

# Thundarr FKR

## Step 1: Who are You?

### 1. Barbarian

Roll two moves:

1. Multiple Attacks
2. Battle Shout
3. Force Opponent to Make a Mistake
4. Stout
5. Loin Cloth Warrior/Chain Mail Bikini
6. pick one

### 2. Beastman

Roll two moves (rolling the same twice means extraordinary ability)

- 1-2. Claws and teeth
- 3-4. Superstrong
- 5-6. Thick hide

Roll d20 for animal type

1. *Wolf*
2. *Bear*
3. *Cougar*
4. *Alligator*
5. *Snake*
6. *Armadillo*
7. *Badger*
8. *Tiger*
9. *Lion*
10. *Moose*
11. *Frog*
12. *Mouse*
13. *Rabbit*
14. *Rhino*
15. *Roll twice and merge the two*
- 16.–20. *pick one*

### 3. Scavenger

Roll two moves:

1. Agile
2. Sneaky
3. Keen Eye
4. Fixer
- 5.–6. pick one

#### 4. **Robot**

Roll two moves:  
1–2. Metal Body  
3–4. Machine  
5–6. Salvage

Roll d6 to determine type:

1. *Combat*
2. *Medical*
3. *Scout*
4. *Diplomatic*
- 5–6. *pick one*

#### 5. **Priest**

You can pray to your god for a miracle.

Roll one move:  
1–2. Channel your god  
3–4. Blessed  
5–6. Guardian spirit

Determine your God freely: this can be everything, from an actual divine being to comic book heroes to a concept; for instance: „I am Priest of HE-MAN“, or „I am Priest of The Dark Sun“ or „I am Priest of Gorgax, God of Grief“.

#### 6. **Urchin**

You are small.  
Roll two moves:  
1–2. Unexpectedly fierce  
3–4. Bossy and headstrong  
5–6. Survive

Roll 1d6 to determine your home turf:

1. *Swamp*
2. *Desert*
3. *Sewer*
4. *Urban*
5. *Forest*
6. *Badlands*

#### 7. **Sorcerer**

You can combine Runes to cast spells.

Roll one move:  
1–3. Detect Magic  
4–6. Resistance against Magic

Also, roll on the Sorcerer Appearance Table.  
Then, roll on the Magic Runes Table three times.

#### 8. **pick one**

## Step 2: Sorcerer Appearance

**Roll 1d12 as often as you want to determine skin color, hair color, and eye color**

1. Blue
2. Green
3. White
4. Silver
5. Gold
6. Pink
7. Black
8. Gray
9. Orange
10. Yellow
11. Purple
12. Red

**Roll 1d10 to determine the type of eye**

1. Cat-like eyes
2. Insect eyes
3. Bulging eyes
4. Cameras for eyes
- 5–10. Human eyes

**Roll 1d10 to determine the look of fingernails**

1. Normal
2. Normal
3. Long
4. Jagged
5. Made of crystal
6. Made of rock
7. Made of circuitry
8. Black
9. White
10. No fingernails

**Roll 1d10 to determine look of teeth**

1. Normal
2. Normal
3. Fangs
4. Rotten and yellowed
5. Metal
6. Tusks
7. Mandibles
8. Pointed and Filed
9. No teeth
10. Like mirrors

## Step 3: Magic Runes for Sorcerers

Starting Sorcerers roll 1d8, 1d10 and 1d12 to determine their starting Runes.

1. Peace
2. Darkness
3. Hardness
4. See
5. Hear
6. Softness
7. Feel
8. Taste
9. Light
10. Air
11. Body
12. Water
13. Earth
14. Fire
15. Fight
16. Spirit
17. Life
18. Death

To cast a Runespell, combine two or more Runes and explain to the referee what this combination is supposed to do. You get a positive modifier for effects that can be easily explained for that combination, or a negative modifier if the effect is only remotely related to the combination.

## Step 4: Weapon Tables

Starting heroes, roll one to three times to determine your starting weapons

Weapon Type	Handling	Melee Style	Ranged Style*
1–3. Melee	1–3. One-Handed	1. Hammer	1. Crossbow
4–6. Ranged	4–6. Two-handed	2. Sword	2. Spear
		3. Club	3. Short bow
		4. Knife	4. Long box
		5. Axe	5. Whip
		6. Spear	6. Pistol
		7. Saw	7. Shotgun
		8. Staff	8. Machine gun
		9.–10. Tool	9. Rifle
			10. Blowgun
			11. Sling
			12. Grenade

\* roll 1d6; 6: range weapon uses melee weapon as ammo

### Material/Damage Type

- 1–5. Metal
- 6–8. Ceramic
- 9–11. Mechanical
- 12–14. Recycled crap
- 15. Lazer
- 16. Stun
- 17. Electrical
- 18. Explosive
- 19. Heat
- 20. Bizarre: 1. Alien Tech, 2. Disintegrating, 3. Mind Control, 4. Poisonous, 5. Singularity, 6. Shrinking, 7. Sonic, 8. Paralyzing

## Step 5: Armor Tables

Starting heroes, roll once to determine your armor.

Material	Form
1. Rock	Light
2. Animal hide	Medium
3. Metal	Heavy
4. Exoskeleton	Small shield
5. Wood	Big shield
6. Loincloth or chainmail bikini	Helmet
7. Padded cloth	
8. Made of scrap	
9. Energy	
10. reroll	

## Step 6: When a hero has no hits left

- 1–2. Knocked Out
3. Fat Head, disadvantage on all tests for the next hour
4. Cracked Bones
5. Cracked Skull
6. Crippled
7. Brain Damage
8. Terrible Battle Scar
9. Limb Lost
10. Dead

## Step 7: Suggestions for conflict resolutions

Don't ever roll for actions that have consequences that are not interesting.

1. Player rolls 2d6 (+ bonuses if appropriate to the situation) vs. Referee's 2d6, higher roll gets their way. For swingier games, roll just one type of die against the same type of die.
2. Player rolls 2d6 vs. 7 (if the character has some kind of advantage/skill) or 9 (if the character does not have an advantage or appropriate skill). Meet or beat that number to be successful.
3. Player rolls 2d6 (+ bonuses if appropriate to the situation); 6 or lower means failure; 7–9 means mixed success; 10 or more means solid success.
4. Player rolls 1, 2 or 3d6 according to the character's skill. If the highest die is a 3 or less, the attempt fails and the situations might get worse; if it's a 4 or 5, it's a mixed success; if it's a 6, it's a success without trouble.
5. Player rolls a d20 and aims for high; referee determines if the number rolled is high enough or has consequences.
6. Use my Risus rules variant: <https://darkwormcolt.wordpress.com/2022/06/11/my-risus-rules/>
7. Play completely diceless.