

A Thousand Thousand Islands player's guide - 5e

This is a guide to playing A Thousand Thousand Islands using the Fifth Edition rule-set.
Use the following tweaks at your discretion:



ABILITY SCORES

Roll 3d6 seven times. Assign six of these values to your **strength, dexterity, constitution, intelligence, wisdom, and charisma** scores, **in whatever order**.

None of your ability scores may ever be higher than 20.

CHARACTER OPTIONS

ATTI character classes combine background, race, and class options.

Note the general **absence** of ability score improvements, or extra attacks.

CALLING FOR SKILL CHECKS

Checks are called when you do something risky. Thorough care and **preparation** is always worthwhile, and **may remove the need for a check** at all.

Checks are **d20 + relevant ability modifier + proficiency bonus** (if you are skilled in the relevant area) + **character-specific bonuses** (if relevant).



WEAPONS

Attacking works like a skill check. It uses your **str mod** (for melee weapons) or **dex mod** (for ranged weapons).

Damage:

- ▶ Melee weapons: **d8 + str mod**. This includes **unarmed combat**, provided you are skilled in such arts.
- ▶ Ranged weapons: **d8 + dex mod**.
- ▶ Firearms may be fired as a ranged weapon **once per combat**, then used as a melee weapon.

Damage type depends on the weapon: a machete slashes, an arrow pierces, a flaming fist does fire damage.

ARMOUR

Your **AC** is 10 + **dex mod**, or 10 + **str mod** if you are wielding a **melee weapon you are skilled in**.

+1 **AC** if you use a **shield**.

People in ATTI rarely don armour. +1 **AC** if you wear **body armour**, but you have **disadvantage on all dex-related activities**.

HEALING

When you **rest after receiving damage**, you may bind your wounds. Roll your **HD once**. You **recover this many hitpoints**. If treated by **somebody skilled in medicine**, roll your **HD twice**.

It is likely that your injuries accumulate the more time you spend adventuring. Do you have other means of healing?

When you rest for a **week in safe lodgings**, recover **all hitpoints**.



SKILL TRAPPINGS

You begin with **gear and tools associated with any skills you have**. For example: snares and filtration powders, for survival; rope and grappling hooks, for acrobatics.

These **trappings should reflect the specific idiom of your skill**. Scented powders and scriptures of a particular temple, for religion; a dancer's make-up and bells, for performance.

They can **reflect past professions**. A stonemason's tools and measures, for athletics; a buffalo herder's crook and harnesses, for animal handling.

ENCUMBRANCE

This is less about weight and more about bulk; you only have so many limbs / slings / baskets. A typical person may carry, without issue:

- ▶ **Worn jewellery** and apparel;
- ▶ A **weapon**;
- ▶ A shield or **extra weapon**;
- ▶ **Trappings and tools for two skills**;
- ▶ **Two day's** worth of **food and drink**;
- ▶ A **night's** worth of **light**; and
- ▶ A **pouch** of **currency**.

Or a **single unit of trade goods**. For example: a merchant's urn of fish sauce; a basket of sunfruit.

Exceeding this load gives **disadvantage on all checks**.

CARGO

Your party will likely need additional transportation or storage.

- ▶ Porters are generally available.
- ▶ A **pack** or **riding animal** carries x2 a typical person.
- ▶ A **cart** carries x4 a typical person.
- ▶ A **fishing boat** carries x6 a typical person.



EARNING EXPERIENCE

You **advance a level** every **1000 experience points**.

You earn experience when your actions **directly bring significant, irrevocable change to a particular community**: a village, city district, monastery, etc.

Examples include:

- ▶ Defeating a monster preying on a village.
- ▶ Deposing the current town magistrate.
- ▶ Opening and maintaining a new road.
- ▶ Running and sustaining a trade concern.
- ▶ Slaughtering an entire neighbourhood.

For **every** community said action significantly affects, you receive **500 experience points**.

