

DRENGSKAPR, THE ROLEPLAYING GAME

Welcome to Drengskapr, a Scandinavian Fantasy re-skin of Mark Meredith and Paul Ingrassia's ultra-lite roleplaying game Awesomesauce.

CHARACTER CREATION

Name your character. They begin play with 2 Heiðr points. Play the game!

THE GAME

When faced with any challenge, your character will roll a number of d6's equal to their Heiðr value. They roll a competing roll against the monster or object they are in conflict with. Example: Eirik has 1 Heiðr. The Skræling he's facing also has 1. They roll their dice against one another. Whoever rolls higher wins. Draws indicate a stalemate.

If you lose, you lose one point of Heiðr until you rest. If you are reduced to 0 Heiðr, and are in combat, you have died in honourable battle. Place your character sheet in Valhalla. If you aren't in combat, you have become a niðingr. A niðingr is no longer important to the story and is removed from it. Probably someone will burn their hall and steal their stuff, or they'll run off in shame to live with the reindeer people.

Example: Thorbjorn the skald wants to compose an epic poem to praise his Jarl. He has 2 Heiðr. His highly critical audience has 3. Thorbjorn rolls, as does the GM. Thorbjorn has a 7, while the GM rolled a 12. Thorbjorn's Heiðr is reduced by 1. He can attempt to roll again, but it's going to be even harder this time.

Heiðr describes everything you do. A Skald uses Heiðr to insult people. A Vikingr uses Heiðr to hit people with axes.

FLYTING

Flying is a traditional contest consisting of the exchange of poetic insults. It is as valid form of combat and is fought in the same way as any other combat, except that Heiðr lost by either side in a Flying cannot be regained.

SLOEGR

At any point, you may choose, when you roll the dice, to expend a certain number of Heiðr to do something that is Cunning (Sloegr). If you do, first describe the cunning thing you do. You then choose a number of points to reduce your Heiðr by, and if you succeed at the roll, rather than reducing the enemy by one Heiðr, they are reduced by the amount you were reduced by. Successfully accomplishing something Sloegr qualifies as Drengsverk and so will grant you your one Heiðr increase.

Example: There's a big, scary wyrm. Eirik decides to hide in a covered pit and wait for the wyrm to walk over it, stabbing it in its weak spot. Something which is truly Sloegr. He has five Heiðr. The wyrm has six Heiðr. He decides to expend four Heiðr. When he does his Sloegr thing, he rolls, beats the wyrm's roll, and now has reduced the wyrm to only two Heiðr! Now his companions can beat the wyrm to a pulp. Unfortunately, he's now reduced to only one Heiðr. Poor, poor Eirik.

RESTING AND RECOVERY

Each half hour spent resting will recover one lost point of Heiðr. A nights rest will recover all lost Heiðr. However, if you retreat from a fight, you will permanently lose any Heiðr lost in that combat. Heiðr lost in Flying cannot be regained either. A GM may also dock a character Heiðr points in response to actions contrary to the ideals of Heiðr (niðingsverk).

DVERGMAL

Dvergmål works just like Heiðr, but is not expended with use, is only available via an item to which it is permanently linked, and is only usable under a defined set of circumstances.

Example: After defeating the Skræling he was facing, Eirik found a Magic Sword (Dvergmål 1) hidden among a pile of bones. The sword will grant him 1 additional, non-expendable Heiðr point (one extra d6) for every melee combat roll with it.

All Dvergmål should be individually named, and ideally should have some unique characteristics.

Example: Eirik has journeyed long and far to commission some Dvergjar to make a sword for him. The sword Tyrþing has Dvergmål 2. However, short on silver after his journey, he tries to cheat the Dvergjar. In response, they secretly curse the sword so that it must claim a life each time it is drawn.

GLOSSARY

Drengr - Valiant men who exert a good influence are called Drengr. The following virtues are expected of a Drengr: Courage, Truth, Honour, Fidelity, Discipline, Hospitality, Self Reliance, Industriousness, Perseverance.

Drengskapr - The state of being that makes one a Drengr.

Drengsverk - A mighty deed worthy of a Drengr, that demonstrates at least one of the aforementioned virtues.

Dvergmål - Dwarf talk/speech/mark. In this case used to indicate a magical artefact.

Flying - A contest of poetic insults. A serious matter!

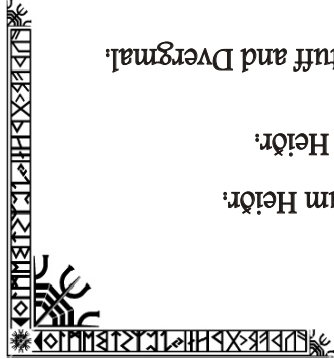
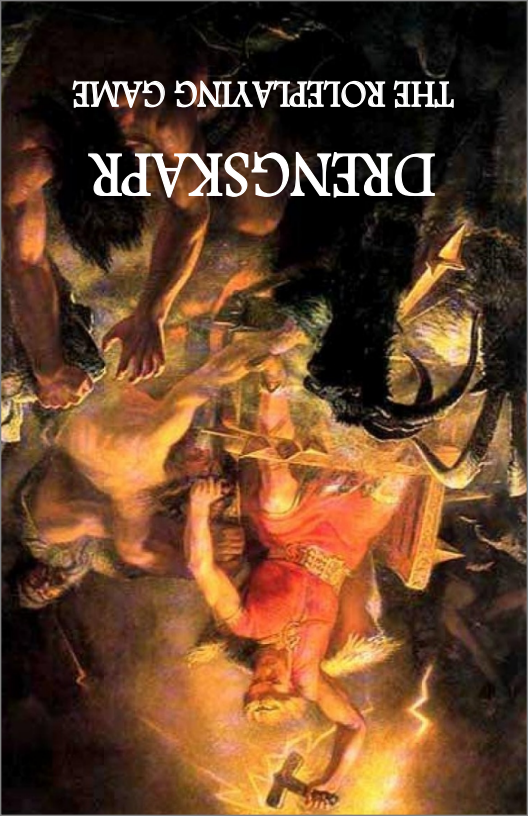
Heiðr - Honour. Used (incorrectly) in this case to encompass all the virtues of a Drengr.

Niðingr - A nothing, in a state of shame. A niðingr has no honour and is despised by all. A niðingr can be expected to be treated harshly and may well have a limited life expectancy. A niðingr can expect to have to wade a river of venom before being consumed by Niðhögg and torn by wolves in the afterlife.

Niðingsverk - An act worthy of a niðingr. This will result in Heiðr loss in game terms. It is common for an offended party to erect a physical reminder of someones niðr (shame). Sometimes in the form of carved wooden statues. But most devastatingly in the form of niðstöng, or scorn poles, carved with curses.

Sloegr - Cunning, slyness. Although not coming under any of the virtues, cunning tricks are praised.

DRENGSKAPR THE ROLEPLAYING GAME



Name:

Maximum Heiðr:

Current Heiðr:

Notes, Stuff and Dvergmål.

A LIST OF NAMES

MEN
Arne, Björn, Eirík, Gaur, Gisle, Gunnar, Harald, Hákon, Inge, Ivar, Knut, Leif, Magnus, Olav, Rolf, Sigurd, Snorre, Steinar, Torstein, Tygve, Ulf, Valdemar, Vidar, Yngve.

WOMEN
Astrid, Brynhild, Freydis, Gudrun, Gunnhild, Gunnvor, Hilde, Ingrid, Ragnhild, Ranveig, Sigrid, Sigrunn, Siv, Solveig, Svanhild, Torunn, Turid, Vigdis, Yngvild.

UNUSUAL CHARACTERS

In the course of reading this document, you may have noticed a couple of letters you might not have come across before. **Þ** - is pronounced as TH, as in THY, THEE, THOUGH or THE, but not THIGH or THOR. The later sort of TH sound would be represented by a þ. **Æ** or **æ** - is pronounced as EE.

A FEW OF THE GODS, A (VERY) BRIEF SUMMARY

Odin - The Allfather, many-named leader of the Æsir. The god of knowledge, wisdom, power, fury, politics and much, much more.
Frigg - The Mother. Odins wife. The goddess of love.
Thor - The defender of the Æsir. Slayer of jotun and wielder of Mjöhlnir, the fabled lightning hammer. God of defence and strength.
Tyr - The one-handed. The god of skill and ability, particularly at arms, and also perserverance, self-control and courage. Lost his hand by putting it in the mouth of Fenris so that the Æsir could bind him until Ragnarok.
Skradi - The goddess of hunting and winter.
Njord - Vanir god of the sea, fishing, wealth and crop fertility. A hostage amongst the Æsir as part of the truce after the Æsir-Vanir war.
Freyr - The Lord. Vanir god of virility and prosperity, and lord of the After. Son of Njord.
Freyja - The Lady. Vanir goddess of passion, beauty, fertility, magic, gold, death and war. Daughter of Njord, brother of Freyr. She receives half of the battle-slain in Folkvangr. The other half goes to Odin and Valhalla.
Baldur - The Beautiful. Favoured son of Odin and Frigg. His death begins the inevitable spiral to Ragnarok.
Hodur - The Blind. Tricked by Loki into killing his brother, Baldur.
Loki - The Trickster. God whose pranks became more and more malicious, until he finally he causes the death of Baldur. He becomes an outcast from the Æsir and is finally bound beneath the earth with the entrails of his son, a large serpent dripping venom into his eyes; until Ragnarok.
Hel - Half beautiful woman, half rotting corpse. Her domain in Niflheim is where most of the dead go.