance to actually gather some resources through the use of their skills. Any Young Merry Man can use his or her skills in an attempt to get Trap Points which can be used for what else, trap building.

You can use virtually any type of skill you want in the process of gathering resources, but the type of skill you are trying to use and the difficulty of that use will vary greatly depending on the area that you are in.

Examples of Skill Uses –

Use Stealth to take some chickens which will be used for some type of flying chicken bombardment trap.

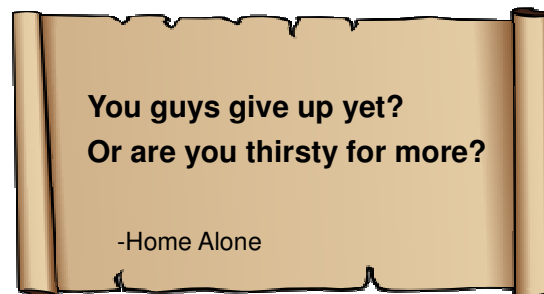
Use Diplomacy on the Blacksmith to convince him to provide me with some metal scraps.

Use Bluff to try and lie my way into getting some tar for something devious.

Each type of skill has its own particular strengths and weaknesses in this phase. Some are more useful in the forest of Sherwood and some are obviously much more valuable in the villages. Some have their consequences as well. See the Skills and Gathering table in the appendix for a complete list of the skills and their uses for gathering.

During the Gathering Phase, a Young Merry Man Character may make one skill check to gain resources. The Player Declares what he or she wants to do, then the GM declares how difficult an action that is. Difficulty ranges from Very Easy (DC 10) to Hard (DC 25). If the player succeeds in meeting or beating the roll, he or she gains a number of Trap Points as dictated by the Trap Points Reward Chart found in the Appendix.

Young Merry Men in the forest cannot make additional checks, but Young Merry Men in either the Villages or In Maid Marian's Lands can spend a LoL Point in order to make an additional check to gather resources.



Trap Setting Phase

Once all the Young Merry Men characters have gathered resources, they move on to the Trap Setting Phase. Characters may "buy" traps using their Trap Points and consulting the tables in the Appendix. When you buy a Trap, that trap is considered to do basically just one thing, deal damage. However, additional effects can be purchased as well. Some examples of these effects are

shown in the back of the book. You don't have to be restricted to these effects; you are welcome to make your own using these guidelines.

After all characters have bought all the traps that they want, they write down what those traps do, in fluffy terms, on a piece of paper. However, before they mark down where the traps are on the map, they must first mark down, in secret, where the "Treasure" is located. The Young Merry Men decide any square on the map and mark that as the Treasure Square, any player within 3 squares of the Treasure Square knows where it is. After that, the player then mark the location of their traps on the Secret Map. Young Merry Men characters may not set traps within 2 squares of the Sheriff's Henchmen starting area. Once trap laying is complete, the Young Merry Men's turn ends.

Next, the Sheriff's henchmen act. They can visit the villages of Nottingham and attempt to garner information about the doings of the Young Merry Men. They may use their skills to talk to, intimidate, lie, or simply overhear the information out of villagers. GM's should adjudicate the DC of these skills as they see fit, but they should all be of moderate difficulty.

Each check that the Sheriff's Henchmen succeed on grants them a bit of information regarding the traps involved. Players are urged to explain the types of traps they have

set and what they do at this point. Also, each check that they succeed in gives them a single Trap Point, which they can use in disarming traps in the forest.

The Action Phase

The action phase is where, well, the action takes place. This phase works like you would traditionally think that a fantasy role playing game would.

The Young Merry Men character may start anywhere on the map. They mark their locations on the Secret Map. The Sheriff's Henchmen start in their starting location at the edge of the map.

After all characters are placed on the Battle Map (or the Secret Map) all players roll initiative. Each player rolls 1d20 and adds their INIT Modifier. Then, starting at the top, each player takes his turn in order.

What can you do on your turn?

On your turn, your primary action is moving. A character can move up to their Speed Value each turn. However, what the players do largely depends on which side they are fighting on.

Young Merry Men Character Actions

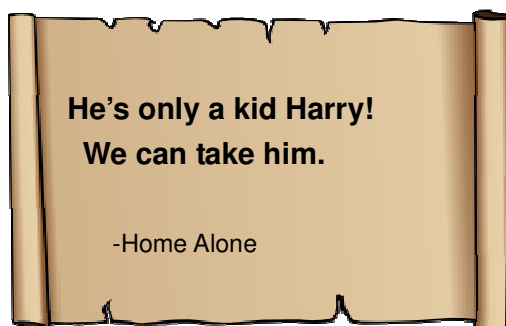
Members of the Young Merry Men largely just move into locations where they can trigger their manual traps effectively. They do this on the Secret Battle Map. They can move up to their Speed on each turn. Young Merry

Men characters are free to spring traps on an opponent's turn, if they are within 4 squares of any square to which that trap is tied.

Sheriff's Henchmen Actions

The Sheriff's Henchmen, in addition to moving, can also search for traps. If a Henchmen moves at half of his or her speed, he is assumed to be actively searching for Traps. Whenever he or she comes within 2 squares of a Trap, the GM calls for a Search attempt to be made. The search attempt DC is an opposed skill check against the player who set the trap. The Young Merry Men character uses his Bluff skill opposed by the Search skill of the Sheriff's Henchman. If the Sheriff's Henchman wins, that Trap's location is revealed on the Battle Map and the player who set the trap reveals what it does.

If a player is not actively searching for Traps, he or she moves normally, but if his or her movement would bring him or her into contact with a Trap, he or she may make a Spot check opposed by the Bluff skill of the Young Merry Man character, as above, except that the Young Merry Man character gets a +2 Bonus to the roll.



The Sheriff's Henchman may also make a search check to determine the general direction of Young Merry Men characters as well as the treasure which they are hunting for. The DC for this Search check equals 10 for the Treasure and 15 for any of the Young Merry Men Characters, or 17 if that character moved on his or her turn.

The Sheriff's Henchman can attempt to disarm a trap by using his or her Disable Skill. The DC of this check is equal to 10 plus the attack rating of the trap. The Sheriff's Henchman may spend Trap Points or LoL points to increase the result of his or her roll after the roll is made. If the trap is successfully disarmed, the Sheriff's Henchman gains a Trap Point and also removes that trap from the map.

Triggering a Trap

When one of the Sheriff's Henchman walks into a trap, the Trap rolls its attack against the Sheriff's Henchman; if that attack roll meets or beats his or her AC, then the attack deals damage. All attacks deal 1d6 damage per Trap Point spent on its construction; this includes effects added to that trap. A 6 Point Trap would deal 6d6 damage.

Trap Effects

Other than damage, some traps may have special effects. A character that falls into the ground, he or she has to spend movement for every square that he or she fell in order to get

out. Other common effects include immobilization, which prevents a character from moving for a turn, or slow, which halves that characters movement for a set number of turns.

Capture Encounters

If one of the Sheriff's Henchmen comes within 2 squares of one of the Young Merry Men, that character is placed on the Battle Map, and a Capture Encounter begins. See that section for more information on these kinds of Encounters.

Finishing the Action Phase

The Action Phase can end in several ways. If all of the Sheriff's Henchmen are reduced to 0 HP through their encounters with the traps in the forest, the Young Merry Men rise victorious. The Young Merry Men also win the Action Phase is more than 10 Turns Pass without any of them being captured or the treasure being reached.

The Sheriff's Henchmen win the Action Phase if they capture any of the Young Merry men, or if they reach the treasure which is hidden somewhere on the Battle Map.

What does Victory Mean?

The winning team in a battle is considered the victor. The winning group gets all the street cred. They also each get a LoL point and several Trap Points.

If the Young Merry Men won, they get Trap

Points equal to half the value of all the Traps which were not triggered. If the Sheriff's Henchmen win, they gain half the value of all the traps which were triggered.

Also, the winning side gains XP in the form of bonuses to their Ability Scores and Skills. Any player on the winning side gets 1 Ability Point which they can put into any of their Ability Scores. They also gain one feat and 4 Skill Points which they can spend on any of their skills.

GOING AT IT AGAIN

You can play the game only one time, or you can play it in something like a campaign style, where you play several different adventures on different types of battle maps. The Choice is yours. Have Fun!

Section IV – Character Creation

There are two types of Characters which you can choose to play in Alone in the Woods. The type of Character you play is determined largely by the team which you decide to join. You only need to read the part of this section which applies to the side on which you are going to fight. The GM should probably be familiar with both. The first section, which provides an overview of the common elements of both characters comes first and are relevant to both sides.

It is helpful to go through this section while filling in the character sheet which you will find at the back of this book (feel free to make copies of that character sheet however you see fit).

OVERVIEW

Attributes

All characters are defined first off by 6 important statistics:

Strength (STR)
Constitution (CON)
Dexterity (DEX)
Intelligence (INT)
Wisdom (WIS)
Charisma (CHA)

When you begin the game, roll 4d6 picking the highest 3 dice from each roll and adding the sum of these 3 dice together. Do this for each of your ability scores in order. When you are finished, you may re-roll one of these ability scores, picking either the old result or the new one, whichever is higher.

The next step is determining your ability score modifier. You can use this simple formula to determine what that ability modifier is.

$$\text{Ability Modifier} = (\text{Score} - 10) / 2$$

Round the result of this formula down to get the final result. An 18, would, through the use of this formula provide a modifier of +4. This holds true for negative values as well. A result of an 8 would likewise result in a modifier of -1.

Speed

All characters, regardless of team, start the game with a base speed of 6. Speed determines the number of squares a character can move in a turn. This Speed is modified due to the team you join.

Hit Points

All Characters begin the game with a total number of Hit Points equal to 10+CON

Modifier. Certain Feats which are available to characters of either team may increase this hit point value.

Skills

The following skills are available to all characters. They can be used for various purposes as explained below.

Bluff (CHA) – This skill is used to lie your way into or out of trouble. It is most often used to either hide traps or gather Trap Points.

Diplomacy (CHA) – Diplomacy is used to bargain and act in a generally amicable way. It is used mainly for gathering resources; successful use of Diplomacy can also help to make friends and allies.

Disable (INT) – Disable is used to take traps apart whenever they are noticed.

Disguise (CHA) – Can be used to hide one's identity, or can be used in place of Bluff to hide traps in the forest.

Escape (DEX) – Can be used to avoid snares and snaring effects such as slow or immobilization against a DC equal to the attack that caused the effect.

Gather Info (CHA) – Used to find out information regarding the whereabouts of Traps and used to gain Trap Points.

Jump (DEX) – Used to avoid capture.

Search (WIS) – Used to find traps.

Spot (WIS) – Used to see traps when they come at your or to see people before they disappear.

Stealth (DEX) – Used to hide.

Tumble (DEX) – Used to avoid capture.

Starting Packages

All characters start the game with one of the two following starting packages based on which team that character joins.

Young Merry Men Starting Package

- A +2 Bonus to Dexterity and a +2 Bonus to Charisma.
- 16 Skill Points which can be spent on any available Skills
- 1 Feat chosen from the Feats Table in the appendix.
- An AC of 13
- A -2 Reduction to Speed (You're small... a kid).

Sheriff's Henchmen Starting Package

- A +2 Bonus to Strength and either Wisdom or Dexterity.
- 12 Skill Points which can be spent on any available skills.
- 1 Feat chosen from Feats Table in the Appendix.
- An AC of 16

Writing Your Bio

After you pick all the stuff that you can pick, i.e. Feats, Skills, etc. you're all done. With the crunch. The next, and last, thing you need to do is write your bio. You shouldn't spend too long on this, but it should give a brief history of your character, his appearance, background, mannerisms etc. When all players are done writing their bios, take turns reading them. For each player that laughs at your bio, you get one LoL point to start the game. With that, your character is all finished! Now, get to playing the game!!

Section V – Running the Game

In the following section, you'll find all the tips that you need in order to run this game as the GM.

Roles of the GM

Playing a Side

As the GM, you are responsible for allowing your players to have a fun time playing this game. That means, it is your job to play whatever side they don't want to.

If your players are more interested in playing as the Sheriff's Henchman, rather than playing as the trap laying Young Merry Men, than, by all means do so. The rules of this game allow you, as the GM, to take up either role just as well.

Playing as a member of a Team

If you have enough people to run the game with multiple players on either side, you are urged to do so. The "right" amount of players to have in a game such as this is up for debate, but you want to have no more than 3 players on either team. That means, you will have no more than 3 people laying traps, on the side of the Young Merry Men and no more than 3 of the Sheriff's Henchmen falling into those traps and trying to get their hands on the treasure.

If you play as a member of a team, you're playing as more as a rules moderator that a

GM in the traditional sense. The game can work pretty much without a GM, but it is hard to run without someone to do a few crucial things, in addition to keeping track of the rules.

Setting up the Map

One of the other major GM roles is the setup of the map. Regardless of what side the GM is playing on, he or she should try to set up the map before the game. The Battle Map, is the map of Sherwood Forest where all the action takes place. In general, the Map should be essentially just a bunch of trees and other forest-like areas; the general rule of thumb for an area such as this is to have one tree, a piece of blocking terrain, in every 2-3 groups of squares. In other words, a single 2x2 or 3x3 area should have one tree. You can increase, or decrease this amount to make woods either more or less dense. The more dense you make areas of trees, the more those trees turn into walls and the forest into a maze. Keep that in mind when drawing up a battle map.

More than anything, Keep the Game Fun

The most important role of the GM is keep the game fun for all the players. If everyone is LoL'ing than you're doing your job the right way. Robin Hood commands you to LOL!!

Appendix – Tables and Charts

Table 1 – Traps

TRAPS			
Quality	Cost/Square	Attack	Effect
<u>Hazards</u>			
Low	1/3	X	Difficult Terrain
High	1/2	X	Blocking Terrain
<u>Manual Traps</u>			
Low	1	6	Requires Activation
Medium	2	8	Requires Activation
High	3	10	Requires Activation
<u>Automatic Traps</u>			
Low	2	7	Automatic
Medium	3	9	Automatic
High	4	11	Automatic

Table 2 Added Trap Effects

ADDED TRAP EFFECTS	
Cost	Effect
1	Pushes a character 1 Square
1	Character Falls Down 1 Square
2	Character is Slowed for 2 Turns
2	Character is Immobile for 1 Turn
3	Pushes a character 2 Squares
3	Character Falls Down 2 Squares

Table 3 – Skills and Gathering

Skills and Their Uses for Gathering		
Skill Name	Use	Consequence
Bluff	Negotiate for Resources	May Result in Making Enemies
Diplomacy	Negotiate for Resources	May Earn Allies
Disable	None	None
Disguise	Avoid Capture	None
Escape	None	None
Gather Info	Learn About The Enemy	May Earn Allies
Jump	Avoid Capture	None
Listen	Detect Enemies	None
Search	Look for Valuable Resources	None
Spot	Detect Enemies	None
Stealth	Avoid Capture	May Result in Making Enemies
Tumble	None	None

Table 4 – Trap Points Reward Chart

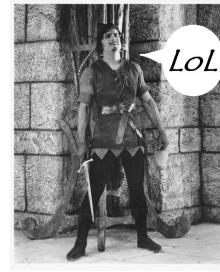
Trap Points Reward Chart			
Area			
DC	Sherwood	Villages	MM's Land
10	1	2	3
15	2	3	4
20	3	4	5
25	4	5	6

Table 5 - Feats Table

Feats Table	
Feat Name	Benefit
Tough	Gain a 3 Extra Hit Points
Quick	Gain +1 Bonus to Speed
Strong	Gain a +1 Bonus to STR
Fast Hands	Gain a +1 Bonus to DEX
Fortified	Gain a +1 Bonus to CON
Wise	Gain a +1 Bonus to WIS
Smart	Gain a +1 Bonus to INT
Charismatic	Gain a +1 Bonus to CHA
Fast Acting	Gain a +4 Bonus to Initiative
Hard to Hit	Gain a +1 Bonus to AC
Funny	Spending LoL on attack adds +2 instead of +1
Trap Master	Spending a Trap point adds +2 instead of +1
Disarmer	Gain +1 Point to Disarm Traps
Liar	you gain a +2 Bonus to Bluff
Diplomat	You gain a +2 Bonus to Diplomacy
Dismantler	You gain a +2 Bonus to Disable
Master of Disguise	You gain a +2 Bonus to Disguise
Escape Artist	You gain a +2 Bonus to Escape
Gather Info	You gain a +2 Bonus to Gather Info
Jumper	You gain a +2 Bonus to Jump
Great Ears	You gain a +2 Bonus to Listen
Detective	You gain a +2 Bonus to Search
Great Eyes	You gain a +2 Bonus to Spot
Disappear	You gain a +2 Bonus to Stealth
Acrobat	You gain a +2 Bonus to Tumble
Beat Down	You gain a +2 Bonus to Hit in Melee
Marksman	You gain a +2 Bonus to Hit with Ranged Attacks

Alone in the Woods

Character Sheet



Character Name			Player Name			Team				
----------------	--	--	-------------	--	--	------	--	--	--	--

Ability Scores			Major Statistics		Skills List				
	Score	Modifier			Skill	Total	Points	Modifier	Misc
STR <small>Strength</small>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	HP	<input style="width: 80px;" type="text"/>	Bluff	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
DEX <small>Dexterity</small>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	INIT	<input style="width: 80px;" type="text"/>	CHA				
CON <small>Constitution</small>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	SPD	<input style="width: 80px;" type="text"/>	Diplomacy	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
INT <small>Intelligence</small>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	TRAP	<input style="width: 80px;" type="text"/>	CHA				
WIS <small>Wisdom</small>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	LOL	<input style="width: 80px;" type="text"/>	Disable	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
CHA <small>Charisma</small>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	AC	<input style="width: 80px;" type="text"/>	INT				
<div style="background-color: black; color: white; text-align: center; padding: 5px; margin-bottom: 5px;">FEATS</div> <div style="border: 1px solid black; height: 100px; width: 100%;"></div> <div style="background-color: black; color: white; text-align: center; padding: 5px; margin-top: 5px;">BIOGRAPHY</div> <div style="border: 1px solid black; height: 100px; width: 100%;"></div>					Disguise	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
					CHA				
					Escape	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
					DEX				
					Gather Info	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
					CHA				
					Jump	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
					STR				
					Listen	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>
					WIS				
Search	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>					
WIS									
Spot	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>					
WIS									
Stealth	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>					
WIS									
Tumble	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>	<input style="width: 40px;" type="text"/>					
DEX									