

One Roll Truils



In Dindavara, social mobility is so rare that it's bizarre. In Uldholm, it's a key cultural tenet, but one more commonly believed-in than experienced. In the Truil Wastes, there are people on top and people on bottom, leaders and followers, but the distance between them is far less than it is in more civilized lands. There are no high queens and princes living in ivory palaces at the apex. By the same token, there are no helpless beggars at the nadir. A grown Truil who can't take care of himself doesn't last long, unless some capable person (or family) is pulling his weight in addition to their own.

The lowliest Truil has the right to speak up and be heard, even if his foolishness or weakness ensure that his words won't carry much weight. The mightiest leader of the strongest clan in the most powerful tribe still has to dig his own toilet.

But while social class is narrower in the Wastes than elsewhere, there are important divisions and distinctions. Clan, family and tribe are all central identities, sources of succor and rivalry in equal measure. Too, while most Truils practice a variety of skills or trades, there is nevertheless specialization due to preference or talent. A Heartsinger behaves very differently from a respected elder or a hunter and scout. The Truil custom of fostering children between different groups to build trust adds yet another dimension to the complexity. But among them all, fine grades of title are scorned.

BACKGROUND

2x1 Blue Face: +1 BODY, +3 Vigor, +1 Endurance, +1 Athletics

3x1 +2 Run, +2 Expert: Throw, +1 Fight

4x1 +2 Athletics, Upgrade Fight die to ED, +2 Parry

5x1 Upgrade Parry die to ED, +2 Expert: Throw, +2 Endurance

2x2 Night Hunter: +1 COORDINATION, +3+ED Stealth

3x2 +ED Dodge, +2 Fight, +1 Sight

4x2 +2 Student: Wilderness, +2 Climb, *First level of a Stealth path*

5x2 *Second and third levels of Stealth path*

2x3 Mountain Rider: + 3 Ride, +2 Expert: Animal Trainer, +5 *Animal Companion*

3x3 +2 Parry, +2 Fight, *First level of a Mounted Combat path*

4x3 +1 SENSE

5x3 *Second and third level of Mounted Combat path*

2x4 Archer: +1 BODY, +3 Bow, +2 *Item*

3x4 +1 COORDINATION

4x4 +ED Bow, +1 Stealth, +1 Sight, +1 Listen

5x4 Change Bow ED to MD

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2x5 Front Fighter: +1 COORDINATION, +2 Axe, +2 Dodge, *First level of an Axe path*

3x5 +ED Axe, +1 Dodge, *Second level of Axe path*

4x5 Upgrade Axe ED to MD

5x5 +1 Dodge, *First level of a Dodge path, Third level of Axe path*

2x9 Heartsinger: +1 COMMAND, +2 Inspire, +2 Perform, +1 Intimidate

3x9 +2 Graces, +1 Language, +2 Fascinate

4x9 +2 Hagggle, +1 Inspire, +1 Perform, +1 Beauty

5x9 +1 Fascinate, +1 Language, +2 Jest, +1 Student: _____

2x6 Elder or Elder's Aide: +1 KNOWLEDGE, +3 Lore, +2 Languages

3x6 +2 Graces, +1 Lore, +2 Hagggle

4x6 +2 Languages, +1 Lore, +1 Hagggle, +1 Student: _____

5x6 +1 Heal, +1 Language, +1 Expert: _____, +1 Sorcery, +1 Spells

2x7 Healer: +1 KNOWLEDGE, +4 Heal, *First level of a Heal path*

3x7 *Second and third levels of Heal path*

4x7 +1 Heal, *Fourth level of Heal path*

5x7 *Fifth level of Heal path*

2x8 Priest or Priestess: +1 SENSE, +1+ED Sorcery, +2 Spells

3x8 +1 Sorcery, +1 Lore, +3 Spells

4x8 +1 Sorcery, +1 Eerie, +3 Spells

5x8 +1 Sorcery, +1 Eerie, +1 Counterspell, +2 Spells



2x10 Leader: +1 CHARM, +3 Tactics, +2 Followers

3x10 +ED Tactics, *First level of a Tactics path*, +1 Followers, +1 Wealth

4x10 +1 Graces, +1 Fascinate, +1 Intimidate, +1 Followers, +1 Wealth

5x10 *Second level of Tactics path*, +1 Item, +1 Followers, +1 Wealth

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EVENTS

1 Had a Child that Did Not Survive. Since that tragedy, every other pain seems to pale in comparison. How did it happen? Who was the other parent, and what was his (or her) fate?
Leather Hard

2 Oathbreaker. Truil culture doesn't have a lot of respect for those who use guile and subterfuge. That means, of course, that many of them aren't accustomed to skepticism. What promise did you break? You feel bad about that? Did you get caught?
+3 Lie, +2 Stealth

3 Exiled for a Year in the Darkness. What was your crime? Have you been accepted back? How did you survive on your own? +1 Stealth, +2 Student: Wilderness, +2 *Animal Companion*

4 Killed a Dindavaran Noble. Presumably everyone admires you for this feat. How did it come about? +2 Axe, +3 *Item*

5 Learned Foreign Swordplay. Who taught you fancy fencing, and why? +3+ED Sword

6 Forbidden Love. Just what was forbidden about it? Was she an outlander? Married? In an enemy clan? Was it ever resolved, or is she still out there pining? +3 in one Language, +2 Lie

7 Mother Was Ill for a Long Time. You tended to her, of course. It was your duty. You practiced some entertainment to pass the time, and you paid close attention to what the healer was doing. Did she recover? +3 Heal, +2 Perform

8 Secret Blasphemer. Which infidel faith? How were you exposed to it? What are they going to do to you if they find out? Or were you discovered already? Do you still believe or have you renounced your heresy?
+2 Sorcery, +3 *Spells*

9 Firebrand. You can pull a pretty good speech out of your mouth, which is why you've been punched there a few times by people who disagreed but couldn't quite construct a logical counter-argument. What are your beliefs, and why are you so passionate about them? +4 Inspire, *Hard Headed*

10 Traveled to Strange Lands. There's good stuff out there. How'd you get yours? +1 *Followers*, +2 *Wealth*, +2 *Item*

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EXAMPLE

The UPC from my first published novel is 99379 10090 9, which works out to 1, 3, 7, 5x9, 3x10

5x9 Heartsinger: +1 COMMAND, +3 Inspire, +3 Perform, +1 Intimidate +2 Graces, +2 Language, +3 Fascinate +2 Hagggle, +1 *Beauty*, +2 Jest, +1 Student:_____

3x10 Leader: +1 CHARM, +3+ED Tactics, +3 *Followers*, *First level of a Tactics path*, +1 *Wealth*

1 Had a Child that Did Not Survive:
Leather Hard

3 Exiled for a Year in the Darkness:+1 Stealth, +2 Student: *Wilderness*, +2 *Animal Companion*

7 Mother Was Ill for a Long Time: +3 Heal, +2 Perform

Kromtoch has always been a respectful child, a dutiful son and an obedient tribesman. His tightly-knit family was strained by his mother's illness, but he did everything he could to try to restore her health. When that failed, he did what he could to distract her from her pain.

The loveliness of his voice was hard to miss, and he was taught the arts of performing to entertain, and speaking to fire the will of warriors for combat. As a Heartsinger, he was respected and liked.

He married a woman named Rull, had a son, and was happy until the Uldish settlers arrived.

Inspired by his tales of greatness, his tribe attacked the interlopers, seizing their grain and burning their homes. It was a great success and it brought his tribe much honor.

Then, by night, the Stormtongues came. Kromtoch isn't sure how many there were. They swept down from above, lightning pouring from their mouths, igniting the Truils' tents just as the Truils had burned the settlers' cabins. His son died that night.

Pausing only to sing the reversal of his child's name into its dead form, Kromtoch fled into the forest. He stayed there for a year, mad with grief, until Rull found him. The tribe needed him, she said. The settlers were back and the chief was dead.

When he returned, he spoke to the people and he shocked them. He counseled negotiation with the intruders. Not acquiescence, but understanding and pursuit of some way to share the land. Otherwise, the path to the future would be paved with dead sons.

Half the tribe called him a coward and departed, obeying the previous chief's angry young daughter. The rest have

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followed him since. Kromtoch has walked the razor's edge with his small band, speaking to the foreigners when it's possible but still showing force when the Ulds become aggressive or arrogant. So

far, it's worked. But there's a new garrison commander in the region, a sorceress. By chance, Kromtoch has learned she was one who flew over his family that fateful night.

BODY 2

COORDINATION 2

SENSE 2

Stealth 1

KNOWLEDGE 2

COMMAND 3

CHARM 3

Language: Uldish 1
Language: Dind. 1
Student: Construction 1
Tactics 3+ED
Student: Wilderness 2
Heal 3

Inspire 3
Perform 5
Intimidate 1
Haggle 2

Graces 2
Fascinate 3
Jest 2

Followers 3: He has fifteen Threat 2 adults who accept his guidance. There are assorted children, elders and others in the tribe who can't fight, but these fifteen are the ones who get things done.

Wealth 1

Tactics Discipline: Basic Mobility

Beauty 1

Leather Hard

Animal Companion 2: A brown bear he rescued as a cub. It's Threat 4 and does Killing damage.