

Viento Libre

Fantasy Steampunk R Z G

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TRECE TIGRES STUDIO



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What is the VientoLibre?

VientoLibre is the most modern aircraft from Wandering Realms, the sum of the combined efforts of the more advanced (and explosive) Goblin technology, the delicate and precise inventive Nisse, elemental magic of Fay and the powerful Soul Sorcery of humans.

The four kingdoms have made sail to the VientoLibre to find out why the Wandering Realms have lost their way across the Ocean of the Four Winds, being isolated from the Lower Continents after the dense curtain of mist floating around the floating archipelago.

The flying ship sailed with a combined crew of four races, that despite their differences and difficulties have been an uneasy truce in search of the truth of the outside world. But each faction has its own agenda on the ship, and now that they are isolated in the mist ... Will they be able to work together to find the solution to the mystery or fight each other for control of the different decks?

What do you need to play?

Some pencils, a handful of counters and a few ten-sided dice (d10). Also need a few friends willing to play with you. VientoLibre is a cooperative and competitive play at the same time, the ideal number to play is 5, but no matter how many players sit at the table.

The Court Fay

Fay's people is closely linked to natural magic and the essence of the world. They are distant relatives of the Nisse, the little people, but for centuries they distanced themselves from them because of the fondness that these little fairies had for mechanical devices and metal crafting. The Fays are very sensitive to iron, so this took both races led them to a bloody and ruthless war.

The Fays are stylized, beautiful, their skin is of various shades, from the human-like to watery green or blue, or gold. Some of them even have the gauzy wings of a butterfly brocaded in gold, silver and covered with pure magic.

During the war with the Nisse were supported by humans, like them heirs of the power of magic, but with a very different nature, while the Nisse turned for help to the mountains in search of Crestaroja Goblin Clan.

The Collective Nisse

The Nisse are sometimes called the little people, hardly have a height of more than three feet. Her fairy nature shown in the gorgeous color of their skin and hair, but the magic has left these beings because of their continued treatment with iron, wrought iron and technology.

Its distance from the earth and the magical essence of the world provoked a war with his brothers, during which the Nisse left their homeland and plunged into the mountains with the goblin folks, natural diggers and metal, stone and fire workers. The goblins were suspicious of these magical beings, it had always been enemies, but the alliance with the Nisse was a good opportunity for them to turn the tide of the war they were losing.

The Goblin Committee

The goblin are ugly and unpleasant to the human eye, green fur rough, but very sturdy and suitable for work in mines,. Can see in the dark and her sharp teeth and powerful jaws allow them to break up the rock without tools.



There are several types of goblin, some big and strong and other tiny and fast, but they are industrious workers, skilled at building and fiercely expansionist.

Expansionism goblin is what had provoked the war with humans. The goblins were winning until humans turned for help to the Fay, a species they considered weak and pathetic, but whose magic turned the battle. The split between Fay and Nisse was a blessing for the greenskins since the war leaned back in his favor.

Kingdom of the Ports

The Port is the conglomeration of villages that later formed a kingdom based on their fast commercial ships, protected by an professionalized army.

The human people is independent, expansionist and suspicious towards other races, so he had remained free of alliances for centuries, but the war situation to the expansion of the goblins frontiers forced to eat his words and seek the help of Fay.

Humans have the powerful Soul Sorcery, a witchcraft own and different from the natural magic of the Fay, this magic made that fay consider them a better alternative to the greenskins, forests loggers and mountains diggers of their sacred forests.

Geography

Wandering Archipelago

The four kingdoms are formed by a dozen floating islands, known as the Archipelago Wanderer, or Wandering Realms.

These islands are a fixed orbit, a drift that has persisted for centuries, flying over the great continent of *Adheleir*, step on the *Sea of Ice*, the *Marebor* peninsula and a long traffic on the *Ocean of the Four Winds* to return to southern *Adheleir*.

The war was intense, steam aircraft faced flying ships powered by witchcraft, but the situation did not seem favorably inclined to either side while drifting archipelago that makes up the four kingdoms was proceeding on the surface of ocean.

Nisse were the first to notice it, their accurate instruments told them to two days ago they should have sighted the coast, and the extensive fog that had settled on the outskirts of the archipelago was what alerted humans, whose territories were the most external.

Soon the four races discovered what was happening, the archipelago was drifting through a dense fog kept a few miles of the islands. Were sent independently explorers that never returned and the situation in the realms twitched. The war stopped and no one took the decision, simply, no one could think of nothing else. The four kingdoms traded with the many realms in the path of her drift, if the islands had lost their way this could pose serious shortcomings in the near future.

Individual efforts of the four races did not bear fruit and a few months in the fog the situation between citizens was critical and open rebellion. Thus the leaders of the four kingdoms agreed to a formal truce and met on the Island of Tears Blood, island surrounded by mountains with a wide valley where was fought a long and bloody battle. The Council of Four lasted four days and four nights, after which began a frantic activated in the realms. The four races were pooled knowledge and skills of all of them to prepare a viable solution for everyone.

The Viento Libre meets the witchcraft of the human and Fay, steam and mechanical technology of greenskins and Nisse. Each masterfully combined, filling gaps in the other. They chose a combined crew and embarked on her the most able officers. The Viento Libre was, in theory, able to fly longer and farther than any other known aircraft, and also face hazards that could have defeated to the lost explorers.

Unfortunately the four kingdoms had their own agenda to put into practice once the Viento Libre lost sight of the islands and lost contact with the realms.



The Viento Libre

The aircraft is occupied by a combined crew of the four kingdoms, divided into her decks by skills, not race. This was a decision of Council to prevent races were related only to each other, creating a hostile climate.

The Viento Libre has 7 decks.

Upper Deck: Engineering

Just below the oval globe is the deck of Engineering where Nisse and goblins manage the machinery that keeps the gas in proper working temperatures, and all mechanical sections, external (direction and elevation) and internal (elevator between decks, water, ventilation, heating, etc.).

This is a deck with narrow corridors that hinders the movement, where the tiny Nisse feel especially comfortable, and most small goblins (Agile Combat to move smoothly).

The area is dangerous due to temperatures reaching ducts, sometimes extreme, both hot and cold. The upper deck is separated by several meters of the other decks, connected by walkways exterior, covered by a metal mesh, having to be flexible is a dangerous traffic. The mesh usually prevent falls, by shaking and very strong winds that occur in it. Should not be taken as a joke.

Magic Deck: The Heart

When humans speak about The Heart of the Viento Libre are not doing so figuratively. The pulse power supply of the aircraft, as well as internal systems is a magical heart, a huge Soul Crystal, created by the sorcery of the Circle of Priests from the Ports. The blue stone is fifteen feet high and diamond-shaped and pulses with a mystic light as if it were actually a beating heart.

Is located in the center of the deck, on a crystal bridge over Medium deck.

At the ends of the bridge there are two sections, where we find the ladders to the area of engineering and ele-

vators leading to the lowers decks.

In the aft section are cubicles with bunks where the Adepts or Priests of the Ports can rest in the long guards, because the heart is always supervised by magic.

In the bow there is a large gazebo.

Medium Deck: Sacred Forest

The Fay greatly weaken if they leave the land to which they are linked, the ancient magic that gives them their power and long life weakens quickly if they depart from it and in the case of older Fay may age quickly and even die.

This seemed to preclude their participation in the expedition, but the elemental magic of the Court moved a fraction the Sacred Forest into the Viento Libre. On Medium Deck we can find a magic fountain from which flows the water that serves the entire ship, feed the trees and animals that inhabit the cover. The Sacred Forest deck also serves as the air purifier on board, as the airship works in a sealed environment, by mechanics and magic.

In the middle of the forest, over the pond, the roof is open, a crystal bridge that holds the Heart of the ship on the upper deck, and over the Heart, a magical dome seals the ship allowing only the passage of sunlight.

The Fay can only properly exercise their magic on this deck, Roots Deck and the Heart Deck.

In the rest of the Viento Libre his magic requires the expenditure of an additional point of Magic.

Support Deck: Roots

This deck had to be adapted to serve as the basis of earth for the upper deck, the roots form a network of caves and tunnels where you can find not only some underground creatures nest but goblins. The greenskins feel much safer in dark caves as its natural environment under the mountains.

The Nisse also seem comfortable in this environment, as well as goblins are allies for years, so it's not unusual to see them together in this deck, which is ignore for

the other crew.

In the stern area is access to the propellers and propellers magic, these elements also have access to external ladders from the decks of the Forest and the Military.

Military Deck: Naval Weapons

The Viento Libre is not just a self-sustaining exploration ship. Is armed with five light cannons on each side, doors to shooters and magical sorcerers and two Accelerators, an invention that Nisse have reluctantly given to Fay. Accelerators allow a group of wizards with elemental magic charge the device and then shoot over long distances.

Finally, the bow is fitted with a fetlock that can be down from this deck. This is a blade imbued with Elemental Magic and Soul Sorcery, an impact weapon of last resort against extremely powerful enemies.

In this deck also are located the weapons to the crew, the magazine and ammunition for the guns and cannons.

Lower Deck: Cabins

The lower deck accommodates the crew cabins and galley and storage in the stern. Storage is primarily magical, to reduce the space needed, feeding by the Sacred Forest and minor Souls Crystals.

Off the kitchen is the common dining hall, after this the cabins and in the bow are the cabins of the officers and a little dining hall for the officers.

In the central hall is access to the latest deck, the Command. Another access to this deck is from the outside, external ladders in the bow, reached through the officers' cabins.

Command Deck: Bridge

The bridge from which pilots the ship is a small deck with crystal walls, there is a lookout glass on the floor in the bow from which you can look at the geography that flies.

The bridge is magical and mechanical controls of the entire ship, and a communication system with all decks.

Creating Characters

Select a Nation

Players must decide which nation belongs her character. It is advisable to point out that you can not select a nation that already has a character as a nation has no representation among the players.

You can choose the Kingdom of the Ports, the Court Fay, the Collective Nisse or Goblin Committee.

Buy your Traits

You have 7 points to buy the three traits of a character.

You are taking a Combat Trait, a Social Trait and a Special Trait. Each of the four nations has a selection of exclusive Traits.

All Traits provide the same Score (3), but different context modifiers. Combat and Social Traits have the same cost, Special Traits have their own cost.

Kingdom of the Ports

<i>Post</i>	<i>Combat</i>	<i>Social</i>	<i>Post</i>	<i>Soul Sorcery</i>
3	Officer	Agent	3	Summoner
2	Soldier	Ambassador	3	Priest
1	Mercenary	Follower	2	Adept

The Court Fay

<i>Post</i>	<i>Combat</i>	<i>Social</i>	<i>Post</i>	<i>Elemental Magic</i>
3	Ancient	Fascinating	3	Elementalist
2	Noble	Captivating	3	Druid
1	Infant	Impenetrable	2	Mystic

The Collective Nisse

Post	Combat	Social	Post	Nisse Technology
3	Gunner	Merchant	3	Mender
2	Sniper	Wise	3	Aviator
1	Shooter	Charlatan	2	Handyman

Goblin Committee

Post	Combat	Social	Post	Goblin Technology
3	Assault	Cunning	3	Fighter
2	Agile	Savage	3	Engineer
1	Brute	Stubborn	2	Technician

(Optional) Specialization

The characters have 2 points to buy specializations in their Traits.

Buy a +1 specialization have a costs of 1 point.
 Improve a +1 specialization to +2 have a cost of 2 points.

You can include your new specialization from other traits, with the limitation that they are traits of the same class (Fighting, Social, Soul Sorcery, Elemental Magic, Nisse Technology, Goblin Technology).

Plots

All the characters are involved in a plot of their nation, this is your personal or side motivation within the mission of the Viento Libre.

The intelligence of the kingdoms has planned how must success this vital mission and planting various seeds and not reported to the characters of those involved in the plot.

Plots change between adventures, as the contact person will give you new orders has been achieved or not its previous target. The plot obtained during character creation will affect their first adventure.

Two characters of the same faction may be involved in completely different plots but even participating in the same will not be informed of the participation of

the other. Who knows, they may be an identical and independent two plots together and discover that there is more of a guiding hand through cover actions of his faction.

Plots				
1d6		1d4		1d4
Help	What faction?	your faction	in favor of?	your faction
hinder		your ally faction		your ally faction
Sabotage		your enemy faction		your enemy faction
Spy		The faction allied with your enemy		The faction allied with your enemy
Murder a member				
Charge				

Help
 Collaborated for the adventure with the target faction, making this faction improve her image or situation with the second faction.

hinder
 Hinders the actions of the target faction making it the beneficiary of this a second faction.

Sabotage
 Sabotage to the target faction, ruining his facilities or missions, thus favoring the second faction.

Spy
 Search what plot is involved some member of the target faction. Informs the appropriate official of the second faction

Murder a member
 You must kill a member of the target faction, in this case does not need to check for who you work, just run the job.

Charge
 Blames a member of the target faction of some action worthy of being considered treason or dangerous to a officer. You can frame him.

Relationship between Nations			
Your faction	Ally	Enemy	Ally of your enemy
<i>Kingdom of the Lorts</i>	<i>The Court Fay</i>	<i>Goblin Committee</i>	<i>The Collective Nisse</i>
<i>The Court Fay</i>	<i>Kingdom of the Lorts</i>	<i>The Collective Nisse</i>	<i>Goblin Committee</i>
<i>The Collective Nisse</i>	<i>Goblin Committee</i>	<i>The Court Fay</i>	<i>Kingdom of the Lorts</i>
<i>Goblin Committee</i>	<i>The Collective Nisse</i>	<i>Kingdom of the Lorts</i>	<i>The Court Fay</i>

Defines the character

Fill in your name, and appearance, personality and striking features.

Each character defines his contact in the plots (can not be the commanding officer of any faction).

Take your tokens pool, this will be equal to your Special Trait Score plus your higher specialization of that trait.

You're ready to play.

Game System

Traits

Character traits indicate how many dice roll when trying to perform an action linked to the trait.

Combat is used for physical confrontation, armed or unarmed, as well as athletic prowess, such as running, climbing, lurking in the shadows, swimming, etc.

Social is used for mental conflicts, as well as tests of intelligence, charisma, knowledge, seduction, deception, etc..

The Special trait can be used to confront other Special features, while meeting the constraints of each trait, or used to confront Social or Combat, as indicated in each trait.

All features have a score of 3 after character creation.

Rolls

The rolls are always made against a fixed difficulty of 6. This means that you roll as many dice as the trait and each one get 6 or more is a success.

Any action that requires a roll requires at least one success to take place. Actions without risk or trivial difficulty don't need to roll.

The opposed rolls are made similarly, but the opponent rolls for his trait the same way. Wins who get more success. The effect is the difference of successes.

Health

Health defines the physical condition and stamina of the character.

Health is equal to the character's Combat plus Health Specialization.

Write down each Wound suffered by the character, if they are equal to Health the character is Wounded and being beaten and unconscious, and will not taken action.

An unconscious or defeated person can die if someone decides to kill him, without any action.

Firmness

The firmness defines the strength of conviction and the will of the character.

Firmness is equal to the character' Social plus Firmness Specialization.

Write down every Argument that the character suffers, if they are equal to Firmness the character its Convinced, and yield to pressure from his opponent to perform an action or change their ideas.



Plashes

The clash is any conflict that happens in the adventure. It can be a sword fight, a shooting, a fight between flying ships with cannon fire, a discussion between officers to see who makes the decision or a struggle of elemental magic between two Fays.

His mechanics are a series of simultaneous opposed rolls. The two contenders launch the appropriate trait and compare the results. Who get more success win the clash. His success minus the opponent success are the numbers of Consequences inflicted.

Combat traits can only inflict Wounds.

Social traits can only inflict Arguments.

Special traits specify what kind of Consequence can inflict.

The clash may continue until one contestant is defeated.

Sometimes a character can be passive in the clash, for example that being convinced of something. In that case we can apply the specializations of Defense.

Facing more than one opponent

One who is facing more than one opponent must roll his Trait against each of them as normal and inflict or receive simultaneously consequences for all them.

Disadvantaged (optional)

If a character is facing more than one opponent will roll one die less against all them.

Traits and Specializations

Kingdom of Ports

Combat

Officer

+2 Swords, +2 Handgun, +1 Health

Soldier

+1 Swords, + 2 Health , + 1 Athletics

Mercenary

+2 Health

Social

Agent

+2 Deceive, +2 Convince, +1 Firmness

Ambassador

+2 Convince, +2 Calm

Follower

+1 Provoke, +1 Intimidate

Soul Sorcery

It can be used against Social Traits.

Limitation: It can not affect sentient beings who do not accept the magic voluntarily.

Cost: 1 point of magic that is given to the GM.

Summoner

+2 Shield (can be used against Combat traits but not inflict Consequences)

+2 Telekinesis

Priest

+2 Heal (remove a Wound for each success, the target must be in line of sight)

+2 Calm

Adept

+1 Heal, + 1 Shield

The Court Fay

Combat

Ancient

+2 Bows, +1 Saber, +1 Stealh, +1 Acrobatics

Noble

+1 Stealh, +1 Acrobatics, +2 Bows

Infant

+1 Bows, +1 Stealh

Social

Fascinating

+2 Convince, +2 Firmness, + 1 Knowledge

Captivating

+1 Deceive, +2 Firmness, +1 Knowledge

Impenetrable

+2 a Firmness



Elemental Magic

It can be used against Combat Traits.

Limitation: You need to be in a natural setting (see section of the Viento Libre)

Cost: 1 point of Magic that is given to the GM.

Elementalist

+2 Raze (can use against Combat but if you not win the clash you lose all your success before the opponent check how many Consequences inflicts)

+2 Improve (allows inhumane actions, like walking on walls, run at top speed, impossible jumps, etc.).

Druid

+2 Animal Shape (animals with a larger difference are harder)

+2 Feel (to discover hidden enemies, traps, etc.).

Initiated

+1 Improve, +1 Raze

The *Collective Nisse*

Combat

Gunner

+2 Cannons, +3 Wounds

Sniper

+2 Rifles, +2 Stealh

Shooter

+1 Wound, +1 Stealh

Social

Merchant

+3 Deceive, + 2 a Convince

Wise

+1 Calm, +2 a Convince, +1 Knowledge

Charlatan

+1 Deceive, +1 Knowledge

Nisse Technology

It can be used against Combat Traits.

Limitation: Nisse artifacts tend to be unstable and affect the essential nature around them. Each time you use this trait the GM remove 1 point of Magic or Resource (random) among those given for the characters, representing collateral damage.

Cost: 1 point of Resource that is given to the GM.

Mender

+2 Improvise (combine the junk as a powerful weapon, add a Wound if you inflict at least one Consequence)

+2 Heal (remove a Wound for each success, the target must be in line of sight)

Aviator

+2 Naval Weapons (can fire the weapons of the Viento Libre or from her personnel aircraft. Inflicts 2 Consequences for each success).

+2 Piloting (allows to drive the Viento Libre or individual small aircraft built with their junk)

Handyman

+2 Defense

Goblin Committee

Combat

Assault

+1 Wound, +2 Health, +2 Axes

Agile

+ 1 Knives, +1 Health, +2 Acrobatics

Brute

+2 Health

Social

Swimming

+2 Deceive, +2 Provoke, +1 Firmness

Savage

+3 Intimidate, +1 Provoke

Stubborn

+2 a Firmness

Goblin Technology

It can be used against Combat Traits.

Limitation: The junk goblins are extremely complex, and need lots of energy, the limitation is its high cost.

Cost: 2 points Resources that are given to the GM.

Fighter

+2 Explosives (each success produces two Consequences, instead of one)

+2 Fly (allows the Goblin flying through their junk)

Engineer

+2 Traps (set a trap in an area, you can determine how to activate, makes a roll to damage with the rules of the Explosives)

+2 Detectors (to detect hidden targets, traps, etc.).

Technician

+1 Traps, +1 Explosives

Rewards

Tokens

During the session the GM store Magic and Techno-

logy tokens that players spend, but also start the game with as many additional tokens as players in the game.

The GM is free to give a token to a player that have a good idea, an interesting interpretation or simply fun actions.

Improvement

At the end of each adventure the GM can give improvements for specializations and character traits based on the interpretation. We recommend 1 point improvement for adventure, or 2 if during the game has been exceptionally fun, good player or a masterful performance.

If the plot has been successful the character applies the benefits listed in the following list.

<i>Help</i>	+1 improvement point
<i>Kind</i>	+1 improvement point
<i>Sabotage</i>	+2 improvement point
<i>Spy</i>	+3 improvement point
<i>Murders a member</i>	+4 improvement point
<i>Charge</i>	+2 improvement point

Improvement of Specializations

You can improvement the specializations in the following costs:

Buy a +1 specialization costs 1 point.

Improve a +1 specialization to +2 have a cost of 2 points.

Improve a +2 specialization to +3 have a cost of 3 points.

Improve a trait costs 5 points.

Changing a trait for another cost 10 points.

Gear

The characters get armor and weapons appropriate, its effect is already included in their traits, the rest is merely interpretative and determined in the narrative.

The Viento Libre is loaded with a multitude of explore equipment, such as ropes, climbing equipment, camping equipment, etc.. which will be available via request to the commanding officers.

NPCs

The ship has a crew of 20 members of each faction.

Captain Albus Keeton

Commanding officer of the Kingdom of the Ports. A gaunt man, conscientious, with thick beard and bushy eyebrows. Inflexible military career with difficulty out of the dictates of the manual, which constantly quoted.

Officer 5, Ambassador 3, Follower 4

Duchess Mirimelle Ur Mirandallion

Commanding Officer of the Court Fay. A beautiful fay with steely skin, with eyes like liquid silver and a disconcerting ability to delve into the minds of their partners. It has a delicate iridescent wings back and wear very revealing clothes.

Noble 3, Fascinating 5, Druid 4

Delegate Nimbleton Kupperton

Nervous, restless, and always busy, this Nisse seems to have something to hide and his intense nervous talk to everyone. Many say it is due to time spent with cannons manipulating the strange powers of his science.

Gunner 4, Charlatan 3, Mender 5

Comrade Shewing Krogg

Comrade Krogg is coarse, strong and stubborn but reasonable even though few will say for their tusks broken from hundreds of battles in which severed the members of his opponents with his bare teeth.

Assault 5, Stubborn 4, Fighter 3

Enemies

In the course of the adventures of the Viento Libre you may find many varied opponents, the simple rules of Clashes provide improvise but here are some ideas.

Air Pirates

These pirates have been lost in the mist and are dedicated to assault other merchants and travelers to survive. They may have settled to some island in a space between the mist.

Pirates

Combat 3 (+1 Fly), Social 2

Lider pirata

Combate 4 (+1 Vuelo), Social 3 (+1 Intimidar)

Feathered Serpent

This is a gigantic beast, same size of the Viento Libre, which cuts through the mist in search of prey. You need to get 2 success from personal weapons to inflict 1 Wound to a oversized creature like this.

Combat 4 (+4 Health, +1 Catch), Social 2 (No intelligent, is immune to being convinced or manipulated, but not to Provoke)