

Medieval Mercenaries

Attributes and Advancement

Your mercenary has four attributes: **strength**, **dexterity**, **intelligence**, and **charisma**. You start with one attribute at **d8**, one at **d6**, and two at **d4**. After completing an adventure, you raise one attribute a die value, up to a maximum of **d12**.

Dice and Challenges

Roll your attribute against the difficulty set by the narrator, which scales from **d4** for easy to **d20** for complicated. If you tie, you achieve partial success or success with some drawback. Whenever you roll the maximum, you may trade the result to roll the next higher die. If you have advantage, roll twice and take the higher result; if you have disadvantage, roll twice and take the lower result. To help an ally, make the same roll; on an even number, add **+1**, but on a natural **1**, subtract **-1**. Advantages and disadvantages do not stack but they do cancel each other out.

Initiative and Actions

Each mercenary rolls **dexterity** or **intelligence** against the enemies; the highest roll determines which side goes first. Each mercenary and enemy gets one action per turn. You can move and make a melee attack as one action. Unless you are ambushed, rolling **charisma** before a battle gives your party advantage on its initiative rolls.

Weapons and Armor

Melee attacks use **strength**. Ranged attacks use **dexterity**. Two-handed weapons give advantage on causing wounds. Using two one-handed melee weapons gives advantage on attacking. Throwing weapons can hit close or near targets and only require one hand. Ranged weapons can hit close, near, and far targets, but have disadvantage against close targets. Unarmed attacks have disadvantage. A shield gives advantage on **dexterity** rolls made to avoid attacks, and can be used as one-handed weapons to bash, but lose their benefit during the next turn. Armor gives advantage on **strength** rolls to avoid wounds, but gives disadvantage on all **dexterity** rolls.

Wounds and Healing

When you get hit, roll **strength** against it to determine if you are wounded. Each wound causes an attribute of your choice to gain disadvantage. When all your attributes have disadvantage, you are unconscious. If your whole party is unconscious, they are defeated. After each battle, unconscious mercenaries wake up. You may avoid taking

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a wound by allowing a piece of equipment of your choice to become broken and nonfunctional. Once per scene, you can roll **intelligence** against **d6** to heal a wound, with disadvantage on healing yourself.

Ranges and Movement

There are three ranges: close, near, and far. You can move one range increment with an action. Cover gives advantage on **dexterity** rolls to avoid ranged attacks.

Enemies and Defenses

Enemies are ranked from **d4** to **d20** and can be minions or villains. Minions only take one wound to defeat, but villains require three and could also have special abilities, like giants causing two wounds with each hit, hydras making three attacks per turn, or dragons hitting all nearby targets. When an enemy attacks, you roll **dexterity** to avoid it. You can use **charisma** to taunt an enemy, forcing it to attack you until another mercenary attacks it, or misdirect it, preventing it from attacking you until you attack it. Whenever your team outnumbers all remaining minions or wounded villains, you may roll **charisma** to intimidate them into fleeing or surrendering.

Equipment and Treasure

You begin play with three pieces of equipment, including weapons, armor, shields, and kits. You may carry up to five pieces of equipment. Ranged and thrown weapons do not require ammunition. A kit gives advantage on attribute rolls for a non-combat purpose, such as a rope for using **strength** to climb, picks for using **dexterity** to open locks, bandages for using **intelligence** to heal wounds, or a mask for using **charisma** to intimidate foes. Your team begins play with a treasure value of **1**. Healing all your team's wounds while in a town or one healing potion that heals all a mercenary's wounds costs **1**, one-handed melee weapons, throwing weapons, shields, and kits cost **2**, two-handed melee weapons and ranged weapons cost **3**, and armor costs **4**. Broken equipment can be repaired in the field with an **intelligence** versus **d6** roll, or in a town at a cost of **1**.

Quests and Rewards

You advance and earn treasure by completing quests. While in a town, rolling **intelligence** against **d8** reveals some detail about the objective or final villain. Rolling **charisma** against **d8** increases the treasure payout by **1**. Each mercenary may attempt each of these rolls once per quest.