

MAEZAR'S HOUSE RULES FOR FREEBOOTERS ON THE FRONTIER

1. End of Session XP is limited to a maximum of three points: one each for Worldbuilding, Story/Plot, and Roleplaying
2. Treasure is rare, so we don't use the **BANK IT** move.
3. The number of XP required to attain a level has been reduced to **TARGET LEVEL × 5**.
4. Different weapons deal different damage, but each class has a **DAMAGE DIE LIMIT** equivalent to its hit die type. So, for example, a cleric with a Great Hammer (1d10) deals only 1d8, and a Mage wielding a Sword (1d8) deals only 1d4.
5. Thieves may choose *either* Intelligence or Dexterity as their **PRIME ABILITY**. The Prime Ability is used as the basis for **CUNNING** and as the modifier for all Thief Starting Moves.
5. Clerics may choose *either* Charisma or Wisdom as their **PRIME ABILITY**. The Prime Ability is used as the basis for **FAVOR** and as the modifier for all Cleric Starting Moves.
5. Clerics gain the **HEAL** starting move. It can be reversed as **HARM** against “direct enemies of the faith.”
6. Clerics only roll a **TEST OF FAITH** when they fail a cleric move while also at zero **FAVOR**.
6. Mages may not begin the game with a Wand, Staff, or Orb that adds to their Casting Power.
8. During a **PERILOUS JOURNEY**, instead of rolling +Wisdom and +Intelligence for **SCOUT AHEAD** and **NAVIGATE**, these moves are handled as “ROLL +TBD”. Players take turns rolling against a variety of different abilities to plan and carry out their journeys. After making such a roll, the player passes a “Turn Token” (a die, figure, etc.) to the left, indicating which player is next in line to make such a roll. The turn token also determines which player rolls **MAKE CAMP (+NOTHING)**, **MANAGE PROVISIONS (+TBD)**, and **FORAGE (+TBD)**.