

# TTTWG

START



BEGINNER MODE

CONTINUE 03

02 04 06 08 010

THE TABLETOP VIDEO GAME  
GAME OVER IS JUST THE BEGINNING

[WWW.STRAWBERRYBRAIN.COM](http://WWW.STRAWBERRYBRAIN.COM)



# TTVG

## THE TABLETOP VIDEO GAME

A TRUE ANALOG VIDEO GAME EXPERIENCE

**Why buy a controller? d10s are cheaper**

If you fancy yourself a button masher, TTVG might just convert you to a dice goblin. This is an infinite genre-spanning game engine powering everything from creature collection, to fighting game play, to trading card games, weaponized friendship, save states, and more than we can list in a slightly egocentric marketing paragraph.

YES, WE KNOW THAT WAS A RUN-ON SENTENCE

# TTVG

LIKE WHAT YOU SEE + More available  
at [strawberryBrain.com](http://strawberryBrain.com)

# TABLE OF CONTENTS

## P 1. FRONT COVER

P 2. OBLIGATORY MARKETING



P 3. YOU ARE HERE

P 4. QUICK START OVERVIEW

P 5. TTUG CORE CONCEPT

P 6. BOTT UP SCREEN

P 6. BASIC RULE I

P 7. BASIC RULE: D10 POOLS, STAT CHALLENGES, & EXPLODES/GLITCHES

P 8. BASIC RULE: SQUARES, ZONES, & SAVES

## P 9. CHARACTER CREATION SECTION START

P 10. STAT ALLOCATION

P 11. SPECS, PATHS, & RESOURCES

P 12. ABILITIES, PASSIVES, & ULTIMATES

P 13. FIGHT STAT: ATTACK VS DEFEND

P 14. SMARTS STAT: CONTESTED ROLLS & CLEVERNESS

P 15. STAMINA STAT: HP, HP BARS, & MOVEMENT

P 16. PREGENERATED CHARACTERS

## P 17. COMBAT SECTION START

P 18. COMBAT OVERVIEW: ACTIONS, REACTIONS, & PHASES

P 19. TURN ORDER, EXPLOSIONS, & LUCK ROLLS

P 20. STATUS EFFECTS: BUFFS & DEBUFFS

P 21. STATUS EFFECTS: DEBUFFS CONT.

P 22. LEVELING UP: HOW TO LEVEL, RESPECING, & SP

P 23. ATTRIBUTE POINTS: AP POOLS, COST/REGAIN, & ALT RULE

## P 24. LOADOUTS SECTION START

P 25. EQUIPMENT: ITEMS & WEAPONS

P 26. LOADOUTS: OVERVIEW, CAPACITY, KITS, & STARTING LOADOUTS

P 27. WEAPONS: OVERVIEW & AOE DISCLAIMER

P 28. WEAPONS: MUNDANE WEAPONS I

P 29. WEAPONS: MUNDANE WEAPONS II

P 30. WEAPONS: MANA WEAPONS

P 31. WEAPONS: TECH WEAPONS

P 32. ITEMS I: CONSUMABLES & UTILITIES/TOOLS

P 33. ITEMS II: CLOTHES

## P 34. SPECIALIZATION SECTION START

P 35. RELATIONSHIP SCORES

P 36. WARRIOR OVERVIEW AND PASSIVE ABILITY

P 37. WARRIOR: BRUTE

P 38. WARRIOR: MARTIAL ARTIST

P 39. WARRIOR: SOLDIER

P 40. MAGE OVERVIEW & PASSIVE ABILITY

P 41. MAGE SCHOLAR

P 42. MAGE: MANA BORN

## SPEC. SECTION CONTINUED (YEAH IT'S A LONG SECTION)

P 43. MAGE: BARGAINED SOUL

P 44. MAGE: BOOKS AND SPELLS

P 45. EXPLORER OVERVIEW & PASSIVE ABILITY

P 46. EXPLORER: HUNTER

P 47. EXPLORER: SURVIVALIST

P 48. EXPLORER: FORTUNE SEEKER

P 49. EXPLORER: CURIOSITIES

P 50. SPEEDSTER OVERVIEW & PASSIVE ABILITY

P 51. SPEEDSTER: ENHANCED ATHLETE

P 52. SPEEDSTER: QUICK BORN

P 53. **GO TOUCH GRASS** (YOU'LL GET IT WHEN YOU GET THERE)

P 54. TAMER OVERVIEW & PASSIVE ABILITY

P 55. TAMER: HANDLER

P 56. TAMER: SUMMONER

P 57. TAMER: TAMING I

P 58. TAMER: TAMING II

P 59. TAMER: CREATURES BATTLING

P 60. TAMER: CAPTURE DEVICES

## P 61. WORLD SELECT START

P 62. ENEMIES I: HOMEWING & TIERS

P 63. ENEMIES II: STAT SPREADS

P 64. WILD WORLD: HANDLER SOCIETY VS GAME EMPIRE

P 65. WILD WORLD: COMMON CREATURES

P 66. WILD WORLD: UNCOMMON CREATURES

P 67. FITELANTIS: THE TOURNAMENT, THE CITY, & REFEREES

P 68. FITELANTIS: ENEMIES

P 69. ARCHANIS EARTH: MYTHS, ERAS, PRESENCE GATES, & THE TIME TRAIN

P 70. ARCHANIS EARTH: SAMPLE ERAS/MTHS & SOFT

P 71. ARCHANIS EARTH: ENEMIES

P 72. OVERWORLD: OVERVIEW AND THE HUB

P 73. THE HUB: OVERVIEW AND FACTIONS

P 74. OVERWORLD/THE HUB: ENEMY

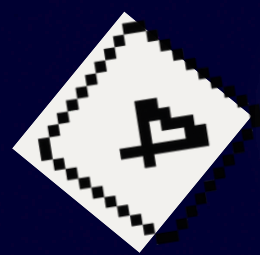
## P 75. RESPAWN (BACK COVER)



# BEGINNER MODE

---

## 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 Video Game (**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 how many dice are in your stats.

Designed for fast cinematic play, inspired by games (especially video games) 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

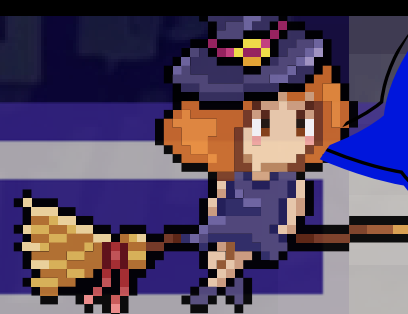
Though a DEV is the world, without characters to interact with that world, there is no story. The players take control of those characters and make those interactions happen.

# 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.



**BEGINNER MODE** CONTAINS EVERYTHING YOU NEED TO TRY TTVG FOR THE FIRST TIME:

- QUICK START RULES FOR BASIC GAMEPLAY, COMBAT, AND STAT CHECKS & CHALLENGES.
- PRE-GENERATED CHARACTERS SO YOU CAN JUMP RIGHT IN.
- WEAPONS, ITEMS, AND SPECIAL ABILITIES NEEDED FOR IMMEDIATE PLAY.
- FEEDBACK FORM ON THE WEBSITE, SO YOU CAN HELP IMPROVE THE GAME (YES WE DO LISTEN, THIS USED TO BE IN LANDSCAPE LAYOUT, BUT TESTERS SAID IT MADE IT HARDER TO READ).
- THIS IS A CONDENSED VERSION OF THE FULL RULES (THE CONSOLE) – JUST ENOUGH TO PLAY, LEARN, AND START IMAGINING YOUR OWN ADVENTURES.
- KEEP AN EYE OUT FOR OUR FREE STARTER MODULE **RESPAWN** COMING SOON.

LET'S DO  
COOL  
SHIT!!





# BASIC RULES & TERMS

## WHAT IS TTVG

### The Tabletop Video Game

TTVG is a tabletop roleplaying game (TTRPG) inspired by video games. Players make characters, the Developer (DEV) runs the world, and together you tell a story while resolving actions with dice. TLDR - Everyone is playing a game of structured make-believe while using math rock to make decisions, and in this case, we are all pretending to be in a video game.

## DICE & D10 POOL

The primary die is the d10.

When you want to do most things, the DEV will usually ask you to roll to see if you succeed or fail. In TTVG, you roll a number of d10s equal to one of your Base Stats (a **Stat's Score**).

Add up the results to get your total, and the DEV will tell you if you either beat a Target Number (TN) or the result of an opposed roll.

The one with the biggest numbers wins.

## STAT CHALLENGES

AS STATED BEFORE, WHEN YOU WANT TO DO MOST THINGS IN-GAME, THE DEV WILL ASK YOU TO ROLL A STAT FOR IT. MOST ROLLS WILL BE RELATIVELY OBVIOUS, BUT FOR MORE NUANCED ACTIVITIES WHICH STAT IS USED IS DETERMINED.

FOR EXAMPLE, WHEN TRYING TO PICKPOCKET, BECAUSE IT'S A PHYSICAL ACTIVITY, THE DEV MAY ASK FOR A FIGHT ROLL; OR BECAUSE IT REQUIRES POSITIONAL AWARENESS AND SOME MEMORIZED SKILL, THE DEV COULD ASK YOU TO ROLL SMARTS.

THE DEV WILL ROLL THE OPPOSING STATS FOR THE CHARACTER OR CREATURE A PLAYER IS CHALLENGING. IN THE CASE OF ROLLING AGAINST OBJECTS OR THROW-AWAY ENEMIES (REF: ENEMIES SECTION) THAT DO NOT HAVE ESTABLISHED STATS, THE DEV WILL SET A TARGET NUMBER (TN) THAT NEEDS TO BE BEATEN FOR SUCCESS.

## CRITS & EDGE CASE ROLL TYPES

### Explode (Beginner Mode)

In TTVG, a critical success is automatically a crit-chain. Because of this cascading effect, we call them Explosions.

If you roll two 10s on a single dice pool, you Explode (critical). If you only have one die in your pool (i.e: a Stat Score of 1), only that die needs to be a 10.

You get the explosion benefit (often extra damage or a luck result). In combat, you also roll damage dice again if fighting.

Explosions are meant to be dramatic crit chains - treat them like big, memorable Anime-Second-Form reveal moments.

### Glitched Roll

Just like critical success, in TTVG, a critical failure is a compounding effect. If you roll two 1s on a single dice pool (or a single 1 on a pool of 1) your roll is Glitched. Re-roll the entire roll and use the lower total.

### 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.

# BASIC RULES & TERMS

## MOVEMENT

### Squares

Most movement is measured in Squares, each Square is equivalent to 10 feet.

### Zones

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

**DEV Note:** In Beginner Mode, keep maps simple - a 5×5 grid or rough zone map is enough.

- **Rough Zone Chart:** Utilize this general equivalency chart to help with theater of the mind and planning encounters. (*Let's be honest, you were going to theater of the mind most of the time anyway.*)
- **Small Zone** (Controlled Zone for players and weaker Enemies) : 1 - 20 Square Radius
- **Med Zone** (An entire room up to an entire battlefield): 10 - 100 Square Radius
- **Large Zone** (Anything from a city up to a realm): 100 - 1000 Square Radius

### Flight (Normal Gravity)

Flying works just like moving on the ground, you just have altitude.

Movement: Move as normal (1 square = 1 square).

Flyers attack and defend normally. Grounded enemies can still attack them if their weapons or abilities have enough range.

### Falling

Falling is when a character or creature descends at a rapid uncontrolled rate. When a character or creature jumps intentionally from a high surface, this rule does not apply to the first Square of descent. For every Square (10 feet) a character or creature falls, they receive damage equal to 1d8 (AVG 5) times Squares fallen (Fall Damage = Number of Squares x 1d8).

## SAVED GAMES & SAVE STATE

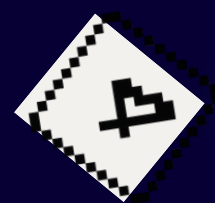
**SAVED GAMES:** Except in the case of single sessions (called one-shots), TTVG, like other TTRPGs, is played over the course of several sessions, which are collectively called a campaign. Each session has a beginning and an end. In TTVG when a session ends, this is referred to as "Saving the Game". When a new session starts within the same campaign/narrative, this is referred to as "Loading The Save".

**SAVED STATES:** Once per level, each player may call for 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.) Note that only one Save State may be active at a time.

**BEGINNER SAVED STATES:** In Beginner Mode, players may call for a Save State once per Saved Game.



# TTWG



## CHARACTER CREATION

SPECS & PATHS

STATS & POOLS

FIGHT, SMARTS, STAMINA, & PREGENS



# CHARACTER CREATION

## STAT ALLOCATION

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

**Fight** is also your physical strength and overall toughness. Fight splits into Attack and Defense.

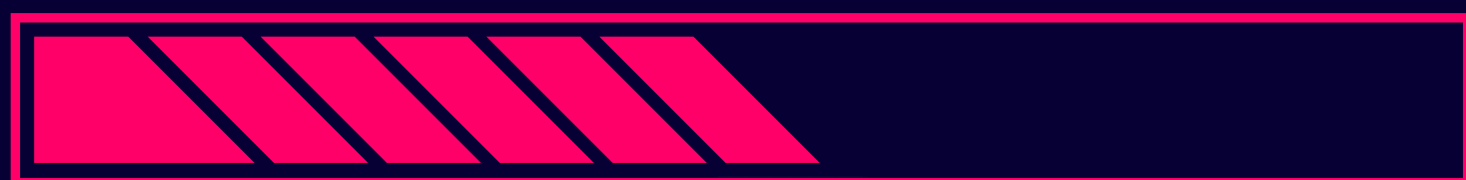
**Smarts** is your brain power, wisdom, and intellect; how you learn and how you apply your lessons. Smarts determines your Cleverness Score (passive intelligence/wisdom).

- Cleverness Score =  $5 \times \text{Smarts}$

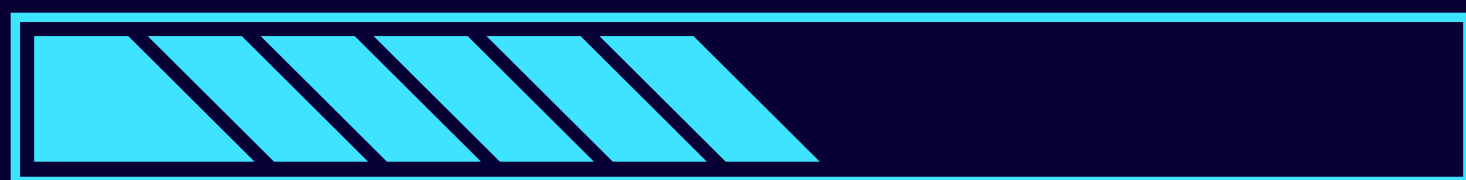
**Stamina** is a character's or creature's health, mobility, and everything that might be inferred from a Stat called Stamina.

- Movement =  $\text{Stamina} \times 2$
- HP/Bar =  $\text{Stamina} \times 3 + 9$

FIGHT



SMARTS



STAMINA



# CHARACTER CREATION

## SPECIALIZATION

There are no “classes” or “species/races” within TTVG. Specializations function in a similar way to both, but do not lock a character into a set archetype or race. Instead, characters are given AP (See Attribute Points) to spend on various skill trees called Specializations (Specs).

- **Level 1** - Choose a Spec (Warrior, Mage, Explorer, Speedster, Tamer, etc.). You gain the Specialization's Passive Ability and +1 to 2 Base Stats. You do not pick a Path yet.
- **Level 2** - Choose a Path and gain that Path's Stat Bonus, which is an additional +1 to 2 Base Stats
- **Level 3** - Create an Ultimate, or choose a premade Initial Ultimate and start diving deep into character customization.

## PATHS

Within each Specializations are various Paths, which could be described as different branches on a the tree, the tree being your Spec. The Paths are how a character specializes. For example, when you pick Warrior, you've Specialized in hitting things. How you hit those things is your Path.

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)** - Mana is how you pretty much do anything special in TTVG. Every character begins with 25 MP, regardless of Specialization. This is the total amount of MP they have to use, an MP pool

**Power Meter (PM)** - PM is the energy used to perform Ultimates, but it can also be used in place of MP for Special Ability uses. An Ultimate can only be performed once a PM Meter has reached its max (100), so choose how you spend PM carefully. Beginner Mode uses a simplified PM rule: any die you roll inside combat, including Attack Dice, contributes PM based on its face value.

**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. If using full Console rules, HP is only recovered when resting or via Equipment, Abilities, etc.

**PM FULL CONSOLE:** PM ONLY INCREASES UPON SUCCESSFUL ATTACKS IN COMBAT. THE FACE VALUE OF A DIE INDICATES HOW MANY POINTS ARE ADDED TO YOUR POWER METER. EACH NUMBER ON A D10 HAS AN ASSIGNED POINT AMOUNT THAT FILLS UP THE POWER METER. A PLAYER CAN CHOOSE TO USE THEIR PM FOR SPECIALIZED ATTACKS IN PLACE OF MP, OR CHOOSE TO SAVE IT FOR AN *ULTIMATE*. WHEN THE *POWER METER* IS FULL, A PLAYER MAY USE AN *ULTIMATE*.

### DIE FACE = PM INCREASE

1 - 3 = 5  
4 - 5 = 7  
6 - 7 = 9  
8 - 9 = 12  
10 = 20



# CHARACTER CREATION

## SPECIAL ABILITIES

Instead of Base Stats increasing at each Level Up, a player chooses a Special Ability which can increase damage, boost a Base Stat, increase non-combat abilities, etc. It can also be a special power, such as the ability to capture a wild creature/monster; a double jump; limited or unlimited flight; etc. A player may choose to forgo a new special ability, and instead increase the stats of a Special Ability they already have; however, again, Base Stats cannot be increased.

No more than two Special Abilities may be activated at a time.

### COOL DOWN

Each Special Ability has a 1-3 round Cool Down, during which it can not be used. Some Special Abilities may have a longer Cool Down, this will be indicated within the Special Ability's description.

## PASSIVE ABILITIES

Passive Abilities are Abilities granted by a character's Specialization. Passive Abilities are generally active and do not cost MP to use, though some Passive Abilities may still require specific conditions, actions, or activations in order to function. When a player first selects a Specialization, they automatically gain that Specialization's Passive Ability. Likewise, if a player Respecializes (Respects) into a new Specialization, they must begin with that Specialization's Passive Ability before gaining additional abilities from its Paths.

## ULTIMATES

When a player selects their first Specialization and reaches at least two Level Ups in that Specialization, (i.e., reaches Level 3) they unlock an Initial Ultimate. Ultimates are unlocked every 5 Level Ups after the Initial Ultimate.

After level 15, if the game is meant to go so high, all Ultimates are gained after 10 levels.

Aside from the first Ultimate attained, referred to as the Initial Ultimate, there is no set Ultimate for any particular Specialization. Rather the Player and DEV create each Ultimate as the PC attains the ability to do so.

Note that a player does not have to use their Initial Ultimate, they are completely free, with the DEV's permission, to begin creating and utilizing a personally crafted Ultimate. It is, however, highly recommended to use the Initial Ultimate for first time players and DEVs as it can be utilized as a blueprint for creating further Ultimates.



# CHARACTER CREATION

## FIGHT

### ATTACK

**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. Example - If you allocated 4 points to attack, and your attack dice was originally 3d6, you may now make it 4d6.

### DEFEND

**Defense:** The amount of dice you may roll when being attacked. The result is the **TN**. 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 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 Defense (Attack: 2d10+4 / Defense: 2d10+4). Points may be spent in a Planned phase or as a Reaction.

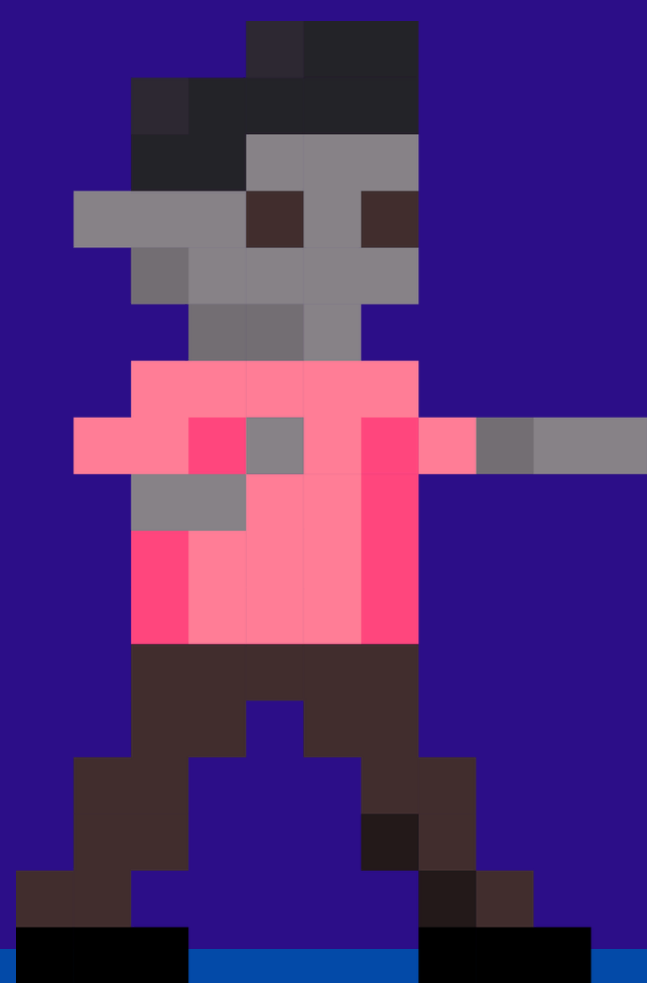
**PLANNED:** If an increase to Attack or Defense is declared prior to an Attack Phase, the value of the points spent is unaffected.

**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 a Defender Explodes while making a Defense roll, or the Attacker Glitches their roll, the Defender may make an Attack against their Attacker without using up a reaction. This Parry Attack does not generate PM, or allow the Defender to continue Attacking.

**Tie Break:** If Attack and Defense rolls tie, the side with the larger dice pool wins (**Bigger Stat = Winner**). 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

**BEGINNER MODE TIE BREAK:** BOTH ATTACKER AND DEFENDER KEEP ROLLING UNTIL SOMEBODY GETS A HIGHER RESULT.



# CHARACTER CREATION

## SMARTS

### SMARTS ROLLS

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.

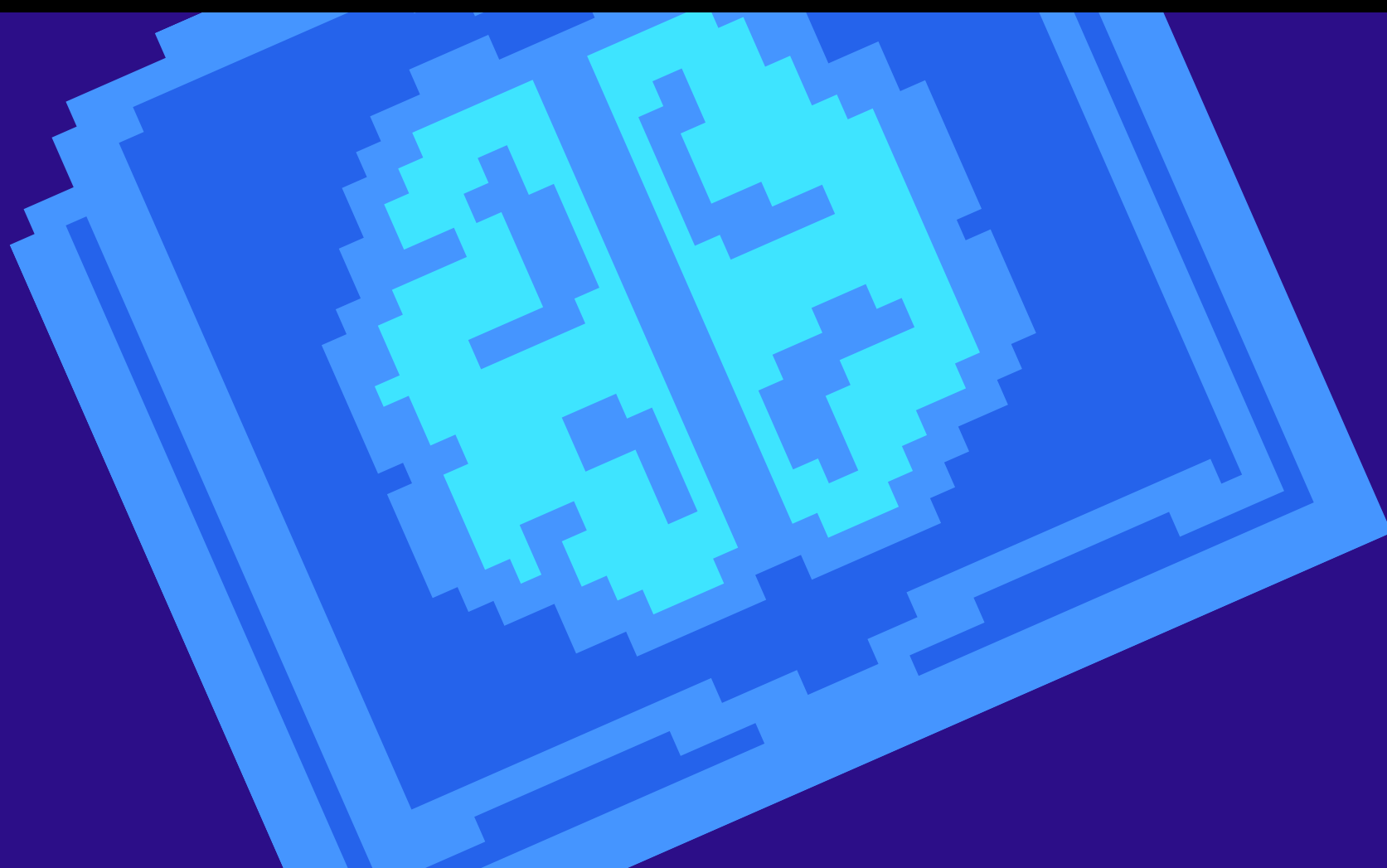
To make a **Smarts Roll**, a creature or character rolls an amount of d10s equal to their Smarts Score.

## CONTESTED SMARTS

Usually rolls are contested via an opposed roll of a Stat (i.e. Fight vs Smarts, Smarts vs Stamina, etc). However, when attempting to negotiate, deceive, persuade, etc., the roll may be 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

**Cleverness Score:** Cleverness is a character or creature's passive intelligence. A Cleverness Score is equal to **5 times a character's or creature's Smarts Score**, plus any bonus from Special Abilities. For example, if a character has a Smarts 3, their Cleverness would be 15.





# STAMINA

## HP BARS & POOLS

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

**Health Point (HP) Bars:** The total amount of HP a character has is known as a Health Point Pool. An HP Pool consists of one or more HP Bars. Characters and creatures gain an additional Health Bar for every 3rd level they attain after level 1.

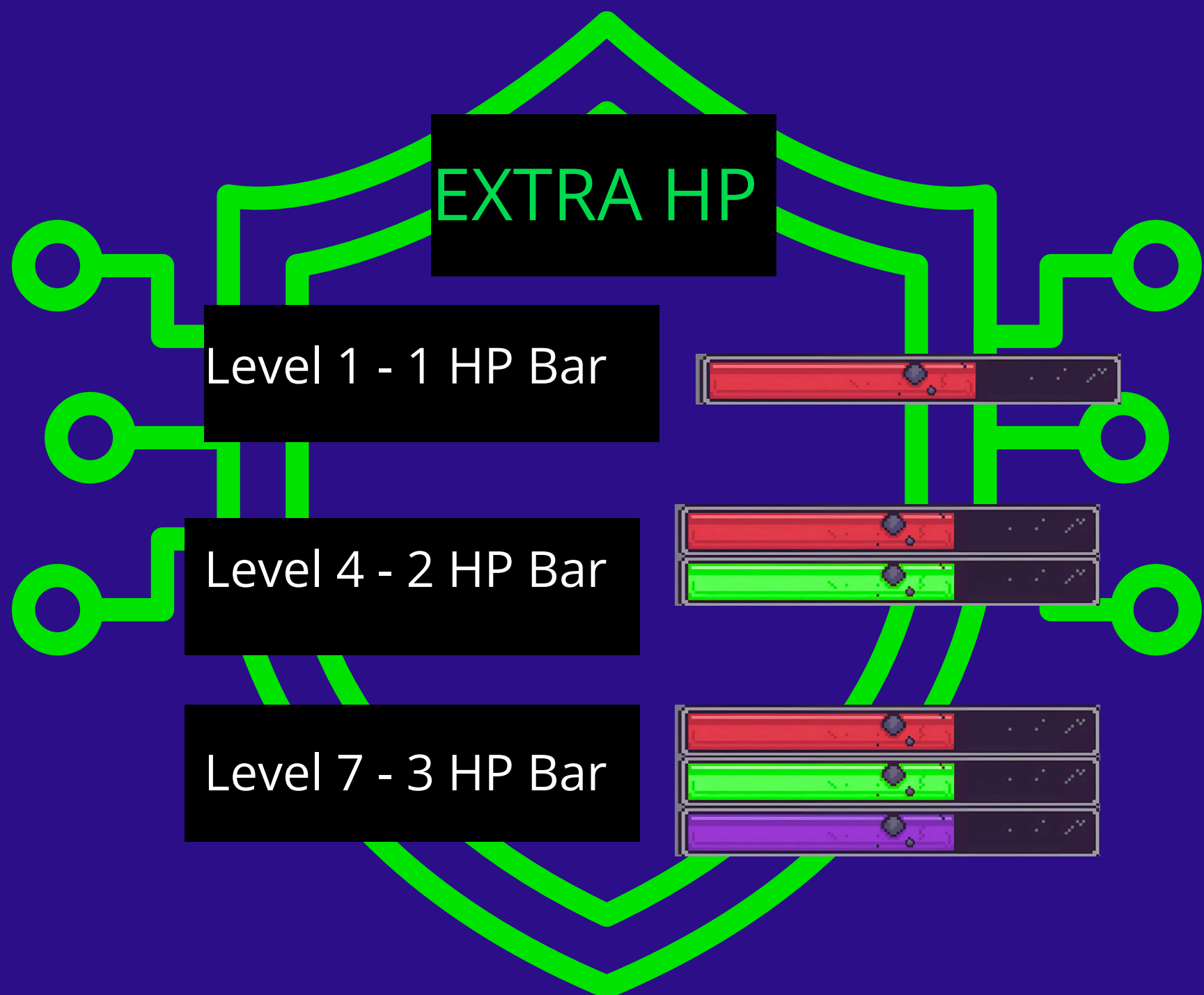
## MOVEMENT

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

**Sprint** - A character may forego their simple action in order Move twice the distance they would have.

## 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.



CHARACTERS AND CREATURES MAY USE 1 POINT PER COMBAT ROUND, DURING A PLANNED PHASE TO INCREASE FIGHT SCORE BY 1 POINT  
STAMINA REFRESHES DURING SAVES



# CHARACTER CREATION

## SELECT YOUR PREGENERATED CHARACTER

### MIKE - WARRIOR MARTIAL ARTIST

ATTACK DICE  
3D8

Fight 4  
Attack 3 / Defense 1

Smarts 2  
Cleverness - 10 + Special Abilities

Stamina 3 - 18 HP / Bar  
Movement - 6

Passive Ability - Battlefield  
Experience

Starting Ability - Hyper Focus (at  
L2)

*I like to hit stuf...  
Activate Anime Protagonist  
Second Form!!!*

### CARLOS - EXPLORER HUNTER

ATTACK DICE  
2D6

Fight 3  
Attack 2 / Defense 1

Smarts 3  
Cleverness - 15 + Special Ability

Stamina 3 - 18 HP / Bar  
Movement - 6

Passive Ability - Have I Been  
Here Before

Starting Ability - Trapster (at L2)

*I was here about 30 minutes ago...  
(Don't step on the leaves, they're a  
pitfall)*

### JAMES - SPEEDSTER ENHANCED ATHLETE

ATTACK DICE  
6D4

Fight 3  
Attack 2 / Defense 1

Smarts 2  
Cleverness - 10 + Special  
Ability

Stamina 4 - 21 HP / Bar  
Movement - 8

Passive Ability - I Am Speed

Starting Ability - Rapid Strike  
(at L2)

*Fast wasn't fast fast enough...  
So I got faster...*

### GREG - MAGE MANA BORN

ATTACK DICE  
2D4

Fight 2  
Attack 1 / Defense 1

Smarts 4  
Cleverness - 20 + Special Ability

Stamina 3 - 18 HP / Bar  
Movement - 6

Passive Ability - One With Mana

Starting Ability - A Child of  
Everything (at L2)

*Mana?... born with it...  
(Basically a magic nepo baby)*

### NICOLE - TAMER HANDLER

ATTACK DICE  
SEE BUDDY

Fight 3  
Attack 2 / Defense 1

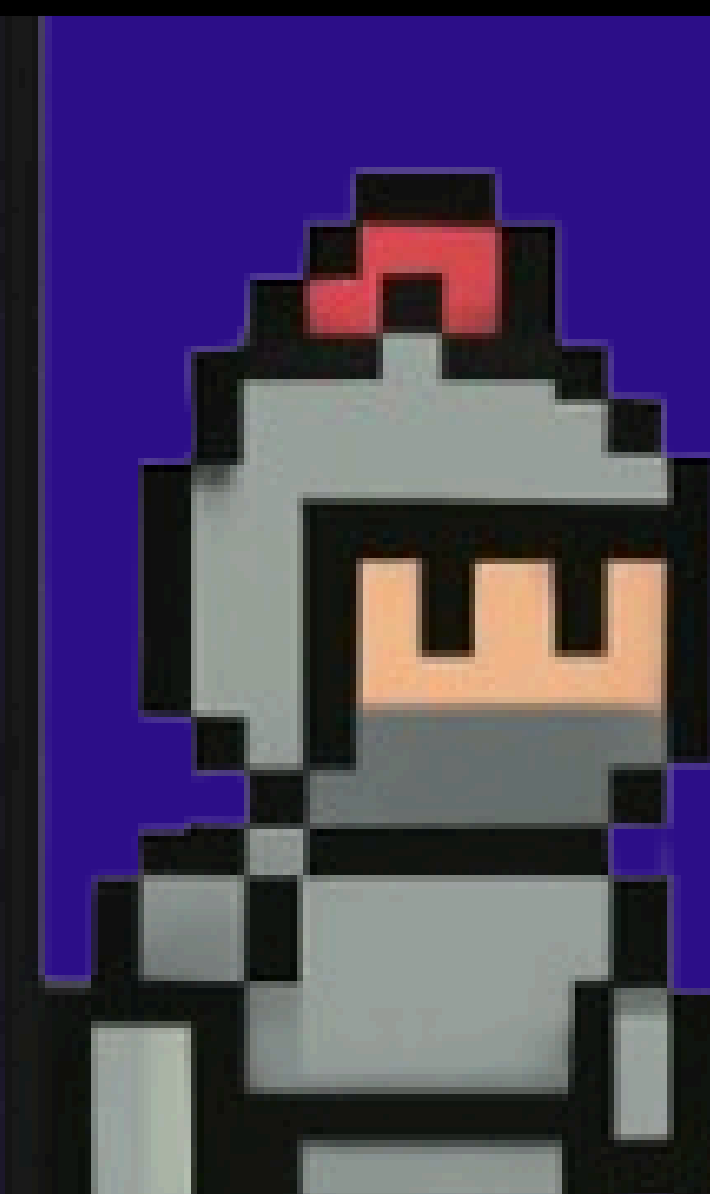
Smarts 3  
Cleverness - 15 + Special Ability

Stamina 3 - 18 HP / Bar  
Movement - 6

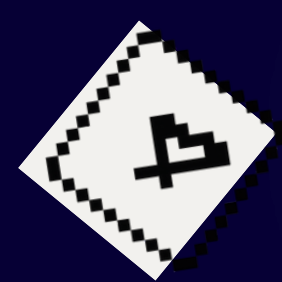
Passive Ability - Collect the  
Whole Set (starts with Buddy  
Creature)

Starting Ability - Tag Team (at L2)

*Me and my cute super powered animals  
have weaponized friendship!!!*



# T T W G



## COMBAT

WORLD SELECT

START

ACTIONS, PHASES, TURNS ECONOMY,  
CRITS/GLITCHES, STATUS EFFECTS & LEVELING UP



## OVERVIEW

Combat begins once one party has either attacked or declared an attack against another party. Once Combat has begun, the Player(s) always go first, except in special circumstances (more details on next page).

A Combat Round = 10 in-game seconds.

Combat ends when one side is all at 0 HP, all Party Members are unable to act, or a Party has fled.

## COMBAT PHASES

1. **Planned:** Everyone says what they intend to do this round.
2. **Declaration (Optional):** Announce special conditions (Charging, special triggers, etc.).
3. **Move:** Move up to your movement (Stamina  $\times$  2). If DEV allows, you can split movement. Note that you can not split movement after the Attack or Defend Phase unless an Ability allows it.
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). The first reaction while Defending is automatic, while 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  $\rightarrow$  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 simple Attack/Defend for that turn (unless ability says otherwise).

**Non Combat:** Any action that is non combative in nature, and is not otherwise covered by any other rules is consider a Simple Action.

## REACTIONS

For a reaction to occur, you must declare it in the declaration phase, and it must have a specific trigger and result.

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.

## ACTION CHARGE & RAPID ACTIONS

**Rapid Action:** This action allows a character, creature, etc to take multiple actions all at once. To do so, whoever or whatever must roll 1d4. The result determines how many extra actions they may take. After doing this, a player will be **Exhausted** for a number of turns equalto the number of actions they took. Ex: Rolling a 2 allows whoever rolled it to cast 2 spells, make 2 attacks, cast a spell then make a melee attack, etc. After their actions are finished, their turn is skipped for 2 rounds.

**Rapid action (full console):** If a PC, Enemy, Creature, etc. wishes to end a battle quickly, they may use a Rapid Action. Alternatively, if they need to recharge their mana or power, or maybe charge an attack, weapon, or spell, they can choose to save their action for the next turn by calling for an Action Charge.

**Action Charge:** Saving a turn defaults a character, creature, etc. to a Defense Position. If a character, creature, etc wishes to charge for multiple turns, they must roll 1d4 for every 5 levels they have attained. The amount of 1d4 someone may roll is increased when they attain another 5 more levels. The result is the amount of turns a character or creature may charge for.



# TURN ORDER

## PLAYERS GOES FIRST

Player 1 acts, then Enemy 1, then Player 2, then Enemy 2, and so on until everyone has acted within a, thus completing the round. Next round, the order alternates: Enemy 1, then Player 1, then Enemy 2, then Player 2, etc.

## 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 Charges short, 1–2 turns at DEV discretion.*

## RAPID ACTION REMINDER

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.

# 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 chain (Extra Damage, Extra Effects, and you roll damage dice again).

## DAMAGE & CRITS

If you hit, roll 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.

# LUCK ROLLS

To perform a Luck Roll, the Dev rolls 1d4. Each result has a corresponding outcome, with 1 being the worst and 4 being the best.

- 1: Extremely Unlucky** - The outcome is the worst it could possibly be.
- 2: Partially Unlucky** - The outcome is bad, but not as bad as it could be
- 3: Partially Lucky** - The outcome is good, but not the best it could be.
- 4: Extremely Lucky** - The best the outcome could have possibly gone.

**STATUS EFFECT CHECKS:** STATUS EFFECTS USE INVERTED LUCK ROLLS FOR MOST BEGINNER MODE CHECKS  
1–2 MEANS STABILIZED, 3 MEANS PARTIALLY STABLE, 4 MEANS FULL EFFECT

# STATUS EFFECTS

STATUS EFFECTS ARE BROKEN INTO TWO CATEGORIES, BUFFS AND DEBUFFS. UP TO 3 STATUS EFFECTS MAY BE ACTIVE AT ONCE ON AN INDIVIDUAL OR GROUP OF CHARACTER, CREATURE, BUILDING, ITEM, ETC.

## BUFFS



**Invigorated:** The character or creature is filled with renewed energy and vitality. While Invigorated, they gain 1d4 to all Attack rolls and their Movement is increased by 2 squares for 1d6 (AVG 4) turns. Additionally, they ignore the first instance of Exhaustion applied to them while this buff is active.



**Shielded:** A protective barrier surrounds the character or creature, absorbing incoming damage. While Shielded, the character or creature gains 10-20 Extra HP (amount determined by the source of the buff). The Shield lasts until the Extra HP is depleted or until Combat ends. Only one Shield can be active at a time. Applying a new Shield replaces the old one.



**Hasted:** The character or creature moves with supernatural speed. While Hasted, their Movement is doubled and they may take one additional action per turn (either a second Attack, Defense, or Movement action, at the DEV's discretion). Hasted lasts for 1d4 turns. After Hasted ends, the character must make a Luck Roll. On a failure (4), they become Exhausted for 1 turn due to the strain.

**Vitalized:** The character or creature's life force is enhanced, bolstering their resilience. While Vitalized, a character or creature regenerate 5 HP at the start of each turn for 1d6 (AVG 4) turns. If their HP is already at maximum, the excess healing becomes Extra HP (max +15 Extra HP total). Vitalized characters and creatures can not stack Vitalized with itself; applying it again refreshes the duration instead.

**Invulnerable:** The character or creature becomes temporarily immune to all damage and status effects. While Invulnerable, they cannot be harmed, moved against their will, or affected by any Debuffs. Invulnerability lasts for 1d4 (AVG 3) turns. This is an extremely powerful effect and should only be granted by high-level Abilities or Ultimates. A character or creature can still take actions normally while Invulnerable.

## DEBUFFS



**Paralysis:** While Paralyzed, a character or creature must make a Luck Roll each turn. On a success, they may move as normal. On a failure, they cannot move, attack, or defend.

**Bleeding:** While a character or creature is afflicted with bleeding, they must make a Luck Roll after each action they take. On a success, the effect does nothing. On a failure, the afflicted character's or creature's HP is decreased by 5.

**Terrified:** When a character or creature becomes afflicted with Terror, any roll that they make against the cause is Glitched. For each round that a character or creature is Terrified, they must move one square away from the cause of their Terror. To cure this status effect, the afflicted character or creature must succeed on Luck Roll, or an ally must take an action to cure them.



# DEBUFFS

YOU REALLY THOUGHT WE WERE GOING TO STOP AT 3?.. NEVER! THE DEV NEEDS MORE TORTURE METHODS...

**Poisoned:** For every turn a character or creature is poisoned, they must make a Luck Roll. For each result, the character or creature's total Health is lowered by 5 HP (See Poisoned Table below). Additionally, for every turn a character or creature is poisoned their movement is halved; if the result is not a whole number round down to the nearest whole number.

**Burned:** When a character or creature is Burned, they lose 5, 10, or 15 HP every turn. If the afflicted character or creature is covered in a substance that intensifies the effects of a Burn, such as gasoline, the resulting damage is doubled. The afflicted character or creature must also make a Luck Roll at the start of each turn that they are Burned.

**Unconscious:** When a character or creature reaches 0 HP, they are considered Unconscious. An Unconscious character or creature is considered Sleeping, and near death. They can not take any actions or interact with the world around them. To cure a character or creature of being Unconscious, an ally must heal them to at least 1 HP. If a character or creature's HP goes below 0 while they are Unconscious, they are considered **dead**, and cannot be brought back to life or consciousness by mundane means. At the beginning of each turn that anything or anyone is Unconscious, they must make a Luck Roll. If the result is 1, 2, or 3, the character or creature is alive and still Unconscious. If the result is 4, **THEY DIE**.

## POISON TABLE

| ROLL RESULT | HP Taken |
|-------------|----------|
| 1           | 5        |
| 2           | 10       |
| 3           | 15       |
| 4           | 20       |

## BURN TABLE

| ROLL RESULT | HP Taken                                |
|-------------|-----------------------------------------|
| 1-2         | 5                                       |
| 3           | 15                                      |
| 4           | 15 + 2 FOR EACH ACTION TAKEN THIS ROUND |

**Exhausted:** If Exhausted, a character or creature can not move or take an action for 1d4 (AVG 3) turns. If this condition is called for by an Ability or action (ex: Rapid Action) refer to the listed amount of turns in the Ability or action description in lieu of rolling 1d4 to determine the number of turns a character or creature is exhausted for. Exhaustion cannot be cured, and must be waited out

**Sleeping:** Sleeping characters or creatures cannot take any action, regardless of if they were put to sleep, or fell asleep on their own. Characters or creatures that were put to sleep by force must be woken up in accordance to the description of the cure for it. Characters or creatures who have fallen asleep naturally may be woken up by an outside force, or by waking up naturally.

**Slowed:** A character or creature afflicted with this status effect has a reduced movement. If an ability or situation calls for a specific reduction in movement, and/or a number of turns a character or creature is afflicted, default to that description. If there is no description specifying an amount of turns or score reduction, the afflicted character or creature's movement is halved for 1d4 turns.

**Confused:** When a character or creature is Confused, for 1d6 rounds (AVG 4), they have a one in four chance of damaging their nearest ally or themselves with any damage causing action. Every time that a character or creature who is afflicted with Confusion takes a damage causing action against an enemy, the afflicted character or creature must make a Luck Roll. 1-2: The afflicted character or creature is successful in their action. 3: The afflicted character or creature's action is against the closest ally. 4: The afflicted character or creature's action is against themselves

**PUPPETED:** A character or creature's mind is being controlled and they will attack whichever ally is closest and assist whatever or whoever is controlling them for either 1d4 turns, or as many turns as are stated in the Ability. The form this assistance takes is determined by the DEV. Pupating duration and severity is generally determined by making a Luck Roll, but may last longer if a specific Ability or effect says otherwise.

# LEVELING UP

## HOW YOU LEVEL

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

### **STORY LEVEL-UP (EVENT):**

The DEV decides when the story or the adventure calls for a Level Up. Usually after big moments, major wins, or character growth. The DEV awards enough AP to unlock the next Ability or Path.

### **AP LEVEL-UP:**

Level Up by earning 15 more total AP.

(Increasing your maximum AP, not refilling your current pool.)

## RESPECIALIZING

Branching into a new Specialization, this is called a Respec. This means keeping past earned Abilities from a previous Path/Spec, while gaining the Abilities of a new Spec/Path.

Repecing can be done at each Level Up.

When Respecing into 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 awards for doing cool stuff (roleplaying, clever ideas, great teamwork, etc.)

### **SP Can Be Spent To:**

- Refill HP, MP, or AP.
- Skip ahead on a Path to grab a specific Special Ability without switching to that Path fully. (Note that normally when Respecing, a Player needs start with a Spec's Passive Ability. SP allows players to bypass the Passive.)

### **Skipping Costs:**

- 1st skipped Ability = 3 SP
- 2nd = 5 SP
- 3rd+ = 7 SP (Maximum Cost)



# ATTRIBUTE POINTS (AP)

**What Are AP:** Spendable experience points. AP may be spent to improve a character or creature's Health, Mana Bar, or Power Meter pools by 1-5 points, each point costing 5 AP. AP can also be used to refill those pools at the same cost.

**AP Pool:** Starting at level one, all Players have an AP Pool of 15. For each successful interaction, a character's AP pool is increased BY 15.

## EARNING ATTRIBUTE POINTS

For each encounter, whether that be combat, social, stealth, etc, that goes in a PC's favor, the DEV will award Attribute Points (AP), determining the amount based on the interaction.

## AP COSTS & RECOVERY

**AP RECOVERY:** AP is regained upon a Save, unless otherwise indicated on a Special Ability. The amount of AP regained is determined by making a Stamina roll and subtracting half of the total result. Players may choose to take a longer Save, thus regaining more, or even all of their AP, but doing so introduces a complication, determined by the DEV.

## ALTERNATIVE REGAIN RULE

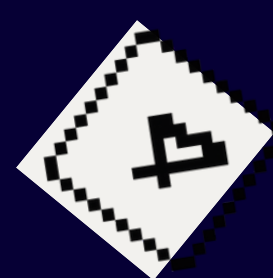
If a DEV does not wish to track and calculate AP, then they may utilize Level Up Increases (Event Leveling). When using this rule, players' AP pools only increase when their character attains a new level, at which point the character's AP Pool increases by 15 points.

### DEV NOTE - COMPLICATION EXAMPLE

*IF THE PARTY IS ON A TIME SENSITIVE MISSION, SUCH AS SAVING A HOSTAGE BEFORE THEY'RE EXECUTED, THE DEV MAY CHOOSE TO HAVE SAID HOSTAGE EXECUTED BECAUSE THE PARTY TOOK EXTRA TIME TO REST*

# T T W G

EQUIPMENT & KITS



# LOADOUTS

WEAPONS

EQUIPMENT, KITS, STARTING LOADOUTS,  
WEAPONS, & ITEMS



# 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.

## WEAPON

**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.



# LOADOUTS

## LOADOUT CAPACITY

ALL PLAYERS START WITH **45 CAPACITY POINTS**.

EACH KIT COSTS 1 CAPACITY POINT, NO MATTER HOW MANY ITEMS ARE IN IT (UP TO THE KIT LIMIT).

## EQUIPMENT SLOTS

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

REQUIRED EQUIPMENT DOES NOT COST CAPACITY BUT RESPECTS KIT LIMITS.

## 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.

## STARTING LOADOUTS

THIS IS THE EQUIPMENT EACH CHARACTER BEGINS WITH. IT'S DETERMINED BY SPECIALIZATION. INCLUDES **REQUIRED EQUIPMENT** (FREE, DOES NOT COUNT AGAINST CAPACITY). EXTRA GEAR YOU ACQUIRE COUNTS TOWARD LOADOUT CAPACITY.

### 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)

### 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)

### TAMER

#### SUMMONER

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

- 10 QUICK PLAY
- 4 AUTONOMOUS
- 1 RITUAL

#### HANDLER

5 CAPTURE COLLARS (T) (SIMPLE)

## QUICK RULES

YOUR LOADOUT IS YOUR INVENTORY.

**EQUIPPED ITEMS** - WHAT A CHARACTER OR CREATURE IS CURRENTLY WEARING OR USING. THERE ARE NO EQUIPPED SLOTS - JUST USE COMMON SENSE (ONE RING PER FINGER, ONE SHOE PER FOOT, ETC.)

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.

# WEAPONS

## REQUIREMENTS

WEAPONS ARE AN EXTENSION OF THE USER, AND AS SUCH, HOW HIGH A CHARACTER'S FIGHT SCORE IS WILL DETERMINE THE DAMAGE A WEAPON WILL DO. CERTAIN WEAPONS REQUIRE A MINIMUM SCORE IN A SPECIFIC STAT TO WIELD. THIS STAT WILL USUALLY BE ATTACK, BUT IN SOME CASES, SUCH AS WITH SHIELDING WEAPONS FOR EXAMPLE, A MINIMUM DEFENSE SCORE WOULD BE REQUIRED. STILL IN OTHER CASES, A WEAPON MAY REQUIRE A MINIMUM SMARTS SCORE, DUE TO ITS COMPLICATED NATURE.

## AOE DISCLAIMER

UNLESS OTHERWISE STATED, ALL EFFECTS WHICH UTILIZE AREA OF EFFECTS (LARGE RADIUS) CAN HARM ALLIES CAUGHT IN THE AREA. TTVG TREATS EXPLOSIVE FORCE, WIDE SWEEPS, AND STRAY SHOTS THE SAME WAY A VIDEO GAME WOULD: THEY DON'T DISCRIMINATE. DEVS ARE ENCOURAGED TO DESCRIBE HOW THESE EFFECTS PLAY OUT IN THE SCENE, BUT THE MECHANICS APPLY EQUALLY TO ENEMIES AND ALLIES.



# MUNDANE WEAPONS I

## KNIVES

### BUTTER KNIFE (MU)

- KIT LIMIT: NONE
- REQUIREMENT: NONE
- FIGHT SCORE BONUS: NONE
- DAMAGE: 0.5
- CRIT EFFECT: DID YOU JUST GET CRIT BY A BUTTER KNIFE? TAKE 1D4 FOR BEING PATHETIC.

### STEAK KNIFE (MU):

- KIT LIMIT: 10
- REQUIREMENT:
  - ATTACK: 1
- DAMAGE: 1D4 (AVG 3)
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- CRIT EFFECT: MINOR BLEEDING (BLEEDING DAMAGE IS HALVED)

### COMBAT KNIFE (MU)

- KIT LIMIT: 10
- REQUIREMENT:
  - ATTACK: 2
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 1D6 (AVG4)
- CRIT EFFECT: HEAVY BLEEDING (BLEEDING DAMAGE IS MULTIPLIED BY 1.5)

### SAI (MU):

- KIT LIMIT: 10
- REQUIREMENT:
  - ATTACK: 2
  - DEFENSE: 1
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 1D8+1D6 (AVG 11)
- CRIT EFFECT: DISARM (OPPONENT'S NEXT DEFENSE ROLL IS GLITCHED)

## RANGED MELEE

### SPEAR (MU)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 1D8 (AVG 6)
- THROW RANGE: 18 SQUARES
- THROWN DAMAGE: 2D8 (AVG 9)
- CRIT EFFECT: IMPALE (OPPONENT DOES NOT MAKE A DEFENSE ROLL AND THEIR MOVEMENT IS REDUCED BY 3 UNTIL THEY TAKE AN ACTION TO REMOVE THE SPEAR)

### TRIDENT (MU)

- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK: 3
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 4: +3 TO ATTACK
- DAMAGE: 3D8 (AVG 14)
- THROW RANGE: 16 SQUARES
- THROWN DAMAGE: 2D12 (AVG 13)
- CRIT EFFECT: PIN (PIERCES THE OPPONENT'S ARMOR AND THEIR DEFENSE ROLL IS HALVED. THE OPPONENT ALSO HAS 0 MOVEMENT UNTIL THE TRIDENT IS REMOVED.)

## WORDS

### SHORT SWORD (MU)

- KIT LIMIT: 5
- REQUIREMENT:
  - ATTACK: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 1D8 (AVG 5)
- CRIT EFFECT: SLASHING (OPPONENT SUFFERS -2 TO DEFENSE FOR 1D4 (AVG 3) ROUNDS)

### RAPIER (MU)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK: 3
  - SMARTS: 2
  - STAMINA: 3
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 1D4+1D8 (AVG 8)
- CRIT EFFECT: PRECISION STRIKE (BYPASS OPPONENT'S DEFENSE, THEY CANNOT MAKE A DEFENSE ROLL)

### CLAYMORE (MU)

- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK: 3
  - DEFENSE: 2
  - STAMINA: 3
- FIGHT SCORE BONUS:
  - FIGHT 4: +3 TO ATTACK
- DAMAGE: 2D12 (AVG 13)
- CRIT EFFECT: DEVASTATING STRIKE (DOUBLE DAMAGE)

## BOWS

### SHORT-BOW (MU)

- KIT LIMIT: 5
- REQUIREMENT:
  - ATTACK 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 1D8 (AVG 5)
- RANGE: 24 SQUARES
- CRIT EFFECT: QUICK WOUND (TARGET SUFFERS BLEED FOR 1D4 (AVG 3) TURNS).

### HUNTING BOW (MU)

- KIT LIMIT: 5
- REQUIREMENT:
  - ATTACK 2,
  - SMARTS 1
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 2D6 (AVG 7)
- RANGE: 30 SQUARES
- CRIT EFFECT: VITAL STRIKE (IF TARGET IS A CREATURE, DEFENSE ROLL IS GLITCHED).

### COMPOUND BOW (MU)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK 2,
  - SMARTS 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 2D6 (AVG 7)
- RANGE: 42 SQUARES
- CRIT EFFECT: ARMOR PIERCE (OPPONENT'S NEXT DEFENSE ROLL IS GLITCHED).

## SHEILDS

### KITE-SHIELD (MU)

- KIT LIMIT: 1
- REQUIREMENT:
  - DEFENSE: 3
- FIGHT SCORE BONUS:
  - NONE
- DAMAGE: 1D4 (AVG 3) (SHIELD BASH)
- CRIT EFFECT: GUARD BREAK (OPPONENT'S NEXT ATTACK ROLL IS GLITCHED).

### BUCKLER (MU)

- KIT LIMIT: 1
- REQUIREMENT:
  - DEFENSE: 2
- FIGHT SCORE BONUS:
  - NONE
- DAMAGE: 2 (SHIELD BASH)
- CRIT EFFECT: PARRY (AUTOMATICALLY NEGATE 1 MELEE ATTACK NEXT ROUND).

## ARMOR

### LEATHER (MU)

- KIT LIMIT: 2
- REQUIREMENT:
  - DEFENSE: 2
- EFFECT:
  - +1 TO DEFENSE
- CRIT EFFECT: NONE

### KEVLAR (MU)

- KIT LIMIT: 1
- REQUIREMENT:
  - DEFENSE: 3
  - SMARTS: 2
- EFFECT:
  - +2 DEFENSE AGAINST FIREARMS/EXPLOSIVES
- CRIT EFFECT: NONE

### PLATE (MU)

- KIT LIMIT: 1
- REQUIREMENT:
  - DEFENSE: 3
  - STAMINA: 2
- EFFECT:
  - +3 TO DEFENSE
  - -1 MOVEMENT.
- CRIT EFFECT: ARMOR JAM (ON CRIT, ATTACKER'S WEAPON IS STUCK IN THE ARMOR; THEY LOSE NEXT ATTACK ACTION REMOVING IT).



# MUNDANE WEAPONS II

## BLUNT FORCE

### IMPROVISED CLUB (MU)

- KIT LIMIT: NONE
- REQUIREMENT:
  - NONE
- FIGHT SCORE BONUS:
  - NONE
- DAMAGE: 1D6 (AVG 4)
- CRIT EFFECT: BIG STICK DON'T CRIT

### BAT (MU)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 1D8 (AVG 5)
- CRIT EFFECT: CONCUSSION (TARGET MAKES A LUCK ROLL, ON A FAILURE, THEY ARE STUNNED)

### CROWBAR (MU)

- KIT LIMIT: 5
- REQUIREMENT:
  - ATTACK: 2, SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 1D8 (AVG 5)
- CRIT EFFECT: PRY (TARGET'S EQUIPPED ITEM IS FORCED UNEQUIPPED; THEY MUST SPEND 1 ACTION TO RE-EQUIP.)

## FIREARMS

### SEMI-AUTO PISTOL (MU)

- KIT LIMIT: 4
- REQUIREMENT:
  - ATTACK: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 1D10 (AVG 6)
- RANGE: 22 SQUARES
- CRIT EFFECT: PRECISION HIT (TARGET'S NEXT DEFENSE ROLL IS GLITCHED)

### SEMI-AUTO RIFLE (MU)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK: 3
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 2D10 (AVG 11)
- RANGE: 34 SQUARES
- CRIT EFFECT: PIERCING SHOT (TARGET'S DEFENSE AND ARMOR ARE IGNORED FOR THIS ATTACK)

### SINGLE SHOT (BAZOOKA, BLUNDER BUSS, ETC.) (MU)

- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK: 3
  - SMARTS: 2
  - STAMINA: 3
- FIGHT SCORE BONUS:
  - FIGHT 4: +2 TO ATTACK
- DAMAGE: 3D10 (AVG 17)
- RANGE: 42 SQUARES
- CRIT EFFECT: DEVASTATING SHOT (TARGET IS KNOCKED DOWN AND LOSES THEIR NEXT MOVE ACTION)

## FLAILING

### • NUNCHUCKS (MU)

- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK: 2
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 1D6 (AVG 4)+1D4 (AVG 3)
- CRIT EFFECT: DIZZYING BLOW (TARGET MUST MAKE A LUCK ROLL. ON A FAILURE THEY ARE CONFUSED)

### • CHAINED BLADE / METEOR-HAMMER (MU)

- KIT LIMIT: 1
- REQUIREMENT:
  - ATTACK: 3
  - DEFENSE: 2
  - SMARTS: 3
- FIGHT SCORE BONUS:
  - FIGHT 4: +3 TO ATTACK
- DAMAGE: 2D10 (AVG 7)
- CRIT EFFECT: GRAPPLE & TEAR (TARGET IS PULLED 1D6 (AVG 4) SQUARES TOWARD YOU AND TAKES BLEED)

### TRI-STAFF (MU)

- KIT LIMIT: 1
- REQUIREMENT:
  - ATTACK: 3
  - STAMINA: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 2D8 (AVG 9)
- CRIT EFFECT: WHIRLWIND (HIT 1 ADDITIONAL TARGET 2 SQUARES OF YOUR TARGET)

## EXPLOSIVES

### GRENADE (MU)

- KIT LIMIT: 5
- REQUIREMENT:
  - ATTACK: 2
- FIGHT SCORE BONUS:
  - NONE
- DAMAGE: 3D6 (AVG 11)
- RANGE: 12 SQUARES
- CRIT EFFECT: SHRAPNEL BURST (ALL CHARACTERS AND CREATURES WITHIN 2 SQUARES OF THE BLAST TAKE AN ADDITIONAL 1D6 (AVG 4) DAMAGE.)

### IMPROVISED (MU)

- KIT LIMIT: NONE
- REQUIREMENT:
  - SMARTS: 1
- FIGHT SCORE BONUS:
  - NONE
- DAMAGE: 2D8 (AVG 9)
- RANGE: 8 SQUARES
- CRIT EFFECT: COLLATERAL (DEV CHOOSES A NEARBY UNINTENDED TARGET/OBJECT ALSO TAKE 1D6 (AVG 4) DAMAGE.)

WE DIDN'T FORGET THE FLAIL.  
IT'S JUST A BORING WEAPON

## CANNONS

### INDIVIDUAL (MU)

- KIT LIMIT: 1
- REQUIREMENT:
  - ATTACK: 3
  - STAMINA: 3
- FIGHT SCORE BONUS:
  - FIGHT 4: +3 TO ATTACK
- DAMAGE: 3D10 (17)
- RANGE: 30 SQUARES
- CRIT EFFECT: SHOCKWAVE (CHARACTER AND CREATURES WITHIN 3 SQUARES OF THE TARGET ARE KNOCKED BACK 1D4 SQUARES AND STUNNED FOR 1D4 (AVG 3) SQUARES)

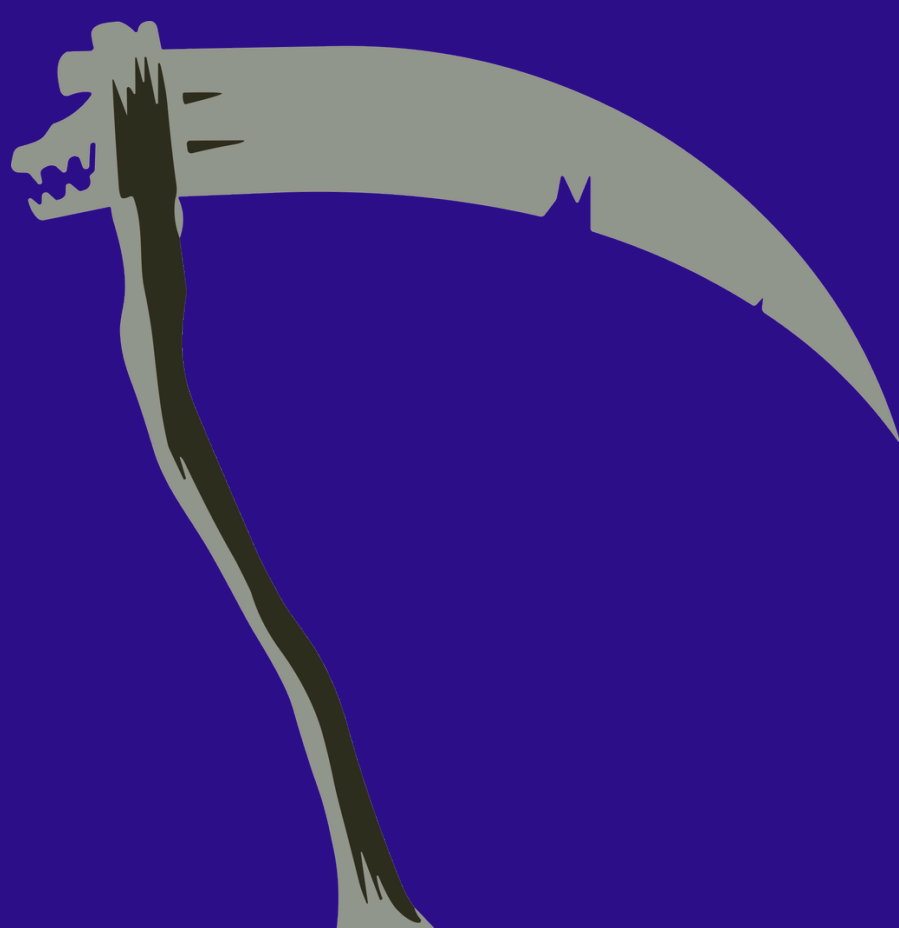
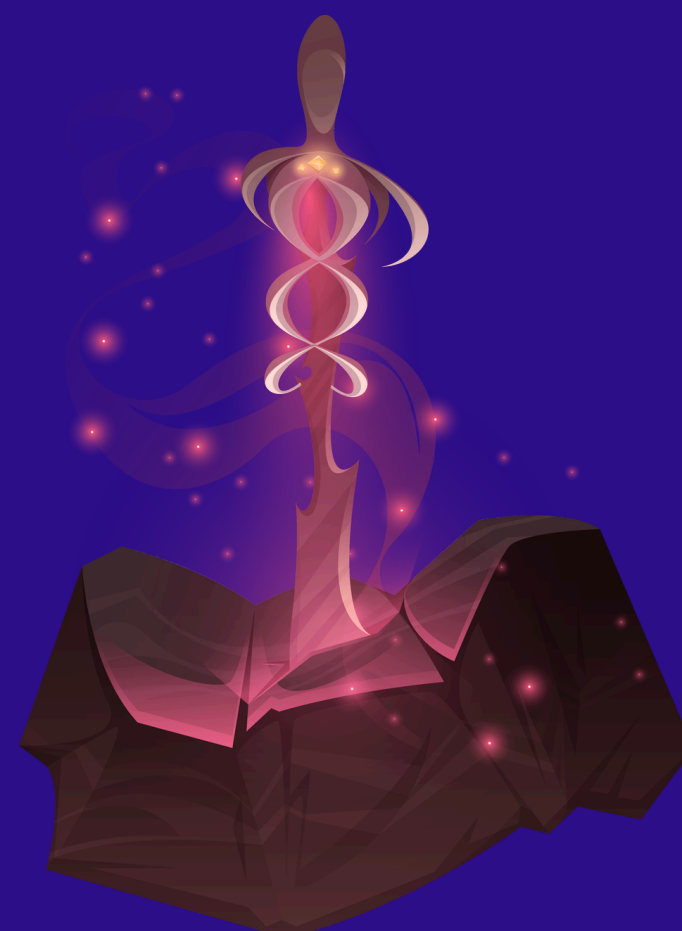
### VEHICLE MOUNTED (MU)

- KIT LIMIT: 1 (MOUNTED ONLY)
- REQUIREMENT:
  - FIGHT: 3
  - SMARTS: 3
- FIGHT SCORE BONUS:
  - FIGHT 5: +5 TO ATTACK
- DAMAGE: 5D10 (AVG 28)
- RANGE: 50 SQUARES
- CRIT EFFECT: ARMOR SHATTER (TARGET'S DEFENSE IS REDUCED BY 2D6 (AVG 7) FOR 1D4 (AVG 3) TURNS; STRUCTURES AND OBJECTS TAKE DOUBLE DAMAGE)

# MANA WEAPONS

## BLAZE BRAND BLADE (MP)

- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK 3
  - STAMINA 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 2D8 (AVG 9)
- CRIT EFFECT: INFERNO SLASH (TARGET IS SET ABLAZE, AND IS BURNED FOR 1D4 (AVG 3) TURNS)

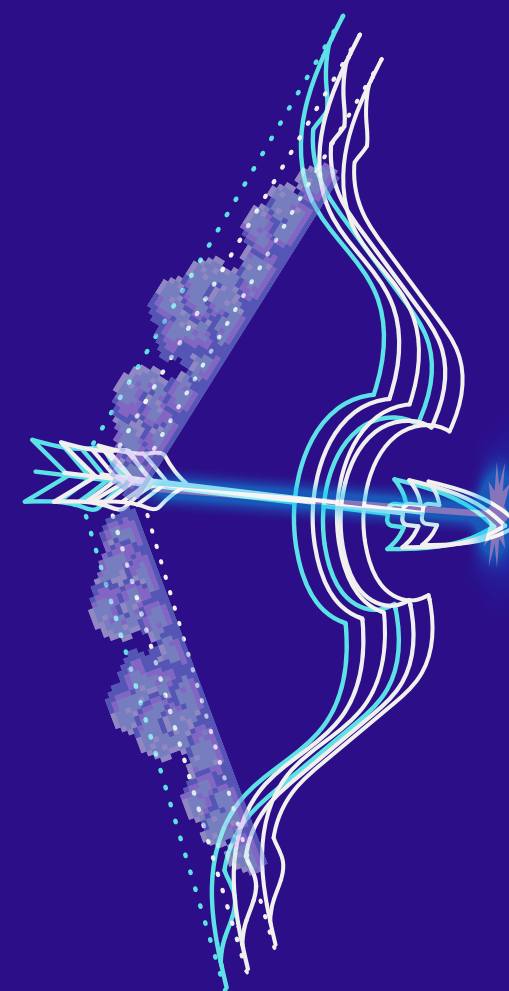


## SMOKEREAPER SCYTHE (MP)

- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK 3
  - SMARTS 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 2D8 (AVG 9)
- CRIT EFFECT: OBSCURING SLASH (CREATES A 3-SQUARE CLOUD OF SMOKE, GIVING ALL ALLIES INSIDE +2 DEFENSE UNTIL DISSIPATED IN 1D4 (AVG 3) TURNS)

## STORMCALLER BOW (MP)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK 3
  - SMARTS 3
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 2D8 (AVG 9)
- RANGE: 36 SQUARES
- CRIT EFFECT: CHAIN BOLT (LIGHTNING ARCS TO AN ADDITIONAL TARGET WITHIN 5 SQUARES OF THE INITIAL TARGET FOR 1D6 (AVG 7) DAMAGE)



## TIDEBINDER TRIDENT (MP)

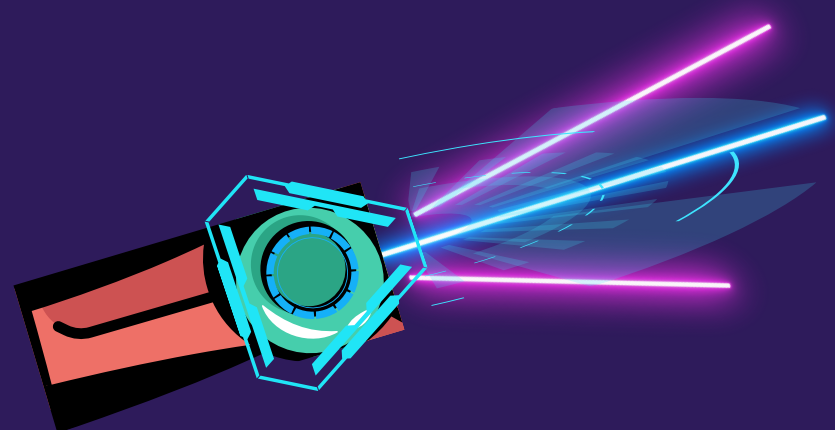
- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK 3
  - STAMINA 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +2 TO ATTACK
- DAMAGE: 2D8 (AVG 9)
- WHIRLPOOL (PULLS TARGET 1D4 (AVG 3) SQUARES CLOSER AND HALVES THEIR MOVEMENT NEXT TURN)



# TECH WEAPONS

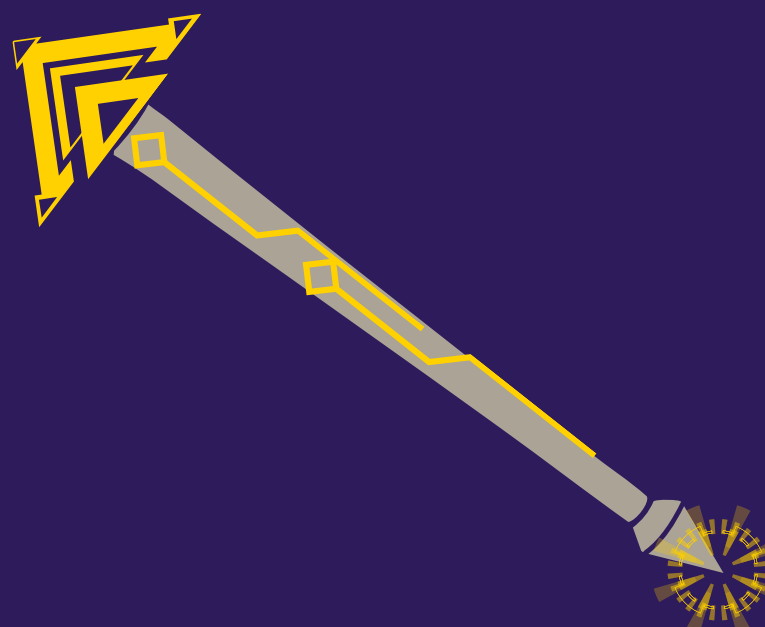
## PLASMA SWORD (T)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK: 3
  - DEFENSE: 2
  - SMARTS: 3
- FIGHT SCORE BONUS:
  - FIGHT 4: +3 TO ATTACK
- DAMAGE: 4D8 (AVG 18)
- CRIT EFFECT: UNCONTROLLED BURN (OPPONENT RECEIVES A GAPING WOUND WHERE THEY WERE STRUCK, AND IS BURNED FOR 2D4 (AVG 5) ROUNDS)



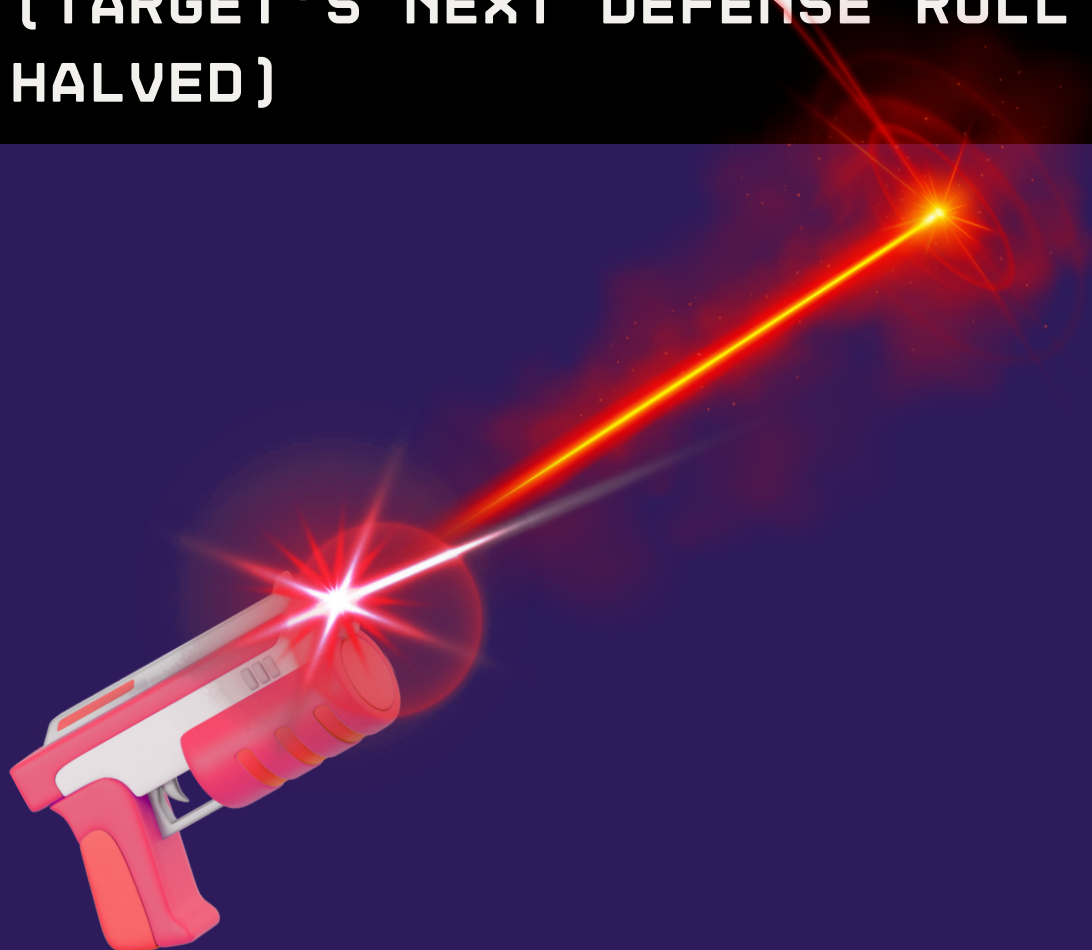
## VOLT STAFF (T)

- KIT LIMIT: 3
- REQUIREMENT:
  - ATTACK: 3
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 4: +3 TO ATTACK
- DAMAGE: 3D8 (AVG 14)
- REACH: 2 SQUARES FROM WEILDER IN ANY DIRECTION
- CRIT EFFECT (OPPONENT RECEIVES AN ELECTRICAL SHOCK, BECOMING STUNNED FOR 1D4 (AVG 3) TURNS)



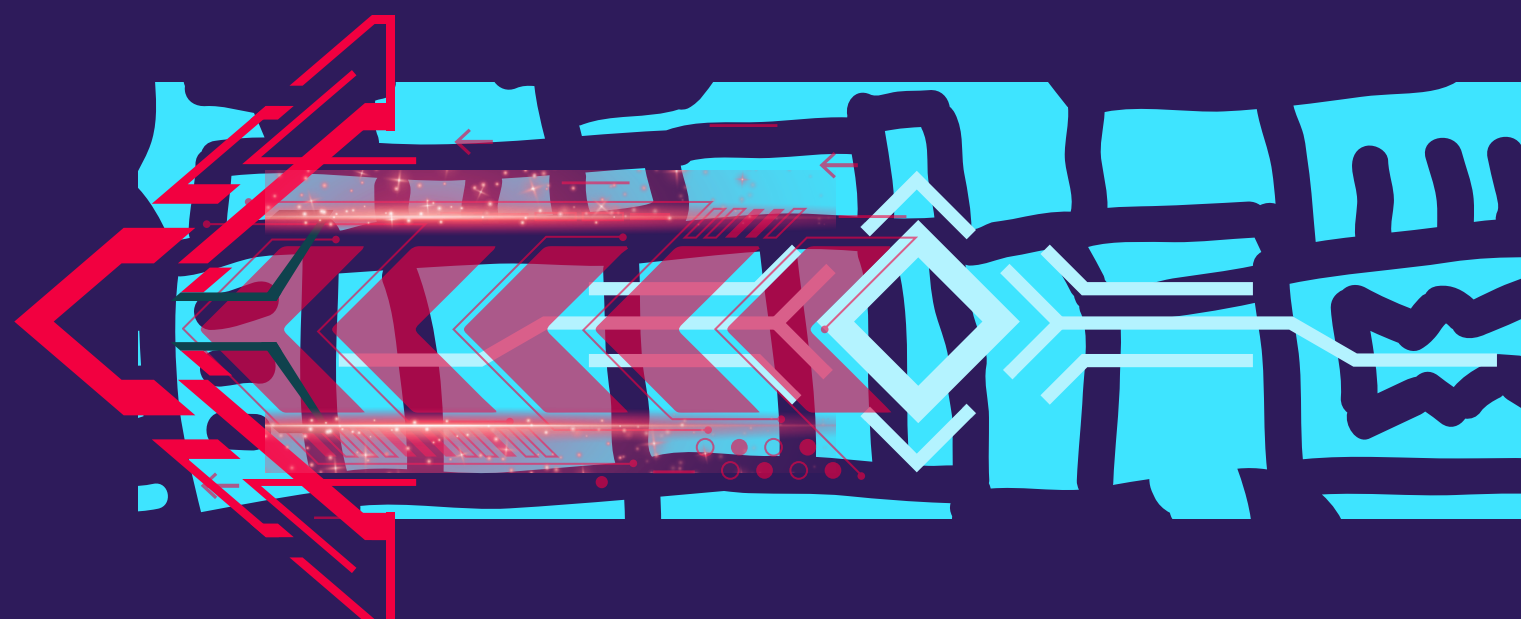
## HAND LASER (T)

- KIT LIMIT: 4
- REQUIREMENT:
  - ATTACK: 2
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 3: +1 TO ATTACK
- DAMAGE: 2D6 (AVG 7)
- RANGE: 30 SQUARES
- CRIT EFFECT: PRECISION BURN (TARGET'S NEXT DEFENSE ROLL IS HALVED)



## PULSE CANNON (T)

- KIT LIMIT: 2
- REQUIREMENT:
  - ATTACK: 3
  - STAMINA: 2
  - SMARTS: 2
- FIGHT SCORE BONUS:
  - FIGHT 4: +4 TO ATTACK
- DAMAGE: 4D10 (AVG 22)
- RANGE: 40 SQUARES
- CRIT EFFECT: SHOCKWAVE BLAST (ALL CHARACTERS WITHIN 2 SQUARES OF IMPACT TAKE 1D6 COLLATERAL DAMAGE AND MUST PASS A STAMINA ROLL OR BE KNOCKED BACK)





# ITEMS

ITEMS ARE CATEGORIZED AS ANYTHING THAT IS NOT A WEAPON. A WEAPON CAN BECOME AN ITEM IF IT LOSES ITS COMBATIVE USES. YOU MAY NOTICE THAT ARMOR AND SHIELDS ARE BOTH IN THE WEAPONS CATEGORY; THIS IS DUE TO THEIR USE BEING MAINLY FOR COMBAT.

## consumables

### HEALTH POTIONS

ENCHANTED SINGLE USE BEVERAGES THAT WHEN DRUNK, RESTORE DIFFERENT AMOUNTS OF HP, DEPENDING ON SIZE

- SMALL: 5 HP
  - KIT LIMIT: 10
- MEDIUM: 10 HP
  - KIT LIMIT: 5
- LARGE: 15 HP
  - KIT LIMIT: 3.

### MANA POTIONS

PURE MANA DISTILLED INTO A LIQUID, BOTTLED INTO A SINGLE-USE BEVERAGE. DRINKING ONE RESTORES MANA, WITH THE AMOUNT DEPENDING ON ITS SIZE.

- SMALL: 5 MP
  - KIT LIMIT: 10
- MEDIUM: 10 MP
  - KIT LIMIT: 5
- LARGE: 15 MP
  - KIT LIMIT: 3.

### GROWTH POTIONS

GROWTH AND/OR SHRINKAGE MADE LIQUID. CONSUMING A GROWTH POTION INCREASES THE SIZE OF THE DRINKER BY HALF OF A SQUARE (5 FEET) IN ALL DIRECTIONS FOR 3 ROUNDS. DRINKING MULTIPLE POTIONS ADDS ADDITIONAL SIZE

- SMALL: ½ SQUARE INCREASE
  - KIT LIMIT: 10
- MEDIUM: 1 SQUARE INCREASE
  - KIT LIMIT: 5
- LARGE: 2 SQUARE INCREASE
  - KIT LIMIT: 3

### WOUND PACK

A SIMPLE HEALING DEVICE, ESSENTIALLY A REINFORCED BANDAGE KIT. THIS ITEM HAS 4 USES AND RESTORES 3 HP PER USE. THERE MUST BE AT LEAST ONE TURN (10 SECONDS) BETWEEN USES.

- KIT LIMIT: 10

### FIRST AID KIT

A VITAL LIFESAVER IN DIRE SITUATIONS. A SINGLE-USE ITEM THAT RESTORES UP TO ONE FULL HP BAR, OR 18 HP, WHICHEVER IS LOWER FOR THE USER.

- KIT LIMIT: 2

## UTILITY/TOOLS

### BACKPACK (T)

A WEARABLE LOADOUT EXPANDER.

- STANDARD - INCREASES THE USER'S LOADOUT CAPACITY BY 3 EQUIPMENT SLOTS
- UPGRADED - INCREASES THE USER'S LOADOUT CAPACITY BY 5 EQUIPMENT SLOTS
  - KIT LIMIT: 1

### BINOCULARS (T)

A SIMPLE DUAL-LENS DEVICE FOR SEEING FARTHER THAN THE NAKED EYE.

- WHILE EQUIPPED, A CHARACTER OR CREATURE MAY USE BINOCULARS TO SEE THROUGH OBSCURED ZONES.
- INCREASES LINE OF SIGHT BY A NUMBER OF ZONES EQUAL TO THE USER'S STAMINA SCORE.
  - KIT LIMIT: 1

### LIE DETECTOR (T)

WHEN EQUIPPED, THESE SMALL WEARABLE DEVICES, CONSTRUCTED TO LOOK INNOCUOUS IN THE FORM OF A WATCH, GLASSES, ETC. ALLOW THE WEARER TO BE AWARE OF WHEN THEY ARE TOLD A FALSEHOOD. IF A USER SUSPECTS THAT THE CHARACTER OR CREATURE THEY ARE INTERACTING WITH IS NOT BEING HONEST, THE USER MAY ACTIVATE THIS DEVICE. WHEN THIS DEVICE IS ACTIVATED, THE USER MAKES A LUCK ROLL. A SUCCESS ALLOWS THE USER TO KNOW IF THE SUSPECTED LIAR IS IN FACT TRUTHFUL OR NOT.

- KIT LIMIT: 1

### UNIVERSAL TRANSLATOR (T)

A HIGHLY ADVANCED TECHNOLOGICAL WONDER. ABLE TO BE PRELOADED WITH UP TO 10 LANGUAGES. THIS DEVICE CAN BE WORN BY THE USER AND TRANSLATES WHAT THE USER SAYS IN REAL TIME. THE USER SOUNDS LIKE A NATIVE SPEAKER OF WHATEVER LANGUAGE THEY ARE ATTEMPTING TO SPEAK IN. THE DEVICE ALSO TRANSLATES WHATEVER THE USER HEARS INTO THEIR NATIVE TONGUE.

- KIT LIMIT: 1

# ITEMS II

## CLOTHES

### GI (MP)

OUTFITS DONNED BY MARTIAL ARTISTS REPRESENTING BOTH THEIR TRAINING AND TRAINER(S). EACH GI IS UNIQUE TO THE TEACHINGS AND REGION OF WHERE A MARTIAL ARTIST LEARNED TO FIGHT. WHILE EQUIPPED, THIS ITEM REMINDS MARTIAL ARTISTS WHERE THEY CAME FROM, AND INSTILLS A SENSE OF FOCUS, PROVIDING A +1 TO SMARTS. ONLY ONE GI MAY BE EQUIPPED AT A TIME

- KIT LIMIT - 2

### SPEED SUIT (T)

SPEEDSTERS OFTEN DON THESE FORCE RESISTANT CLOTHES AS THE SPEEDS THAT THEY REACH CAN RIP OFF GARMENTS. SPEED SUITS CAN EITHER BE A JUMPSUIT, OR FULL BODY SPANDEX. WHILE WEARING THEM, SPEEDSTERS GAIN 1 POINT TO THEIR DEFENSE SCORE.

- KIT LIMIT - 2

### ENCHANTED ROBE (MP)

A FLOWING GARMENT WOVEN WITH THREADS OF RAW MANA, OFTEN COVERED IN RUNES OR SHIFTING EMBROIDERY THAT GLOWS FAINTLY. DESIGNED FOR MAGES, IT NATURALLY AMPLIFIES THE WEARER'S CONNECTION TO MANA. WHILE EQUIPPED, THIS ROBE GRANTS THE WEARER +1 TO MANA POOL AND REDUCES THE MP COST OF THE FIRST SPECIAL ABILITY USED EACH COMBAT ENCOUNTER BY 1. ONLY ONE ROBE MAY BE EQUIPPED AT A TIME.

- KIT LIMIT: 2

### TRAVELLERS CLOTHES (M)

A SET OF PLAIN CLOTHES FROM THE USER'S HOME. THEY OFFER NO MECHANICAL BENEFIT, OTHER THAN TO PREVENT THE USER FROM BEING NAKED.

- KIT LIMIT - 10

### LEATHER SHIRT (MP)

A FANCY MADE SHIRT THAT PROVIDES +1 TO DEFENSE. ONLY ONE MAY BE EQUIPPED AT A TIME.

- KIT LIMIT - 5

### RUNNING SHOES (T)

WHILE MOVING AT SUPERSONIC SPEEDS, SPEEDSTERS TEND TO LOSE FRICTION AND SLIDE AROUND WITHOUT THE PROPER FOOTWEAR. THESE SPECIAL SHOES, OFTEN DESIGNED TO RESEMBLE NORMAL SNEAKERS, ALLOW FAST MOVING FEET TO STAY WHERE THE RUNNER INTENDS WITHOUT SLIPPING AROUND. WHILE DONNED, RUNNING SHOES ADD 1 POINT SPEEDSTERS' MOVEMENT.

- KIT LIMIT - 1 PAIR

### TACTICAL BOOTS (T)

THESE STANDARD ISSUE BOOTS FOR SOLDIERS HAVE REVERSED SOULS, ALLOWING THE WEARER TO MISLEAD ANYONE WHO MAY BE TRACKING THEM. WHEN EQUIPPED, TACTICAL BOOTS GIVE A +1 TO ANY SKILL CHECKS REQUIRING PHYSICAL STEALTH.

- KIT LIMIT - 2 PAIR

### UTILITY BELT (T)

A USEFUL BIT OF KIT WHICH INCREASES LOADOUT CAPACITY BY UP 3 POINTS. EACH OF THE 5-10 POCKETS IS CAPABLE OF HOLDING ANY NUMBER OF SMALLER ITEMS. ONLY ONE MAY BE EQUIPPED AT A TIME.

- KIT LIMIT - 1

### LEATHER PANTS (MP)

A FANCY MADE PAIR OF PANTS THAT PROVIDES +1 TO DEFENSE. ONLY ONE MAY BE EQUIPPED AT A TIME.

- KIT LIMIT - 5



# TTWIG



## SPECIALIZATION SELECT

RELATIONSHIP SCORE

PATHS & PERKS

WARRIOR

BRUTE

SOLDIER

MARTIAL ARTIST

MAGE

SCHOLAR

MANA BORN

BARGAINED SOUL

EXPLORER

HUNTER

SURVIVALIST

FORTUNE SEEKER

SPEEDSTER

QUICK BORN

ENHANCED ATHLETE

TAMER

HANDLER

SUMMONER



# 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).  
**TLDR: WE WEAPONIZED FRIENDSHIP**

## REPUTATION TABLE

|          |                |                                                                                                                             |
|----------|----------------|-----------------------------------------------------------------------------------------------------------------------------|
| -10      | DESPISED       | KNOWN AND HATED EVERYWHERE; UNWELCOME EVEN IN SAFE ZONES.                                                                   |
| -9 TO -7 | FEARED         | FEARED OR REVEILED; 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 FAVORS 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.                                                                             |
| 10       | WORLD RENOWNED | THE GROUP IS BELOVED BY ALL, EVERYWHERE THEY GO. LODGING IS OFTENTIMES FREE, AND THE GROUP NEED NOT GO FAR TO FIND AN ALLY. |

## 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 UNFAMILIAR.                                |
| 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.          |
| 10       | SOUL MATE       | THE BOND IS HIGH UNBREAKABLE. DEATH FOR ONE ANOTHER IS AN HONOR & A PRIVILEGE |

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



# WARRIOR

## BRUTE

STAT BONUS  
FIGHT AND STAMINA

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 (AVG 13) TO YOUR MELEE ATTACKS AND ANYTHING YOU HIT IS SENT BACKWARD 1D6 (AVG 4) SQUARES; HOWEVER, FOR EACH ATTACK YOU MAKE, YOU HAVE A 1D4 (25%) CHANCE TO HIT AN ALLY OF THE DEV'S CHOOSING (DECIDED AFTER THE ACTION IS OVER).

2 ROUND COOL DOWN  
8 MP

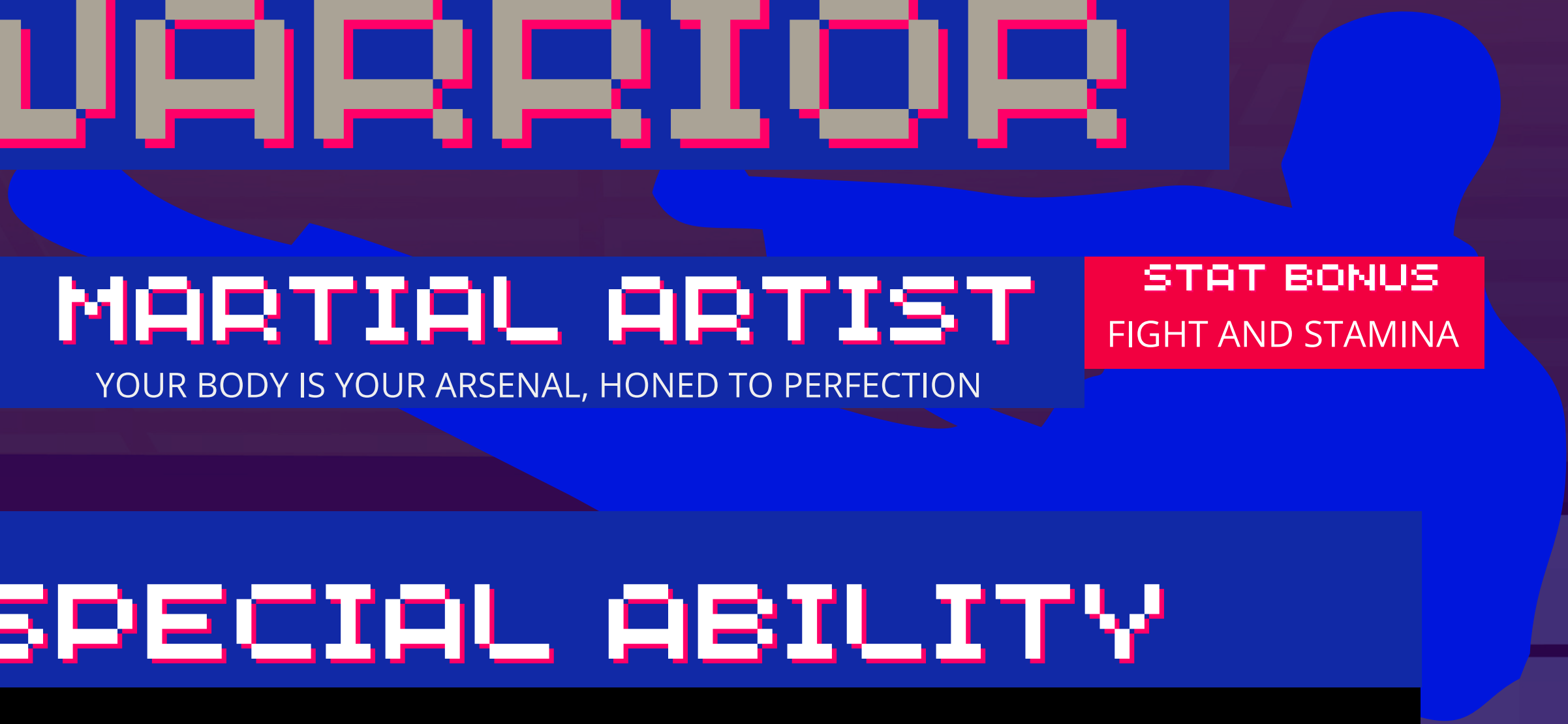
## INITIAL ULTIMATE

**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 (200 FEET). BUILDINGS, ENEMIES, AND OBSTACLES CRUMBLE UNDER YOUR ADVANCE, YOU DEAL 6D6 (AVG 21) 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 (AVG 3) TURNS.

15 PM / ROUND



# WARRIOR



## MARTIAL ARTIST

YOUR BODY IS YOUR ARSENAL, HONED TO PERFECTION

STAT BONUS  
FIGHT AND STAMINA

## SPECIAL ABILITY

**HYPER FOCUS** - YEARS OF ISOLATED TRAINING HAVE BROUGHT YOU PERFECT UNDERSTANDING OF YOUR BODY, ALLOWING YOU TO MANIPULATE AND REFOCUS YOUR INNER ENERGY.

TEMPORARILY MOVE 3 POINTS FROM SMARTS AND/OR STAMINA INTO FIGHT FOR 1D6 (AVG 4) ROUNDS



2 ROUND COOL DOWN  
5 MP

## INITIAL ULTIMATE

**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 (ADD HALF YOUR ATTACK RESULTS TO ATTACKS), AND YOUR DEFENSE, MOVEMENT, AND HP ARE DOUBLED.



15 PM / ROUND

# WARRIOR

## SOLDIER

STAT BONUS  
FIGHT AND SMARTS

*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, INCURRING NO REACTIONS. WHILE THIS ABILITY IS ACTIVE, YOU AND ANY ALLY WITHIN 5 SQUARES OF YOU GAIN A 1D6 (AVG 4) BONUS TO DEFENSE OR A 1D4 (AVG 3) 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 ULTIMATE

**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 (AVG 8) BONUS TO DEFENSE, OR EACH MAY CHOOSE TO BLOCK OR DODGE ONE ATTACK PER ROUND.

15 PM / ROUND



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.

**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.

## 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.



# MAGE

## SCHOLAR

YOU STUDY THE FLOW OF THE WORLD, UNCOVERING SPELLS LIKE HIDDEN TRUTHS.

STAT BONUS  
DOUBLE BONUS TO SMARTS

## 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 ULTIMATE

**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 (AVG 3), THE RESULT IS THE AMOUNT OF SPELLS THAT YOU MAY CAST SIMULTANEOUSLY FOREACH TURN THAT THIS ABILITY IS ACTIVE. EACH SPELL MUST BE FROM A DIFFERENT BOOK.

20 PM / ROUND

# MAGE

Magical?

## MANA BORN

MAGIC FLOWS THROUGH YOUR VEINS AS NATURALLY AS BREATH

STAT BONUS  
FIGHT AND STAMINA

## 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 ULTIMATE

**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 (AVG 4) SQUARES IN ANY DIRECTION. ANYONE STANDING WITHIN THE DOME GAINS 1D8 (AVG 5) MP EACH TURN THAT THEY ARE STANDING IN IT.

20 PM / ROUND



# MANA

## BARGAINED SOUL

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

STAT BONUS  
FIGHT AND SMARTS

## 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 ONE TURN.

1 ROUND COOL DOWN

3 MP

**THE DEAL:** YOU GAVE YOURSELF FULLY TO MANA, AND YOU RECEIVED MANA, BUT MANA MUST BE PAID. THE ARBITER OF THIS DEAL COULD TAKE THE FORM OF AN ENTITY, A FACTION, A LANDMASS, ANYTHING THAT IS APPROPRIATE TO THE SETTING OR ADVENTURE; WHATEVER THE FORM OF THE BROKER, THE SOURCE, REWARD, AND COST ARE ALL MANA. BECAUSE YOU HAVE BECOME A VESSEL FOR IT, ANY PART OF YOU MAY BECOME IT AND BE EXTRACTED.

WHEN YOU CAST A SPELL, OTHER THAN AS PART OF AN ULTIMATE, THE CASTING ALWAYS COSTS 1D4 HP OR AP IN ADDITION TO THE MP COST. THIS COST IS ADDED TO THE DAMAGE TOTAL, HP RECOVERY TOTAL, DEFENSE BONUS, ETC., WHATEVER IS APPROPRIATE TO THE SPELL BEING CAST.

## INITIAL ULTIMATE

**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 AVAILABLE. IF YOUR MP POOL IS FULL, ADD THE EXCESS MP TO YOUR AP POOL. ROLL 1D8 (AVG 5) TO DETERMINE HOW MUCH MP YOU DRAIN.

15 MP / ROUND



# 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.

## ATTACK BOOK

SPELLS THAT CAUSE DAMAGE AND ARE USED AGAINST OPPONENTS AND/OR STRUCTURES.

**Big Bomb:** A sphere of pure energy appears in a spot that you can see. The sphere measures 2 Squares wide and 2 Squares tall. The sphere drains all remaining MP from the caster and converts it into pure Damage. Each point of MP absorbed increases the sphere's Damage by 10. The sphere explodes in 1D6 (AVG 4) turns, or at any point chosen by the caster before then. The explosion affects everything within 10 Squares (100 feet) of the sphere in all directions.

**Range:** 10 squares or Small - Med Zone

**DEV Note:** TLDR - This is a magical nuke.

**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

## HEALING BOOK

SPELLS THAT RECOVER HP, MP, AND/OR ANY OTHER RESOURCE POOL OF A CASTER AND/OR DESIGNATED TARGETS

**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.

## DEFEND BOOK

SPELLS WHICH NEGATE, DEFLECT, BLOCK, ETC. INCOMING DAMAGE TO THE CASTER

**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**.

## UTILITY BOOK

SPELLS WHICH INCREASE RESOURCES, HAVE A USE OUTSIDE COMBAT, DO NOT HAVE A HEALING EFFECT, AND/OR DO NOT CAUSE OR BLOCK DAMAGE

**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

## MIXED BOOK

SPELLS THAT HAVE MULTIPLE PRIMARY EFFECTS AND/OR GIVE THE CASTER A CHOICE OF EFFECTS.

**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.



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 OCCASIONS.

**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.

## 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.

# EXPLORER HUNTER

STAT BONUS  
SMARTS AND FIGHT

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 (AVG 3) TURNS OR UNTIL TRIGGERED.

1. SNARE: IMMOBILIZES A CHARACTER OR CREATURE FOR 1D4 (AVG 3) TURNS IF THEY STEP ON IT. A CHARACTER OR CREATURE MUST SUCCEED ON A SMARTS ROLL VS YOUR CLEVERNESS SCORE TO ESCAPE.
2. EXPLOSIVE: DEALS 3D6 (AVG 11) DAMAGE TO ALL CHARACTERS AND CREATURES WITHIN 1D4 (AVG 3) 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 (AVG 4) TURNS.

3 ROUND COOL DOWN  
2 MP

## INITIAL ULTIMATE

**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 (AVG 4) 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



# EXPLOREA

## SURVIVALIST

*YOU ENDURE WHAT WOULD BREAK THE UNPREPARED, THRIVING ON HARDSHIP*

STAT BONUS  
SMARTS AND STAMINA

## 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.

⓪ ROUND COOL DOWN  
5 HP

A Survivor  
was here

## INITIAL ULTIMATE

**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



# EXPLOREA

## FORTUNE SEEKER

YOU CHASE TREASURE, DANGER, AND LUCK WITH EQUAL APPETITE

STAT BONUS  
DOUBLE BONUS TO SMARTS

## 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

## INITIAL ULTIMATE

**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



# EXPLORER

## 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 LENS

This monacle 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.

### PEROMONE 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.



# SPEEDSTER

## ENHANCED ATHLETE

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

STAT BONUS

DOUBLE BONUS TO STAMINA

## SPECIAL ABILITY

**RAPID STRIKE** - TO ONLOOKERS, YOU FLINCHED, BUT YOU AND YOUR OPPONENT KNOW THE TRUTH, YOU THREW AT LEAST FIVE KICKS AND PUNCHES; 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.)

**2 ROUND COOL DOWN**  
**3 MP**

## INITIAL ULTIMATE

**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. (IF MOVEMENT = 5, YOU ATTACK ALL ENEMIES WITHIN 5 SQUARES)

**20 PM / ROUND**

# SPEEDSTER

## QUICK BORN

*SPEED IS IN YOUR BLOOD; YOU WERE BORN TO OUTFRAN THE WORLD*

STAT BONUS  
FIGHT AND STAMINA

## 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 ROLL VS YOUR STAMINA ROLL. ON A SUCCESS, THE VORTEX FADES AND THEY ARE FREE; ON A FAILURE THEY LOSE 10 HP FOR EACH TURN THEY ARE ENCIRCLED.

2 ROUND COOL DOWN  
4 MP

## INITIAL ULTIMATE

**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.

15 PM / ROUND



## YOU MIGHT WANT TO GO TOUCH GRASS BEFORE CONTINUING

The next Specialization is Tamer, and it gets complex and a little intense. On one hand, you're collecting Creatures and weaponizing the power of friendship (see Relationship Scores), on the other you're capturing their souls into cards and your entire Path becomes playing an in-game real time Action RPG Trading Card Game (say that five times fast).

Look, we're just a bunch of fruits who like making pen and paper games that use math rocks to resolve conflicts, and you're free to keep reading/playing, but just know, Crunch Mode Is **ACTIVATED!**

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?

**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.



**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.)



# TAMER HANDLER

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

STAT BONUS  
SMARTS AND FIGHT

## SPECIAL ABILITY

**TAG TEAM** - YOUR BOND WITH YOUR TAMED CREATURES, AND THEIR BONDS TO EACH OTHER, HAVE BECOME STRONG. FOR 1D6 (AVG 4) 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.



## INITIAL ULTIMATE

**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

# TAMER

## SUMMONER

STAT BONUS  
SMARTS AND STAMINA

*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 A NEW CARD

YOU MAY CHOOSE TO RESHUFFLE YOUR HAND INTO YOUR DECK AND DRAW A NEW HAND

2 ROUND COOL DOWN  
5 MP



### INITIAL ULTIMATE

**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



# TAMER

# TAMING

THE SCIENCE AND ART OF CAPTURING, COLLECTING, PARTNERING, AND BONDING WITH CREATURES; OR , IN THE SUMMONER'S CASE, JUST CAPTURING.

TO BE ABLE TO TAME ANY CREATURE, A CHARACTER MUST HAVE AT LEAST ONE SPECIAL ABILITY IN THE TAMER SPECIALIZATION. WITHOUT HAVING THE NECESSARY PREREQUISITE SPECIAL ABILITY, THOUGH ANY CHARACTER MAY CAPTURE A CREATURE, AND MAY EVEN COERCE IT INTO LISTENING TO THEIR COMMANDS, THE CAPTURED CREATURE WILL ONLY EVER BE ENSLAVED; MEANING THAT AT ITS FIRST CHANCE, THIS CREATURE WILL TURN ON AND EITHER ATTACK OR RUN AWAY FROM IT'S CAPTUR.

## ENCOUNTERING

### UNPREPARED

WHEN OUT IN THE WILDERNESS, WILD CREATURES APPEAR CAN APPEAR AT RANDOM, AND THERE ISN'T ALWAYS TIME TO STUDY THEM BEFORE HAND. UNLESS A TAMER HAS PREVIOUSLY ENCOUNTERED A CREATURE, AND/OR HAS DEDICATED ACTUAL IN GAME TIME TO ACTIVE RESEARCH AND TRACKING; OR HAS AN ABILITY TO COUNTER THIS RULE, TAMERS GET ONE CHANCE TO CHECK THEIR ZINDEX, AND MUST TAKE THE BONUS OR DEBUFF RECEIVED. TRACKING ROLLS DO NOT APPLY WHEN A CREATURE IS ENCOUNTERED **UNPREPARED**.

### RESEARCHED

HOW LONG A CREATURE MUST BE RESEARCHED IS DETERMINED BY THE CREATURE'S **TAMABILITY SCORE**. A CREATURE'S **TAMABILITY SCORE** REPRESENTS A TAMABLE CREATURE'S CAPTURE DIFFICULTY, AND IS THE AMOUNT OF IN GAME HOURS A CHARACTER MUST SPEND RESEARCHING THE CREATURE IN THE ZINDEX BEFORE THEY MAY EASILY TRACK IT. ONCE A CHARACTER HAS SPENT THE REQUIRED AMOUNT OF TIME RESEARCHING A CREATURE, THEY MAY BEGIN TO TRACK IT. IF A CHARACTER DECIDES NOT TO SPEND THE NECESSARY TIME RESEARCHING A CREATURE BEFORE TRACKING IT, ALL OF THEIR ATTEMPTED **TRACKING** AND **CAPTURE** ROLLS ARE **GLITCHED** (ROLL TWICE, TAKE THE LOWER OUTCOME).

## THE ZINDEX

A LIVING CREATURE ENCYCLOPEDIA, PART FIELD GUIDE, PART POLITICAL ARTIFACT. CREATED BY THE HANDLER'S SOCIETY AND MAINTAINED COLLABORATIVELY BY ALL MAJOR FACTIONS, IT REPRESENTS THE CLOSEST THING THE WORLD HAS TO A SHARED TRUTH ABOUT ITS CREATURES.

*WHEN A TAMER ENCOUNTERS A CREATURE FOR THE FIRST TIME, OR IS RESEARCHING A CREATURE BEFORE TRACKING IT, THE ZINDEX OFFERS INSIGHT, BUT NEVER CERTAINTY. ITS RECORDS ARE INCOMPLETE, BIASED, AND CONSTANTLY EVOLVING, REFLECTING NOT JUST WHAT IS KNOWN ABOUT A CREATURE, BUT WHO RECORDED IT AND WHY. PUBLIC TERMINALS ALLOW ANYONE TO SUBMIT FINDINGS, BUT CONFIRMATION REQUIRES FACTIONAL APPROVAL*

*RESEARCHING VIA ZINDEX: WHEN A TAMER ENCOUNTERS A CREATURE FOR THE FIRST TIME, THEY MAY CONSULT THE ZINDEX, MAKING A LUCK ROLL TO DETERMINE THE ENTRIES VIABILITY:*

*HANDLERS' ROLLS GAIN 1 POINT TO THIS ROLL DUE TO SOCIETY TRAINING. SUMMONERS CAN REROLL ONCE IF THE CREATURE WAS DOCUMENTED BY GAME EMPIRE.*

### ZINDEX ROLL

- 1 (INCOMPLETE OR OUTDATED ENTRY): LEARN ONLY THE CREATURE'S ELEMENT AND TAMABILITY SCORE
- 2-3 (STANDARD ENTRY): LEARN FULL CREATURE STATS, BUT NOT BESTIAL ABILITIES.
- 4 (DETAILED ENTRY): LEARN EVERYTHING, INCLUDING BESTIAL ABILITIES AND RECOMMENDED CAPTURE STRATEGIES.

## TRACKING

WHILE TRACKING A CREATURE YOU WILL LEARN MORE AND MORE ABOUT IT. THIS WILL ALLOW A CHARACTER'S RELATIONSHIP SCORE WITH THE CREATURE TO GO UP. WHAT A CHARACTER CAN FIND OUT ABOUT THE CREATURE IS DEPENDENT ON WHAT IS IN THE CREATURE'S ECOLOGY AND BESTIAL ABILITIES. HOW MUCH OF THE CREATURE'S BIO THAT IS REVEALED TO A CHARACTER IS DEPENDENT ON WHAT THE DEV CHOOSES TO REVEAL BASED ON A CHARACTER'S TRACKING ROLLS.

**TRACKING ROLLS** - A CHARACTER MAKES EITHER ONE OR SEVERAL TRACKING ROLLS. TO PERFORM A TRACKING ROLL, A CHARACTER ROLLS 1D10 AND ADDS THEIR SMARTS SCORE VS A CREATURE'S TAMABILITY SCORE. IF USING ONLY ONE ROLL FOR A TRACKING ROLL, IT'S RECOMMENDED THAT DEV'S USE THEIR OWN DISCRETION ABOUT WHAT THEY REVEAL TO A PLAYER BASED ON HOW HIGH OR LOW THE TRACKING ROLL WAS.

# TAMER

## TAMING II

### CAPTURE METHODS

#### BEFRIENDING

TO USE THIS METHOD, A CHARACTER MUST HAVE RESEARCHED AND TRACKED A CREATURE SLOW, PATIENT, ROLEPLAYED. ADD 2 POINTS TO THE CAPTURE ROLL.

A CREATURE MAY ALTERNATIVELY BE BEFRIENDED IF APPROACHED AS A FRIEND, WITH FOOD, KINDNESS, PLAY, ETC.

#### POACHING

AGGRESSIVE CAPTURE AMBUSH, TRAP, FORCEFUL

DEDUCT 1 POINT FROM THE CAPTURE ROLL

RELATIONSHIP SCORE BEGINS AT NEGATIVE 1.

ALL THAT IS REQUIRED IS A CAPTURE DEVICE.

### CAPTURE ATTEMPT

WHETHER A CHARACTER HAS CHOSEN THE BEFRIENDING OR POACHING ROUTE, THEY HAVE MANAGED TO TRACK DOWN THE CREATURE THEY DESIRE. A CHARACTER'S INTERACTION MAY GO ONE OF TWO WAYS WHEN ATTEMPTING TO CAPTURE A CREATURE.

**PERSUASION** - A CHARACTER CAN ATTEMPT TO PERSUADE THE CREATURE TO JOIN THEM AND ALLOW ITSELF TO BE CAPTURED. THIS METHOD REQUIRES TALKING TO AND/OR INTERACTING WITH A CREATURE BEFORE TAMING IT. MANY CREATURES RESPOND POSITIVELY TO KIND GEATURES SUCH AS PLAY OR FOOD.

**FIGHT** - THE CREATURE DOES NOT WANT TO BE CAPTURED, IN WHICH CASE A CHARACTER MUST FIGHT IT INTO SUBMISSION, UNCONSCIOUSNESS, OR (IN SOME CASES) DEATH. BECAUSE MOST CREATURE'S DO NOT WISH TO BE CAPTURED, **FIGHTING** IS OFTEN THE ONLY OPTION. FOR EACH HEALTH BAR LOST BY A CREATURE, THEY LOSE ONE TAMABILITY SCORE POINT.

**CAPTURE ROLL** - WHEN ATTEMPTING A CAPTURE, WHEREIN A CAPTURE DEVICE HAS BEEN DEPLOYED, A TAMER ROLLS 1D10 AND ADDS HALF OF THEIR SMARTS SCORE TO THE RESULT, ( $1D10 + \frac{1}{2} \text{ SMARTS} = \text{CAPTURE ROLL}$ ). THIS IS CONTESTED BY A CREATURE'S TAMABILITY SCORE PLUS THE CREATURE'S SMARTS ROLL. FOR EACH FAILED ATTEMPT, A CREATURE'S TAMABILITY SCORE INCREASES BY 1.



# TAMER

## BATTLING WITH CREATURE

### CREATURE LIMIT

LIKE WITH ANY OTHER ABILITY, WHEN A CHARACTER CALLS UPON A CAPTURED CREATURE, THERE IS A COST AND A LIMIT TO HOW LONG THEY CAN BE AT A CHARACTER'S SIDE, AND HOW MANY CAN BE OUT AT A TIME. GENERALLY SPEAKING, CHARACTERS MAY ONLY HAVE ONE CREATURE OUT OF ITS CAPTURE DEVICE AT A TIME. IF A CHARACTER WISHES TO SWITCH OUT CREATURES MID BATTLE, THE OUTGOING CREATURE MUST TAKE A **DEFEND ACTION** ON THE TURN IT IS BEING SWITCHED OUT; THE INCOMING CREATURE MUST ALSO BE DEFENDING ON ITS FIRST TURN.

### CREATURE COST

EACH TIME A CREATURE IS RELEASED FROM ITS CAPTURE DEVICE, OTHER THAN FROM SUMMONING CARDS, THE CHARACTER THAT RELEASES IT MUST PAY 2 MP FOR NORMAL RELEASES, AND 1 MP FOR SWITCHING. THIS COST DOES NOT APPLY WHEN A CHARACTER IS USING THEIR ULTIMATE TO RELEASE OR SWITCH A CREATURE.

### BESTIAL ABILITY REUP

WHEN A CREATURE USES THEIR BESTIAL ABILITIES, LIKE CHARACTERS, THEY MUST PAY A MP COST, WHICH IS BROKEN DOWN IN THE CHART BELOW. TAMERS MAY USE THEIR OWN MP OR AP TO REFILL THEIR CREATURES' MP POOL. TAMERS MUST PAY 2 MP OR 5 AP TO REFILL 1 MP OF THEIR CREATURE(S).

### DEFEATED CREATURES

WHEN ONE OF A CHARACTER'S CAPTURED CREATURE IS KNOCKED OUT OR KILLED, THAT CHARACTER'S HP IS REDUCED BY 1 HP BAR. IF ALL OF CHARACTER'S CAPTURED CREATURES ARE KNOCKED OUT OR KILLED, THE CHARACTER IS UNCONSCIOUS.

| ELEMENT   | STRENGTH<br>Attack x 1.5 | WEAKNESS<br>Defense halved | RARITY    | MP POOL<br>TOTAL | BESTIAL ABILITY COST                                                             |
|-----------|--------------------------|----------------------------|-----------|------------------|----------------------------------------------------------------------------------|
| FIRE      | EARTH                    | WATER                      | COMMON    | 20               | 5 MP                                                                             |
| WIND      | LIGHTNING                | EARTH                      | COMMON    | 20               | 5 MP                                                                             |
| WATER     | FIRE                     | LIGHTNING                  | COMMON    | 20               | 5 MP                                                                             |
| EARTH     | WIND                     | WATER                      | COMMON    | 20               | 5 MP                                                                             |
| LIGHTNING | WATER                    | EARTH/WIND                 | UNCOMMON  | 25               | 1st Level: 3 MP<br>2nd+ Level: 5 MP                                              |
| SONIC     | EARTH/LIGHTNING          | PSYCHIC/WATER              | UNCOMMON  | 25               | 1st Level: 3 MP<br>2nd+ Level: 5 MP                                              |
| BIOMECH   | EARTH/FIRE               | WATER/LIGHTNING            | RARE      | 30               | 1st Level: 4 MP / 2nd+ Level: 6 MP /<br>3rd+ Level: 12 MP                        |
| PSYCHIC   | ALL EXCEPT MANA          | MANA                       | VERY RARE | 35               | 1st Level: 3 MP / 2nd+ Level: 7<br>MP / 3rd+ Level: 12 MP                        |
| MANA      | ALL                      | PSYCHIC                    | LEGENDARY | 55               | 1st Level: 3 MP / 2nd+ Level: 7 MP /<br>3rd+ Level: 12 MP / 3rd+ Level: 22<br>MP |

# TAMER

## CAPTURE DEVICES

### CREATURE COLLARS

ORIGINATING FROM THE HANDLERS' SOCIETY IN WILD WORLD, THESE FEATS OF SCIENTIFIC INGENUITY ALLOW TAMERS THE ABILITY TO COMMAND THE COMPLETE LOYALTY OF THEIR TAMED CREATURES. THESE DEVICES, WHICH TO MOST JUST LOOK LIKE CYBERPUNK DOG COLLARS, ARE BUILT FOR TAMERS, AND HAVE BEEN PSYCHICALLY AND BIOLOGICALLY LINKED TO THOSE OF THE HANDLER SOCIETY. IF ANY CHARACTER, OTHER THAN A HANDLER ATTEMPTS TO USE A CAPTURE COLLAR, THE COLLAR WILL FAIL, AND THE ACTION MAY TRIGGER A FAIL SAFE CREATED BY THE CREATURE SCIENTISTS OF THE HANDLERS SOCIETY.

KIT LIMIT - 10

### USING COLLARS

**ACTIVATION** - TO ACTIVATE A COLLAR IT SIMPLY NEEDS TO BE OPENED. COLLARS CANNOT ACTIVATE WHILE CLOSED. ONCE A COLLAR IS ACTIVATED, A TAMER NEED ONLY APPROACH A CREATURE, AND PLACE IT AROUND THE CREATURE'S NECK, WRIST, ETC. WHEN A COLLAR HAS BEEN CLASPED ON A CREATURE, A HOLOGRAPHIC RANGE LIMIT INDICATOR, KNOWN AS A LEASH, WILL TRAIL FROM THE COLLAR BACK TO ITS TAMER. A COLLAR DOES NOT CLASP INSTANTLY AND MAY STRUGGLE TO CLOSE IF THE APPROPRIATE CONDITIONS AREN'T MET

**THE CLASP** - IF THE COLLAR CLASP FAILS, THE COLLAR WILL IMMEDIATELY FLY BACK TO THE TAMER'S HAND. IF THE COLLAR CLASP IS SUCCESSFUL, THE CREATURE WILL FADE INTO AN ETHEREAL SEMI TRANSPARENT OR TRANSLUCENT VERSION OF ITSELF KNOWN AS THE INACTIVE STATE, WITH THE COLLAR REMAINING THE ONLY FULLY PHYSICAL OBJECT.

### STATES OF TAMED CREATURES

**INACTIVE** - WHILE INACTIVE, A CREATURE REMAINS ETHEREAL AND MAY INTERACT WITH THE WORLD, BUT CANNOT ACTIVATE BESTIAL ABILITIES OR UTILIZE MP FOR COMBATIVE USE.

**ACTIVE** - WHILE ACTIVE, CREATURES BECOME FULLY PHYSICAL AND CAN UTILIZE ALL ABILITIES, MP, ETC. THAT IT HAS AVAILABLE.

### THE LEASH

WHEN A COLLAR NEARS THE END OF ITS LEASH (5-6 SQUARES), IT WILL BLINK RED. WHEN THE LEASH REACHES ITS MAXIMUM DISTANCE, THE COLLAR WILL PULL THE COLLAR BACK TO ITS TAMER'S HAND.

### GROWTH SPURTS

HANDLERS' BONDS WITH PHYSICAL CREATURES ALLOW THEM TO CONTINUALLY TRAIN AND TEACH THEIR CREATURES AS THEY GROW. AS THE TAMED CREATURE GROWS, IT LEARNS NEW ABILITIES AND BECOMES MORE PHYSICALLY CAPABLE, THESE POINTS OF MATURITY ARE REFERRED TO AS GROWTH SPURTS. AT EACH LEVEL UP, A HANDLER MAY SELECT 1 TAMED CREATURE TO GIVE A GROWTH SPURT TO. FOR EACH LEVEL ATTAINED PRIOR TO A CREATURE'S CAPTURE, APPLY ONE GROWTH SPURT.

GROWTH SPURTS CAN BE EITHER 1 POINT INCREASE TO ONE BASE STAT, OR ONE NEW BESTIAL ABILITY

A TAMED CREATURE MUST RECEIVE 3 NEW BASE STAT INCREASES BEFORE IT CAN LEARN A NEW BESTIAL ABILITY. THIS IS TRUE FOR EVERY LEVEL UP.

### SUMMONING CARDS

ORIGINATING FROM THE GAME EMPIRE, RIVALS TO THE TAMER SOCIETY, THESE COLORFULLY ILLUSTRATED DECKS OF ALMOST INNOCUOUS PLAYING CARDS ARE REVERSE ENGINEERED FROM CAPTURE COLLARS, THEY HAVE THE SAME PURPOSE, TO CAPTURE CREATURES, BUT WITH ONE NOTABLE DIFFERENCE, THESE DEVICES, USED BY SUMMONERS, CAPTURE THE ESSENCE OF DEFEATED CREATURES.

KIT LIMIT - 30

### PLAYING YOUR CARDS

SUMMONING CARDS CAN ONLY BE USED VIA AN ACTIVATOR, MOST COMMONLY IN THE FORM OF A *CARD GUN*. DUE TO THE TECHNOLOGICAL CONSTRAINTS OF THE *CARDS* BEING CREATED BASED ON THE TECHNOLOGY OF *CAPTURE COLLARS*, EACH *GUN* MUST BE AT LEAST BIOLOGICALLY LINKED TO AN INDIVIDUAL PERSON; THUS EACH DEVICE MUST BE CUSTOM MADE. PLAYING ANY CARD COUNTS ASA AN ACTION AND, UNLESS OTHERWISE STATED OR ALLOWED BY THE DEV, ONLY ONE SUMMONING CARD MAY BE PLAYED AT A TIME.

### CARD TYPES

**CREATURE CARDS:** THOUGH OTHER CARD TYPES EXIST AND ARE FREQUENTLY USED BY SUMMONERS, CREATURE CARDS ARE THE MOST COMMON TYPE OF SUMMONING CARDS. THERE ARE 3 *STARTING TYPES* OF CREATURE *CARDS*, EACH WITH ITS OWN ADVANTAGES AND DISADVANTAGES. SUMMONERS MAY UNLOCK NEW TYPES AS THEY LEVEL UP, BUT IT WOULD BE WISE TO CAREFULLY CONSIDER WHICH *TYPE* OF CARD THEY USE FOR *CAPTURING CREATURES*. HOW A *CREATURE* CAN BE UTILIZED BY A *SUMMONER* IS DEPENDENT ON THE *TYPE* OF CARD USED TO *CAPTURE* THE *CREATURE*.

**QUICK PLAY (2 MP):** THESE CARDS ARE UNIQUE, IN THAT THEY DO NOT *SUMMON* A *CREATURE* PER SE. THESE CARDS ARE USED MUCH IN THE SAME WAY AS A CHARACTER WOULD USE A SWORD OR SHIELD. THEY CAN BE QUICKLY *PLAYED* FROM A *SUMMONER'S* HAND WITHOUT BEING *LOADED* INTO AN *ACTIVATOR*, THOUGH A *SUMMONER* STILL MUST HAVE AN *ACTIVATOR* ACTIVELY EQUIPPED IN ORDER TO USE *QUICK PLAY* CARDS. THE *CREATURE* WILL TEMPORARILY BE RELEASED FROM THEIR *CARD*, AND MAKE A SIMPLE *ATTACK* OR *SIMPLE DEFEND*.

◦ *LIMIT:* 3 USE.

**AUTONOMOUS (5 MP):** WHEN YOU PLAY THIS CARD, IT SUMMONS WHATEVER *CREATURE* WAS CAPTURED WITHIN IT TO THE BATTLEFIELD FOR 1D6 TURNS. THIS CARD CANNOT BE USED ALONGSIDE ANOTHER *AUTONOMOUS CARD*, OR WHILE A *RITUAL CARD* IS *ACTIVATED*.

◦ *LIMIT:* 1 USE

**RITUAL (7 MP):** THESE CARDS FUNCTION SIMILARLY TO *AUTONOMOUS CARDS*; THE *CREATURES* THAT ARE *SUMMONED* ACT OF THEIR OWN ACCORD. MOREOVER, WHEN A *CREATURE* IS *CAPTURED* BY A *RITUAL CARD*, THAT *CREATURE* IS *UPGRADED*, AND THEN *PLAYED* IN ITS *UPGRADED* FORM.

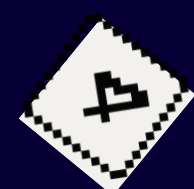
◦ *LIMIT:* 1 USE

### ADVANCED CARD TYPES

THOUGH NOT AVAILABLE IN BEGINNER MODE, SUMMONERS COMMAND A MYRIAD OF CARD TYPES. FROM BATTLEFIELD MANIPULATION VIA ENVIRONMENT CARDS; TO THE CARDIFIED POCKET DIMENSIONS OF DOMAIN CARDS. KEEP AN EYE FOR THESE, OTHER CARDS, AND MUCH MORE COMING SOON FROM THE FRUIT BOWL.



# T T W G



## WORLD SELECT

ENEMIES

WILD WORLD

FITELANTIS

ARCHANIS EARTH

OVERWORLD

TAMABLE CREATURES, THE TOURNAMENT, TIME TRAIN,  
THE HUB, & ENEMIES

# ENEMIES

IN TTUG, NON PLAYABLE CHARACTERS (NPCS) OR DEV CONTROLLED CHARACTERS ARE ALL REFERRED TO AS ENEMIES

## HOMEBREWING

### RULE OF COOL

WHEN DESIGNING ENEMIES (NON PLAYABLE CHARACTERS), ESPECIALLY BOSSES AND OVERLORDS, IT IS OK TO BEND THE RULES WHEN STATING THEM OUT AND ALLOW FOR MORE THAN A POOL OF 9 DICE. REMEMBER HOWEVER, THAT FOR EVERY DIE THAT IS ADDED TO THE POOL OF AN ENEMY, THE COMBAT DIFFICULTY OF SAID ENEMY GOES UP BY ROUGHLY 5%-10%.

### DEV NOTE

REMEMBER THAT THESE ARE JUST THE RAW STATS. DEVS CAN, AND SHOULD GIVE THEIR ENEMIES WEAPONS AND ITEMS. WITHOUT THEM, COMBAT WILL LIKELY FEEL ONE SIDED IN THE PLAYERS' FAVOR. WE GAVE YOU THE STATUS EFFECTS, GIVE YOUR BADDIES THE TOOLS TO CAUSE THEM

### STAT AVERAGES

AT THE END OF EACH OF THE FOLLOWING WORLDS' SECTIONS, THERE WILL BE SHORT LIST(S) OF PREMADE ENEMIES. MORE THAN LIKELY, DEVS WILL WANT TO CUSTOMIZE AND RESKIN THESE CHARACTERS AND CREATURES TO FIT THEIR NEEDS. FOR THIS REASON, PLEASE REFER TO THE FOLLOWING LIST(S) WHEN DESIGNING YOUR TABLE'S ENEMIES. KEEP IN MIND THAT THESE LIST(S) IS/ARE MEANT AS A GUIDE(S) FOR MAXIMUM STATS OF ENEMIES, MEANING THE ABSOLUTE LIMIT THAT A DEV SHOULD STAT OUT ENEMIES AT. ENEMIES DO NOT NECESSARILY NEED TO ALL BE DESIGNED AT THEIR MAXIMUM. THIS SHOULD IN FACT BE DONE SPARINGLY, UNLESS A DEV IS TRYING TO EMULATE A PARTICULARLY DIFFICULT GENRE OR STYLE OF GAMEPLAY.

## CATEGORIES

### MINIONS

WHEN DESIGNING OR SELECTING MINIONS, REMEMBER THAT THEY ARE MEANT TO BE FOUGHT BY A PARTY IN GROUPS; MEANING THAT A GROUP OF MINIONS SHOULD BE AN EASY TO MODERATE CHALLENGE FOR A PARTY OF EQUAL OR LESSER SIZE. MOREOVER, A SINGLE PLAYER SHOULD BE ABLE TO DEFEAT AT LEAST ONE, OR POSSIBLY EVEN TWO MINIONS BY THEMSELF.

### MINI BOSSES

THESE ENEMIES ARE QUITE A STEP UP FROM MINIONS. IN FACT, MOST MINI BOSSES WILL HAVE A SMALL HOST OF MINIONS DOING THEIR BIDDING, THOUGH NOT ALL DO. WHEN CRAFTING OR SELECTING A MINI BOSS, REMEMBER THAT THEY ARE MEANT AS A PRECURSOR TO THE NEXT CATEGORY OF ENEMY, AND AS SUCH, SHOULD PROVIDE A MODERATE TO HARD CHALLENGE FOR A PARTY OF 3-4 CHARACTERS

### BOSSES

IF YOU HAVE EVER HEARD THE TERM "BOSS MUSIC", YOU WOULD TEND TO THINK OF THIS TYPE OF ENEMY. BOSSES WILL ALWAYS HAVE MINIONS, AND SOMETIMES EVEN MINI BOSSES WORKING FOR THEM. BOSSES GENERALLY CONTROL A LARGE TERRITORY; WILL USUALLY BE A FAMOUS OR INFAMOUS CHARACTER OR CREATURE IN THEIR AREA; AND WILL ALMOST ALWAYS HAVE A HOME FIELD ADVANTAGE. BOSSES SHOULD PROVIDE A DIFFICULT TO HIGHLY DIFFICULT CHALLENGE TO A PARTY OF 3-4, AND HALF THE TIME WILL REQUIRE AID FROM ALLIES TO DEFEAT.

### OVERLORD

THIS IS OFTEN THE FINAL BOSS OF AN AREA. MORE TIMES THAN NOT, THIS IS THE BIG BAD THAT A STORY HAS BEEN LEADING UP TO. OVERLORDS ARE ON PAR WITH GODS AND DEMIGODS, SOMETIMES EVEN BEING SUCH POWERFUL ENTITIES. OVERLORDS CAN, AND OFTEN DO, CONTROL ENTIRE REGIONS AND EVEN WORLDS. THEY SHOULD NOT BE TAKEN LIGHTLY, AND ANY PARTY WOULD HAVE A NEARLY IMPOSSIBLE TIME CONFRONTING THEM ALONE. THESE ENEMIES SHOULD PROVIDE THE HIGHEST LEVEL OF DIFFICULTY A DEV CAN IMAGINE. IF YOUR PARTY ATTEMPTS TO CONFRONT AN OVERLORD WITHOUT SOME KIND OF TRICK OR A LOT OF HELP, A TOTAL PARTY KILL (TPK) IS PERFECTLY JUSTIFIABLE.

## ENEMY LEVELS

THE LEVEL OF AN ENEMY IS DETERMINED BY ITS ABILITY TO CHALLENGE AND/OR DEFEAT A GROUP OF 3-4M PCS OF EQUIVALENT LEVEL, EXCEPT IN THE CASE OF MINIONS WHOS CHALLENGE COMES FROM GROUP TACTICS/PLAY.



# ENEMIES II

## MINIONS

### LEVEL 1

- MAX GROUP SIZE: 3-5
- HP MAX: 32
- ATTACK MAX: 3
- DEFENSE MAX: 2
- SMARTS MAX: 3
- MINOR SPECIAL ABILITY THAT DOES NOT CAUSE DIRECT DAMAGE, BUT CAN ALTER THE SITUATION IN A NEUTRAL WAY

### LEVEL 2

- MAX GROUP SIZE: 5-8
- HP MAX: 40
- ATTACK MAX: 3
- DEFENSE MAX: 3
- SMARTS MAX: 4
- MINOR SPECIAL ABILITY THAT DOES CAUSE DIRECT DAMAGE, AND CAN ALTER THE SITUATION IN THEIR FAVOR IN A MINOR WAY

### LEVEL 3

- MAX GROUP SIZE: 5-8
- HP MAX: 50
- ATTACK MAX: 4
- DEFENSE MAX: 4
- SMARTS MAX: 4
- MODERATE SPECIAL ABILITY THAT DOES CAUSE DAMAGE, AND CAN ALTER THE SITUATION IN THEIR FAVOR OR INFLICT A STATUS EFFECT ON PLAYERS

## BOSSES

### LEVEL 1

- HP MAX: 120
- ATTACK MAX: 8
- DEFENSE MAX: 6
- SMARTS MAX: 6
- SPECIAL ABILITY: MODERATE DAMAGE, BATTLEFIELD MANIPULATION, CAN BUFF MINIONS OR DEBUFF PLAYERS

### LEVEL 2

- HP MAX: 140
- ATTACK MAX: 9
- DEFENSE MAX: 7
- SMARTS MAX: 7
- SPECIAL ABILITY: HIGH DAMAGE, INFLICTS STATUS EFFECTS, CAN CONTROL PART OF THE BATTLEFIELD OR RESTRICT PLAYER ACTIONS

### LEVEL 3

- HP MAX: 160
- ATTACK MAX: 10
- DEFENSE MAX: 8
- SMARTS MAX: 8
- SPECIAL ABILITY: VERY HIGH DAMAGE, MULTIPLE STATUS EFFECTS, CAN SUMMON MINIONS OR ALTER TERRAIN

## MINI BOSSES

### LEVEL 1

- HP MAX: 50
- ATTACK MAX: 4
- DEFENSE MAX: 3
- SMARTS MAX: 4
- A MINOR SPECIAL ABILITY THAT CAN ALTER THE SITUATION, SUCH AS BUFFING ALLIES OR LAYING DOWN A SIMPLE TRAP. THIS ABILITY CAN DEAL MINOR DAMAGE, BUT IS NOT THE MAIN FOCUS.

### LEVEL 2

- HP MAX: 60
- ATTACK MAX: 5
- DEFENSE MAX: 4
- SMARTS MAX: 5
- A MODERATE DAMAGE SPECIAL ABILITY THAT CAN INFLICT STATUS EFFECTS, SUCH AS STUN.

## OVERLOADS

### LEVEL 1

- HP MAX: 250
- ATTACK MAX: 14
- DEFENSE MAX: 12
- SMARTS MAX: 12
- SPECIAL ABILITY: MAJOR DAMAGE + STATUS EFFECTS, CAN CONTROL MINIONS AND TERRAIN, MINOR REALITY-ALTERING ABILITIES

### LEVEL 2

- HP MAX: 300
- ATTACK MAX: 15
- DEFENSE MAX: 13
- SMARTS MAX: 13
- SPECIAL ABILITY: HIGH-LEVEL BATTLEFIELD MANIPULATION, MULTI-TARGET DAMAGE, STATUS EFFECTS THAT LAST MULTIPLE TURNS

### LEVEL 3

- HP MAX: 350
- ATTACK MAX: 16
- DEFENSE MAX: 14
- SMARTS MAX: 14
- SPECIAL ABILITY: CAN SUMMON OR CONTROL MULTIPLE ENTITIES, ALTER ENVIRONMENTAL RULES, MASSIVE DAMAGE, SEVERE STATUS EFFECTS



# WILD WORLD

A VAST, MAJORLY UNTAMED AND UNEXPLORED LAND. NATURE REIGNS SUPREME, AND CREATURES OF ALL SHAPES AND SIZES THRIVE IN THEIR NATURAL, AND UNNATURAL, HABITATS. WITHIN THIS REALM'S TOWERING FORESTS, SWEEPING SAVANNAS, AND ENDLESS OCEANS, THE WORLD IS ALIVE WITH VIBRANT ECOSYSTEMS. IT'S A PLACE WHERE THE ROLES OF PREDATOR AND PREY ARE CONSTANTLY SHIFTING.

## HANDLERS' SOCIETY

A renowned and highly disciplined society dedicated to the art and science of capturing, training, and bonding with the myriad creatures of the world. Based in a sprawling, technologically advanced city surrounded by vast wilderness, the Handler Society serves as the hub for all things related to tamable creatures. People from across the realm come to learn the secrets of capturing and taming creatures. Studying their abilities, and mastering the delicate balance between dominance and partnership.

Tamers come in all shapes and sizes, and not all call the Society home. In fact, only those born into this mecha of taming are allowed to do so. For those lucky enough to be citizens, the Society raises them with the option of becoming Handlers. Not all take this path, but for those that do, they are afforded privileges, training, and technologies not available to other citizens. To begin their journey, Handlers are also provided with a Buddy Creature.

## GAME EMPIRE

A vast and formidable society built upon the principles of strategy, conquest, and calculated risk, all inspired by the mechanics of board games. Within the Empire, every decision is a move on the board, and every citizen is a player in a grand game of control and domination. Its cities are structured like giant game boards, with sectors resembling tiles that represent different factions, resources, and challenges. This structured and rigid society values cunning, foresight, and the ability to outmaneuver opponents, whether on the battlefield or in the halls of political power.

At the heart of the Game Empire are the Summoners, who wield cards to capture and control creatures, and Game Masters who utilize dice and game pieces to control the outcome and press their advantage.

Game Masters: Using highly advanced technology modeled after traditional board game mechanics, Game Masters wield dice, game pieces, and tiles infused with powerful energy to manipulate the battlefield and sway outcomes in their favor. With a roll of the dice or a strategic placement of a piece, they can summon obstacles, alter terrain, and even control the movements of their allies and enemies. Game Masters approach each encounter as if it were a calculated game, setting traps, orchestrating ambushes, and turning the environment into a living board.

## BUDDY CREATURES

EVERY TAMER IS PAIRED WITH A UNIQUE CREATURE KNOWN AS A BUDDY, WITH WHOM THE TAMER DEVELOPS A LIFELONG BOND. THESE CREATURES ARE MORE THAN MERE PETS, THEY ARE COMPANIONS, WARRIORS, AND EXTENSIONS OF THE TAMERS' WILL. WHETHER THROUGH CAREFUL STUDY, COMPASSIONATE TRAINING, OR BATTLE-HARDENED EXPERIENCE, TAMERS WORK TIRELESSLY TO GROW THEIR COLLECTION OF CREATURES AND IMPROVE THEIR BONDS, LEARNING TO UNLOCK THE FULL POTENTIAL OF THEIR COMPANIONS.



# WILD WORLD

## COMMON CREATURES

FIRE

212142

FROTLE

ATTACK DICE - 2D6

ECOLOGY

LIVING IN GROUPS OF A FEW 100, THESE AMPHIBIAN/REPTILES ARE FOUND MAINLY IN MIASMIC SWAMPS AND BOGS. THESE SMALL CREATURES ARE ATTRACTED TO BONFIRES, AND PRETTY MUCH ANY SOURCE OF WARMTH. THEIR TENDENCY TO HUG HEAT SOURCES WOULD BE CUTE, IF FROTLES DIDN'T ALSO ABSORB ALL OF THE HEAT FROM THOSE SOURCES UNTIL IT WAS SUCKED DRY.

BASESTATS

FIGHT 5

ATTACK 4

DEFENSE 1

STAMINA 4

HP BARS 2

SMARTS 2

BESTIAL ABILITIES

L1 WARM HUGS

WARM HUGS: THESE TINY RED FROG-LIKE CREATURES WITH SHELLS ON THEIR BACKS ARE NOT TYPICAL AMPHIBIANS/REPTILES. THEY CANNOT BREATHE IN WATER, BUT THEY DO ABSORB OXYGEN THROUGH THEIR SKIN; WHICH MIXES WITH MIASMIC GAS IN THEIR SHELLS AND TURNS THEM INTO QUITE THE LITTLE HOT POTATOES. FROTLE JUMPS ON AND CLINGS TO THEIR OPPONENTS, HEATING THEIR SKIN TO 1000K. 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.

TAMABILITY

4

AIR

19191919

WINDURSA

ATTACK DICE - 3D6

ECOLOGY

THE THICK FUR OF THIS USUALLY CALM AND SOLITARY BEAR-LIKE CREATURE SWIRLS WITH GUSTS OF AIR, CREATING AN ALMOST ETHEREAL PRESENCE AS IT MOVES THROUGH FORESTS AND MOUNTAINS WITH QUIET GRACE. DESPITE ITS POWERFUL FRAME, WINDURSA IS INCREDIBLY AGILE, CAPABLE OF SUMMONING SUDDEN BURSTS OF WIND TO PROPEL ITSELF FORWARD OR DEFLECT INCOMING ATTACKS.

BASESTATS

FIGHT 5

ATTACK 3

DEFENSE 2

STAMINA 3

HP BARS 4

SMARTS 2

BESTIAL ABILITIES

L1 GALE RUSH

GUST RUN: WINDURSA HARNESSSES THE POWER OF ITS WIND, ALLOWING IT TO CHARGE AT ENEMIES WITH IMMENSE SPEED, TURNING INTO A BLUR OF RUSHING AIR. WHILE CHARGING, WINDURSA CREATES GUSTS OF WIND THAT DESTABILIZE ITS OPPONENTS. WINDURSA CHARGES FOR 2D6 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 2 SQUARES COVERED DURING THE CHARGE. IF WINDURSA ROLLS AN EXPLOSION, IT UNLEASHES A POWERFUL GUST UPON IMPACT, STUNNING ANYONE HIT BY ITS CHARGE FOR 1D4 TURNS.

TAMABILITY

4

WATER

18181818

MONKEYVER

ATTACK DICE - 3D6

ECOLOGY

THESE MONKEYS MADE OF WATER ARE INTELLIGENT, PLAYFUL, AND TRICKY. THEY ARE USUALLY FOUND NEAR LARGE BODIES OF WATER LIVING IN TROOPS OF ABOUT 10-50 INDIVIDUALS, THOUGH IT IS DIFFICULT TO TELL IF THESE ARE ACTUAL MONKEYVER, OR JUST AQUATIC CLONES. IT IS NOT DIFFICULT TO GET NEAR ONE, THEY MIGHT EVEN INVITE A CHARACTER OVER TO PLAY, BUT WHEN PLAYTIME IS DONE, A CHARACTER SHOULD CHECK THEIR LOADOUT FOR ANYTHING THAT MIGHT BE MISSING.

BASESTATS

FIGHT 3

ATTACK 2

DEFENSE 1

STAMINA 3

HP BARS 4

SMARTS 4

BESTIAL ABILITIES

L1 TIDAL MIRAGE

MONKEYVER SEE MONKEYVER DO, BUT WHICH MONKEYVER DO YOU CHOOSE? BY MANIPULATING THE WATER THAT ITS FUR IS MADE OF, AND/OR ANY SOURCES OF WATER NEARBY, MONKEYVER CREATES AQUATIC CLONES. MONKEYVER CREATES 1D4 IMMOBILE WATERY CLONES OF ITSELF WITHIN A 2D6 SQUARE RADIUS THAT DISAPPEAR IN 1D4 TURNS. THESE CLONES ARE VISUALLY IDENTICAL TO MONKEYVER, BUT HAVE 0 IN FIGHT AND ONLY 1 HP. THE CLONES MOVE AT RANDOM AROUND THE FIELD (LOCATION DETERMINED BY THE TAMER, OR DEV IF THE CREATURE IS NOT TAMED). ENEMIES MUST SUCCEED ON A SMARTS ROLL VS MONKEYVER'S CLEVERNESS SCORE TO DETERMINE THE TRUE TARGET. THE CLONES DETONATE IN A SPLASH WHEN HIT OR WHEN THEY REACH THEIR TURN LIMIT, SOAKING AND SLOWING ANY CHARACTER OR CREATURE WITHIN 1 SQUARE, AND CAUSING 1D6 DAMAGE.

TAMABILITY

4

EARTH

24242424

GEOLIZARM

ATTACK DICE - 2D8

ECOLOGY

MANY LITTLE CRITTERS CALL CANYONS AND MOUNTAINS HOME, THIS LIZARD WITH STONE SKIN IS ONE SUCH CREATURE. THESE CREATURES ENJOY THEIR SOLITUDE, AND WOULD RATHER SUN BATHE IN SOLIDARITY, THEN BASK IN COMRADERY.

BASESTATS

FIGHT 4

ATTACK 0

DEFENSE 4

STAMINA 5

HP BARS 4

SMARTS 1

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 REVERBERATE 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



# WILD WORLD

## UNCOMMON CREATURES

LIGHTNING

1313131372

BARCANON

ATTACK DICE - 4D6

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

DEFENSE 2

STAMINA 3

HP BARS 4

SMARTS 4

BESTIAL ABILITIES

L1 SPARK FANG

A CHARGED BITE THAT DEALS 3D6 DAMAGE ON IMPACT. IF BARCANON LATCHES ONTO THE TARGET, IT DEALS 2D4 RECURRING DAMAGE EACH ROUND IT REMAINS ATTACHED, WITH A CHANCE TO CAUSE PARALYSIS EACH ROUND.

L2 THUNDER BARK

A CONCUSSIVE BARK THAT DEALS 2D8 DAMAGE TO ALL ENEMIES WITHIN THE SAME ZONE AS BARCANON. CREATURES AFFECTED MUST PASS A LUCK ROLL OR BE PARALYZED FOR 1D4 TURNS.

TAMABILITY

2

SONIC

2121212184

RESOSTING

ATTACK DICE - 3D8

ECOLOGY

A PERSON SIZED SCORPION WOULD BE INTIMIDATING ENOUGH, BUT THESE GIANT ARACHNIDS HAVE AN ATTITUDE PROBLEM; AS A JUNGLE DWELLING PREDATOR, RESOSTING IS AN EXTREMELY AGGRESSIVE HUNTER, FUNCTIONING OFF OF ONLY INSTINCT AND ABLE TO TRACK PREY FOR MILES. THANKFULLY, ALSO LIKE OTHER JUNGLE DWELLING PREDATORS, THEY ARE AS SOLITARY AS THEY ARE AGGRESSIVE, AND GENERALLY DO NOT CARE FOR EACH OTHER'S COMPANY OUTSIDE OF MATING SEASON.

BASESTATS

FIGHT 8

ATTACK 5

DEFENSE 3

STAMINA 4

HP BARS 4

SMARTS 0

BESTIAL ABILITIES

L1 SOUND PINCH

ALL SCORPIONS HAVE CHITINOUS ARMOR, A STINGER AND PINCERS; ONLY RESOSTING CAN OPEN THOSE PINCERS TO BLAST THEIR ENEMIES WITH A SCREECH FROM BIOLOGICAL SPEAKERS ALONG THEIR PEDIPALPS. IF RESOSTING EXPLODES WITH THIS ATTACK, ALL CREATURES AND CHARACTERS IN LINE AND IN RANGE ARE STUNNED FOR 1D6 TURNS.  
RANGE: 12 SQUARE

L2 GRAB & STING

AFTER STUNNING ITS PREY, RESOSTING WILL USUALLY BEHAVE LIKE ANY OTHER SCORPION, GRAPPLE AND HOLDING DOWN PREY WITH ITS PINCERS WHILE STINGING SAID PREY WITH THEIR TAIL BARB. THEY INJECT A NEUROTOXIN THAT SEEMS OUT AND DESTROYS THEIR PREY'S TEMPORAL LOBE, QUICKLY RENDERING THE PREY DEAF, MUTE, AND PARALYZED. CHARACTERS OR CREATURES HIT WITH THIS ATTACK MUST MAKE A LUCK ROLL. IF SUCCESSFUL, THE VENOM HAS NO EFFECT; IF FAILED THE CHARACTER OR CREATURE IS BOTH PARALYZED AND POISONED FOR 1D4 TURNS AND IS SUBJECT TO RESOSTING'S ATTACK DICE.

TAMABILITY

6



# 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 CITY

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

**Sponsorship** - 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.

**Outsider Admission** - If someone from outside of a Community wishes to fight on behalf of a Community to which they do not belong, this is completely at the discretion of the Community's Leader(s). It has happened, but it would be difficult for a poorer Community to Sponsor a Team.

## REFEREES

Neutral guardians of the system. Referees do not have stat blocks, because they are not enemies, or allies, they just are.

They are not villains, not tools of any faction, they are fundamental enforcers of order.

They embody The Tournament itself. To fight outside their oversight is meaningless; your victory won't count.

If a fighter cheats, refuses a result, or tries to kill outside sanctioned combat; Referees intervene.

Their intervention could be subtle (a quiet warning) or terrifying (instant, overwhelming enforcement).

Attacking a Referee or extreme defiance can get a Fighter killed or transformed into a Referee themselves

## 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



# FITELANTIS ENEMIES

## MINIONS

**ROOKIE FIGHTER**

A BEGINNER MARTIAL ARTIST WITH WEAK COMBOS, THEY CAN PERFORM FLASHY BUT INEFFECTIVE MOVES, MORE BARK THAN BITE.

**SPECIAL ABILITY**  
FLASHY COMBO: MAKE A LUCK ROLL. ON SUCCESS, ROLL ATTACK DICE +2. IF THE ATTACK MISSES, THE ROOKIE FIGHTER IS EXHAUSTED FOR 1 TURN

**ENCOUNTER SETUP:**  
ROOKIE FIGHTERS TRAVEL IN SMALL GROUPS, LOOKING FOR EASY MARKS TO IMPRESS SPONSORS. THEY'RE OVERCONFIDENT AND PRONE TO SHOWBOATING. WHEN ONE GOES DOWN, THE OTHERS MAY HESITATE. THE DEV MAKES A LUCK ROLL. IF SUCCESSFUL NOTHING HAPPENS, IF FAILED THE REMAINING GROUP MEMBERS ARE TERRIFIED.

**BASE STATS**

- GROUP SIZE: 3-5
- HP TOTAL: 18 - 32
- ATTACK DICE - 3D6
- MP POOL - 15
- FIGHT - 3
  - ATTACK - 2
  - DEFENSE - 1
- STAMINA - 2
  - HP BARS - 1
  - MOVEMENT - 4
- SMARTS - 1
  - CLEVERNESS - 5

**STREET BRAWLER**

FIGHTERS WHO TRAINED FOR THE TOURNAMENT, BUT COULD NOT FIND SPONSORS, GENERALLY BECAUSE THEY LACKED THE SKILL TO ATTRACT THE EYES OF THOSE WITH MONEY. STREET BRAWLERS ARE BASIC HAND-TO-HAND COMBATANTS WITH NO SPECIAL MOVES BUT DECENT ATTACK ROLLS. THEY RELY ON QUICK STRIKES BUT HAVE LOW DEFENSE. WHAT THEY LACK IN MP ABILITY, THEY MAKE UP FOR WITH BATTLE IQ.

**SPECIAL ABILITY**  
SHRUG IT OFF: ONCE PER COMBAT ENCOUNTER, THE STREET BRAWLER CAN NEGATE ONE STATUS EFFECT AFFECTING THEM (STUNNED, SLOWED, BLEEDING, ETC.).

**ENCOUNTER SETUP**  
STREET BRAWLERS ARE SEASONED FIGHTERS WHO'VE SURVIVED THE UNDERGROUND CIRCUIT THROUGH CONSISTENCY AND DISCIPLINE. THEY DON'T SHOWBOAT OR PANIC, THEY JUST FIGHT. THEY WORK WELL IN GROUPS, COORDINATING STRIKES AND COVERING EACH OTHER'S OPENINGS. UNLIKE ROOKIES, THEY WON'T FLEE WHEN OUTNUMBERED, AND UNLIKE CAGE RATS, THEY WON'T TAKE UNNECESSARY RISKS. STREET BRAWLERS ARE RELIABLE MID-TIER THREATS THAT TEST A PARTY'S FUNDAMENTALS.THEY ARE SEASONED FIGHTERS WHO HAVE SURVIVED THE UNDERGROUND CIRCUIT THROUGH CONSISTENCY AND DISCIPLINE.

**BASE STATS**

- GROUP SIZE: 3-4
- ATTACK DICE - 2D8
- MP POOL - 15
- FIGHT - 3
  - ATTACK - 2
  - DEFENSE - 1
- STAMINA - 3
  - HP BARS - 2
  - MOVEMENT - 6
- SMARTS - 2
  - CLEVERNESS - 10

## MINI BOSS

**WANDERING FIGHTER**

TRAINED FOR YEARS TO WIN THE TOURNAMENT. MANY CONSIDER THEM MASTERS OF COMBAT, BUT THEY ARE NOW DISILLUSIONED WITH THE TOURNAMENT, AND “THE HONOR AND POWER IT BRINGS THEIR COMMUNITY”. WANDERING FIGHTERS ARE GENERALLY OLDER, HAVE EITHER WON THE TOURNAMENT AT SOME POINT, OR BEEN A FINALIST. THOUGH THEIR BODIES AND SPIRIT HAVE BEEN DAMAGED BY YEARS OF ORGANIZED COMBAT, WANDERING FIGHTERS ARE INCREDIBLY WISE AND HAVE USUALLY FORGOTTEN MORE ABOUT FIGHTING THAN MOST COMBATANTS WILL EVER LEARN. THEY WANDER FITELANTIS WITHOUT A QUEST OR PURPOSE.

**ENCOUNTER SETUP**  
DISILLUSIONED MASTERS WHO HAVE EITHER WON THE TOURNAMENT OR REACHED THE FINALS. AGE AND COUNTLESS BATTLES HAVE WORN THEIR BODIES, BUT THEIR TACTICAL GENIUS REMAINS SHARP. THEY NO LONGER FIGHT FOR GLORY, ONLY WHEN PROVOKED OR WHEN THEIR PATH IS BLOCKED. THEY SOMETIMES TRAVEL WITH A SINGLE TRUSTED APPRENTICE (TYPICALLY A STREET BRAWLER OR ROOKIE FIGHTER). IF THE APPRENTICE IS ENDANGERED OR HARMED, THE WANDERING FIGHTER BECOMES MORE AGGRESSIVE (1D6 BONUS TO ATTACK ROLLS) BUT LOSES THEIR DEFENSIVE DISCIPLINE (−2 TO DEFENSE ROLLS). THEY RESPECT HONORABLE OPPONENTS AND MAY OFFER ADVICE MID-COMBAT OR EVEN CONCEDE IF IMPRESSED BY A WORTHY CHALLENGER.

**PASSIVE ABILITY**  
ADAPTIVE MASTER: AFTER BEING HIT BY THE SAME OPPONENT TWICE, GAIN +1 BONUS TO DEFENSE SCORE AGAINST THAT OPPONENT FOR THE REST OF COMBAT. THIS ABILITY CAN BE USED AGAINST UP TO 2 OPPONENTS.

**SPECIAL ABILITIES**  
PATIENCE AND PRECISION: ONCE PER COMBAT, WANDERING FIGHTERS MAY REROLL ANY FAILED ATTACK OR DEFENSE ROLL AND TAKE THE BETTER RESULT. CAN USE THIS ABILITY ON BEHALF OF AN ALLY WITHIN 5 SQUARES, A TEACHING MOMENT FROM MASTER TO APPRENTICE.

**BASE STATS**

- ATTACK DICE - 4D6
- MP POOL - 30
- FIGHT - 5
  - ATTACK - 3
  - DEFENSE - 2
- STAMINA - 4
  - HP BARS - 2.5
  - MOVEMENT - 8
- SMARTS - 5
  - CLEVERNESS - 25

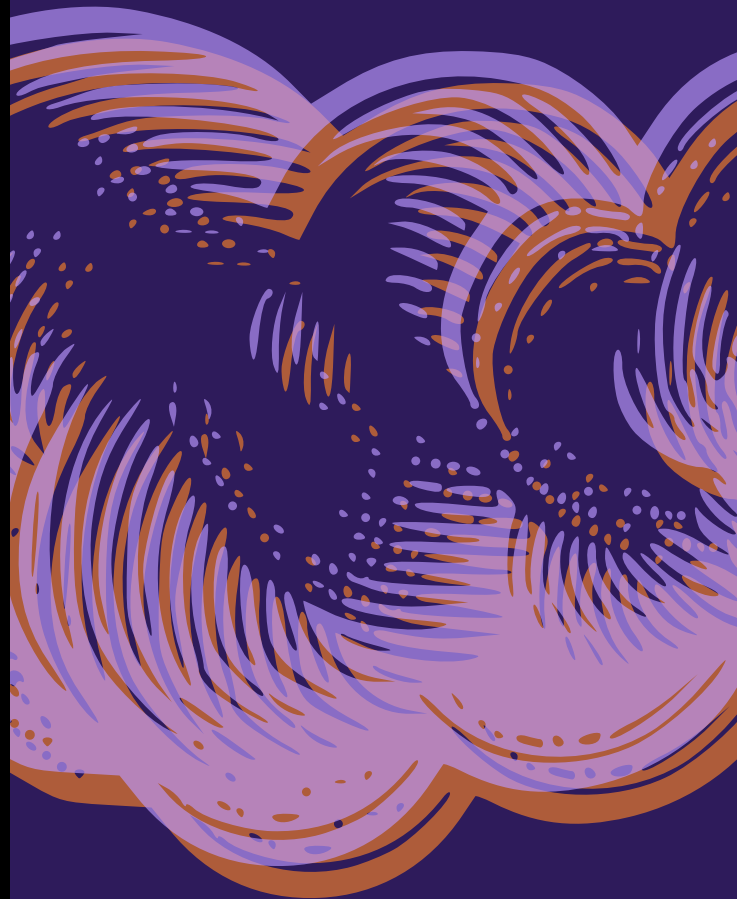


# ARCHANIS EARTH

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 generally true.

## REGIONAL MYTHS

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.



## 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.

Within this setting, the era of history that a campaign takes place in will greatly alter the difficulty and type of world the players interact with. If the campaign takes place in the middle ages, for example, supernatural creatures would be much more prevalent, and technology would be far less advanced. On the other hand, should a party step into modern day AE, they might encounter a nightclub run by vampires, or a casino owned by leprechauns.

## PRESENCE GATES

Portals/crossings to planes of existence which hold mysteries and creatures unknown.

- **The First Gate** - The first opening caused the awakening of magic. All myth became real, but it had always been that way, yet the gate's opening caused it.
- **Gate Events** - The opening/closing of or significant alteration to a *Presence Gate*.

## 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. (All technology either advances, or devolves into the tech of the car's era.)



# ARCHANIS EARTH

## SAMPLE ERAS

### MODERN ERA

Vampires run nightclubs, leprechauns run casinos, and werewolves are biker gangs. You're either cleaning it up... or cutting a deal.

Every "crackpot" theory is real. The Bermuda Triangle? An active Presence Gate. Cryptids? Government assets gone rogue.

Dark Elf mafia families clash with Italian Mob bosses, both backed by hemomancy. Players can side with SOFT, go mercenary, or carve their own empire.

A coworker in your office drone job is secretly a kitsune. Your Uber driver? A retired angel. Myth bleeds into daily grind.

### VICTORIAN ERA

Greys sip tea in drawing rooms, ferries bargains influence Parliament, and Egyptian gods walk in London as "diplomatic envoys." People live beside the supernatural as part of daily life... but proximity doesn't mean understanding.

Empires exploit myth as much as land and resources. The British field regiments of ghul-riders in the Sudan; France attempts to bind loa in the Caribbean; Russia courts frost demons in Siberia. Yet myth resists conquest... sometimes violently.

Inventions are forged not only from steam and steel but also bone, blood, and borrowed power. Clocks run on fairy dust, submarines powered by leviathan oil, lamps lit by bottled will-o'-wisp. Every breakthrough risks opening gates better left closed.

## SUPERNATURAL OCCURRENCE TASK FORCE (SOFT)



Created as a subdivision of the FBI, and run by both the U.S government and Interpol. SOFT was established to investigate supernatural occurrences and contain/eliminate supernatural threats to the public good.

SOFT was initially created in secret, in the 1940's in New York City as a secret force meant for simple investigation. and cover up.

In the the early 1960's, at the height of the cold, an incident involving a Soviet spy forced SOFT to go public with its existence

Since 1977, SOFT has been dismantled and rebuilt at least 20 times.

In 1991, SOFT was reorganized into a more publicly known police force, similar to the FBI.

In 2001, shortly after the 9/11 attacks, President George W. Bush signed into effect officially establishing SOFT as its own organization, no longer having to answer to the FBI

In 2013, President Barack Obama signed an agreement with the European Union (EU), effectively making SOFT the first publicly recognized truly international police force.

Today SOFT operates in a similar vein to the CIA or Interpol

Currently in negotiations with Interpol and the FBI to establish its own para military sect: The Raiders

The Raiders are a small unit (500) of various specialist

Functions similarly to, and usually recruits from U.S Navy SEALs, U.K MI5, Russian USB, etc



# ARCHANIS EARTH

## BOSS

### POSSIBLE ENEMY ENCOUNTER

Hou Yi, the legendary Devine Archer of the Middle Kingdom has grown weary of all the constant slaying of Sun Birds, giant serpents, and in the Jade Emporer's name, what was with that damn boar!?!...

Sometimes a divine hero just needs a relaxing train ride through the eras, and sometimes, he just wants to hang up his bow. Board the Time Train and see if you can impress a demi-god archer enough to gift you one of China's most legendary weapons.

#### Hou Yi

The Divine Archer who shot down the Nine Suns. Hou Yi is calm, relentless, and impossibly difficult to put down. He fights like someone who has already survived the end of the world once before, pressing forward through wounds and exhaustion that would kill lesser beings.

#### Encounter Setup

Hou Yi rarely enters battle willingly, and almost never alone. At the start of combat, the DEV rolls 1D4:

- 1: No additional effect
- 2: 1D4 Celestial Archers arrive
- 3: The battlefield becomes affected by intense heat; all characters and creatures become Exhausted after Sprinting
- 4: Both effects occur

#### Passive Ability

Divine Second Wind: Hou Yi has survived the fall of Suns, kingdoms, and gods alike. Even at the brink of death, he simply continues forward. The first time Hou Yi is reduced to 1 HP Bar, 1 full HP Bar is restored (equalling 2 HP bars) and Hou Yi's Attack, Defense, and Movement gain 2 points. Additionally, whenever Hou Yi Defends or takes an Action Charge he may make a Luck Roll:

- 1-2: Hou Yi takes full damage
- 3: Hou Yi takes half damage
- 4: All damage is negated

#### Special Ability

- Scattering Sunshot: Hou Yi plants his feet and draws back a blazing arrow said to carry fragments of the fallen Suns themselves. Hou Yi draws back his bow and 3 arrows of pure celestial relentlessness appear on its drawn string. Hou Yi spends 1 turn aiming at a target and charging his arrows. On the following turn Hou Yi launches the arrows of three targets of his choosing. The arrows deal Hou Yi's Attack Dice plus 2d10. Any target hit with an arrow is now burned.
- Relentless Pursuit: Once Hou Yi begins hunting a target, escape becomes nearly impossible. Hou Yi may Sprint and still make a Simple Attack and/or use a Special Ability this turn. If Hou Yi successfully hits a target and they Sprinted, used a Rapid Action, or attempted to flee they receive an additional 1d10 Damage and are now Terrified of Hou Yi.
- Burden of Heaven: Hou Yi carries the weight of divine punishment without slowing, forcing himself onward through terrain and pain alike. For 1d6 turns, Hou Yi ignores terrain alterations, cannot be moved against his will, and automatically succeeds Luck Rolls caused by Status Effects against him.

#### Base Stats

- Attack Dice: 5D10
- MP Pool: 45
- Fight - 10
  - Attack - 5
  - Defense - 5
- Stamina - 8
  - HP Bars - 4
  - Movement - 16
- Smarts - 7
  - Cleverness - 35 (+10 while holding his bow.)

# OVERWORLD

A digital connective frame through which all video games are connected and are different worlds.

Until now these individual worlds were separated, locked off from one another. Now due to a Great 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 HUE

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.



# THE HUB

The Hub is simplest to understand in terms of how it is divided politically. When it was first established, the various peoples from the different video game worlds tended to stick together in groups from their own world. In the time since, the peoples from the various worlds have cared less about where they came from, and more about where they are going. As such, The Hub's citizens have formed factions based on beliefs and ideals, rather than based on cultural similarity or a shared origin.

**Guardians** - Protectors of peace and stability within The Hub. The Guardians act as the police and military of the settlement. Each year all other factions must supply 10% of its members to The Guardians.

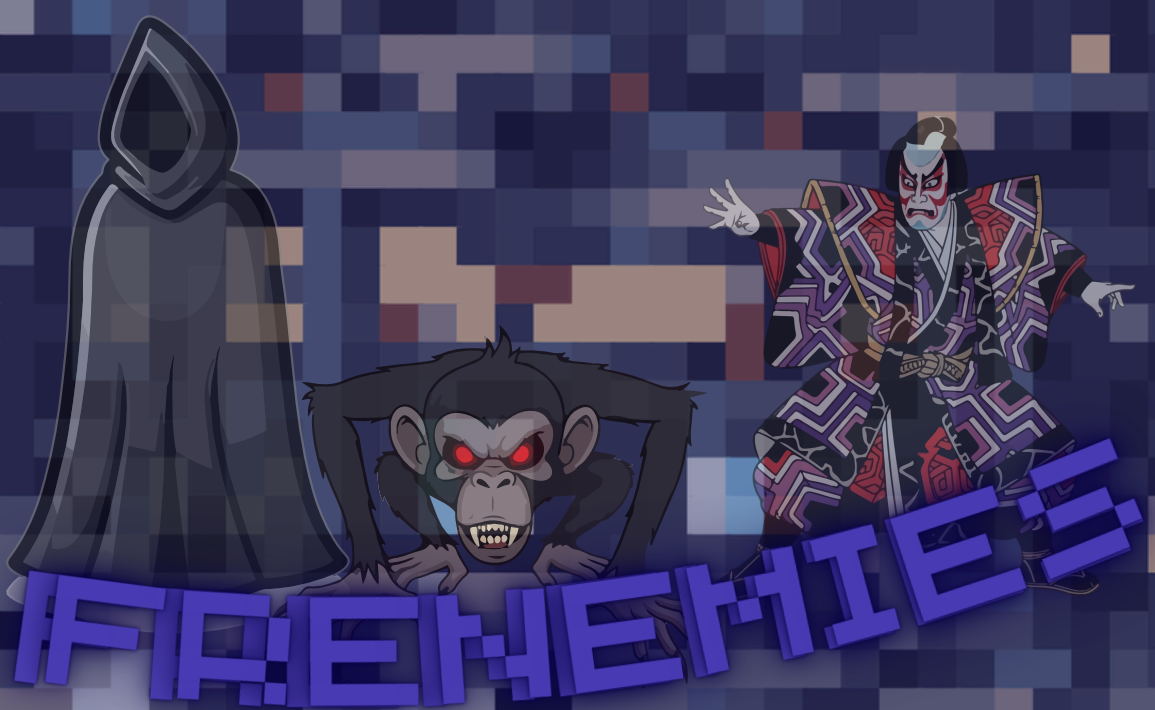
- Alliances: Scholars, Refugees
- Adversaries: Frenemies

## GUARDIANS



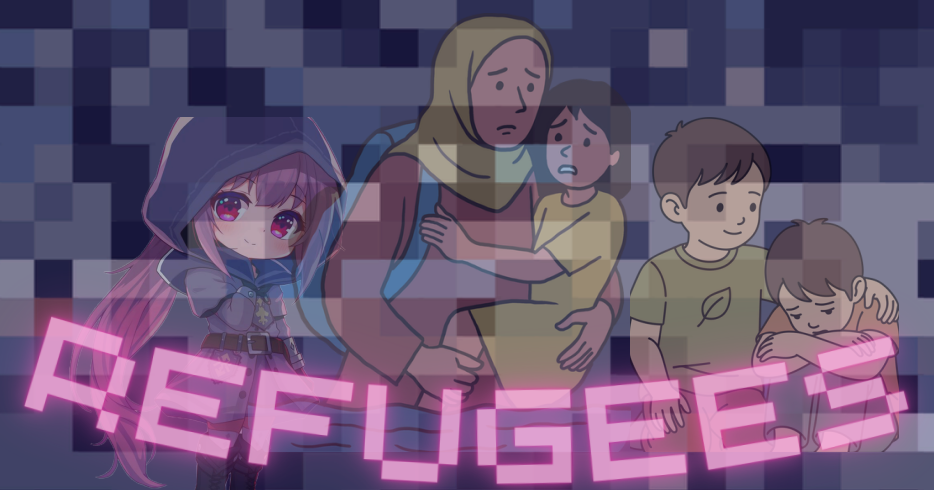
**Frenemies** - A collective of former villains who wish to lead a life on the side of good. Though the villains have given up their evil ways, they have not lost their love of scheming and control. High ranking members are often found in positions of power throughout the various districts of The Hub. This faction acts as a sort of thieves guild and runs the black market.

- Alliances: All Factions
- Adversaries: All Factions



**Refugees** - A great many World Hoppers do not wish to become citizens of The Hub, but cannot return to the world from which they came. This is not an organized group like the other factions, The Refugees are more of a collection of displaced individuals and small groups. They are considered a faction mainly due to the amount of displaced peoples, and were designated a district in which they can call home temporarily until they can find a new place to live.

- Alliances: Guardians
- Adversaries: Scholars, Frenemies, Engineers, Cartographers



## REFUGEES



# OVERWORLD

## Apt//

Pure code entity patterned into a collective of something, the closest description for which is legion sentence. Its origins are mostly unknown, but in the collective knowledge of the TTVG multiverse, if it had a god of balance, this would be it. Neither evil nor good, Apt// seeks to clean the Overworld and all connected worlds, the first step of which is Patching the Glitches that became doorways. Once a Glitch is Patched, there is a more than likely chance that Apt// will delete the world as it no longer serves the rest of the Overworld.

## Encounter Setup

Apt//'s presence is felt through cascading system failures across the Overworld (and subsequent connected worlds) before it manifests. When it does appear, its avatar takes the form most appropriate to the setting of the encounter (a Game Master in Wild World, a Demi-God in AE, etc). Apt// does not negotiate unless negotiation serves a tactical purpose. It does not hate the party. It does not empathize. It has calculated that they represent an inefficiency requiring correction. Destroying the avatar contains Apt// temporarily. Apt// cannot be permanently deleted.

## Passive Ability

Spawn Point - At the start of each of Apt//'s turns, it spawns 1d4 (AVG 3) Minions of the DEV's choice from any settings' Minions category. Spawned Minions begin at half their maximum HP and Movement, and only have access to one Ability.

## Special Ability

- Opponent Overload - Apt// floods a 1 Zone with corrupted data. All characters and creatures in the area make a Defense roll. On failure they're net rolls are Glitched, and they are Confused and Slowed for 1d4 (AVG 3) rounds.
- Avatar Override - Apt// selects one character or creature. That target's next roll is automatically Glitched regardless of modifiers or abilities. This ability cannot be resisted or negated.
- Recursive Loop - Apt// forces 1d4 (AVG 3) target to repeat their last action involuntarily for 1d6 (AVG 4) turns. If the action was an Attack, it targets a random ally. If it was Movement, the character moves in the same direction until they hit an obstacle.
- Dism /Admin Image - Activates automatically when the avatar reaches its final HP Bar. Everything on the battlefield resets. Characters revert to Level 1, all stats, abilities, and equipment revert to starting values. Objects and structures dissolve into 1s and 0s. Creatures revert to cubs, larvae, and juvenile forms. The effect persists until the avatar is destroyed or the party escapes the encounter entirely.

## Base Stats

- Attack Dice: 15d10
- MP Pool: ∞
  - Fight: 18
    - Attack: 9
    - Defense: 9
  - Stamina: 14
    - HP Bars: 8
    - Movement: 20
  - Smarts: 18
    - Cleverness: ∞



# RESPAWN?

BEGINNER MODE WILL REMAIN FREE FOREVER FOR THE ENJOYMENT OF THE COMMUNITY

**WANT TO KEEP UP WITH TTVG OR OTHER  
STRAWBERRY CREATIONS?**

VISIT OUR WEBSITE → [STRAWBERRYBRAIN.COM](https://strawberrybrain.com)

**JUST HERE TO COLLECT MONSTER/CREATURES?**

CHECK OUT WHERE THEY COME FROM DIRECTLY →  
[HTTPS://STRAWBERRYBRAIN.COM/WILD-WORLD/](https://strawberrybrain.com/wild-world/)

**LOOKING FOR EXCLUSIVE CREATURE DROPS?**

REGISTER YOUR TAMER ID (EMAIL) IN THE ZINDEX  
(OUR NEWSLETTER) →

[HTTPS://STRAWBERRYBRAIN.COM/NEWSLETTER/](https://strawberrybrain.com/newsletter/)

LAYOUT, MECHANICS, WRITING, EDITING, ART ELEMENTS AND PRETTY MUCH  
EVERYTHING ELSE (OTHER THAN THE BELOW DISCLOSED) WAS CREATED IN HOUSE AT  
THE FRUIT BOWL.

ATtribution: SOME BACKGROUND ASSETS FROM THE FOLLOWING WERE USED IN BEGINNER MODE; DOWNLOADED AND  
ALTERED TO FIT PACKET USAGE

- CRAFTPIX.COM
- [HTTPS://HELIANTHUS-GAMES.ITCH.IO/](https://helianthus-games.itch.io/)
- [HTTPS://LUIZMELO.ITCH.IO/](https://luzmeelo.itch.io/)
- [HTTPS://STARSINABOX.ITCH.IO/](https://starsinabox.itch.io/)
- [HTTPS://OCHIOGRANDE.ITCH.IO/](https://ochiogrande.itch.io/)