

Getting Started

WHAT IS SOJOURN?

Sojourn is a **tabletop roleplaying game** of exploration, dungeon-crawling, and discovery for **2-8 players**. A **play session** lasts a few hours, though full **adventures** can span across sessions.

A game of *Sojourn* will take you through dark tombs, ancient ruins, and wilderlands of high fantasy. Your **characters** will face deadly traps and forgotten monsters on the path to gold and glory. With some careful planning, lucky dice rolls, and quick thinking, you might even survive a **campaign** of adventures to be called heroes!

One player—the **Referee**—runs the game world, while the rest of the players control the characters of the **adventuring party**. Besides your imagination, all you'll need to play your character is **paper, pencils, and some dice**. If you don't have a wide selection of dice handy, a dice-rolling app for your phone works as well!

We'll begin with how to form a party.


CHOOSING A CHARACTER CLASS


The first step to playing *Sojourn* is to choose your character **class**. Each class represents a distinct role in the adventuring party with unique specialties for approaching challenges.


- **The Warrior:** HITS HARD and TAKES HITS
- **The Zealot:** HEALS FRIENDS and HARMS FOES
- **The Mage:** CASTS SPELLS and KNOWS SECRETS
- **The Rogue:** BREAKS IN and SNEAKS OUT


A well-rounded party will have at least one character of each class, but you can play with any combination of classes for a greater challenge. As you adventure and claim victories, you will receive **experience points (XP)** you can spend to **level up** your character and gain new features, or **feats**. At Level 2 you'll select one of three **specialties** to further specialize your class.

Most skill in *Sojourn* comes from you, the player, and the choices you make during play. Sometimes, however, you as your *character* will need to roll dice to **test your abilities**, which represent your physical and mental attributes.

 **FORCE** represents might and stamina. Determines your ability to *hit enemies in melee, take hits, carry heavy loads, and resist poison or sickness.*

 **FINESSE** represents reflexes and agility. Determines your ability to *aim ranged weapons, dodge blows, react quickly, and perform delicate tasks.*

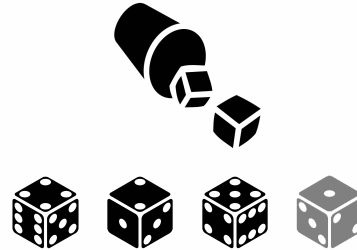
 **WIT** represents intellect and intuition. Determines your ability to *cast spells, resist illusions, perceive the hidden, and speak additional languages.*

 **WILL** represents willpower and morale. Determines your ability to *invoke divine miracles, resist enchantment, inspire allies, and intimidate foes.*

ROLLING UP YOUR ABILITIES

Before or after choosing your class, roll to find out your abilities. For each ability on your **character sheet**, roll **4D6** (that means four dice, six-sided), **dropping the lowest die** result each time.

Compare the **sum of the other three dice** to the table below to find the ability value. **Write down each ability** as you roll. If your abilities add up to less than 0, you may re-roll all abilities for an easier game. As an **alternative to rolling** abilities, choose +1 to an ability and -1 to another, or +2 to an ability and -1 to two others.



3D6 Dice Total	Ability
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

FILLING OUT YOUR CHARACTER SHEET

On the next page you'll find a blank character sheet and a list of each class's starting feats at level 1. Some explanations:

- **Hit Points (HP)** are an abstraction of your health, stamina, and luck representing how many hits you can take before **ying**. Your max HP is determined by a roll of your **Hit Die** + Force.
- **Hit Dice (HD)**, along with your Force, determine your max starting HP *and* how much **weapon damage** you deal when you hit an enemy (plus Force or Finesse). Depending on your class, you will have a Hit Die of D4, D6, or D8.



- **Defense** makes you harder to hit. Defense is equal to your Finesse plus the value of any armor you're wearing.
- **Coin** is used to buy equipment, hire help, and exchange for XP to level up. Start with 3d6 x 10 coin *or* your class's **starting pack**.

