WoodLore

The forest is full of fantastic things, and you're part of it.

...

Compared to other tabletop roleplaying games (RPG), you might call WoodLore RPG-lite. You only need one six-sided die and a relatively active imagination to start playing. More six-sided dice make playing easier, but they're not necessary.

If you're the game master, just remember:

When in doubt, **SAY YES.**

...

Thank you for playing WoodLore!

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Character Building

The most important part of being a player in WoodLore is to know your character and act like they would act.

Building a character consists of 3 major decisions:
1. What animal are you?
2. What can you do best?
3. What is your story?

What Animal Are You?

In Woodlore, your animal species determines more than just your looks—it also affects what you're good at! Species are categorized based on their primary attribute, but that doesn't mean you can't be good at other attributes as well.

Ferocious Species

Ferocious species can deftly tear into prey using only what nature gave them. They receive +1 to the ferocity attribute.

Badger

Special Skill: Honey Badger Don't Care
Look at it. It doesn't care. You get 1 additional attack die when you attack a randomly chosen creature in a group of 2 or more. How that creature is chosen is up to the game master.

Hawk

Special Skill: Not Hairy, Harry
Hawks may have hollow bones, but that certainly doesn't mean they're transparent. Whenever you use the attack action on a creature, that creature has -1 attack dice for their next attack. **Combat tip:** Remind your game master **before** the harried creature attacks!

Nimble Species

Nimble species are typically better at maneuvering and performing feats of speed. They receive +1 to the nimbleness attribute.

Fox

Special Trait: Foxtrot
No one moves as gracefully as foxes, and they know it. While pride doth come before the fall, you can usually out-maneuver the fall as well. Gain 1 pride point each time you dodge an attack. A pride point can be spent on *whatever* you want at any time to add one extra dice. Once used, pride points are gone.

Rabbit

Special Trait: Cottonfail
Whether it's the luck stored in their feet or their fluffy cottontails, rabbits rarely seem to fall flat on their butts. 3 or higher counts as a success on all nimbleness-based skill checks.

Scrappy Species

Scrappy species have better defenses, usually in the form of thick fur and a hearty layer of fat. They receive +1 to the scrappiness attribute.

Raccoon

Special Trait: All thumbs
Who's got two thumbs and the ability to use complex tools? This guy. You are able to carry 3 unworn items instead of 1. If you are carrying 3 items, subtract 1 from your nimbleness attribute. You're also the only species that can hitchhike! Go you!

Beaver

Special Trait: Daaaaam
Oh, you made that? Daaaaam! Maybe you can make other stuff too? Try it—you'll probably add 1 die to any skill check that involves crafting, 2 if it's all made with wood.

Intelligent Species

Intelligent species have a higher capacity for learning and reasoning and are more inclined to apply knowledge to skills. They receive +1 to the intelligence attribute.

Tortoise

Special Trait: Shell or High Water
With your nimbleness, you've got no choice but to stand your ground. At least your shell provides plenty of extra protection. Subtract 1 from your nimbleness attribute but add 2 to your defense. Unless you're in water or on your back, then none of this matters.

Crow

Special Trait: Blarney
Oh, crow, how you weave words with your wit and warble. Whenever you attempt to influence another creature, add 1 die. And remember, imitation is the highest form of flattery (which means you can add 2 dice if you're imitating the other creature).

What Can You Do Best?

Your character is mostly defined by your imagination, but let's put some constraints on that loose cannon.

Attributes

Your attributes apply to all your actions. WoodLore is about rolling lots of dice, and your attributes tell you how many you get to roll for a particular action. Every point in an attribute gives you 1 die for that type of skill.

Ferocity

Teeth, claws, talons, and a thirst for blood! Your ferocity determines how adept you are in combat and affects skills involving feats of strength and intimidation.

For each point in ferocity you have, you get 1 attack die.

Example skills: intimidation, destruction, lifting, hunting

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Nimbleness

The most nimble of creatures are merely a blur to the unwary. The skills in this category deal with movement, including speed, stealth, and amazing acrobatics.

For each point in nimbleness you have, you get 1 dodge die.

Example skills: acrobatics, jumping, theft, sprinting, sneaking

Scrappiness

Fur and fluff. Sometimes the cuddliest creatures can take the biggest beatings. Scrappiness determines your defense.

For each point in scrappiness you have, you add 1 to your defense stat.

Example skills: survival, food testing, resilience, gathering, crafting

Intelligence

Your brain is important. If you're an intelligent creature, you know this. Talking, tinkering, taxes—it all requires a keen mind.

For each point in intelligence you have, you are more acutely aware of how useless you are in direct combat.

Example skills: math, science, history, design, investigation, persuasion, deception

Applying the Numbers

When you create your character, you choose how good they are in each of the attributes by giving them a number value from a set of numbers (0, 1, 2, 3). You must have 1 skill with 1 point, 2 skills with 2 points, and 1 skill with 3 points **before** adding species modifiers.

After applying the initial set, you may add or subtract any attribute points determined by your species. When you're finished, the total attribute points will add up to 9 (unless you're a tortoise out of water, then it's 8).

What Is Your Story?

Your past affects your present and your future. Seriously.

Create a backstory for your character. Make it detailed. If any skill check relates to something in your background, you add 1 extra die to that roll. If it's part of your core story, add 2.

Backstory

Where are you from? Who is your family? What did you do before this adventure? What's your favorite food? Whether it's somber or silly, make it memorable.

You should probably make your backstory somewhat feasible to help maintain your game master's sanity. Please?

Character Building Quick Guide

1. Choose a species.
2. Apply attribute points (1, 2, 2, 3), then add/subtract species modifiers.
3. Create a backstory.

Rolling Dice

The main mechanic in WoodLore is dice rolling. You'll roll dice for almost everything. Want to steal food from a weasel? Roll dice. Want to make a little, old lady think you have rabies? Roll dice. How many dice you roll depends on your stats, abilities, backstory, and item.

You can roll 1 six-sided die per point in the attribute related to the action you're trying to perform. Theft? Roll nimbleness. Intimidating that old lady? Roll ferocity. Any items, abilities, and backstory relation can potentially count as extra dice. Let your game master know how an action relates to your backstory, and they'll decide if it grants extra dice.

Quicktime Events

Life is chaos! And sometimes turn-based. When you need to make quick decisions or enter into combat, the game master will likely start a turn-based event called quicktime. During each quicktime event, you are able to act until you take 3 hits from anything. Your defense, nimbleness, and items can help you avoid hits, but if you take 3, you faint. If you faint and the other players leave you to your fate, you'll probably end up dinner. Yum.

The game master will assign actions to the numbers on your six-sided die. Each round, you will choose an action and display that number face-up on the die. When the game master asks, all players will show their die.

Discussing plans with your party during quicktime events is prohibited unless you take a specific action to do so.
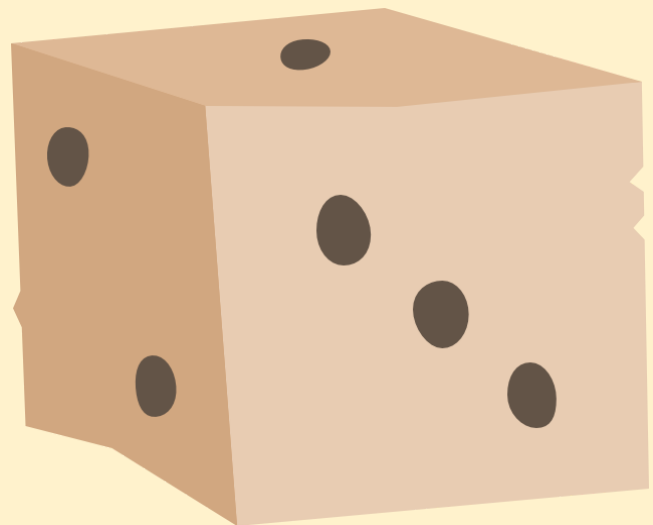
Combat Actions

Most times, you can resolve an altercation without combat. Try to come up with creative solutions and use everything at your disposal to solve a problem. If all else fails, you'll enter combat.

During combat, every creature gets one action per round. All creatures can attack, defend, dodge, talk, use, or flee. Each round, you will pick an action and display the corresponding number face-up on a die, covering the die until the game master asks everyone for their action.

Players **may not** discuss actions with one another during combat, unless they take the talk action. However, if an enemy creature talks to you, you can quickly respond without using your action.

The following actions apply to standard combat. Your game master can change the setup if it fits a particular instance.

1 - Attack
You're an animal. You attack. How you do so is up to you, but jaws and claws typically do the trick. You have 1 attack die per point of ferocity.

You do 1 damage to a creature when your positive dice meet their armor score and 1 point for each positive beyond that.

2 - Defend
If you're the sacrificial type, you can defend another creature. If they are attacked, you become the target of the attack instead.

3 - Dodge
Quick feet can help you avoid attacks. You receive 1 dodge die per point of nimbleness. A positive dodge die removes 1 positive attack die.

4 - Talk
You can make a short statement to anyone on the battlefield. This does not mean a long-winded soliloquy. You will be punished for those.

5 - Use
Have or see something that could aid you in battle? Use it!

6 - Flee
Turn tail and run. Unless you're the target of an attack, you will automatically escape combat at the end of the current round. Your allies, however, will remain. If you flee, you can't talk or take an action for the rest of combat.

One Last Item

Every species except the raccoon is able to carry one item. How do you carry this item without thumbs? Your mouth, of course! While this would usually keep you from chittering, chattering, growling, grunting, warbling, or whatever other manner of communication you use, for the sake of gameplay, just assume you spit the item out while talking. Problem solved!

As for what item you possess, that's up to you and your game master. The only real constraints are size and plausibility. Does your rabbit have the ability to acquire and carry a nuclear bomb? Probably not. Can it find a bottle rocket left by campers? Sure!

End of player information. Game master information follows.

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For Game Masters

The rules are here to help you create a story with your players, but how everything unfolds is up to you. Since WoodLore has so few rules, you'll find yourself in a lot of ambiguous situations. Don't be afraid to say yes to your players and work with them to accomplish something fun, funny, or just outright spectacular.

Rolling Dice

Whether or not a creature succeeds in an action or skill check depends on its dice rolls. Every action or skill check must meet or exceed a success requirement, which you must determine **before** dice are rolled.

- A success requirement is the number of positives a creature must roll to perform an action.
- A roll or 4 or higher on a six-sided die counts as a positive, unless the creature has a skill (like Cottonfail) or item that modifies success.
- Typically, easy tasks require 1 positive, medium tasks require 2 positives, and hard tasks require 3 or more positives.

You are not required to tell the players the success requirement.

Skill Checks

When a player wants to do something that requires skill, determine which attribute that skill would fall under and how difficult it is. If their positives meet or exceed the success requirement, they succeed.

Combat

Combat isn't the main focus of regular play. Try to show your players they can resolve conflict with wild antics and crazy strategy. If it does come down to combat, you can refer to **The Tiny Table of Adversaries** for creature stat examples.

Each player character is assigned a number on the d6 before combat based on their nimbleness attribute. The least nimble character will be assigned 1, the second least nimble will be 2, and so on until all characters are assigned a die number. If there are not enough players for each number on the die, assign the remaining numbers using the same method. This typically means that the most nimble characters will

only have one assigned number. If you are running a game with more than 6 players, use 2 six-sided dice.

If an enemy doesn't hold a grudge against a character, they roll to see which character they attack. If they do hold a grudge or have some reason to focus on a character, the enemy can choose to attack that character.

The Great Forest Beyond

Death. It can happen. But it's best if it only happens under special circumstances. Typically, player characters can't die from combat unless their party leaves them in the wilderness after fainting. However, if a player decides to do something that makes a huge contribution to the story but would end up killing their character, let it happen and make it epic. Sometimes a rabbit just needs to dive off a cliff in a last-ditch effort to send a grizzly bear to the Great Forest Beyond.

Quicktime and Changing It Up

You will likely find yourself managing scenarios that aren't covered in the rules. When this happens, don't panic and use the dice to help your players make decisions.

If your players need to make quick decisions, consider modifying combat rules and defining each side of the six-sided die as a separate action. If you want players to make something up on the spot, make number 6 on the die the player's choice.

For example, your players have decided to fashion a raft and brave a wild river. Traversing the rapids will require quick actions, so you define each side of the die:
1 – Steer left
2 – Steer Right
3 – Repair raft
4 – Talk
5 – Use item
6 – Player's choice

Like in combat, each round consists of one action per player without discussion. If the players are speeding towards a sharp rock in the middle of the river, they'll have no time to talk it over (unless they use the talk action). If one player steers left and another steers right, they cancel each other out and careen into the rock. Luckily, a third player might decide to use a player's choice action and split the raft down the middle, making the two sides part around the rock before the collision. The players are safe, but the crashing of a waterfall ahead sounds like certain doom.

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Changing things up can work for almost anything in WoodLore, as long as it makes sense to you and your players. The only strict rule is to create something amazing with your friends.

The Tiny Table of Adversaries

The stats provided in this table are simply suggestions for quick deployment. If you have creatures that require different stats, it's not against the rules to change the numbers. If a player complains, refer them to this paragraph.

Name	Defense	Hit Points	Ferocity	Nimbleness	Scrappiness	Intelligence
Badger	2	3	4	2	2	1
Bear (black)	4	3	5	3	4	2
Bear (grizzly)	5	6	6	2	5	2
Beaver	3	3	3	1	3	2
Beetle	4	1	1	1	4	1
Bobcat	3	3	3	4	3	3
Coyote	2	3	3	3	2	3
Fox	2	3	3	4	2	3
Hawk	1	3	4	4	1	2
Moose	4	3	3	1	4	2
Owl	2	3	3	3	2	5
Rabbit	1	3	2	4	2	2
Raccoon	3	3	2	1	3	2
Rat	1	2	2	2	1	4
Skunk	3	3	2	1	3	2
Squirrel	1	2	1	3	2	1
Snake	1	3	2	3	1	3
Toad	1	3	2	3	1	1
Tortoise	5	2	1	1	2	4
Wolf	3	4	4	4	3	3