

ELDEN RING[™] NOKTAR

Player Guide

by Hel

What is this?

Hello! What you're reading is a part of the rules needed to play a game called "*Elden Ring: Noktar*". That is a TTRPG for 1 GM and 1 Player set in a fanmade expansion of the Elden Ring videogame's setting. It's made to be played in 2-3 hour sessions over campaigns of 15-20 sessions. It assumes knowledge on both parts of the Elden Ring lore. This document contains the rules for the Player.

Story premise

You are the Tarnished, a grizzled warrior who has braved countless battlefields under the banner of your chieftain Hoarah Loux, later known as Godfrey, the Elden Lord.

However, after an age of service to your God, Queen Marika the Eternal, you were deprived of Grace, indeed “tarnished”, and sent to carry out a great military campaign to the South of the Lands Between, with the full expectation of dying there.

And so you did. After knowing nothing but the rule of the strong, from the Badlands of your youth, to the royal army of the Elden Lord, to your unceremonious end in a ditch somewhere muddy and forgotten, you closed your eyes.

Only to reopen them again. Called back, by something, or someone. You vaguely remember a sea of fog, and a golden light in the distance beckoning you forth.

Only, something pulled you off-course. You remember the silver veil of a maiden, tending to you, and then the stench of blood.

You awaken cold and wounded in what looks like some sewers. All around you are bodies of familiar Tarnished, your comrades, lifeless and thrown away like scraps.

How to play the Tarnished

The Tarnished is the mostly silent hero of this story. They are of few words, so when they speak their words are weighty. They much prefer to let actions talk, often charging into battle to protect what they care about, or to vanquish a worthy enemy. Indeed, they are characterized by an unending hunger for power, and they refuse to stay dead, coming back to life again and again, as many times as it takes.

The Tarnished's prowess is characterized by 6 Stats. They are the following:

Name	Initial value
HP	5
FP	10
Stamina	10
Dodge	5
Parry	5
Sneak	5

The Tarnished has the following starting equipment:



Rusty Sword (ATK 1) (No Skill)

“An ordinary piece of scrap, that somebody tried to fashion into a weapon.”



Wooden Shield (ATK 1) (No Skill)

“A piece of scrap somebody tried to fashion into a shield. It's falling apart.”

As they explore the island of Noktar, they will be able to find stronger and more reliable weapons, shields, and more.

Traveling

One of the most important activities in this game is exploring the island. To do so, the Player that controls the Tarnished must pick a cardinal direction and roll a 20-sided die (“D20”) and compare the outcome with the following table:

Outcome	What happens	What can you do
11-20	There are enemies!	First, roll Sneak to see if you’re spotted, then either engage or stealth past them (move to another region)
6-10	Nothing happens	Remain in the region to study it (roll again), or move to somewhere else
1-5	You find something interesting	Inspect the entity

If there are enemies, the Player can then attempt to stealth past them, or take them by surprise. In both cases, they roll a D20 again and see if the number that it shows is equal or lesser than the Tarnished’s “Sneak” Stat.

Each time the Tarnished moves to another region or inspects the one they’re currently on again, the time moves forward.

A day consists of four parts: **Morning**, **Noon**, **Nightfall**, and **Night**. Regions and enemies may appear and behave differently based on the time of day.

Combat

If the Sneak roll described above is successful, then the Tarnished gets to perform one free Action that cannot be countered, because the enemy has no time to react. They may also leave the region unscathed, but that requires another Travel roll.




The possible Actions in combat are: **Attack**, **Defend**, and **Wait**. They have several subtypes described below.


For all following rounds, what happens is decided by the Player and GM playing rock-paper-scissors. After throwing the hand signs (described below), the GM calls out their specific subtype of Action, and then the Player does the same.

The rock-paper-scissors hand signs are related to Actions according to the following table:




Hand sign	Action
 Rock	Defend
 Paper	Wait
 Scissors	Attack

Subtypes of the Attack Action:




Subtype	Effect
 Normal Attack	Deal the amount of damage specified in parentheses near the name of the weapon you are using to carry out the attack. Remove that amount from your Stamina.
 Heavy Attack	Deal the amount of damage specified in parentheses near the name of the weapon you are using to carry out the attack, increased by one. Remove that amount from your Stamina.
 Use Skill	Deal the amount of damage specified in parentheses near the name of the Skill associated with the weapon you are using to carry out the attack. Remove that amount from your Stamina.

 Use Spell	Deal the amount of damage specified in parentheses near the name of the Spell you are using to carry out the attack. Remove that amount from your Stamina. You need to be holding a Sacred Seal to cast Spells that are Incantations, and a Glintstone Staff to cast Sorceries.
---	---

Subtypes of the Defend Action:

Subtype	Effect
 Guard	Convert the incoming damage of the enemy's Attack action into a reduction of your remaining Stamina. If you reach zero or less, your guard is broken and the enemy gets a free Action you cannot counter.
 Dodge	Consume 1 Stamina and roll a D20. If the number the die shows is equal or less than your "Dodge" Stat, don't take any damage. If the number the die shows is greater than your "Dodge" Stat, take the incoming damage normally.
 Parry	Consume 1 Stamina and roll a D20. If the number the die shows is equal or less than your "Parry" Stat, and the enemy uses an Attack Action, reduce all incoming damage to zero. They are staggered, and you get a free Action they cannot counter. If the number the die shows is greater than your "Parry" Stat, take the incoming damage, and also reduce that amount from your Stamina. Attacks by Colossal Weapons, as well as Spells and Skills, cannot be parried.

Subtypes of the Wait Action:

Subtype	Effect
 Catch Breath	Catch your breath and reset your Stamina to its full value.
 Use Item	Take an item from your pouch or similar and use it.
 Swap	Swap a weapon you're holding with one you're carrying on your back or similar.

Attack Canceling

If both the Tarnished and the enemy are attacking, the one with the weapon belonging to the heaviest Weight Class cancels the other's attack, this is known as **Attack Canceling**. It can also happen in a number of other cases, described below.

Weapons belong to a Weight Class according to the following table:

Normal Attack	Weight Class	Examples
1	Light	Dagger, Fist
2	Medium	Straight Sword, Club
3	Heavy	Greatsword, Spear
4	Colossal	Colossal Sword, Colossal Weapon, Greatspear

E.g. The “Omen Cleaver” has a (3) written in parentheses near its name, so it deals 3 points of damage with its Normal Attack. This is because it's a Heavy weapon.

Indeed, if the Omen Cleaver were to clash with a much lighter weapon like the Club (ATK 2), it would perform an Attack Canceling and dominate the enemy using it.

If both weapons belong to the same Weight Class, both attacks connect.

Similar to Attack Canceling, an Attack Action also cancels a Wait Action. This is because the attacker interrupts their target from what they're doing.

An Attack Action (Use Spell) is always canceled by an Attack Action performed with a weapon. This is because the spellcaster loses focus.

An Attack Action (Use Spell) is always canceled by another Attack Action (Use Spell) if the latter deals less damage. This is because it's quicker to cast and it hits the spellcaster first, making them lose focus.

Fleeing

If things are going badly, fleeing can be attempted between rounds. The player that controls the Tarnished must roll a D20, and check if the die shows a number equal or lesser than their “Sneak” Stat. If they’re successful, the Tarnished flees.

However, if the die shows a number greater than their “Sneak” Stat, the enemy gets an opening to perform a free Action that cannot be countered.

Leveling up

If the Tarnished fights and kills the enemies found in a region, it will become peaceful. This will make following travels through them easier, as well as grant the Tarnished enough runes to increase their Level by 1.

In order to unlock the ability to turn runes into strength (**Leveling Up**), the Tarnished needs to find someone who knows how to do it, enter a covenant with them, and be in their presence.

When **Leveling Up** the player that controls the Tarnished can pick a Stat and increase it by 5 for each new Level, up to a maximum of 20 for each Stat.

E.g. If the Tarnished has 2 levels-worth of runes to turn into strength, and a Sneak stat of 15, they can use 1 to go to 20, but the second has to go toward something else, for example Stamina.