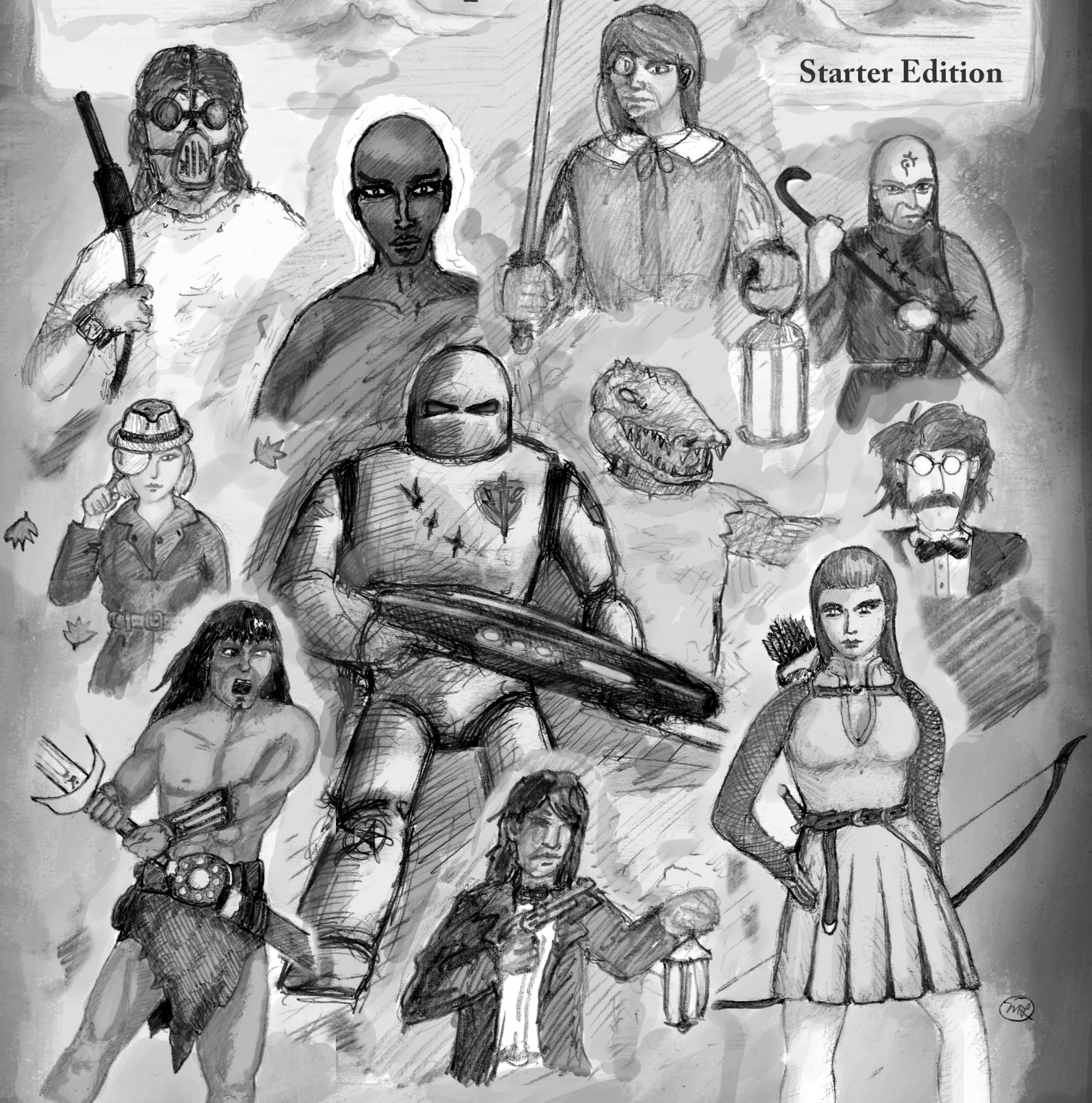


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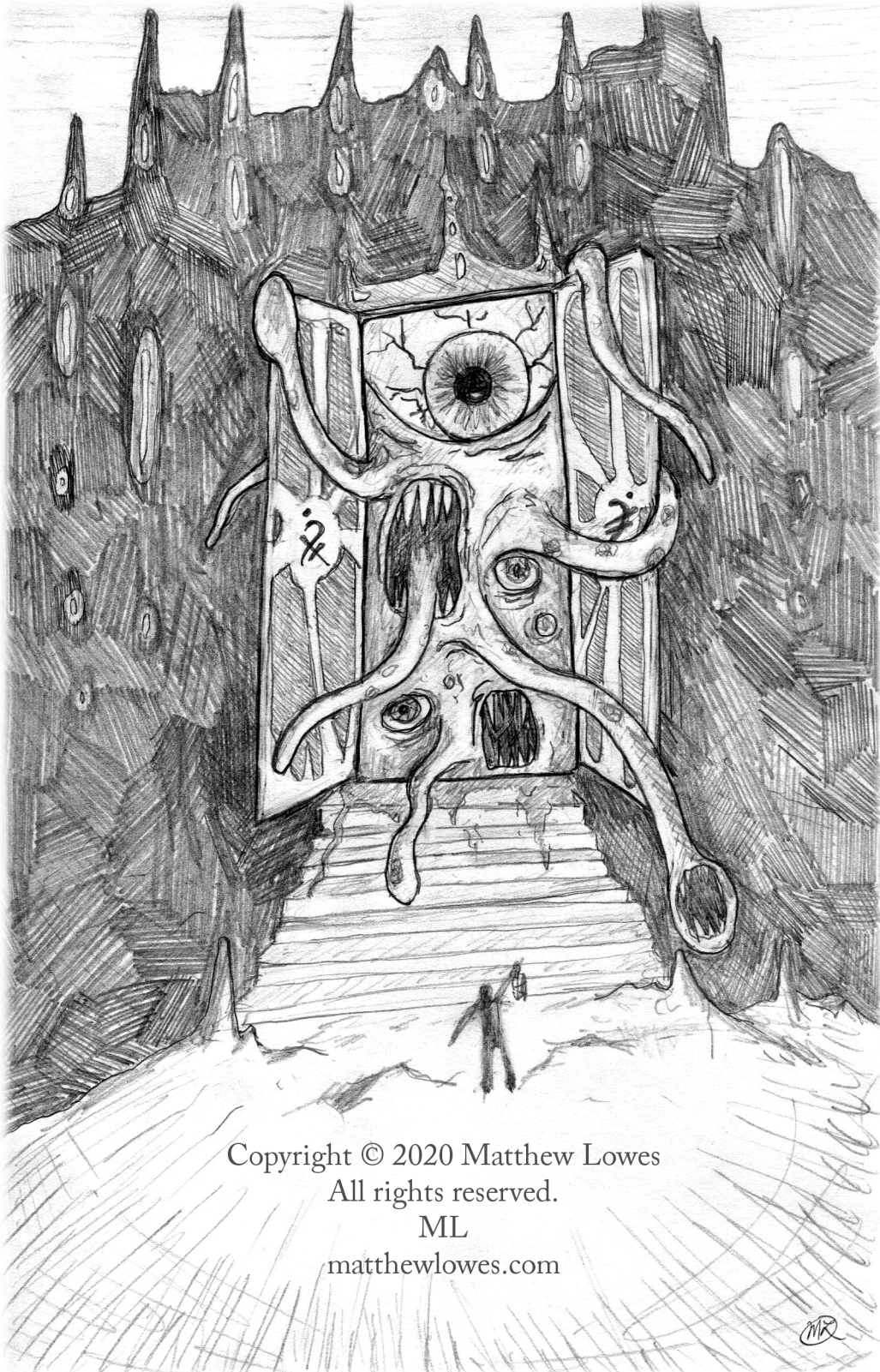
Starter Edition



ANY GENRE — ANY SETTING — ANY SOURCE

Weird

Roleplaying



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Weird Roleplaying

THE CORE RULES

INTRODUCTION

Weird Roleplaying is inspired by weird fiction in the broadest possible sense, including works throughout the ages and from every human culture. These are stories of ghosts and strange creatures, gods and cosmic horrors, magic and advanced technologies, aliens and post-apocalyptic worlds. They include tales of the ancient past, the far future, and every period in between. They are our nightmares and our dreamlands.

Weird is well suited to fantasy, horror, science fiction, and everything in-between. The rules can be used to run games in any genre, setting, or time period. Take your inspiration from the Lovecraftian Mythos, *The Dying Earth*, or the *Dune* universe. Set your game in a lost age or a post-apocalyptic future. Adventure in medieval Japan, or ancient Egypt, or in a world entirely of your own creation. This highly adaptable, rules-light system will make your game easy to create, plan, and run.

OVERVIEW

In this game, one person is designated the game master, and rest of the group are players. The players take on the roles of fictional characters in an imaginary world. Player characters (PCs) have a series of stats, abilities, and possessions that have some bearing on what they can do and how well they can do it. The game master controls the world, plays the roles of various non-player characters (NPCs), and serves as a referee in deciding the effects of the characters' actions.

During play, the game master describes the setting and situation to the players, taking on the role of any non-player characters. The players describe the actions of their characters and improvise dialogue. As needed, the players and game master roll dice to determine outcomes. The game master describes the results of the characters' actions and play continues.

Those are the basics. Read the rules and play to learn more. In addition to this book you will need a pencil, paper, and dice.

DICE

Weird Roleplaying requires a set of polyhedral dice (d4, d6, d8, d10, d12, d20). Ideally one would have a few extra d6s on hand. GMs may also want extra d20s. When a roll is required the text uses dice notation to indicate how many to roll, and any modifiers to add or subtract to obtain your result. For example, 2d6 means roll two six-sided dice and add them together. d20+2 means roll a twenty-sided die and add two.

Many rolls require a result equal or greater than a target number, or are compared against a table indicating various effects. Occasionally the text will indicate a percentage chance of something happening. These will usually be in tens of percent, so a single d10 is all that's needed. Here, your result must be equal or less than the tens digit. For example, a 30% chance requires rolling 3 or less on a d10. Two d10s can be used as a d100 when necessary.

THE RULES

Weird is designed to adapt to a wide variety of genres and play styles. Every game is unique and there are many different styles of both running and playing in an adventure or campaign. The feel of any particular game will depend on the personalities, preferences, and experiences of the group as much as the rules, setting, and characters. This is as it should be. There is no single right way to play. Just have fun.

The rules are guidelines and should be modified as needed for any particular game, session, genre, or setting. This book contains numerous game elements and examples. Not every element will be applicable to every setting, and while examples may be used as is, the GM is expected to write variations, use other sources, and customize the rules to fit their game.

CHARACTER CREATION

Exciting characters can be created in a matter of minutes. Each step defines your character as a unique individual, filled with potential for action and roleplay.

Players should have a good idea of the genre and setting before creating their characters. For specific settings, the GM may have rules for prescribed occupations, special abilities, skills, and equipment.

Survival Stats: To determine survival stats, in order, roll 1d6+6 for vitality, clarity, and destiny.

Attributes: For each attribute, in order, roll 1d6. Write “0” for a result of 1–2, “1” for a result of 2–3, and “3” for a result of 5–6 to determine *Charisma*, *Dexterity*, *Intelligence*, *Perception*, *Resilience*, and *Strength*. You may then switch one set of scores with each other, if desired.

Table 1: Determining Attributes

d6 Result	Attribute Score	Description
	-1	Poor
1–2	0	Below Average
3–4	1	Average
5–6	2	Above Average
	3	High
	4	Exceptional

Identity: Give your character an identity by choosing a name and occupation. Write a brief background and description. One sentence or even a few words will do. Note any alignments, and draw a sketch or a symbol if you are so inclined.

Skills: Choose three character-defining skills. Each skill starts with one point. Use your imagination, or choose from Table 3 (pg 6) or a similar list. The GM must sanction skills not on a provided list.

Equipment: Outfit your character as you see fit, taking into account occupation, background, situation, and setting. The GM may restrict some equipment or require equipment to be purchased.

Note any weapons and armor, and calculate your defense score. All armor is categorized as Light (1), Medium (2), or Heavy (3).

$$\text{Defense} = 10 + \text{Dexterity} + \text{Armor}$$

Abilities: Note any abilities granted by your identity, skills, or equipment. Abilities may include spells, mutations, or other special abilities as guided by the setting, as well as extra languages equal to intelligence.

CHARACTER ADVANCEMENT

At the end of a session, the GM grants 1–3 experience points (XP), based on what happened during the session. For every 5 XP accumulated: choose to roll 1d6, 1d6-1, or 1d6+1. Add a skill point if the result is 0–2, an attribute point if the result is 3–4, and a survival point if the result is 5–7.

A skill point can improve an existing skill to a max of 3 or add a new skill with one point. An attribute point can improve any attribute to a max of 4. A survival point can improve any survival stat. Note, when choosing which advancement roll to make:

- ♦ d6 gives an equal chance of adding to skills, attributes, or survival stats.
- ♦ d6-1 increases the chance of adding to skills.
- ♦ d6+1 increases the chance of adding to survival stats.

Table 2: Character Advancement

d6 / d6-1 / d6+1	Add a point to ...
0–2	a skill
3–4	an attribute
5–7	a survival stat

- Skill points can improve an existing skill or add a new skill with one point.

Once a character has 100 XP, they may continue to adventure and grow as a character, but will not improve from further XP. A character’s XP represents a percentage of their total advancement potential.

SURVIVAL STATS

Three survival stats measure a character's capacity to survive physical and mental hardship.

Vitality: Represents a capacity to survive physical hardship, including injury, illness, and fatigue.

Clarity: Reflects mental health and stability. Clarity acts as a buffer against the effects of mind-shattering experiences and psychological trauma.

Destiny: Reflects luck, supernatural favor, or sheer force of will. Destiny acts as a bulwark against the doom that awaits us all.

ATTRIBUTES

Six attributes measure a character's innate abilities. These core stats can affect a character's actions. Each attribute ranges from -1 to 4 points.

Charisma: Personality, social skills, leadership, appearance, and manipulation of people and events through persuasion, deception, and diplomacy.

Dexterity: Agility and fine motor skills, coordination of movements and kinesthetic sense.

Intelligence: Raw mental processing capability, academic knowledge and a capacity for calculations, deductions, and intellectual pursuits.

Perception: Sense perception, intuition, and practical knowledge and insights related to common sense and awareness of self, environment, and culture.

Resilience: Psychological and physical endurance and stability in the face of stressors such as fear, pain, disorientation, injury, disease, and fatigue.

Strength: Physical and functional strength, raw muscle power, as well as an ability to apply that power in various circumstances.

OCCUPATION

A character's occupation describes a current situation, job, and/or class within the milieu of the game world. In a word or two your occupation fills in the blank when you say, "I'm a ...". Occupations and how specific or important they are depend largely on the setting. Some settings may suggest a few general archetypes, while others may suggest many highly specialized classes.

For specific settings, GMs may have a list of occupations to choose from. Some occupations may even grant special abilities or inherent skills.

BACKGROUND & DESCRIPTION

Backgrounds and descriptions should round off a character's identity, giving the GM and other players a quick idea of who the character is, what they look like, and where they come from. Although players are free to develop these things to whatever degree they desire, for the purposes of the character sheet and quick introductions, it's important to accomplish each in a sentence at most.

If players are unfamiliar with the setting, they may work with the GM to develop a suitable background, or the GM can provide a list of setting-specific backgrounds for players to use during character creation.

SKILLS

Up to six skills measure a character's unique training, talents, and assets. Skills have a maximum of 3 points.

The possibilities for skills are limited only by your imagination, the setting, and what the GM will allow. Skills should be more specific than Attributes. A wide range of skills are provided in Table 3 (pg 6), but players should feel free to use variations or invent their own to fit the setting or tone of the game. Some listed skills, such as weapons, include a blank space indicating you must specify an area of expertise or ability. For weapons, one might write "swords" or "pistols" or "improvised".

GMs should ask players to narrow down skills that are too broad. Some GMs may require players to pick from the included list or a list specific to the setting.

Table 3: Selecting Skills

Physical Prowess	Intellectual Knowledge	Psycho-Social Ability	Practical Craft
Acrobatics	Ancient Languages	Black Market	Armorer
Acute Sense ____	Archaeology	Blend-in	Art ____
Brawling	Astronomy	Bluff	Disarm Traps
Climb	Biology	Composure	Engineering ____
Drive ____	Botany	Deception	Lock Picking
Endurance	Chemistry	Diplomacy	Magic* ____
Fly ____	Cultures	Fast Talk	Masonry
Free-dive	Ecology	Influence	Mechanics
Jump	Geography	Intimidation	Medicine
Martial Art ____	Geology	Intuition	Navigation
Muscle	History	Language ____	Pick Pocketing
Ride ____	Information	Leadership	Research
Swim	Metallurgy	Persuade	Sailing
Throw	Occult Lore	Seduction	Stealth
Weapons ____	Physics	Sense Motive	Tinkering ____
Wrestling	Religions	Sex Appeal	Writing

EQUIPMENT & ECONOMY

During character creation, players are generally free to outfit their character however they see fit, taking into account the character’s background, occupation, and circumstances at the start of play. During an adventure or campaign, the acquisition of new items is handled through roleplay. Characters may be given new items, discover them, or purchase them if they are deemed to have adequate wealth or credit to do so.

Depending on the setting, the level of technological development, and equipment availability, the GM may need to provide an equipment list for the players to outfit their characters. Some GMs may wish to implement a more rigid, setting-based economic model, in which characters buy equipment and keep track of wealth in gold, credits, dollars, or whatever. When using such a system, the GM must determine how wealth is distributed and the cost of any items to be purchased, or adapt an established economic model and associated equipment lists.

INVENTORY

Characters can carry up to six readied items in their hands and pockets, or on a sling or belt. Additionally, characters can carry up to eight items in a satchel or up to twelve items in a backpack. A number of small items may be combined to count as a single item. Up to ten unique small items may be counted as trinkets packed in among the other stowed gear.

GMs should use common sense when ruling on what can be reasonably carried. Some heavy or bulky items may need to be counted as two or three items.

Retrieving an Item: Readied items are available immediately, but digging something out of your bag takes time. To retrieve an item from a satchel takes 2 rounds. To retrieve an item from a backpack takes 4 rounds.

Table 4: Encumbrance

Carry Method	# Items	Time to Retrieve
Readied	6	Immediate
Satchel	8	2 rounds
Backpack	12	4 rounds

DEFENSE

A defense rating measures a character's ability to avoid taking physical damage in combat. Player characters have a defense rating of $10 + Dexterity$ and a bonus for armor.

ARMOR

Within the context of each game-setting, all relevant armor is classified as Light (1), Medium (2), or Heavy (3).

The GM should rule when some types of armor are useless against some powerful weapons or against some types of attack. In this case, the armor bonus does not count toward the character's defense rating. Likewise, the GM should rule when some types of advanced armors are impervious to certain weapons, or grant damage reduction.

Most armor is cumbersome and heavy, and wearing armor is a detriment to swimming, climbing, jumping, running, evading, escaping, or even spell casting. When performing such actions in armor, the armor bonus counts as a penalty for any related check.

ALIGNMENTS

In some games, alignments with various factions, agencies, clans, or powers are an important part of the setting. Alignments can apply to characters, and even areas or objects. If the setting uses alignments, PCs can choose an alignment during character creation. This is a way of further defining a character's beliefs, values, motivations, and connections to the world. Alignments can aid roleplaying and have mechanical effects within the game, such as spells or magic items keyed to specific alignments, or alignment languages such as a battle code or a thieves' cant.

The simplest and most dualistic alignment system is that of good vs. evil, law vs. chaos, or order vs. entropy. This system represents a cosmic struggle, and although the characters may be but pawns in the conflict, they are still a part of it. A neutral alignment indicates a self-serving, animalistic, or opportunistic nature.

Other alignment systems may involve allegiance or affiliation with various factions within the game world.

Depending on the setting, these may be agencies, nations, clans, alliances, cults, secret societies, knightly orders, religious institutions, trade authorities, tribes, corporations, and many other possible faction types.

THE PRIME MECHANIC

An attribute check is the primary way of resolving actions when a dice roll is required. Calculate your total modifier (TM) by adding the most relevant attribute (A), a relevant skill (S) if you have one, and any other relevant modifiers (M). To check for success, roll a d20 and add the total modifier. The action succeeds if the result is equal or greater than a rating (R) set by the GM according to difficulty. A moderate rating is 14. Ratings can be as high as 20 or as low as 10, depending on the circumstances. A natural 20 always succeeds and a natural 1 always fails.

$$A+S+M = TM$$

$$d20 + TM \geq R$$

CALLING FOR CHECKS

As players roleplay, whenever the success of a character's actions or reactions are in question, the GM may call for a check to determine the outcome. GMs should call for a check on the attribute that best fits the action or circumstance. Refer to the attribute descriptions and common actions until you have an intuitive sense of the attributes.

The GM must judiciously decide when to make attribute checks. Always wait for the players to describe their actions. Ask for clarification if necessary. Then, only call for a check when a character's actions could potentially fail. No check is necessary if a task is so easy or trivial that a character could not fail, or if a player roleplays an action so well that a failed check would seem out of place. In general, don't call for a check unless you want a dice-determined outcome.

Actions involving special knowledge or trained aptitude, such as magic or piloting a ship, must be supported by a skill or background. If not, the GM may declare the action impossible for a character or determine the action can only succeed on a natural 20 or even with a 1% rolled on a d100.

RESOLVING CHECKS

Set the rating by estimating the difficulty of the action. 14 is a moderate difficulty. Raise the rating for more difficult actions and lower it for easier actions. For a random rating use 10+1d10, 10+1d6, 14+1d6, or some other combination. It's okay to tell the players the rating if the characters would understand the difficulty to doing something, but always describe the situation first.

Table 5: Difficulty Ratings

Difficulty	Rating
Minimum	10
Basic	12
Moderate	14
Difficult	16
Extreme	18
Maximum	20

The player indicates if they have a relevant skill to add, then rolls a d20 and adds the total modifier. If the result is equal to or greater than the rating, the action succeeds. Describe the effects of any actions and give the players a chance to roleplay appropriately.

COMBINED EFFORT

In some situations, the PCs may work together to achieve a single action, such as forcing a door open. In such cases, the GM can call for a single check, adding the attribute of each character and the single highest skill, if one applies. GMs should limit the number of PCs in any action to what is reasonable for the circumstance. For example, only two PCs can work together to force a door open.

TRACKING SURVIVAL

Survival stats reflect a character's current condition and will fluctuate during play. Always note a character's full values where you will not erase them. You will need to reference them, since you cannot recover points above full. Track current vitality, clarity, and destiny separately. For example, if using the character sheet, write the full values inside the circle or box and

note current value outside, erasing or crossing out as the values fluctuate. Change the full value only when you gain a survival point from character advancement, or gain or lose a point permanently from some extraordinary means, such as temporary insanity.

PHYSICAL DAMAGE

There are five standard degrees of damage: 1, 1d6, 2d6, 3d6, and Total. Sometimes modifiers may apply. Damage is subtracted from vitality. Total damage always reduces vitality to zero. Max damage means the highest damage possible for a particular damage roll. For 1d6, max damage is six. In some cases, the GM may allow a *Dexterity* or *Resilience* check to lessen the damage by one degree. Damage occurs from combat, falling, fire, diseases, poisons, et cetera. Damage is superficial, unless it reduces vitality to zero. Minor wounds can be roleplayed, but incur no penalty.

Serious Wounds & Death: If vitality reaches zero, a character has serious wounds. They will die in 1d6 rounds barring extraordinary medical, magical, or divine intervention. Even then, the character may die, as many interventions will require a check for success. Characters who survive zero vitality still have serious wounds. Until returned to full vitality, they have -4 all rolls and recover only 1 vitality / day.

Table 6: Random Wounds

2d6	Minor Wound	Serious Wounds
2	Torso	Decapitation
3	Right Leg	Cracked Skull
4	Right Arm	Cardiac Arrest
5	Right Arm	Broken Neck
6	Right Leg	Internal Bleeding
7	Torso	Lacerations/Punctures
8	Left Leg	Internal Bleeding
9	Left Arm	Broken Spine
10	Left Arm	Ruptured Organs
11	Left Leg	Amputation
12	Head	Roll two more times

- Results are suggestive.
- Ignore nonsensical outcomes.

PSYCHO-TRAUMATIC SHOCK

When characters experience profoundly disturbing events, the GM may call for a *Resilience* check for clarity loss. Base the rating on the severity of the shock. The resulting clarity loss is 1 for success and 1d6 for failure. Exactly what calls for clarity loss is at the discretion of the GM, as it is largely dependent on what's normal for the setting and characters. Such events may include:

- ◆ Encounters with Mythos creatures or undead entities.
- ◆ Contact with demons, spirits, elder gods, demigods, or angels.
- ◆ Glimpses of other dimensions or non-Euclidean geometries.
- ◆ Exposure to minding-bending alien thoughts or worlds.
- ◆ Revelations regarding forbidden texts or occult lore.
- ◆ Experiences of torture or deep psychological torment.
- ◆ Seeing friends killed, maimed, or tortured.

Temporary Insanity: If clarity reaches zero, a character has an episode of temporary insanity. Their max clarity is permanently reduced by 1, and they are helpless for 1d6 rounds. Players can decide on their reaction or roll on Table 7 for inspiration when appropriate. Even after recovering, a character may have lingering symptoms from the episode, and may suffer circumstantial penalties based on the nature of their experience.

Permanent Insanity: If full clarity reaches zero, a character slides into madness. The character may become an NPC in the hands of the GM or may be allowed to retire if they survive long enough to do so. Permanently insane characters can no longer recover clarity. They may be confined to an institution or live in seclusion. They may even live fairly normal lives, but they can't function in their former capacity, and any reminder of their experiences may bring out the worst in their condition.

Table 7: Random Insanity

2d6	Temporary Insanity	Permanent Insanity
2	Hallucinations	Institutionalized
3	Constant Screaming	Drug Addict
4	Pray or Worship	Alcoholic
5	Faint	Wanderer
6	Fetal Position	Recluse
7	Frozen in Place	Asylum
8	Incoherent Babbling	Pastoral Retreat
9	Run Randomly	Street Preacher
10	Suicidal Attack	Writer / Artist
11	Amnesia	Identity Change
12	Psychosomatic Blindness	Relatively Normal

- Results are suggestive.
- Ignore nonsensical outcomes.

Clarity Hacks: Psycho-traumatic shock is used mainly in horror-themed games. If insanity is not a danger in the game, clarity can be ignored, can represent a static measure of how logical or level headed a character is, or can be put to other uses, such as tracking radiation exposure, honor, alignment loyalty, fatigue, or psychic power.

BURNING DESTINY

As long as a character has destiny points, they can burn 1d6 destiny for an equal bonus on any attribute check, including combat actions. However, the decision to burn destiny must be made before the roll.

Metaphysical Doom: If destiny reaches zero, a character is doomed to die by the end of the session or the next one and cannot regain destiny by sleep or any other means. A player can orchestrate their doomed character's demise with the GM, narrate a death that occurs between sessions, go out in a blaze of glory, or accept whatever fate the GM devises.

RECOVERY & HEALING

As characters lose survival points they will need to recover some to avoid the threat of death, insanity, and doom. Characters naturally recover survival points as follows:

- ◆ 1d6 vitality / day with 6 hours sleep.
- ◆ 1 clarity / day with 6 hours sleep.
- ◆ 1 destiny / day with 6 hours sleep.

Additional healing may be obtained from potions, spells, medical machinery, specialized care, drugs, and biotechnologies, as dictated by the GM and the setting. If a character is a doctor or nurse, or if they have a skill such as first aid, healing, or counseling, a check may be allowed for additional recovery as appropriate.

TIME

The passage of time is essential to tracking the consumption of resources, the course of conditions affecting the characters, and other events in the world. It is one of the key ways we visualize the in-game narrative.

Time in the game world passes as the situation dictates, and if appropriate the GM can merely state an hour or a day passes. Even months or years may pass this way if the actions of the PCs call for it. Frequently, however, it will be important to track much smaller increments of time.

During action or combat, events unfold in rounds, with each round representing approximately five seconds. During exploration or investigation, use a ten minute increment to gauge and track the passage of time. At other times, especially during travel, the passage of time may be marked in hours, half-days, or days as needed.

SPEED & MOVEMENT

All PCs and NPCs are assigned a speed from very slow to very fast. PCs have a moderate speed by default. Speed indicates the distance a character can normally move during one round of action.

It's up to GMs to decide how relevant speed rules are to their game. Relative speeds can help provide a

simple description of characters or they can serve as the basis for some very tactical gameplay.

Table 8: Speed

Speed	SP	Distance / Round
Very Slow	vs	10 ft (4 m)
Slow	s	20 ft (7 m)
Moderate	m	30 ft (10 m)
Fast	f	40 ft (13 m)
Very Fast	vf	50 ft (16 m)

- Running x3.
- Difficult terrain x½.

Rates for general travel and the passage of time should be based on real world estimates. Table 9 is a general guideline for walking. GMs can develop similar tables for various mounts and vehicles, as well as variations in terrain.

Table 9: Walking

Travel Mode	Rate
Exploration	200 ft (64 m) / 10 min
Overland	3 mi (5 km) / hr
Trekking	12 mi (20 km) / day

LIGHT & DARKNESS

Characters may have a variety of ways to dispel the darkness that will inevitably surround them, from torches to flashlights, from oil lanterns and light spells to night-vision goggles and cybernetic implants. Whatever the equipment, to maintain the threat and influence of darkness, personal light sources should have some limitations for distance, resolution, and duration.

Personal light sources illuminate clearly in close range, dimly in medium range, and almost nothing beyond. In some situations, the GM may allow a *Perception* check to determine if the characters see something in the dark just beyond their light. Many light sources, such as a flashlight, only cast light in a single direction, making where a character points it an important detail.

Torches and other short-duration lights last an hour. Lanterns, flashlights, and other medium-duration lights last six hours. Long-duration lights last twelve hours. Beyond that, characters will need additional lights, fuel, or a fresh charge.

In total darkness characters are at a severe disadvantage. Allow players to roleplay their actions. *Perception* checks may be needed for attempts to hear or feel their way around. Getting lost is a real possibility. Clarity checks may be warranted and ratings should be difficult, at least, for any checks impacted by lack of sight.

CONDITIONS

Three internal states account for a wide variety of physical and psychological effects. GMs may use these states as guidelines for assigning penalties for a wide range of adverse conditions, such as intoxication, disease, restraint, nausea, fear, pain, or disorientation.

- ◆ **Affected:** -2 all rolls
- ◆ **Struggling:** -4 all rolls
- ◆ **Overwhelmed:** *Resilience* 14 to act & -4 all rolls

Progressive conditions get worse over time if the situation doesn't change. After a defined interval, the character goes from normal to affected by the condition. Each additional interval, if the situation continues, the character progresses to struggling, then overwhelmed, and ultimately to a final state, either restoring the character to normal or ending their life.

Table 10: Progressive Conditions

Condition	Interval	Final State
Fatigue	<4hrs sleep / day	Sleep
Inebriation	2-3 drinks / hour	Passed out
Dehydration	no water / day	Death
Starvation	no food / week	Death
Exposure	cold or hot / hour	Death
Suffocation	no breath / minute	Death

MAPS

The GM will often have maps detailing the setting and adventure locales. It's up to the GM which maps, if any, are available to the players. Maps available to the players may or may not be accurate, depending on their purpose and origin. Without a map, it's up to the players to keep track of where they are, asking questions as necessary. This usually involves one of the players mapping areas as they're described.

GETTING LOST

In the presence of light and landmarks, characters should be able to navigate appropriately. If the characters are in danger of being lost, either due to darkness, untracked wilderness, or labyrinthine halls, check the highest *Perception* in the party to determine the way. This check is best made in secret by the GM, so the players don't know if they are lost or not. Base the rating on the difficulty of navigating the terrain. When lost, have the players move in a random direction or slightly off course from their indicated direction.

FALLING

Characters who fall take 1d6 damage for each 10 ft (3 m) fallen up to 30 ft (10 m). Falls above 30 ft (10 m) do total damage, automatically reducing a character to zero vitality.

You can ignore 10 ft (3 m) of a fall if the character deliberately jumps, or makes a soft landing. Some GMs may allow characters a *Dexterity* check to catch themselves on something before falling or to reduce the damage upon landing.

DRUGS, POISONS & DISEASES

Characters may become drugged or poisoned by creatures, plants, aliens, enemies, and assassins. Furthermore, they may be exposed to a variety of unpleasant diseases in their travels. Drugs, poisons, and diseases take many forms and can have various methods of exposure. Some enter the body through a wound, others must be ingested. Some take effect when inhaled or put in contact with the skin. Depending on the exposure, characters make a *Resilience* check

to determine if there's an effect. The rating should be based on the potency or virulence of the drug, poison, or disease. Effects may include one-time damage, damage per interval, and/or a condition. Table 11 provides a variety of options. GMs should describe specific symptoms and effects.

Table 11: Drugs, Poisons & Diseases

Exposure	Potency	Damage	Condition
Inhaled	<i>Resilience</i> check	1d6–total	Affected
Contact	Ratings 10–20	1x or /interval	Struggling
Ingested			Overwhelmed
Fluids			Dead
Wound			

- Duration: 1 minute to 3 weeks.
- Add symptoms and effects as needed.

VARIOUS DANGERS

Characters may be exposed to fire, lava, explosions, acid, radiation, falling debris, traps, and a wide variety of damage dealing hazards. When characters are in an impacted area, the GM must estimate the size of the hazard or amount of exposure to determine the damage dealt: small (1), medium (1d6), large (2d6), huge (3d6), or massive (Total). A *Perception*, *Dexterity*, or *Resilience* check may be allowed to avoid damage or reduce the damage by one degree.

Other dangers, such as a bog, quicksand, or a room filling with poison gas don't cause immediate damage, but will unless something is done. In these situations, the GM should determine the number of rounds the characters have to take action and the consequences should those actions fail.

COMMON ACTIONS

The GM decides how to handle PC actions in each circumstance. Every possibility cannot be covered in detail. The following examples are provided to guide GMs in applying the rules to virtually any actions the players come up with.

Athletic Feats: Actions such as swimming, jumping, lifting, pushing, fighting, and climbing are usually possible for all characters. Some situations, such as technical climbing or acrobatics may require specialized knowledge indicated by a skill or background. A *Strength* or *Dexterity* check may be used when success is in doubt.

Questions & Negotiations: Social interactions with NPCs should be roleplayed first and foremost. Make checks only as needed. Check *Charisma* to determine NPC reactions or changes in disposition. Check *Intelligence* or *Perception* as appropriate to determine PC knowledge or insights. When a check is needed, set the rating based on PC roleplay and the nature and disposition of the NPCs.

Knowledge & Insights: Interpreting signs and runes, identifying artifacts, estimating values and understanding people, behavior, history, and cultural norms may all be useful to the PCs. In many cases, the players are expected to come up with their own ideas. When specialized knowledge or character knowledge not accessible to the players is in question, a character's occupation, background, and skills may give some guidance, and an *Intelligence* or *Perception* check may decide the issue as needed.

Reading Books: Any literate character can read books in a language they speak, but certain obscure and ancient tomes may require specialized knowledge or an *Intelligence* check to comprehend the contents. Books in a similar or archaic language may be understood with an *Intelligence* check, but books in a wholly unknown language cannot be read unless translated, and translations are not always accurate. An average book takes three days to a week to read, assuming several hours of reading each day. A book may be skimmed in an hour, but the knowledge gained will be general and incomplete. If looking for a specific piece of information, a *Perception* check may determine if it's found.

Riding, Driving & Flying: Mounts and vehicles are common in many settings, and characters can assume competence in basic riding, driving, or even flying, if it's a common everyday occurrence. Otherwise, a background, occupation, or skill can represent basic competence. A *Dexterity* check is only necessary in dangerous

or extraordinary circumstances, such as extreme speed, evasive maneuvers, bad weather, a damaged vehicle, or operating a vehicle without basic competence.

Searching: When searching an area or looking for something specific, players should describe where they search, how, and for how long. Based on the PCs actions, the GM will decide upon the likelihood of anything being found, and whether a *Perception* check is needed or not. In general, a single character can search a small room in ten minutes. If digging with a shovel, a single character can dig a moderately-sized hole in one hour.

Sneaking & Hiding: When sneaking or hiding, players should describe where they go and what they do. Depending on who or what else is around and how perceptive or attentive they might be, the GM will decide if a check is warranted. When success is in doubt, check *Dexterity* for sneaking or *Resilience* for remaining quiet and hidden.

Tinkering: Whether disarming a trap, hot wiring a car, reprogramming a robot, tinkering with things could require a *Dexterity*, *Intelligence*, or *Perception* check. In many cases some sort of specialized knowledge will be required to succeed.

Wilderness Survival: Hunting, foraging, finding water, as well as navigation, tracking, and finding or building shelters may all be important if stranded in the wilderness. Situations vary greatly. A combination of described actions, checks, and encounters may be used as the GM sees fit. *Perception* is a key attribute in wilderness survival and can be used for a variety of checks from tracking and hunting to navigation and weather prediction, though some of these may require specialized knowledge.

COMPANION CHARACTERS

Occasionally the PCs may want to recruit extra help, either because of low numbers or great challenges. These companions should be recruited through roleplay and the conventions of the setting. Each PC can have a number of companions equal to *Charisma*. The GM is usually responsible for creating these characters. Companions can be played by the GM or by a

player with GM oversight. If the companion characters are hired on, the terms of their service must be negotiated.

In extreme situations and between dangerous adventures, companion characters must test their loyalty to remain with the group. A companion's loyalty is a percentage chance they will remain. A companion's base loyalty is 50% plus 10% for each charisma point of the PC they follow. Loyalty should be adjusted up or down depending on exceptionally good or bad treatment/pay and any personal relationship with the PCs.

Underlings: With enough power and/or money, even a low *Charisma* character could command an army of willing or unwilling servants. Such characters are possible, of course, but their underlings are treated as normal NPCs, rather than companion characters.

RANGES

For descriptions, and for the purposes of combat and other effects, relative distances are expressed in ranges based on the distance from a character or the party.

Table 12: Ranges

Range	Distance
Reach	≤ 10 ft (3 m)
Close	≤ 25 ft (8 m)
Medium	≤ 50 ft (16 m)
Long	≤ 100 ft (32 m)
Extreme	≤ 200 ft (64 m)
Remote	> 200 ft (64 m)

ENCOUNTERS

When players encounter NPCs — fellow humans, monsters, aliens, and so on — the GM should describe the situation, taking on the role of the NPCs. Resolve surprise attacks immediately, but otherwise, don't assume initiative must be rolled. This will save time, and avoid forcing the players into combat. The PCs may choose to flee, or attempt to interact with the NPCs in some other way, describing their actions and improvising dialogue. Only determine initiative once it's clear combat is happening.

RANDOM ENCOUNTERS

In some games, the GM may want to employ a periodic chance for a random encounter. Decide how frequently you will roll for a random encounter and the percentage chance of an encounter occurring. Develop a list of encounters that fits the setting, terrain, or area, and if an encounter occurs roll to determine who or what the PCs run into.

NPC ACTIONS

NPC actions should be based on their nature, disposition, and the actions of the PCs. If the disposition of encountered NPCs is uncertain, the GM can roll a d10 and consult Table 12 to determine their initial reaction. Depending on what the characters say and do, and how well the players roleplay, NPCs may be swayed toward helpfulness or aggravated toward hostilities.

When necessary, checks may be applied to help determine the course of an encounter. Check *Charisma* for attempts to deceive or use diplomacy. Check *Perception* for attempts to detect motives or gain insights. Check *Intelligence* to resolve questions of knowledge. Many other checks are possible and the GM should apply them as their judgment sees fit.

Table 12: Reactions

d10 Result	Reaction
1–2	Attacks
3–4	Hostile
5–6	Uncertain
7–8	Indifferent
9–10	Friendly

USE OF WEAPONS

Using a weapon generally involves a check. PCs check *Strength* for melee weapons and *Dexterity* for ranged weapons. A weapons skill is added when appropriate. NPCs may have a general attack (AT) ability that serves as their bonus for melee and ranged attacks. The GM may apply modifiers for difficult or advantageous circumstances.

When attacking an opponent, the check is made against the opponent's defense rating. A natural 20 always does maximum damage. A natural 1 is a fumble and may result in an unfortunate event such as a dropped, broken, or jammed weapon, a fall to the ground or a penalty to defense for one round. The GM determines fumble events according to the situation or using a random table.

If the attack is successful, most weapons do 1d6 damage. Some heavy or super-heavy weapons do 2d6 or 3d6 damage, but these should be exceptionally powerful, high tech, or magical weapons. In place of a d6, a d4 can be used for a non-lethal or improvised weapon and a d8 can be used for a charmed, special, or magical weapons. Modifiers may be applied for more varied damage and some weapons may have special abilities.

COMBAT SEQUENCE

When fighting occurs, time is broken down into rounds lasting about five seconds. During a round, each side in a conflict has an opportunity to move and take actions.

The mechanics of combat are an abstraction. The GM and the players should interpret and describe the action. Each attack roll represents a chance to deal damage in the context of a dynamic fight. Sometimes this is a single shot or thrust; other times it is a whole series of movements, parries, feints, and slashes. Damage may represent actual physical damage or merely an advantage or an edge in the ongoing fight.

Surprise: If one side is surprised by an encounter, a surprise round occurs immediately in which any surprised side doesn't get a chance to act. Surprise may be determined by the situation, by a *Perception* check, or by a 30% chance of surprise per side.

Initiative: Each side rolls a d12 to determine initiative. High result wins and acts first in each subsequent round. Ties are rerolled. To facilitate the action, the GM may want to roll for both sides and just indicate which side seizes the initiative.

Actions: During each round, individuals on a side may act in any order they wish. Actions taken should be possible in the few seconds that pass during the round. When fighting this generally means a single attack or action, with any associated movement. GMs should determine any modifiers based on the situation.

MORALE

NPCs sometimes flee or even surrender. The GM decides based on roleplay, or may assign NPCs a percentage chance to continue fighting. A 10% morale means an NPC will almost always flee or surrender at the slightest provocation. A 100% morale means an NPC will always fight to the death.

RUNNING AWAY

Combat is dangerous and characters can quickly get in over their heads. There are times when discretion is the better part of valor and running away is the wisest course of action. GMs can use morale to determine if the NPCs give chase. Sometimes characters will chase fleeing NPCs. In any chase, characters with greater speed can always escape from or catch NPCs with a lesser speed. If speeds are equal or the characters are slower, a *Dexterity* check can determine the outcome of a chase.

Table 14: Chases

Opponent's SP	Chase Rating
Moderate	12
Fast	14
Very Fast	16

- Chase ratings are for moderate speed PCs.
- Adjust for fast or slow PCs.

Combat resumes if those fleeing are caught. The chaser automatically has the initiative. Characters who succeeded in escaping may continue or stop to help their less fortunate friends.

COMBAT TACTICS

Players should always describe their combat actions and the GM should handle any mechanical details as they see fit. The following rules are optional, and while they may be used as is, they are intended only as guidelines for the GM when handling some common situations.

Average Reload: repeating firearms such as a revolver or pump action shotgun take one round to reload with ready ammunition.

Charge: With more than 10 ft (3 m) to run, a character can charge into melee, granting +2 attack and -2 defense for one round.

Concealment: Partial concealment, for example by darkness or mist, grants +2 defense. Total concealment grants +4 defense, but attacks should only be given a chance to hit if the attacker has some idea where the target is.

Cover: Partial cover grants +2 defense against ranged attacks, and full cover grants immunity from ranged attacks, as long as the attacking weapon cannot penetrate the cover.

Defensive Focus: +2 defense, no attacks or other actions that round.

Disengage: While engaged in melee combat, characters are compelled to fight and defend themselves. They may attempt to break off by retreating at half speed. They may also turn and run, but in this case, engaged opponents get a free attack.

Fast Reload: Modern automatic and semiautomatic firearms can be reloaded quite quickly if one has skill with the weapon and a ready magazine. Reloading should not impact rate of fire.

Helpless Opponents: +4 attack and double maximum damage.

Improvised Weapons: In the right hands, almost anything is a weapon. Without skill in this area, characters have -2 attack. The GM must rule on the amount of damage and whether lethal or non-lethal if it reduces vitality to zero.

Large Targets: +2 ranged attacks against targets more than twice the size of an attacker.

Long Shots: -4 attack / range increment, if a ranged attack is deemed to be long shot for a particular weapon or skill level. Some shots are just impossible, such as throwing a knife at extreme range.

Multiple Attackers: Up to four attackers can surround an opponent in melee. Each additional attacker grants a +1 attack for all attackers.

Non-lethal Intent: Armed attackers not intending to kill have -2 attack. Damage is dealt as normal, but if vitality reaches zero, the target is incapacitated for 1d6 rounds and immediately recovers 1 vitality.

Prone: -2 defense and -2 attack against standing opponents. No penalties against prone opponents.

Push Back: Successful attack does no damage but pushes opponent back, up to 10 ft (3 m).

Rapid Fire: With an associated skill, some ranged weapons may be shot multiple times in a round. Up to six shots can be made in the round, and shots may be split between two targets, as long as the weapon's capacity and ammunition allows. For each target a single roll is made, with each additional shot dedicated to that target adding +1 attack and damage for the roll.

Shooting into Melee: Firing into a melee can be dangerous for your allies. Single shots have -4 attack or have a 50% chance of hitting an ally on a miss. Attacker chooses. Rapid fire always has a 50% chance, +10% for each additional shot, of hitting an ally.

Slow Reload: Some ranged weapons, such as a musket or matchlock, can take 15 seconds to a minute to reload. In a skirmish they are really only good for one shot. If there's sufficient time and space to reload, allow a shot every 2-4 rounds if the intervening rounds are spent reloading.

Small Targets: -2 attack against targets less than half the size of the attacker. This can be used for called shots as well, to hit a particular part of an opponent.

Unarmed Attacks: Grabs and holds, chokes, locks, pins, and throws, as well as strikes with the hands, elbows, feet, knees, and head are treated as normal attacks. Damage is automatically non-lethal unless the character has an unarmed fighting skill or the opponent is helpless. When attacking unarmed against an armed opponent treat as unequal weapons, with a -2 attack.

Unequal Weapons: When melee combatants are armed with unequal weapons, or when one has a weapon and the other is unarmed, the GM may rule the greater weapon has +2 attack and the lesser weapon has -2 attack.

MAGIC

Two magic systems are available for GMs to employ in their games, and the systems can be combined in a variety of ways. Either way, the ability to use magic must be based in a character's background or skills.

Open Magic: To use magic, players describe what they're attempting to do, based on their character's skill and knowledge. The GM determines if it's possible, any necessary conditions, and what level of magic is required.

Prescribed Magic: To use magic, players employ specific spells or rituals their character has knowledge of. The level of magic or conditions required for various effects are dictated by the spell or ritual.

LEVELS OF MAGIC

Magic is categorized into three levels: mundane, incredible, and legendary. Depending on the level of magic, characters must sacrifice a number of survival points and make an *Intelligence* check to succeed. Survival points can be taken from any combination of vitality, sanity, and destiny. The points are lost whether or not the character succeeds.

When survival points are low and the circumstances are extreme, characters may sacrifice attribute points to perform magic as needed, but these points are permanently lost.

Mundane Magic: The most common magical effects, representing a magical means of accomplishing something that could be accomplished without magic, given moderate time and effort. For example, a magician might levitate an object, see into a nearby room, create illusory sounds, heal 1d6 points, or deal 1d6 damage.

- ◆ Requires 1 point and *Intelligence* 12.

Incredible Magic: Difficult and strong magical effects, representing a magical means of accomplishing something that might be possible without magic, but only with significant time and effort. For example, a magician might levitate a handful of people, see into a room in a far-off city, create illusory visions, heal 2d6 points, or deal 2d6 damage.

- ◆ Requires 3 points and *Intelligence* 14.

Legendary Magic: Dangerous and powerful magical effects, representing a magical means of accomplishing something that might be impossible without magic. For example, a magician might levitate a crowd of people, teleport to a distant location, transform physical objects, heal 3d6 points, deal 3d6 damage, or even revive the recently dead.

- ◆ Requires 6 points and *Intelligence* 16.

SPELLS

Spells can be cast in one round and have immediate magical effects. If the magic user suffers any damage during the round, prior to casting, they are unable to cast that round. Characters may gain access to spells in different ways, according to the GM and the setting. Below, are two options, but there are many other possibilities.

Option 1: Magic users learn a new spell each time a point is added to *Intelligence* or to a spellcraft skill, including during character creation. The GM provides a list of several spells for the player to choose from. However, an *Intelligence* check determines if the character can learn a chosen spell. If the check is failed, the player must choose another and roll again.

Option 2: Magic users are granted a number of spells equal to *Intelligence* at character creation, but thereafter

must discover or create all new spells. Learning found spells or creating a new one requires an *Intelligence* check and appropriate use of resources.

SPELL EXAMPLES

Each of the following spells allows for three levels of effect depending on the level of magic employed: mundane / incredible / legendary.

Black Sleep: Subjects instantly fall into a deep catatonic slumber. Subjects sleep for 1 hour. Affects subjects totaling 3 / 6 / 12 vitality, targeting lower vitality subjects first.

Crawling Voice: Your voice crawls into the subject's scum or rabble's unconscious mind, temporarily controlling volition and action. Lasts 3 rounds / 1 hour / 1 day.

Dark Summoning: Summon a creature from beyond to do your bidding for 10 rounds. Creature type is rabble / pawn / agent, but GM determines the nature of the entity.

Disembodied Eye: See through and control an invisible, incorporeal, floating eye. Forms in close range and can then be sent forth under your control. Lasts 3 rounds / 10 minutes / 1 hour.

Eldritch Fire: Subject is momentarily wrapped in a flash of green flames. Does 1d6 / 2d6 / 3d6 damage.

Ghost Sounds: Create auditory hallucinations lasting up to 10 minutes. Sounds may be generalized or emanate from a specific locale. Conjures a sound equivalent to a thrown rock / river or small crowd / deafening roar or large crowd.

Glow Globe: An immaterial globe of pale jaundiced light follows you, illuminating the area within close range. Light lasts 1 / 6 / 12 hours.

Grand Illusion: Create a visual hallucination up to the size of a small house. Illusion lasts 3 rounds / 1 hour / 1 day.

Heal Wounds: Restore 1d6 / 2d6 / 3d6 vitality. Removes the effects of serious wounds.

Mind Probe: Read the thoughts and memories of the living and even probe the remnant minds of the departed. Probe subject who are willing / unwilling / recently dead.

Non Space: Create an unmoving pocket of bounded extra-dimensional space accessible through an invisible portal. The space is a small room with pale luminous walls. Lasts 10 minutes / 1 hour / 6 hours. When the spell ends, the contents are ejected into normal space.

Suspend Breath: Subject may continue to function without breathing for 10 minutes / 1 hour / 1 day.

Vox Beetle: A quasi-real beetle inhabits your ear canal for a day, whispering translations for any language. Facilitates understanding / and speaking / and hearing thoughts.

Warding Glyph: Protects subject from harm by granting +2 defense for 1 / 6 / 12 hours.

Worm Hole: An invisible gate teleports you to a clearly envisioned locale. Transports you within medium / long / extreme range.

RITUALS

Rituals are complex magical actions, often requiring rare artifacts or substances, sacrifices, incantations, or planetary alignments. Rituals can be used to contact other worlds and alien beings, or to summon, bind, or banish powerful entities. They may be used to open or close gateways to other dimensions, to protect places or people, or to destroy them.

Rituals can last anywhere from ten minutes to a lifetime and have specific unique requirements. Some rituals have dire consequences for failure ... or for success. Knowledge of rituals must be discovered and understood by the PCs before attempting them.

Chains of Akainin: Summons and binds a lesser demon for three days. The ritual takes half an hour and must be performed on a hill top by a dark moon. A large circle must be drawn on the ground and a fire built at the center. After the incantation, a blood offering must be made. 3 points and *Resilience* 10 summons a pawn. 4 points and *Resilience* 12 summons a servitor.

5 points and *Resilience* 14 summons an agent. Failure on the roll summons an unbound demon, with a 70% chance of attacking. Otherwise, it will flee into darkness to wreak what havoc it can over the next three days.

Cryptic Barrier: Conjures a guarded area. Whoever performs this ritual is alerted to the presence of harmful entities within long range. Takes ten minutes and lasts six hours. Requires 3 points and *Perception* 12.

Dream Wine: Makes a wine that sends drinkers into a collective dream state. Requires the fruit of a rare tree and several rare spices. Incantations must be performed at each stage of the fermentation process, which lasts three weeks. Each character entering the wine-induced dream must make *Resilience* 12 or have -2 all rolls from disorientation within the dreamscape.

Dwellers in the Void: Contacts beings in a dark dimension. A wall is covered with black paint and an incantation repeated three times, knocking on the wall after each recitation. After the third knock, if 6 points are sacrificed, the wall vanishes, replaced by a black void and whispering voices who will answer questions if asked. Their answers are accurate 70% of the time. After each question there is a 20% chance a monster (agent) will emerge from the darkness.

Gate of Gammoth: Opens a dimensional gate to a desolate world inhabited by large biomechanical warbots, the sole remnants of a long-forgotten war that laid waste to the planet. The ritual takes ten minutes and requires a stone from Gammoth and a 3 point sacrifice. A glyph is drawn where the gate will appear, placing the stone in the center. A second glyph is drawn where one wishes to return. After the incantation, a one-way gate opens to a random place on Gammoth and stays open for 30 seconds. Ten minutes later the return gate appears. While on Gammoth, there is a 30% chance of being detected by a warbot (elder).

Minion of Akuthiel: Creates a zombie with limited intelligence, and no memory. Requires a 6 point sacrifice. A mixture of rare spices is placed in a small bag and held over cedar smoke while reciting the first incantation. The bag is placed in the mouth of a fresh corpse while reciting the second incantation. The

zombie will moan and follow orders, but cannot speak. The zombie will remain undead for three days and then quickly putrefy.

Sukar's Window: Manifests a psychic lens for viewing through time and space. After fixing a time and place in mind, the incantation induces a trance state if 4 points are sacrificed. The GM should check *Perception* 12 in secret to determine if the viewing is accurate or clouded by the user's thoughts, desires, and imaginings. Viewing the future can only present one of many possibilities at best, and should in no way determine the unfolding of events.

Time Dilation Bubble: Creates a localized time distortion for everything within a drawn circle. For each minute that passes inside the circle, an hour passes outside the circle. The ritual itself takes fifteen minutes to complete, including incantations and the use of rare earth elements. The distortion persists for a maximum of one hour inside the circle, with more than two days passing outside the circle. Requires 4 points and *Intelligence* 14.

The Melor Abyss: Banishes an envoy or lesser entity to a shadow realm known as the Melor Abyss. The ritual requires twelve persons, obsidian sand, an object that has had contact with the entity, and the name of the entity to be banished. The participants stand inside a protective circle drawn with obsidian sand. Each must say part of an incantation, repeated for one hour. 36 points must be sacrificed in total for the ritual to have an 80% chance of success.

Umberto's Rite: Casts out a possessing non-corporeal entity. The exorcist must engage in an existential battle of will with the inhabiting being. 2d6 points and *Resilience* 16 are required. The exorcist automatically and permanently loses 1 clarity. If they fail, there is a 20% chance they will become possessed.

MAGIC ITEMS

The GM should introduce whatever magic or cursed items are consistent with the setting. Any associated rules should be included with the description of the item. The possibilities are limitless, but care should be

taken not to overpower the players or demystify the magical through overabundance.

Identifying magical items should not be given or easy. The GM should decide whether this can be done with an appropriate *Intelligence* check and a related skill, or whether experimentation or greater expertise are necessary.

Amulet of Destiny: An additional +1 to any roll when burning destiny.

Bile of Truth: Foul liquid does 2d6 damage when consumed. The drinker thereafter can speak only the truth as they know it for one hour.

Blue Concentrate: Tube projects blue concentrate on command if the wielder understands its use. Contains three charges; each does 2d6 damage.

Caligari's Elixir of Vitality: Restores 3d6 vitality, but must make *Resilience* 12 for clarity loss.

Eb's Monocle: Crystal monocle reveals secret doors and hidden items. For each use of up to ten minutes, the user must make *Resilience* 12 for clarity loss.

Expandable Sphere: An egg-sized sphere expands into a ten person shelter on command. When expanded, the sphere is a white half dome above ground, opaque from the outside but transparent from the inside. Characters may pass in and out freely. The sphere is always a comfortable temperature inside and protects its occupants against all natural weather.

Explosive Thunder Egg: Round volcanic stone can be used as a grenade that explodes on impact after an arming command. Does 3d6 damage to any character in the explosion area.

Frost-Born: Legendary sword sheds light in cold temperatures, has +2 attack, does 2d6 damage. The sword absorbs the first 6 points of fire damage each round, and extinguishes natural fires. Creatures vulnerable to cold take an extra 1d6 cold damage, and all creatures take an extra 1d6 cold damage on a critical hit.

Ghoul's Bane: Dagger glows when ghouls are near, +1 attack and damage.

Libation of Stoic Clarity: Restores 1d6 clarity.

Liquid Amber: Golden liquid expands and hardens when vial is broken. +2 attack when thrown in close range. Target is immobilized. Breaking free requires *Strength* 14.

Rela's Fortress: Shield grants +3 defense to user in any round when they do not attack.

Scroll of Despair: Affected characters suffer -2 all rolls for ten minutes. Targeted characters have a 30% chance of being unaffected.

Shadowhide Suit: Leather is as supple as cloth, functions as medium armor, bears no penalty, and grants +2 to any check for sneaking or hiding.

Star Sword: Blade of light blazes from hilt upon mental command. +2 attack and damage. Effective against advanced armor. Cuts through metal and stone.

Stasis Chamber: Lightweight metallic box nullifies entropy and effectively stops time for anything inside it. May be found in varying sizes.

Trance Vine: Chewing this vine induces a trance-like state which reveals magic items, portals, and various cracks in reality as wreathed in shimmering colored lights. Check *Resilience* 12 for clarity loss.

FORBIDDEN TEXTS

Ideas have power, and throughout various ages and realms, dangerous texts have been set down in curious volumes of forgotten lore. To read such texts, whether in an ancient inscription, a dusty tome, or a cryptic computer file, may risk your life and sanity. Such lore could grant powerful knowledge of spells, rituals, and unimaginable realities, but such insights often come with a price. Thorough understanding of such books could take years, but shorter forays into their mysteries may reveal fragments of knowledge. *Intelligence* checks should be required to comprehend portions of the text. Checks for clarity loss would only be applicable after major revelations, breakthroughs in understanding, or radical changes in belief.

Book of Eibon: A weighty tome of ancient and arcane knowledge set down by the wizard, Eibon. Only fragments of the original exist, scattered across the world. Translations and interpretations in Latin, French, and English are uncommon and of varying quality. The text contains accounts of strange realms and distant planets, as well as numerous spells, rituals, and magical formulas.

Culte des Goules: A book of necromancy and black magic, penned by Francois-Honore Balfour in 1792. Only a handful of copies exist.

The Eltdown Shards: Ceramic shards dating from the Triassic period, covered with strange symbols. No definitive translation exists, but partial translations have been attempted and are coveted by various cults.

The Golden Path: The authenticity and even the existence of this illuminated medieval manuscript have been debated. Later printings of a 17th century translation claims the text reveals the future of humanity, a history spanning 20,000 years, with far-reaching diasporas across the galaxy and beyond.

Kage Numachi no Akuma: Ancient scrolls purported to originate from a lost island east of Japan. A rare English translation, *Demons of the Shadow Marsh*, dates to the 19th century. The text concerns various horrific creatures and evil spirits dwelling in the southern region of the island.

The Tombari Code: A binary code over five million digits long. Its origin is unknown. If viewed in rapid sequence, the code is said to be capable of reprogramming deep primitive structures of the human brain. To what end, nobody knows. Unverified copies of the Tombari Code occasionally turn up on various websites, but usually disappear within a matter of hours.

Unaussprechlichen Kulturen: An exploration of secret cults, monstrous gods, anthropological studies, and unorthodox histories of the earth and its inhabitants. The book was written by Friedrich von Junzt and published in Dusseldorf in 1839. Later editions, *The Nameless Cults* and *Unspeakable Cults*, contain various inaccuracies and omissions.

ADVANCED TECHNOLOGIES

Most advanced technologies can essentially be treated as magic items et vice versa. They do what they're made to do. Just include any associated rules within the description of the item.

A wide range of plausible advanced technologies can be created through an extrapolation of scientific developments in fields such as nanotechnology, genetic engineering, and quantum computing. Others may be based on speculations of knowledge far beyond our current scientific understanding.

Identifying or operating high-tech items may require an *Intelligence* check and possibly specialized knowledge or skills if they are unfamiliar to the characters. In extreme cases, such as alien or super-advanced technologies, identification or operation may be impossible.

Computers: Any advanced system for information storage, retrieval, and processing can be considered a computer, whether it functions through microchips, synthetic DNA, or a Quitzow-Field crystalline lattice. Characters may operate computers they would be familiar with for everyday use and general research purposes. Accessing or analyzing obscure data may require specialized knowledge and an *Intelligence* check. Accessing secure data will require skill in computer hacking, information systems, or a related field.

Artificial Intelligences: AIs are not just computers but intelligent entities. They may have their own personalities, goals, desires, and fears. Dealing with an AI may require interactions on the level of any NPC encounter. Attributes such as *Perception*, *Resilience*, and *Charisma* may be just as important as *Intelligence*.

Robots: From mindless automatons to intelligent androids and rampaging war machines, robots combine aspects of computers, artificial intelligences, and creatures. For the most part, robots can be treated as NPCs. However, robots can sometimes be repaired, altered, or reprogrammed. Some may be limited by their power supply, or controlled by a remote computer. Such details should be addressed in the robot's description.

Cyborgs: Incorporating both organic and bio-mechatronic components, cyborgs occupy a space somewhere between a biological organism and a robot. As such, they may be treated as either, depending on the balance of their components. Some cyborgs will resemble a creature with electromechanical enhancements; others may be more machine than living thing.

Power Armor: Armors using advanced materials and powered actuators or projected personal defense screens should still be treated as light, medium, or heavy armor, but may have additional properties and/or be invulnerable to certain types of weapons or attacks. Depending on the energy source, limits of operation may be applicable.

Spaceships: From tin cans with chemical rockets to massive faster-than-light starships, handle spaceships as any other vehicle, computer, or structure, as appropriate. The realities of space travel are complex, from life support, radiation shielding, and gravitational effects, to propulsion systems, fuel requirements, and relativistic time dilation. GMs will need to do some research if they want to develop scientifically accurate models of space travel, but hand-waving some of the details is perfectly acceptable, especially given an abundance of advanced technology. Faster-than-light ships, if possible, may function via jumps, wormholes, warp, hyperspace, or other speculative devices. The existence of faster-than-light communications and telemetry should also be considered, as it will affect what information the PCs have access to in a space-faring world.

Spacesuits: Protective suits are required to survive the cold vacuum of space and various alien environments. Suits will generally have a limited supply of breathable air available. Suits may have a variety of imaging, communications, and telemetry features. Simple suits may be vulnerable to incidental damage, while advanced suits may qualify as power armor.

Table 15: Mutations

d100	Mutation	d100	Mutation
1-2	Amphibious (A)	51-52	Fur
3-4	Blood Thirst (A)	53-54	Infrared Vision
5-6	Grotesque Appearance (A)	55-56	Living Hair
7-8	Hyper Metabolism (A)	57-58	Nictitating Membranes
9-10	Immune Deficiency (A)	59-60	Photosynthesis
11-12	Joint Ache (A)	61-62	Prehensile Tail
13-14	Light Sensitivity (A)	63-64	Proto Gills
15-16	Poor Respiration (A)	65-66	Plastic Features
17-18	Prey Scent (A)	67-68	Power Legs
19-20	Vision Defect (A)	69-70	Rapid Healing
21-22	Absorb Radiation	71-72	Simian Regression
23-24	Alluring Scent	73-74	Spit Venom
25-26	Antennae	75-76	Spines
27-28	Armored Scales	77-78	Spider Pads
29-30	Acid Secretion	79-80	Smell Living
31-32	Berserk	81-82	Spider Silk
33-34	Bioluminescence	83-84	Super Hearing
35-36	Camel Back	85-86	Taste Poison
37-38	Chameleon Skin	87-88	Tentacles
39-40	Claws	89-90	Vocal Weapon
41-42	Dual Brain	91-92	Mind Blast (P)
43-44	Extra Arm	93-94	Repulsion Field (P)
45-46	Echolocation	95-96	Sensory Cohabitation (P)
47-48	Enhanced Reflexes	97-98	Telepathy (P)
49-50	Electric Skin	99-100	Telekinesis (P)

MUTATIONS

Mutations can be brought on by magic, mutagenic viruses, bioengineering, or exposure to toxic chemicals or high levels of radiation. If mutants are common, mutations are determined during character creation. Roll 1d4 to determine the number of mutations. Roll d100 to determine each mutation on Table 15. Mutations are divided into adverse, beneficial, and psychic mutations. Any PC rolling only adverse mutations during character creation, should be able to roll again until they get one beneficial one.

ADVERSE MUTATIONS

Amphibious: You must immerse yourself in water once a day or suffer dehydration as if you hadn't had any water to drink.

Blood Thirst: Every three days you must drink a pint of fresh blood or suffer from dehydration until you do.

Grotesque Appearance: Some features make your face unsettling to behold; -1 to any reaction roll for NPCs you encounter.

Hyper Metabolism: You must eat twice as much as a normal person or suffer starvation, as if you hadn't eaten.

Immune Deficiency: -2 *Resilience* to avoid the effects of disease.

Joint Ache: -2 *Dexterity* for any actions requiring fine motor skill.

Light Sensitivity: Your pale skin and weak eyes abhor bright light; -2 all rolls when in sun light.

Poor Respiration: -2 all rolls after three rounds of action; -4 all rolls after six rounds of action.

Prey Scent: Your natural odor attracts predators. May increase chances of random encounters and effect reaction rolls.

Vision Defect: You have difficulty seeing anything beyond medium range; -2 ranged attacks.

BENEFICIAL MUTATIONS

Absorb Radiation: An extra organ absorbs some of the harmful effects of radiation; always take half-damage from exposure.

Alluring Scent: A subtle scent makes you appealing to others; +2 *Charisma* when socializing with humans.

Antennae: Sense changes in micro air currents and radiation levels. +2 *Perception* when sensing others. Detect radiation levels automatically.

Armored Scales: Your body is covered with hardened bony plates. Grants +2 defense with no armor penalties. Additional armor can only add +1 defense.

Acid Secretion: Glands in your pointer fingers squirt strong acid. Dissolves an inch of metal in 3 rounds. Close ranged attack does 1d6 damage each round until washed off with water. Use 2x / day.

Berserk: Once a day, go berserk during combat; +2 *Strength* and *Resilience*, -2 all other attributes, +2 melee damage, +4 vitality (may temporarily exceed full). Cannot flee or stop berserk fighting until combat ends.

Bioluminescence: Translucent spots all over your body glow at will for up to 6 hours / day

Camel Back: Water preserving organ gives your back a slight hump. Times for dehydration are doubled.

Chameleon Skin: Your skin color and pattern changes to match the environment; +2 stealth and hiding when wearing minimal clothes.

Claws: Powerful hands tipped with hardened claws. Easily tear apart plastic and wood, and deal 1d6 lethal damage as an unarmed melee attack.

Dual Brain: A small auxiliary brain in your torso supplements processing. Roll 1d6 for auxiliary brain function: (1–2) languages, (3–4) sense perception, or (5–6) information processing; +2 when applicable.

Extra Arm: An extra arm grants +2 *Strength* for grappling and climbing. Carry one additional readied item.

Echolocation: Small clicks and snaps give a vivid picture of your surroundings, even in complete darkness.

Enhanced Reflexes: Super-quick reaction times grant +2 *Dexterity* to any reflex-related roll.

Electric Skin: 2x / day, your skin gives off a powerful electric charge at will; deals 2d6 damage, short-circuits electronics.

Fur: Thick fur covers your body. Cold exposure interval times are doubled.

Infrared Vision: You can see heat, which allows minimal vision, even in total darkness.

Living Hair: Your long hair moves at will. Grants an extra attack when you make a melee attack. Choose a 10% chance to disarm, a 20% chance to strangle, or a 50% chance to deal 1 damage.

Nictitating Membranes: Protects eyes from dust, smoke, and liquids.

Photosynthesis: Chloroplasts give skin a greenish hue. Progression times for starvation and fatigue are doubled as long as sunlight is available.

Prehensile Tail: Long tail can grab hold of things, aid in climbing, and be use as an extra unarmed attack.

Proto Gills: Gill slits on your torso or neck allow water breathing for up to an hour.

Plastic Features: Alter your appearance at will; maintain altered appearance for up to 1 hour / day.

Power Legs: Enhanced leg anatomy allows 10 ft (3 m) vertical jumps, 20 ft (7 m) leaps and 30 ft (10 m) running leaps. When jumping down, ignore 20 ft (7 m) of drop when calculating damage. Speed is fast.

Rapid Healing: Gain an additional 1d6 vitality when sleeping at least 6 hours.

Simian Regression: Apelike features and posture. Speed reduced to slow unless on all fours. +2 *Strength* for brute muscle and grappling.

Spit Venom: 2x / day, you can spit venom from a gland in your cheek. Close ranged attack does 1d6 damage for three rounds; has 30% chance of also causing temporary blindness for the duration.

Spines: Sharp spines grow from your body. Immune to most grappling. Shoot spines as a close ranged attack for 1d6 damage.

Spider Pads: Sticky hands and feet allow you to climb on sheer vertical and inverted surfaces.

Smell Living: You can smell most living creatures in medium range.

Spider Silk: Glands on forearms secrete up to 50 ft of sticky silk strands per day. Strands are strong enough to support you and three others. Shoot strands within close range.

Super Hearing: Your super-sensitive ears pick up even the slightest noises within medium range.

Taste Poison: Small doses of poison do not affect you, and you may identify poisons by taste.

Tentacles: You have tentacles instead of arms. Surprisingly dexterous, you can still operate most weapons and machines. +2 *Strength* for grappling and climbing.

Vocal Weapon: Alterations to vocal cords make your voice sound strange. 2x / day, a focused scream does 1d6 damage to any creature in front of you.

PSYCHIC MUTATIONS

Mind Blast: Burn any survival point and make *Perception* 12 to deal 1d6 damage through the mind of an enemy within medium range.

Repulsion Field: Burn any survival point and make *Perception* 12 to create a repulsion field lasting up to twelve rounds. Living creatures have only a 20% chance of being able to approach within reach range.

Sensory Cohabitation: Burn any survival point and make *Perception* 12 to experience another living creature's sensory inputs. You cannot sense their thoughts or emotions.

Telepathy: Burn any survival point and make *Perception* 12 to send a telepathic message. Burn 2 points and make *Perception* 16 to read unguarded thoughts.

Telekinesis: Burn any survival point and make *Perception* 12 to move a light object at will within close range. Burn 3 points and make *Perception* 16 to move a heavy object.

NPCs

Whether persons, creatures, monsters, or aliens, NPCs should be unique, strange, and memorable. GMs are well advised to create some of their own creatures, and describe them when encountered, rather than telling the players what they are facing, especially if the characters wouldn't recognize such a creature.

An array of nine standard NPC Types makes it easy to create, adapt, or improvise any monster or character you can imagine. The standardized types also determine the relative difficulty of battling any potential foe. Guidelines for customization make every NPC feel original.

Creatures can be created and customized in any way the GM sees fit, but the following guidelines can speed the process while maintaining the basics of the NPC Type.

Table 16: NPC Types

#	TYPE	VT	DF	AT	DM	SP
1	Scum	1	11	0	1d6	s
2	Rabble	4	12	+1	1d6	s
3	Pawn	9	13	+3	1d6	m
4	Servitor	16	14	+5	1d6	m
5	Agent	23	15	+7	2d6	m
6	Elder	30	16	+9	2d6	m
7	Power	37	17	+11	2d6	f
8	Envoy	44	18	+13	3d6	f
9	Avatar	51	19	+15	3d6	f

- Adjust +/- 3 vitality.
- Adjust +/- 2 defense & attack.
- Adjust +/- 1 damage & speed increment.
- Grant special abilities or vulnerabilities.
- Note any possessions or weapons.

SPECIAL ABILITIES

NPCs can have a wide variety of special abilities. The following examples are just basic ideas. GMs should create new ones and use endless variations for the NPCs who haunt their campaigns.

Caustic Ichor: Sprays acidic blood when hit. Melee attacker takes 1d6 damage each round until washed off with water. Weapons and armor are destroyed in 3 rounds.

Cosmic Horror: A mind-rending shock, a thing not meant for human eyes. *Resilience* 14 for clarity loss.

Diving Attack: Flying creature swoops in for an attack, doing +2 damage. A large enough creature may pick up a character on a critical hit and carry them into the air.

Dragon Fire: Breathes fire once every 3 rounds. Fire blast hits up to 3 characters in medium range, doing 2d6 damage to each. *Dexterity* 14 reduces damage.

Earthly Horror: A mind-bending shock, a thing contradicting all hope and belief. *Resilience* 10 for clarity loss.

Eldritch Horror: A mind-expanding shock, a thing undreamt of. *Resilience* 12 for clarity loss.

Fear Aura: Foes tremble in fear. Must make *Resilience* 14 to act in the first round.

Grapple: When this creature hits, it grapples a character and holds them fast. *Strength* 14 to escape or 4 damage to force release. Next round, as an attack, the creature may deal 1d6 damage to held characters.

Immortal: Upon death, creature crumbles into dust, only to reform in another time and place. Such creatures may have a secret vulnerability by which they can be permanently killed.

Incorporeal: May pass through solid objects. Cannot be harmed by normal weapons while incorporeal. Must take corporeal form for a full round to deal normal damage.

Infection: Hits expose the target to a terrible disease. *Resilience* 12 to avoid contracting the disease. 1d6 damage / day for 1d6 days. Effects may vary.

Mind Control: Instead of attacking, this creature may attempt to control the mind of a character. The character must make *Resilience* 12 or be controlled by the creature for 3 rounds. Characters will not self harm but will harm allies.

Multiple Attacks: Creature attacks multiple times per round. Number varies, depending on skill, speed, or multiple independent limbs or tentacles.

Paralysis: In addition to damage, creature's attack causes paralysis for 3 rounds unless *Resilience* 14 is successful.

Poison: When this creature does damage, there is a 60% chance of being poisoned and suffering 1d6 damage / round for 3 rounds.

Raise Undead: May raise corpses to command as undead minions. May raise 1d6 / round of rabble in the form of zombies and skeletons.

Regeneration: Gains 1d6 vitality / round unless killed or at maximum.

Soul Drain: In addition to damage, creature's attack permanently drains 1 destiny point.

Spell Casting: May cast a number of spells per day. Each spell cast has a 20% chance of failure or mishap.

Swallow Whole: On a critical hit, this creature swallows a human-sized or smaller character whole. Character suffers 1d6 damage / round until dead.

Terror Aura: Foes are paralyzed with fear. Must make *Resilience* 14 before acting, one chance per round.

VULNERABILITIES & INVULNERABILITIES

Some creatures may have a particular vulnerability, resistance, or invulnerability to certain kinds of attacks or to fire, water, electricity, et cetera. Vulnerability raises damage by one degree. Resistance lessens damage by one degree. Invulnerability negates all damage of that kind.

NPC EXAMPLES

The examples use a suggested NPC Type as a basis for customized stats. GMs may use a different type or further customize the stats as needed. When creating NPCs, GMs should use whatever method and notation works best for them.

Crystal Robot (Agent)

VT 23, DF 14, ATx2 +7, DM 2d6, SP m

Mysterious crystalline constructs whose true origins and purpose are unknown. They may take any shape and move as if gliding across any surface. May form their limbs into weapons to attack or thrust with extruding shards of crystal.

- ◆ 2 attacks / round.

Cultist (Rabble)

VT 3, DF 11, AT+1, DM 1d6, SP m

Fanatical humans devoted to various eldritch gods, demons, and necromancers. May be armed with a variety of weapons.

Death Worm (Servitor)

VT 18, DF 13, ATx3 +5, DM 1d6+grapple, SP m

A large, slithering, pulsing worm with a multitude of tentacles surrounding its gaping, tooth-lined maw.

- ◆ 3 attacks / round.
- ◆ Hits grapple and hold. *Strength* 14 to escape or 4 damage to release. Next round, as one of its attacks, may automatically deal 1d6 damage to a grappled character.

Deep One (Rabble)

VT 5, DF 12, AT +2, DM 1d6, SP m

Fish men of the deep, guardians of R'lyeh, and servants of great Cthulhu. Deep ones have outposts in the waters off various coastlines around the world. They sometimes seek to procreate with humans, creating hybrid offspring who long for the depths from whence they came.

- ◆ Upon first encounter, make *Resilience* 12 or have -2 all rolls for 1d6 rounds.

Demon (Agent)

VT 23, DF 14, AT +7, DM 1d6, SP m

A minion of chaos. Demons appear in a multitude of forms from beautiful to hideous and may have a variety of weapons and special abilities, including the following possibilities.

- ◆ *Resilience* 12 or pass out for d6 rounds when hit with cursed weapon.
- ◆ Embrace permanently drains 1 destiny point.
- ◆ Create an immediate area of supernatural darkness.
- ◆ *Resilience* 12 or PC forced to obey a simple command or suggestion.
- ◆ Disguise self as human.
- ◆ Summon a black gate and depart through it or call forth a lesser demon with a 50% chance of success.

Demon Lord (Power)

VT 37, DF 16, ATx2 +11, DM 2d6, SP f

A lord of chaos. Demon Lords appear in a multitude of forms from beautiful to hideous and may have a variety of weapons and special abilities, including the following possibilities.

- ◆ Bladed or blunt weapon kills instantly on a natural 20.
- ◆ At zero vitality a demon lord may appear to die, but its spirit and body reform in the outer darkness from whence it came.
- ◆ Flaming whip does 1d6 extra fire damage and grapples (2d6 damage / round); *Dexterity* 14 or 6 damage to escape.
- ◆ Immune to fire, electricity, and gasses. Resistant to cold.
- ◆ Detect magic or invisibility.
- ◆ Invoke terror once as an action; target must make *Resilience* 14 or flee for 4 rounds.
- ◆ Summon black gate and depart through it, or call forth a lesser demon with an 80% chance of success.
- ◆ Create clouds of smoke to obscure vision beyond close range.
- ◆ *Resilience* 14 or PC must obey a simple command or suggestion.
- ◆ 70% magic resistance.

Dimensional Shambler (Servitor)

VT 17, DF 13, AT +5, DM 1d6, SP m

Taught, grey skin hangs about an ape-like body with long arms and huge claw-tipped hands. Its eyes are tiny yellowed slits within deep pits. Its mouth gapes with crooked canine teeth. The shamblers come from another dimension, where the barren ground crawls with gray ooze and the skies writhe with twisted flames of light.

- ◆ Upon sight, *Resilience* 12 or -2 all rolls for 1d6 rounds.
- ◆ May take incorporeal or corporeal form each round, but can only deal and receive damage when in corporeal form.

- ◆ When it departs for its own dimension, the shambler may try to lure a victim into following it. Targeted PCs must make *Resilience* 12 to resist the psychic temptation. Those who follow are devoured by hordes of shamblers.

Dragon (Elder)

VT 30, DF 15, AT +9/special, DM 2d6, SP m

Huge, intelligent, fire-breathing beasts, terrifying creatures of immense power still inhabiting dark and remote corners of the world. Dragons hoard treasure and spend a lot of time sleeping. Who knows what they dream of, but they often wake with a foul temper.

- ◆ *Resilience* 12 or -2 all rolls while in the presence of a dragon.
- ◆ Breathes fire once every 3 rounds. Fire blast hits up to 3 characters in medium range, doing 2d6 damage to each. *Dexterity* 14 reduces damage to 1d6.
- ◆ Immune to arrows except in a few small areas.

Face Changer (Servitor)

VT 14, DF 13, AT +5, DM 1d6, SP m

A genetically enhanced, highly-skilled psychic humanoid mimic.

- ◆ Can act as a duplicate of any human they've had contact with, not only copying physical appearance and behavior, but memory too.
- ◆ *Perception* 18 to detect disguise.

Ghoul (Pawn)

VT 10, DF 12, AT +3, DM 1d6+paralysis, SP m

A hideous undead creature that feeds on human flesh. Grey skin, clouded eyes, yellow pointed teeth.

- ◆ *Resilience* 12 or a hit causes paralysis for 3 rounds.
- ◆ After any contact there's a 50% chance of contracting grave rot (1d6 damage / day for 5 days).
- ◆ Those who die by a ghoul will rise as undead in 3 days, unless the body is destroyed.

Ithaqua (Avatar)

VT 50, DF 19, AT +15, DM 3d6, SP f

The great wind walker stalks the untracked wilds of the north. He is known to carry off wayward travelers as if on an irresistible wind. Victims are sometimes found dead as if dropped from a great height. Survivors are never able to explain what happened to them.

- ◆ Upon encountering, *Resilience* 14 or -4 all rolls for 1d10 rounds.
- ◆ Dissipates and reforms at zero vitality.
- ◆ May take a variety of forms, corporeal and incorporeal, at will.
- ◆ May grab and hold one PC at will.
- ◆ If Ithaqua desires, any PC alone in the wilderness must make *Resilience* 16 or be swept away.

Mummy (Agent)

VT 21, DF 16, AT +6, DM 2d6+curse, SP m

Through the ancient art of mummification, the flesh of the living is preserved in death through the ages. Occasionally magic spells reanimate these once living beings as guardians or sentient lords of the undead.

- ◆ *Resilience* 12 to act in the first round.
- ◆ *Resilience* 14 or hits inflict the curse of mummy rot (1d6 damage / day until the curse is broken).
- ◆ Vulnerable to fire (2d6 damage / round).

Protean Ooze (Agent)

VT 23, DF 14, AT +8, DM 2d6, SP m

An amorphous slime that changes color and texture to blend in with its surroundings. The ooze can strike by rapidly extending pseudopods of slime. May be found in a variety of sizes and types.

- ◆ *Perception* 16 to spot.
- ◆ Immune to fire, cold, and electricity.
- ◆ Any contact will corrode metal in 3 rounds unless washed clean.
- ◆ Regenerates 2 vitality / round.

Replicant (Agent)

VT 20, DF 16, AT +7, DM 2d6, SP f

A genetically-engineered synthetic humanoid easily mistakable for a real human. Replicants are crafted with advanced technologies, and are possibly sent from the future, other worlds, or other dimensions. They are exceptionally strong and may be armed with advanced weapons.

Security Robot (Agent)

VT 25, DF 15, AT +7, DM 2d6, SP m

An armored robotic sentinel armed with various advanced weapons. Programmed to defend an area or installation with deadly force.

- ◆ Vulnerable to high-voltage electricity.
- ◆ Ranged laser attacks ignore the effects of normal armor.
- ◆ Can be reprogrammed or deactivated with access to a central computer.

Shoggoth (Envoy)

VT 45, DF 18, AT +13, DM 3d6, SP m

A huge writhing mass of black iridescence and protoplasmic flesh, crawling with a multitude of gibbering mouths, rolling eyes, and self illumination. Shoggoths were created as servants by elder things and have grown ever more intelligent and rebellious since.

- ◆ Upon sight, *Resilience* 14 or -2 all rolls for 1d6 rounds.
- ◆ Resistant to fire, electricity, and physical weapons.
- ◆ Regenerates 1d6 vitality / round.

Sorcerer (Servitor)

VT 18, DF 12, AT +4, DM 1d6, SP m

A warped follower of arcane mysteries, intent on unraveling the deep mysteries of the cosmos and beyond.

- ◆ Casts 6 spells / day with 80% success.
- ◆ May have various mutations.

Spidron (Rabble)

VT 2, DF 12, AT +3, DM 1d6, SP m

Bio-engineered drones of the Bubozig hivemind. Swarms of man-sized spidrons skitter across the ground on spiked legs, biting and impaling alien enemies of the homeworld.

- ◆ Sprays acidic blood when hit. Melee attacker takes 1d6 damage / round until washed off with water. Weapons and armor are destroyed in 3 rounds.

Tangle Vine (Servitor)

VT 19, DF 13, ATx2 +5, DM 1d6+grapple, SP s

A mutated ambulatory mass of thorny vines.

- ◆ 2 attacks / round
- ◆ *Dexterity* 12 or hits grapple and hold. *Strength* 14 or 4 damage to escape. As an attack, may deal 1d6 damage to a grappled character.
- ◆ 2 hits exposes PCs to a hallucinatory poison that takes effect immediately (-2 all rolls).

Thug (Pawn)

VT 8, DF 12, AT +4, DM 1d6, SP m

An unscrupulous individual, schooled in brutish, violent fighting. Usually armed with a variety of weapons.

Wildman (Rabble)

VT 5, DF 13, AT +4, DM 1d6, SP m

May represent a wide variety of degenerate, hybrid, and mutant humanoids, from orcs and apes to dog-men, lizard-men, and feral humans.

- ◆ May have primitive or scavenged weapons.
- ◆ May have various mutations.

Wolf (Pawn)

VT 6, DF 13, AT +2, DM 1d6, SP m

Scavengers, fierce predators, and pack hunters.

- ◆ Up to five wolves may surround a character, each gaining +1 attack for each wolf.

Wraith (Agent)

VT 27, DF 12, AT +7, DM 2d6+drain, SP m

An insubstantial, shadowy shape, formed in the aftermath of great pain and suffering.

- ◆ Pass through solid objects. Cannot be harmed by normal weapons while incorporeal. Must take corporeal form for round to hit.
- ◆ *Resilience* 16 or a hit permanently drains 1 destiny point.

Zombie (Rabble)

VT 3, DF 10, AT +1, DM 1d6, SP s

An undead corpse, usually fleshy and rotting, that hungers for the flesh of the living. Some zombies are merely animated corpses raised to do the bidding of their master. Others are infectious undead.

- ◆ Immune to charm and sleep spells.
- ◆ Infectious zombies have a 30% chance of spreading infection with each hit. Infection causes death in 1d6 days. A character who dies this way will rise as a zombie five minutes after death.

SETTINGS

Weird can be used to run games in any genre or setting. Adventures can be set in familiar worlds or in entirely new worlds. Find inspiration in your favorite books and movies, established game settings, ancient myths, and local legends. A mutual understanding of the game world and its conventions is all that's needed to get a game off the ground. The GM should decide the best way to create the feel of the setting using the various options presented in the rules, and by adapting and improvising rules as needed.

CREATING A SETTING

Creating a setting can seem daunting, but if you keep it simple, the rules facilitate a wide variety of settings by addressing a few specific details. For creative GMs, this kind of world building can be as much fun as a game session. The included quick-start settings provide clear examples of how the core rules can be customized for a variety of genres.

Describe the world the characters inhabit. Create an equipment list and an economic model, if needed. Define any skills unique to the setting and add them to the skills list or create a setting-specific list. If using magic, decide upon an open or prescribed system. Write spells, rituals, and magic items, as necessary. If advanced technologies are present, decide upon the level of technology and flesh out how various technologies function in the world. Finally, consider suggested occupations and any associated special abilities.

- ◆ Description, background, and context.
- ◆ Equipment list and economic model.
- ◆ Common and unique skills.
- ◆ Magic, mutations, and technology.
- ◆ Occupations and special abilities.

Stronger Characters: The default player characters are mortals with human-like abilities. If your setting requires more powerful PCs, such as vampires or superheroes, adjust the rules for character creation to boost stats, and add powerful skills, special abilities, and advanced equipment. With a few adjustments characters of widely varying power levels can be created. Flaws, drawbacks, and weaknesses may be added to offset powerful abilities. Just be careful not to make them too powerful. The PCs still need to be challenged by difficult actions and NPCs.

Weaker Characters: The default player characters are perhaps a bit more capable than the scum and rabble of the world. If you want more vulnerable characters, again, adjust the rules for character creation for lower stats and fewer skills. For example, have players roll 2d6 for each survival stat and give them only one skill.

RUNNING ADVENTURES

Whatever the setting, GMs should provide players with plenty of opportunities and motivations for adventure. There should never be a shortage of physical and social threats, mysteries to be solved, or missions to be undertaken.

Three key elements make up most adventures: investigation, exploration, and combat. All should involve decision making, problem solving, and roleplaying on the part of the players.

In any given adventure, these elements may be present in varying degrees. Some games are all about investigating mysteries, uncovering horrors lurking beneath the veil of reality. Other games are all about exploring unknown lands or delving the depths of ancient ruins. Still others may focus on combat with critical mission objectives.

Whether you write your own or use an existing adventure, it will generally contain the following components.

Background: Information for the GM to understand the context of the adventure, sometimes including an overview of a likely course of events.

Setup: Information for the players that should motivate the characters and guide them into the adventure.

Descriptions: Information needed to run the adventure. May include maps, descriptions of areas and obstacles, descriptions of NPCs, as well as possible actions and consequences.

Individual adventures can be linked together in various ways, or can be used for a single one-shot session of gaming. Some GMs link adventures together in a serial campaign. Others prefer a more sandbox style of campaign with open-ended opportunities for adventure. Do whatever works for you as a GM and for your group.

ADAPTATIONS

There is a wealth of adventures and supplements available from new and classic roleplaying games. *Weird Roleplaying* is specifically designed to make using all these materials in your games easy and intuitive. In most cases, adapting materials is merely a matter of using the NPC Types table to stat up creatures and NPCs. Adjust any damage and special abilities as needed. The rules are simple enough that with a little experience this can be done on the fly when needed. When running the game, the GM should call for checks and assign ratings as usual, ignoring any action-resolution mechanics in the source materials, or using them as a general guide for difficulty.

GM ADVICE

As the GM, think of yourself as a mediator or referee between the players and the setting. Before play and during character creation, communicate with players about the setting and tone of the game. If there are new players or characters, PC introductions are a good way to break the ice. Ask questions to help get the roleplaying started.

Whatever setup or background the players need for any particular adventure should be kept short and to the point. Long back stories are a sure way to lose the attention of the players. Information is best revealed as the adventure progresses. The players will be much more interested once they're involved.

During the game, focus on brief, vivid descriptions utilizing sensory details, keeping the knowledge and the point of view of the PCs in mind. Then wait for the players to roleplay their actions. Allow the players the time and space they need to roleplay their characters and discuss with each other, when appropriate.

It's your job to decide what happens when the PCs take action. Whether you use dice, common sense, or even the input of the players themselves, always endeavor to make fair judgments that are true to the setting and the spirit of the game. Don't unnecessarily punish players or lavish undue rewards on them. Treat all the players with equal respect, not favoring their success or demise.

The decisions, actions, and roleplay of the PCs should effect the course and outcome of in-game

events. Within the context of the game world, the PCs should be free to do as they will. As the GM, you should be prepared to improvise and account for any eventuality. Some adventures will naturally be more linear and limited, but the free will of the PCs should always be maintained as much as possible.

No matter how much planning you've done, don't railroad the players from one situation to the next, just to fit a preconception of how the game would play out. You can steer the players by making the promise of excitement, adventure, and rewards too good to pass up or the threat of dangers too dire to face, but in the end, the PCs must be able to choose their actions freely. The more players realize the outcome of the game and the consequences for their characters depends on their actions, the more invested they will become in the roleplay.

As you weave together various threads of the world and the characters into a cohesive narrative, you're mediating an experience for the entire group. The players will have great ideas too. The best GMs will listen to their players, give them time in the spotlight, and play off their ideas and actions. Part of the thrill of game mastering is the opportunity to think on one's feet, to keep the adventure exciting and challenging, wherever it leads.

PLAYER ADVICE

As a player, focus on roleplaying your characters. The GM will describe a situation or set a scene, and as a player, it's your job to answer the question, "What do you do?" Because of this, it's important to pay attention and keep track of what's going on. Ask the GM or another players if something is not clear. Take notes and map as needed.

You should be familiar with the mechanics of the game and your character, and naturally you should use your PC abilities to your advantage when you can, but roleplaying goes beyond the mechanics of the game. Embody your character by describing your actions and reactions, and even acting out dialogue. Only then roll dice, if any rolls are necessary. By following this simple guideline, during investigations, exploration, and combat, the PCs will take on a life of their own, and the game will be more entertaining for everyone.

Players inevitably become attached to characters they have invested in. Keep in mind, though, your characters may live and act in a dangerous world. Injuries, diseases, poisons, curses, and all manner of misfortune may befall them. It should all be part of the fun. Look at each new calamity as a roleplaying opportunity. And if and when death comes for your character, accept it with magnanimity and enjoy your chance to roll up a new character.

Respect the GM and their decisions during the game. They have a difficult role, juggling the setting, various plotlines, and a cast of NPCs while trying to be fair and present a challenge for the players. Each GM will have a different style, and like players, they will get better with experience. Support them with your attention and respect, and take up the role of game master yourself once in a while. Any conflicts or disagreements are best handled after or between game sessions. The rules are not immutable and the GM is the mediator and referee while the game is in progress.

Roleplaying is a group activity and a collective experience. Be mindful of all the participants. Nobody should hog the spotlight, and everyone should be encouraged to participate. Each player will bring something different to the table. Groups who get along by respecting and encouraging each other will have the most fun. There are no real conditions for winning this game. Having fun together, enjoying the characters, the setting, and the unfolding narrative of adventure is the real goal.

COMPLETE RULEBOOK

This concludes the core rules for the starter edition. *Weird Roleplaying* offers a lifetime of adventure in any world you choose. What follows are six quick-start setting ideas that are ready to use and adapt as you see fit. With some third-party supplements and your imagination, it could be all you need. At the very least, they will give you ideas about how to adapt the rules for your own settings.

Please support the development of this game and enhance your *Weird* experience by purchasing a copy of the complete rulebook, when it's available. The complete rulebook will include illustrations and additional content, as well as expanded rules for the quick-start settings.

DOOM OF AZAZOTH

Day to day, we cling to the comforting experience we have hitherto conceived as the sum of reality. Yet we writhe in a sea of unimaginable chaos. There are realities and entities undreamt of, and at the center of it all could be an idiot god whose slightest thought would blot out the universe — lulled only by the sycophantic music of insane servitors. These alien gods do not wait for *us*, but beyond this veil of perception, they *are* waiting, and when the veil falls we shall meet them in the maw of madness.

OVERVIEW

Doom of Azazoth is an occult horror setting familiar to anyone who has read the works of H.P. Lovecraft and related writers of weird fiction. The game spans all time periods, with the overarching theme being the revelation of the Mythos, a collection of occult lore encompassing the history of Earth and humanity, the aliens who first ruled this planet, and various other aliens and elder gods. Games are often set in the 1920s, the period in which Lovecraft wrote, but can be set in any era of interest.

The PCs are primarily investigators, drawn into a web of intrigue and horror, where they are tasked with uncovering the terrible truth behind strange events and artifacts. Along the way, they will encounter forces far beyond their comprehension and learn things human beings were never meant to know. Direct confrontations are extremely dangerous, and insanity is as much of a threat as death in this game.

CHARACTERS

The PCs may come from almost any walk of life or social strata, although some effort should be made to rationalize how any group of investigators might come together. Some suitable occupations are listed below. Choose appropriate skills from Table 3: Selecting Skills (pg 6).

Occupations

Antiquarian	Drifter	Police Detective
Artist	Doctor	Private Eye
Athlete	Engineer	Professor
Clergyman	Journalist	Soldier
Criminal	Military Officer	Student
Dilettante	Musician	Writer

EQUIPMENT

Since the PCs are everyday people for the most part, simply equip each character with suitable items. Some care should be taken to choose items that are consistent with the era and the character's occupation. Some common items are listed below.

Equipment

Personal Items	Gear	Weapons
Spare clothes	Compass	Pistol
Watch	Hunting Knife	Revolver
Pen	Hatchet	Rifle
Notebook	Binoculars	Machine Gun
Umbrella	Lantern	Explosives
Pipe	Flashlight	Bull Whip
Cigarettes	Sleeping Bag	Garrote
Playing Cards	Toolkit	Blackjack
Make-up Kit	Crowbar	Sword
Toiletries	Rope	Knife
Shaving Kit	Padlock	Spear
Typewriter	Canteen	Dart
Pocket Knife	Twine	Grenade
Hat	Torch	Flame Thrower
Camera	First Aid Kit	Slingshot

- Availability varies by time period and locale.

MAGIC & TECHNOLOGY

Magic exists in the form of rituals passed down in forbidden tomes and occult lore related to the Mythos. Such magic is dangerous and when used almost always results in clarity loss. Alien technologies could also be encountered, but should be rare, difficult to acquire, and mind boggling to comprehend. The use of magic and alien technologies should sometimes have dire consequences for the PCs. Such things were not meant to be known by humanity, after all.

NPCs

There are two kinds of people in the world: those who are blithely ignorant of the mind-shattering realities that lie beyond the quotidian veil ... and those who have begun their journey into madness. For those who have glimpsed behind the curtain, all human beings are eccentric and neurotic creatures.

The monsters and Mythos beings that often lie at the heart of strange occurrences and ancient mysteries are rare and terrifying encounters. To confront even the least of these creatures is dangerous. To attempt brute force against their masters is utter foolishness.

ADVENTURES

At the heart of an adventure is a horrible truth with its roots lodged in some aspect of the Mythos. This truth is shrouded somehow, wrapped within strange events, evasive and dangerous NPCs, exotic locales, and occult activities. The PCs should not know what to believe, and even less who to trust. But they are brought together, either by circumstance or chance, and motivated to investigate the matter. Their activities will revolve around interrogating NPCs, doing research, exploring relevant locales, and searching for clues. At some point they may learn awful secrets and come into contact with hideous alien beings or realities too terrible to behold. Throughout the adventure, the threats of death, insanity, and social isolation should be kept ever present.

ELDER DARK

They say a god of chaos passed through this world, like a bull trampling over a mound of ants. In its terrible wake, demons appeared and dragons spawned, and all manner of evil things spread across the land. Long ago, there once were people of greatness, and their glorious civilizations were rich beyond our dreams. All that is ended now. But their legacy lies buried in the grimstone, a wealth of gold and magic, waiting to be found by adventurers willing to risk everything.

OVERVIEW

Elder Dark is a sword and sorcery setting that draws upon classic elements of the fantasy genre. It is a game of dark dungeons, deep caves, forgotten ruins, and untracked wilderness. The elder races are in decline. Humanity is ascending, but in a world haunted by all manner of monsters and monstrous evil.

The PCs are a band of adventurers seeking fame and fortune in a grim world. They may start their adventures in a remote village, a city tavern, or a keep on the edge of the wilderness. They are not heroes, but if they live long enough, they might do something worthy of the name.

CHARACTERS

Occupations are narrowly defined to include a race (human, dwarf, elf, or häflin) and a class (fighter, cleric, magic-user, or thief). Each race and class has some special features, skills and limitations associated with it. Any previous jobs or careers can be included in the character's background.

The PCs may have a variety of backgrounds, but some effort should be made to rationalize why they would choose a life of adventuring. For humans, greed, boredom, and desperation are often enough. Dwarves of

low standing may seek renown in battle and wealth to line their mountain halls. Elves may seek only a lingering connection to this ever-changing world, a last look around before they retreat into their deep forests or hidden castles. As for häflins, they are often hungry and occasionally they are hungry for adventure.

Races

Human d6, d6-1, or d6+1 advancement.
Choose any 2 skills (Thieves use the Thief skillset).
Take any class.

Dwarf d6+1 advancement.
Start with Dungeon Works skill.
Take Fighter as class.
Must have at least 2 *Resilience*.

Elf d6-1 advancement.
Start with Spot Hidden skill.
Take Fighter or Magic-User as class.
Must have at least 1 *Perception* & 1 *Dexterity*.

Häflin d6 advancement.
+1 to Defense for small size.
Start with Stealth, Climb, Spot Hidden, Bushcraft, and Dagger skills.
Does not take a class.
Maximum 2 *Strength*.
Can use light or medium armor.

Classes

Fighter 2 attacks / round.
Choose a weapons skill.
Can use any armor.

Cleric Start with Prayer skill (see Magic).
Can use any armor.

Magic-User Start with Spellcraft skill (see Magic).
Can use light armor only.

Thief +2 attack and when opponent is surprised.
Start with Stealth, Climb, Tinker w/Locks and Traps, Hear Noises, and Run skills.
Can use light or medium armor.

Equipment

Personal	slv	Gear	slv	Weapons	slv
Backpack	5	Crowbar	5	Arming Sword	15
Bedroll	2	Flask of Oil	2	Battle Axe *	7
Cart	100	Grappling Hook	7	Bow *	35
Heavy Armor	500	Hammer	2	Club	1
Holy Symbol	10	Holy Water (vial)	25	Cross-bow *	20
Horse	75	Iron Spikes (12)	1	Dagger	3
Iron Rations (1 wk)	15	Lantern	5	Hand Axe	2
Light Armor	20	Rope (50 ft)	2	Long Sword *	30
Medium Armor	100	Steel Mirror	3	Mace	5
Mule	30	Thieves' Tools	25	Pole Arm *	7
Rations (1 wk)	5	Tinder Box	2	Short Sword	8
Sack	1	Torches (6)	1	Silver Dagger	30
Shield	10	Wolfsbane (1 bunch)	10	Sling *	1
Water/Wine Skin	1	Wooden Pole (10 ft)	1	Spear	2
Wine (1 qt)	1	Wooden Stakes (3)	3	War Hammer	5

- Weapon requires 2 hands for optimal use.

EQUIPMENT

During character creation roll 3d6x10 to determine starting silver and purchase equipment. 100 coins of any type equals 1 inventory item. Exchange for gold, silver, and copper are as follows.

$$1 \text{ gld} = 10 \text{ slv} = 100 \text{ cpp}$$

MAGIC

Magic Items: The possibilities are limitless, but try to keep magic items rare and mysterious. Permanent magic items should be unique one-of-kind treasures from a bygone era. Temporary magic, such as potions and scrolls, might be slightly more plentiful.

Clerics: Clerics use prayer and divine petitions to perform miracles and wonders. This magic uses the open magic system, but the rolls are based on *Perception* rather than *Intelligence*. Clerics can perform magic only related to purification, sanctification, healing, protection, and the detection of evil. Sanctifying magic may turn the undead, affecting an amount of undead with combined vitality equal to points sacrificed.

Magic-users: Magic-users press spells into their minds through daily study of a spell book. This magic uses

the prescribed magic system. Magic-users start with a number of spells equal to *Intelligence* + Spellcraft, and learn a new spell each time a point is added to either. They may also learn new spells by copying from scrolls and other spellbooks. A check is required to learn any new spell, with a rating set by the GM. For a starting spell or one gained through advancement, a different spell may be chosen if the roll fails, and the roll repeated until a new spell is learned. For discovered spells, however, any failed roll is final with regards to that spell, and no other spell can be learned in its place.

NPCs

Walled cities and towns are ruled by feudal lords, run by merchants, and surrounded by farmers. Fishermen slouch around the docks of dilapidated villages. Hunters and woodsmen inhabit seasonal camps. Outcasts hide in ramshackle settlements hidden in the forests and mountains. Beyond these modest bulwarks of humanity are enclaves of elves, dwarves, and häflins — and a vast wilderness, populated by orcs and goblins, trolls and wildmen ... and if the tales are true, by dragons, necromancers, and creatures too strange to recount.

ADVENTURES

Elder Dark games can encompass a huge variety of fantasy adventures, from dungeon crawls and wilderness explorations to city campaigns and political intrigues, with tones ranging from grim to gonzo, with horror themes or science fiction elements thrown in for good measure. Adventures can contain equal measures of investigation, exploration, and combat, or can be tailored to highlight whatever the group enjoys most. There are a huge number of published adventures that are suitable for use, and at low levels are largely compatible with regards to monsters and magic — just use d6s for hit dice and damage.

GAMMA AGE

The old world passed away in a catastrophe long forgotten by the scattered remnants of humanity. Most folk live in the wilderness now, in small tribes and villages. Some say the war is what did it. Others say it was the plague, the mutagens, or the climate. Some say it was a meteor. Some even say it was aliens from another planet or another dimension that almost wiped us out. Nobody knows for sure. But some people have walked the zones and wandered the wastelands. They have traveled down the barren highways and crossed the radioactive deserts. They have dwelt among the ruins, and entered the ancient cities, the ghost-worlds of the time that was, looking for answers.

OVERVIEW

Gamma Age is a post-apocalyptic setting. The PCs play drifters, explorers, traders, and rogues, wandering the old places and the new, searching for valuable artifacts, and learning something about the way things were, are, and might yet be. Should humanity struggle to rebuild what they once had, or strike out in a new direction? Or are we doomed to dwindle and die out beneath the weirding sun.

Gamma Age may take different forms depending on how technologically advanced the previous world was, and how it ended. This is entirely up to the GM.

CHARACTERS

The PCs may set off from a settlement on a quest or journey, or they may start play as vagabonds and wanderers. If mutagenics is an ongoing feature of the age, players may choose to play mutant humans, mutant animals, or even sentient plants. Mutants roll 1d4 to determine the number of mutations and roll d100 on Table 15: Mutations (pg 22) to determine the nature

of their mutations. Some mutations are adverse. Players should keep rolling until their characters has at least one beneficial or psychic mutation.

Occupations

Antiquarian	Healer	Shaman
Chronicler	Hunter	Smith
Dreamer	Mercenary	Thief
Drifter	Preacher	Tinkerer
Engineer	Scavenger	Trader
Explorer	Scientist	Warrior

- Choose 3 skills appropriate for occupation.

EQUIPMENT

Most villagers and wanderers are living with a medieval level of technology. They may use some salvaged items or scrap materials, but their knowledge is limited. Some remote tribes may have reverted to a stone age level or lower, since they do not have thousands of generations of evolutionary knowledge for tool making and survival. The GM should guide equipment choice or allow players two items from each column on the list.

Equipment

Personal Items	Gear	Weapons
Backpack	Binoculars	Battle Axe
Bedroll	Canteen	Blackjack
Fungicide (flask)	Compass	Blowgun (20 darts)
Furs	Crowbar	Bola
Glow Cube	First Aid Kit	Bow (20 arrows)
Herbicide (flask)	Flashlight	Dagger
Light Armor	Flask of Oil	Flail
Metal Cookware	Hatchet	Grenade
Boost (4 doses)	Hunting Knife	Mace
Pocket Knife	Lantern	Musket (20 cart.)
Rations (1 wk)	Rope (15 meters)	Pistol (20 bullets)
Solar Battery	Sleeping Bag	Sling (20 stones)
Spare clothes	Tinder Box	Spear
Water/Wine Skin	Toolkit	Stun Whip
Wine (1 qt)	Torches (6)	Sword

- Availability varies by locale.

MUTAGENS & RADIATION

Over the years since the end of the world that was, some members of the population have been altered by the mutagenic biotechnologies left behind by the ancients. Mutant characters may have a number of mutations already, and dormant mutagens can be activated by exposures to gamma radiation.

Radiation: In *Gamma Age*, clarity tracks radiation exposure. When characters are exposed to radiation they must make a Resilience check for clarity loss, with a rating based on the radiation levels. If current clarity reaches zero, radiation sickness occurs: permanently lose 1 clarity and -2 all rolls until at full. If the character is a mutant, they develop another mutation over the course of their sickness. All characters die if full clarity reaches zero.

TECHNOLOGY

Use the rules on advanced technologies (pg 21) to introduce a wide variety of ancient artifacts, from computers and robots to flying cars and even space ships. It's entirely up to the GM what technologies the ancients had, and discovering them should be part of the fun for the players.

NPCs

The Gamma Age is nothing if not diverse. The wastelands are inhabited by stone-age tribes and technowizards, walking plants and talking animals, mutants and monsters, automated warbots and sentient AIs. There are rogues of every sort: traders and con artists, smugglers and thieves, reavers and cultists. And there are signs of growing civilizations — preachers, politicians, chroniclers, and marketers. There are those who want to restore what had been before and those who call for a new age. Those who call for peace ... and those who live for violence. Everyone who wanders this realm lives on the edge, poised between wonder and terror.

ADVENTURES

Gamma Age adventures are explorations of the post-apocalyptic world and the GM should endeavor to evoke the feel of that world and the world that was. The PCs may venture across desolate wilderness and mutant fungal forests. They may enter strange settlements of survivors and encounter cryptic alliances working toward various philosophical and material goals. They may journey into the zones, where ancient ruins dot the land, and explore old installations and crumbling cities. In their adventures, the PCs may be motivated by curiosity, personal codes, hope for a future, wealth, glory, or mere survival. There should be no shortage of reasons to explore the wastelands, and no lack of strange creatures and ancient mysteries to discover there.

TS/SCI

Beyond the realm of the Top Secret (TS) security classification, additional clearances are needed to have knowledge of, or work on, Sensitive Compartmented Information (SCI). These code word projects and special-access programs, and those like them around the world, are controlled on a strictly need-to-know basis. Such clandestine projects have existed for espionage and assassination, economic and political manipulation, weapons and defense research, mind control and remote viewing, as well as investigations into phenomena related to paranormal, occult, and UFO activity.

OVERVIEW

TS/SCI is a modern adventure setting focused on secret projects and black operations. The instigating and controlling entities for such programs can be governments, intelligence agencies, military branches, corporations, religious orders, and other organizations around the world. Their very existence may be a guarded secret even from the apparent leaders of the organization. And layer upon layer of strange and terrible secrets may be hidden within.

The PCs are investigators, agents, or operatives of some sort, who are a part of, or are recruited into a highly classified project. They may be given certain tasks and information they need to know to perform those tasks, but along the way they will be tempted to unravel the secrets that exist around them. Who are they really working for? What's really behind the obvious cover story they were given? Who or what is their real enemy? And how much can they find out without getting themselves into serious trouble? After all, people would kill to protect the secrets the characters know. Imagine what they would do to protect the ones the characters don't know.

CHARACTERS

The PCs can come from almost any walk of life or social strata, but the players and GM should work together to understand why they might be involved in a secret program. Some possible occupations are listed below. Choose appropriate skills from Table 3: Selecting Skills (pg 6).

Occupations

Assassin	Drifter	Scientist
Clergy	Engineer	Security Specialist
Commando	Intel Operative	Soldier
Criminal	Military Officer	Spec Ops
Dilettante	Pilot	Special Agent
Doctor	Psychic	Student

EQUIPMENT

Equip characters with items suitable to their position or mission. Choose items that are consistent with the time frame and location of the adventure or campaign. Common items are listed below.

Equipment

Personal Items	Gear	Weapons
Benzedrine	Binoculars	Blackjack
Camera	Compass	Dart Gun
Cell Phone	Crowbar	Explosives
Laptop	First Aid Kit	Garrote
Make-up Kit	Flashlight	Grenade
Notebook	GPS Unit	Grenade Launcher
Pen	Hatchet	Knife
Playing Cards	Hunting Knife	Machine Gun
Pocket Knife	Night Vision Goggles	Pistol
Shaving Kit	Nylon Cord	Revolver
Spare clothes	Padlock	Rifle
Toiletries	Rope	Shot Gun
Umbrella	Sleeping Bag	Sniper Rifle
Wallet	Toolkit	Stick
Watch	Water Bottle	Taser

- Availability varies by locale.

SECRETS

The secrets behind whatever sensitive compartmentalized information the PCs are exposed to can be as mundane as corporate espionage, political assassination, or military black ops, and as weird as the discovery of a stargate to another planet, a covert war against extra-dimensional intelligences, or a radical increase in the activity of obscure ancient cults. Remember, information is on a need-to-know basis, and the PCs may be asked to do things they don't understand ... and may never fully understand.

NPCs

Trust no one. That's what's likely to keep you alive, but it's easier said than done. Your contacts may be military personnel, intelligence operatives, or corporate executives. Somehow, they're all shady characters once you've been in the game a while. A government agent is giving you orders, a mysterious woman is sending you messages, and a lab tech slipped you a folder full of classified photos? You don't trust any of them. But you still you have to decide what to do.

ADVENTURES

The GM should endeavor to build adventures or campaign scenarios based on multiple layers of secrets, always including subtle hints that something more might be going on. *TS/SCI* can be played as a straight spy thriller or as a vehicle for the truly weird. For a weird campaign, think up the strangest, most bizarre and horrifying idea you can, and put that behind it all. Imagine all the consequences and how to hide the truth. Then give the players only pieces of the puzzle.

If the PCs are already part of a covert community or intelligence agency, it is a fairly simple thing to introduce a new case. For this reason, it's a good way to go when you want to get into an adventure quickly. Otherwise, the PCs will need to be recruited into the program, and the GM will need some rationale for doing this. Perhaps the PCs have some skill the program needs, or perhaps they are unfortunate cannon fodder of some sort and they just don't know it yet.

However the PCs get involved, they need a task to do, some assignment within the program to begin their adventure. There are many possibilities:

- ◆ Contact someone.
- ◆ Deliver a message.
- ◆ Deliver a package.
- ◆ Eliminate a target.
- ◆ Go undercover.
- ◆ Infiltrate an organization.
- ◆ Kidnap someone.
- ◆ Protect a person.
- ◆ Protect something.
- ◆ Conduct Reconnaissance.
- ◆ Rendezvous with someone.
- ◆ Retrieve something.
- ◆ Steal something.
- ◆ Take delivery of something.
- ◆ Conduct an experiment.
- ◆ Serve as a test subject.
- ◆ Spread misinformation.

TALES OF NARA

Hidden in the rugged mountains of the north, lies Kikuya, the Chrysanthemum House, and in the west, Aomori, the Green Forest. In the east, along the Princess Road, lie the cities of Shiga, Nikko, and Izushi. In the southeast lie the clans of the five provinces. But south of the Grey Mountains lies a place of evil — Kage Numachi, the Shadow Marsh, a land of ghosts and demons. There, in reeking darkness, creatures from beyond have gained a foothold on this world, and ever they seek to expand their domain. While rebels of the Green Forest fight the central government, while clan fights clan, and while the lords of Chrysanthemum House hide in their stronghold, all of Nara is in danger.

OVERVIEW

Tales of Nara is a sword and sorcery game set on a pseudo-historical island east of Japan. It is a game of honor-bound warriors, assassins, adventurers, drifters, and demon hunters. The culture of the island is loosely based on medieval Japan, without reference to any specific period.

The game will vary depending on the class and position of the PCs. They may belong to the one of the clans, and be honor bound to their lord. They may play administrators of the central government or Green Forest rebels. They may play demon slayers, ridding the land of evil or selling their skills on the open market. Or they may play wanderers, bound to no clan or rule beyond the whims of the wind and waves, and whatever adventures take hold of them.

CHARACTERS

The PCs may have a variety of backgrounds, but they should have a background suitable to the adventure or to the campaign if one is planned. Choose an occupation, and choose a faction if the character belongs to a clan or other group. The following occupations have some special abilities associated with them, and could work for a wide range of adventures.

Occupations

Warrior 2 attacks / round.
Honor bound: cannot run from battle.
Choose 2 skills.
Can use any armor.

Monk Starts with Magic and 1 chosen skill.
+2 nonlethal attacks.
Can use light or medium armor.

Demon Hunter +2 against demons and supernatural creatures.
Detect evil within medium range.
Choose 3 skills.
Can use light or medium armor.

Wanderer Starts with 4 skills points, choose 2-4 skills with up to 2 points / skill.
Can use light or medium armor

Shinobi Starts with Stealth, Climb, Sword, Shuriken, Disguise, and Run skills
Can use light armor only

EQUIPMENT & CURRENCY

When creating a character, choose 4 personal items, 3 gear items, and 2 weapons. The Ryo is the primary currency of Nara, although most daily transactions are conducted in silver or brass coins. The Ryo is an oblong stamped piece of gold. 1 Ryo = 10 silver coins = 1000 brass coins = 1 koku of rice (enough to feed one person for one year.)

Equipment

Personal Items	Gear	Weapons
Backpack	Bandages	Bow *
Bedroll	Crowbar	Cross-bow *
Cart	Flask of Oil	Hand Axe
Heavy Armor	Grappling Hook	Katana *
Horse	Hammer	Kusarigama *
Iron Rations (1 wk)	Knife	Naginata *
Light Armor	Lantern	Shuriken
Medium Armor	Rope (50 ft)	Sling *
Mule	Straw Hat	Spear *
Rations (1 wk)	Straw Raincoat	Staff *
Rice Wine (1 qt)	Thieves' Tools	Sword
Sack	Tinder Box	Tessen
Shakuhachi	Torches (6)	Wakizashi
Water Skin	Umbrella	War Club

- Weapon requires 2 hands for optimal use.

MAGIC

Magic Items: Magic items are extremely rare in Nara, but they do exist. Few PCs, if any, would ever be in possession of such an item.

Monks: Monks use their knowledge of supernatural realms and the five elements that make up this world to work their magic. This magic uses the open magic system, but the rolls are based on *Perception* rather than *Intelligence*. Monks can perform magic only related to purification, sanctification, healing, protection, and the detection of evil. Sanctifying magic may turn the undead, affecting an amount of undead with combined vitality equal to points sacrificed.

NPCs & MONSTERS

The people of Nara live in an isolated feudal society. The central government controls the major cities and loosely controls the clans of the five provinces. Chrysanthemum House rules in the mountainous regions of the north. In the west, a vast forest is home to ancient indigenous peoples who occasionally come into conflict with the central government. Everywhere, the roles of people are strictly bound by tradition, heredity, and culture. The players usually stand in the middle of

this culture, with vast numbers of farmers, fishers, hunters, and peasants below, as well as aristocrats, lords, warlords, princes and princesses above.

All of Nara is constantly under threat by monstrous demonic forces. Strange monsters occasionally attack villages. Vampires prey upon the vulnerable. Phantoms appear beyond the firelight. And those at the edge of society, also live at the edge of madness. Evil can turn up anywhere, but nowhere is it felt more than in the Shadow Marsh, to the south beyond the Grey Mountains.

ADVENTURES

Tales of Nara games can encompass a huge variety of adventures all within the lost island nation. Adventures may focus on wars between clans, on the Green Forest rebels, on intrigue within the central government, or on mysterious disruptions of the peace. The most interesting adventures will have some element of the weird and supernatural, be it necromancy, demonic pacts or possessions, ghostly visitations, or secret cults. The influence of the Shadow Marsh is felt throughout the land, and monsters both subtle and terrible, are never far off.

WARBOUND UNIVERSE

Millions of years have passed since the fall of the first humans and their galaxy-spanning civilization. On isolated worlds, many genomes evolved beyond the bounds of humanity, but the old code survived, and in time humanity rose again to prominence on a handful of far-flung worlds. For 2,000 years the Star Empress Wei Murana has ruled the Castille Imperium, waking once a century to appear and direct her Ministers. The might of her Imperial Marines is balanced against the Legionaries of the Allied Houses, the Tyrand Corporation, the Tau Sisterhood, and various independent worlds, remote nation-states, religious fanatics, and encroaching alien hordes. But in the vast expanse of space, in this warbound universe, there is no limit to the ways a person might live ... or die.

OVERVIEW

Warbound Universe is a far-future science fiction setting. The PCs can play heavily-armed clones in the Imperial Marines, new recruits in the Legionnaires, agents of the Tyrand Corporation, Adepts of the Sarakeen, or a wide variety of more independent characters, including explorers, traders, and wanderers. The type of adventures they undertake will depend on the characters they play. There is an entire universe of possibilities, and space beckons to those within and beyond the Imperium.

CHARACTERS & NPCs

The GM and players should agree on the type of adventure or campaign they will play. Usually the players will create characters within a single faction. Imperial Marines are not going to be in the same group with Legionnaires or Independents, except perhaps in some extraordinary circumstance. Below you will find a list of available factions and some associated occupations.

Castille Imperium: The Imperium is ruled by the Star Empress enshrined in her stasis chamber on Castillion, with Imperial Ministers at the reigns of humanity's foothold on the galaxy. The unifying strength of the Imperium is a bulwark against the Buzozig threat, but their power is balanced against a number of alliances and influential factions. Agents of Imperial interests reside on almost all known worlds.

Imperial Marines: An army of near super-human clones, loyal until death to the Star Empress. The marines of the Castille Imperium are all battle-ready soldiers, although each is imprinted as a specialist in one of five areas. Their spaceships bristle with armaments and their ranks are equipped with the most advanced power armor and personal weapons.

Allied House: There are twelve major allied houses occupying more or less habitable systems: Elbin, Torne, Uluth, Relias, Khoja, Yamin, Raikonin, Chesterton, Wolden, Ai, Grolth, and Pierth. Each has their own military force, however small. Some houses are concerned with political influence and power, while others are inclined toward mercantile and speculative ventures. Some are ruthless in their pursuits, while others are more benevolent and introspective in nature. All the allied houses contribute personnel and resources to the Legionnaires.

Legionnaires: Across the known worlds the Legionnaires are recognized as a mostly benevolent, but colonizing force backed by the Allied Houses. Their ranks are open to foreign recruits, and are often a refuge to the poor and down-trodden, or a last resort for people looking to start a new life. The Legionnaires are active in the periphery of the Imperium and sometimes come to the aid of independent worlds. After five years of

service, legionnaires can apply for membership in one of the allied houses.

Tau Sisterhood: Benevolence necessitates survival and influence. Skill and knowledge is the methodology of the Tau Sisterhood, a pursuit of the greatest possible potential for each individual, each group, each species. Survival is insured through skill and knowledge. Influence is cultivated through linguistics and resonate philosophical and religious symbology. The sisterhood has enclaves on many world within and beyond the Imperium, and although their leadership is all female, there are many males who serve the Sisterhood in one way or another.

Tyrand Corporation: A powerful charter controlling major aspects of interstellar travel and trade within the Imperium. The Tyrand Corporation is the sole provider of legacy warp drives and the largest ship and weapons manufacturer within the Imperium. Tyrand's supply of legacy drives is a closely guarded secret, and while contemporary drives are available, such drives are unreliable, incredibly slow, and almost as costly. Tyrand's monopoly is protected by diplomats, spies, assassins, and a huge private military force.

Sarakeen: A religious, insurgent force from the edge of the Imperium. Little is known about the Sarakeen, the foundations of their beliefs, their planet of origin, or how far their influence has already spread throughout the galaxy.

Independent: Rogues of every sort can be found throughout the fabric of the Imperium, and especially in the periphery, on various frontiers, and in uncharted expanses ripe for exploration, exploitation, and conquest. Independents may be allied or employed by other factions, but ultimately they are on their own, and their success or demise hinges on their resources, their ingenuity, and their cunning in a sometimes harsh and unforgiving universe.

Occupations

Imperial Marines	Various Factions	Independents
Combat	Agent	Explorer
Command	Merchant	Mercenary
Communications	Missionary	Pirate
Engineer	Speculator	Trader
Pilot	Warrior	Wanderer

- Choose 3 skills appropriate for occupation.

EQUIPMENT

Equipment availability is somewhat dependent on faction membership. The most advanced military technologies are generally only available to the Imperial Marines. Aligned Factions may have similar but less advanced equipment, and Independents are limited to what they can afford on the open market and what markets are available to them.

ADVANCED ARMOR

Heavy advanced armor is invulnerable to primitive weapons and firearms, unless the visor is up or helmet is removed. Light and medium advanced armors have +1 defense against primitive weapons and firearms.

Standard Power Armor: These hardsuits grant exceptional protection against most environments and weapons. They grant +2 *Strength* for muscling things. They have integrated lights, sensors, communications, and enhanced vision. Charge lasts 6 hours.

Imperial Power Armor: These legacy hardsuits represent the most advanced personal armors known. They are self repairing and protect the wearer from almost every environment, from the vacuum of space to the deep ocean. They grant +2 *Strength* for muscling things and melee fighting. They have integrated lights, sensors, telemetry drones, secure communications, enhanced vision, and automated emergency medical systems. Charge lasts 30 days. Air lasts 12 hours in a vacuum.

Equipment

Gear	Armor / et cetera	Weapons
Carbo-cord	Ablative Jacket (DR6 total)	Auto Cannon (2d6/20)
Chronometer	Battlesuit (2)	Bolt Gun (1d6/20)
Communicator	Environmental Suit (1)	Charge Pistol (1d6/25)
Filtration Canteen	Flexi-armor (1)	Charge Rifle (1d6/30)
Flashlight	Imperial Power Armor* (4/sp)	Explosives Pack (total in area)
Holo-recorder	Jump Pack* (sp)	Flamethrower (1d6 fire/20)
Laser Torch	Light Body Armor (1)	Grenade Launcher (2d6/10)
Med-kit	Light Mech (3)	Laser Rifle (1d6/25)
Multi-goggles	Optic Camo (sp)	Light Sword* (1d6)
Rations	Plasteel Hardsuit (2)	Plasma Rifle* (3d6/10)
Sensor Box	Power Armor (3)	Power Fist
Spidersilk Rope	Powered Exoskeleton	Recoilless Rifle (1d6/10)
Survival Knife	Respirator	Shock Cannon* (2d6/25)
Tool Kit	Space Suit	Stun Rifle (sp/10)
Utility Belt	Therm-optic Camo (sp)	Vibroblade (1d6)

- Only available to Imperial Marines.

SPACE TRAVEL

Space travel is uncommon for the average person within the Imperium, but is not unheard of. All major factions, including many independents, possess starships capable of traversing warp space. Numerous smaller ships are used for travel within star systems or to and from planetary bodies.

Warp space is ever in flux, effected not only by matter in our universe, but also by whatever lies beyond the warp. Travel times between stars vary and are dependent not only on speed, but on the ability to navigate the shortest possible course through warp space. While effective travel times are many times faster than light, relativistic effects are not a factor when traveling through the warp, since the ship is not actually traveling faster than light. Theoretically, the fastest travel time would be instantaneous, a perfect fold of space, but in practice, travel times average 10 parsecs / day within warp space.

A warpdrive is needed to make transfers to and from warp space and to make the complex calculations necessary to navigate a successful course between the stars. Warpdrives must charge and compute before any warp transfer. This takes time. How much time is dependent on the quality of the warpdrive and the complexity of the course, but is generally between 10 minutes to an hour.

Communications: With the proper calculations and equipment it is possible to beam targeted messages through the warp, but the practice is not reliable. Messages are often lost due to fluctuations in the warp. Many communications beyond effective radio range are still conducted by ships bearing messages through warp space.

POST HUMANS

In the million years that have passed between the fall of the last great human civilization and the current era, some isolated populations who were once human have evolved or been genetically engineered beyond the bounds of humanity. Although they share a common ancestry with humans, these new species are, to a greater or lesser degree, essentially aliens. They frequently share a similar body plan, but can have

radically different physiology, psychology, intelligence, and social structures. Some are not recognizable as having human origin at all. Post-human cultures range from introspective pacifists to savage warmongers. Levels of technology vary from primitive to warp faring.

ALIENS

A handful of intelligent alien species have been identified throughout the galaxy. More are rumored to exist. Most keep to themselves, but a few have gone to war with the Imperium over habitable worlds, valuable resources, or strategic space. None are a greater threat to humanity than the Bubozig Incursion.

Bubozig: Multiform biological organisms with a complex social hierarchy and a hive-like intelligence. The bubozig are unrelentingly hostile to all other species, and in cases of contact, conflict is almost inevitable. Bubozig invasion hordes have been known to sweep through remote sectors like an unstoppable plague, emerging from warp space in system after system in their biomechanical starships. Their culture, if they can be said to have one, and their origin are a complete mystery.

ADVENTURES

With an entire universe to play in, adventures can take almost any form. The group should decide what kind of adventures they're interested in and go from there, drawing on various aspects of warfare, exploration, and politico-economics.

Warfare: The orders of a military hierarchy and specific mission objectives can make military adventures and campaigns fairly straightforward to plan and run. PCs can go up against Bubozig incursions, hostile post-humans, ancient intelligent war-machines, or some other threat to their faction.

Exploration: Finding and exploring ancient ruins in search of fortune and glory is a common adventure type. On many worlds, the legacy of the first humans and the remnants of their advanced technologies can still be found. Such treasure would be prized by any faction, as would the discovery of alien technologies, new resources, and habitable worlds.

Politico-economics: Whatever faction the characters belong to, politics and economics play an important, often cutthroat role in the business of the Imperium and survival on any periphery world. Such adventures could take almost any direction, from exploratory-based trade and diplomacy, to the resource-based challenges of running a mining operation or colonizing a newly discovered planet.

APPENDIX

The final pages include materials ready to use in your *Weird Roleplaying* games. The index below provides fast access to all the rules. The GM Reference includes the most essential rules, everything you need to run games on the fly. Two styles of character sheets organize character information while leaving plenty of room for portraits, sketches, and adventure notes.

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ATTRIBUTE CHECK: d20 + (Attribute + Skill + Modifiers) ≥ Rating

Natural 20 always succeeds; Natural 1 always fails.

RATINGS

Minimum	10
Basic	12
Moderate	14
Difficult	16
Extreme	18
Maximum	20

ATTRIBUTES

Charisma	Command
	Deception
	Diplomacy
Dexterity	Manipulate
	Ranged
	Sneak
Intelligence	Calculate
	Knowledge
	Research
Perception	Insight
	Senses
	Wisdom
Resilience	Composure
	Constitution
	Endurance
Strength	Athletics
	Melee
	Muscle

SPECIALIZED KNOWLEDGE

Actions requiring specialized knowledge must be supported by a background or skill

COMBINED EFFORT

Add all attributes and the single highest skill

INVENTORY

Person	6 items	Immediate
Satchel	8 items	2 rounds
Backpack	12 items	4 rounds

*Combine small items into 1 item

*+10 unique items packed in as Trinkets

MOVEMENT

Exploration	150 ft (50 m) / 10 min
Overland	3 mi (5 km) / hour
Trekking	12 mi (20 km) / day

RANGES

Reach	≤ 10 ft (3 m)
Close	≤ 25 ft (8 m)
Medium	≤ 50 ft (16 m)
Long	≤ 100 ft (32 m)
Extreme	≤ 200 ft (64 m)
Remote	> 200 ft (64 m)

SPEED

Very Slow	10 ft (3 m) / rnd
Slow	20 ft (7 m) / rnd
Moderate	30 ft (10 m) / rnd
Fast	40 ft (13 m) / rnd
Very Fast	50 ft (16 m) / rnd

*Run x3

*Difficult Terrain x½

NPC TYPES

Type	HP	DF	AT	DM	SP
Scum	1	11	+0	1d6	s
Rabble	4	12	+1	1d6	s
Pawn	9	13	+3	1d6	m
Servitor	16	14	+5	1d6	m
Agent	23	15	+7	2d6	m
Elder	30	16	+9	2d6	m
Power	37	17	+11	2d6	f
Envoy	44	18	+13	3d6	f
Avatar	51	19	+15	3d6	f

*Add special abilities, weapons, or items

REACTIONS (d10)

1-2	Attacks
3-4	Hostile
5-6	Uncertain
7-8	Indifferent
9-10	Friendly

COMBAT SEQUENCE

Surprise Round	Situation or 30%
Initiative	d12/side (high wins)
Rounds	Initiative order
	Actions in 5 seconds

*Morale: 10-100% chance to continue fighting

CHASES

Speed	Rating
Moderate	Dexterity 12
Fast	Dexterity 14
Very Fast	Dexterity 16

DEFENSE

Light Armor	1
Medium Armor	2
Heavy Armor	3

*Defense = 10 + Dexterity + Armor

LIGHT

Short Duration	1 hour
Medium Duration	6 hours
Long Duration	12 hours

CONDITIONS

Affected	-2 all rolls
Struggling	-4 all rolls
Overwhelmed	Resilience 14 & -4 all rolls

DAMAGE

1 / 1d6 / 2d6 / 3d6 / Total
Zero vitality = Death in 1d6 rounds
Zero clarity = Insanity (temp/perman)
Zero destiny = Doomed to die

CLARITY

Check Resilience for Clarity loss
Success = Lose 1 / Fail = Lose 1d6

FALLING

10 ft (3 m)	1d6
20 ft (7 m)	2d6
30 ft (10 m)	3d6
> 30 ft (10 m)	Total
*Ignore 10 ft (3 m) for jumps and soft landings	

RECOVERY

6 hours sleep	1d6 Vitality
	1 Clarity & 1 Destiny
Full day of rest	1d6 Vitality

ADVANCEMENT

Award 1-3 XP / session
Characters advance every 5 XP (max 100)

MAGIC

Mundane	1 pt & Intelligence 12
Incredible	3 pts & Intelligence 14
Legendary	6 pts & Intelligence 16


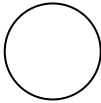

*Magic items are at the GMs discretion



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

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

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

CLARITY VITALITY DESTINY



  



 Charisma 

 Dexterity 


 Intelligence 

 Perception 

 Resilience 

 Strength 

DEFENSE

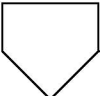


PACKED	READIED	TRINKETS

Name	_____
Occu.	_____
Backg.	_____
Desc.	_____

XP | _____

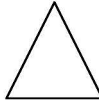
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DEX	<input type="text"/>	_____
INT	<input type="text"/>	_____
PER	<input type="text"/>	_____
RES	<input type="text"/>	_____
STR	<input type="text"/>	_____

Defense  _____
Armor

Vitality

Readied

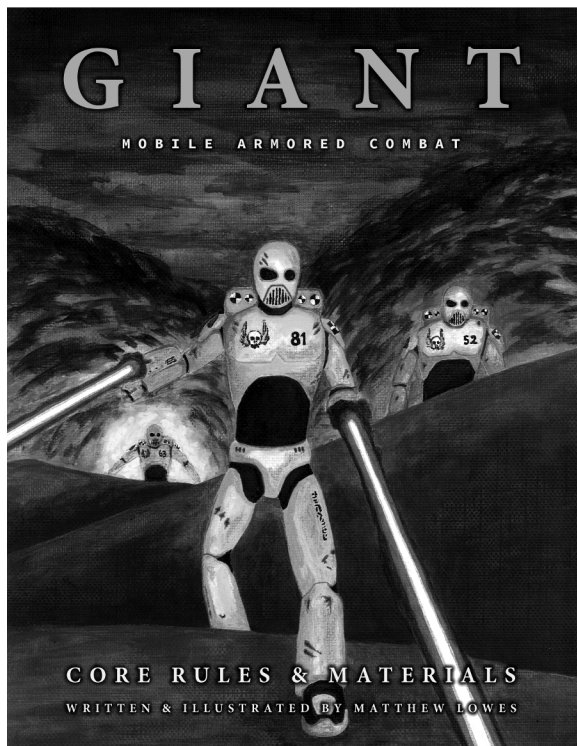
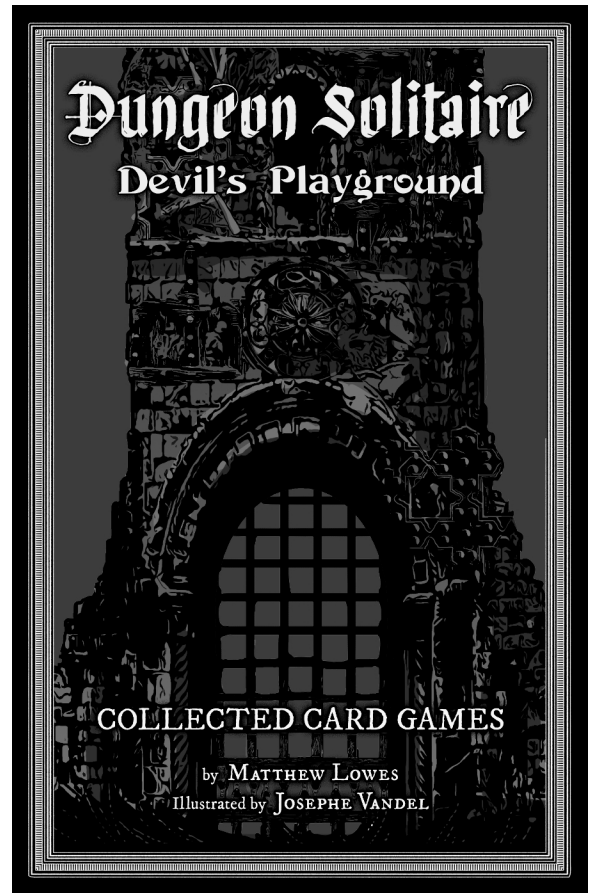
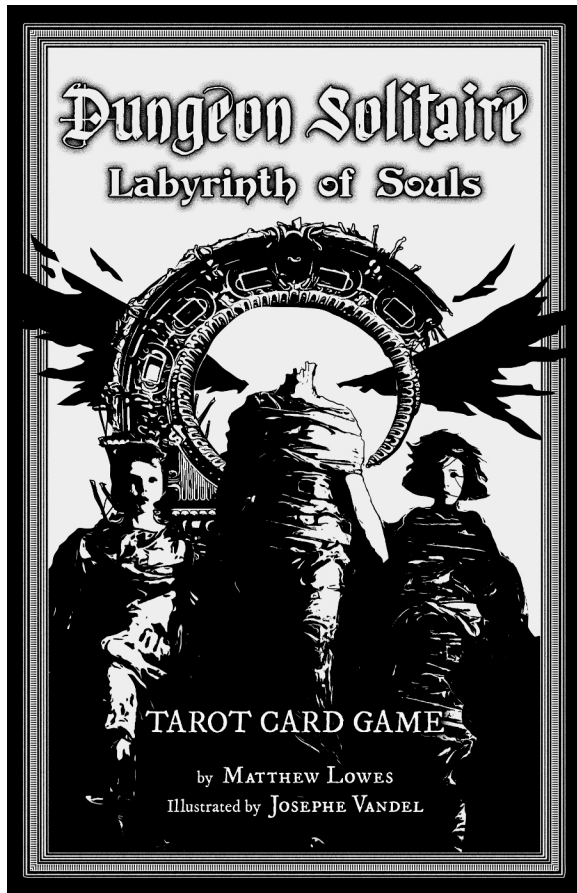
Clarity 

Destiny 

Backpack / Satchel

Trinkets

Notes



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