

# Freebooters on the Frontier

**Freebooter:** from the Dutch *vrijbuitter* “plunderer, robber;” literally “free booty.”

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## INTRODUCTION

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This game is about exploring dangerous wilderness in search of treasure. The emphasis is on resource management, survival, and the acquisition of wealth.

It's intended for use with the *Dungeon World* rules, and makes use of concepts presented in *The Perilous Wilds*, a *Dungeon World* supplement. You will need both of these books in order to make sense of everything presented herein.

The characters in *Freebooters on the Frontier* are not the powerful heroes of *Dungeon World*. They are but some among many who have forsaken lives of medieval drudgery in order to pursue great fortune at the edge of the civilized world. They are generally regarded as fools, destined for early graves. Treasures glitter in the darkness, awaiting plunder—and that darkness is littered with the remains of many who have gone before.

The goal of *Freebooters* is to survive long enough to amass 10,000 silver pieces, enough to retire in comfort and see your exploits turned to legend, sung by bards from shore to shore throughout the realm.



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## KNOW THE RULES

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*Freebooters on the Frontier* plays pretty much like *Dungeon World*, but with a number of “house rules” and many custom moves in place. Overarching rules changes are covered in this section; character creation is explained in “Make a Freebooter” (p5); and numerous other changes are folded into the class playbooks, moves lists (starting on p14), and equipment list (p22).

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### THE JUDGE

In *Freebooters*, the GM is called the Judge. The Judge is considered the final authority on the game’s setting and mechanics, and will be called upon by specific moves to exercise that authority. It’s the Judge’s duty to be **clear**, **strict** and **fair**. Several moves, particularly Perceive and Establish (both on p14), may put the Judge in the position saying “No” to the players, or denying them certain options. Likewise, the magic system depends upon creative and consistent interpretation of a broad set of variables, a task in which the players may participate, but which ultimately falls to the Judge.

Note that the Judge’s role as arbiter is intended to encourage strict adherence to the fiction, but the fiction still emerges from the conversation among everyone at the table. In other words, Judge: be clear and be strict—but don’t be a dick.

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### THE PLAYERS

By the same token, players, realize that a Judge who is strict and fair gives the fiction integrity, which is essential when the survival of your character is on the line. Character death is a very real possibility. You should expect to die, while you do everything possible to survive long enough to retire. That’s what the game’s about.

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### CHARACTERS

Players have 4 playbooks to choose from: Fighter, Thief, Cleric, and Magic-User. Unlike *Dungeon World*, the PCs in *Freebooters on the Frontier* are not the only ones of their kind; they are uncommon folk in that they have chosen the high-risk career of treasure-hunting, but others on the Frontier share that line of work. *FotF* characters start out quite weak compared to their *DW* counterparts, but—if they live long enough—can grow into accomplished adventurers.

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### HIT DICE & HIT POINTS

Each class has its own hit die: d10 for Fighters, d8 for Clerics, d6 for Thieves, and d4 for Magic-Users. You roll your hit die once when you create your character to determine your starting hit points, adding your CON to the result (but never reducing the total below 1). Each time you reach a new even-numbered level (2, 4, etc.), you roll your hit die again, add your CON, and increase your maximum hit points by that amount. Note that the Burn Luck move (p15) allows you to increase the result of your hit die roll, even when you’re creating your character.

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### ABILITY SCORES

Ability scores are rolled instead of chosen (see “Making a Freebooter,” p5). Ability scores grant modifiers as in the core *Dungeon World* rules, but debilities are replaced by ability damage.

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### Ability damage

Certain moves, made by players or the Judge, may cause **ability damage**. When a given ability is damaged, it is temporarily reduced, and its modifier is adjusted accordingly. For instance, Domino the Thief has a Dexterity of 13 and a DEX of +1, but if she suffers 2 points of Dexterity damage her Dexterity is reduced to 11, and her DEX drops to +0.

## ABILITY DAMAGE DESCRIPTORS

Ability	Modifier		
	-1	-2	-3 (or worse)
<b>STR</b>	<i>weak</i>	<i>drained</i>	<i>immobilized</i>
<b>CON</b>	<i>tired/hungry</i>	<i>exhausted/sick</i>	<i>dying</i>
<b>DEX</b>	<i>clumsy</i>	<i>shaky</i>	<i>palsied</i>
<b>INT</b>	<i>stunned/confused</i>	<i>scattered</i>	<i>mindless</i>
<b>WIS</b>	<i>weak-willed</i>	<i>pliant</i>	<i>broken</i>
<b>CHA</b>	<i>off-putting/scarred</i>	<i>repellant/disfigured</i>	<i>repulsive</i>
<b>LUC</b>	<i>unlucky</i>	<i>cursed</i>	<i>doomed</i>

The Judge should consider inflicting ability damage when making the “deal damage” and “use up their resources” moves, or as a monster move. As a rule of thumb, 1 point ability score damage is minor, 1d4 is significant, 1d6 is serious, and 1d8 is major.

Taking ability damage is also called “burning” an ability, and when you incur permanent ability damage (reducing your maximum score in that ability), it’s called “perma-burning”.

The Ability Damage Descriptor table on this page gives some examples of how ability score damage might be described in terms of the fiction. Ability scores may never drop below 3.

### Healing ability damage

Lost ability points can be regained using the Make Camp and Recover moves (p18 and p20, respectively).

### DAMAGE DICE

Unlike *DW*, the damage a given character inflicts depends on the weapon they wield, not their class. See the Marketplace on page 22 for details.

### WEIGHT & LOAD

As in *DW*, the Load limit of PCs varies by class, but it has been lowered significantly across the board. The drawbacks of carrying too much weight are covered by the Shoulder Burden move (p14).

### MAGIC & DIVINE POWERS

The spells, blessings, and curses wielded by Magic-Users and Clerics are broadly defined, extremely powerful, highly volatile, and subject to interpretation. Ultimately, their effects are arbitrated by the Judge.

As a rule of thumb, keep in mind that when a spell or invocation goes wrong, its repercussions should be in proportion to the intended effect. If Magdalia the Magic-User casts Lafloo’s Devilish Fire in an attempt to light a candle and fails, the tip of her finger might be singed; if she uses the same spell to attempt to cause a foe to burst into flame and fails, she or an ally may burst into flame instead. See the Arcane Accident and Test of Faith tables in the Magic-user and Cleric playbooks, respectively, to get an idea of how things can go wrong.

### WEAPON & ARMOR LIMITATIONS

There are none. If you can carry it, you can use it. However, since Load is class-based, Fighters and Clerics are most capable of carrying big weapons and wearing heavy armor. And the interaction of magic and armor may have consequences that will only emerge in play, at the Judge’s whim.

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## BONDS

Traditional *Dungeon World* bonds don't play a part in *Freebooters*. This is in part because the life of a freebooter can be short, and coming up with new bonds for new characters on a regular basis would be tiresome. Rest assured that, thanks to alignment and traits, character relationships will form in the course of play—they just have no mechanical impact.

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## LEVELING UP

Each time you reach a new level, you regain 1 point of burned Luck. Then, if your new level is an even-numbered level (2, 4, etc.), you gain 1 ability score point of your choice, and add 1 roll of your hit die +CON to your maximum HP. Each time you reach a new odd-numbered level (3, 5, etc.), you choose 1 new move from your playbook. These changes are reflected in the new Level Up move (p15).

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## COINS

The standard coin of the realm is the **silver piece** (sp). 10 silver pieces are equal to 1 gold piece (gp). Wherever any reference to “coin” in the *Dungeon World* rules applies, 1 coin = 1 silver piece. Note that *Freebooters on the Frontier* has its own gear list (Marketplace, p22), with prices that differ from those in the *DW* rules.

Since the acquisition of treasure is the main goal in *Freebooters*, it's important to track each character's load. Valuable objects weigh as much as comparable items on the Marketplace list, but when it comes to sacks of cash, 100 coins (of any type) = 1 weight.

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## FOLLOWERS

The mechanics for followers are as described in *The Perilous Wilds*, the only exception being that followers inflict damage according to the weapons they wield, just like the PCs.

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## DURATION

*Duration* is a new tag for items, spells, and anything else that lasts for a limited time. Duration 1 is brief, duration 3 is relatively short, and duration 5 is long-lasting. When an item or spell with duration is used, make a countdown equal to the duration's value. Duration is a resource to be used up like any other, so it's up to the Judge to make moves that force mark off duration countdowns.

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## MULTICLASSING

Some classes have moves that allow characters to “multiclass” to another class, granting access to that class' abilities and moves. The first time you take such a move, you gain all of the **Starting Moves** of your new class. Thereafter, each time you level up, you may choose to gain a new level in your original class or in your new class. Your current level in each class is tracked independently

All level-based moves and effects are calculated according to the class to which they apply. For instance, Cuthbain is a level 3 Cleric and level 2 Fighter, but for purposes of calculating his maximum favor (a Cleric-specific variable), he counts only his 3 Cleric levels. Likewise, when he levels up from 2nd level Fighter to 3rd level Fighter, he must choose his new move from the Fighter playbook; and when he levels from 3rd level Cleric to 4th level Cleric, he must roll his Cleric hit die of d8 to gain hit points, instead of his d10 Fighter hit die.

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## MAKE A FREEBOOTER

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1. **Choose or roll a playbook.** Take a copy of the playbook of your choice, or roll for one:

1d12	Playbook
1-6	Fighter
7-9	Thief
10-11	Cleric
12	Magic-User

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2. **Roll your ability scores.** Roll 3d6 for each ability score, in order, and record the results. Then, you may swap any two scores.
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3. **Roll your heritage.** Roll 1d12 to mark a Heritage box in your playbook. Adjust your ability scores according to the instructions, and take note of your Heritage move.
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4. **Choose or roll a name.** Choose a name appropriate to your campaign setting, or roll one up on the Name Tables (pp6-7). If you're a Magic-User, you may choose to roll up a Wizard Name using the Spell Name table (p10).
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5. **Choose or roll your appearance.** Write down 2-3 noteworthy details —things that people notice when they look at your character. Or, if you feel like trusting the Fates, roll on the Appearance Table (p8).
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6. **Roll your hit points.** Roll your hit die once and add your CON to the result (minimum of 1). You may Burn Luck (p15) to increase this roll.
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7. **Roll your alignment.** Roll 1d12 to determine your alignment, mark the appropriate box, and note your alignment goal; pursuing this goal is one way to gain XP.
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8. **Roll your traits.** Traits are rolled using the Trait Table on page 9. The type and number of traits you have depend on your alignment:

Alignment	Virtues	Vices
Evil	0	3
Chaos	1	2
Neutral	1	1
Law	2	1
Good	3	0

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9. **Read your Starting Moves.** Familiarize yourself with the Starting Moves included in your playbook, and make any decisions called for by those moves.
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10. **Roll and purchase gear.** Referring to the “Gear” section of your playbook, note your starting gear and roll for any variable items as indicated. Then, you may spend any silver you have in hand on any additional equipment (see the Marketplace list on page 22).
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## ADVANCED FUNNEL WORLD

A character from the *DW* hack *Funnel World* is easy to adapt to *Freebooters on the Frontier*. When your *Funnel World* character reaches level 1, choose an appropriate *Freebooters* playbook and transfer all of your character's information onto it. Roll new HP, but use your old HP if your new total is lower. Choose an alignment if you haven't already done so, and choose traits from the Trait Table (p9) until you have the number of virtues and vices dictated by your alignment (see “8. Roll your traits,” above). If you have a Magic-User, keep the names of any spells already known instead of rolling new ones, but use the spellcasting rules of your new playbook when casting those spells. Discuss any other adaptations with your Judge.

## NAME TABLE · Human and Halfling

1d100	Human, Male	Human, Female	Halfling, Male	Halfling, Female
01-02	Athelan	Acca	Adaman	Adelle
03-04	Aldred	Alodia	Adelard	Agilward
05-06	Alger	Andessa	Adred	Alfreda
07-08	Archard	Anlis	Agilward	Amalinde
09-10	Astyrian	Ara	Arnest	Balba
11-12	Bowden	Ardith	Balbas	Bella
13-14	Brogan	Berroc	Barton	Beryl
15-16	Caden	Bernia	Bell	Bess
17-18	Cerdic	Bodica	Banco	Camelia
19-20	Devan	Brigantia	Bowman	Cordelia
21-22	Druce	Brimlid	Cal	Daisy
23-24	Dugal	Caro	Emmet	Demona
25-26	Edlyn	Cwen	Erling	Drogga
27-28	Ebis	Darel	Fastman	Elanor
29-30	Esward	Dawn	Foda	Ella
31-32	Firman	Diera	Freebern	Elsbeth
33-34	Framar	Dotor	Frid	Elsina
35-36	Fugol	Eda	God	Emerly
37-38	Garret	Elene	Hedred	Foda
39-40	Gidwin	Elga	Hagar	Gilda
41-42	Gord	Elswyth	Halbert	Gilly
43-44	Govannon	Elva	Hamfast	Hanna
45-46	Greme	Elvina	Hildred	Hilda
47-48	Grindan	Erlina	Huge	Hildred
49-50	Halwen	Esmar	Isen	Janna
51-52	Holt	Faradon	Jaco	Jilly
53-54	Iden	Freva	Jungo	Kat
55-56	Irbend	Gurlyng	Helm	Klare
57-58	Kendrik	Gloria	Konner	Lily
59-60	Leor	Hannilla	Lambert	Lobelia
61-62	Lufian	Hunnar	Leon	Lorna
63-64	Nyle	Juliana	Linus	Lucie
65-66	Odel	Kandara	Marko	Magda
67-68	Ord	Laralan	Matti	Marga
69-70	Orleg	Lorn	Mekel	Mari
71-72	Radan	Maida	Melchior	Marigold
73-74	Reged	Megdas	Lesser	Marka
75-76	Rowe	Mercia	Nenko	Marlyn
77-78	Scrydan	Mora	Nob	Mina
79-80	Seaver	Ogethas	Olo	Noba
81-82	Shepard	Ossia	Ortwin	Olga
83-84	Snell	Pallas	Otto	Otillia
85-86	Stedman	Rathet	Paladin	Pansy
87-88	Swift	Sibley	Pasco	Pervinca
89-90	Teon	Sunnivar	Quintus	Poppy
91-92	Tobrec	Tate	Sifro	Rose
93-94	Tredan	Udela	Ted	Rowan
95-96	Ware	Viradeca	Tolman	Salina
97-98	Warian	Wilona	Wilber	Tella
99-100	Wulf	Zora	Wiseman	Ulrica

## NAME TABLE · Dwarf and Elf

1d100	Dwarf, Male	Dwarf, Female	Elf, Male	Elf, Female
01-02	Bagan	Berin	Amánd	Amidë
03-04	Banar	Bibura	Amioril	Anadriedia
05-06	Belir	Bisil	Analad	Anarania
07-08	Besil	Dagna	Anin	Anebriwien
09-10	Boran	Delinia	Anumir	Anilmadith
11-12	Darin	Deris	Calithrambor	Beliniei
13-14	Dirin	Dira	Calóng	Calararith
15-16	Doibur	Disia	Calór	Cebridith
17-18	Doigan	Dorinda	Cebrin	Celénia
19-20	Fagan	Faran	Cóldor	Celil-Gathiel
21-22	Fignus	Fasina	Corfindil	Cidien
23-24	Firin	Fignis	Delithran	Eäróndra
25-26	Gesil	Foifur	Eliithranduil	Eärorfindra
27-28	Glagan	Foimli	Elverion	Eláthien
29-30	Glasil	Gerda	Eowóril	Eláviel
31-32	Glenus	Gestis	Galithrar	Eleniel
33-34	Goirin	Ginus	Galith	Elorfindra
35-36	Gosil	Glegna	Galdrëndil	Elváwien
37-38	Hanar	Glelia	Gasmir	Eoweclya
39-40	Heran	Glelis	Garang	Eowodia
41-42	Hoibur	Glemilia	Gil-Gang	Fóriþ
43-44	Hoili	Gloigas	Glundil	Gilmadith
45-46	Hoinar	Gloigna	Gorfilas	Gladrieclya
47-48	Holir	Glonara	Góriand	Glélindë
49-50	Homli	Hegna	Hal	Gorfinia
51-52	Kimli	Hignar	Harang	Hadrieviel
53-54	Koisin	Hoinis	Isil-Galith	Haniel
55-56	Lasin	Keris	Isilith	Hebriclya
57-58	Legan	Keris	Isónd	Legithralia
59-60	Loilir	Keris	Isorfildur	Lómithrania
61-62	Mirin	Keris	Legaraldur	Meclya
63-64	Moli	Kilina	Lómebrildur	Mélith
65-66	Nasil	Kolina	Mil-Gan	Módien
67-68	Nefur	Korana	Náldur	Paclya
69-70	Neli	Lifur	Nelith	Paradien
71-72	Nignar	Loilis	Niol	Pedith
73-74	Noifur	Loilina	Porfindel	Pil-Gandra
75-76	Ramli	Mamli	Ráldur	Pirith
77-78	Regnar	Milina	Silmandil	Porficlya
79-80	Safur	Moibur	Tand	Sithralindë
81-82	Sali	Moli	Taralad	Thrédith
83-84	Saran	Noris	Tararion	Thrimadith
85-86	Segnar	Nosi	Tëndil	Thritien
87-88	Serin	Rana	Téril	Throrfindra
89-90	Simli	Ribura	Tildur	Tilmaclya
91-92	Tasil	Sasilia	Tiniomir	Tilmawen
93-94	Teli	Soirina	Unálad	Tinilmania
95-96	Tisin	Soran	Unebrin	Uradriethiel
97-98	Toilin	Toigna	Unëndil	Urithrarith
99-100	Toinus	Tomlis	Uriong	Urorfiviel

## APPEARANCE TABLE

Roll 3 details. Keep all 3 or drop 1 of your choice. Descriptors of degree are relative to your heritage (i.e., "dark skin" is darker than the prevailing skin tone among people of your heritage and genetic makeup, whatever that may be).

1d100	Fighter	Thief	Cleric	Magic-User
01-02	big feet	broken nose	big feet	acid scars
03-04	big mouth	chin whiskers	blazing eyes	aged
05-06	big mustache	clean-shaven	bushy eyebrows	bald
07-08	notable nose	clear-eyed	circlet	black teeth
09-10	braided hair	crooked teeth	clean-shaven	booming voice
11-12	broken nose	curly hair	clear-eyed	burn scars
13-14	chiseled	dark skin	cleft chin	bushy eyebrows
15-16	clear-eyed	deep voice	crooked teeth	chin whiskers
17-18	cleft chin	disfigured	curly hair	crooked teeth
19-20	crooked teeth	disheveled	dandruff	curly hair
21-22	curly hair	gap-toothed	dark skin	dark skin
23-24	dark skin	gaunt	dirty	disfigured
25-26	deep voice	goatee	earrings	forked tongue
27-28	dirty	hirsute	gaunt	gaunt
29-30	earrings	hooded	goatee	glowing eyes
31-32	gap-toothed	limp	gray hair	gnarled hands
33-34	goatee	little mouth	heavy hand	goatee
35-36	headband	long fingers	heavyset	gray hair
37-38	high cheekbones	matted hair	high forehead	haggard
39-40	hirsute	missing eye	hirsute	hairless
41-42	lantern jaw	missing finger	hooded	headband
43-44	large ears	missing teeth	large hands	high cheekbones
45-46	large hands	narrowed eyes	long beard	high forehead
47-48	large head	notable frown	missing teeth	hooded
49-50	long-legged	notable gloves	miter	limp
51-52	matted hair	notable cap/hat	notable helmet	long beard
53-54	missing ear	notable nose	notable nose	long fingernails
55-56	missing eye	notable robe	notable garb	long hair
57-58	missing finger	pale skin	pale skin	mismatched eyes
59-60	missing teeth	pencil mustache	perfect posture	missing teeth
61-62	notable boots	perfect posture	perfumed	no eyebrows
63-64	notable helmet	pockmarked	piercing gaze	notable nose
65-66	perfect posture	pointy chin	pockmarked	notable robes
67-68	pockmarked	poor posture	rosy cheeks	oily skin
69-70	raspy voice	raspy voice	scarred	pale skin
71-72	rosy cheeks	ratty clothes	shaved head	pockmarked
73-74	sandals	red-rimmed eyes	shining eyes	pointy hat
75-76	scarred	scarred	smelly	poor posture
77-78	tattoos	shifty eyes	smiling	raspy voice
79-80	shaved head	small hands	square chin	scarred
81-82	smelly	smelly	square-shouldered	skeletal hands
83-84	smiling	squint	strange marks	skullcap
85-86	squint	stubble	stubble	smelly
87-88	steely gaze	tattoos	tattoos	strange marks
89-90	stubble	unsmiling	thundering voice	sunken eyes
91-92	tattoos	unwashed	tonsure	tattoos
93-94	unsmiling	well-groomed	unwashed	unwashed
95-96	well-scrubbed	whispery voice	warty	warty
97-98	youthful	widow's peak	well-scrubbed	white hair
99-100	roll on Thief	roll on Magic-User	roll on Fighter	widow's peak