

CREATE A HERO

1 Your hero starts with:

- ▶ 3 HEARTS ▶ Small pouch
- ▶ 3 ENERGY ▶ A sword
- ▶ 15 GEMS ▶ A special item

2 Roll or pick an item from the table.

3 Your hero has the following

ATTRIBUTE values: 3, 3, 2—you decide which ATTRIBUTE gets which value.

4 Determine what your hero looks like.

5 Give your hero a name.

6 Buy additional items if you want to.



1D Special Item

- 1 **Candle.** Lights up dark places, immolates objects.
- 2 **Bow.** Ranged weapon. Infinite arrows.
- 3 **Boomerang.** Can retrieve items from a distance. Stuns monsters for one ROUND.
- 4 **Magic cape.** Can turn wearer invisible—uses 1 ENERGY per ROUND.

1D Body Hair Clothes

- | | | | |
|---|-------|--------|--------|
| 1 | Lean | Brown | Blue |
| 2 | Burly | Red | Red |
| 3 | Small | Yellow | Green |
| 4 | Round | Black | Purple |

DD Name

- | | | | |
|----|-------|----|--------|
| 11 | Iros | 31 | Rhyss |
| 12 | Reglo | 32 | Eri |
| 13 | Eko | 33 | Nessa |
| 14 | Mila | 34 | Lomio |
| 21 | Kodu | 41 | Kinela |
| 22 | Onola | 42 | Jevo |
| 23 | Riya | 43 | Ethali |
| 24 | Alon | 44 | Rinu |

HERO AGENDA

- ▶ Explore Cerulea.
- ▶ Help its friendly inhabitants.
- ▶ Find dungeons and clear them from monsters.
- ▶ Fight the evil influence of the Shadow King.

Long ago, the three Divine Dragons created the mythical realm of Cerulea—a vast kingdom of green fields, blue lakes, deep forests, volcanic mountains, and hot deserts.

The world is locked in a perpetual cycle of conflict between good and evil—the Guardian and the Paragon bravely defend the world against the Shadow King and his army of monsters. All three have been reborn numerous times throughout history.

Now, the Shadow King has returned once more. But the Guardian and the Paragon are still nowhere to be seen... New heroes must come to Cerulea's aid!

HEROES OF CERULEA is a tabletop role-playing game about exploring dungeons, solving puzzles, and fighting monsters. You work together to experience an unpredictable story, while you're creating it—you're both the main characters and co-authors.

Rules are used to represent your hero's skills and the probability that their actions succeed. Dice rolls make the story more dynamic and interesting. The goal of the game is the experience—you can't really win or lose.

You Need

- ▶ 2–5 friends, including you—it's dangerous to go alone.
- ▶ About 3 hours to play.
- ▶ A prepared dungeon (Woodland Temple, for instance).
- ▶ Hero Sheets (one per player, excluding the MASTER). You can download them from the publisher's website.
- ▶ Pencils, a pen, and erasers.
- ▶ At least one four-sided dice—preferably five or more.

Writing & Art

Lucas Falk

Editing

Alf Peter Malmberg

Version

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Web

blackfiskpublishing.com



bläckfisk
PUBLISHING

Lucas Falk

HEROES OF CERULEA

Pixelated Dungeon Crawl RPG



RULES

Bläckfisk Publishing

BASICS

- ▶ **One of you acts as the MASTER.** You control and portray the game world—including its inhabitants. You describe environments and situations, as well as decide what happens following the heroes' actions (and the results of dice rolls).
- ▶ **The rest of you are players.** You each control and portray a hero in the game world. You act through your heroes—freely and spontaneously—by describing their actions and reactions.
- ▶ **Use the game's mechanics** only when failure could be both reasonable and interesting as an outcome.
- ▶ **The rules are a tool box.** You use them as a starting point, and improvise when the need arises.
- ▶ **You only play the situations you feel are relevant and interesting.** Otherwise, just skip the situation by summarizing it.

DICE

This game only uses four-sided dice. "D" means "die". 1D is one die, 2D is two dice, etcetera.

"DD" means you roll two dice—the first die represents the tens digit; the second represents the ones digit. For example: if you roll 3 and then 1, the result is 31.

ATTRIBUTES

Heroes have three ATTRIBUTES.

- ▶ **MIGHT** (push, attack, heave, wreck)
- ▶ **BRAVERY** (jump, defend, climb, resist)
- ▶ **INSIGHT** (discover, shoot, tinker, persuade)

OBSTACLES

Obstacles obstruct the heroes' actions in some way. It might be that the action requires agility, strength, or knowledge—or a monster trying to hinder an action. Obstacles have two stats as standard:

- ▶ **HARM** is the amount of damage the obstacle might cause the hero. Each HARM means one lost HEART. A monster can normally only attack one hero per ROUND—the other heroes then only risk losing 1 ENERGY when they attack that monster.
- ▶ **TOUGHNESS** is the complexity of the action, or the fortitude of the monster. Each successful action reduces TOUGHNESS by one step—when TOUGHNESS is reduced to 0, the hero overcomes the obstacle.

ACTIONS

Describe the action your hero wants to attempt.

Based on the action, pick the most appropriate ATTRIBUTE. Roll as many dice as your value in that ATTRIBUTE. The highest individual result counts:

- ▶ **1-2** = Failed action, with HARM or -1 ENERGY
- ▶ **3** = Successful action, with HARM or -1 ENERGY
- ▶ **4** = Successful action, with no consequence
- ▶ **Additional 4's** = Extra successful action

- ▶ If you have 0D or less, roll 2D and use the lowest result.
- ▶ When you DEFEND, a 3 is enough to avoid HARM.
- ▶ You can only ATTACK once per ROUND—but you can always DEFEND against incoming attacks.
- ▶ The circumstances can add or remove dice when making an ACTION ROLL—the MASTER has the final word. The maximum modifier is ±2D.
- ▶ **Pushing Yourself.** You can spend 1 ENERGY to get +1D for your ACTION ROLL.

Only players make action rolls. If a monster acts against you, a successful roll means your hero succeeds and the monster fails; a failed roll means your hero fails and the monster succeeds; a successful roll with HARM or -1 ENERGY means you both succeed.



HEARTS & ENERGY

When you suffer HARM, you lose HEARTS. If you have 0 HEARTS, you become unconscious. You regain 1 HEART when someone wakes you up, or when the fight is over. If all heroes are unconscious, the game is over—create new heroes.

When you expend yourself, you might you lose ENERGY. If you have 0 ENERGY, you lose HEARTS instead. Some items also consume ENERGY when used—if you lack the required ENERGY, you cannot use the item.

- ▶ Outline your maximum HEARTS and ENERGY, with a pen.
- ▶ Cross the HEARTS and ENERGY you lose, with a pencil.

ROUNDS

As long as there is no time pressure or combat, you don't need to consider time keeping. Under more intense circumstances, actions are divided into ROUNDS. Each ROUND is a couple of seconds long.

During a round, participants can initiate an action and move about 15 feet. You can always DEFEND incoming attacks, even if you have initiated another action.

First, the MASTER describes the actions of monsters. The players then decide their heroes turn order for that specific ROUND, and everyone describes their hero's actions. Then the players make ACTION ROLLS.

ITEMS

Items are tools that can give you new possibilities and improve your ability to perform actions.

Heroes start with a small pouch, with 4 inventory slots. Through finding bigger pouches, they can increase their number of inventory slots.

- ▶ Most items take up one slot each.
- ▶ GEMS, food, keys, and Trinity fragments don't take up slots.
- ▶ 5 bombs can be stacked in one slot.

Trinity Fragments

Each fragment can give one hero the opportunity to reroll an ACTION ROLL once per session, and use the best of the two results.

Shops

- ▶ **Snack** (restores 1 HEART and 1 ENERGY): 5 GEMS
- ▶ **Meal** (restores 3 HEARTS and 3 ENERGY): 10 GEMS
- ▶ **Bomb** (1 pcs): 5 GEMS