

THE SNARL

Weird Fantasy Tabletop RPG

PLAYTEST 2 Rules

Posthuman Studios
20260126

Hello everyone, welcome to Part 2 of the *Snarl RPG Open Playtest*!

Thanks to everyone who checked out Part 1, our Setting section—if you haven't read it yet, check it out. It will give you the grounding you need for Part 2.

Part 2 includes a big chunk of the core rules, a short starter scenario, and 8 pre-gen characters. We'd like you to take a read through the rules, run a short session of the game, and give us feedback via google form.

The scenario is straightforward, but it provides an opportunity to present the setting, run some skill challenges, engage in some roleplaying, and fight a combat or two. All together, we hope that this presents a solid introduction to the core elements of the game.

Later on, in Part 3, we'll present the full rules, allowing you to create your own characters and explore the setting beyond this scenario.

Here's a breakdown of the rules sections provides in Part 2:

- Game Mechanics — the core rules
- Making Characters — We provide pre-gens, so you don't need to make characters yet. But this chapter provides some important details and rules that you will find useful: aptitudes, skills, bonds/discords, motivations, and other stats. The full character creation rules (including species & paths) will come in Part 3.
- Action & Adventure — game modes, actions & moves, and more
- Combat — the jolt system, zones, and environmental aspects
- Gear & Kits — goods, arcana, weapons, armor, crafting
- Spirits — rules for summoning spirits
- NPCs — For the GMs

The character sheets we provide for the pre-gens are a work in progress, but please give us your feedback on how they work out. We've added both species descriptions and a breakdown of the gear to the 2nd page of each, just so your players will have that all on hand—those will not be on the final versions of the sheets.

Once you've had a chance to read things through and play a session, we'd love to hear your feedback! We have a specific questions for you, and we're open to general notes as well. Please use our google form at

<https://forms.gle/xPsGY7ypYs63R3YW7>

You can also email us at

info@posthumanstudios.com
(please use the subject: Snarl Playtest).

Feedback Deadline: please hit us with your feedback for this part by March 15th!

Thanks!

—the Posthuman team