

TTVG

START

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THE TABLETOP VIDEO GAME
GAME OVER IS JUST THE BEGINNING

PLAYTEST KIT

QUICK START OVERVIEW

► WHAT IS TTVG?

CORE CONCEPT

PLAYER ROLES VS.
DEVELOPER ROLE

WHAT'S IN THIS KIT

WHAT IS TTVG? TO PUT IT BLUNTLY, THE TABLETOP VIDEOGAME (TTVG) IS A TABLETOP ROLEPLAYING GAME (TTRPG) BASED ON VIDEO GAMES.

WHAT IS A TTRPG? IN ESSENCE, A TTRPG IS A GAME OF RULES BOUND IMAGINATION.

AS THE NAME IMPLIES, A TTRPG IS A GAME IN WHICH PLAYERS ASSUME THE ROLES OF CUSTOM BUILT CHARACTERS. THE PLAYERS CREATE THESE CHARACTERS, AND INTERACT WITH THE WORLD OF THE GAME VIA ROLLING VARIOUS SIDED DICE. WHILE THE PLAYERS CREATE AND CONTROL THEIR CHARACTERS, THE GM CREATES AND CONTROLS LITERALLY EVERYTHING ELSE. THROUGH THESE INTERACTIONS, THE PLAYERS AND THE GAME MASTER (GM) TELL A COLLABORATIVE STORY.

TTVG CORE CONCEPT

IN MOST TTRPGS, THE MOST COMMONLY USED BASE DIE IS THE D20. WITHIN TTVG, THIS IS SWAPPED OUT FOR A D10 DICE POOL SYSTEM, USED TO DETERMINE THE AMOUNT OF DICE IN YOUR STATS. DESIGNED FOR FAST CINEMATIC PLAY, INSPIRED BY GAMES (ESPECIALLY VIDEOGAMES) OF ALL SORTS.

DEVELOPER: IN KEEPING WITH THE VIDEO GAME THEME OF TTVG, THE GAME MASTER (GM) IS REFERRED TO AS THE DEVELOPER (DEV). THEY CREATE AND BRING THE WORLD TO LIFE, ACTING AS BOTH REFEREE AND NARRATOR.

PLAYERS: THOUGH A DEV IS THE WORLD, WITHOUT CHARACTERS TO INTERACT WITH THAT WORLD, THERE'S IS NO STORY. THE PLAYERS TAKE CONTROL OF THOSE CHARACTERS AND MAKE THOSE INTERACTIONS HAPPEN.

THIS PLAYTEST KIT CONTAINS EVERYTHING YOU NEED TO TRY TTVG FOR THE FIRST TIME:

- QUICK START RULES FOR BASIC GAMEPLAY, COMBAT, AND SKILL CHECKS.
- PRE-GENERATED CHARACTERS SO YOU CAN JUMP RIGHT IN.
- WEAPONS, ITEMS, AND SPECIAL ABILITIES NEEDED FOR THE INCLUDED ADVENTURE.
- A ONE-SESSION SCENARIO DESIGNED TO SHOWCASE THE GAME'S MECHANICS AND FLOW.
- FEEDBACK FORM SO YOU CAN HELP IMPROVE THE GAME BEFORE RELEASE.
- IT'S A CONDENSED VERSION OF THE FULL RULES - JUST ENOUGH TO PLAY, LEARN, AND START IMAGINING YOUR OWN ADVENTURES.



BEGINNER MODE

BOOT UP

INSERT IMAGINATION

NOT EVERY PARTY WANTS TO START WITH THE FULL CONSOLE RIGHT AWAY. BEGINNER MODE EXISTS TO GET YOU PLAYING AS FAST AS POSSIBLE, WITH STREAMLINED RULES, PRE-BUILT OPTIONS, AND A FOCUS ON SPECTACLE. THINK OF IT AS A TUTORIAL LEVEL: EVERYTHING YOU NEED TO PLAY IS HERE, BUT SIMPLIFIED.

BASIC RULES & TERMS

WHAT IS TTVG

The Tabletop Videogame

TTVG is a tabletop roleplaying game inspired by video games. Players make characters, the Developer (Dev) runs the world, and together you tell a story while resolving actions with dice.

THE GAME MASTER (GM) = DEVELOPER (DEV).

THEY SET SCENES, PLAY NPCS/MONSTERS, AND DECIDE WHEN YOU ROLL.

DICE & D10 POOL

The primary die is the d10
When you use a Stat, you roll a number of d10s equal to that Stat (a **Stat's Score**). This is a dice pool
Add up the results to get your total for that check.

STAT CHALLENGES

USE THE APPROPRIATE STAT (FIGHT, SMARTS, STAMINA) WHEN ASKED.

THE DEV WILL TELL YOU WHICH STAT TO ROLL AND WHETHER ANYONE CONTESTS IT.

IF YOU BEAT THE TARGET, YOU SUCCEED. IF NOT, YOU FAIL — AND THE DEV MAKES THE STORY MOVE FORWARD.

MOVEMENT

Squares

Tactical grid inside a Zone

Zones

Larger areas (rooms, decks, battlefield zones). Use Squares for close fights and Zones for bigger scenes.

In Beginner Mode: keep maps simple — a 5x5 grid or rough zone map is enough.

Flight (Normal Gravity)

Flying works just like moving on the ground — you just have altitude.
Movement: Move as normal (1 square = 1 square).
B: Flyers attack and defend normally. Grounded enemies can still attack them if their weapons or abilities have enough range.

Falling

If you get knocked out or stunned, make a Luck Roll (1d4) to stay in control.

ROLL TYPES

Explode (Beginner Mode)

If you roll two 10s on a single dice pool, you Explode (critical).

You get the explosion benefit (often extra damage or a luck result). In combat you also roll damage dice again if fighting. Explosions are dramatic — treat them like big, memorable successes.

Glitched Roll

If you roll two 1s on a single dice pool, your roll is Glitched. Re-roll the entire roll and use the lower total. It's the "oh no" result.

Luck Roll

Dev rolls 1d4 when a Luck Roll is needed.

1 = very bad, 2 = bad, 3 = good, 4 = great.

For status effects: 1-3 usually block/mitigate the effect; 4 means it fully takes hold.

SAVED GAMES / SAVE STATE (BEGINNER MODE)

ONCE PER SESSION, EACH PLAYER MAY CALL A SAVE STATE (DEV NOTES CURRENT STATS). IF THEY LATER DIE,

THEY MAY LOAD THAT SAVE STATE AND RETURN TO THOSE RECORDED STATS. (DEV HANDLES STORY CONSEQUENCES.)

CHARACTER CREATION

FIGHT



SMARTS



STAMINA



STAT ALLOCATION

Each player begins with 9 points to divide among the 3 Base Stats: Fight, Smarts, and Stamina.

Fight splits into Attack and Defense, exactly as in full play.

Smarts works as written (for rolls, Cleverness, negotiations, etc).

Stamina works as written ($\text{Movement} = \text{Stamina} \times 2$, $\text{HP} = \text{Stamina} \times 3 + 9$).

CHARACTER CREATION

SPECIALIZATION

At Level 1, choose a Specialization (Warrior, Mage, Explorer, Speedster, Tamer, Anarchist, etc.).

You gain the Specialization's Passive Ability and +1 to 2 base stats.

You do not pick a Path yet.

You choose a Path at level 2 and gain that Path's Stat Bonus, which is an addition +1 to 2 base stats.

PATHS

Paths are listed under their respective Specializations. There is nothing stopping a player from choosing to "Follow One Path", but if you have a concept for a character that doesn't fit a specific Path, it might be worth it, and is in fact encouraged, to branch out down other Paths.

SPEC RESOURCES

Mana Point (MP) - Every character begins with 25 MP, regardless of Specialization.

Power Meter (PM) - Beginner Mode uses a simplified PM rule: any die you roll, including Attack Dice, contributes PM based on its face value.

This charges Ultimates much faster than the full rules

HP Recovery - After every encounter, PCs recover up to half of their total HP (rounded up).

If a player already has more than half, they stay at their current HP. This keeps pacing fast and cinematic.



CHARACTER CREATION

FIGHT

Attack: The amount of dice you can roll to attempt to beat an opponent's Defense.

Stat Bonus: If you allocate 3 points to Attack, for every point you allocate afterward (4+) add one die to your Attack Dice. Note that only the points past 3 add dice.

Defense: The amount of dice you may roll when being attacked. The result is the amount that an opponent must roll equal to or above in order to hit you.

Once per round, during combat you may use your Fight score to add a bonus to your Attack or Defense score, not the amount of dice rolled. If a player has a Fight: 4 (Attack: 2d10/Defense: 2d10), the player could add +4 to their Attack or Defense (Attack: 2d10+4/Defense: 2d10+4). Points may be spent in a Planned phase or as a Reaction.

Planned: If an increase to Attack or Defense is declared prior to an Attack Phase, the value of the points spent is unaffected.

Reaction: If an increase to Attack or Defense is declared in response to an opponent's Action, the value of the Fight Points spent is halved.

PARRYING: IF YOU EXPLODE WHILE MAKING A DEFENSE ROLL, YOU MAY MAKE AN ATTACK AGAINST YOUR ATTACKER WITHOUT USING UP YOUR REACTION. THIS PARRY ATTACK DOES NOT GENERATE PM, OR TO CONTINUE ATTACKING.

TIE BREAK: IF ATTACK AND DEFENSE ROLLS TIE, THE SIDE WITH THE LARGER DICE POOL WINS. IF BOTH OPPONENTS HAVE THE SAME AMOUNT OF DICE IN THEIR RESPECTIVE POOLS, THE OPPONENT WITH THE HIGHEST NUMBER ON ANY ONE OF THEIR DICE WINS

SMARTS

Smarts may be rolled to increase a character's Fight Point Pool or, if the Dev allows, to introduce a benefit or complication in combat. To make a Smarts Roll, a creature or character rolls 1d10 plus their Smarts score.

If attempting to negotiate, deceive, persuade, etc. a character or creature, the roll is contested by that character's or creature's Cleverness Score. If the Smarts Roll is greater than an opponent's Cleverness Score, it is considered a success. If it is equal to or less than an opponent's Cleverness Score, it is considered a failure.

Cleverness Score: A cleverness score is equal to a character's or creature's Smarts score plus any bonus from Special Abilities.

CHARACTER CREATION



CHARACTER CREATION



STAMINA

May use 1 point per combat round, during a Planned phase to increase Fight Score by 1 point

Stamina refreshes during Saves

Movement: Stamina Score x 2. This total is the amount of squares that you can move in a single turn.

Health Points: HP is equal to 3 times Stamina score plus 9 (per HP bar).

Health Point Bars

The total amount of HP a character has is known as a Health Point Bar. Characters gain an additional Health Bar for every 3rd level they attain after level 1.

Level 1 - 1 HP Bar

Level 4 - 2 HP Bar

Level 7 - 3 HP Bar

EXTRA HP

Acting as a kind of buffer between HP Bars and damage, this additional source of HP is temporary. If a character or creature is granted Extra HP, any damage done to them, except from Status Effects, would be subtracted from their Extra HP before being subtracted from an HP Bar.

CHOOSE YOUR PREGENERATED CHARATER

WARRIOR MARTIAL ARTIST

ATTACK DICE
3D8

Fight 4
Attack 3 / Defense 1

Smarts 2
Cleverness - 2 + Special Abilities

Stamina 3 - 18 HP / Bar
Movement - 6

Passive Ability - Battlefield
Experience

Starting Ability - Hyper Focus (at
L2)

MAGE MANA BORN

ATTACK DICE
2D4

Fight 2
Attack 1 / Defense 1

Smarts 4
Cleverness - 4 + Special Ability

Stamina 3 - 18 HP / Bar
Movement - 6

Passive Ability - One With Mana

Starting Ability - A Child of
Everything (at L2)

EXPLORER HUNTER

ATTACK DICE
2D6

Fight 3
Attack 2 / Defense 1

Smarts 3
Cleverness - 3 + Special Ability

Stamina 3 - 18 HP / Bar
Movement - 6

Passive Ability - Have I Been
Here Before

Starting Ability - Trapster (at L2)

TAMER HANDLER

ATTACK DICE
SEE BUDDY

Fight 3
Attack 2 / Defense 1

Smarts 3
Cleverness - 3 + Special Ability

Stamina 3 - 18 HP / Bar
Movement - 6

Passive Ability - Collect the
Whole Set (starts with Buddy
Creature)

Starting Ability - Tag Team (at L2)

SPEEDSTER ENHANCED ATHELETE

ATTACK DICE
6D4

Fight 3
Attack 2 / Defense 1

Smarts 2
Cleverness - 2 + Special Ability

Stamina 4 - 21 HP / Bar
Movement - 8

Passive Ability - I Am Speed

Starting Ability - Rapid Strike (at
L2)



COMBAT

OVERVIEW

A COMBAT ROUND = 10 SECONDS IN-GAME. COMBAT ENDS WHEN ONE SIDE IS ALL AT 0 HP/UNABLE TO ACT OR HAS FLED. BEGINNER MODE FOCUSES ON FAST TURNS, CINEMATIC MOMENTS, AND ULTIMATES THAT HAPPEN.

COMBAT PHASES

1. PLANNED (1 SENTENCE EACH): EVERYONE SAYS WHAT THEY INTEND TO DO THIS ROUND. (QUICK — KEEP IT SHORT.)
2. DECLARATION (OPTIONAL): ANNOUNCE SPECIAL THINGS (CHARGING, SPECIAL TRIGGERS).
3. MOVE: MOVE UP TO YOUR MOVEMENT (STAMINA × 2). IF DEV ALLOWS, YOU CAN SPLIT MOVEMENT — BUT NOT AFTER ATTACK/DEFEND UNLESS AN ABILITY SAYS SO.
4. ATTACK OR DEFEND: TAKE YOUR ACTION. ROLL ATTACK OR MAKE A DEFENSE ROLL IF CONTESTED.
5. REACTION (AS TRIGGERED): REACTIONS HAPPEN IMMEDIATELY WHEN THEIR TRIGGER OCCURS (E.G., PARRY, COUNTER). FIRST REACTION WHILE DEFENDING IS AUTOMATIC; SUBSEQUENT REACTIONS CAN BE CONTESTED.

SIMPLE ACTION

ATTACK (BASIC): ROLL YOUR ATTACK SCORE (DICE POOL). IF YOUR ROLL BEATS THE DEFENDER'S DEFENSE ROLL, YOU HIT. THEN ROLL DAMAGE: YOUR SPECIALIZATION ATTACK DICE + ANY WEAPON DAMAGE.

EXAMPLE: ATTACK SCORE = 3 → ROLL 3D10; RESULTS: 5, 7, 6. ADD: $5 + 7 = 12$; $12 + 6 = 18$. IF IT BEATS DEFENSE, ROLL DAMAGE DICE NEXT.

DEFEND: DECLARE DEFEND IN THE DECLARATION PHASE. WHILE DEFENDING YOUR DEFENSE IS MULTIPLIED BY 1.5 (ROUND DOWN IN BEGINNER MODE). DEFENDING ENABLES AUTOMATIC FIRST REACTIONS.

SPECIAL ATTACK: USING A SPECIAL ABILITY OR ULTIMATE REPLACES A BASIC ATTACK/DEFEND FOR THAT TURN (UNLESS ABILITY SAYS OTHERWISE).

REACTIONS

A REACTION TRIGGERS ONLY WHEN SOMEONE ACTS ON YOU OR IF YOU DECLARED A TRIGGER IN DECLARATION.

WHILE DEFENDING, YOUR FIRST REACTION IS AUTOMATIC. ADDITIONAL REACTIONS MAY REQUIRE CONTESTED ROLLS.

EXPLOSIONS & PM IN COMBAT

EACH D10 ROLLED CONTRIBUTES PM (FACE VALUE). WHEN YOU HIT, ADD THE PM FROM THOSE DICE TO YOUR POWER METER IMMEDIATELY.

EXPLODE

IF YOU ROLL TWO 10S ON ONE ACTION, YOU EXPLODE — TREAT IT AS A BIG CRIT (EXTRA DAMAGE, EXTRA EFFECTS, AND YOU ROLL DAMAGE DICE AGAIN). EXPLOSIONS ARE FLASHY — MAKE THEM A TABLE MOMENT.

DAMAGE & CRITS

IF YOU HIT, ROLL SPECIALIZATION ATTACK DICE + WEAPON DICE.
BEGINNER MODE CRIT: IF AN EXPLOSION OCCURS, DOUBLE ONLY THE WEAPON DAMAGE DICE (NOT THE ATTACK DICE), AND THEN ROLL ANY EXTRA DAMAGE EFFECTS PER YOUR ABILITY. KEEP IT SIMPLE — NO EXTRA MICRO-RULES.

COMBAT

STATUS & LUCK

STATUS EFFECTS USE LUCK ROLLS (DEV: 1D4). FOR MOST BEGINNER MODE CHECKS: 1-2 STABILIZE, 3 PARTIAL, 4 FULL (DEV WILL TELL PLAYERS WHAT EACH RESULT MEANS).

TURN ORDER BEGINNER MODE QUICK RULE

PLAYERS GO FIRST

PLAYER 1 ACTS, THEN DEV NPC 1, THEN PLAYER 2, THEN DEV NPC 2, AND SO ON UNTIL EVERYONE HAS ACTED — THAT COMPLETES THE ROUND. NEXT ROUND, ORDER ALTERNATES SO THE DEV NPC WHO ACTED SECOND IN ROUND 1 GOES FIRST IN ROUND 2

PARTY ORDER (OPTIONAL)

PLAYERS MAY DECIDE THEIR INTERNAL ORDER OR ROLL MOVEMENT ORDER: EACH PLAYER ROLLS 1D10 + STAMINA; HIGHEST GOES FIRST.

CHANGING ORDER & SPECIAL MOVES

ACTION CHARGE (SAVE TURN): YOU MAY SAVE YOUR ACTION TO CHARGE A BIGGER MOVE. WHILE CHARGING YOU ARE CONSIDERED DEFENDING.
IN BEGINNER MODE KEEP CHARGE SHORT: YOU MAY CHOOSE TO CHARGE 1-2 TURNS AT DEV DISCRETION. (NO LONG MULTI-TURN TABLES HERE — KEEP IT CINEMATIC.)

RAPID ACTION

ROLL 1D4 TO SEE HOW MANY EXTRA ACTIONS YOU GET (1-4). AFTER USING EXTRA ACTIONS YOU ARE EXHAUSTED FOR THAT MANY ROUNDS (SKIP TURNS). USE SPARINGLY IN BEGINNER MODE (DEV JUDGEMENT).

QUICK DEV HINTS

KEEP COMBAT SCENES TO 3-6 ROUNDS IN DEMOS SO PLAYERS FEEL ESCALATION AND PAYOFF.
ENCOURAGE PLAYERS TO NARRATE ACTIONS — CINEMATIC DESCRIPTIONS EARN BONUSES LIKE +1 PM AT THE DEV'S DISCRETION.
IF THE TABLE STALLS ON A RULE, PICK A LOGICAL RULING, NOTE IT, AND MOVE ON — YOU CAN REFINE TEXT LATER.

LEVELING UP

HOW YOU LEVEL UP

LEVELING UP MEANS YOUR CHARACTER LEARNS A NEW SPECIAL ABILITY OR UNLOCKS A NEW SPECIALIZATION (PATH). YOU CAN LEVEL UP IN TWO WAYS:

STORY LEVEL-UP (EVENT):

THE DEV DECIDES WHEN THE STORY OR ADVENTURE CALLS FOR A LEVEL UP — USUALLY AFTER BIG MOMENTS, MAJOR WINS, OR CHARACTER GROWTH. THE DEV AWARDS YOU ENOUGH AP TO UNLOCK YOUR NEXT ABILITY OR PATH.

AP LEVEL-UP:

YOU CAN ALSO LEVEL UP BY EARNING 15 MORE TOTAL AP.
(THAT MEANS INCREASING YOUR MAXIMUM AP, NOT JUST REFILLING YOUR CURRENT POOL.)

RESPECIALIZING (RESPEC)

WHEN YOU LEVEL UP, YOU CAN:

STAY ON YOUR CURRENT PATH AND KEEP UNLOCKING NEW ABILITIES, OR BRANCH INTO A NEW SPECIALIZATION — THIS IS CALLED A RESPEC. IF YOU START A NEW PATH, YOU BEGIN AT THAT PATH'S PASSIVE ABILITY BEFORE MOVING UPWARD AGAIN.

SPECIAL POINTS (SP)

WHAT ARE SP

BONUS POINTS THE DEV GIVES YOU FOR DOING COOL STUFF — ROLEPLAYING, CLEVER IDEAS, GREAT TEAMWORK, ETC.

YOU CAN SPEND SP TO:

REFILL HP, MP, OR AP.
SKIP AHEAD ON A PATH TO GRAB A SPECIFIC SPECIAL ABILITY WITHOUT SWITCHING TO THAT PATH FULLY.

SKIPPING COSTS:

1ST SKIPPED ABILITY = 3 SP
2ND = 5 SP
3RD = 7 SP (MAXIMUM COST)

EQUIPMENT

EQUIPMENT

EQUIPMENT IS ANYTHING YOUR CHARACTER USES OR CARRIES: WEAPONS, TOOLS, ARMOR, OR SPECIAL GEAR.

TYPES OF EQUIPMENT

MUNDANE (MU) – NORMAL, NON-MAGICAL, NON-TECH ITEMS. WORKS AS EXPECTED.

MANA (MP) – MAGICAL OR ENCHANTED ITEMS. MUNDANE GEAR CAN BECOME MANA, AND MANA CAN REVERT.

TECH (T) – ADVANCED OR SCI-FI EQUIPMENT. ONLY TRULY FUTURISTIC TECH COUNTS, NOT JUST ADVANCED VERSIONS OF REGULAR ITEMS.

FULL LIST

[HTTPS://DOCS.GOOGLE.COM/DOCUMENT/D/1XA6YTKILPFZQCD2B1K597VXFH-QWV_R25-EV8-IL0Q4/EDIT?usp=SHARING](https://docs.google.com/document/d/1XA6YTKILPFZQCD2B1K597VXFH-QWV_R25-EV8-IL0Q4/EDIT?usp=SHARING)

WEAPONS

WEAPONS DEPEND ON YOUR FIGHT SCORE (**ATTACK** + **DEFENSE**). SOME WEAPONS NEED A MINIMUM STAT TO WIELD (ATTACK, DEFENSE, OR SMARTS).

AREA OF EFFECT (AOE)

EXPLOSIONS OR SWINGS CAN HIT ALLIES AS WELL AS ENEMIES. ALWAYS ASK THE DEV TO DESCRIBE THE SCENE.

DAMAGE:

ADD WEAPON DICE TO YOUR ATTACK.

CRITS: JUST ROLL EXTRA WEAPON DAMAGE; IGNORE COMPLEX CRIT EFFECTS.

ITEMS

ANYTHING THAT IS NOT A **WEAPON** COUNTS AS AN **ITEM**.

ARMOR AND SHIELDS ARE TECHNICALLY **WEAPONS** BECAUSE THEY ARE USED IN COMBAT.

POTIONS, TOOLS, AND UTILITY ITEMS ARE NORMAL ITEMS.

STARTING LOADOUTS

DETERMINED BY SPECIALIZATION.
INCLUDES **REQUIRED EQUIPMENT** (FREE,
DOES NOT COUNT AGAINST CAPACITY).
EXTRA GEAR YOU ACQUIRE COUNTS
TOWARD LOADOUT CAPACITY.

EQUIPMENT SLOTS

EACH PLAYER HAS **15 EQUIPMENT SLOTS**,
EACH HOLDING UP TO **3 KITS**.

REQUIRED EQUIPMENT DOES NOT COST
CAPACITY BUT RESPECTS KIT LIMITS.

LOADOUT CAPACITY

ALL PLAYERS START WITH 45 POINTS.
EACH KIT COSTS 1 CAPACITY POINT, NO
MATTER HOW MANY ITEMS ARE IN IT (UP
TO THE KIT LIMIT).

LOADOUTS



Dutass



Gatleration



Feld



Winlipes



Camphls



Cattep



Bluaret



Cone

KITS

EQUIPMENT IS ORGANIZED INTO **KITS**:
SETS OF THE SAME ITEM.

EACH KIT HAS A KIT LIMIT (MAX ITEMS
PER KIT).

KIT LIMIT

TO CARRY MORE THAN THE LIMIT, YOU
NEED A NEW KIT IN A NEW EQUIPMENT
SLOT.

QUICK RULES

YOUR LOADOUT IS YOUR INVENTORY.

EQUIPPED ITEMS - USABLE, DON'T OCCUPY A SLOT, BUT LIMITED BY EQUIPPED ITEM RULES.
CARRIED BUT NOT EQUIPPED: COUNTS AGAINST CAPACITY.
OVER CAPACITY: MOVEMENT SLOWED BY 1 PER KIT OVER THE LIMIT.

STARTING LOADOUTS

WARRIOR

MARTIAL ARTIST

1 GI (MP)
2 HAND WRAPS (MP)
1 SWORD OR FLAILING
WEAPON (MU)
1 RANGED MELEE
WEAPON (MU)
1 BOW (MU) (40
ARROWS)
1 WOUND PACK (T)

SOLDIER

1 SEMI AUTO PISTOL
(MU) (10 BULLETS)
1 SEMI AUTO RIFLE (MU)
(40 BULLETS)
1 KEVLAR ARMOR (MU)
1 GRENADE (MU)
1 TACTICAL BOOTS (MU)
1 COMBAT KNIFE (MU)
1 UTILITY BELT (T)

BRUTE

1 LEATHER SHIRT (MU)
1 LEATHER PANTS (MU)
2 HAND WRAPS (MP)
1 SWORD OR CLUB (MU)
1 RANGED MELEE
WEAPON (MU)
1 BOW (MU) (40
ARROWS)
1 WOUND PACK (T)

MAGE

1 MAGIC JOURNAL
(MP)
1 ENCHANTED ROBE
(MP)
1 WAND OR STAFF
(MP)
1 HEALING POTION
(MP)
1 MANA POTION (MP)

TAMER

SUMMONER

1 CARD ACTIVATOR (T)
15 CREATURE CARDS
(T)

- 10 QUICK PLAY
- 4 AUTONOMOUS
- 1 RITUAL

HANDLER

5 CAPTURE
COLLARS
(T) (BASIC)

SPEEDSTER

1 PAIR RUNNING
SHOES (T)
1 SPEED SUIT (T)

EXPLORER

1 BACKPACK (T)
1 BINOCULARS (T)
1 UNIVERSAL
TRANSLATOR (T)
1 LIE DETECTOR (T)

RELATIONSHIP SCORES

A RELATIONSHIP SCORE MEASURES HOW MUCH SOMEONE — OR THE WORLD — LIKES, FEARS, OR TRUSTS A CHARACTER OR GROUP. SCORES RANGE FROM -10 (HATED) TO +10 (BELOVED). YOU EARN POSITIVE POINTS THROUGH GOOD DEEDS, TRUST, OR SHARED EXPERIENCES, AND NEGATIVE POINTS THROUGH BETRAYAL, CRUELTY, OR HARM. USE THESE SCORES FOR BOTH REPUTATION (YOUR PUBLIC IMAGE) AND INTERPERSONAL CONNECTIONS (YOUR PERSONAL RELATIONSHIPS).

REPUTATION TABLE

-10	DESPISED	Known and hated everywhere; unwelcome even in safe zones.
-9 to -7	FEARED	Feared or reviled; few allies, many enemies.
-6 to -4	DISLIKED	Rumors of your actions spread; most avoid or distrust you.
-3 to -1	NOTORIOUS	Locals know of your bad deeds; you're met with caution or hostility.
0	UNKNOWN	NO REPUTATION; MOST PEOPLE DON'T KNOW OR CARE WHO YOU ARE.
1 to 3	LIKED	LOCALS SPEAK WELL OF YOU; YOU EARN SMALL FAVOR OR TRUST.
4 to 6	HEROIC	YOUR DEEDS ARE KNOWN IN SEVERAL PLACES; PEOPLE OFFER HELP FREELY.
7 to 9	CELEBRATED	WIDELY ADMIRER; ALLIES ARE DRAWN TO YOUR CAUSE.

INTERPERSONAL TABLE

-10	ARCH ENEMY	Despises you completely; will harm or betray you without hesitation.
-9 TO -7	BITTER RIVAL	Actively works against you; may seek revenge or conflict.
-6 TO -4	DISTRUSTFUL	Barely tolerates you; cooperation is strained and tense.
-3 TO -1	UNEASY	Cautious or skeptical; doesn't fully trust your motives.
0	NEUTRAL	NO STRONG FEELINGS; INDIFFERENT OR UNPAWLED.
1 TO 3	FRIENDLY	LIKES YOU AND OFFERS MINOR HELP OR HONEST ADVICE.
4 TO 6	CLOSE ALLY	TRUSTS YOU DEEPLY; OFFERS MEANINGFUL SUPPORT AND AID.
7 TO 9	LOYAL COMPANION	DEEP BOND OF TRUST; WILL GO OUT OF THEIR WAY TO PROTECT OR HELP YOU.

STAT BONUS
FIGHT AND STAMINA

WARRIOR

ATTACK DICE
3D8

WHETHER YOU WERE BORN OR BRED FOR IT, YOUR LIFE IS COMBAT. WHETHER YOU HATE IT OR LOVE IT, YOUR WORLD IS A WAR. BAREHANDED OR ARMED, DEFENSIVE OR AGGRESSIVE, EVERYTHING IS A FIGHT.

PASSIVE ABILITY

BATTLEFIELD EXPERIENCE - ONCE PER COMBAT ROUND, WARRIORS MAY ADD A BONUS EQUAL TO HALF OF THEIR FIGHT SCORE TO THEIR DEFENSE OR ATTACK. IF THE BONUS IS NOT A WHOLE NUMBER, ROUND

THIS ABILITY DOES NOT APPLY OUTSIDE OF COMBAT, NOR DURING ONE SIDED COMBAT, SUCH AS SNEAK ATTACKS, STEALTH KILLS, AMBUSHES, OR INSTA-KILLS.

STAT BONUS
FIGHT AND STAMINA

BRUTE

YOU ARE FURY UNCHAINED, WHERE STRENGTH ALONE MAKES THE RULES.

SPECIAL ABILITY

CONNIPTION - THIS BATTLE HAS GONE ON LONG ENOUGH, AND YOU ARE MORE THAN PREPARED TO END IT. WITH RAW, UNREFINED STRENGTH, YOU LASH OUT IN A WIDE, RECKLESS ARC, CARING LITTLE FOR FINESSE OR PRECISION, AND SENDING ANYTHING IN YOUR PATH FLYING. BE CAREFUL HOWEVER, FOR AN ANGRY EYE SEES BOTH FRIEND AND FOE IN BLURRED VISION, WHILE THIS ABILITY IS ACTIVE, YOU MAY ADD 4D6 TO YOUR MELEE ATTACKS AND ANYTHING YOU HIT IS SENT BACKWARD 1D6 SQUARES; HOWEVER, FOR EACH ATTACK YOU MAKE, YOU HAVE A 1D4 CHANCE TO HIT AN ALLY OF THE DEVS CHOOSING (DECIDED AFTER THE ACTION IS OVER).

2 ROUND COOL DOWN
8 MP

INITIAL ULT

GET OUT OF MY WAY - YOU CHANNEL ALL OF YOUR MIGHT INTO AN ENRAGED CHARGE, BARRELING THROUGH ANYTHING IN YOUR WAY WITH SHEER FORCE FOR 20 SQUARES; BUILDINGS, ENEMIES, AND OBSTACLES CRUMBLE UNDER YOUR ADVANCE, YOU DEAL 6D6 DAMAGE TO ANYTHING AND ANYONE YOU HIT, BECOMING A LIVING BATTERING RAM. YOU IGNORE ALL DAMAGE AND STATUS EFFECTS, SMASHING THROUGH EVERYTHING IN YOUR PATH. ONCE THE CHARGE ENDS, YOU'RE LEFT EXHAUSTED FOR 1D4 TURNS.

15 PM / ROUND

STAT BONUS
FIGHT AND SMARTS

SOLDIER

YOU FIGHT AS ONE, TRAINED TO TURN THE TIDE WITH DISCIPLINE AND UNITY.

SPECIAL ABILITY

FIGHT AS ONE - YOU WERE TRAINED TO FIGHT AS A UNIT, AND NOW YOU CALL UPON THAT TRAINING TO AID YOU AND YOUR FRIENDS IN THIS FIGHT.

BEFORE YOUR TURN STARTS, YOU MAY MOVE TO WITHIN TWO SQUARES OF AN ALLY. WHILE THIS ABILITY IS ACTIVE, YOU AND ANY ALLY WITHIN 5 SQUARES OF YOU GAIN A 1D6 BONUS TO DEFENSE OR A 1D4 BONUS TO ATTACK (SOLDIER'S CHOICE). YOU MAY CHOOSE TO EITHER ROLL THE BONUS EACH ROUND, OR USE THE INITIAL ROLL.

2 ROUND COOL DOWN
5 MP

INITIAL ULT

PHALANX - YOU CALL UPON YOUR ALLIES TO STAND SHOULDER TO SHOULDER, FORMING AN IMPENETRABLE SHIELD WALL. WHEN YOU ACTIVATE THIS ABILITY, YOUR ALLIES MAY MOVE TO WITHIN ONE SQUARE OF EACH OTHER. WHILE THIS ABILITY IS ACTIVE, ALL ALLIES WITHIN LINE OF SIGHT GAIN A 2D6 BONUS TO DEFENSE OR MAY EACH CHOOSE TO BLOCK OR DODGE ONE ATTACK PER ROUND.

15 PM / ROUND

STAT BONUS
FIGHT AND STAMINA

MARTIAL ARTIST

YOUR BODY IS YOUR ARSENAL, HONED TO PERFECTION:

SPECIAL ABILITY

HYPER FOCUS - YEARS OF ISOLATED TRAINING HAS BROUGHT YOU PERFECT UNDERSTANDING OF YOUR BODY, ALLOWING YOU TO MANIPULATE AND REFOCUS YOUR INNER ENERGY. TEMPORARILY MOVE 2D4 POINTS FROM SMARTS AND/OR STAMINA INTO THE FIGHT STAT FOR 1D6 ROUNDS.

2 ROUND COOL DOWN
5 MP

INITIAL ULT

POWER UP - BY FOCUSING YOUR INTERNAL ENERGY FOR A SHORT TIME, YOU ARE ABLE TO GO FURTHER BEYOND WHAT WAS ONCE POSSIBLE. WHILE IN THIS STATE, YOUR ATTACK DAMAGE IS 1.5 TIMES STRONGER (DAMAGE X 1.5), AND YOUR DEFENSE, MOVEMENT, HP ARE DOUBLED.

15 PM / ROUND

SPELLS: MAGES COMMAND THE RAW FLOW OF MANA, SHAPING IT INTO SPELLS THAT STRIKE, SHIELD, HEAL, OR MANIPULATE THE BATTLEFIELD. THEIR KNOWLEDGE IS ORGANIZED INTO BOOKS, EACH A COLLECTION OF ARCANES TOOLS THAT TURN THOUGHT INTO ACTION. LAUNCHING ETHEREAL BLASTS, SUMMONING PROTECTIVE SHIELDS, OR RAISING THE FALLEN. EVERY SPELL IS A REFLECTION OF A MAGE'S MASTERY OVER THE UNSEEN FORCES OF THE WORLD.

STAT BONUS
SMARTS AND STAMINA

MAGE

ATTACK DICE
2D4

BY THE GODS, THE GRID, YOUR GUTS, OR THE GOLD YOU SPENT, YOU POSSESS THE POWER OF THE ARCANES. WILL YOU WAVE AWAY YOUR PROBLEMS WITH A WAND, OR SUMMON THE SPIRITS OF THE DAMNED TO DO YOUR BIDDING? WITH MANA, ANYTHING IS POSSIBLE.

PASSIVE ABILITY

ONE WITH MANA - HOWEVER YOU CAME TO POSSESS YOUR POWERS, THEY ARE A PART OF YOU NOW, AND FOR BETTER OR WORSE, MANA RUNS LIKE BLOOD THROUGH YOUR VEINS. YOU CAN'T BE WITHOUT IT, AND IT CANNOT LEAVE YOU. WHILE IN COMBAT, YOU GAIN 4 MP FOR EACH ROUND THAT YOU ARE DEFENDING. WHILE OUTSIDE COMBAT, YOU GAIN 1 MP FOR EVERY IN-GAME HOUR THAT YOU ARE NOT IN COMBAT.

STAT BONUS
DOUBLE BONUS TO SMARTS

SCHOLAR

YOU STUDY THE FLOW OF THE WORLD, UNCOVERING SPELLS LIKE WOODEN TRUING.

SPECIAL ABILITY

KNOWLEDGE IS POWER - YOU HAVE STUDIED FOR YEARS, AND IT IS TIME TO UNLEASH THAT KNOWLEDGE, BUT WHICH TO CHOOSE? WITH SO MANY OPTIONS IT IS DIFFICULT TO DECIDE. DO YOU ATTACK ENEMIES OR AID YOUR COMRADES? CAST ANY ONE SPELL FROM THE MIXED BOOK. INSTEAD OF A COOL DOWN, YOU MAY NOT CAST THE SAME SPELL WITHIN 2 TURNS OF THE PREVIOUS CASTING.

0 ROUND COOL DOWN
5 MP

INITIAL ULT

THROW THE BOOK AT THEM - MANY HAVE CALLED YOU A BOOKWORM, BUT LITTLE DID THEY KNOW HOW RIGHT THEY WERE. AS YOU FLIP THROUGH YOUR SPELL BOOKS TO DECIDE WHICH SPELL YOU SHOULD CAST, AN IDEA STRIKES YOU; WHY JUST ONE? ROLL 1D4, THE RESULT IS THE AMOUNT OF SPELLS THAT YOU MAY CAST SIMULTANEOUSLY. EACH SPELL MUST BE FROM A DIFFERENT BOOK.

20 PM / ROUND

STAT BONUS
FIGHT AND STAMINA

MANA BORN

MAGIC FLOWS THROUGH YOUR VEINS AS NATURALLY AS BREATH.

SPECIAL ABILITY

A CHILD OF EVERYTHING - YOU WERE BORN WITH POWER, AND, MAYBE MORE IMPORTANTLY, YOU WERE BORN OF THE GREATER POWERS. YOU MIGHT HAVE NORMAL PARENTS, WITH NO KNOWLEDGE OF THE FLOW OF MANA. YOU MIGHT HAVE COME FROM A LONG LINE OF MAGES, SKILLED IN THE ETHEREAL ARTS. WHATEVER THE CASE YOU WERE BORN WITH ACCESS TO MANA, AND HAVE DABBLED IN ALL ITS FORMS THROUGHOUT THE COURSE OF YOUR LIFE. SELECT ONE SPELL FROM EACH BOOK. YOU MAY CAST ANY ONE OF THOSE SPELLS, BUT YOU CAN NOT CAST THE SAME SPELL AGAIN UNTIL YOU HAVE CAST ALL OF THE OTHERS FROM YOUR LIST.

1 ROUND COOL DOWN
5 MP

INITIAL ULT

THE GIFT OF YOUR BIRTH - OVER THE COURSE OF YOUR LIFE, THE MANA IN YOU HAS WELLED UP TO INCALCULABLE AMOUNTS. SO MUCH SO THAT IT IS NOW OVERFLOWING INTO THOSE AROUND YOU. A DOME OF MANA GIVING ENERGY FORMS AROUND YOU, PROJECTING FROM YOU FOR 1D6 SQUARES IN ANY DIRECTION. ANYONE STANDING WITHIN THE DOME GAINS 1D8 MP EACH TURN THAT THEY ARE STANDING IN IT.

20 PM / ROUND

STAT BONUS
FIGHT AND SMARTS

BARGAINED SOUL

POWER COMES AT A PRICE, AND YOU'VE ALREADY SIGNED THE DEAL.

SPECIAL ABILITY

THE PRICE YOU PAID - YOU PAID A PRICE FOR ACCESS TO YOUR MANA, AND NOW YOU CAN SHOW WHAT YOU BOUGHT TO YOUR ENEMIES.

CAST ANY SPELL FROM THE ATTACK BOOK, YOU MAY NOT CAST THE SAME SPELL AGAIN FOR 1D4 TURNS.

1 ROUND COOL DOWN
3 MP

INITIAL ULT

THE PRICE THEY PAY - CASTING SPELLS IS EXPENSIVE, AND YOU'VE ALREADY GIVEN UP SO MUCH FOR ACCESS TO THEM. WHY USE YOUR OWN MANA, WHEN THERE ARE PERFECTLY GOOD SOURCES OF IT ALL AROUND YOU?

YOU MAY TOUCH ONE CHARACTER OR CREATURE WITHIN REACH AND DRAIN THEIR MP, ADDING THE DRAINED MP TO YOUR MP BAR. IF YOUR MP BAR IS FULL, ADD THE EXCESS MP TO YOUR AP POOL. ROLL 1D8 TO DETERMINE HOW MUCH MP THAT YOU DRAIN.

15 PM / ROUND

ATTACK BOOK

Big Bomb: A sphere of pure energy appears in a spot that you can see. This sphere measures 2 squares wide and 2 squares tall. This sphere drains all remaining MP the caster and converts it into pure damage, meaning that the amount of damage that the sphere causes is equal to the amount of MP it absorbs. The sphere will explode in 1d6 turns, or any time you choose between then and when it was cast. The explosion has a range of 10 squares in all directions from the sphere's center.

Range: 10 squares

Gun: An ethereal firearm with perfect accuracy appears in your hands, loaded with an amount of bullets equal to your remaining MP. Each bullet costs 1 MP to shoot, does 1d4 damage, and you may fire up to 4 at a time.

Range: Line of sight

MAGE BOOKS

THERE ARE 5 TYPES OF SPELLS: ATTACK, DEFEND, HEALING, UTILITY, AND MIXED; EACH OF THESE TYPES ARE ORGANIZED INTO BOOKS. A SPELL'S BOOK IS DETERMINED BY THE EFFECT A SPELL HAS, RATHER THAN THE WAY IN WHICH IT IS CAST.

DEFEND BOOK

Block: You summon a shield from the ether that completely negates the damage from one oncoming attack.

Reflect: A translucent mirror of pure Mana appears just before an oncoming attack hits you, reversing the attack that would have done you harm. Any damage you would have taken is instead taken by your attacker. This spell can only be cast as a **Reaction**.

HEALING BOOK

Green Orb: A translucent emerald colored ethereal orb of healing energy expands from you, covering 5 squares in all directions.

Each character or creature, other than yourself, gains 5 extra HP for each turn they spend within the orb.

MIXED BOOK

Help or Hinder:

Choose whether to attack an opponent or to help an ally. Once you have decided, make a Smarts roll. If aiding, the result is the amount of bonus points added to a character or creature's total HP. If attacking, the result of the Smarts roll is how many points a character's or creature's Defense is lowered by.

ATTACK BOOK

Elemental: Enchant one object that you can touch with an Element from the Creature Elements list of a Creature that you have encountered.

Arise and Walk: If a creature or character died within the last in-game hour, and you saw it, you can resurrect them as a zombie for 1d8 turns.

They Can Fly: Enchant one character or creature with the ability to fly for 1d12 rounds in combat, or one in-game half-hour outside of combat

CURIOSITIES - HAVING BEEN TO SO MANY DIFFERENT PLACES, MEETING VARIOUS KINDS OF CHARACTERS AND ENCOUNTERING SO MANY DIFFERENT RELICS, EXPLORERS HAVE ACCRUED QUITE THE MENAGERIES OF CURIOSITIES. THESE CAN BE IN THE FORM OF ITEMS, WEAPONS, OR EVEN KNOWLEDGE.

STAT BONUS
SMARTS AND STAMINA

EXPLORER

ATTACK DICE
2D6

MOST WILL NEVER KNOW THE JOYS OF TRAVEL, AT LEAST NOT IN THE WAY THAT YOU DO. FROM THE SEA, TO THE SKY, TO EVERYTHING IN BETWEEN AND BEYOND, THOUGH YOU MAY HAVE NOT SEEN IT ALL, THERE'S NOTHING THAT WILL STOP YOU FROM TRYING. BECAUSE OF YOUR NOMADIC AND EXTREMELY VARIED LIFESTYLE, YOU HAVE BEEN ABLE TO EQUIP YOURSELF FOR ALMOST ANY OCASION.

PASSIVE ABILITY

HAVE I BEEN HERE BEFORE - YOU HAVE TRAVELED AND EXPLORED FOR YEARS, IN ALMOST EVERY ENVIRONMENT IMAGINABLE. YOU HAVE BEEN TO SO MANY PLACES IN FACT, THAT IT IS NEARLY IMPOSSIBLE FOR YOU TO REMEMBER EVERY LOCATION YOU HAVE BEEN, UNLESS YOU END UP THERE AGAIN. WHENEVER YOU ARRIVE IN A NEW PLACE, MAKE A LUCK ROLL. IF YOUR ROLL IS A SUCCESS, YOU HAVE BEEN TO THIS PLACE BEFORE, AND HAVE KNOWLEDGE OF THE AREA, AND MIGHT HAVE CONTACTS OR ALLIES SOMEWHERE NEARBY.

STAT BONUS
SMARTS AND FIGHT

HUNTER

YOU TRACK, STALK, AND STRIKE WHERE OTHERS ONLY SEE WILDERNESS.

SPECIAL ABILITY

TRAPSTER - YOUR EXPERTISE EXTENDS BEYOND TRACKING AND SHOOTING, YOU ARE A MASTER OF SETTING TRAPS. USING WHAT YOU HAVE LEARNED OF THE ENVIRONMENT, YOU DEPLOY A VARIETY OF TRAPS THAT HINDER, IMMOBILIZE, OR DAMAGE ENEMIES.

YOU MAY CHOOSE ONE OF THE FOLLOWING TRAPS TO DEPLOY WITHIN 10 SQUARES OF YOU. THESE TRAPS LAST FOR 1D4 TURNS OR UNTIL TRIGGERED.

1. **SNARE**: IMMOBILIZES A CHARACTER OR CREATURE FOR 1D4 TURNS IF THEY STEP ON IT. A CHARACTER OR CREATURE MUST SUCCEED ON A SMARTS ROLL VS YOUR CLEVERNESS SCORE TO ESCAPE AFTER THE TURN THIS TRAP IS TRIGGERED.
2. **EXPLOSIVE**: DEALS 3D6 DAMAGE TO ALL CHARACTERS AND CREATURES WITHIN 1D4 SQUARES OF THE TRAP WHEN TRIGGERED.
3. **POISON**: POISON DARTS SHOOT OUT AT THE CHARACTER OR CREATURE THAT TRIGGERED THIS TRAP. THEY MUST SUCCEED ON A DEFENSE ROLL VS YOUR ATTACK ROLL, OR BE POISONED FOR 1D6 TURNS.

3 ROUND COOL DOWN
2 MP

ININITIAL ULT

NEVER FAR BEHIND - YOU CALL UPON YOUR UNPARALLELED TRACKING SKILLS, MARKING YOUR PREY AND ENSURING THAT NO TARGET CAN ESCAPE. WITH HEIGHTENED SENSES AND INSTINCTUAL PRECISION, YOU CAN TRACK AND HUNT YOUR ENEMIES NO MATTER WHERE THEY HIDE. MARK 1D6 ENEMIES WITHIN SIGHT. MARKED ENEMIES CANNOT HIDE, BECOME INVISIBLE, OR ESCAPE DETECTION BY YOU, AND YOU KNOW THEIR EXACT LOCATION AT ALL TIMES. ADD A +2 BONUS TO YOUR ATTACK DICE WHEN ATTACKING MARKED ENEMIES.

10 PM / ROUND

STAT BONUS

SMARTS AND STAMINA

SURVIVALIST

YOU ENDURE WHAT WOULD BREAK THE UNPREPARED, THRIVING ON HARDSHIP

SPECIAL ABILITY

CAN'T KEEP ME DOWN - THROUGHOUT YOUR YEARS OF TRAVEL, YOU SOMEHOW ALWAYS SEEM TO FIND YOURSELF IN TRICKY SITUATIONS, BUT SOMEHOW YOU HAVE ALWAYS FOUND A WAY TO MAKE IT OUT ALIVE. YOU MIGHT HAVE A FEW SCRAPES AND BRUISES, BUT YOU'RE ALWAYS STANDING AT THE END OF THE DAY.

IF YOUR HP REACHES 0, YOU IMMEDIATELY REGAIN 5 HP. YOU MAY CHOOSE TO BE DORMANT FOR UP TO 3 ROUNDS OR TO ACTIVATE THIS ABILITY IMMEDIATELY. THIS ABILITY CAN ONLY BE USED ONCE PER COMBAT.

2 ROUND COOL DOWN
5 MP

ININITIAL ULT

SURVIVAL INSTINCT - WHEN ALL SEEMS LOST, YOU USE YOUR CUNNING AND AGILITY TO MAKE A QUICK ESCAPE, ENSURING YOU LIVE TO FIGHT ANOTHER DAY. YOUR BODY BECOMES TRANSPARENT AND INTANGIBLE. NO CHARACTER OR CREATURE MAY TOUCH OR TARGET YOU WITH ANY AID OR DAMAGE FOR 1D4 ROUNDS. YOU REGAIN 5 HP FOR EACH ROUND THIS ABILITY IS ACTIVE.

15 PM / ROUND

STAT BONUS

DOUBLE BONUS TO SMARTS

FORTUNE SEEKER

YOU CHASE TREASURE, DANGER, AND LUCK WITH EQUAL APPETITE.

SPECIAL ABILITY

EYE ON THE PRIZE - YEARS OF TREASURE HUNTING AND ADVENTURE HAVE GIVEN YOU AN INNATE SENSE FOR WHAT IS VALUABLE. WHENEVER YOU ENTER A NEW ZONE, OR REENTER A ZONE THAT HAS BEEN CHANGED IN A SIGNIFICANT WAY, YOU MAY MAKE A LUCK ROLL TO DETERMINE THE LOCATION OF THE MOST VALUABLE TREASURE IN THE AREA. A TREASURE IS NOT NECESSARILY AN ITEM OR WEAPON.

1 ROUND COOL DOWN
4 MP

ININITIAL ULT

ALL OR NOTHING - SOMETIMES LIFE NEEDS A LITTLE SPICE, AND WHAT'S SPICIER THAN GAMBLING WITH YOUR LIFE. WHEN YOUR HP IS DOWN TO HALF OF ITS LAST HP BAR, YOU MAY MAKE A LUCK ROLL. ON A SUCCESS, YOU MAY SELECT ONE ENEMY WITH WHICH TO SWITCH HP; ON A FAILURE YOU ARE UNCONSCIOUS. IF THE SELECTED ENEMY'S HP IS GREATER THAN YOUR CURRENT HP POOL, YOU MAY TAKE THE ADDITIONAL HP AS EXTRA HP.

20 PM / ROUND

CURIOSITIES

EXPLORERS MAY CHOOSE 3 OF THE FOLLOWING CURIOSITIES WHEN THEY REACH LEVEL 2. THESE CURIOSITIES MAY BE USED AT ANY TIME, BUT ARE SINGLE USE. CURIOSITIES DO NOT RECHARGE THEIR USES UNTIL AN EXPLORER LEVELS UP, AT WHICH TIME THEY MAY CHOOSE 1 NEW CURIOSITIES IN ADDITION TO THEIR RECHARGED CURIOSITIES.

LOCKED-ON LENSE

This monocle may be worn or held up to an Explorer's eye. While an Explorer sees through this device's lens they may Mark any one piece of equipment they choose. While within the same world, Explorer can always find the piece of equipment that they have marked.

SCOPE

This small innocuous device may be attached to any weapon Equipped to either an Explorer or one of the Explorer's allies. The weapon that a Scope is attached to is guaranteed to hit one designated target. The target of the attack cannot be changed, and must be declared prior to the Attack. The effects of this device lasts for 1d4 turns.

EMERGENCY RATIONS

Consuming this food provides an Explorer, or a character or creature of the Explorer's choosing with 10 Extra HP and a +1 to Stamina Rolls for 1d4 turns.

PHARAMONE BOMB

When deployed, this small explosive releases a powerful odor of any one creature of the Explorer's choosing. This odor can be smelled for up to 1 mile in any direction and any creature of the designated species is immediately compelled to come to the location of where the Peremone Bomb was deployed. This odor lasts for one in-game hour.

STAT BONUS
FIGHT AND STAMINA

SPEEDSTER

ATTACK DICE
6D4

THERE ARE THOSE THAT WALK, AND THERE ARE THOSE THAT RUN, BUT TO YOU, EVERYTHING ELSE IS CRAWLING. YOUR SPEED IS SECOND TO NONE, AND SLOWING DOWN IS FOR THOSE WHO DON'T UNDERSTAND WHAT IT TRULY MEANS TO MOVE. LET THE WORLD BE STILL, FOR YOU CAN SEE IT ALL IN AN INSTANT.

PASSIVE ABILITY

I AM SPEED - ONCE PER COMBAT, AT THE START OF YOUR TURN, YOU MAY IGNORE THE MOVEMENT COST OF A NUMBER OF ENEMY-CONTROLLED ZONES EQUAL TO YOUR STAMINA SCORE. THIS ACTION COUNTS AS YOUR ENTIRE MOVEMENT ACTION.

ENHANCED ATHELETE

THROUGH TRAINING, GRIT, OR SCIENCE, YOU PUSHED PAST ALL LIMITS.

SPECIAL ABILITY

RAPID STRIKE - TO ONLOOKERS, YOU FLINCHED, BUT YOU AND YOUR OPPONENT KNOW THE TRUTH, YOU THREW AT LEAST FIVE; SOMETIMES YOU'RE SO FAST YOU CAN'T EVEN KEEP COUNT. YOU USE ANY COMBINATION OF STRIKES YOU WISH (KICKS, PUNCHES, ELBOWS, ETC) TO HIT YOUR OPPONENT. ROLL 1D4, THE RESULT IS HOW MANY TIMES THAT YOU ROLL YOUR ATTACK DICE (TARGET ROLLS DEFENSE DICE FOR ONLY ONE OF THE 1D4 ATTACKS.)

INITIAL ULT

HERE THEN THERE - 10 TO 1 OR 1 TO 1, UNFORTUNATELY FOR THEM, THEY'LL NEVER HAVE ENOUGH. YOU MOVE AT A SPEED FAST ENOUGH TO REACH AN ALMOST INFINITE AMOUNT OF ENEMIES AND CAN ATTACK EACH ONE ONCE. YOU MAY ROLL YOUR ATTACK DICE ONCE AGAINST ALL OPPONENTS WITHIN A CIRCULAR RADIUS OF SQUARES EQUAL TO YOUR MOVEMENT SCORE.

2 ROUND COOL DOWN
3 MP

20 PM / ROUND

QUICK BOARN

SPEED IS IN YOUR BLOOD; YOU WERE BORN TO OUTFRIN THE WORLD.

SPECIAL ABILITY

VACUUM SPEED - THERE ARE MANY FORCES OF NATURE, YOUR SPEED IS ONE OF THEM; AND LIKE WITH ANY OTHER NATURAL FORCE, THERE COME STORMS. BY RUNNING IN A CIRCLE AROUND A DESIGNATED OPPONENT, YOU CREATE AN AIR SUCKING VORTEX WITHIN WHICH CREATURES AND CHARACTERS FIND IT DIFFICULT TO BREATHE. EVERY ROUND YOU ENCIRCLE THE DESIGNATED OPPONENT, THEY MUST SUCCEED ON A FIGHT CHECK VS YOUR STAMINA CHECK. ON A SUCCESS, THE VORTEX FADES AND THEY ARE FREE; ON A FAILURE THEY LOSE 10 HP FOR EACH TURN THEY ARE ENCIRCLED.

INITIAL ULT

KINETIC SIPHON - YOUR SPEED HAS REACHED THE POINT THAT IT IS ALMOST TOO MUCH TO HANDLE, SO WHY NOT TAKE SOME ENERGY FROM THOSE AROUND YOU? VIBRATING AT A FREQUENCY TOO FAST TO SEE, YOU MAY DRAIN YOUR CHOICE OF MP OR HP FROM A CHARACTER OR CREATURE THAT YOU CAN TOUCH. THE AMOUNT THAT YOU DRAIN IS EQUAL TO YOUR MOVEMENT SCORE, AND IS ADDED TO YOUR CHOICE OF MP OR HP.

2 ROUND COOL DOWN
4 MP

15 PM / ROUND

TAMABLE CREATURES
BECAUSE OF YOUR SOCIETY'S DEPENDENCE ON TAMED CREATURES, PEOPLE WHERE YOU'RE FROM, YOURSELF INCLUDED, DON'T USUALLY FIGHT FOR THEMSELVES, INSTEAD THEY DUEL WITH THEIR CREATURES.

STAT BONUS
SMARTS AND STAMINA

TAMER

ATTACK DICE
SEE TAMABLE CREATURE

WHERE YOU'RE FROM, BEASTS, BUGS, BIRDS, EVERYTHING IN BETWEEN, AND ALL THE ABILITIES THAT COME WITH THEM, ARE ABLE TO BE CAPTURED AND TRAINED. SOME TRY TO COLLECT THEM ALL, SOME MAKE THEM FIGHT FOR ENTERTAINMENT, SOME STUDY THEM AS A PROFESSION. HOW WILL YOU USE THE GIFT TAMING?

PASSIVE ABILITY

COLLECT THE WHOLE SET - YOU BEGIN YOUR JOURNEY WITH ONE TAMED CREATURE KNOWN AS YOUR BUDDY CREATURE. MAYBE IT'S A FAMILY PET, OR MAYBE YOU GOT IT AS A LITTLE KID FROM A FRIENDLY NEIGHBORHOOD SCIENTIST. WHATEVER THE CASE, YOU HAVE HAD THIS CREATURE MOST OF YOUR LIFE.

BECAUSE OF THIS BOND, WHEN ATTEMPTING TO CAPTURE OR RESEARCH A CREATURE WITH THE SAME ELEMENT AS YOUR BUDDY, MAKE A SMARTS ROLL, AND ADD HALF OF THE OUTCOME TO YOUR RELATIONSHIP SCORE WITH THEM (THE CREATURE YOU ARE ATTEMPTING TO CAPTURE.)

STAT BONUS
SMARTS AND FIGHT

HANDLER

YOU FIGHT WITH TRUSTED COMPANIONS, THESE BOND SHARPER THAN ANY BLADE.

SPECIAL ABILITY

TAG TEAM - YOUR BOND WITH YOUR TAMED CREATURES, AND THEIR BONDS TO EACH OTHER, HAVE BECOME STRONG. FOR 1D6 ROUNDS, YOU MAY HAVE TWO OF YOUR TAMED CREATURES OUT ON THE BATTLEFIELD. THE SECOND CREATURE'S TURN WILL BE NEXT IN ROTATION AFTER YOUR TURN. ADDITIONALLY, AS A REACTION YOU CAN COMMAND ONE OF YOUR CREATURES TO TAKE THE DAMAGE FROM AN ATTACK INTENDED FOR THE OTHER.

3 ROUND COOL DOWN
8 MP

INITIAL ULT

WE ARE ONE - YOU MAY CHOOSE ONE OF YOUR TAMED CREATURES TO COMBINE POWERS WITH. ONCE YOU DETERMINE THE CREATURE, YOU AND THE CREATURE COMBINE INTO ONE CHARACTER. YOUR BASE STATS ARE REPLACED BY YOUR TAMED CREATURE AND THEN MULTIPLIED BY YOUR RELATIONSHIP SCORE. IN ADDITION, YOU GAIN THEIR BESTIAL ABILITY AND ELEMENT.

20 PM / ROUND

STAT BONUS
SMARTS AND STAMINA

SUMMONER

YOUR WILL BINDS MANY CREATURES TO YOUR CAUSE, WHATEVER THE COST

SPECIAL ABILITY

REDRAW - YOU DIDN'T QUITE GET WHAT YOU NEEDED FOR THE SITUATION. NO MATTER, THE SOLUTION IS AS SIMPLE AS DRAWING NEW CARD
YOU MAY CHOOSE TO RESHUFFLE YOUR HAND INTO YOUR DECK AND DRAW A NEW HAND

2 ROUND COOL DOWN
5 MP

INITIAL ULT

FUSION CARDS - AS THE BATTLE HAS DRAWN ON, YOUR ACTIVATOR HAS BEGUN TO GLOW BRIGHTER AND BRIGHTER. THE GLOW WAS COLORLESS, BUT HAS NOW EXPLODED IN THE COLOR OF YOUR BUDDY CREATURE'S ELEMENT.

SELECT ONE CREATURE FROM YOUR DECK. THE SELECTED CREATURE GAINS THE ELEMENT AND BESTIAL ABILITY OF YOUR BUDDY CREATURE, WITHOUT LOSING ANY OF THEIR OWN. ADDITIONALLY, IF THE SELECTED CREATURE'S STAT(S) ARE LOWER THAN YOUR BUDDY'S, THE SELECTED CREATURE CAN SWAP OUT ANY OF ITS STATS WITH YOUR BUDDY CREATURE'S STATS.

15 PM / ROUND

CAPTURE

MAKE A SINGLE, SHORT SMARTS CHECK TO CAPTURE A CREATURE - SUCCESS, THE CREATURE IS CAPTURED, FAILURE THE CREATURE RESISTS (TRY AGAIN NEXT ROUND OR LATER). ADD SIMPLE MODIFIERS FOR HOW YOU APPROACHED IT AND FOR CREATURE DAMAGE.

ROLL: 1D6 + SMARTS VS TAMABILITY SCORE (SEE TABLE BELOW).

IF TOTAL IS GREATER THAN TAMABILITY SCORE THE CAPTURE SUCCESS

THE CREATURE IS CAPTURED; GAIN RELATIONSHIP SCORE
RELATIONSHIP SCORES BETWEEN CREATURE AND TAMER STARTS AT 0 BUT CAN BE INCREASED OVER TIME VIA DOWNTIME AND SHARED EXPERIENCES.

IF TOTAL IS LESS THAN TAMABILITY SCORE THE CREATURE RESISTS

THE CREATURE AVOIDS CAPTURE (IT MAY FLEE, FIGHT, OR RESIST). YOU CAN TRY AGAIN AFTER ONE ROUND, OR TRY LATER AFTER ANOTHER ENCOUNTER.
EACH CAPTURE COLLAR HAS 3 CHARGES BEFORE IT IS USED. COLLARS CANNOT BE RECHARGED, THEY MUST BE REPLACED. CAPTURE CARDS HAVE ONE NON REFILLABLE CHARGE

DAMAGE

FOR EACH HALF HP BAR THE CREATURE HAS LOST, REDUCE THE TAMABILITY TARGET BY
DAMAGE LOWERS TAMABILITY

APPROACH METHOD

BEFRIENDING

SLOW, PATIENT, ROLEPLAYED. ADD +2 TO THE CHECK.
USE WHEN YOU TRACKED/RESEARCHED, OFFERED FOOD, CALM GESTURES, ETC.

POACHING

AGGRESSIVE CAPTURE AMBUSH, TRAP, FORCEFUL
DEDUCT 1 FROM THE CHECK (CAPTURE - 1) FASTER BUT MAKES RELATIONSHIP SCORE LOWER IF CAPTURED.

FAILED ATTEMPT AND RETRIES

ON FAILURE, YOU CAN TRY AGAIN AFTER ONE ROUND (IF THE CREATURE'S STATUS ALLOWS), OR YOU MUST WAIT UNTIL AFTER THE NEXT ENCOUNTER.

REMINDER: EACH COLLAR ONLY HAS THREE CHARGES, CARDS HAVE ONE CHARGE

EACH ADDITIONAL IMMEDIATE RETRY

DEV MAY ALLOW CONSECUTIVE ATTEMPTS IN THE SAME SHORT WINDOW/ENCOUNTER
MADE AT -1 CUMULATIVE PENALTY TO REPRESENT RISING PANIC AND THE CREATURE LEARNING YOUR TACTICS, ALTERNATIVELY, REQUIRE ONE ROUND OF REPOSITIONING INSTEAD OF THE PENALTY — WHICHEVER THE TABLE PREFERENCES.

TAMING IN BEGINNER MODE

CAPTURE DEVICES

CREATURE COLLAR (7) - 3 CHARGES

CHARGES: EACH COLLAR HAS THREE CHARGES. COLLARS CANNOT BE RECHARGED AND MUST BE REPLACED AFTER 3 CAPTURE ATTEMPTS.

USE: THROW COLLAR, MAKE THE CAPTURE CHECK NORMALLY (1D6 + SMARTS + DEVICE MODIFIERS).

LEASH: BASIC RANGE 5-6 SQUARES; IF THROW FAILS: COLLAR RETURNS — NO EXTRA PENALTY BEYOND THE FAILED CAPTURE ROLL.

SUMMONING CARD - 1 CHARGE

CHARGES: EACH CARD HAS ONE CHARGE. CARDS CAN BE RECHARGED BUT MUST BE RECHARGED BY DEALERS

- **DEALERS** - SCIENTISTS WHO UPGRADE AND RECHARGE CREATURE CARDS,

CARD TYPES

QUICK PLAY (2 MP): IMMEDIATE SINGLE ACTION; NOT A CAPTURE ATTEMPT. USED IN COMBAT FOR AN INSTANT EFFECT.
AUTONOMOUS / RITUAL CARDS: CAPTURES OCCUR BY DEFEATING THE CREATURE (AUTO-CAPTURE ON KILL FOR SUMMONERS). IN BEGINNER MODE, CAPTURED CARD CREATION IS AUTOMATIC ON A DEFEAT — NO EXTRA ROLL.

TAMABILITY TO TARGET NUMBER

TAMABILITY SCORE	1	2	3	4	5	6
TARGET NUMBER	6	8	10	12	14	18
HALF BAR	5	7	9	11	13	17
-1 HP BAR	4	6	8	10	12	16
-1.5 HP BARS	3	5	7	9	11	15
-2 HP BARS	2	4	6	8	10	14
-2.5 HP BARS	1	3	5	7	9	13
-3 HP BARS	0	2	4	6	8	12

TAMABLE CREATURES

EARTH

36

GEOLIZARM

ATTACK DICE - 2D8

ECOLOGY

Many little critters call canyons and mountains home. Their lizard like stone skin is one such creature. These creatures enjoy their solitude, and would rather stay hatched in solitude, then back in company.

BESTIAL ABILITIES

L1

STONE SKIN

A GEOLIZARM'S BEST OFFENSE IS ITS DEFENSE. WITH A GENERALLY VERY MELLOW PERSONALITY, THESE SLOW MOVING CREATURES HAVE EVOLVED TO MAKE THEIR ROCK-LIKE EXISTENCE AS SAFE AS POSSIBLE. IF ATTACKED A GEOLIZARM WILL HARDEN THEIR THICK SKIN TO REGENERATE DAMAGE ON THEIR ATTACKER. GEOLIZARM DOES NOT TAKE AN ATTACK ACTION. THEY CAN ONLY TAKE A DEFENSE ACTION AND A REACTION. IF HIT, THEY OR THEIR TAMER ROLLS GEOLIZARM'S ATTACK DICE.

TAMABILITY

5

BASESTATS

FIGHT 4

ATTACK 0

DEFENSE 4

STAMINA 5

HP BARS 4

SMARTS 1

AIR

36

WINDURSA

ATTACK DICE - 3D6

ECOLOGY

THE THICK FUR OF THIS USUALLY CALM AND MILDLY BEAR-LIKE CREATURE BRULS WITH BURSTS OF AIR, CREATING AN UNUSUAL FIREBALL EFFECT AS IT MOVES THROUGH FORESTS AND MOUNTAINS WITH GREAT GRACE. DESPITE ITS FURRY, FLUFFY, WINDURA IS INCREDIBLY SILENT. CAPABLE OF SUPPRESSING SILENT BURSTS OF WIND TO PROPEL ITSELF FORWARD OR REFLECT ENEMY ATTACKS.

BESTIAL ABILITIES

L1

WIND WALK

GUST WALK: WINDURSA HARNESSSES THE POWER OF ITS WIND, ALLOWING IT TO CHANGE AT ENEMIES WITH IMPASSIBLE SPEED. TURNING INTO A BLUR OF RUSHING AIR, WHILE CHARGING, WINDURSA CREATES BURSTS OF WIND THAT DISTURBS ITS OPPONENTS. WINDURSA CHARGES FOR 206 SQUARES IN A STRAIGHT LINE. ANY CHARACTER OR CREATURE IN THE PATH OF THE CHARGE IS HIT BY WINDURSA'S ATTACK DICE WITH AN ADDITIONAL +1 FOR EVERY 6 SQUARES COVERED DURING THE CHARGE. IF WINDURSA HOLLS AN ENEMY, IT UNLEASHES A POWERFUL GUST UPON IMPACT, STOPPING ANYONE HIT BY ITS CHARGE FOR 104 SQUARES.

TAMABILITY

4

BASESTATS

FIGHT 5

ATTACK 3

DEFENSE 2

STAMINA 3

HP BARS 4

SMARTS 2

TAMABLE CREATURES

FIRE

21 21 42

FROTLE

ATTACK DICE - 2D5

ECOLOGY

LIVING IN GROUPS OF A FEW TEN, THESE ANTI-ENTREPRENEURIAL AND FEARFUL SMALL CREATURES ARE ATTEMPTING TO HUNTER, AND PRETTY MUCH ANY SOURCE OF WEALTH. THEIR TENDENCY TO HIDE-NEAR HUNTERS WOULD BE CUTE, IF FROTLES DIDN'T ALSO KNOCK ALL OF THE MEAT FROM THOSE HUNTERS UNTIL IT WAS SICKED OFF.

BESTIAL ABILITIES

L1 WARM HUGS

WARM HUGS: THESE TINY RED FROG-LIKE CREATURES WEAR SHELLS ON THEIR BACKS ARE NOT TYPICAL ANTI-ENTREPRENEUR/PROTECTOR. THEY CANNOT BREATHE IN WATER, BUT THEY DO ASSORD OXYGEN THROUGH THEIR SKIN. WHEN FENCED WITH HUNTERS AND IN THEIR SHELLS AND TURNS THEM 2ND QUOTE THE LITTLE HOT POTATOES.

FROTLE JUMPS ON AND CLINGS TO THEIR OPPONENTS, HOTTING THEIR SKIN TO SMOKING. A FROTLE WILL NOT LET GO UNTIL EITHER CALLED BACK OR THEIR OPPONENT IS NO LONGER MOVING.

IF FROTLE'S ROLL IS AN EXPLOSION, THE DEFENDER IS BURNED.

TAMABLE.TV



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BASESTATS

FIGHT 5

ATTACK 4

DEFENSE 1

STAMINA 4

HP BARS 2

SMARTS 2

WATER

10 10 10 10 72

MONKEYVER

ATTACK DICE - 3D5

ECOLOGY

THESE ANTI-ENTREPRENEURIAL AND FEARFUL SMALL CREATURES ARE ATTEMPTING TO HUNTER, AND PRETTY MUCH ANY SOURCE OF WEALTH. THEIR TENDENCY TO HIDE-NEAR HUNTERS WOULD BE CUTE, IF MONKEYVERS DIDN'T ALSO KNOCK ALL OF THE MEAT FROM THOSE HUNTERS UNTIL IT WAS SICKED OFF.

BESTIAL ABILITIES

L1 TIDAL MIRAGE

MONKEYVER USE MONKEYVER GO, BUT MONKEYVER MONKEYVER GO YOU CANNOT BY MONKEYVERING THE WATER THAT IT'S FOR TO MOVE ON, MONKEYVER ANY SOURCE OF WATER MONKEYVER.

MONKEYVER CREATES AQUATIC CLONES. MONKEYVER CREATES 3D4 LENSES. WATERY CLONES OF ITSELF WITHIN A 3D4 SQUARE RADIUS THAT DISAPPEAR IN 3D4 TURNS.

THESE CLONES ARE VISUALLY IDENTICAL TO MONKEYVER, BUT ONLY IN 2D VARIOUS ONLY 1 HP. THE CLONES MOVE AT WAGON AROUND THE FROTLE CREATION DETERMINED BY THE TIDAL, OR GIVE OF THE CREATURE TO THE TIDAL. MONKEYVER MUST SUCCEED ON A MONKEYVER ROLL OR MONKEYVER'S CLONING. MONKEYVER TO DETERMINE THE TIDAL TIDAL. THE CLONES MOVE IN A WAGON WITH NOT IN WAGON ONLY MONKEYVER TIDAL TIDAL. MONKEYVER AND MONKEYVER ANY CREATURE WITHIN 1 MONKEYVER, AND MONKEYVER THE TIDAL.

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BASESTATS

FIGHT 3

ATTACK 2

DEFENSE 1

STAMINA 3

HP BARS 4

SMARTS 4



LIGHTNING

15 15 15 15 50

BARCANON

ATTACK DICE - 3D6

ECOLOGY

BARCANON ARE CANINE CREATURES OF VARYING SIZES, FROM MEDIUM DOGS TO WOLF-LIKE GUARDIANS. THEIR "FUR" IS PURE ELECTRICITY, CONSTANTLY SPARKING AND SHIFTING ACROSS THEIR BODIES. BECAUSE OF THIS, TOUCHING ONE WITH BARE SKIN INCURS A 104 CHANCE OF IMMEDIATE PARALYSIS. HANDLERS WHO BOND WITH BARCANON TYPICALLY WEAR RUBBER GLOVES TO SAFELY PET OR GROOM THEM. THESE ELECTRIC MUTTS SHOW A NATURAL AFFINITY FOR PEOPLE, OFTEN SEEKING COMPANIONSHIP WITH LITTLE COAKING.

BASESTATS

FIGHT 5

ATTACK 3

DEFFENSE 2

STAMINA 2

HP BARS 4

SMARTS 3

BESTIAL ABILITIES



L1 SPARK FANG

A CHARGED BITE THAT DEALS 306 DAMAGE ON IMPACT. IF BARCANON LATCHES ONTO THE TARGET, IT DEALS 204 RECURRING DAMAGE EACH ROUND IT REMAINS ATTACHED, WITH A CHANCE TO CAUSE PARALYSIS EACH ROUND.



L2 THUNDER BARK

A CONCUSSIVE BARK THAT DEALS 208 DAMAGE TO ALL ENEMIES WITHIN THE SAME ZONE AS BARCANON. CREATURES AFFECTED MUST PASS A LUCK ROLL OR BE PARALYZED FOR 104 TURNS.

TAMABILITY



SETTING

LORE

Set in the (digital world), all videogames are connected and are different worlds within this larger world. Until now these individual worlds were separated, locked off from one another. Now due to a glitch in the System, all worlds have been opened up, and are crossing into each other. It is a slight misnomer to call this a "world". Think of the overworld as a highway or a sea, a digital outer space; the space between everything, and in which everything exists.

THE HUB

During the time since all worlds have opened up to each other, some of the more enthusiastic residents of the worlds have banded together to create a hub for the weary world hopper. Within this settlement, death does not exist, and there are shops, hotels, information and items galore. This place is meant for any and all, hero or villain, boss or minion, creature or monster; within The Hub, all are welcome, unless a traveler gives the residents reason to for them to be unwelcome.

OVERWORLD

FITELANTIS

WITHIN THIS WORLD, EVERYTHING REVOLVES AROUND COMBAT. CHILDREN OFTEN THROW THEIR FIRST PUNCH BEFORE TAKING THEIR FIRST STEP. CORPORATIONS CONTROL THE REGIONS HERE, AND THE COMPANY WITH THE BEST AND STRONGEST FIGHTERS OVERLOOKS THEM ALL.

THE LORE

Fitelantis is a city world comprised of innumerable country sized Communities. Each Community vies for control of Downtown, which is, much like any other city, the cultural and economic hub and melting pot of Fitelantis. Rather than fight all out war, the Communities have agreed to a city wide **Tournament**; a thus far unending series of single combats or Fights. Fights can take place at any time but for them to grant a point in favor of a Fighter's Community, they must be observed and officiated by a **Referee**

THE TOURNAMENT

Admission - To enter The Tournament, a Fighter must be sponsored by their Community. Sponsorship is extremely expensive; between the cost of travel, gear, food, etc, the price can become astronomical. As such, most Communities, especially Ghettos, can only Sponsor one Fighter. Some of the wealthier Communities, however, manage to Sponsor as many as 5-10 Fighters.

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THE STAKES

WINNING THE ANNUAL TOURNAMENT GIVES A COMMUNITY:

- ACCESS TO DOWNTOWN
- WEALTH AND POLITICAL INFLUENCE
- MONTH-LONG CELEBRATIONS
- LEADERSHIP POWER WITH THE CAVEAT THEY CANNOT INTERFERE WITH THE TOURNAMENT OR RISK CHAOS/ANARCHY





ARCHAIE

An alternative Earth wherein, history is intact, but is added to by all myth and folklore being true. Each country's and/or region's Characters, Creatures, history, technology, locations, sociology, etc. are dictated and shaped by their respective mythologies and folklore. When traveling through AE, believe the old wife's tales, for they are more than likely true.

EARTH



LORE & SETTING

REGIONAL MYTH

Every region carries its own living myth, shaping the land, its people, and the unseen forces that walk among them. From the spirit-haunted forests of North America to the ancient temples of Asia, every tale ever whispered or written is true—and can be found, waiting, in its native soil.

THE TIME TRAIN

A locomotive without end, the Time Train stretches beyond sight, its cars endlessly shifting through eras and lands. Each car is a world unto itself, decked in the sights, sounds, and soul of a particular region and age. Look out a window, and the landscape bends to the time it represents—towering castles, neon city streets, frozen tundras, or sun-baked deserts glide past as if the train were cutting through reality itself.

Step inside, and even your tools, clothes, and knowledge bend to the era: swords replace pistols, lanterns outshine neon, and what was once familiar becomes strange. On the Time Train, every journey is a passage through history made tangible, a corridor where past, present, and myth converge.

CHOOSING AN ERA

Time in Archanis Earth is as fluid as the myths that inhabit it. Each era carries its own rules, dangers, and wonders, shaping the way magic and legend bleed into daily life.

Step into the Middle Ages, and the world is raw and untamed: knights battle demons in shadowed forests, and dragons are as real as the stone beneath your feet. Move forward to the Modern Era, and myth wears suits and walks neon streets—vampires run nightclubs, leprechauns bankroll casinos, and angels ride subways unnoticed. Wherever—or whenever—you travel, the era you step into will color every shadow, every whisper, and every choice. In Archanis Earth, history and legend are never truly separate.

RESPAWN?

THIS PACKET WILL REMAIN FREE FOREVER FOR THE ENJOYMENT OF THE ENCOMMUNITY

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ATTRIBUTION: THIS PACKET WAS MADE UTILIZING ASSETS FROM CANVA'S "BLUE ILLUSTRATION GAME PRESENTION" TEMPLATE

LAYOUT, MECHANICS, WRITING, EDITTING, AND PRETTY MUCH EVERYTHING ELSE (OTHER THAN THE ABOVE DISCLOSED) WAS CREATED IN HOUSE AT THE FRUIT BOWL.