

Fwrehd, pronounced “Fred,” is a fantasy role-playing game for people who don't want to think about rules or roll dice.

Fwrehd features three innovations: Color Calls, State Scraps, and a unique approach to Magic. The Game Master (GM) advances the story through dialog, judgement calls, and the occasional Color Call—a dice-free way to handle chance. Characters progress organically, without number scores. They track their supplies and health on a State Scrap—a quarter sheet of paper with a stick figure. *Fwrehd* splits magic into two types: energy manipulation available to every Wizard and anything else as found items.

All need paper and pencil. Players prepare a Character Sheet and State Scrap. GMs prepare a story and need State Scraps for each character.

CHARACTER SHEET



Players fill out a Character Sheet to create their character and track their progress. Print them from fwrehd.com, or make your own.

Choose a name; whether they are a fighter, wizard, or rogue; an elf, human, or dwarf; and their height, weight, and age or stage of life. Describe their skills, languages, abilities, personality, motivation, and appearance. List what property they own, big and small. Sketch out their life experience and add to it after each session.

STATE SCRAP



Track the state—health, supplies—of all characters and creatures on State Scraps with written notes and marks on a stick figure. List everything they're wearing and carrying. If it's not on their State Scrap, they left it at home.

Print them from fwrehd.com or make them. Draw a stick figure on a quarter sheet of paper.

The GM maintains the canonical State Scrap for each player character, creature, and non-player character. The players' are for their convenience.

PLAY

The GM describes the scene and the actions of the creatures and non-player characters, combat included. Players state their intentions to the GM. The GM resolves the action intuitively.

The GM makes any judgement call they can. GMs should encourage creative problem solving and resolve matters of chance when necessary—or more fun—with a Color Call.

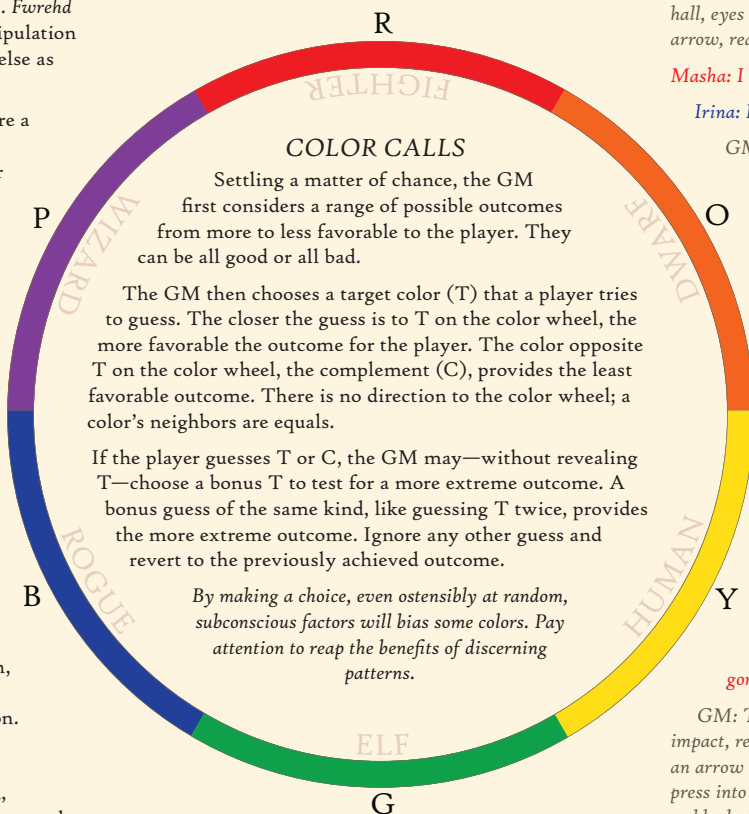
MAGIC

The GM decides how magic works and explains it to the players as thoroughly as their characters would understand it. *Fwrehd* recommends magic to take two forms: Spells and Items.

MAGIC SPELLS

All spells simply change energy. The complete list of spells, listed below, is every permutation of six changes and eight forms of energy. All spells are available to all wizards and can be combined creatively.

Wizards require power, energy, skill, concentration, and a free hand to cast a spell. Powerful Wizards can channel more energy with less effort. Skillful Wizards can cast complex spells with more accuracy and control with less



COLOR CALLS

Settling a matter of chance, the GM first considers a range of possible outcomes from more to less favorable to the player. They can be all good or all bad.

The GM then chooses a target color (T) that a player tries to guess. The closer the guess is to T on the color wheel, the more favorable the outcome for the player. The color opposite T on the color wheel, the complement (C), provides the least favorable outcome. There is no direction to the color wheel; a color's neighbors are equals.

If the player guesses T or C, the GM may—without revealing T—choose a bonus T to test for a more extreme outcome. A bonus guess of the same kind, like guessing T twice, provides the more extreme outcome. Ignore any other guess and revert to the previously achieved outcome.

By making a choice, even ostensibly at random, subconscious factors will bias some colors. Pay attention to reap the benefits of discerning patterns.

The odds of guessing...

T	neighbor of T	neighbor of C	C
1/6	1/3	1/3	1/6
1/36	2 times in a row	C	1/36
1/216	3 times in a row	C	1/216

concentration. Testing the limits of their power can tire, weaken, or kill a Wizard. Wizards can hurt themselves or others by casting dangerous spells if they are distracted or testing their skill. They may tire from concentrating but will falter before they hurt themselves.

A Wizard's power improves with any spell-casting experience but their skill improves with experience specific to each form of energy.

To cast a spell, describe the intended effect and which hands are being used. The GM may amend the effect and exact a cost from the Wizard.

COMPLETE LIST OF SPELLS

Sense, redirect, augment, diminish, make, destroy...

Light	Electricity
Sound	Magnetism
Heat	Gravity
Wind/Force	Magic

MAGIC ITEMS

The GM introduces strange, specific, and fantastical magic through found items such as potions, enchanted jewelry and weapons, or incantations on scrolls. There is no game mechanism for characters to create magic items.

THREE SISTERS & A GERBLIN

GM: *Masha*, you turn a corner twenty feet ahead of *Olga* and *Irina* and see a gerblin fifteen feet down a hall, eyes trained on you, poised with a bow and arrow, ready to fire. What do you do?

Masha: I wave and yell, “ciao, gherblino!”

Irina: Do we see her do that?

GM: Just a sec. *Masha*, you sure?

Masha: I think they're lonely. We're gonna have a nice chat.

GM: *Irina*, you don't see it.

The GM is tempted to hear them talk, but thinks this gerblin would shoot. The GM jots down an R, short for red, at the end of their running list of Color Calls.

GM: A color, please.

Masha: Red.

Since *Masha* guessed the target, and extreme outcomes are possible, the GM, opting for a bonus color call, jots down a B.

GM: Another, please.

Masha: Agh! Am I gonna die? ... Blue.

GM: The gerblin fires. You jerkily brace for impact, realizing that you've never looked directly at an arrow being fired at you. You feel your fingernails press into the palm of your left hand and an arrow suddenly in the grip of your right fist.

Masha: I caught it?! Yay!

GM: *Olga*, *Irina*, you saw nothing but did hear *Masha* speak then gleefully squeak.

Olga: I cast make light to fill the hallway like daylight with my left hand and run over, stopping at the corner.

Irina: I lick my invisibility patch and sprint around the corner, *Bitter Winter* drawn.

Masha: I scream, “TO MOSCOW!!!” and charge.

The GM jots down a P and, with a look, prompts *Masha* for a guess.

Masha: Green.

GM: You charge but not one step later you feel hot fire in your left arm as an arrow tears through it. You scream, “To Maahh!!!” before crumpling against the wall. The gerblin, now screaming, readies another arrow. *Irina* flies around the corner, unnoticed.

The GM and *Masha* both mark the left arm of the stick figures on their *Masha* State Scraps. The GM adds to theirs, “bleeding, poisoned.”

Olga: I unwrap a lozenge of healing and peek around the corner.

Irina: I gut the gerblin with *Bitter Winter*.

Masha: I vomit.



Chogpak

Rogue

name fighter, wizard, or rogue

Dwarf

elf, human, or dwarf

SKILLS, LANGUAGES & ABILITIES

thieves cant

urban languages near hometown

excellent night vision

pickpocket, expert

burglary

fighting dirty

4' 9" 40, mostly mature

height weight age/stage of life

APPEARANCE

slight, weak for a dwarf

pretty face, blonde hair

enchanting yellow eyes

PERSONALITY & MOTIVATION

self-deprecating and polite

occasionally explosively impish

seeks adventure and optimistic worldview

EXPERIENCE

Late bloomer. Orphan. Survived growing up by pickpocketing.

20 years a burglar with

Donahue Thieves Guild, lapsed.

3 years in jail. Met a crazy ideologue with vivid stories of the wide world and cultish utopian ideas. Inspired taste for adventure and search for a worldview more optimistic than every dwarf for himself.

EXPERIENCE

PROPERTY BIG & SMALL

PERSONALITY & MOTIVATION

APPEARANCE

SKILLS, LANGUAGES & ABILITIES

name fighter, wizard, or rogue

elf, human, or dwarf

height weight

age/stage of life

APPEARANCE

PERSONALITY & MOTIVATION

PROPERTY BIG & SMALL

WEARING & CARRYING



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