

Perils & Princesses

A FAIRY TALE ADVENTURE RPG



QUICK START RULES

Virtue Tests

Roll **your stat or under** to succeed.
20 always fails. 1 always succeeds.

The Three Stats

RESOLVE: Ability to fight in the face of terror. Channeling your emotions into physical actions.

GRACE: Poise under pressure. Navigating social and natural hazards.

WITS: Mental toughness. Emotional will to tap into your inner magic.

Advantage: Roll two d20s and take the lower roll.

Disadvantage: Roll two d20s and take the higher roll.

Gift Dice (GD)

One d6 per level. Use when invoking special abilities or magic.

When using GD, choose how many to roll. More GD mean more power but a greater chance of a Mishap.

On a 1–2–3 GD return. On a 4–5–6 they're used up and return after a Rest. Doubles on GD: Roll on Mishap table.

[SUM] means the total on all GD rolled.
[DICE] means the amount of GD rolled.

Magic items have their own GD which are recharged in unique ways.

When a spell or ability has a range of [DICE]: 1=Nearby, 2=Stone's Throw and 3 or more=Over Yonder.

Heart Dice (HD)

One d4 per level with two uses.

1. Spend during a Picnic to regain HP.
2. Spend to modify a friend's failed roll by the amount rolled. Describe how you helped your friend at the last second.

Initiative

Test WITS. If successful, you act before the enemy. If failed, act after. Proceed in the same order every round. Rolling a 1 is critical, you may perform two Actions your first turn.

Fighting

On your turn you can:

1. **Move** somewhere Nearby.
2. Do one **Action**

You may also **React** once per round during anyone's turn. E.g. using a Gift ability or spending Heart Dice.

Attacking

Test RESOLVE for At Hand attacks.

Test GRACE for ranged attacks.

If you succeed, roll damage dice. Rolling a 1 is critical; roll two damage dice and add them.

Defending

Test GRACE to avoid enemy attacks.

Subtract Armor value from **total** damage. Rolling a 20 is **critical for the enemy**; ignore your Armor value when taking damage.

Antics

Grappling, tripping shoving or other **maneuvers** of your **invention** during **combat** are resolved with a Virtue test of **RESOLVE, GRACE, or WITS**.

Reactions

Once **per round** you can React when it's not **your** turn. This is when you can spend your Heart Dice to help a friend's Virtue test. Some special abilities allow you to do unique things during a Reaction.

Recovering

Picnic: Short break once per day. Spend Time and consume one **meal**. Spend Heart Dice to recover HP.

Rest: 8-hour break in a safe place. Consume one meal. Restores all HP, HD and GD.

Encumbrance

You may carry up to your **RESOLVE** stat before you become **Weary**. You cannot carry more than double your **RESOLVE**. Only items big enough that **they would** hurt if dropped on your toe count.

Bulky items count as two.

Consumable items like arrows, food and torches can be bundled as a single item.

Ailments

Ailments give you disadvantage on tests of a particular Virtue. The three Ailments are:

- **Weary** (RESOLVE)
- **Woozy** (GRACE)
- **Befuddled** (WITS)

Wrinkles

When the party Spends Time, the GM may roll to see if there's a Wrinkle (a complication, random encounter, or other setback). The dice rolled depends on how dangerous the location is.

Wrinkles occur when a 1 is rolled.

Safe Haven–None	Wild–d6
Unfamiliar–d8	Dangerous–d4

Distance

At Hand: Close enough to touch

Nearby: In the same room. Close enough to hear someone talk.

Stone's Throw: Close enough to throw something at.

Over Yonder: Visible, but in the distance.

Wounds

If you reach 0 HP, you cannot Act or Move until stabilized with healing or magic. Roll a d8 on the Wounded table below. Damage greater than double your **max HP** results in an immediate Trauma point.

1. **Just a Flesh Wound:** Hurt, but becoming battle-hardened. Once healed, your max HP increases by one.

2. **What Doesn't Kill You:** Weary for three days, after which your resolve increases by 1.

3. **Rattled:** Passed out but OK. Woozy until you have a Picnic or Rest.

4. **Scarred:** You have a gnarly visible scar. Makes for a good story. Might impress some people. Might scare others.

5. **Clonked:** You're disoriented after a hit to the head, loss of blood or shock. Befuddled until you Rest.

6. **Cracked:** You can barely walk and are in pain. Weary and Woozy until you find a safe haven to spend the night in.

7. **Lingering Injury:** Impairment that ends after three weeks or magical restoration. Specifics at GM's discretion. Once healed, add d4 to your max HP.

8. **Traumatized:** Mark one point of Trauma.

Trauma

1. Can't use GD for 24 hours

2. Can't use GD for 24 hours, and terrified of the cause of your Trauma until you overcome your fear.

3. It's all over. Potential outcomes: retirement, magical slumber, capture tragic death or other end at the table's discretion.



Perils Princesses

A FAIRY TALE ADVENTURE RPG

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For more resources for this game visit perilsandprincesses.com

For more illustrations and design work visit outriderdesign.com

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Contents

Introduction..... 4

Core Principles 6

PART ONE: PRINCESSES

Creating Your Princess..... 9

Your Gift..... 12

Gift Pages..... 14

Your Stats..... 30

Your Personality 31

Your Talents..... 32

Your Stuff..... 34

PART TWO: PERILS

How to Play 41

Advancement..... 45

Adventure..... 46

Exploration..... 48

Fighting 50

Wounds..... 52

Trauma..... 53

Magic 54

Monsters 64

Curses..... 79

Strangers 80

Treasure..... 82

PART THREE: PLAYING

Example of Play..... 85

The Rosewood Crown 88

An Enchanted Realm 102

Further Reading 106

Acknowledgments..... 107

License..... 107





nce upon a time...

There was a Princess. Actually, a few Princesses. You have probably heard their stories. The Princesses who were locked away in towers or had evil step-parents. The ones who kissed frogs or tamed beasts or were secretly mermaids. You know. THOSE Princesses.

This game is about what happens to those Princesses when they find themselves in a whole new world with new perils lurking around every corner. A world of dragons and monsters and wizards and the Dark Scary Things that hide in the Dark Scary Places.

Luckily, they begin this adventure especially equipped to deal with the challenges that await. They have their resolve, their grace and their wits—the kind of inner strength that only Princesses possess.

Paired with a basket of goodies and a special Gift from their Fairy Godmothers, they sharpen their swords, light their torches, polish their glass slippers and set out together to delve into the darkest dungeons.

What is this?

Perils & Princesses is an adventure game played with paper and pencils, a few fancy dice, and your imagination. The rules are inspired by a long tradition of pen-and-paper role-playing games, reimagined to evoke a specific kind of humble adventure.

One person, the Game Master (GM), describes a situation and the other people, the players, take on the roles of adventuring Princesses and decide what they would do if they were on this adventure. Playing this game feels kind of like a conversation, as the GM answers the players' questions about the world, the players make choices about what to do, and the GM describes how the situation changes based on their actions.

When players face something risky or uncertain, like crossing a rapid river, or fighting an evil slug, or convincing the queen to give a favor, players roll dice to see if their plans succeed or fail and what consequences they might face. The players work as a team and use their unique Gifts and abilities to help them overcome these perils. Together, everyone at the table creates a world and watches an adventure unfold.



Core Principles

Gritty and Pretty

In this game, you will make a character inspired by Princess stories and fairy tales and find out what happens when they embark on an role-playing adventure. The exact setting of this game is up to you. There are loads of pre-written modules and settings for games that you can use, or you can invent your own. You are by no means limited to a strict fairy tale setting (although there's nothing wrong with evil witches and frog princes) What happens when your Princesses go to the Mythic Underworld, or the Vampire's Castle, or the Haunted Catacombs? Have fun and use your imagination.

Mundane is Magic

This game is built on a special kind of humble magic. A couple herbs, a bit of honey, or a length of rope could help you on your adventure. Players should be creative with the toolbox at their disposal and GMs should reward their creativity. Place importance on the trinkets you find along the way and keep track of food, torches and other essentials. It's all about the little things that make a big difference.

Rulings Over Rules

This game works best when you use common sense, imagination and collaboration. The rules are a toolkit to create your adventure, your game and your story, and you're not beholden to them if they simply don't work in a specific circumstance. Use your judgment and creativity to decide what happens on your adventure.

Multiple Solutions

Abilities in this game are open-ended, customizable and applicable to a wide variety of scenarios. GMs should present challenges with more than one single solution, reward cleverness, and be open to approaches not covered in the rules. Players should always seek to find creative uses for what's on their character sheet and remember to look beyond what they have written down. The world is open, and there's always another option.

Painting the Full Picture

Since the world exists primarily as information that the GM provides the players, it's the GMs responsibility to answer questions and inform the players of the stakes in any situation so that the players can interact with challenges in creative, interesting and fun ways. Players: stay curious and ask questions. GMs: Be open and honest with information that gives the players opportunities for creativity.

Failing Forward

If you're the GM, try to make the players' dice rolls interesting. Before you ask your players to roll, you should have an idea of what happens if they succeed, and what twist or consequence will happen should they fail their roll. If you can't think of interesting consequences, maybe their action isn't really risky and should succeed without needing to roll. Players, part of the game is coming up with solutions that don't even require the risk of a roll.

Playing the Role

If you are playing this game, you are role-playing. This game has loads of opportunities to come up with silly songs, interact with fantastic creatures and embody amazing Princesses. Some players love inventing voices, emotional play-acting and fully embodying their character. If that's not in your comfort zone, remember role-playing can be as simple as asking yourself, "What would I do if you were this person in this crazy situation?" Talk to your friends at the table—tell them your thoughts, ask for suggestions, then describe your course of action. Sometimes the best role-player isn't the one with the acting chops, it's the one who makes the most interesting decisions with their character in mind.

Telling a Story

There's lots of different ways to play and run a game like this. Some people love collaborative story telling and building a coherent narrative with a beginning, middle and end. Others prefer to create an open adventure full of puzzles and challenges where the players interact with the game. The stories then emerge as the players try and fail and succeed and change the world around them. The tools provided in this game work with both styles, allowing you to pick and choose if you have a story in mind, or roll randomly and allow the story to emerge. Sometimes when you randomly generate characters, items, and monsters, your imagination fills in the gaps, and the adventure that emerges is even more exciting than one you would have planned.



Part One Princesses

Creating Your Princess

In the world of this game, a Princess is a fairy tale adventurer that relies on emotional resolve and cleverness more than physical strength. Every Princess also has a Fairy Godmother who helps them unlock their inner magic. Princess is a gender-neutral term; your character can be any gender you choose.

Bilbo Baggins was Princess-like when he confronted Smaug with only word games (Gandalf was his Fairy Godmother). Luke Skywalker blew up the Death Star only when he trusted his feelings and listened to the spirit of his glowing blue mentor—sounds like a Princess. Of course Leia and Snow White and Moana were all Princesses. Your Princess might not even know they're a Princess at all! Some of the best Princess stories start out that way.

To create your character follow these steps on the following pages.

1. **GIFT:** Determine your Fairy Godmother and the Gift that sets you apart. This is your unique magical skill that will grow with your character. It's kind of like a "class" in traditional role-playing games.
2. **STATS:** Randomly roll your Virtue scores and your Heart Points (HP). These are the core of your character's inner strength.
3. **PERSONALITY and TALENTS:** Create a description of your Princess's wants, goals and hidden talents. These will help you play the role, make decisions and immerse yourself in the world.
4. **STUFF:** Determine what stuff you have—the equipment, clothing, money and weapons you begin your adventure with.

Read the following instructions and roll the appropriate dice. Record the results on your character sheet (there's one at the back of this book), and you'll have a fresh new Princess in a few minutes!

A NOTE ON DICE

When referring to different kinds of dice, this book uses a common shorthand using the letter "d" followed by the number of sides on the die—d20 is a twenty-sided die, d6 is a six-sided die, etc. For two or more dice, the number of dice is listed first. For instance, 2d4 means you should roll two four-sided dice.

My Name is Princess

or Prince, Lord, Lady, Master, Mistress, Sir, Dame, Madam, Goodman, Goodwife, Brother, Sister, Squire, Governor, Maid, Cotter, or Yeoman. You may also choose another honorific or forgo them altogether.

Roll d20 for each column or choose your own.

of

- | | | |
|-------------------------|----------------|-------------|
| 1. Adelaide or Elwin | 1. Golden | 1. Grove |
| 2. Matilda or Robin | 2. Cherry | 2. Palace |
| 3. Rosabella or Gabriel | 3. Jade | 3. Crossing |
| 4. Viola or Torin | 4. Silver | 4. Peak |
| 5. Sabrina or Wolfe | 5. Midnight | 5. Thicket |
| 6. Angelica or Jasper | 6. Starlight | 6. Cove |
| 7. Arabella or Clarence | 7. Glittering | 7. Wilds |
| 8. Serena or Quimby | 8. Splendid | 8. Spire |
| 9. Penelope or Ellis | 9. Snowy | 9. Castle |
| 10. Lilac or Ash | 10. Lonely | 10. Meadows |
| 11. Marigold or Quinn | 11. Little | 11. Orchard |
| 12. Daisy or Aster | 12. Misty | 12. Acres |
| 13. Flora or Hart | 13. Whispering | 13. Hill |
| 14. Harmony or Sunny | 14. Mossy | 14. Hollow |
| 15. Winifred or Lark | 15. Crescent | 15. Gate |
| 16. Laticia or Fig | 16. Gentle | 16. Ridge |
| 17. Fern or Kit | 17. Amethyst | 17. Corner |
| 18. Wisteria or Harlow | 18. Hazel | 18. Summit |
| 19. Sage or Grey | 19. Daydream | 19. Falls |
| 20. Thistle or Revel | 20. Hidden | 20. Springs |

airy Godmother

Your Fairy Godmother is your patron, spiritual guide and guardian. She is the source of your Gift and helps you grow and develop your powers. She is your intermediary between this world and the realm of magic. She brings your wishes to the stars on your behalf.



My Fairy Godmother is (roll d8 or choose)

1. An odd OLD WOMAN with a twinkle of mischief in her eye.
2. A noble FAIRY QUEEN, striking and hauntingly beautiful.
3. A SHAPE CHANGER who appears and disappears without a trace.
4. Pure silvery MIST. They speak in riddles on the wind.
5. A beloved ANCESTOR, appearing to you through visions in your dreams.
6. A mystical CRONE, the keeper of profound secrets.
7. An avatar of THE MOON who roams the night and glitters with stardust.
8. A SPIRIT OF THE FOREST. Her face is the leaves and her voice the river.



your ift

Your Gift gives you unique abilities that grow in strength and breadth as you gain experience and confidence. Refer to the corresponding Gift pages to see specific abilities.

As part of your Gift, you get;

- **Unique items** (and how many inventory spaces they take up in parentheses)
- **Talents** associated with your Gift
- **Innate abilities** you can use at any time
- **Special abilities** you invoke by spending Gift Dice ([see page 42](#) for more on how Gift Dice work)

Gift abilities are open-ended, quirky, whimsical and unpredictable. As you play this game, think of creative uses for your Gifts. GMs are encouraged to reward clever ideas from the players.

To Roll or To Choose

Stats must be randomly rolled, but work with your group and GM to decide if your characters' other elements will be random, by choice or some combination. Randomly rolling can defeat analysis paralysis and make a unique, fun character that you might not have created on your own.



1. You have a **WILD HEART**. Because of your animalistic nature, you can call upon woodland creatures and summon them to your aid. Sometimes you wonder if, deep down, you're more animal than human.

2. You have an **ENCHANTING VOICE**. You enrapture those who can hear you, beckoning them closer in awe, lulling them into a peaceful state, or inspiring them to join in. When you really unleash your voice, you feel like it echoes beyond the earthly realm.

3. You have **SPRITELY AGILITY**. You are fleet-footed, naturally acrobatic, and move nimbly and stealthily. You can leap, dance and run like none other. Sometimes when you dance you feel mysterious ancient magic start to flow through you.

4. You have an **ELEMENTAL CONNECTION** with nature. A particular element is a friend of yours; it will come to your aid and bend to your imagination. This power is strong and deep and sometimes hard to control.

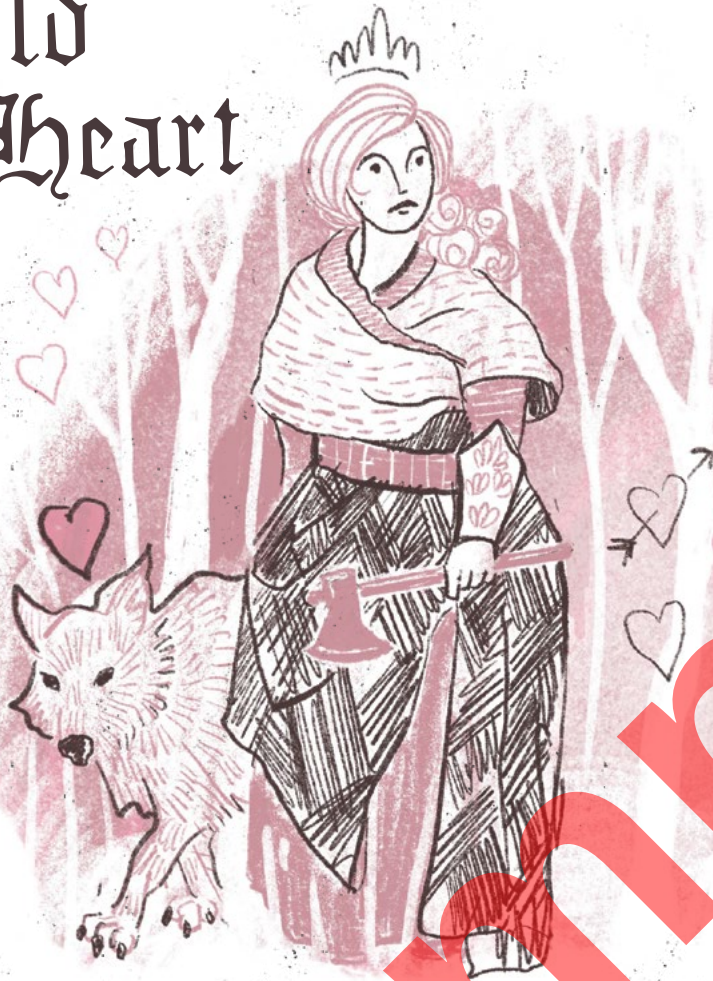
5. You know **KITCHEN MAGIC** from spending your youth foraging and cooking. You have intimate knowledge of magical flora and can make herbal concoctions, not to mention a mean huckleberry pie. The treats you bake have a reputation for being more than what they seem.

6. You have a **HEALING TOUCH**. You can restore others with your hands, your hair and your tears. You've never been sick and being around you makes others just feel better in a way they can't explain.

7. You've kindled a **POWERFUL FRIENDSHIP** with a devoted animal familiar who stays by your side to offer you aid, advice and company. When it comes to your friends, you feel like you could do anything to protect them.

8. You have a **SAGE INTELLECT** and are a fountain of historical knowledge, ancient folklore and practical know-how. Your nose has always been buried in a book, because you feel like something special is in store for you if you can keep unlocking life's mysteries.

Wild Heart



ITEMS: Trusty hatchet (1); Fishing kit (1) with line, hooks, sinkers and lures

TALENTS: Hunting, Fishing, Wayfinding

Innate Abilities

Whisperer: You can speak with animals and intuit their feelings.

Natural Climber: You have advantage on any Virtue tests involving climbing or tricky terrain.

Special Abilities

Gain one per level in order.

1. Give a Little Whistle

You can summon friendly local animals and summon to your aid by whistling a distinct tune. [SUM] small animals (squirrels, rats, frogs) or [DICE] large beasts (deer, mountain lions, alligators) will help you with a single task to the best of their ability. The specific type of animal that shows up depends on your location and surroundings.

2. Roar

You let out a bestial roar. [SUM] creatures that can hear you SAVE or become terrified for [DICE] rounds.

3. Sniff

You can smell even the faintest trace of scents Nearby. If it's a familiar scent you recognize the specific individual and how long ago they were present, up to [SUM] hours ago. If it's a new smell, you know broadly what kind of smell it is—even if it's a ghost or a fairy or something supernatural. Spending two GD increases the range to a Stone's Throw. Spending three lets you smell Over Yonder.

4. Wild Form

You transform into the form of an animal you've seen before for up to [DICE]x10 minutes. You have [SUM] HP while in this form. If you fall to 0 HP or below, you revert back to normal and are Wounded. Being an animal will usually give you a specific advantage. Big animals could be terrifying, predators could have an extra attack and tiny animals can hide easily. Turtles have shells, snakes are poisonous, beavers can gnaw wood, skunks can spray musk. Be creative, work with the GM and use common sense.

MISHAPS (doubles on Gift Dice)

1s—Smelled Something Distracting: Effect doesn't happen.

2s—Fleabitten: Take d4 damage.

3s—Lost Your Animal Edge: Gift Dice only return on a 1–2 until you Spend Time playing with and petting an animal. This includes the dice you just rolled.

4s—Animal Appetite: You become Weary until you eat three meals' worth of food.

5s—Animal Odor: You have disadvantage in social situations and automatically fail attempts at stealth until you take a bath with soap.

6s—Animal Appearance: You take on some kind of permanent mutation that makes you look like an animal. Furry ears, cat eyes, a tail, etc.

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.

Your Gift Dice return on a roll of 1–2–3. On a 4–5–6 they are used up until you Rest.

Enchanting Voice

ITEMS: Jar of honey with d4 uses; Worn and well-loved book of songs and poetry (1)

TALENTS: Music, Acting, Poetry



Innate Abilities

Mimic: You can mimic voices and sounds with uncanny accuracy.

Alluring: You gain advantage on Virtue tests to calm, de-escalate, soothe or delight a person or creature through song of verse. When you perform, strangers who overhear you have a tendency to approach after becoming captivated by your voice.

Special Abilities

Gain one per level in order.

1. Simple Songs

You sing a **Happy Working Song**, and anyone who hears it can modify a Virtue test roll up to [SUM]; or sing a **Lullaby** and Nearby creatures with HP less than or equal to [SUM] fall asleep. Doesn't affect creatures that can't hear you.

2. Shatter

You hit the perfect resonating high note. All creatures within a Stone's Throw (not you, but your friends if they aren't prepared) take [SUM] damage or half on a successful SAVE. Any glass, crystal or other brittle objects within this area crack and shatter. Doesn't affect creatures that can't hear you or objects that are covered with thick fabric or another dampening material.

3. Charming Songs

You sing a beautiful **Ballad** dedicated to a single creature; they regard you as a friend for [DICE] hours; or sing a huge **Showstopper** and [SUM] creatures SAVE or join in singing, dancing, playing instruments or otherwise frolicking for [SUM] rounds. If you or your friends harm or do something mean to an affected creature, the effect ends. Doesn't affect creatures that can't hear you.

4. I Want Song

Once in your life you can roll 4 Gift Dice to compose a deeply heartfelt song where you sing out your deepest desire. Your Fairy Godmother grants this wish for you. This could be something intangible, like the resolution to a conflict, removal of a Curse or Trauma, a special skill or magic ability or something else, with the GM's approval. If you want to use this ability an additional time, your Fairy Godmother may ask for you to earn it through a quest, favor, or some other proof of your worthiness.

MISHAPS (doubles on Gift Dice)

1s—Voice Cracked: Effect doesn't happen.

2s—Strained Voice: Take d4 damage.

3s—Uninspired: Gift Dice only return on a 1–2 until you Spend Time observing something beautiful. This includes the dice you just rolled.

4s—Headache: You become Woozy.

5s—Lost Voice: You can't speak or sing until you drink hot tea or honey.

6s—Earworm: Your song gets stuck in everyone's head. Everyone within earshot is Befuddled until they can clear their heads by shocking their system in some way, e.g. jumping in cold water, eating spicy food or drinking some potent liquor.

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.

Your Gift Dice return on a roll of 1–2–3. On a 4–5–6 they are used up until you Rest.

Spritely Agility

ITEMS: Grappling hook (1) with rope

TALENTS:
Athletics, Dancing,
Horseback Riding



Innate Abilities

Evasive: You're skilled at dodging attacks. When unarmored, you treat your Armor value as 1. At level 4, treat your Armor value as 2 as long as you have no armor on.

Catlike: You have advantage on Virtue tests that involve acrobatics, climbing or stealth. You can leap twice as far as most people.

Special Abilities

Gain one per level in order

1. Nimble

Modify a Virtue test by [SUM] to escape a restraint or trap OR to attempt combat Antics like shoving, grappling, tripping or acrobatics.

2. Pirouette

On your turn, in addition to your Action, you can attempt an additional attack in the form of a spinning kick or acrobatic maneuver of your invention. Test GRACE to hit. If you do, the attack deals [SUM] damage.

3. Frolic

Subtract up to [SUM] damage from a single source as you swerve, leap, prance or spin out of the way at the last moment.

4. The Magic Dance

Roll 4 Gift Dice. You and your friends Spend Time passionately dancing and feasting under moonlight. Requires a large bonfire, fresh food and tasty drinks. When you next Rest, your Fairy Godmother visits you in a dream and offers you a boon. She won't cause anyone harm, remove Trauma or grant magic powers. She might:

- Cast a protective or helpful magic spell
- End a Curse or cure an injury
- Deliver a message
- Repair or renew an item
- Leave you the physical gift of a mundane item you really need
- Give you an answer to an important question

MISHAPS (doubles on Gift Dice)

1s—Cramped Up: Effect doesn't happen.

2s—Tweaked Your Hamstring: Take d4 damage.

3s—Overworked: Gift Dice only return on a 1–2 until you stop and Spend Time smelling the flowers. This includes the dice you just rolled.

4s—Sore Joints: You become Weary until you Spend Time soaking in warm water.

5s—Dizzy: You're Woozy until you Spend Time regaining composure and you fall prone if you take any hits in combat. Chewing on peppermint cures this effect.

6s—Accident: You fall and hurt yourself. Roll on the Wounded table.

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.

Your Gift Dice return on a roll of 1–2–3. On a 4–5–6 they are used up until you Rest.

Elemental Connection

Choose an element that you have a deep relationship with. It could be the classical Fire, Earth, Air or Water, or more whimsical like candy, books or flowers.

ITEMS: Symbol of your element, could be a necklace, crown, ring or other amulet;
Ornate dagger (1) (d6)
decorated with themes relating to your element.

TALENTS:
Alchemy, Astronomy,
one talent of
your choice that
relates to your
chosen element
e.g. Sailing for water,
Blacksmithing for fire, etc.



Innate Abilities

Resistance: Any damage or malady caused to you by your chosen element is reduced by half. At level 4, you become completely immune to this type of damage.

Affinity: You can speak to your element. Elements may communicate via pantomime, spelled messages and symbols or feelings and intuition. The larger and older the element, the more information it can convey; An old volcano will have much more to say than a candle flame, the ocean more than a puddle, etc.

Special Abilities

Gain one per level in order.

1. Shape

You can manipulate an amount of your element that fits within [DICE]x5 cubic feet and form it into specific shapes. This element must be within a range of [DICE] and can be moved anywhere within this range, provided it isn't obstructed.

2. Blast

Fire a 5-foot wide elemental blast in a straight line anywhere within a Stone's Throw. Anyone in its path takes [SUM] damage or half on a successful SAVE.

3. Storm

You call a violent elemental barrage to rain down in a location you can see. [SUM] creatures within a Stone's Throw of each other take [SUM] damage or half on a successful SAVE.

4. Summon

You can summon a small elemental being with [SUM] HP. They are friendly to you and follow your directions. They are amorphous, immune to damage from the element they are made of, and all their Virtues are equal to your WITS score. They dissolve after [DICE] hours or if they are reduced to 0HP. They can attack within a Stone's Throw for d6 damage.

MISHAPS (doubles on Gift Dice)

1s—Sputter: Effect doesn't happen.

2s—Backfire: Take d4 damage.

3s—Exhausted: Gift Dice only return on a 1-2 until you Spend Time connecting with your element. This includes the dice you just rolled.

4s—Elemental Mutation: Something about your appearance changes forever as the elements take hold. You might have a constant odor of smoke, or your skin becomes blue like the ocean.

5s—Explosion: You accidentally set off an uncontrolled explosion centered around you. You and everything Nearby must succeed a GRACE test or take [SUM] damage.

6s—Elemental Heart: Your very essence is becoming more elemental than human and the transition is painful. Roll on the Wounded table (page 52).

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.
Your Gift Dice return on a roll of 1-2-3. On a 4-5-6 they are used up until you Rest.

Kitchen Magic

ITEMS:

Mess kit (1) with tin cups and plates, a few staple ingredients, tools, jars and anything you'd need to prepare goodies and concoctions; Cooking knife (1) (d4 damage)

TALENTS:

Cooking, Baking, Foraging



innate abilities

Forager: You can find fresh food in most terrain, and you know how to identify magical plants. Once per day, you can Spend Time scrounging for ingredients to replace a spent Gift Die.

Tea: You always have the herbs for making tea in a pocket somewhere. This doesn't take any inventory space. When you Spend Time and brew a cup you can read the leaves to divine the answer to a single yes-or-no question.

special abilities

Gain one per level in order.

1. Goodies

You have up to [DICE] goodies tucked away that cast a spell when consumed (see pages 56–57). The spell cast depends on the number rolled. If you roll multiple Gift Dice for a single goodie, you may choose any one of the rolled spells. You may roll for Goodies in advance to determine what effect they will have, but they lose potency after you Rest.

1–Glitter Spray 2–Slip & Slide 3–Animate 4–Bubble 5–Magic Dart 6–Restoration

2. Concoctions

You know the recipes for three concoctions and you have them on hand just when you need them. These can be ingested or thrown as an Attack.

Tonic: Ends an Ailment or cures an injury. [DICE] uses.

Vitriol: Does [SUM] damage when splashed. Then [DICE] damage each round until washed off. Instantly corrodes metal.

Anodyne: Creature falls peacefully asleep with no nightmares. [DICE] uses.

3. Eat Me, Drink Me

You learn two more concoctions: a small cake and a sweet liquor. Eating the cake makes you double in height for [SUM] rounds; your max HP and damage double for the duration as well. The liquor makes you shrink to the size of a mouse for [SUM] minutes.

4. Porridge

You devise a signature porridge recipe with a magical effect of your choice. This uses Gift Dice like a concoction. You can choose a spell from the spells page or work with the GM to invent your own effect.

MISHAPS (doubles on Gift Dice)

1s–Dud: Effect doesn't happen.

2s–Explosive Brew: You and anyone Nearby take d4 damage.

3s–Fumes: Herbal fumes get to you. Gift Dice only return on a 1–2 until you Spend Time cooking and eating some fresh food.

4s–Accidental Curse: You suffer a random Curse indefinitely (see page 78). You can test your RESOLVE each morning to end this effect.

5s–Unstable Concoction: A random spell happens instead of your intended effect (see pages 56–57).

6s–Overcooked: A powerful surge of magic overwhelms you. Roll on the Wounded table (page 52).

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.

Your Gift Dice return on a roll of 1–2–3. On a 4–5–6 they are used up until you Rest.

Healing Touch



ITEMS:

Healer's kit (1) including a roll of bandages, vials, salves and splints;
Sewing kit (1) with needles, scissors threads ribbon and buttons; Bar of soap

TALENTS:

Healing, Sewing, Animal Husbandry, Herbalism

innate abilities

Lifeblood: You're immune to illness, infection, and poison. However, you're extra tasty to monsters, vampires and anything carnivorous.

Big Heart: You start with an extra Heart Die. You can also spend your Heart Dice to heal your friends when you stop for a Picnic.

Special Abilities

Gain one per level in order.

1. Magic Touch

Your very touch offers restorative, healing and calming powers. You're able to:

Touch: Make contact with a creature to restore [SUM] HP.

Smooch: Tenderly kiss a hostile creature. If they have [SUM] HP or less they are overcome with tenderness and lose their will to fight. This effect ends after [DICE] x10 minutes or if you or your friends harm the smooched creature.

2. Tears

Spend Time empathizing with someone until you cry [DICE] enchanted tears. Each tear can cure an Ailment, injury or poison. Extra tears can be saved in bottles but their effectiveness fades after you Rest.

3. Lock of Hair

You cut a lock of your hair and create a talisman. If a creature is carrying one of these, they gain [SUM] temporary HP added on top of their normal HP. They can only benefit from one of these at a time, and the talisman's power fades after you Rest.

4. True Love's Kiss

You can roll four Gift Dice and bestow someone with true love's kiss. This kiss can remove one Trauma, awaken them from magical slumber, transform them back from being a frog or end another similar deadly Curse, injury or sickness. This ability only works a single time on any individual.

MISHAPS (doubles on Gift Dice)

1s—Drained: Effect doesn't happen.

2s—Gave Too Much: Take d4 damage.

3s—Burned Out: Gift Dice only return on a 1-2 until you Spend Time brushing your hair, bathing in clean water or doing something nice for yourself. This includes the dice you just rolled.

4s—Spent: You become Weary until you eat something sweet and tasty.

5s—Overflowed: Every creature Nearby heals d6 HP. Every plant around you blooms and grows instantly.

6s—Enervated: Sharing your life's essence is starting to take its toll. Roll on the Wounded table (page 52).

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.

Your Gift Dice return on a roll of 1-2-3. On a 4-5-6 they are used up until you Rest.

Powerful Friendship



ITEMS: Oak shield (2);
Set of dice

TALENTS: Healing,
Carousing, Gardening

innate abilities

Fast Friends: You're naturally friendly and likable. You have advantage on any Virtue tests to make friends, negotiate truces, ask for favors or other friendly endeavors.

Burden: You can Spend Time in conversation with someone to remove a Curse, Trauma, Ailment or injury from them and take it on yourself.

special abilities Gain one per level in order

1. Sidekick

Your powers of friendship have given you a special bond with a small animal of your choice. They have 1 HP, but are wily and have advantage on GRACE rolls to avoid being hit. Use your Virtues as their stats. Wounded sidekicks automatically mark one point of Trauma. Should you lose them, you can recruit a new sidekick if you find a suitable animal friend. Your sidekick will help you out the best they can in any situation. In addition, they can use your Gift Dice to either:

Aid: Modify you or your friend's Virtue tests up to [SUM]. They have to reasonably be able to help in the situation at hand and decide they are helping before the roll.

Fight: They test RESOLVE. If successful, deal [SUM] damage.

2. Defend

You can React in combat at the last second to prevent up to [SUM] damage to a friend Nearby from a physical attack. You must have something in hand to block the attack, or you take the damage instead.

3. Circle of Protection

Draw a circle of up to 20 feet in diameter on the ground with salt, chalk or a similar material. Name a specific person or a category of creatures, for instance, "Lord Godfrey" or "the undead." This person or type of creature cannot pass in or out of the circle for [SUM] hours.

4. Protective Rage

If a friend of yours is in direct danger, you can go into a protective rage for [SUM] rounds. While in this state, you:

- Have advantage on attacks against the threatening creature
- Have advantage on Virtue tests to directly help the friend in danger.
- Add [DICE] to your Armor value.
- Add [DICE] damage to your attacks.

MISHAPS (doubles on Gift Dice)

1s—Oops: Effect doesn't happen.

2s—Ouch: Take d4 damage.

3s—Lonely: Gift Dice only return on a 1–2 until you make a new friend. This includes the dice you just rolled.

4s—Stressed Out: You become Weary until you Spend Time in calm leisure.

5s—Socially Exhausted: You become Woozy until you Spend Time alone.

6s—Betrayed: You were too trusting in the past, and a frenemy you once knew has taken advantage of you. The GM will introduce this character in the near future to inflict a Curse, Wound or other setback.

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.

Your Gift Dice return on a roll of 1–2–3. On a 4–5–6 they are used up until you Rest.

Sage Intellect



ITEMS:

Magnifying lens; Writing kit (1) with a pen, ink and a pocket journal; Rare book on the subject of your choice (1)

TALENTS:

Calligraphy, Linguistics, History, Folklore

Innate Abilities

Astute: You have advantage on Virtue tests to appraise and identify unknown objects, quickly parse out information in written or illustrated works, and search for clues. You're also really good at chess.

Advisor: You can give sage advice or recount an inspiring quote to one of your friends; in combat, this counts as an Action. The next time they use their Gift Dice, they may spend any of yours as if they were their own. A maximum of four Gift Dice can be rolled at a time for an ability.

Special Abilities

1. Bookworm

Gain one per level in order

You recall a specific bit of information that you've read about in the past. As long as it's anything you could have plausibly read in a book at some point, the GM should provide you with the information you need and presume this is something you can act on. The depth of information depends on the number of [DICE] you spend:

1. Recall a bit of history, lore or natural fact 2. Remember something highly specific to the task at hand 3. Perform a task that requires an esoteric skill 4. Recite something arcane or powerfully magical.

2. Tactician

You spot a momentary weakness in an enemy. Describe how you're going to cleverly exploit it with your attack and modify your attack roll up to [SUM]. If you hit, add [DICE] to your damage. Alternatively, you can React to yell out instructions to a friend, who can modify their attack and damage rolls as above.

3. Insightful

You can quickly glean some hidden information about a person or creature Nearby. While fighting, this counts as a Reaction. The depth of information depends on the number of [DICE] you spend: 1. Their HP, SAVE, Armor and attacks 2. Vulnerabilities, resistances, and hidden items on their person 3. Spells known, special abilities and Curses 4. A personal secret, hidden motive, or plan of action.

4. Invention

You can Spend Time and roll 4 Gift Dice to create a wondrous helpful invention. It could be a mechanical tool like a grappling gun, hang glider, complex trap or clockwork automaton. Alternatively, you can make a device that has the same effect as a magic spell (see pages 56-57). This device uses your GD to operate. You can only create and maintain a single invention at a time. They're finicky, need constant tweaking and only you can use them. If you want to create a new one, you must first disassemble the old one.

MISHAPS (doubles on Gift Dice)

1s—Spaced Out: Effect doesn't happen.

2s—Overthought: Take d4 damage.

3s—Brain Drained: GD only return on a 1-2 until you Spend Time reading. This includes the dice you just rolled.

4s—Puzzled: You become Befuddled until you Spend Time doing something silly.

5s—Manic: You just have so many good ideas. You become Woozy until you Spend Time writing them all down in your journal.

6s—Hidden Knowledge: Some forgotten lore you've discovered in the past has come to fruition. You suffer a random Curse (see page 79) due to an incantation you really shouldn't have read aloud.

[DICE] = However many Gift Dice you decide to roll. [SUM] = The total rolled on your Gift Dice.

Your Gift Dice return on a roll of 1-2-3. On a 4-5-6 they are used up until you Rest.

STATS

Base Stats

For your hero, it's what's on the inside that counts. Three main Virtues form the basis for your character's skills. The higher they are, the greater the chance you have of succeeding at a given challenge when you're asked to roll.

Roll 4d4 for each Virtue in order. You may then choose to re-roll a single stat, or swap values for two stats.

RESOLVE

Courage in the face of terror. Channeling your emotions into physical actions. Being brave and enduring pain. Using a sword.

E.g. Attacking a threatening monster. Breaking down a locked door. Holding tight to a falling friend. Fighting the effects of poison.

GRACE

Poise under pressure. Moving deftly and dexterously. Carefully navigating hazards both social and natural. Aiming a bow and arrow.

E.g. Dodging an attack. Accurately shooting a bow. Leaping across a rushing river. Calming a hostile creature. Singing a song. Negotiating a truce.

WITS

Mental toughness. Being resourceful with your knowledge of the world. Having the emotional willpower to tap into your inner magic. Reacting quickly to danger.

E.g. Finding the correct herbs to make a potion. Navigating the wilderness. Performing first aid. Learning a new language. Acting before your foes.

Heart Points (HP)

To determine your starting HP, roll d4+4. HP represent the combination of luck and tenacity that you use to avoid getting gravely hurt. HP are what keep you upright and fighting through pain and peril.

In the game world, losing HP could mean anything from losing your balance to a superficial bruise to getting the wind knocked out of you to having your will to fight sapped by a malicious spirit. Reaching 0 HP represents a Wound that has dire effects and potential Trauma.

Your maximum HP go up by d4 when you gain a level, and lost HP can be restored by Picnics, Resting, first aid or magic.

your Personality

(Roll 3d6)

At first glance people notice my...

1. Wildly beautiful messy hair
2. Endearing mischievous smile
3. Deeply kind, enchanting eyes
4. Unconventional beauty
5. Elegant, regal demeanor
6. Playful sense of whimsy

Those close to me think I'm...

1. Strong-willed and courageous
2. Loving and loyal
3. Wild and fierce
4. Savvy and diplomatic
5. Brilliant and quick-witted
6. Wise beyond my years

Secretly Deep Down I...

1. Fear I'm not good enough
2. Bottle up all my rage
3. Am terribly superstitious
4. Want all the gossip I can get
5. Am painfully shy
6. Love indulging in vices

(Roll d20)

What really motivates me is...

1. Helping others
2. Gaining respect
3. Amassing knowledge
4. Satisfying my wanderlust
5. Seeking perfection
6. Fulfilling my destiny
7. Finding love
8. Protecting my friends
9. Proving my worth
10. Sharpening my skills
11. Enacting justice
12. Earning a hero's glory
13. Getting revenge
14. Discovering truth
15. Instilling peace
16. Stamping out evil
17. Making friends
18. Creating beauty
19. Building a following
20. Obeying my duty

your Talents

represent specific areas of expertise and experience that give you an edge. Talents allow you to succeed automatically or roll with advantage when others would need to test their Virtues. They also allow you to test your Virtues in situations where it would be impossible for others without your know-how.

E.g. Harmony has the Linguistics Talent. She sees some text from a neighboring kingdom and the GM rules she can read the text without testing. Later, she finds an ancient book with an unknown ancient script. The GM asks her to test her WITS to see if she can quickly decipher it. Her WITS are 12 and she rolls a 16. She cannot make out the letters right now, but the GM rules that given her Talent, if she Spends Time she'll be able to figure out the gist of it.

As well as the Talents associated with your Gift, roll on the Talent Table for an additional hidden Talent.

Talent Table

Roll d20 then choose.

1. Cooking or Sewing
2. Parlor Games or Masonry
3. Foraging or Fiber Arts
4. Wayfinding or Sailing
5. Theatre or Herbalism
6. Blacksmithing or Fishing
7. Winemaking or Fine Art
8. Carpentry or Brewing
9. Hunting or Merchantry
10. Athletics or Lock Picking
11. Brewing or Courtly Etiquette
12. Leatherwork or Armory
13. Music or Candle Making
14. Linguistics or Cartography
15. Calligraphy or Baking
16. Folklore or Animal Husbandry
17. Dancing or Gardening
18. Fortune-Telling or Falconry
19. Astronomy or Horseback Riding
20. History or Healing

Your Stuff



Encumbrance

What you choose to bring on your journey is important. Your RESOLVE stat determines how many items you can carry. Traveling while carrying more items than your RESOLVE stat makes you **Weary**. You cannot carry more items than double your RESOLVE.

Only items of significant weight or size count toward this total; money doesn't count, nor do tiny items or the clothes on your back. As a general rule, if you could drop an item on your toe and it would hurt, then it probably counts. If it's a "kit" of multiple items or a soft but large item like a bedroll it counts, too. Consumables like torches, food and arrows can be bundled together and count as one item. If an item doesn't easily fit in your pack, or is very heavy it's considered Bulky and counts as two.

In the following lists, items that count toward your carrying total are marked with a (1) and Bulky items are marked with a (2). You can mark the circles on your character sheet to track how much you're carrying.



Starting Equipment

Everyone packs the unique items listed on their Gift Page plus a few basic items to help on their adventure:

- 3d6 silver pieces
- 4 torches (1)
- 6 meals of trail food (1)
- A bedroll for sleeping (1)
- A tinderbox for starting fires
- A big purse or knapsack

Roll on the following tables to determine the rest of your gear

I'm dressed like... (d6)



1. **AN URCHIN**
Patchwork cloak, scratchy clothes.



2. **A PEASANT**
Plain dress, apron, kerchief



3. **A PILGRIM**
Hooded cloak, leather boots



4. **A SOLDIER**
Stitched tunic, cape, leather gloves



5. **A NOMAD**
Patterned robes, beads and ribbons



6. **A NOBLE**
Embroidered garb, silk gloves

Armor & Shields

Armor comes in two classes: light and heavy. Light armor takes up one inventory space and reduces incoming damage by 1 point. Heavy armor is Bulky and takes up two inventory spaces. It reduces incoming damage by 2 points. Shields reduce incoming damage by 1 point if they are being properly wielded.

Roll d20 for your armor:

1-2:
HEAVY (2) and
a **SHIELD** (2)

3-5:
HEAVY (2)
Metal armor made
of interlocking
chains or connected
plates.

6-15:
LIGHT (1)
Stitched layers of
cloth reinforced
with leather or
heavy canvas.

16-20:
NO ARMOR
Just the clothes
on your back.

What's in my purse?

Being resourceful with the tools, trinkets and everyday objects you have with you is an important skill for the adventuring Princess. Specific rules aren't laid out for every possible object. Players are encouraged to think creatively about how these things might help them.

GMs are encouraged to embrace clever thinking on the part of the players and reinforce the importance of humble objects and open-ended problem solving.



Roll d20 on each column.

one

I always carry my...

1. Sewing kit (1)
2. Ornate spyglass (1)
3. Lantern & oil (2)
4. Jar of superb glue
5. Writing set (1)
6. Grappling hook (1)
7. Pocket knife and sheath
8. Healing kit (1)
9. Hammer and chisel (1)
10. Grandma's cure-all
11. Fishing kit (1)
12. Trapping net (1)
13. Pickaxe (1)
14. Set of lock picks (1)
15. Beeswax candles (1)
16. Simple shovel (1)
17. Iron pry bar (1)
18. Cooking kit (1)
19. Disguise kit (1)
20. Iron hunting trap (1)

two

Glad I remembered my...

1. Phial of perfume
2. Ruby red lip color
3. Scented talcum powder
4. Shell inlay hairbrush
5. Blue silk ribbon
6. Lavender soap
7. Satchel of herbal tea
8. Pouch of fiery peppers
9. Silver pocket mirror
10. Bundle of old maps
11. Brass jar of incense
12. Watercolor paint set
13. Leather-bound diary
14. Wood box of sea salt
15. Packet of chalk sticks
16. Brass bell
17. Box of rosewater candy
18. Insect-repelling salve
19. Canvas sack & tie
20. Wooden flute

three

How'd this get in here...

1. Handful of buttons
2. Well-loved teddy bear
3. Fortune-telling cards
4. Finely stitched underwear
5. Bear claw necklace
6. Bright red feather
7. Silver soup spoon
8. Pouch of glass marbles
9. Rusty old key
10. Dented thimble
11. Sad music box
12. Assorted stone runes
13. A pungent mushroom
14. Wooden toy horse
15. Foldable paper fan
16. Half jar of dark honey
17. Trusty corkscrew
18. Bone knitting needle
19. Iridescent seashell
20. Blue crystal fragment

Bonus Item: Roll d20 then Choose

- | | | | |
|------------------------------|------------------------------|------------------------------|--------------------------------|
| 1-2: | 3-7: | 8-15: | 16-20: |
| One item from
any column. | One item from
column one. | One item from
column two. | One item from
column three. |