a tale of bravery

Demo Questbook Components

This book contains the components you need to play the demo version of the game A Tale of Bravery. The game is for 1 to 4 players.

You will have to cut out and prepare the components in order to play the demo game.

Please note that this is a modified version of the design for Player Characters, Retinue and Opponents. Also, for practical reasons , some options available to players in the full game has been removed in this demo version.

KICKSTARTER

www.barsarkentertainment.com

version 3.01

What this book is

This book contains the components for the demo version of A Tale of Bravery. You will need to print this book and cut the components out according to the instructions on each page. With the components in this book you can use the Rulebook and the Demo Questbook for A Tale of Bravery to play the demo game.

If you enjoy yourself playing the demo version of the game, please support us on Kickstarter.

The components

This book contains the Player Character sheets, a set of Game Board tiles, Opponents, tokens and cards. We recommend that you fasten the Game Board tiles on pieces of cardboard. You will need several regular 6 sided dice (we suggest that you use at least 7 dice) and some pencils to play the game. If you don't want to use the cut out paper figures you can use almost anything to mark the position of the Player Characters and the Opponents on the game board tiles.

In the actual game of A Tale of Bravery the Party would have a "Wealth", money that can be used to purchase Equipment etc. For simplicity's sake we have omitted the coins in this demo Questbook. You might find references in the Quests where the Party gains rewards in the form of Pennies. Please ignore these when you come across them, and at the same time pat yourself on the back. In the full version of the game you'd have just made some money.

We are including the Power Chart for the Party on page 3 of this demo Questbook. The Player Characters have already been improved by 2 Experience points. When you are checking the Difficulty Level (DL) of a Skill Check in the Quests you will be reading from the first column.

For reasons of space, we have not included all the Game Board Tiles of the game. The full game will contain over 40 different Game Board tiles.

Before playing, at least one of the players should have read through the Rulebook that is available for download on our homepage (www.barsarkentertainment.com). You will also be able to find informative videos on how to set up and play the game on YouTube and our homepage.

Please note that this is a work in progress. As such, the Kickstarter product may differ from this demo version.

Instructions:

Cut out the Power Chart and keep it as a Reference for Difficulty Levels in the Quests.

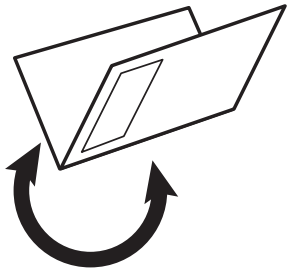
The Power Chart

Opponent- and Retinue level

Difficulty Level (DL)	Novice Retinue Mean Opponents 0 - 5 XP	Skilled Retinue Raging Opponents 6 - 10 XP	
XP:	☒☒☐☐☐	☐☐☐☐☐	
	0 - 5 XP	6 - 15 XP	
Zero	0	0	Zero
Very Easy	0	1	Very Easy
Easy	1	2	Easy
Average	2	3	Average
Hard	3	4	Hard
Very Hard	4	5	Very Hard

Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.



Maol the Knight

Strength:	4	
Dexterity:	3	
Psyche:	2	
Reason:	2	
Move: (Equal to Dex)	3	
Hit Points: (Sum of Str and Psy)	6	
Max Bravery: (Sum of Psy and Rea)	4	

Specialisations:

The Champion

Starting Outfit:

Sword

Cuir Bouilli Armor

Condition Dishonoured

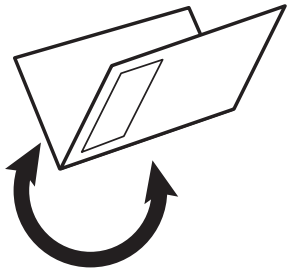
WOUNDED

Strength:	2	
Dexterity:	1	
Psyche:	2	
Reason:	2	
Move: (Equal to Dex)	1	
Hit Points: (Sum of Str and Psy)	4	
Max Bravery: (Sum of Psy and Rea)	4	

Maol the Knight

Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.



Idelinde the Mage

Strength: 2
Dexterity: 2
Psyche: 4
Reason: 3

Move: 2 *(Equal to Dex)*
Hit Points: 6 *(Sum of Str and Psy)*
Max Bravery: 7 *(Sum of Psy and Rea)*

Specialisations:
The Conjurer

Starting Outfit:
Lightning
Entangle
Heal Wounds
Mass Heal
Asphyxiate

WOUNDED

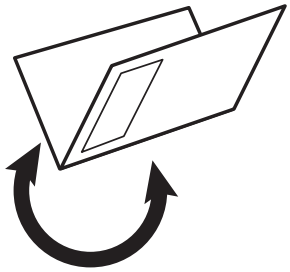
Idelinde the Mage

Strength: 1
Dexterity: 1
Psyche: 4
Reason: 3

Move: 1 *(Equal to Dex)*
Hit Points: 5 *(Sum of Str and Psy)*
Max Bravery: 7 *(Sum of Psy and Rea)*

Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.



Retilbern the Ranger

Strength:	2	Move: (Equal to Dex)	4
Dexterity:	4	Hit Points: (Sum of Str and Psy)	3
Psyche:	1	Max Bravery: (Sum of Psy and Rea)	5
Reason:	4		

Specialisations:

The Marksman

Starting Outfit:

Axe

Short Bow

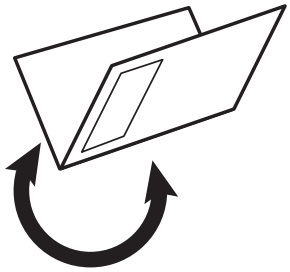
WOUNDED

Strength:	1	Move: (Equal to Dex)	2
Dexterity:	2	Hit Points: (Sum of Str and Psy)	2
Psyche:	1	Max Bravery: (Sum of Psy and Rea)	5
Reason:	4		

Retilbern the Ranger

Instructions:

Cut out these Player Character Characteristics sheets, fold them and glue them together. You should be able to flip the finished Player Character sheet between the wounded and the unwounded side.



Odine the Thief

Strength:	1	
Dexterity:	4	
Psyche:	3	
Reason:	3	
Move: *(Equal to Dex)*	4	
Hit Points: *(Sum of Str and Psy)*	4	
Max Bravery: *(Sum of Psy and Rea)*	6	

Specialisations:

The Backstabber

Starting Outfit:

- Throwing Knives
- Family Heirloom
- Padded Quilt Armour
- Condition Wanted by the Law

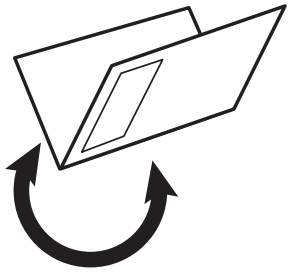
WOUNDED

Odine the Chief

Strength:	1	
Dexterity:	2	
Psyche:	3	
Reason:	3	
Move: *(Equal to Dex)*	2	
Hit Points: *(Sum of Str and Psy)*	4	
Max Bravery: *(Sum of Psy and Rea)*	6	

Instructions:

Cut out the Player Character Skill sheet and Background information sheet. Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



Maol the Knight

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Strength:

Unarmed:		3
One-Handed Weapons:		3
Two-Handed Weapons:		3

Dexterity:

Throwing Weapons:		
Bows and Crossbows:		
Athletics:		1

Psyche:

Haggle:		
Deceive:		
Eloquence:		1
Leadership:		2

Reason:

Hunting and Tracking:		
Deft Fingers:		
World Knowledge:		
Medicine:		

Magic and Alchemy:

Air (Element):		
Earth (Element):		
Fire (Element):		
Water (Element):		
Sulphur (Principle):		
Mercury (Principle):		
Salt (Principle):		

Unspent XP:

Maol the Knight

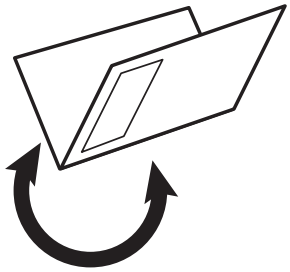
Maol's father, Graid mac Cinaed was a knight in the court of King Myrydding of Gododdin, in the north. The King rode out with 300 of his bravest warriors and attacked the stronghold of Catraeth in Deira. His plans went disastrously wrong. The defenders knew he was coming and crushed his army.

King Myrydding began to suspect that there was a traitor among them. When an incriminating letter was found in Maol's father's study, he was executed for treason. Young Maol had to flee for his life.

Maol is certain that his father was set up by the real traitor and has sworn to redeem his disgraced family name.

Instructions:

Cut out the Player Character Skill sheet and Background information sheet. Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



Idelinde the Mage

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Strength:

Unarmed:		1
One-Handed Weapons:		
Two-Handed Weapons:		

Dexterity:

Throwing Weapons:		
Bows and Crossbows:		
Athletics:		

Psyche:

Haggle:		
Deceive:		
Eloquence:		
Leadership:		

Reason:

Hunting and Tracking:		
Deft Fingers:		
World Knowledge:		3
Medicine:		2

Magic and Alchemy:

Air (Element):		
Earth (Element):		3
Fire (Element):		2
Water (Element):		2
Sulphur (Principle):		1
Mercury (Principle):		2
Salt (Principle):		

Unspent XP:

Idelinde the Mage

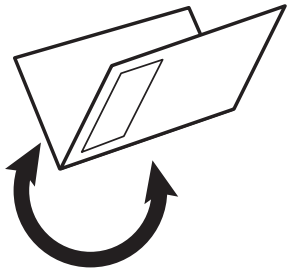
The mother of Idelinde was a female druid of the Osismi tribe. One of nine holy virgins on the island of Sena off the coast of Gaul. Idelinde's mother left the island and her duties after receiving a powerful vision. Her mother claimed it was sent by Esus, a pagan god.

Idelinde does not know who her father is. She travelled the world with her mother and grew up assisting her in healing and sootsaying. Her mother told Idelinde that Esus had directed her to conceive a daughter and make her way north across the sea to Britain. The pagan god did not explain why, as gods are prone to do.

The mother of Idelinde died a year ago. She was left all alone without a clue as to what to do next. She wants to solve the mystery of her mother's vision. It seems ancient powers have plans for her, but what are those plans?

Instructions:

Cut out the Player Character Skill sheet and Background information sheet. Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



Retilbern the Ranger

016

Strength:

Unarmed:		2
One-Handed Weapons:		3
Two-Handed Weapons:		

Dexterity:

Throwing Weapons:		
Bows and Crossbows:		3
Athletics:		2

Psyche:

Haggle:		
Deceive:		
Eloquence:		1
Leadership:		

Reason:

Hunting and Tracking:		3
Deft Fingers:		1
World Knowledge:		
Medicine:		

Magic and Alchemy:

Air (Element):		
Earth (Element):		
Fire (Element):		
Water (Element):		
Sulphur (Principle):		
Mercury (Principle):		
Salt (Principle):		

Unspent XP:

Retilbern the Ranger

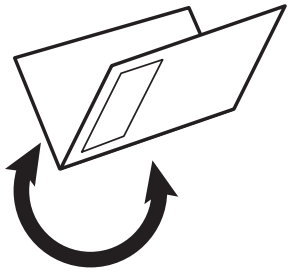
Retilbern grew up near the wide forest of Andredsweald in Sussex. He grew up tracking, trapping and hunting wildlife with his father. When he came of age he joined the army and served for a time as a ranger. By the time he left the army, his parents had died, and the family farm had fallen into disrepair.

Saddened, and knowing he could never settle down as a farmer, he began to wander the lands aimlessly. Retilbern made a living hunting wildlife and hiring himself out as a caravan guard to travelling merchants.

Retilbern is restless and unable to settle down. He's still looking for a purpose in his life. He's uneasy with civilisation, bustling cities and silver-tongued bureaucrats. Instead, he prefers the freedom of the road, the green of the forest and the honesty of true friends.

Instructions:

Cut out the Player Character Skill sheet and Background information sheet. Then fold them and glue them together. You should be able to flip between the Skill sheet and the Background information sheet.



042

Odine the Thief

Strength:

Unarmed:	2	
One-Handed Weapons:	1	
Two-Handed Weapons:		

Dexterity:

Throwing Weapons:	3	
Bows and Crossbows:		
Athletics:	3	

Psyche:

Haggle:	2	
Deceive:	2	
Eloquence:		
Leadership:		

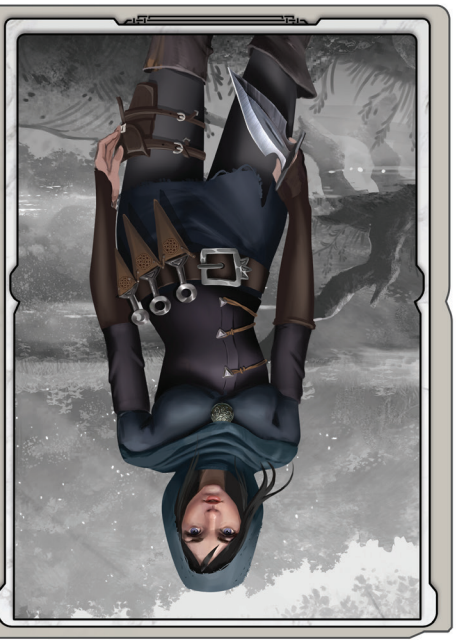
Reason:

Hunting and Tracking:		
Deft Fingers:	2	
World Knowledge:	1	
Medicine:		

Magic and Alchemy:

Air (Element):		
Earth (Element):		
Fire (Element):		
Water (Element):		
Sulphur (Principle):		
Mercury (Principle):		
Salt (Principle):		

Unspent XP:



Odine the Thief

Odine grew up on the streets and back alleys of Lyonesse. She grew up alone, pickpocketing unsuspecting city dwellers and pilfering food from salesman's stalls to sustain herself.

Her mother died in abject poverty when she was a small child. She never knew her father, but her mother always spoke about how he would return for her one day. Odine's mother gave her a beautiful necklace, saying it was from her father and making her promise never to sell or give it away. It is engraved with strange sea creatures and symbols.

Odine wants to find her father. She thinks he might be a sailor or a travelling merchant. He could be anywhere, her only lead is the necklace, her family heirloom.

Instructions:

Cut out the Specialisation cards. The Specialisation that is written on each Player Character characteristics sheet lists which Specialisation card belong to that Player Character.

Instructions:

Cut out the Equipment cards. The Starting Outfit on each Player Character characteristics sheet lists which Equipment cards belong to that Player Character. The cards not specified as Starting Outfit will be used later in the game and do not belong to any Player Character

Throwing Knives

Common Equipment

Deadly, sharp, silent and easy to hide.

Damage: 1D
Range: 3 Areas
Can't use this Equipment if Pinned.
Gives the No Casting Condition while Equipped.
The Equipment card stays on the Player Character after use. She is assumed to have several throwing knives.

Buy:2 | Sell:1

Axe

Common Equipment

Very handy for cutting down trees as well as enemies.

Damage: 1D

Gives the No Casting Condition while Equipped.

Buy:3 | Sell:2

Sword

Common Equipment

There's nothing a trained arm and sharp blade of steel can't hold at bay.

Damage: 1D+ES

Gives the No Casting Condition while Equipped.

Buy:5 | Sell:3

Family Heirloom

Quest Equipment

A necklace carried by Odine the Thief.

This item is part of the Main Quest and can't be bought or sold.
This card doesn't count towards the Character's carrying capacity.
Do not trade, remove, drop, swap or discard this card unless the game explicitly instructs you to do so.

Short Bow

Common Equipment

Cheap, light and powerful. Traditionally made out of yew wood.

Damage: 1D + ES
Range: 4 Areas
Can't use this Equipment if Pinned.
Gives the No Casting Condition while Equipped.

Buy:3 | Sell:2

Cuir Bouilli

Common Equipment

Even the ancient Greeks knew the effectiveness of hardened leather armour.

While Equipped, gives DL to hit: 2

Gives the No Casting Condition while Equipped.

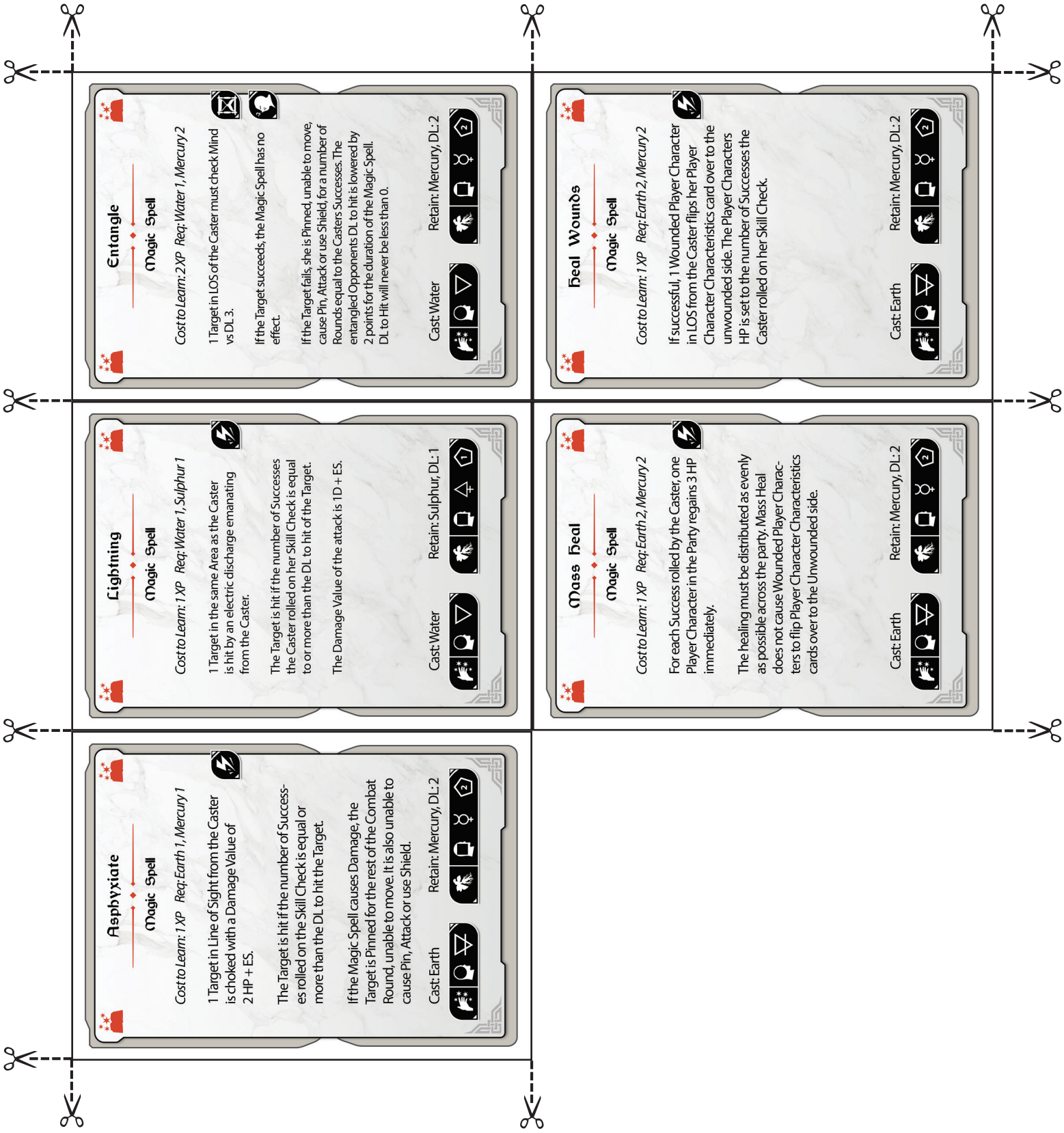
Buy:5 | Sell:3

Instructions:

Cut out the Equipment cards, Companion card and Condition cards. The Starting Outfit on each Player Character characteristics sheet lists which Equipment and Condition cards belong to that Player Character. The cards not specified as Starting Outfit will be used later in the game and do not belong to any Player Character

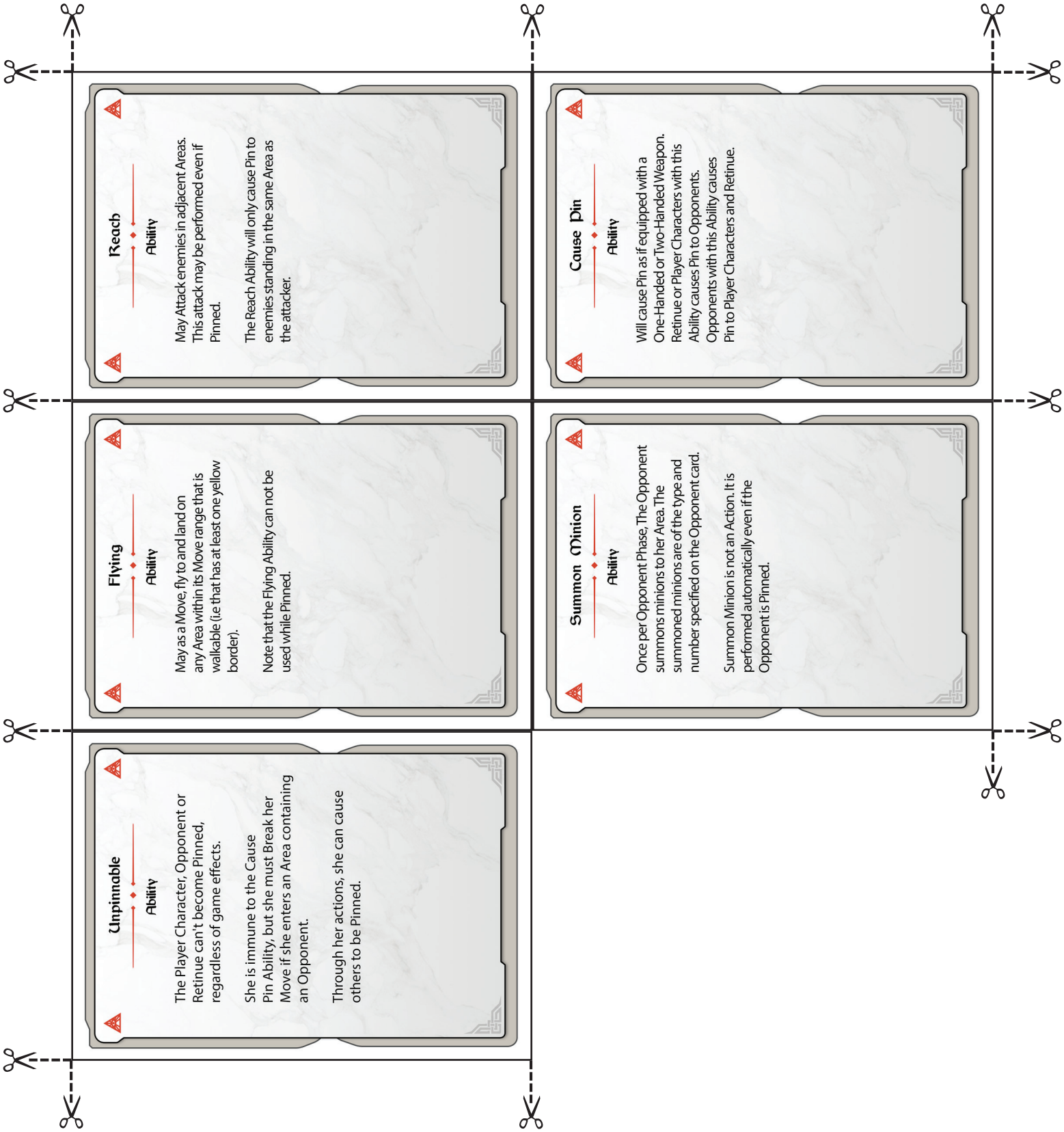
Instructions:

Cut out the Magic Spell cards. Place them with Idelinde.



Instructions:

Cut out the Ability cards. They will be used with the Opponents.



Instructions:

Cut out the Behaviour cards. They will be used with the Opponents.

Basic Behaviour

- If there are several equally valid Targets, pick the one with the highest Reference Number.
- When performing a Move, always take the shortest possible route. Please note that it might mean not moving at all if the shortest possible route is to move zero Areas.
- When performing a Move, never move to Break the Move or get Pinned, unless all adjacent Areas of your starting Area will cause you to Break the Move or get Pinned.
- If there are several equally valid routes, pick the one that passes through the adjacent Area with the highest Reference Number.
- If there are several equally valid Areas to stand on, land in or summon at, pick the one with the highest Reference Number.

Behaviour The Fighter

1. Perform a Move to, and attack the Target. If the Opponent has the Reach Ability, stop in the closest Area where she can perform the Attack on the Target.
2. Else, perform a Move to, and Attack, any Party Member. If the Opponent has the Reach Ability, stop in the closest Area where she can perform an Attack on the Party Member.
3. If the Opponent can't reach the Target or any Party Member this Opponent Phase, perform a Move to have the shortest possible distance (I.E. shortest possible route) between the Opponent and the Target.

Behaviour The Monster

1. If the Opponent has the Flying Ability, use it to land in an Area where it is possible to perform an Attack on the Target. If the Opponent has the Reach Ability, stop in the Targets adjacent Area with the highest Reference Number from which the Attack can be performed. Then perform an Attack on the Target.
2. Else, If the Opponent has the Flying Ability, use it to land in an Area where it is possible to perform an Attack on a Party Member. If the Opponent has the Reach Ability, stop in the Party Members adjacent Area with the highest Reference Number from which the Attack can be performed. Then perform an Attack on the Party Member.
3. If an Attack will not be possible on any Target or Party Member, perform a Move (do not fly) to have the shortest possible distance (I.E. the shortest possible route) between the Monster and the Target.

Behaviour The Archer

1. If Pinned, perform a close combat Attack on a Party Member in the same Area, using the close combat weapon of the Opponent.
2. Else, perform a Move to be able to perform a ranged combat Attack on the Target. Then perform the Attack.
3. Else, perform a Move to be able to make a ranged combat Attack on a Party Member. Then perform the Attack.
4. Else, perform a Move to be able to perform a close combat Attack on a Party Member, using the close combat weapon of the Opponent.
4. Else, if an Attack will not be possible on any Target or Party Member this Opponent Phase, perform a Move to have the shortest possible distance (i.e the shortest possible route) between the Archer and the Target.

Behaviour The Summoner

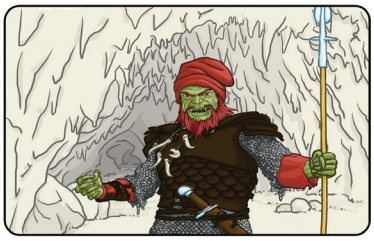
1. If Pinned, perform a close combat Attack on a Party Member in the same Area.
2. Summon Minion according to the Opponent card instructions.
3. Then, if not Pinned, perform a Move to have the longest possible distance (I.E. longest possible route) between the Summoner and the Summoners Target.

Instructions:

Cut out the Opponent cards.

Hobgoblin

HP: 5
DL to hit: 2
Attack: 7
Mind: 1
Size: 1
Move: 3



Weapon: Spear 1D + ES
Target Condition: Lowest current Bravery tokens
Behaviour: The Fighter
Ability: Reach (spear)

Peasant Rabble

HP: 1
DL to hit: 0
Attack: 5
Mind: 1
Size: 1
Move: 2

Weapon: Club 1D
Target Condition: Lowest Strength
Behaviour: The Fighter
Ability: No ability

Warlock

HP: 8
DL to hit: 1
Attack: 10
Mind: 5
Size: 1
Move: 3

Weapon: Dagger 1D
Target Condition: Lowest Reason
Behaviour: The Summoner
Ability: Summon minion (1 hob goblin)

Bucca Leader

HP: 10
DL to hit: 3
Attack: 9
Mind: 3
Size: 1
Move: 3

Weapon: Spear 1D + ES
Target Condition: Highest Strength
Behaviour: The Fighter
Ability: Reach (Spear)

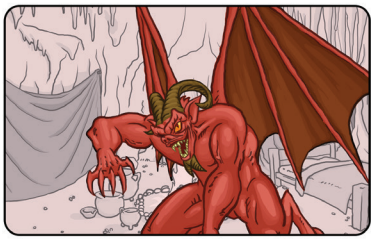
Bucca

HP: 6
DL to hit: 2
Attack: 7
Mind: 2
Size: 1
Move: 3

Weapon: Spear 1D + ES
Target Condition: Lowest Psyche
Behaviour: The Fighter
Ability: Reach (Spear)

Gargoyle

HP: 8
DL to hit: 2
Attack: 9
Mind: 5
Size: 1
Move: 2



Weapon: Claws (Unarmed) 1D + ES
Target Condition: Highest Reason
Behaviour: The Monster
Ability: Flying, Cause Pin

Instructions:

Cut out the Opponent cards.

Saxon Noble

HP: 8
DL to hit: 4
Attack: 8
Mind: 3
Size: 1
Move: 3

Weapon: Sword 1D + ES
Target Condition: Highest Leadership Skill
Behaviour: The Fighter
Ability: No Ability

Saxon Archer

HP: 4
DL to hit: 1
Attack: 7
Mind: 3
Size: 1
Move: 2

Weapon: Long Bow (Range 5) 2D + ES
Dagger 1D
Target Condition: Lowest Armour Value
Behaviour: The Archer
Ability: No Ability

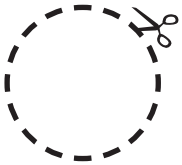
Soldier

HP: 6
DL to hit: 2
Attack: 7
Mind: 2
Size: 1
Move: 3

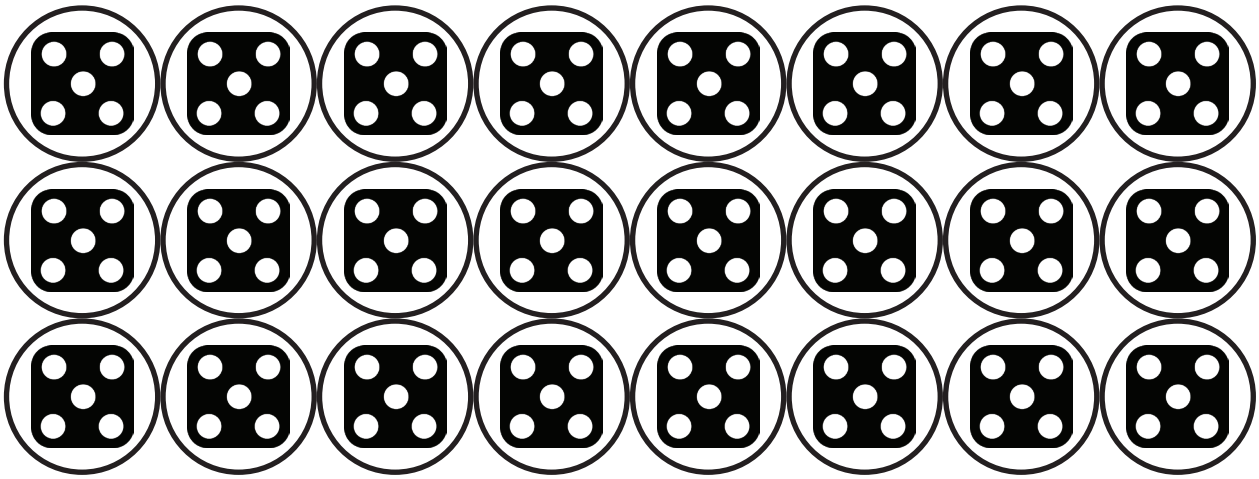
Weapon: Sword 1D + ES
Target Condition: Wanted by the Law Condition
Behaviour: The Fighter
Ability: No Ability

Instructions:

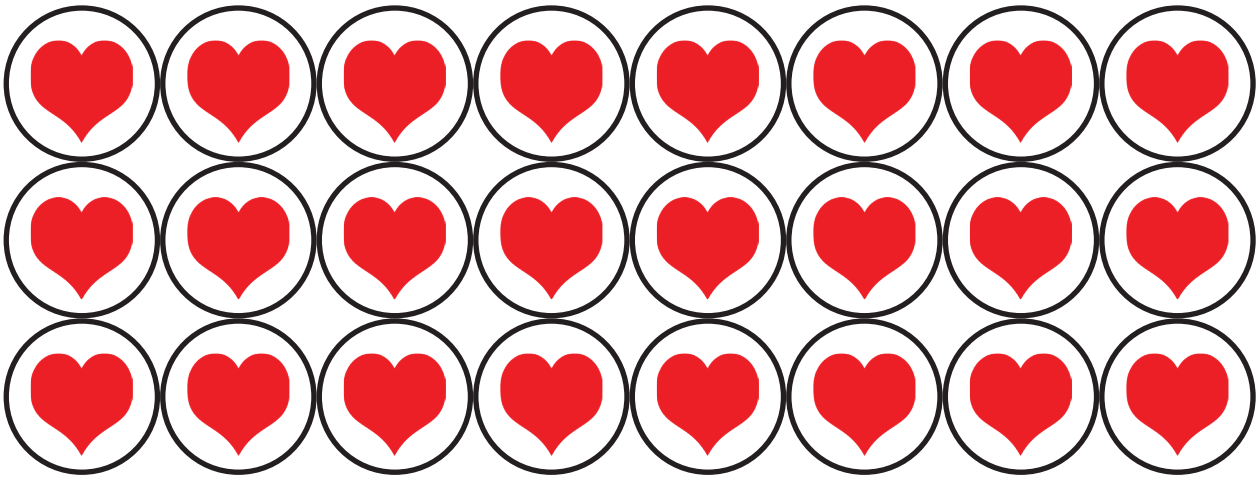
Cut out the markers and tokens. You will use them in the game.



Bravery Tokens

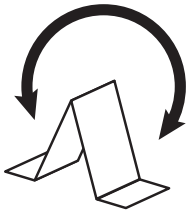


Health Tokens



Instructions:

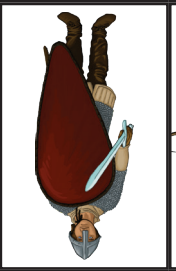
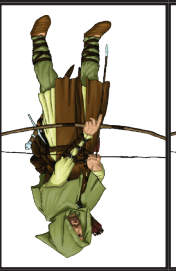
Cut out the Hero and Opponent minis. Fold them into stand-up markers for your Player Characters and their Opponents. You will use them in Battles and Brawls in the game.



Hero miniatures

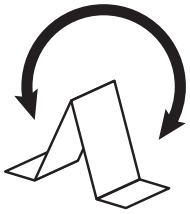
Maol	Idelinde	Ketilbern	Odine

Opponent miniatures

Saxon noble	Soldier	Soldier	Soldier	Soldier	Saxon Archer	Saxon Archer	Warlock
							

Instructions:

Cut out the Opponent minis. Fold them into stand-up markers for your Player Characters and their Opponents. You will use them in Battles and Brawls in the game.



Opponent miniatures

Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Bucca Leader
Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Hobgoblin	Bucca Leader

Opponent miniatures

Bucca	Bucca	Bucca	Bucca	Bucca	Bucca	Peasant Rabble	Peasant Rabble
Bucca	Bucca	Bucca	Bucca	Bucca	Bucca	Peasant Rabble	Peasant Rabble

Instructions:

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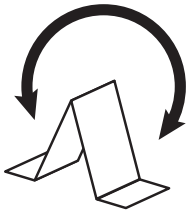


Opponent miniatures

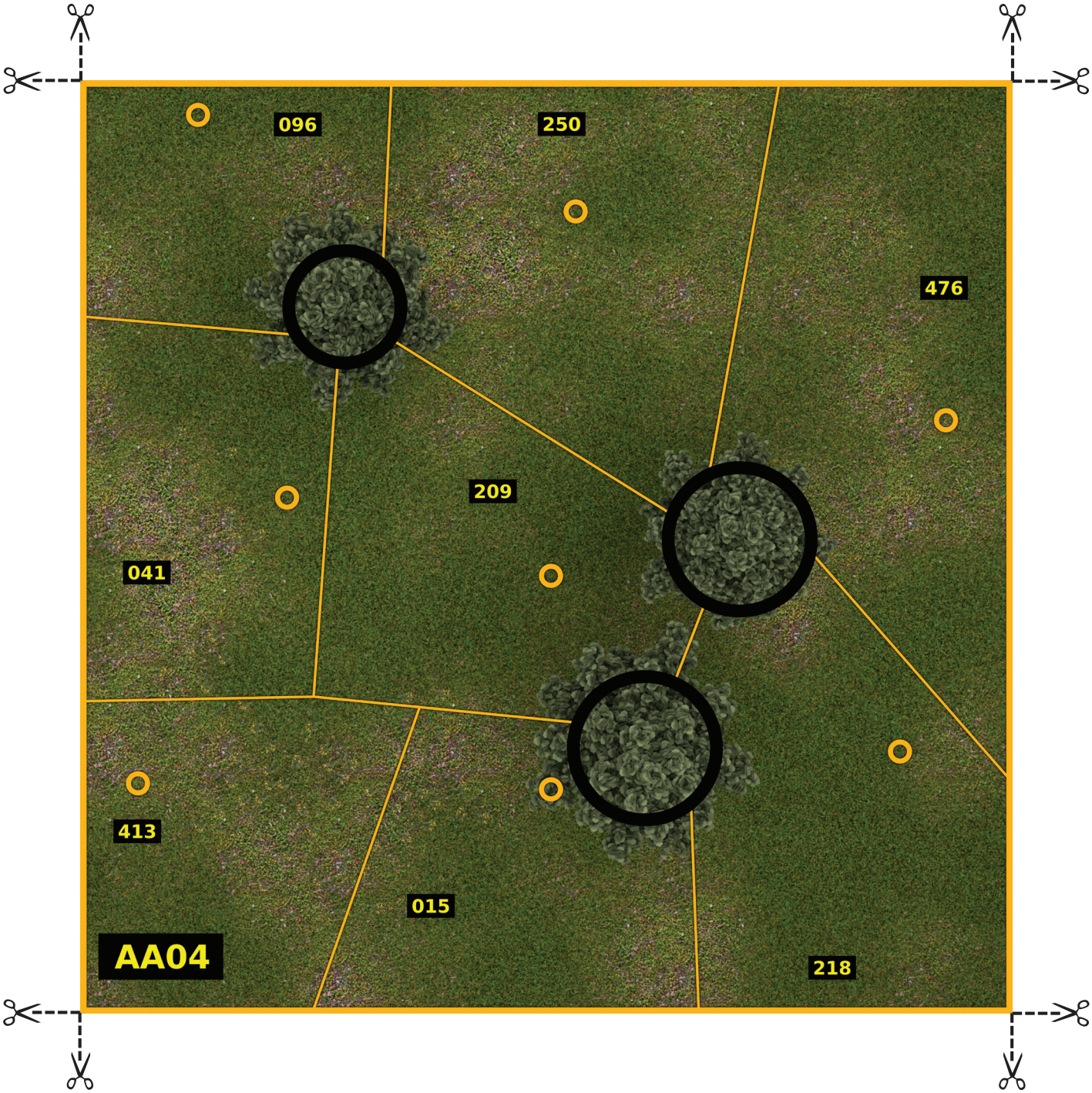
Peasant Rabble	Peasant Rabble	Peasant Rabble	Man at Arms	Gargoyle
Peasant Rabble	Peasant Rabble	Peasant Rabble	Man at Arms	Gargoyle

Opponent miniatures

Peasant Rabble	Peasant Rabble	Peasant Rabble	Gargoyle	Gargoyle
Peasant Rabble	Peasant Rabble	Peasant Rabble	Gargoyle	Gargoyle

Instructions:

Cut out the Game Board Tile below. We suggest that you glue it to a piece of cardboard. You will use it in Battles and Brawls.



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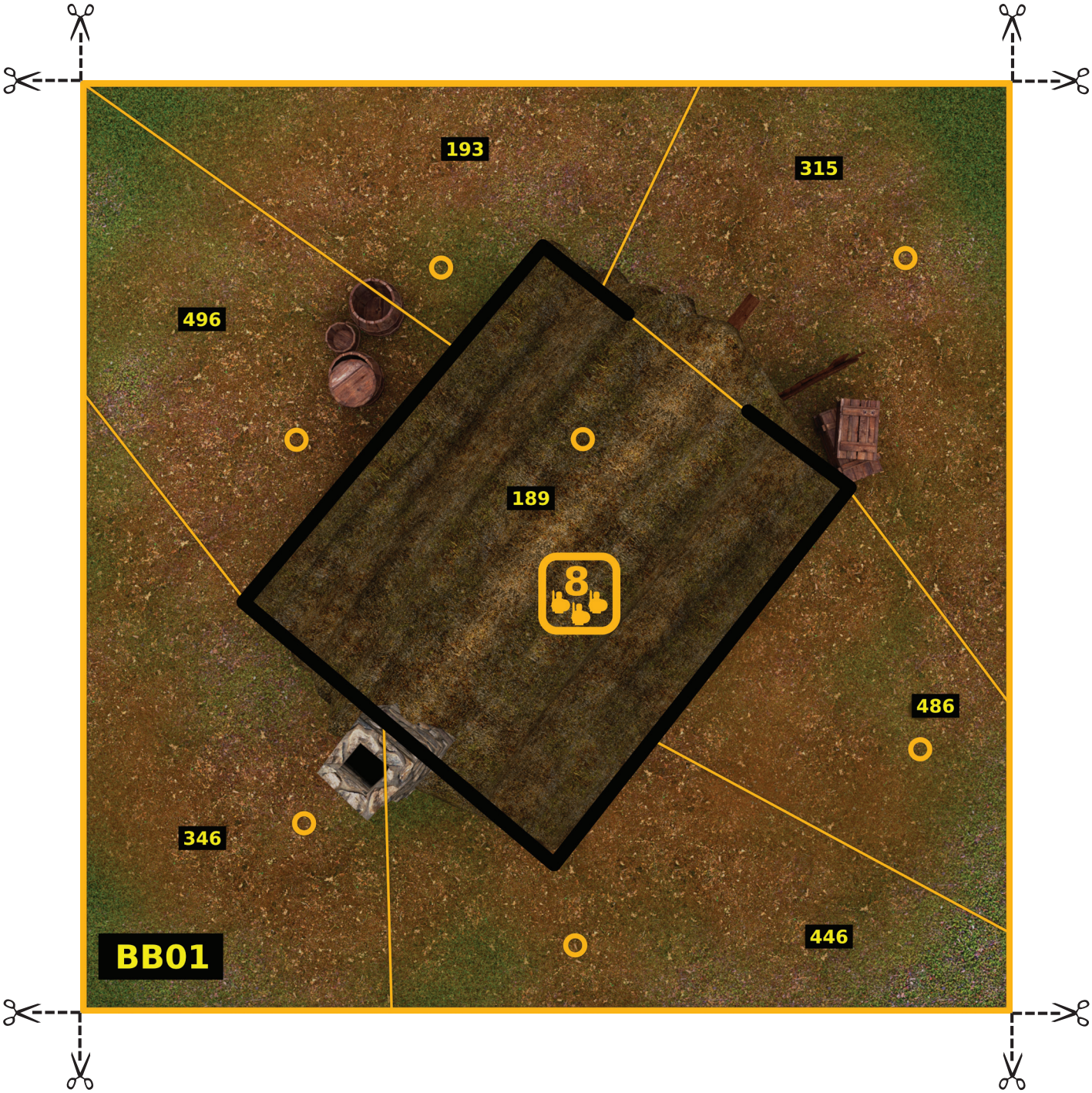

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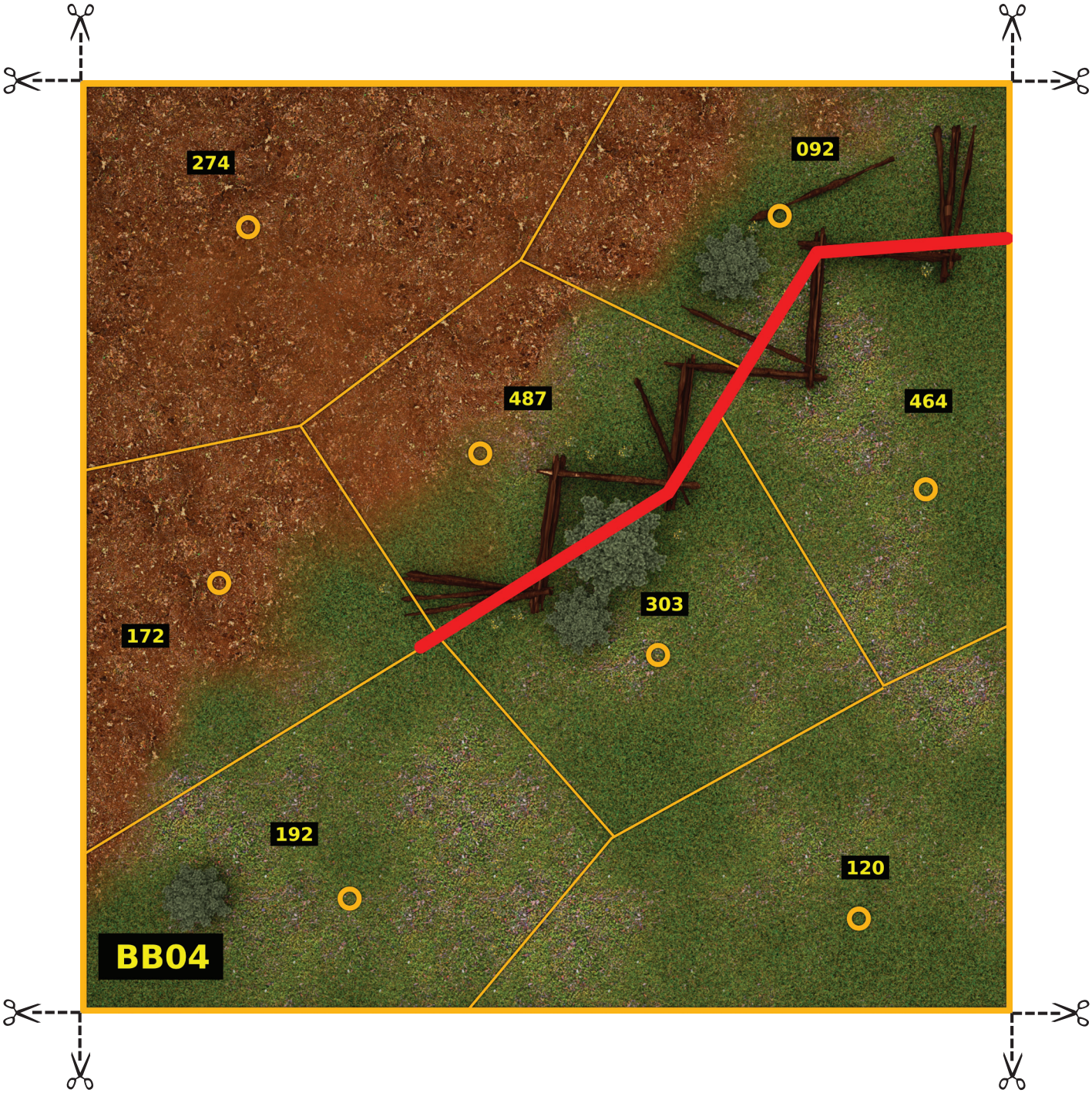

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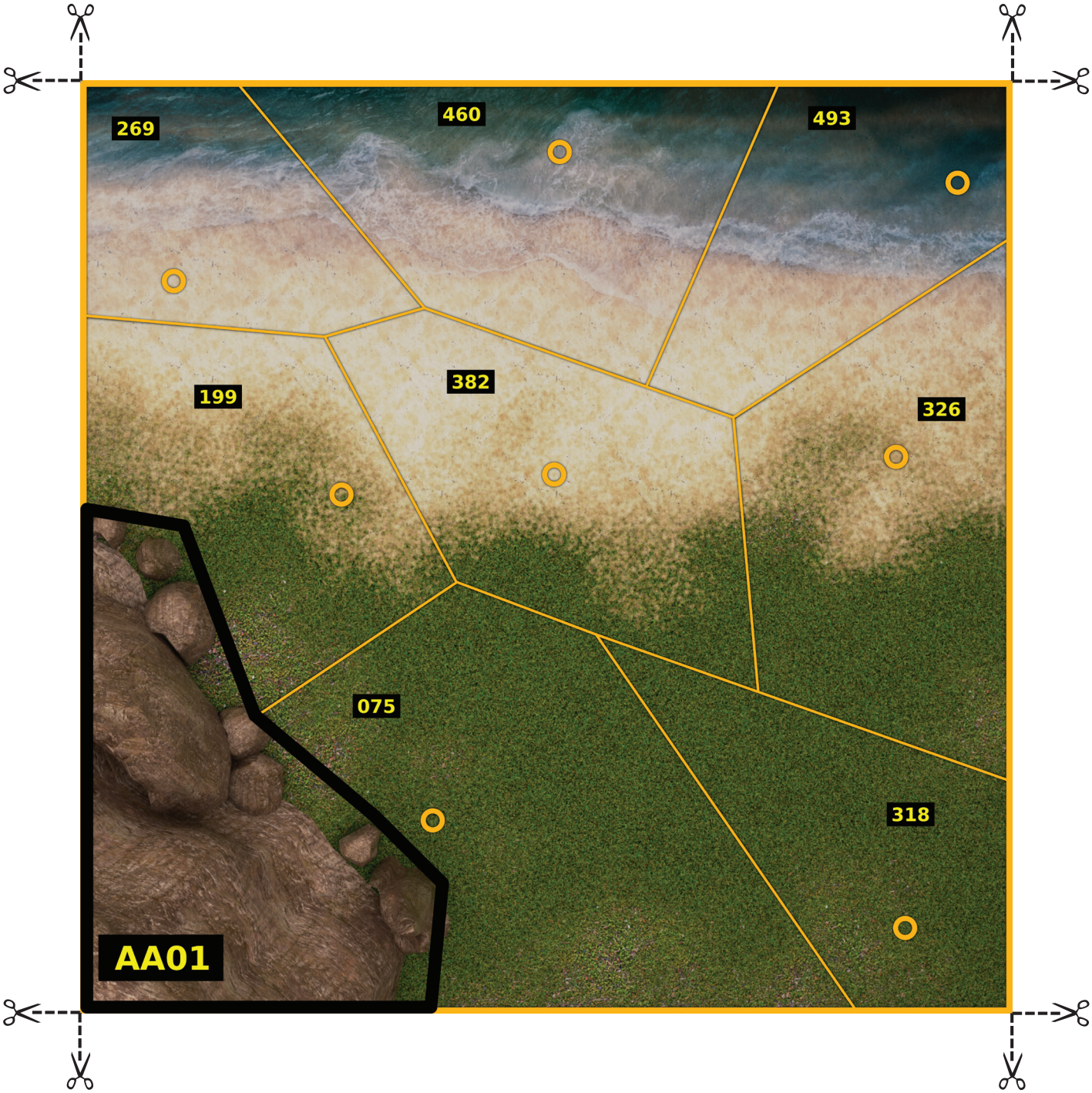

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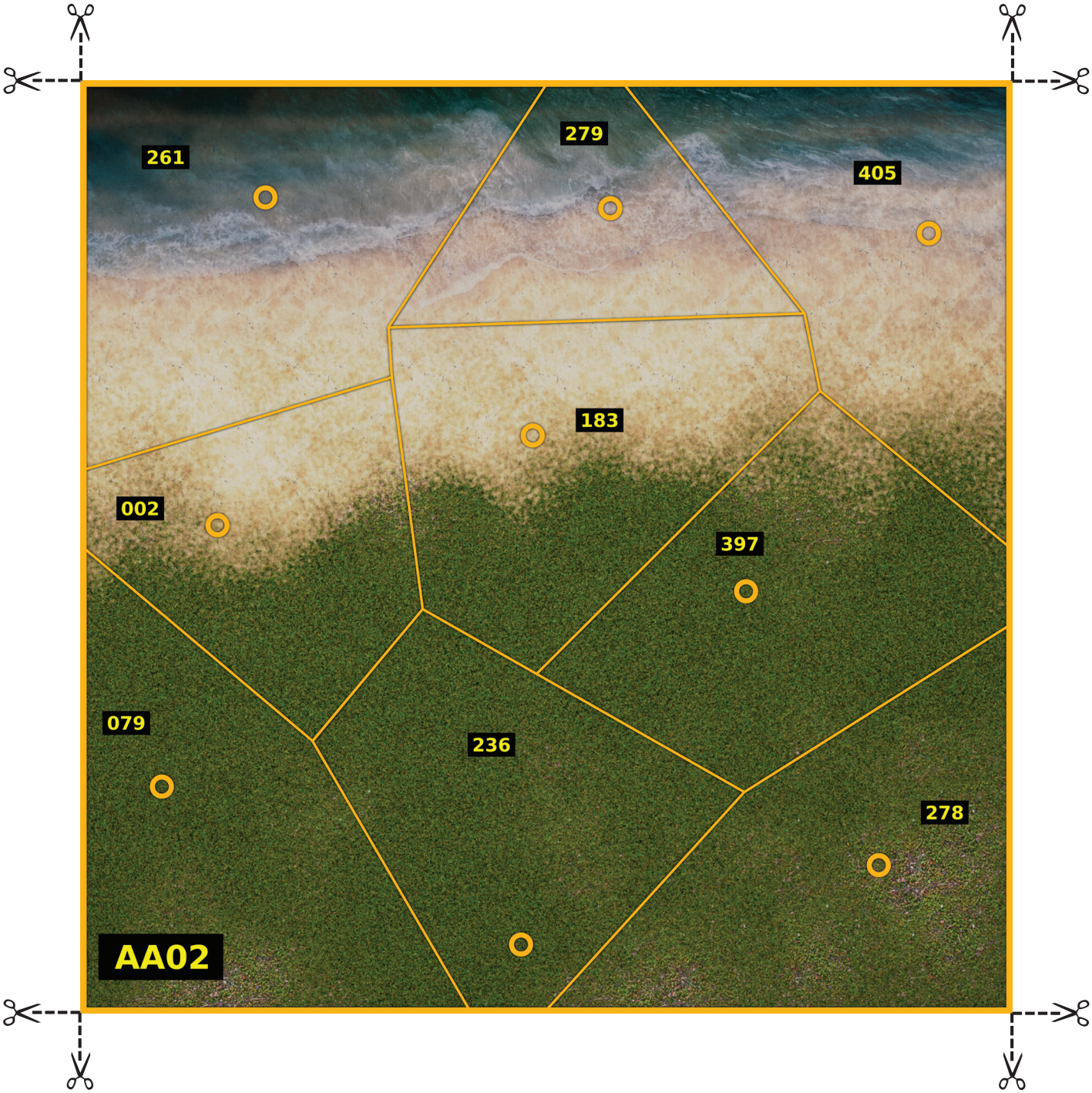

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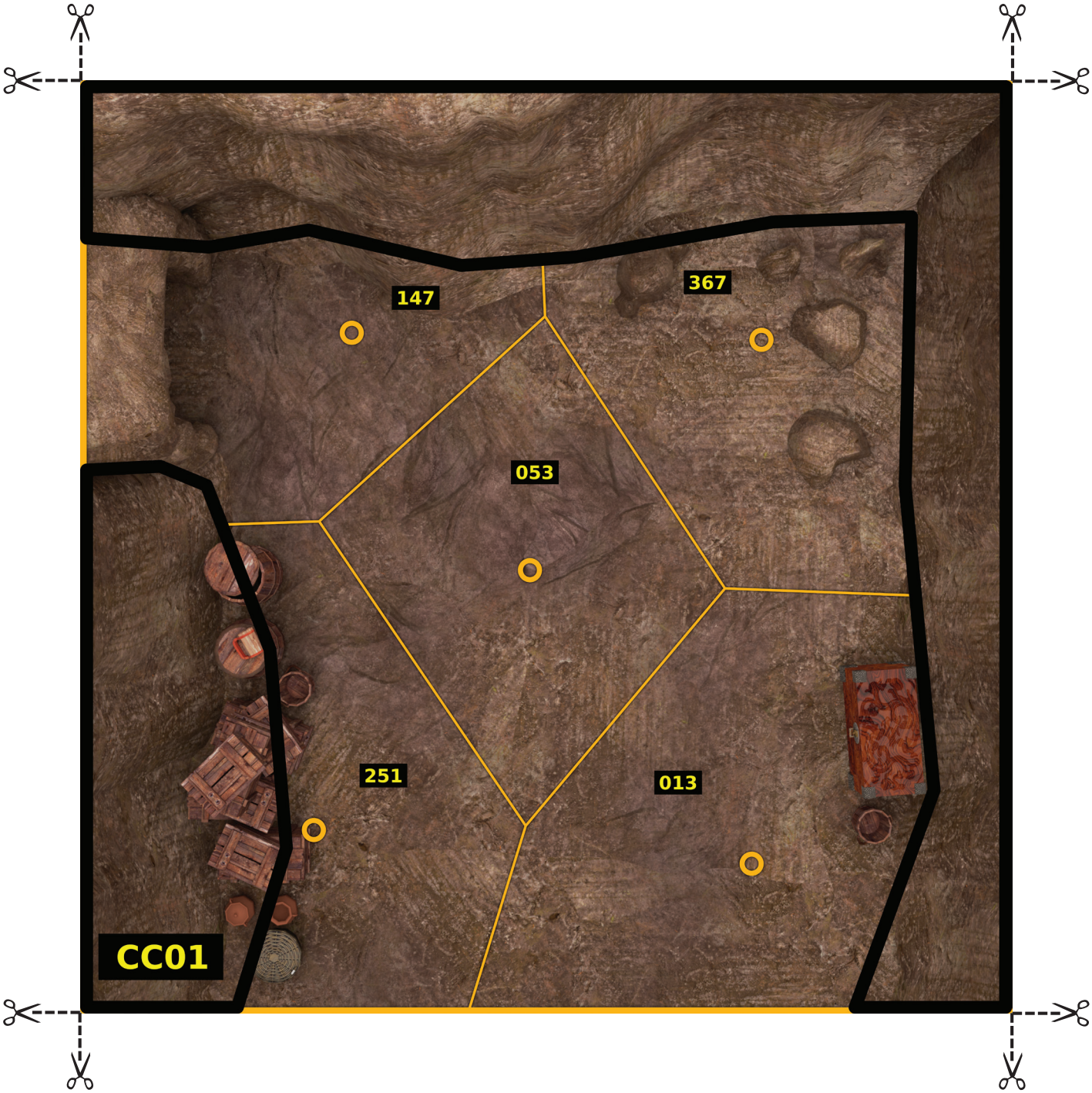

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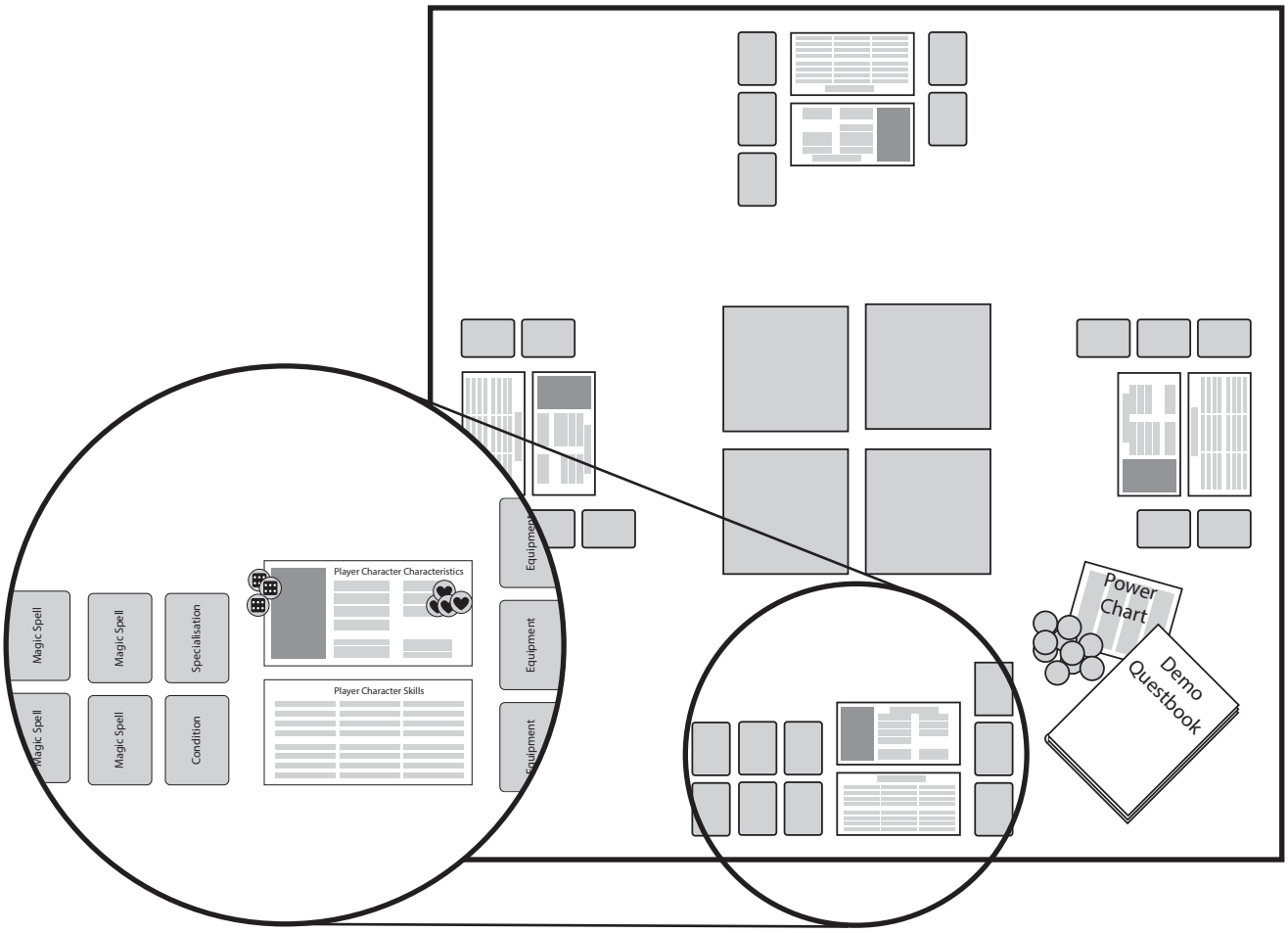
Game setup

1. Read the Rulebook for A Tale of Bravery. You can download it from www.barsarkentertainment.com.
2. Find a gaming area roughly the size of a dinner table to play the game on.
3. Make sure you have pencils and erasers available.
4. Take turns picking a Player Character Characteristics sheet and the corresponding Player Character Skill sheet. If you are fewer than four Players, someone will be playing more than one Player Character.
5. Place the Player Character sheets on the gaming area. Place the Player Character Characteristics sheet with the side marked “Wounded” face down.
6. Add the Equipment, condition and Magic Spell cards specified on the Player Character sheets.
7. Add the Specialisation card listed for your chosen Player Character.
8. Add markers equal to the number of Hit Points listed on each Player Character Characteristics sheet.
9. Place the Power Chart and the rest of the tokens, dice, Game Board tiles, Opponents and figures where you can comfortably access them during gameplay.
10. Place the Demo Questbook in the play area and pick one player to read from it.
11. Start reading the Questbook and enjoy the game.



Credits

Game Design: Kent-Ove Lindström, Nils-Erik Lindström and Lars-Stellan Persson

Editing: Nils-Erik Lindström

illustrations and game illustrations: Dimitrina Angelska, Velislav Ivanov, Nils-Erik Lindström, Kent-Ove Lindström

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