



The background is a rich, painterly illustration of a medieval town. In the foreground, a river flows with a small boat carrying a person with a large wheel. A fish leaps from the water. In the middle ground, a bridge spans the river, and a large sword is superimposed over the scene, its hilt at the top and blades pointing towards the bottom corners. A large, vibrant pink rose is positioned at the center of the sword's crossguard. The town in the background features numerous buildings with thatched roofs, towers, and a clock tower. The sky is a warm, golden-yellow color, suggesting a sunset or sunrise. The overall style is reminiscent of a classic board game box art.

REALMS OF TRIUMPH

Realms of Triumph

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Foreward

We at Journey Begins Games would like to thank you for purchasing the first published edition of Realms of Triumph. We have worked tirelessly on this game for months, and are glad that you are one of the first to try it for yourself! This game started as a little pet project called “DungeonCraft”, and soon the rest of us got involved to make the game as expansive as it is today. All of us have put so much of our hearts and souls into this endeavor, and are amazed with the outcome of it. This book has exceeded our expectations.

Although we designed this game with beginners in mind, we made it enjoyable for everyone who has an interest in playing it. With simplification by our “classless” system and our easy to understand mechanics, anyone can get into the roleplaying game genre, or come back to it for another round, through this game.

And remember, ultimately, everything is up to the players to decide what they want in their games. If you don’t like a rule, change it! This is meant to be rules-lite and semi-generic. Nothing is set in stone, and as we find, for maximum enjoyment, change things up a little! Custom rules keep things fresh and fun, even after several sessions.

With all that being said, we hope you have fun playing Realms of Triumph! Especially for beginners new to the hobby, we are amazingly glad that you decided to enjoy our work!

- The Journey Begins Team

Section 1: Getting Started

What You Will Need

As a tabletop role-playing game, you will need the following to play:

- A set of polyhedral dice. You will need one twenty-sided die (d20), one twelve-sided die (d12), one tens-sided die, which goes up to 100 in increments of 10 and works with a ten-sided die (d10) which rolls 0-9, one eight-sided die (d8), one four-sided die (d4), and one six-sided die (d6).
- A lot of pencils and paper. Most of the games events are recorded on them.
- A set of graphing paper, or, if you're feeling artistic, you can make your own maps with grids on other mediums (which will be described later).
- Character minifigures and/or tokens to use with the map.
- For maximum enjoyment, I recommend having some snacks. In my experience, a full table is much happier than a hungry table.

Vocabulary

This is a short list of some of the vocabulary you will encounter while playing Realms of Triumph.

BBEG: Big Bad Evil Guy. A slang term to describe the main antagonist in your setting.

Campaign: A long group of sessions that contribute to a particular story.

d: When a roll is required, the number of dice will appear as #-d-#, an example being 2d20. The first number means how many dice are

being rolled (2 dice) while the d and second number indicate what kind of dice (d20, or twenty sided dice).

Encounter: An encounter with enemies.

GM: Game master. They're the ones that describes the settings, controls the NPCs, and all that jazz.

GMPC: GM player character. They're usually played by the GM like a player character to progress the story.

IC: In-character. Usually, this refers to the game world.

Metagaming: This refers to when you take knowledge out of character to have an advantage in-game, such as your character not knowing something, but you, yourself do.

NPC: Non-player character. These are characters that the player characters would interact with, like to receive quests from, or enemies you're in combat against.

OOC: Out-of-character. This refers to actions taken outside of the game world.

PC: Player character. These are your characters.

Roll: Either the act of rolling dice, or the result of a roll.

RP: Roleplay.

Save: A roll to negate the effects of something, like a save vs. poison being to save against your character being poisoned.

Session: A session of play. Usually one night of play (or more, depending on how much caffeine and free time you have).

Turn: Your playing turn, equivalent of 15 seconds of time in the in-game world.

Table Etiquette

Here is a simple, vernacular etiquette guide for players:

- Be nice to other players and the GM.
- Don't take forever deciding the most strategic way to use your turn. Strategy is okay, but remember, a turn is 15 seconds of game-world time!
- Keep OOC drama OOC. Don't kill off another player's character just because of a quarrel you happen to have with them outside of the game.
- Metagaming is fine, but roleplaying is much more important as storytelling is at the core of the game, not combat.

As well as one for GMs:

- It is not your job to punish the players or make them lose. You are a storyteller.
- As stated before, keep OOC drama OOC.
- If something is up to your discretion, use your common sense and be fair.

Section 2: Character Creation

The Basics

Character creation is no doubt one of the most important steps in roleplaying. You have to have a good character if you're going to play well, and this guide is here to help you set up a character and get playing in no time.

Character creation is divided into several steps, the first of which is picking out your race, which

defines your available ability pool and strengths. Next, you pick your starting abilities and roll up your stats. Then, you pick starting equipment and skills. Finally, you're ready to play! Character creation really is that simple.

Your character's race is their species, and determines multiple things, including available skills, abilities, the stat measurements, and so on. Due to the lack of a class system, the races can be built in different ways for varying playstyles, or for a "jack of all trades" approach.

Your character's stats are a measurement of their raw strengths. Stats are used to give bonuses, and to determine what equipment and abilities they can and cannot use. They also determine the successfulness of your skill rolls. The stats are as follows:

- STR, which stands for Strength. This is a measure of the raw physical power your character has.
- WP, which stands for Willpower. This is how strong your character's will and spirit are.
- INT, which stands for Intelligence. This is a measure of how smart your character is.
- MP, which stands for Magical Potency. This stat is used to acquire and modify magic-related abilities.
- AFF, which stands for Affinity. This is a measure of how charismatic your character is and how easily they can persuade others.
- BEA, which stands for Beauty. This is a measure of how beautiful your character is, and usually works in conjunction with Affinity.

- END, which stands for Endurance. This is how much pain or strain a character can endure.

Abilities are various actions. They can be as simple as a magic spell that does damage, or as complex as a ritual that blesses an entire stretch of land. Abilities are unlocked every two levels and have a limit of use that can be as short as per enemy encounter or as long as per day.

Skills are specializations and trainings. Things like knowledge in science and math and talent in music and art go here. They are used for most non-combat rolls. In fact, some sessions will have far more skill rolls than combat rolls.