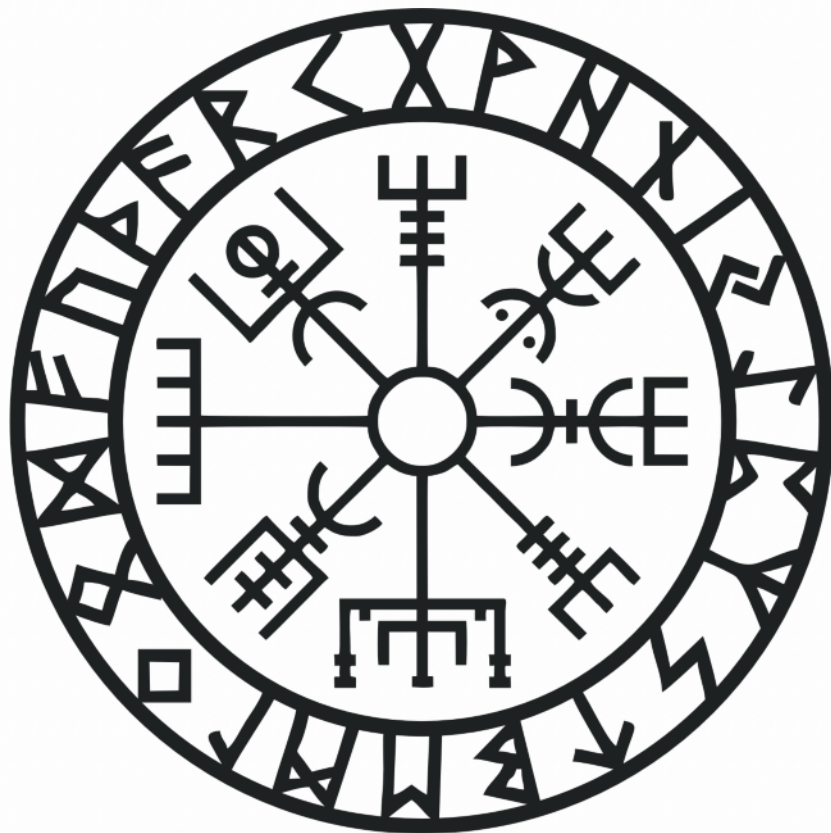


ENTROPIC GAMING SYSTEM



SYSTEM REFERENCE DOCUMENT

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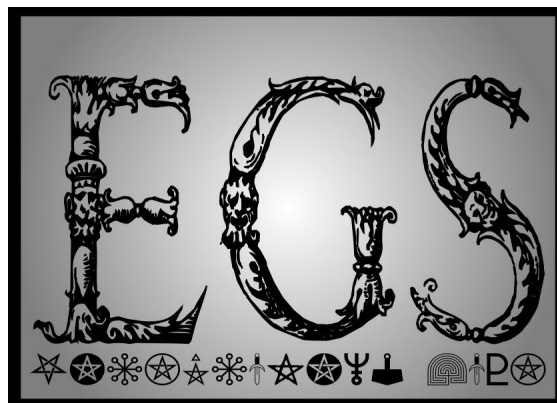
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MYL40006 Entropic Gaming System: System Reference Document
Entropic Gaming System 2nd Edition (EGS 2.0)
1st Edition September 2019

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WELCOME TO THE ENTROPIC GAMING SYSTEM

en-tro-py [en-truh-pee]

noun

1. a statistical measure of the disorder of a closed system
2. lack of pattern or organization; disorder
3. a measure of the efficiency of a system in transmitting information
4. the design measurement of a tabletop role-playing game system to provide more opportunities using fewer options

WHAT IS THIS?

The *Entropic Gaming System*, or *EGS*, is a tabletop role-playing game; a set of mechanics that allow you to assume the role of a character within a story for the purpose of living that character's heroic tales. Powered by a set of homogenous mechanics, it is heavily influenced by games such as *Savage Worlds*, *Legend*, *FATE*, *Corporation*, and *Hollow Earth Expedition*.

This particular product is the **System Reference Document**, or **SRD**. It contains all the base mechanics, available for other publishers to use through the Open Gaming License, common options, and a bit of other things to get you going. It does not offer a setting, environment, adventure, or campaign: you have to create those yourself, use one published by Mystical Throne Entertainment, such as *Judgment Day* or *Ancient World*, or a third-party publisher.

These base mechanics provide everything you need to skin *EGS* how you want. They are presented generically, but generally geared toward medieval or modern games with mechanics that apply universally across most genres. If you want to focus on specific genres, look for *Entropic Fantasy* and *Entropic Science Fiction* or any other genre-specific *EGS* product.

Entropic Gaming System requires at least two players, but easily accommodates up to six or more and generally plays best with at least three. One player takes on the role of the **Gamemaster** or **GM** while the others assume the roles of characters within the game, called **Player Characters** or **PCs**. Players controller their PCs; the GM controls all other characters, called **Non-Player Characters** or **NPCs**, the setting, adversaries, and the environment. All that's left is a grand adventure to be had!

ROLEPLAYING

Like many tabletop role-playing games, *EGS* focuses on the story and the characters by providing them with the options necessary to keep the story moving forward. Successful actions are meant to be heroic while failure can be horrific. But the lives of the characters are always meant to be memorable.

EGS offers a flexible system that allows for the creation of virtually any character type. It's modular enough for options to be added to simulate the game world and scalable for different genres. You can even adjust the mechanics from super heroic levels down to survival horror levels.

COHESION

EGS works best, and probably plays best, when you have cohesion between mechanics and setting. All mechanics provided herein are meant to be generic so they're easy to modify for your gaming experience. Remember that – modify for your gaming experience. If the terminology doesn't fit your setting; change them. If something doesn't work; remove it. If something is missing; add it.

When modifying the mechanics to create cohesion, keep in mind that more is not better and less may not get the job done. *EGS* is meant to be flexible and modular by utilizing combinations that create custom experiences. Don't add a mechanic simply because you want it to perform one particular type of action; add mechanics that cover multiple types of actions or interactions and allow the players the flexibility to do with them as they see fit.

TERMINOLOGY

Entropic Gaming System uses a lot of terminology within its mechanics. These allow the character to interact with the game world in a heroic and memorable way.

- **Ability and Skill Combination:** The combining of a chosen Ability die and a Skill die to perform actions. Different combinations are used to perform different types of actions.
- **Ability:** The fundamental, mechanical building blocks of every character. There are a total of eight and every character has them.
- **Aggressor:** The character declaring an action against another character, adversary, or the environment.
- **Attack Roll:** An Ability and Skill combination used to make an attack.
- **Attribute:** Secondary mechanical building blocks either derived from Abilities or statically assigned.
- **Combat Action:** The number of actions a character can perform during a single combat round.
- **Combat Maneuver:** An Ability and Skill combination roll made against another character or adversary to perform a very specific outcome.
- **Combat Round:** The period during combat in which every individual involved spends all desired combat actions before they refresh for the next combat round.
- **Critical Failure:** A failed Skill Roll when both dice roll the same number.

- **Critical Success:** A successful Skill Roll when both dice roll the same number.
- **Defend Roll:** A Skill Roll made to oppose an Attack Roll using parry, dodge, evade, or an applicable Talent.
- **Defender:** The character, adversary, or environment targeted by the Aggressor.
- **Difficulty Modifier:** A modifier applied to a Skill Roll to determine passing or failing due to some type of difficulty.
- **Distress:** Penalty points the GM can apply to the PCs when facing a horrific adversary.
- **Edge:** Bonus points the players can apply to the PCs when triumphing over their adversaries.
- **Failure:** A Skill Roll that does not meet or exceed the Target Number.
- **Fatigue:** A measurement of exhaustion; more is worse.
- **Health:** A measurement of well-being; more is better.
- **Hero Point:** A collection of bonuses the players can apply to the PCs they control.
- **Opposed Roll:** An aggressor's Skill Roll made against a defender's Skill Roll where the Target Number is the defender's Skill Roll.
- **Quality:** Character gifts that can be used for or against a character to gain Hero Points.
- **Skill Roll:** The rolling of two dice to create a sum that is compared to the Target Number to determine success or failure when success is uncertain or failure has detrimental effects.
- **Skill:** Character training that can be combined with an Ability to perform a specific action.
- **Success:** A Skill Roll that meets or exceeds the Target Number.
- **Talent:** What magic, super science, weird science, supernatural abilities, etc. are called in *EGS*.
- **Target Number:** The number a Skill Roll must equal or exceed to be considered successful.
- **Unopposed Roll:** A Skill Roll made against a statically assigned Target Number.
- **Weird Character:** A character who utilizes Talents.

GETTING STARTED

You are a character within the game. Your exploits, and the exploits of the other characters, form an interactive story that blends with the environment and conflicts the GM has established or those organically created. You don't have to be a hero, but you are the protagonist and this is your story to tell. You decide what to do and where to go and then use the game's mechanics to guide the way forward.

Grab some friends, choose a GM, and get ready to play!

SUPPLIES

Everyone will need a copy of this System Reference Document or the base mechanics recreated in a setting- or genre-specific book. It contains all the mechanics of *EGS* along with guidance on how you can use those mechanics.

The GM will need to know the environment and what's in it. The environment is the setting of the game, on multiple scales. The environment designed should match the scope of the game, whether it is local, regional, global, or galactic! It includes the people, places, antagonists, and events that comprise the short scenario, adventure, or campaign the players will be a part of.

Players will need to each create a character and can document that character using a **Character Sheet**. They may create a character from scratch or use a pre-generated one. GMs may want to use a handful of **Adversary Sheets** to note the basics of the available adversaries or conflicts. Both can be found in the back of this SRD or downloaded from the Mystical Throne Entertainment website at mysticalthrone-ent.com.

Everyone may also want paper and a pencil to take notes; especially the GM. Although the environment is already defined, something may occur that the GM didn't anticipate and she must respond to accordingly. You might be able to resolve and remember these occurrences in your head, or you might want to get some paper and scratch down a couple notes.

DICE

Entropic Gaming System utilizes dice to add randomness to conflict resolution. Players and GMs utilize 4-sided, 6-sided, 8-sided, 10-sided, and 12-sided dice, abbreviated as d4, d6, d8, d10, and d12 respectively. GMs may also want a 20-sided die (d20) for use with random tables.

When you make a **Skill Roll**, you will grab two dice. One die will be the die type of the Ability you choose to use. The second die will be the die type of the Skill or another Ability you choose to add to that first die. Roll both dice and add their values together.

The summed value of the Skill Roll is compared to a **Target Number** or **TN**. A roll that is equal to or greater than the TN is considered a success. A roll that is less than the TN is considered a failure. Success generally means you do what you were trying to do while failure means you were unable to do it. The GM may have other success or failure outcomes.

Sometimes you receive a bonus or incur a penalty as dictated by the conflict to resolve, from a **Hero Point**, or as a result of spending a point of **Edge** or **Distress**. These modifications are added or subtracted to the final summed value of the Skill Roll before determining success or failure.

CHARACTERS

There are four basic types of characters. For purposes of character creation, players always create PCs and follow the steps described **Characters**, starting on page 7. For GMs, the process can vary.

Player Characters (PCs) are controlled by the players and range from simple folk to heroic figures. They are the main characters of the storyline and interact with NPCs, minions, allies, and the environment.

Non-Player Characters (NPCs) are controlled by the GM and encompass all types of people and beings that interact with the PCs and the environment. They are constructed similar to PCs with Hero Points and **Qualities**, but can have Abilities at 0 (because they don't possess that ability) or higher than d12 (e.g. d12+d4).

Minions are low-level NPCs controlled by the GM and encompass the most basic people, creatures, and beings that interact with the PCs – they generally have no effect on the environment. They are constructed similar to PCs except their **Health** is halved and they do not have Hero Points or Qualities.

Allies are low-level NPCs controlled by the GM, but possibly at the whims of the PCs (e.g. giving orders to a subordinate). They are friendly to the PCs and often interact with them frequently, but they generally have no effect on the environment. They are constructed similar to minions with their Health halved, but they often have one or two Qualities as appropriate to story.

TABLETOP

EGS is a tabletop role-playing game that can be played with miniatures on the tabletop or using “the mind’s eye” and simply visualizing character position. If using miniatures on a tabletop, 5ft to the characters equals 1 in. on the tabletop. This is a common scale used with RPG maps and goes well with 25mm or 28mm miniatures. Additionally, it is recommended to use a hex grid instead of a square grid to avoid worrying about diagonal movement. However, if you do use a square grid, don't worry about diagonal movement mechanics as they don't exist.

This scale can also be used without a grid on freeform terrain where the miniatures can freely move about in every direction. This follows a much more natural method of movement.

“The mind’s eye” simply means character position, range, and movement is done virtually in your head. Instead of worrying so much about actual distance, range can be simplified into touch (you can grab the target), reach (within melee weapon range), close (within polearm weapon range), near (within throwing range), far (within bow or Renaissance-era firearms range), and very far (within modern firearms range).

BRINGING EVERYONE TOGETHER

Gamemasters have a difficult job. It is their responsibility to manage the scenario, adventure, or campaign the PCs have become a part of. They can choose from published products, create their own, or borrow from others to assemble some incredible mash-up!

ENVIRONMENT

The GM controls the environment. The environment is everything within the scenario, adventure, or campaign that isn't the PCs. This includes setting, NPCs, potential allies, potential enemies, minions, conflicts, puzzles, merchants, transportation, landscape... well, everything. When the GM prepares bits and pieces of the environment ahead of time, these become milestones for the PCs to achieve. As the game progresses, the GM can use the environment to react and respond to the actions of the players' characters. If they fail to find the milestone, just move it out and let them come upon it naturally.

The environment should be flexible. Rigidly defining too much can make it difficult to react to the actions of the characters. The purpose of playing is to have a memorable experience of heroic deeds and horrific encounters. An environment that cannot be changed may quickly break and bring the game to a screeching halt. No one wants that to happen!

SETTINGS

The setting is the heart of the environment. It defines the when and where along with guiding the technology, play-style, and look and feel. These elements can change quite dramatically, such as comparing an epic fantasy game to a hard science fiction one.

GMs can create their own setting or use one of ours. *Ancient World* is a dark fantasy setting in a land the gods have abandoned. *Judgment Day* is historical fantasy horror where characters become members of the Inquisition protecting humankind from the demons, undead, alien beings, and more of folklore and mythology. *Mythos* is a bit of fantasy and a lot of heroic mythology set in Ancient Greece where you become a hero of your own epic story.

Look for the “EGS” logo on any product utilizing or compatible with the *Entropic Gaming System*.

CHARACTERS

You are your character and your character is your link to the game and its environment. Through your character, you adventure, explore, investigate, and resolve conflicts to create a story and experience that can be remembered for years to come.

CHARACTER CREATION

Every character is comprised of game stats allowing the character to perform actions within the game's environment using the *EGS* mechanics. These stats are as follows:

- **Character Concept:** When developing a character, create a concept that encompasses what you envision your character to be.
- **Background:** Backgrounds are predefined, optional templates that can further define a character's connection to the setting in terms of race, species, culture, class, etc.
- **Abilities:** Eight physical and mental Abilities define your character: Charisma, Dexterity, Intelligence, Perception, Psyche, Spirit, Strength, and Vitality.
- **Attributes:** Either defined statically or derived from the character's Abilities, Attributes are secondary statistics that provide additional characteristics. They are: Combat Actions, Defense, Health, Hero Points, Initiative, Language, and Speed.
- **Skills:** Skills are the ultimate defining factor of your character as they dictate how your character is able to perform actions by combining those Skills with different Abilities. Your character is defined by how he or she connects Skills with Abilities rather than being limited to one or the other.
- **Qualities:** Qualities are unique aspects of your character that allows you to connect the character concept with the in-game mechanics to provide bonuses during gameplay.
- **Equipment:** Equipment is the weapons, armor, and gear your character utilizes throughout the course of gameplay.
- **Talents:** Talents are extraordinary or supernatural abilities that some characters use to create incredible effects. Their use includes super science, magic, miracles, super powers, and more.
- **Finishing Touches:** Once your character is defined mechanically, his or her persona can be further fleshed out with additional characteristics such as age, name, homeland, height, weight, and many other non-mechanical characteristics.

CHARACTER CONCEPT

Before building a character, consider creating a character concept. It has no mechanical advantage, but it helps to outline what your vision of that character is and what Skills and Abilities may be important. Character concepts can be as simple as "Arcane Sorcerer" or as detailed as "Charismatic, Stealthy Investigator with a Shady Background." Whatever that concept is, it can then be translated onto your character sheet using the character creation process.

Here is a collection of simple character concepts.

CLERIC

Clerics are pillars of many religions and religious organizations. They are the hardworking individuals that serve the priests and typically tend to the daily lives of the religion's followers.

Suggested Skills: Awareness, Medicine, Performing, Religion

COMMANDER

Commanders are leaders within many types of military organizations. They give orders to subordinates and are responsible for the overall tactics those subordinates take.

Suggested Skills: Awareness, Diplomacy, Firearms, Networking, Tracking

DIPLOMAT

Diplomats are the political figures for governments and federally-funded organizations. They are particularly skilled at speaking to audiences and always seem to know just the right words to say.

Suggested Skills: Diplomacy, Language, Networking, Politics, Streetwise

ENGINEER

Engineers are designers of incredible gadgets that can either be usable by the general populace or specialized for sensitive applications. They know the ins and outs of their particular field of knowledge and are called upon to determine what's gone wrong with that technology.

Suggested Skills: Computers, Electronics, Investigation, Mechanisms

HUNTER

Hunters are experts with weapons and tracking prey. They can spot a target from amazing distances and know just the right direction to follow when searching for their target.

Suggested Skills: Awareness, Firearms, Melee, Ranged, Tracking

INVESTIGATOR

Investigators are incredible when it comes to finding and deciphering clues. They always know the right questions to ask and seem to have an instinct for knowing when someone is lying.

Suggested Skills: Awareness, Intimidation, Investigation, Networking, Streetwise

MARINE

Marines are specially trained warriors within a military organization. They are often called upon for delicate missions and are frequently placed in dangerous situations.

Suggested Skills: Athletics, Awareness, Firearms, Melee, Operating-ships, Stealth, Survival, Tracking

MERCHANT

Merchants are experts at buying, selling, negotiating, and identifying goods and services. They know a great bargain when they see one and could probably sell anything to anyone, even if they don't need it.

Suggested Skills: Awareness, Crafting-armor, Deception, Diplomacy, Gaming, Networking, Streetwise

PILOT

Expert pilots can practically fly an aircraft with their eyes closed. They fully understand the cockpit and know the ins and outs of how their aircraft functions. Flying is second nature to them.

Suggested Skills: Awareness, Mechanisms, Operating-aircraft, Tracking

SCOUT

Scouts are often well ahead of the rest of the group, watching out for danger, blazing a new trail, or following a target. They work hard to remain out of sight while spotting everything they can.

Suggested Skills: Awareness, Husbandry, Ranged, Stealth, Survival, Tracking

SORCERER

Sorcerers are masters of the magical arts. They can create extraordinary feats with ease and awe even the greatest warriors with their supernatural talents.

Suggested Skills: Arcana, Deception, Resist, Streetwise

THIEF

Thieves sneak in behind their targets to hit and run without being seen. They are masters at stealth tactics and survive by being quicker than their opponent.

Suggested Skills: Acrobatics, Awareness, Deception, Gaming, Mechanisms, Melee, Stealth, Streetwise

BACKGROUND

Every character has an essential **Background** that represents homeland, species, culture, class, religion, or whatever. At the GM's discretion, or in relation to the setting being played, the Background may or may not have an in-game mechanical effect. Examples include altering the basic Abilities of the character or defining what religions and languages were a part of their youth.

Backgrounds can also be predefined where players choose from one of those available. These **Background Templates** provide additional direction during character creation.

When Background Templates are not applicable, characters are simply "human" (or some other dominant race) and follow the standard character creation process.

ABILITIES

Abilities are the basic measurements of how capable your character is at utilizing Skills; they have a value between d4 and d12.

Each character has four d6s, two d8s, and two d10s to assign to their eight Abilities as they please. One Ability can be decreased from d6 to d4 to increase a different Ability from d10 to d12.

CHARISMA (CHA)

Charisma governs interaction with other parties.

Characters with a low Charisma struggle to speak effectively to others while those with a high Charisma speak quite smoothly and confidently.

DEXTERITY (DEX)

Dexterity is a measurement of physical body movement, agility, and quickness.

Characters with a low Dexterity may be slow or sluggish while those with a high Dexterity are quick and nimble.

INTELLIGENCE (INT)

Intelligence is the ability to think, remember, recall, and apply mental knowledge. It's used for the understanding, memorizing, and recollection of scholarly knowledge.

Characters with a low Intelligence may struggle to learn while those with a high Intelligence have a high capacity of learning, rationalizing, and analysis.

Common Knowledge (Intelligence x2): is the understanding of basic information relating to the environment the GM has created.

- **Success:** Success allows the character to remember the desired factual information and recite it back without further need for questioning it.

- **Failure:** Failure means the character does not recall the information or has gotten the facts incorrect, but no harm is done due to having them incorrect.
- **Difficulty Modifiers:** Routine (+2) when recalling something that occurred within the past month. Challenging (-2) when recalling something within the past year. Hard (-4) when recalling something over a year ago.

PERCEPTION (PER)

Perception measures the use of the five senses along with being a general understanding of the world around the character.

Characters with a low Perception have a hard time noticing and understanding the world around them whereas those with a high Perception have acute senses or are truly empathetic.

PSYCHE (PSY)

Psyche reflects a character's creativity, engineering, artistic forms of knowledge, morale, and strength of the mind. It's also used to overcome mental influences.

Characters with a low Psyche lack creativity or the ability to think any further than what they are instructed to do while those with a high Psyche are artistic and capable of designing and developing new items with the knowledge and talent they possess.

Morale (Psyche + Spirit): is the ability to call upon his own willpower or need to continue on to overcome some type of mental or emotional need to run away, such as a frightening or disheartening situation. Morale situations for PCs are more common during horror-themed gameplay.

- **Success:** Success means the character continues on, recovering any emotions that may have leaked out.
- **Failure:** Failure means the character cannot control his emotional state and turns away from the encounter.
- **Difficulty Modifiers:** Routine (+2) if he is fueled by anger being direct at his target. Challenging (-2) if his outlook is bleak and chances of winning are slim. Hard (-4) if the situation involves a loved one or chances of surviving are slim.

SPIRIT (SPT)

Spirit represents a character's subconscious, faith, and emotion. It's used to gauge a person's beliefs in an organization, religion, or greater entity, as a measurement of their dedication to those beliefs and their own morals, and the channeling of inner emotions such as passion and vehemence. It's also used to overcome moral or religious influences.

Characters with a low Spirit are easily frightened or lack strong connections to their beliefs while those with a high Spirit have incredible willpower and control over their emotions.

STRENGTH (STR)

Strength represents a character's physical power and fitness.

Characters with a low Strength are weak while those with a high Strength are strong and physically fit.

Stabilize (Strength + Vitality): is a character's ability to overcome injuries sustained during combat and stop themselves from drifting off to certain death. This Skill Roll is made at the beginning of every Combat Round while the character remains at or below 0 Health.

- **Success:** The character stabilizes and doesn't lose any further Health this Combat Round.
- **Critical Success:** The character stabilizes and is able to apply some type of first aid, gaining +1 Health.
- **Failure:** The character fails to stabilize, loses 1 Health, and rolls on the *Injury Table*.
- **Critical Failure:** The character fails to stabilize, loses 2 Health, and rolls on the Injury Table.

VITALITY (VIT)

Vitality is a character's ability to overcome physical influences.

Characters with a low Vitality are susceptible to diseases and fatigue while those with a high Vitality can easily withstand influences on their body.

Constitution (Vitality + Strength): is the ability to resist impairments or influences that debilitate or kill quickly, such as smoke, environmental hazards, disease, and poison.

- **Success:** The character's body fights the attack and avoids or reduces the effect of the impairment.
- **Failure:** The character's body is not strong enough and succumbs to the symptoms brought on by the impairment.
- **Difficulty Modifiers:** Each impairment carries its own difficulty modifier based on its potency. Examples are provided under **Disease** on page 61 and **Poison** on page 62.

Fortitude (Vitality x2): is the ability to resist impairments or influences that cause fatigue or exhaustion, such as thirst, starvation, sleep, and physical exertion. The frequency with which this Skill Roll is required is based on the source. Upon reaching Unconscious due to Endurance Skill Rolls, the character is considered Dying and Health immediately drops to 0.

- **Success:** The character has endured and continues on as normal.
- **Failure:** The character is struggling to endure and gains one level of Fatigue.
- **Difficulty Modifiers:** Routine (+2) if the character is mildly prepared to resist the source, but there is still uncertainty. Challenging (-2) if the Skill Roll must be made while the character is walking. Hard (-4) if the Skill Roll must be made while the character is running.

ATTRIBUTES

Attributes are secondary measurements of how capable your character is. They are statically assigned or based on linked Abilities.

COMBAT ACTIONS (CA)

Combat Actions define how much a character is capable of doing during a single **Combat Round**. These are explained further in **Rules** on page 49.

All characters have 3 Combat Actions.

DEFENSE (DEF)

Defense is a character's natural ability to avoid an attack. It serves as the target number of Unopposed Rolls during combat.

Defense equals half the character's Dexterity die type, plus four. **[(Dexterity/2) + 4]**

Example: A character with Dexterity d10 has a Defense of 9.

Dexterity	Defense
d4	6
d6	7
d8	8
d10	9
d12	10
d12+1	11
d12+d4	12
d12+d6	13
d12+d8	14
d12+d10	15
d12+d12	16

HEALTH (HLTH)

Health defines a character's mental and physical wellbeing and how much damage they can take during combat. It can be reduced through physical damage, environmental stress, superficial wounds, and injuries.

Health is equal to the character's Strength die type plus Vitality die type. **[Strength + Vitality]**

Example: A character with Strength d8 and Vitality d6 has a Health of 14.

HERO POINTS (HP)

Hero Points are a type of currency players can use to modify stories to favor their characters, reroll unfavorable dice results, add a bonus to a Skill Roll, move farther, or any number of possible bonuses. They are detailed further in **Qualities** on page 28.

Each PC begins with 3 Hero Points that replenish at the beginning of each game session.

INITIATIVE (INIT)

Initiative is how quickly a character responds during combat, thus establishing an order of turns during each Combat Round.

Initiative is equal to the character's Dexterity die type plus Perception die type plus Acrobatics die type. **[Dexterity + Perception + Acrobatics]**

Acrobatics is a bonus to Initiative; characters without it simply do not add it, but still calculate Initiative using Dexterity and Perception.

Example: A character with Dexterity d8, Perception d6, and Acrobatics d4 has an Initiative of 18.

LANGUAGE (LANG)

Each character is fluent in their native language. Characters do not need to roll to interact with others who speak their native language as they speak and understand each other. For most settings, reading and writing go along with that fluency, but some settings may choose to incorporate mechanics for illiteracy. Non-native languages are handled by the Language skill.

[Optional] Multi-lingual: A character may also understand (not fluently) a number of languages equal to one-fourth her Intelligence die type (rounded up). **[Intelligence/4]**

SPEED (SPD)

Speed is the distance a character can move within one Combat Round.

All characters have a default Speed of 30ft.

SKILLS

Skills define a character's training and understanding. They have a die type between d4 and d12, with each Skill starting at 0 (considered untrained) and then being purchased at d4.

At character creation, you have 18 points to spend on Skills. Each Skill is purchased at d4 and then points must be spent to increase the die type by one step. These costs are cumulative with each increase to the die type.

Purchasing a Skill at d4 costs 1 point; increasing the die by one step costs 1 point at d6 and d8, 2 points at d10, and 3 points at d12. No Skill can be purchased greater than d12 unless otherwise noted.

Example: Purchasing Firearms d10 costs 5 points; 1 point to purchase it at d4, 1 point to increase it to d6, 1 point to increase it to d8, and 2 points to increase it to d10.

QUALITIES

Qualities are role-playing hooks, character merits, and flaws used for gaining additional Hero Points. They are applied to conflicts, roleplaying situations, puzzles, Skill Rolls, combat, and more, but only one can be used at a time; Qualities cannot be combined. When you are ready to use a Quality, roleplay how it applies to your character and the GM will determine if the Quality feasibly applies to the situation.

Qualities utilize the following rules:

- Choose five Qualities which define your character.
- Each Quality should be usable within the setting; otherwise it might be wasted. It is recommended that players confirm the viability of qualities with their GM.
- Qualities cannot be vague; they must be specific or descriptive enough to be usable only in certain situations. They cannot be vague for the purpose of applying to all situations. **Example:** “Fighter” is vague while “Martial Artist” is specific.
- Qualities are considered Positive, Negative, or Neutral and should somehow be usable in-game.
- Positive Qualities provide some type of advantage to your character. When utilized, they provide one Hero Point that must be spent immediately.
- Negative Qualities create some type of disadvantage to your character. When utilized, they provide one Hero Point that can be spent later.
- Neutral Qualities can provide an advantage or disadvantage to your character depending on the situation and how they are applied. When utilized, they provide one Hero Point according to how they are used – as a Positive Quality or as a Negative Quality. The GM must assess if the Quality is helping or hindering the character.

Characters can only save a maximum of 3 Hero Points gained from utilizing Negative Qualities. To gain more, they must spend those Hero Points, otherwise the Quality provides no Hero Points.

EQUIPMENT

All characters have a set of equipment useful to the character, adventure, or setting. At character creation, each character is given the following:

- One free set of basic armor common to the setting that does not exceed a rating of 2 per location. Anything higher than that must be purchased. The GM has the final say.
- One free weapon that best represents the character’s concept, Abilities, and/or Skills.

- One free adventuring kit to perform the most rudimentary actions or provide the most basic survival needs. In a fantasy setting this includes a water skin, bed roll, rope, and flint. In a modern investigative setting this includes a cell phone with camera, gloves, fingerprinting kit, and tweezers for picking up delicate items.
- \$200 to spend on additional equipment or save for in-game use.

(\$) is utilized throughout *EGS* for simplicity. The currency of the game should match the setting. Additionally, if players would rather purchase their starting equipment instead of being given it, they receive no free equipment, but get \$500 to spend.

TALENTS

Talents are magic, magic-like abilities, supernatural abilities, weird science, and superhero abilities. They are utilized by gifted individuals referred to as **Weird Characters** in *EGS*.

Characters wishing to utilize Talents sacrifice one of their Qualities to acquire the **Weird Quality**. Upon acquiring the Weird Quality, the player then chooses an Ability and Skill, called a **Weird Ability** and **Weird Skill** respectively, the Weird Character uses to wield those Talents.

The mechanics for Talents and their use are detailed in **Talents** starting on page 38.

FINISHING TOUCHES

With the character’s mechanical details defined, define everything else such as name, age, sex, motivations, home town or world, physical features, and possibly mental and emotional features.

This is also a good time to bring together a group template that ties each character together, giving them a purpose for being a part of the game setting and the upcoming adventure or campaign.

ADVANCEMENT

Characters grow in skill and technique as they advance through their career. This translates to **Experience Points** or **XP** awarded at the end of each game session for the purpose of purchasing advancements to Skills and Abilities or purchasing new Skills and Qualities.

At the end of each game session, each character is awarded a number of XP depending on the difficulty of the game session and how quickly the GM wishes the characters to advance. This is generally between 6 and 14 points with an average 3-4 hour session being awarded 10.

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Experience Points can be spent in the following manner when a break in the game allows it:

- [25 XP] Train a new skill, gaining that Skill at d4.
- [25 XP] Increase the die type of a Skill by one step (e.g. d6 to d8). Unless dictated by a Background, Skills can be brought to a maximum value of d12 during Character Advancement. Humans cannot exceed d12.
- [50 XP] Purchase a new Quality. If a new Quality contradicts an existing Quality, at the GM's discretion, the existing Quality can be modified to no longer contradict the new Quality. **Example:** A character that rises through the ranks of an organization might move from being a subordinate to being the leader. If an existing Quality refers to him as being a subordinate and then he's promoted, with a Quality that defines his rank, the existing Quality contradicts the new Quality and should be altered.

- [50 XP] Increase maximum Weird Points by 5.
- [75 XP] Increase the die type of an Ability by one step (e.g. d8 to d10). Unless dictated by a Background, Abilities can be brought to a maximum value of d12 during Character Advancement. Humans cannot exceed d12.

Keep track of the total number of Experience Points spent to determine **Character Rank**. Character Rank is a generalized measurement of how strong the characters are and only applies after the XP has been spent to advance the character. This is used to aid in scaling encounters and adventures.

Character Rank	Experience Points Spent
Novice	0-100
Seasoned	101-200
Veteran	201-300
Master	301-400
Hero	401+



SKILLS

Characters are defined by their Skills and how they apply them by combining them with different Abilities to perform different actions. This mechanical design utilizes fewer Skills, still maintains a variety of actions, and allows characters to feel different from one to another even though their die type may be the same.

TYPES

Skills represent individual character training, inherent talent, and experience. Each one falls into a Skill category: basic, specialty, and group.

BASIC SKILLS

Basic Skills are those common Skills available to everyone and generally apply across all types of genres, settings, and campaigns. This *System Reference Document* provides generic names for Basic Skills, but individual settings may change those names to match the theme of the setting, or even add new skills.

Basic Skills do not require focused training and can be used untrained.

SPECIALTY SKILLS

Specialty Skills are Basic Skills that require some type of focus. They are listed within the Basic Skills list, denoted with an asterisk (*), and cannot be taken as-is. Instead, specialty Skills require a focus as defined by the setting, adventure, or campaign.

When purchasing a Specialty Skill, define the focus for the Skill and write it down as “Skill-focus” on your character sheet, such as “Operating-aircraft”. Examples are provided herein, but each setting should provide what specialties apply to each Specialty Skill.

Specialty Skills require focused training and cannot be used untrained.

SKILL GROUPS

Skill Groups contain Skills utilized for specific reasons that pertain to a given setting, adventure, or campaign. There are three Skill Groups: knowledge, lore, and science.

Knowledge Skills are used for academic intelligence such as what would be acquired through schooling, research, or other types of consumption.

Lore Skills are used for Talents, extraordinary abilities, and esoteric intelligence. They might be acquired through specialized training, birth mutations, perusing dangerous material, or various types of exposure to that which should not be known.

Science Skills are used for technology of all types, regardless if it is academic intelligence or supernatural-like abilities. They are only used for advanced used of technology such as design, hacking, reverse engineering, modification, and technology-powered Talents.

Skills that fall into a Skill Group are written like Basic Skills, but require focused training and cannot be used untrained.

SKILL ENTRIES

All Basic Skills are contained herein under **Basic Skills** starting on page 15. Specialty Skills are listed with example specialties. Skills Groups are listed under their particular Skill Group starting on page 24.

Each Skill contains an entry that describes the Skill and provides suggested Ability + Skill combinations. These are not the only possible combinations, but are likely to be used most often. Each combination further provides details for **Success** and **Failure** and examples of **Difficulty Modifiers**.

SKILL ROLLS

When an action is being opposed, success is uncertain, or failure has consequences, the GM calls for a **Skill Roll** to be made. A Skill Roll is made by rolling two dice, adding the results, and then modifying as necessary. The GM or your character sheet defines what dice are required for the Skill Roll, referred to as an Ability + Skill combination.

First, declare what action is being attempted. Second, roll the dice as defined by the GM or your character sheet. Third, sum the results of the two dice and modify as necessary. Finally, compare the result to the **Target Number** to determine if your roll is a Success or a Failure. You or the GM defines what happens action succeeds or fails, depending on the action.

Not every action requires a Skill Roll; driving a car doesn't require a Dexterity + Operating-automobiles roll, but driving a car during a high-speed chase while weaving through traffic does.

ABILITY + SKILL COMBINATIONS

EGS utilizes different Ability + Skill combinations to create a plethora of action types. These combinations are given in multiple ways, but are all considered Skill Rolls.

- **Ability + Skill:** Make the Skill Roll using the die type for the given Ability plus the die type for the given Skill.
- **Ability + Ability:** Make the Skill Roll using the die type for the first Ability plus the die type for the second Ability.
- **Ability x2:** Make the Skill Roll using the die type for the given Ability, then double the results.

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- **Ability or Ability + Skill:** Choose which listed Ability is better suited to the character; then make the Skill Roll.
- **Ability + Skill or Skill:** Choose which listed Skill is better suited to the character; then make the Skill Roll.
- **Ability or Ability + Skill or Skill:** Choose which listed Ability is better suited to the character and then choose which listed Skill is better suited to the character; then make the Skill Roll.

During an adventure, specific Skill Rolls are written as **Difficulty Name (Modifier) Ability + Skill** such as Challenging (-2) Strength + Athletics. When an action does not define a specific Skill Roll, the GM or player may choose the Ability + Skill combination that best suits the action being performed.

OPPOSED ROLLS

Opposed Rolls are Skill Rolls being actively opposed by another character whereas the other character is trying to affect the outcome of that action. The character declaring the action is called the **Aggressor**. The character opposing the action is called the **Defender**; the Defender must choose a Skill Roll that can affect the Aggressor's action (such as insight vs. lying).

Each character makes a Skill Roll. Whoever rolls the highest wins the Opposed Roll. Ties go to the Aggressor as the Defender is effectively establishing the Target Number to meet or exceed.

UNOPPOSED ROLLS

Unopposed Rolls are Skill Rolls not being actively opposed by another character. They still carry some type of uncertainty or consequence for failure, but the Target Number is based on a static number and difficulty.

The Aggressor makes the Skill Roll and must meet or exceed the Target Number assessed by the GM, setting, or adventure.

Except for Defense, unopposed rolls carry a Target Number of 7; the roll can be modified up or down from there given the difficulty of the action being performed. Using the example above, a Challenging (-2) Strength + Athletics Skill Roll must roll 9 or higher to succeed.

[Optional] Measuring Success: Exceeding greater levels of difficulty may be used to measure success. For example, a Dexterity + Mechanisms roll of 7 opens the lock in 2 minutes; a roll of 9 opens the lock in 1 minutes; a roll of 11 opens the lock in 30 seconds.

DIFFICULTY MODIFIERS

Not every action is equal. Some are easier or more difficult than others. To represent this, the GM may adjust the difficulty of the action by applying a modifier to the Skill Roll.

Modifiers are added after the Ability + Skill combination roll is made. The sum of those two dice modified with the following difficulty levels is the final Skill Roll result.

Difficulty	Modifier	Automatic Success
Trivial	+3	18
Routine	+2	20
Average	0	22
Challenging	-2	24
Hard	-4	26
Difficult	-6	28
Daunting	-8	None
Overwhelming	-10	None

SUCCESS

A Skill Roll equal to or greater than the Target Number is considered a Success; the action being attempted occurs. For Unopposed Rolls, the Target Number is 7; for Unopposed Combat Rolls, the Target Number is equal to the target's Defense value; for Opposed Rolls, the Target Number is equal to the Defender's Skill Roll.

FAILURE

A Skill Roll less than the Target Number is considered a Failure; the action being attempted either doesn't occur or occurs with some sort of mishap or consequence applied to the outcome of the action (GM's choice).

SKILL ROLL MODIFIERS

Additional Skill Roll modifiers exist that can affect the final Skill Roll result. This includes equipment, conditional modifiers (environment, range, cover, fatigue, etc.), Hero Points, Talents, and Backgrounds. When one of these apply, the modifier is once again applied to the sum of the Ability + Skill combination roll to determine if the Skill Roll result is equal to or greater than the Target Number.

CRITICAL SUCCESS

A Skill Roll equal to or greater than the Target Number where both Ability + Skill combination dice roll the same number or the highest possible number on both dice is considered a **Critical Success**. When this happens, the character gains a single Hero Point to be spent immediately.

This Hero Point does not count toward the character's maximum Hero Points.

Some situations change the occurrence of a Critical Success:

- **No Chance of Success:** If the Difficulty Modifier exceeds the character's Ability + Skill combination and applicable modifiers, a Critical Success turns the action into a Success, but without providing a Hero Point.
- **Opposed Rolls:** If both character's in an Opposed Roll roll the highest possible number on both dice, the Opposed Roll is repeated with both character's gaining a Hero Point to spend on the second Opposed Roll.
- **Untrained Skills:** If making a Skill Roll using an untrained Skill, Critical Success only occurs if a Hero Point is spent; the additional +d6 is considered the second die for the purposes of determining a Critical Success.

CRITICAL FAILURE

A Skill Roll less than the Target Number where both Ability + Skill combination dice roll the same number is considered a **Critical Failure**. When this happens, the GM can either gain a Hero Point to use against that character before the beginning of that character's next turn or have something detrimental happen to that character (e.g. a weapon jamming, falling while climbing, or hitting a pole while driving).

Some situations change the occurrence of a Critical Failure:

- **No Chance of Success:** If the Difficulty Modifier exceeds the character's Ability + Skill combination and applicable modifiers, a Critical Failure results in something detrimental happening to the character; there is no option for a Hero Point.
- **Opposed Rolls:** During Opposed Rolls, a Critical Failure awards a Hero Point to the other character to be spent immediately on that action. If the other character is controlled by a player, the player chooses a Hero Point or something detrimental happening to the other character; that Hero Point does not count toward the character's maximum Hero Points
- **Opposed Rolls:** If both character's in an Opposed Roll roll a 1 on both dice, the Opposed Roll is repeated with both character's incurring a -2 penalty to the second Opposed Roll.
- **Opposing Critical:** During an Opposed Roll, if one character rolls a Critical Success and the other a Critical Failure, the Critical Success is awarded two Hero Points instead of one.

AUTOMATIC SUCCESS

The Difficulty Modifier table shows a value for **Automatic Success**. If the sum of the Ability + Skill combination die types is equal to or greater than this value, the action is considered a Success without a Skill Roll being required.

No additional modifiers are considered when determining an Automatic Success, but a character can spend a Hero Point to gain +d6 and add that die type to the Ability + Skill combination sum to gain Automatic Success. This is only allowed if the new sum will equal or exceed the Automatic Success value.

Using the previous example, a character with Strength d8 and Athletics d10 has an Ability + Skill combination sum of 18. The Challenging (-2) Strength + Athletics roll has an Automatic Success value of 24; by spending a Hero Point (+d6), the new Ability + Skill combination sum is 24.

UNTRAINED SKILL ROLL

Skill Rolls made using Basic Skills can be made using untrained Skills (a Skill that has not been purchased at d4 and is effectively 0). This Skill Roll is made with only the linked Ability and not the Skill.

Untrained Skill Rolls can only be done with Basic Skills (no Specialty Skill or Skill Groups allowed). Modifiers apply as usual and the character may spend a Hero Point to increase the final Skill Roll result.

[Optional] Similar Specialties: Settings that make use of many Specialty Skill focuses may have Specialties closely related to a Skill Roll. The Untrained Skill Roll can be made using the closely related Specialty Skill instead, but the Skill Roll incurs a -4 penalty.

COOPERATIVE ROLLS

Characters may choose to aid another character's Skill Roll. Choose an Ability + Skill combination that relates to providing assistance and make a Skill Roll with an Average difficulty; this is called a **Cooperative Roll**. A Success provides a +2 bonus to the other character's subsequent Skill Roll.

GROUP ROLLS

When performing an action that requires numerous characters, it may be easier to make a single **Group Roll** instead of many individual Skill Rolls as follows:

1. Choose an Ability + Skill combination.
2. Only characters with that Ability + Skill combination may be included in the Group Roll (no Untrained Skill Rolls allowed).
3. Average the chosen Ability's die type among all participating characters, rounding up. The resulting average die type is used as the Group Roll's Ability.
4. Average the chosen Skill's die type among all participating characters, rounding up. The resulting average die type is used as the Group Roll's Skill.
5. Individual characters can spend Hero Points, but only to increase the die type of their Skill when determining the average die type.
6. Make a Skill Roll using the assigned Group Roll's Ability + Skill die types.
7. The final Skill Roll result is applied to every character participating in the Group Roll.

BASIC SKILLS

Suggested Ability + Skill combinations shown below are used outside of combat unless otherwise noted. Non-combat Skill Rolls during combat are considered **Combat Maneuvers**.

ACROBATICS

Acrobatics is a measurement of a character's ability to perform acrobatic maneuvers and make quick reactions that require finesse and precision. It includes balancing on a beam, leaping across buildings, and running on unstable platforms.

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Dodge (Dexterity + Acrobatics): is the ability to get out of the way by either ducking, side-stepping, or making some other maneuver. This can be used in and out of combat.

- **Success:** The character is able to get out of the way of what is incoming.
- **Failure:** The character is hit by whatever is incoming.
- **Difficulty Modifiers:** Routine (+2) if the character has ample time to determine the safest direction to go. Challenging (-2) if the character only has seconds to react. Hard (-4) if the character is caught off-guard. Opposed Roll when used during combat.

Jump (Dexterity + Acrobatics): is the ability to go over an obstacle.

- **Success:** The character performs a standing jump up to a number of feet equal to half his Speed. Running at least 10ft allows him to leap up to a number of feet equal to his Speed.
- **Failure:** The character is unable to clear the obstacle.
- **Difficulty Modifiers:** Routine (+2) if the character is jumping from a higher location to a lower location. Challenging (-2) if the character is jumping from a lower location to a higher location. Hard (-4) if the surface the character is standing or landing on is slippery. Difficult (-6) if both standing on and landing on surfaces are slippery.

ATHLETICS

Athletics is a character's prowess in regards to performing physical activities. It's used for sports-related activities and actions that require movement mostly powered by the muscles including thrown weapons and unarmed combat.

Climb (Strength + Athletics): is the ability to ascend or descend surfaces and objects. In ideal conditions, objects such as ladders do not require a Skill Roll.

- **Success:** The character moves a number of feet equal to half his Speed.
- **Failure:** The character makes no or very little progress.
- **Difficulty Modifiers:** Routine (+2) when using proper climbing equipment. Challenging (-2) if climbing a surface with limited handholds. Hard (-4) if climbing a slippery surface.

Fight (Dexterity + Athletics): is the ability to attack and defend during unarmed hand-to-hand combat. This includes street brawling, martial arts, and grappling. This can be used in and out of combat, but an unarmed defense can only stop an unarmed attack; weapon attacks cannot be defended.

- **Success:** The character's action is successful and the outcome depends on the purpose – martial arts and street brawling produces unarmed damage while grappling means the target is held. If this is a **Defend Roll** against an unarmed attack, the attack is successfully blocked.
- **Failure:** The Aggressor's action fails and deals no damage, fails to grab the target, etc. The Defender's action fails and incurs unarmed damage.

- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for fight.

Marathon (Vitality + Athletics): is the ability to perform athletic actions for an extended period of time as a measure of pace. "Extended period of time" depends on the activity – characters can jog for a number of hours equal to half their Vitality die; beyond that could require a marathon Skill Roll.

- **Success:** The character endures and continues at the same pace.
- **Failure:** The character's pace is reduced.
- **Difficulty Modifiers:** Routine (+2) if the character had previously trained for this activity. Challenging (-2) if the terrain is hilly. Hard (-4) if the terrain is hilly and the environmental conditions are not ideal.

Swim (Strength + Athletics): is the ability to swim through or float in water and hold his breath. Characters can hold their breath for a number of Combat Rounds equal to Vitality.

- **Success:** The character moves a number of feet equal to half his Speed.
- **Failure:** The character makes no or very little progress.
- **Critical Failure:** The character begins to drown, requiring a second roll to be made to recover. If that second roll succeeds, the character moves on but gains one level of Fatigue. If that second roll fails, the character is still drowning and gains two levels of Fatigue.
- **Difficulty Modifiers:** Routine (+2) if swimming with a current. Challenging (-2) if swimming against a slight current. Hard (-4) if swimming against a current.

Throw (Strength + Athletics): is the ability to hurl an object through the air and land on or near the desired target. This can be used in and out of combat.

- **Success:** The object hits the target or nearby if desired.
- **Failure:** The object misses the target completely.
- **Difficulty Modifiers:** Routine (+2) if the distance to the target is known. Challenging (-2) if the target is moving away or sideways. Hard (-4) if the target is moving erratically.

AWARENESS

Awareness is a character's ability to detect things, by using the five senses, or understand the world around them, by interpreting others' actions.

Evade (Dexterity + Awareness): is the ability to sense or notice something incoming and quickly get out of its way. This can be used in and out of combat.

- **Success:** The character is able to get out of the way of what is incoming.
- **Failure:** The character is hit by whatever is incoming.
- **Difficulty Modifiers:** Routine (+2) if the incoming object makes a noise. Challenging (-2) if the character is distracted by the surrounding environment. Hard (-4) if the incoming object is completely obscured or the character has no means of seeing it.

Insight (Psyche + Awareness): is the ability to read another's body language or understand the deeper meaning of their words, such as being sympathetic or empathetic. Insight can be used to oppose Bluff and Disguise as an Opposed Roll.

- **Success:** The character is able to relate with the target and has a better understanding of what is being said.
- **Failure:** The character can only take the target's words at face value.
- **Difficulty Modifiers:** Routine (+2) if the target is a close friend or family member. Challenging (-2) if the target is unknown to the character. Hard (-4) if the target is of a different species, race, or culture completely unknown to the character.

Search (Perception + Awareness): is the ability to locate or notice something, or someone, when actively seeking it. Search can be used to oppose Move Silently and Sleight of Hand.

- **Success:** The character locates the object or person.
- **Failure:** The character is unaware of the object or person or unaware of its location.
- **Difficulty Modifiers:** Routine (+2) if the character is fully aware of what the object or person looks like before searching. Challenging (-2) if the character does not know what the object looks like and only has a vague idea of what to look for. Hard (-4) if the character has no idea what to look for and is simply looking for something out of the ordinary.

CRAFTING*

Crafting is a character's ability to create common and uncommon items associated with some type of art form or hand-crafting/forging.

Examples: Armor, cartography, explosives, scrimshaw, weapons

Appraise Armor (Intelligence + Crafting-armor): is the ability to understand the value of armor for the purpose of buying, selling, or haggling.

- **Success:** The price is reduced by 20% (at the GM's discretion).
- **Failure:** The character pays the posted cost.
- **Difficulty Modifiers:** Routine (+2) if the character has purchased the armor elsewhere or knows the seller well. Challenging (-2) if the armor is considered exotic. Hard (-4) if the character has never seen armor like it before.

Craft Sword (Psyche + Crafting-weapons): is the ability to create bladed weapons from metal.

- **Success:** The sword is created.
- **Failure:** The sword is poorly created and suffers from some type of hindrance assigned by the GM.
- **Difficulty Modifiers:** Routine (+2) if the character has created that sword before using the same type of material. Challenging (-2) if the character is creating something com-

pletely new or using a mostly unknown material. Hard (-4) if the character is crafting an exotic or alien sword or using material of an unknown origin. Difficult (-6) if the character is crafting an exotic or alien sword and using material of an unknown origin.

Demolition (Intelligence + Crafting-explosives): is the ability to set-up and execute demolition or to dismantle someone else's demolition set-up.

- **Success:** The character does exactly what is meant to be done.
- **Failure:** The character performs the job and suffers some type of hindrance assigned by the GM.
- **Difficulty Modifiers:** Routine (+2) if the demolition work is the same as what the character has done before. Challenging (-2) if the character is attempting to do it very quickly or the set-up is unknown. Hard (-4) if the character is attempting to do it very quickly and the set-up is unknown.

DECEPTION

Deception is a character's ability to mislead others through lying, trickery, or illusions.

Bluff (Charisma + Deception): is the ability to convince someone of what he's saying through the use of deceit.

- **Success:** The target believes the character.
- **Failure:** The target does not believe the character.
- **Difficulty Modifiers:** Bluff is an Opposed Roll. The GM may offer bonuses based on what actions the character employs to enhance the bluff (e.g. +2 for a distraction, +1 for wearing sunglasses, etc.).

Disguise (Psyche + Deception): is the ability to convince others that he is someone else while masking his appearance.

- **Success:** The target thinks the character is someone else.
- **Failure:** The target knows it is the character regardless of the disguise.
- **Difficulty Modifiers:** Disguise is an Opposed Roll. The GM should offer bonuses based on the extent the character goes to in regards to the disguise (e.g. +1 for a change of look, +2 for a complete makeover, +3 to completely alter appearance such as characters in a movie, etc.).

Taunt (Spirit + Deception): is the ability to draw someone's attention toward them and away from anything else.

- **Success:** The target only pays attention to or interacts with the character, approaches the character, or gives chase.
- **Failure:** The target ignores the character.
- **Difficulty Modifiers:** None; Taunt is an Opposed Roll, but the opposed Ability + Skill combination should be based on the type of taunting being employed (emotional, mental, physical, fear, etc.).

DIPLOMACY

Diplomacy is used for all honest interaction between parties. If the character truly believes what they are saying, even if they are wrong, Diplomacy is still used.

Command (Spirit + Diplomacy): allows a character to give orders to his subordinates. The target of these orders must be within hearing range of the character's voice or communication device. Command should only be required when the orders are given in a special code or the subordinates are not fully beneath the character's direction. This can be used in and out of combat.

- **Success:** If able, the subordinate performs the requested command.
- **Failure:** The subordinate cannot hear or misinterprets the command.
- **Difficulty Modifiers:** Routine (+2) if signals or hand gestures to use for commands are pre-established and then employed. Challenging (-2) if the subordinate does not wish to perform the action, but does so reluctantly. Hard (-4) if the subordinate is entranced by a third party.

Influence (Charisma + Diplomacy): is the ability to convince others to do or believe something different.

- **Success:** The target goes along with the character's wishes, within reason.
- **Failure:** The target rejects the character's wishes.
- **Difficulty Modifiers:** Routine (+2) if the target is attracted to the character. Challenging (-2) if the target is aloof to the character's opinions. Hard (-4) if the target opposes all of the character's opinions.

Negotiate (Intelligence + Diplomacy): is the ability to form an agreement between two or more parties. Negotiation includes contracts, haggling, and bartering.

- **Success:** The negotiation favors the character.
- **Failure:** The negotiation favors the opposition.
- **Difficulty Modifiers:** Routine (+2) if the character is well practiced in the subject matter. Challenging (-2) if the opposition clearly has the upper hand. Hard (-4) if the character is attempting to negotiate some completely unfamiliar.

Oratory (Psyche + Diplomacy): is the ability to speak fluently in front of a large group and have them hang on to every word spoken.

- **Success:** The audience is enthralled by the character and listens attentively to every word spoken.
- **Failure:** The audience is bored and tunes out.
- **Difficulty Modifiers:** Routine (+2) if the character has an outstanding reputation, is famous, or is known to be a subject matter expert. Challenging (-2) if the audience has only marginal interest in the subject matter. Hard (-4) if the audience is easily distracted by other things.

FIREARMS

Firearms is a character's ability to use projectile weapons that have some type of bullet, superheated element, or explosive. Simple projectile weapons, like bows, crossbows, and slingshots, use Range. Firearms can be used in and out of combat.

Shoot-large (Strength + Firearms): is the ability to utilize firearms that require two hands to operate.

- **Success:** The target is hit.
- **Failure:** The target is missed.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for shoot-large.

Shoot-small (Dexterity + Firearms): is the ability to utilize firearms that require one hand to operate.

- **Success:** The target is hit.
- **Failure:** The target is missed.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for shoot-small.

Suppressive Fire (Strength + Firearms): is the ability to utilize two-handed, automatic firearms to force targets behind cover or prone, prevent them from entering an area, or clean an open area.

- **Success:** The target must seek cover or leave the area.
- **Failure:** The target is missed.
- **Difficulty Modifiers:** None; suppressive fire is an Opposed Roll.

GAMING

Gaming is used for all types of betting and organized gameplay including cheating and detecting if others are cheating. When a group of individuals are playing a game, whoever rolls highest using their Gaming skill is the winner.

Compete (Vitality + Gaming): is the ability to play a marathon of games over an extended period of time in the form of a tournament.

- **Success:** The character wins the tournament.
- **Failure:** The character loses the tournament.
- **Difficulty Modifiers:** Compete is best resolved as an *Extended Skill Test*.

Gamble (Psyche + Gaming): is the ability to play games of chance and includes gameplay, cheating, and detecting other players cheating (detecting requires an Opposed Roll).

- **Success:** The character wins the game.
- **Failure:** The character loses or is found to be cheating.
- **Difficulty Modifiers:** Routine (+2) if the character has a history of regularly winning the game. Challenging (-2) if the character rarely plays the game, but has played similar games. Hard (-4) if the character has never played the game, but is familiar with that style of game.

Play (Intelligence + Gaming): is the ability to play games of skill and includes gameplay, cheating, and detecting other players cheating (detecting requires an Opposed Roll).

- **Success:** The character wins the game.
- **Failure:** The character loses or is found to be cheating.
- **Difficulty Modifiers:** Routine (+2) if the character has a history of regularly winning the game. Challenging (-2) if the character rarely plays the game, but has played similar games. Hard (-4) if the character has never played the game, but is familiar with that style of game.

HUSBANDRY

Husbandry allows a character to control and command animals, perform general domestication, and ride mounted animals during combat. During mounted combat, Husbandry is used instead of a combat skill as the character must be able to demonstrate prowess while riding an animal to properly attack a target.

Animal Handling (Intelligence + Husbandry): is the ability to control and train pack animals.

- **Success:** The animal moves one category in the following order: non-domesticated, domesticated untrained, domesticated trained.
- **Failure:** The animal attacks the handler, causing damage per its natural weapon.
- **Difficulty Modifiers:** Routine (+2) if the animal is domesticated and friendly. Challenging (-2) for domesticated but untrained animals. Hard (-4) if the animal is non-domesticated. Difficult (-6) if the animal is considered exotic and is non-domesticated.

Domesticate (Psyche + Husbandry): is the ability to tame non-pack animals, possibly making them a pet.

- **Success:** The animal moves one category in the following order: wild, unfriendly, friendly.
- **Failure:** The animal attacks the character, causing damage per its natural weapon.
- **Difficulty Modifiers:** Routine (+2) if the animal is friendly but has lost its owner. Challenging (-2) if the animal is wild but regularly domesticated. Hard (-4) if the animal is wild and would be considered an exotic pet. Difficult (-6) if the animal is wild and hostile toward the character.

Ride (Dexterity + Husbandry): is used for riding an animal while racing, chasing, or during mounted combat. Riding an animal in this fashion is only allowed if the animal is considered domesticated trained. This can be used in an out of combat.

- **Success:** Depends on the action being performed. If racing, the character maintains a lead. If chasing, the character maintains position. If attacking, the attack hits.
- **Failure:** Depends on the action being performed. If racing, the character loses a position. If chasing, the target begins to pull ahead. If attacking, the attack misses.

- **Difficulty Modifiers:** Routine (+2) is only allowed with proper equipment. Challenging (-2) if the animal is cantering. Hard (-4) if the animal is galloping.

INTIMIDATION

Intimidation is a character's ability to pressure others into admitting something wrong, cracking under the pressure of the character, break someone's will, etc.

Frighten (Spirit + Intimidation): is the ability to use scare tactics to elicit a response or cow the target.

- **Success:** The target gives in to the character's demands.
- **Failure:** The target shrugs off the character's demands.
- **Difficulty Modifiers:** Routine (+2) if the character is wielding a weapon while the target is not. Challenging (-2) if the target is larger than the character. Hard (-4) if the target is supernatural while the character is not.

Interrogate (Charisma + Intimidation): is the ability to use probing tactics to elicit a response from an unwilling party.

- **Success:** The target answers the character's questions.
- **Failure:** The target maintains silence or composure.
- **Difficulty Modifiers:** Routine (+2) if the character knows something bad about the target. Challenging (-2) if the target has a history of standing up to interrogation. Hard (-4) if the character is likely more frightened of the target than the target is of the character.

INVESTIGATION

Investigation is used for searching through physical objects, media, libraries, open spaces, or electronic interfaces to gather information or clues and deciphering the clues that have already been found. To gather information from people, use Streetwise.

Crime Scene Investigation (Perception + Investigation): is the ability to gather and decipher clues.

- **Success:** The clue is found or is the scene is properly understood.
- **Failure:** The character finds nothing or fails to gain an understanding of what has been found.
- **Difficulty Modifiers:** Routine (+2) if the character knows exactly what to look for or has extensive experience understanding similar situations. Challenging (-2) if the character has a vague idea of what to do. Hard (-4) if the character has no idea and is simply searching for something that jumps out.

Forensics (Psyche + Investigation): is the ability to examine and analyze objects and information related to an event that occurred in the past. This includes criminal investigations and studying the ancient world.

- **Success:** The character successfully and correctly analyzes the object or information.
- **Failure:** The character is either unsuccessful or incorrectly analyzes the object or information.

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- **Difficulty Modifiers:** Routine (+2) if the character is well-versed in that type of analysis. Challenging (-2) if the character is able to identify objects and information based on others' findings, but does not really understand them. Hard (-4) if the character knows how to gather the information but has no idea what any of it means.

Research (Intelligence + Investigation): is the ability to search for information within a library or other media.

- **Success:** The character finds the right information.
- **Failure:** The character finds nothing or finds misleading information.
- **Difficulty Modifiers:** Routine (+2) if the subject matter is well-known to the character. Challenging (-2) if the character is researching a new subject, but already knows subjects similar to that one. Hard (-4) if the character is researching something completely foreign.

LANGUAGE*

Language is a character's knowledge of a language other than their native one. This includes speaking, understanding, writing, and reading. Each die type represents how much the character has studied that language; higher is better.

Examples: English, French, German, Greek, Hebrew, Italian, Mandarin, Spanish

Communicate (Intelligence + Language-Spanish): speak to another party using a language not native to the character.

- **Success:** The character is able to speak intelligently to others.
- **Failure:** The character stumbles through the interaction and possibly gets things wrong.
- **Difficulty Modifiers:** Routine (+2) if the character has used the language within the past year. Challenging (-2) if it has been over a decade since the character used the language. Hard (-4) if it has been over two decades since the character used the language.

Translate (Psyche + Language-Mandarin): is the ability to translate to and from a foreign language or simply interact with people from a foreign nation.

- **Success:** The character properly translates the foreign language.
- **Failure:** The character cannot translate the foreign language or does so incorrectly.
- **Difficulty Modifiers:** Routine (+2) if the character has used the language within the past year. Challenging (-2) if it has been over a decade since the character used the language. Hard (-4) if it has been over two decades since the character used the language.

MECHANISMS

Mechanisms is a character's ability to bypass locks, traps, and security systems. Mechanisms is also used to fix common, mechanical, or simple items, particularly those that couldn't

be covered by another skill. This requires use of proper tools or handheld devices.

Bypass Security (Intelligence + Mechanisms): is the ability to bypass an electronic security system that contains some type of logic.

- **Success:** The character bypasses the security system without alerting anyone.
- **Failure:** The character fails to bypass the security system or does so while alerting authorities.
- **Difficulty Modifiers:** Routine (+2) if the character has researched the security system beforehand. Challenging (-2) if the security system is new to the character. Hard (-4) if the character does not have the proper tools or devices.

Pick Lock (Intelligence + Mechanisms): is the ability to bypass mechanical locks.

- **Success:** The character successfully opens the lock.
- **Failure:** The character fails to open the lock.
- **Difficulty Modifiers:** Routine (+2) if the lock is simple or old. Challenging (-2) if the lock is new technology. Hard (-4) if the character does not have the proper tools.

Repair-simple (Dexterity + Mechanisms): is the ability to repair simple, everyday devices, particularly those common to a setting. High and advanced technology requires a Science Skill; vehicles require Operating.

- **Success:** The item is successfully repaired.
- **Failure:** The character fails to repair the item or does so inadequately, causing it to fail soon after.
- **Difficulty Modifiers:** Routine (+2) if the character has specialty training on that particular type of technology. Challenging (-2) if the technology is new or unknown to the character. Hard (-4) if the character does not have the proper tools.

MEDICINE

Medicine is used to apply first aid and treat damage and trauma. It aids natural methods of healing, using medicine, and all other types of medical and psychological healing (as opposed to magical healing).

First Aid (Intelligence + Medicine): is the ability to provide some type of healing to non-serious wounds.

- **Success:** Wounded characters gain +1 Health. Characters with greater than 50% of maximum Health left gain +2 Health.
- **Failure:** No Health increase, but it also does not decrease.
- **Difficulty Modifiers:** Routine (+2) if the character has specialty training in providing first aid. Challenging (-2) if the character applying first aid is Wounded. Hard (-4) if the character does not have the proper items to provide first aid.

Surgery (Psyche + Medicine): is a character's ability to repair serious injuries above and beyond simply applying first aid.

- **Success:** Dying and Injured characters gain +1 Health. Use first aid for Wounded and better characters.
- **Failure:** No Health increase and the target character fails to stabilize, where applicable.
- **Difficulty Modifiers:** Routine (+2) if the character has specialty training in performing surgery. Challenging (-2) if the target character is Dying. Hard (-4) if the character does not have all the necessary tools to perform surgery.

MELEE

Melee is a character's ability to use hand weapons for close combat. Thrown weapons and unarmed combat are covered by Athletics. It encompasses all types of melee weapons including improvised ones. Melee can be used in and out of combat.

Melee Attack-large (Strength + Melee): is the ability to attack with two-handed melee weapons.

- **Success:** The character hits the target.
- **Failure:** The character misses the target.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for melee attack-large.

Melee Attack-small (Dexterity + Melee): is the ability to attack with one-handed melee weapons.

- **Success:** The character hits the target.
- **Failure:** The character misses the target.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for melee attack-small.

Parry-large (Strength + Melee): is the ability to block an incoming melee attack while wielding a two-handed melee weapon or medium or large shield. Shields can also parry ranged attacks.

- **Success:** The character blocks the attack.
- **Failure:** The attack hits the character.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for parry-large.

Parry-small (Dexterity + Melee): is the ability to block an incoming melee attack while wielding a one-handed melee weapon or small shield. Shields can also parry ranged attacks.

- **Success:** The character blocks the attack.
- **Failure:** The attack hits the character.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for parry-small.

NETWORKING*

Networking is a character's ability to recall facts about or utilize persons within specific organizations or generalized groups. It is a measurement of how well the character can interact with the chosen organization considering standard protocols, secret passwords, code words, hierarchy, and who the best contact is.

Examples: Dockworkers, mafia, merchants, politicians, thieves

Call in a Favor (Charisma + Networking-merchants): is the ability to utilize a network of people to have a certain act performed by someone else.

- **Success:** The favor is fulfilled.
- **Failure:** The network doesn't care about the favor and ignores the character.
- **Difficulty Modifiers:** Routine (+2) if the network is considered familial or family-like. Challenging (-2) if the character is new to the network. Hard (-4) if the character is not really trusted by the network or is viewed as an outsider.

Contact (Intelligence + Networking-politicians): is the ability to find or interact with a specific person or group of people within a given network.

- **Success:** The character finds the right person or is successful in a necessary interaction.
- **Failure:** The character cannot locate the right person or the network provides distractions so the person can get away.
- **Difficulty Modifiers:** Routine (+2) if the character is a member of the network by birth, adoption, acquisition, employment, etc. Challenging (-2) if the character is new to the network. Hard (-4) if the character is not really trusted by the network or is viewed as an outsider.

OPERATING*

Operating is a character's ability to utilize different types of air, land, or sea vehicles. For operating vehicles commonplace to the setting, no roll is needed. Operating rolls should only be used in stressful situations, such as during chase scenes. This can also be genre dependent in relation to how accessible certain vehicles are.

Example: *Driving a car in a contemporary setting is considered extremely accessible and commonplace, rarely requiring an Operating roll.*

Operating is a catch-all skill for most things related to the chosen Specialty. This includes driving, maintaining, repairing, navigating, sailing, handling, utilizing weapons, and mundane things such as tying knots for boats.

Examples: Aircraft, automobiles, boats, motorcycles, spacecraft, stagecoach

Astral Navigation (Intelligence + Operating-spacecraft): is the ability to determine direction and location while traveling through outer space.

- **Success:** The character uses cosmic objects to reach the destination.
- **Failure:** The spacecraft gets lost or simply ends up in the wrong place.
- **Difficulty Modifiers:** Routine (+2) if the planetary system or galaxy is well-known to the character. Challenging (-2) if the system is obscured by debris or dust, making navigation difficult. Hard (-4) if the character has no knowledge

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of the system or galaxy and does not have any astral maps to navigate with.

Fly (*Intelligence + Operating-aircraft*): is the ability to operate an aircraft safely to a chosen destination.

- **Success:** The character safely flies to the destination.
- **Failure:** The aircraft is forced to make an emergency landing or the flight is very bumpy and possibly damages something.
- **Difficulty Modifiers:** Routine (+2) if the character has logged hundreds of hours in that or similar aircraft. Challenging (-2) if the character has never flown that type of aircraft, but understands the fundamentals and has flown other types of aircraft. Hard (-4) if the character has never actually flown before and has only used simulation.

Race (*Intelligence + Operating-automobiles*): is the ability to compete against other automobiles.

- **Success:** The character maintains position.
- **Failure:** The character loses a position.
- **Difficulty Modifiers:** Routine (+2) if the character frequently races or is specially trained. Challenging (-2) if the vehicle is foreign to the character. Hard (-4) if the character has never actually raced before.

Repair-vehicle (*Dexterity + Operating-motorcycles*): is the ability to fix or maintain a motorcycle.

- **Success:** The character fixes the motorcycle or performs the proper maintenance.
- **Failure:** The character does not fix the motorcycle or performs the wrong maintenance.
- **Difficulty Modifiers:** Routine (+2) if the character frequently performs repairs or is specially trained. Challenging (-2) if the motorcycle is foreign to the character. Hard (-4) if the character has never repaired or maintained a motorcycle before.

Seafaring (*Dexterity + Operating-ships*): is the ability to determine direction and location while traveling across a large body of water.

- **Success:** The character uses the stars, wind, and landscape to reach the destination.
- **Failure:** The ship gets lost or simply ends up in the wrong place.
- **Difficulty Modifiers:** Routine (+2) if the route is well-known to the character. Challenging (-2) if storms are making it difficult to understand direction. Hard (-4) if the character has no knowledge of the route and does not have any maps to navigate with.

PERFORMING*

Performing is a character's ability to execute their familiarity of the performing arts. The chosen Ability for Skill Rolls should match the art being performed in relation to what type of physical or mental requirements it has.

Examples: Act, cook, dance, paint, scribe, sing

Ballet (*Dexterity + Performing-dance*): allows a character to perform a given art that contains a movement component in front of an audience.

- **Success:** The performance is flawless and the audience thoroughly enjoys it.
- **Failure:** The performance is not the best and the audience is bored.
- **Difficulty Modifiers:** Routine (+2) if the performance has been thoroughly practiced. Challenging (-2) if the performance includes known moves, but has not been practiced. Hard (-4) if the character is adlibbing.

Concert (*Psyche + Performing-sing*): allows a character to perform a given art that contains a vocal component in front of an audience.

- **Success:** The performance is flawless and the audience thoroughly enjoys it.
- **Failure:** The performance is not the best and the audience is bored.
- **Difficulty Modifiers:** Routine (+2) if the song has been thoroughly practiced. Challenging (-2) if the character is familiar with the song, but has not practiced. Hard (-4) if the character is adlibbing.

RANGED

Ranged is a character's ability to use simple missile weapons for combat such as bows, slingshots, and other non-firearm weapons. Firearm weapons are covered by Firearms. Ranged can be used in an out of combat.

Ranged Attack-tension (*Strength + Ranged*): is the ability to utilize simple missile weapons requiring tension to fire the missile, such as bows and slingshots.

- **Success:** The character hits the target.
- **Failure:** The character misses the target.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for ranged attack-tension.

Ranged Attack-trigger (*Dexterity + Ranged*): is the ability to utilize simple missile weapons that operate using a trigger, such as a crossbow.

- **Success:** The character hits the target.
- **Failure:** The character misses the target.
- **Difficulty Modifiers:** Use combat modifiers or Opposed Rolls for ranged attack-trigger.

RESIST

Resist is a character's ability to persevere through external stimuli that cause fatigue or mental stress. It's used to gauge responses to one's mind and mental well-being, faith and religion, and body due to environmental hazards. These responses include resistance to intimidation, fear, and extreme climates.

Persist (*Vitality + Resist*): is a substitute Ability + Skill combination to Constitution (Vitality + Strength). In lieu of using

Strength, a character can use the Resist skill to withstand impairments or influences that debilitate or kill quickly, such as smoke, environmental hazards, disease or poison.

- **Success:** The character's body fights the attack and avoids or reduces the effect of the impairment.
- **Failure:** The character's body is not strong enough and succumbs to the symptoms brought on by the impairment.
- **Difficulty Modifiers:** Each impairment carries its own difficulty modifier based on its potency. Examples are provided under **Disease** on page 60 and **Poison** on page 62.

Willpower (Psyche + Resist): is the ability to resist intimidation tactics and fear caused by a terrifying experience.

- **Success:** The character's mind resists the influence.
- **Failure:** The character's mind succumbs to the influence and the outcome is based on the source of the influence.
- **Difficulty Modifiers:** Some influences may infer difficulty modifiers; otherwise Willpower is an Opposed Roll.

STEALTH

Stealth is the ability to hide, move silently, and perform acts without others noticing. It always requires a Skill Roll to avoid making too much noise or becoming easily visible. An unopposed roll is allowed until someone is actively opposing what the character is doing, typically using Awareness.

Eavesdrop (Perception + Stealth): is the ability to overhear someone else's conversation when they are not loud enough for everyone to hear.

- **Success:** The character is able to listen attentively to what is being said.
- **Failure:** The character cannot make out what is being said or hears it incorrectly.
- **Difficulty Modifiers:** Routine (+2) if the character is close enough to touch the people involved in the conversation. Challenging (-2) if there is a moderate amount of background noise. Hard (-4) if there is a lot of background noise.

Move Silently (Dexterity + Stealth): is the ability to move around without being noticed. This can be made easier or harder depending on environmental factors such as darkness and background noise.

- **Success:** The character is able to move about without anyone noticing.
- **Failure:** The character accidentally makes noise or steps out of cover.
- **Difficulty Modifiers:** Routine (+2) if the area is dark and the surface being traversed is soft. Challenging (-2) if the character is attempting to run instead of walk. Hard (-4) if the character is moving through normally loud terrain.

Sleight of Hand (Dexterity + Stealth): is the ability to steal or hide objects without anyone noticing.

- **Success:** No one notices the object.
- **Failure:** Someone notices the object.

- **Difficulty Modifiers:** Routine (+2) if there are other distractions in the immediate area. Challenging (-2) if the object cannot simply be "palmed" and must be hidden elsewhere. Hard (-4) if the character is surrounded by people looking his way.

STREETWISE

Streetwise is a character's ability to speak with people for the purpose of gathering information, following leads, or locating an individual.

Inquiry (Charisma + Streetwise): is used while locating willing parties, sometimes using misleading questions, to elicit a desired response.

- **Success:** The willing party is located.
- **Failure:** The character is unable to find the willing party, but at least people know the party is being sought out.
- **Difficulty Modifiers:** Routine (+2) if gathering information from those who already know the character or the willing party's last whereabouts are known. Challenging (-2) if searching through a foreign area or the character doesn't know where to start. Hard (-4) if searching through a foreign area and the character doesn't know where to start.

Locate (Intelligence + Streetwise): is used while locating unwilling parties, following lead after lead to get an exact location.

- **Success:** The unwilling party is located.
- **Failure:** The character is unable to find the unwilling party and is possibly warned by those suspicious of the character's motivations.
- **Difficulty Modifiers:** Routine (+2) when bribing those being questioned. Challenging (-2) if the character is generally disliked in that area. Hard (-4) if the unwilling party is considered an ally to many people in that area.

SURVIVAL

Survival is the ability to stay alive by locating food, water, and shelter. It can also be used to generalize hunting, as opposed to Firearms or Ranged, defining the ability to live off the land.

Build Shelter (Strength + Survival): is the ability to locate ample shelter to protect from inclement weather.

- **Success:** The character finds ample shelter for one person.
- **Failure:** The character fails to find shelter.
- **Difficulty Modifiers:** Routine (+2) if the character has tools that can be used to build a shelter. Challenging (-2) if the territory has less-than-ideal resources for shelter. Hard (-4) if the territory is located in an extreme climate zone.

Explore (Perception + Survival): is the ability to survey the land to know where potential food and shelter is or to find someone else living off the land.

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- **Success:** The character gains a deeper understanding of the immediate territory. All subsequent Survival rolls in the area gain a +2 bonus.
- **Failure:** The character does not understand the territory or possibly get lost.
- **Difficulty Modifiers:** Routine (+2) if the character has a map to aid in exploration or is learned in cartography and can create a map. Challenging (-2) if half of the territory is filled with difficult terrain. Hard (-4) if the majority of the territory is filled with difficult or hazardous terrain.

Forage (Intelligence + Survival): is the ability to find food, such as berries, plants, and nuts, to survive.

- **Success:** The character finds enough food for one person for one day.
- **Failure:** The character does not find any food.
- **Difficulty Modifiers:** Routine (+2) if the character can easily determine what food might be poisonous. Challenging (-2) if the territory has surpassed the last growing season and much of what's left is rotten. Hard (-4) if the territory has been suffering a catastrophe, such as flooding or drought.

Hunt (Dexterity + Survival): is the ability to find and shoot a wild animal to survive.

- **Success:** The character finds enough food for one person for two days.
- **Failure:** The character does not find any wild game or misses the target.
- **Difficulty Modifiers:** Routine (+2) if the territory has an abundance of wild game. Challenging (-2) if the territory contains primarily migratory animals that have left for the season. Hard (-4) if the territory has suffered a catastrophe, such as flooding or wildfire.

TRACKING

Tracking allows a character to follow anyone or anything through any type of terrain or across vast distances using visual or electronic means.

Chase (Vitality + Tracking): is the ability to follow someone over long distances as a measure of physical exertion and endurance.

- **Success:** The character is able to maintain the same distance from the target, never losing visual contact.
- **Failure:** The target is able to pull farther away from the character or visual contact is lost, but can be regained.
- **Difficulty Modifiers:** Routine (+2) if the target is wearing or carrying something that visually contrasts the area of the chase. Challenging (-2) if the target easily blends into the area of the chase. Hard (-4) if people in the territory are friendly to the target and attempt to stop or slow down the character.

Follow Footprints (Perception + Tracking): is the ability to follow a target by using visual indications, but the target cannot be seen.

- **Success:** The character maintains course and is able to follow the path of the target.
- **Failure:** The character loses the target's path or possibly gets lost.
- **Difficulty Modifiers:** Routine (+2) if the visual indications are very obvious, such as tracks in the snow or mud or large groups that left a large trail behind. Challenging (-2) if the target is making attempts to hide any traces left behind. Hard (-4) if the area contains many tracks that lead in other directions, forcing the character to choose exactly the right ones to follow.

Surveil (Intelligence + Tracking): is the ability to monitor a target's movements or whereabouts using various sources such as cameras, financial transactions, and cellphone tower locators.

- **Success:** The character is able to monitor the target's movements or successfully retraced past movements.
- **Failure:** The target remains elusive.
- **Difficulty Modifiers:** Routine (+2) if the target's location was being actively monitored before surveillance began, such as checking into a scheduled flight. Challenging (-2) if the target's initial whereabouts can only be pinpointed to a city. Hard (-4) if the target's initial whereabouts can only be pinpointed to a metropolitan area.

KNOWLEDGE SKILLS

Knowledge Skills are a character's familiarity with specific scholarly subjects. It is used to recollect facts and apply the character's understanding of the subject to the task at hand. It can also be used for specific actions based on the specific subject such as debating, teaching, and creating.

ARCHAEOLOGY

Archaeology is the study of mortal activity by recovering and analyzing material left behind by a given culture.

Excavation (Psyche + Archaeology): is the ability to locate cultural material by understanding where to look, how to look for it, why it's important, and what it might look like.

- **Success:** The character makes an important discovery.
- **Failure:** The character finds nothing or finds something misleading.
- **Difficulty Modifiers:** Routine (+2) if the targeted area has previously been surveyed. Challenging (-2) if the targeted area has been built over by an existing culture. Hard (-4) if the targeted area is significantly buried and its exact whereabouts are unknown.

ASTRONOMY

Astronomy is the study of the stars, including the sun, in relation to basic observation and movement. It can be used to determine time, season, and month, along with being used to navigate and determine basic direction.

Observation (Perception + Astronomy): is the ability to orient and navigate the cosmos for the purpose of acquiring data from the observations.

- **Success:** The character makes a notable find.
- **Failure:** The character finds nothing of note.
- **Difficulty Modifiers:** Routine (+2) if the targeted area has been observed, recorded, and analyzed previously to better identify new anomalies. Challenging (-2) if the targeted area has been observed, but little is recorded. Hard (-4) if the targeted area has never been previously observed.

BIOLOGY

Biology is the study of life and living organisms including physical structure, chemical processes, development, and evolution.

Physiology (Intelligence + Biology): is the ability to identify how mechanical, physical, or biochemical systems function and interact within a living organism.

- **Success:** The character is able to identify how the system works, such as identifying an immune system that is impervious to a plague.
- **Failure:** The character learns nothing from the study or comes to an incorrect conclusion.
- **Difficulty Modifiers:** Routine (+2) if the organism's systems have been studied for other purposes and are generally understood. Challenging (-2) if the organism has not been studied, but it is similar to another organism. Hard (-4) if the organism is generally unknown.

CHEMISTRY

Chemistry is the study of elements and compounds in regards to composition, structure, properties, behavior, and how they react to other elements and compounds.

Compounding (Intelligence + Chemistry): is the ability to know and understand what elements and compounds can be combined via chemical bonding to form new chemical compounds.

- **Success:** The character safely creates a new chemical compound.
- **Failure:** The character creates an unstable compound or one that simply does nothing.
- **Difficulty Modifiers:** Routine (+2) if the chemical composition of each element or compound is already well-understood. Challenging (-2) if the element or compound as familiar, but has not been studied before. Hard (-4) if one of the elements or compounds is unknown.

HISTORY

History, as an academic subject, is the collection, organization, presentation, and interpretation of past events.

Chronicle (Intelligence + History): is the ability to collate information and evidence regarding a historical event.

- **Success:** The character is able to depict an accurate and fair interpretation of past events based on the collected data.
- **Failure:** The character cannot extrapolate anything useful or incorrectly interprets what has been collected.
- **Difficulty Modifiers:** Routine (+2) if the event has previously been chronicled and the character is simply working on new evidence to provide updated theories. Challenging (-2) if no evidence has previously been found, but the event was written down and believed to be true. Hard (-4) if no evidence has previously been found and the event was only ever spoken about, not written down.

TOXICOLOGY

Toxicology is a multi-discipline science useful for identifying poisons, knowing what cures are available, understanding the potency of a poison, and being able to identify how to extract the anti-venom or serum to treat the poison.

Create Poison (Psyche + Toxicology): is the ability to create an item that requires combining different elements.

- **Success:** The character successfully creates a poison and an antidote for that poison.
- **Failure:** The character fails to create a poison or creates a poison that works, but an antidote that doesn't work.
- **Difficulty Modifiers:** Routine (+2) if the composition of the substances involved are already well-known. Challenging (-2) if the substances involved are familiar, but have not been studied before. Hard (-4) if at least one substance involved is unknown.

POLITICS

Urban centers are rife with politics and other social games. The study of such allows the character to understand the various politics involved in running the cities, what people are in charge, what people are in charge of, and how to manipulate the system to get what you want.

Debate (Charisma + Politics): is the ability to discuss a public topic in front of an assembly using opposing arguments.

- **Success:** The character wins the debate.
- **Failure:** The character loses the debate.
- **Difficulty Modifiers:** Routine (+2) if the character is well-versed in the subject matter being debated. Challenging (-2) if the subject matter is known to the character, but not understood. Hard (-4) if the character is simply winging it.

ZOOLOGY

Zoology is a branch of biology that deals with indigenous animals, both living and extinct. This includes an understanding of their ecosystems, classification, habits, and where they exist in relation to the environment. Creatures considered alien or supernatural fall under cryptozoology instead.

Taxonomy (Intelligence + Zoology): is the ability to classify animals on the basis of shared characteristics, possibly creating a hierarchy and identifying evolutionary relationships.

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- **Success:** The character properly classifies the animal, understanding where it fits on the food chain, where its ancestors likely came from, and how it interacts with the surrounding environment.
- **Failure:** The character doesn't understand the animal or classifies it improperly.
- **Difficulty Modifiers:** Routine (+2) if the animal is part of a known genus, but the species is new. Challenging (-2) if the animal is part of a known class, but all subsequent ranks are unknown. Hard (-4) if the animal is part of a known kingdom, but all subsequent ranks are unknown.

LORE SKILLS

Lore Skills are highly specialized, esoteric, forbidden, or supernatural disciplines usable as Knowledge Skills, for scholarly purposes, and Weird Skills, for utilizing Talents.

For guidance on success, failure, and difficulty modifiers, use the examples provided under Knowledge Skills for scholarly purposes. When used as a Weird Skill for utilizing Talents, use the mechanics governing Talents, starting on page 38.

ARCANA

Serving as the most basic of all arcane Weird Skills, Arcana is the fundamental knowledge about arcane energy and how it can be weaved, pushed, or pulled to perform extraordinary feats. It's an all-encompassing skill which covers multiple schools of learning in order to get a basic understanding of them all.

Sorcery (*Intelligence + Arcana*): is the ability to weave and manipulate arcane energy. Arcane energy is found everywhere and is buried within everything that isn't sentient. If it has a brain, arcane energy doesn't exist; otherwise there's energy locked away inside that can be used to do anything imaginable.

DEMONOLOGY

Demonology is the basic study of demons. Warlocks take those studies to new heights by learning the ins and outs of demons and the chaos realm through occult studies in order to acquire a sliver of that power to wield Talents.

Evoke (*Psyche + Demonology*): is the ability to manipulate chaos energy, the almost-living energy of the chaos realm, or beseech a demon dwelling in the chaos realm. The energy of the chaos realm knows no bounds and the demons that wield it enjoy basking in the ridiculousness of human desires.

There is a catch, however; chaos energy resists being used against itself. When a character uses demonology to wield a Talent against a being with the Demon Trait, attacks only do half damage even though they're considered magical. This includes utilizing a weapon that matches a demon's weakness if it's been empowered by one of the character's Talents (such as using *boost damage*).

DIVINATION

Divination is the act of calling upon the gods and goddesses to grant the power needed to perform extraordinary deeds. The character channels his thoughts or spirit into the cosmos, connecting to either the Pantheon or a divine messenger. If successful, he is blessed with supernatural abilities, harnessing the power of the celestial energy.

Thaumaturgy (*Spirit + Divination*): is the ability to call upon celestial energy to perform good deeds. The deed must be considered good in the eyes of the pantheon or divine being; if it is not, the character's efforts fail automatically as the celestial energy rejects the invocation. What the pantheon or divine being considers "good" is dependent on the desires of that particular pantheon or divine being.

OCCULT

Occult is a form of archaic knowledge deeply rooted in everything that encompasses the evil desires of occult elders and zealots.

Ritual (*Psyche + Occult*): is the ability to harness archaic energy for malevolent purposes. The character can accomplish almost anything, as long as there is nothing divine or good-natured about what is being attempted.

PSYCHOKINESIS

Psychokinesis is a psionic discipline where the wielder has control of the physical world around them. The physical world bends to the whims of the character as if he were a puppet master with strings tied to all that is tangible.

Psionics (*Psyche + Psychokinesis*): is the ability to project the power of the mind to control the physical world. The character cannot build from nothing or manipulate the elements, but he can influence physical systems to hurl, combine, disconnect, or move them.

SHAMANISM

Shamanism is a spiritual discipline involving a type of religion that places importance on a multitude of spirits in a deific fashion. Spirits can provide aid or spiritual energy to perform extraordinary deeds.

Invoke (*Spirit + Shamanism*): is the ability to summon spiritual energy and its affiliated spirit in an allied fashion (as compared to commanding). The character must treat the spirit and its energy as a friend, ally, or higher being in order to gain its assistance. Interaction otherwise causes the spirit to abandon and ignore the character.

SCIENCE SKILLS

Science Skills are technology-specific disciplines usable as Knowledge Skills, for academic and advanced-use purposes, and Weird Skills, for utilizing Talents.

For guidance on success, failure, and difficulty modifiers, use the examples provided under Knowledge Skills for academic purposes. When used as a Weird Skill for utilizing Talents, use the mechanics governing Talents, starting on page 38.

CLOCKWORK

Clockwork is the design and use of clockwork-powered devices. Clockwork devices are characterized by the use of gears and winding mechanisms to function as a power source.

Gearsmithing (Psyche + Clockwork): is the ability to understand, design, build, repair, maintain, and utilize clockwork-powered technology. Clockwork itself has no magical ability and cannot be used, on its own, to create or manipulate anything that isn't tangible.

COMPUTERS

Computers is the advanced use of computers, computer-aided technology, and devices with some type of computer-like control mechanism. This goes well beyond standard use and is instead used for engineering, programming, and hacking. Simple uses, such as searching for information on a computer, fall under Investigation as it doesn't require advanced knowledge.

Hack (Intelligence + Computers): is the ability to gain access to, control, alter, or manipulate secure computers, networks, and electronic systems with computer-like control mechanisms.

CYBERNETICS

Cybernetics is the knowledge of the mechanical and electrical components installed onto or into the character and the understanding of how to utilize them.

Neurology (Intelligence + Cybernetics): is the ability to control the body and how it reacts to cybernetic enhancements for the purpose of utilizing those enhancements. This ability can also be used by the person who installs cybernetic enhancements due to an advanced understanding of how they affect the body.

ELECTRONICS

Electronics is the design and use of uncommon electronic devices. Electronics is similar to Computers except that it focuses on the circuit design itself and not the external control of that circuit.

Engineer (Psyche + Electronics): is the ability to design, reverse engineer, and decipher an electronic circuit, regardless of intricacy, using ingenuity rather than academic references.

STEAMPUNK

Steampunk is the design and use of steam-powered devices. Steampunk devices are as much an aesthetic design as they are a practical implementation of steam serving as a power source.

Artifice (Psyche + Steampunk): is the ability to understand, design, build, repair, maintain, and utilize steam-powered technology. Steam has no magical ability and cannot be used, on its own, to create or manipulate anything that isn't tangible.



QUALITIES

Qualities are role-playing hooks that allow a character to perform incredible feats through the acquisition and spending of Hero Points. Positive Qualities produce Hero Points to be spent immediately. Negative Qualities produce Hero Points that can be spent later. Neutral Qualities can be used as either positive or negative depending on the situation they are applied to. The only requirement for using a Quality is that it must somehow tie into the action being performed. Otherwise it's simply ignored.

USING

Qualities are chosen during Character Creation or acquired through Advancement. When choosing them, make sure you and the GM understand how they can be used or how it applies to the character. Knowing this ahead of time makes using them in-game quicker; otherwise you may forget about your character's Qualities and never gain the benefit of using them.

Qualities can be used during a variety of situations; this includes Skill Rolls, storytelling, puzzles, investigations, and more. When a Quality can be applied to an in-game situation, declare its use, allow the GM to confirm the Quality is usable, and gain the benefit of using it.

When applying a Quality, the following rules are considered:

- Only one Quality can be used at a time.
- During Combat, each Quality can only be used once during a Combat Round.
- There is no limit to how many times a Quality can be used during the course of a gaming session.
- During Combat, multiple Qualities can be used during a Combat Round, but only one can be used at a time.
- The chosen Quality must be applicable to the situation.
- The player should describe how or why the Quality is applicable; the GM can help out if needed.
- If the Quality does not apply, no Hero Point is gained.

TYPES

There are three types of Qualities – positive, negative, and neutral. When choosing Qualities, determine ahead of time which type the Quality is and how it applies to the character. Some Qualities can be positive to one character but negative to another. Be sure to assign Quality type according to the character choosing it, not how it would apply to other characters.

POSITIVE

Positive Qualities are considered beneficial to the character. They may represent special training, specialized skills, deep knowledge, years of practice, inherent capabilities, or even inexplicable quirks that give the character an edge. When applying them to any situation, in or out of combat, they provide 1 Hero Point to be used immediately (i.e. used on the situation they are being applied to). Hero Points gained this way cannot be saved and are lost if not used immediately.

NEGATIVE

Negative Qualities are considered a hindrance to the character. They may represent ailments, injuries, harmful characteristic traits, mental illness, or quirks most people would disapprove of. When applying them to any situation, primarily out of combat, they provide 1 Hero Point that can be used later. Hero Points gained this way can be saved for later, but only up to a maximum of 3 at any one time. To gain more, the character must spend one of these Hero Points.

NEUTRAL

Neutral Qualities can be a hindrance or a benefit to the character depending on the situation they are applied to. The GM has the final say on whether or not a Quality is neutral or if it is actually positive or negative.

HERO POINTS

Hero Points are a type of currency characters use to demonstrate their importance in the overall story compared to allies, acquaintances, and minions. Each PC and major NPC gets 3 Hero Points each gaming session to provide them with an edge in many situations. These base 3 Hero Points replenish each gaming session and cannot be carried over from one session to another.

EARNING

Earning Hero Points is done through the use of Qualities or as a reward from the GM. GMs should limit the number of Hero Points awarded each gaming session, but awarded Hero Points can be carried over from gaming session to gaming session. These types of rewards are never lost until the uses the Hero Point.

SPENDING

Hero Points are spent to gain some type of benefit. These benefits depend on when and how the Hero Point is being spent. There are four types of benefits – offensive, defensive, tactical, and storyline.

When spending Hero Points, the following rules are considered:

- Each benefit costs 1 Hero Point.
- More than 1 Hero Point may be spent at any given time.
- Advantages cannot be stacked to increase a bonus.
- The character must have enough Hero Points to spend them; Hero Points cannot be borrowed.
- Starting, stockpiled, and awarded Hero Points can be combined with Hero Points gained from positive Qualities.
- Starting, stockpiled, and awarded Hero Points do not require justification to spend; only Hero Points acquired by using positive Qualities require justification.
- Hero Points can be spent to aid another character during Cooperative Rolls.
- Hero Points can be spent to gain Automatic Success.
- Hero Points can be spent to gain Critical Success or avoid Critical Failure.
- Hero Points can be spent to improve Group Rolls.
- Positive Qualities with a leadership or teamwork component can be used to give another character a Hero Point to be spent on that character's next **Combat Action**.
- Hero Points affecting Skill Rolls can be spent before or after the dice are rolled.
- If a Hero Point is spent to affect a Skill Roll and the outcome is still unfavorable, one more Hero Point can be spent to change the outcome.

BENEFITS

Benefits gained from spending Hero Points fall into one of the following four categories. Although this list is comprehensive, it is not exhaustive. GMs are allowed to come up with other advantages that pertain to their setting, adventure, or campaign.

OFFENSIVE

- Add +2 to Damage.
- Add +d4 to Damage.
- Make an unarmed attack inflict lethal damage.
- Automatically succeed on one Combat Maneuver (without needing an Opposed Roll).

DEFENSIVE

- Roll Vitality and reduce damage about to be taken by half the amount rolled.
- Add +1 to Defense for one Combat Round.
- Automatically succeed on one Opposed Roll.
- Make a Defend Roll against a Talent.

TACTICAL

- Add +3 to a Skill Roll.
- Add +d6 to a Skill Roll.
- Increase Initiative by +d6 for one Combat Round.
- Increase a Skill die by one step (to a maximum of d12) for one Combat Round.
- Increase an Ability die by one step (to a maximum of d12) for one Combat Action (does not affect Attributes).
- Reduce the number of Combat Actions required by 1 CA to perform a non-attack or non-defensive action (such as readying or reloading a weapon).
- Interrupt an ally's Combat Action to spend your own Combat Action.
- Ignore all Wound Penalties for one Combat Action.
- Decrease Fatigue by one level.
- Add +2d6ft to a run action.
- Move up to your full Speed instead of half your Speed for applicable actions (e.g. climb, swim, jump, etc.).
- Regain d6+2 Weird Points, up to the character's maximum amount.
- Maintain a Talent for an additional d4 Combat Rounds.
- Stabilize a Dying character (self or others) and increase their Health by 1 without having to roll Vitality + Resist.

STORYLINE

- Change a small piece of the storyline.
- Reroll a failed Skill Roll. Characters must spend one of their base 3 Hero Points or one awarded by the GM to choose this option. Hero Points from Qualities cannot be used to reroll a failed Skill Roll.

POSITIVE QUALITIES

Example positive Qualities shown below are considered beneficial to characters. Examples are provided on how those Qualities can be applied in-game.

ACE PILOT

The character has a natural talent for flying and can perform maneuvers that few are capable of.

- **Operating-aircraft:** during a chase or while performing stunts and special maneuvers.
- **Operating-aircraft:** to act as a navigator, mechanic, or gunner when not flying the airplane.

ACROBATIC

The character has amazing balance and is extremely dexterous. She could probably fold her body in half to move through a small opening if necessary.

- **Acrobatics:** when moving through confined spaces or walking across unstable platforms.
- **Tight Fit:** useful when squeezing through narrow openings.

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ALWAYS LOOKS FOR EXITS

The character is slightly paranoid. Whenever he walks into a room, his first instinct is to determine how to quickly get out of that room.

- **Expeditious Retreat:** when attempting to avoid certain danger and quickly exiting a room.
- **Ambush:** for spotting the signs of a possible ambush before it occurs.

AMBIDEXTROUS

The character is able to use her right and left hands equally. She's trained to use both her entire life and is a serious threat with both hands.

- **Melee:** when fighting with two one-handed weapons.
- **Pinned Arm:** if the dominant arm is unable to move, the offhand can do the job instead.

ASSASSIN

The character has been known as a reliable source for getting rid of bothersome people. He moves incredibly quietly and the shadows are his friend.

- **Surprise:** when sneaking up on an unsuspecting target.
- **Stealth:** when moving about amongst the shadows.

BASEBALL STAR

The character spent much of his youth playing baseball and was considered an all-star. He was always picked first during tryouts and his stats are still known to this day.

- **Athletics:** when throwing an object at a target.
- **Quick Dash:** if having to sprint from one place to another, such as ducking behind cover.

CHARISMATIC

The character is cheery and always manages to put a smile on other people's faces. Her voice is soothing and she never shies away from speaking with others.

- **Streetwise:** during social interactions or when attempting to find information from people on the street.
- **Oratory:** when speaking in front of an audience and finding a way to keep their attention.

COMPUTER GEEK

The character has always been interested in computers and computer software and probably works in the technology industry.

- **Investigation:** searching through electronic media.
- **Mechanisms:** when repairing computers or other electronic devices.

DIVER

The character loves to swim and dons scuba gear a couple times a month.

- **Awareness:** when searching through the water.
- **Athletics:** while swimming or holding breath for long periods of time.

ENGINEER

The character is learned in the ways of design and troubleshooting when it comes to a selected technology.

- **Mechanisms:** for designing, repairing, and reverse engineering gadgets common to that era's technology.
- **Problem Solving:** when solving riddles or piecing puzzles together.

GEOMANCER

The character is known for his expertise manipulating the elements.

- **Talents:** while utilizing element-based Talents.
- **Survival:** when needing to survive in the wilderness.

HISTORIAN

The character loves to learn about the past including major events, interesting cultures, and the diversity of language.

- **Investigation:** while researching historic subjects.
- **Networking:** when attempting to contact other historians or societies that focus on history.

LIGHTNING QUICK REFLEXES

The character reacts very quickly to physical stimuli and is much harder to hit than he appears.

- **Dodge:** to aid in dodging attacks and moving obstacles.
- **Quick Start:** when the character really needs to start before the opponent.

MARTIAL ARTIST

The character is skilled in unarmed combat using one of the martial arts.

- **Hand-to-Hand Combat:** while fighting without any hand weapons, hands and feet become weapons.
- **Discipline:** some martial arts use disciplined patience or focus to react at just the right time.

NAVIGATOR

The character has spent most of her life on the sea or among the stars. She knows how to navigate without maps and can always get from point A to B through the safest and fastest routes.

- **Operating:** when traveling across the oceans or the vastness of space.
- **Tracking:** while following a target across vast distances.

QUICK DRAW

The character often wins duels simply because he's capable of pulling his weapon faster than his opponents.

- **Combat:** to quickly ready a weapon.
- **Trickery:** while snatching something away from someone else.

RAPID RELOAD

The character is incredibly quick at reloading their weapon, due to finesse with the weapon's mechanisms or the quickness of his hands.

- **Combat:** to reduce the number of Combat Actions required to reload a weapon.
- **Suppressive Fire:** to continue unloading a volume of bullets to keep the enemy under cover.

SHARPSHOOTER

The character has an eagle eye and can hit the smallest targets from incredible distances.

- **Firearms:** when aiming at a small target to get the greatest damage effect.
- **Distance:** while judging the relative distance and size of a target far away.

NEGATIVE QUALITIES

Example negative Qualities shown below can create some type of hindrance to characters. Examples are provided on how those Qualities can be applied in-game.

ENEMY (SPECIFY)

The character has angered or hurt someone in the past, earning themselves an enemy. Specify the name of the enemy whether it is an individual or an organization.

- The enemy either continually hunts down the character or serves as an obstacle throughout his career.

ENVIIOUS

The character is jealous or spiteful over another person, possibly another character.

- When the source of her envy comes to fruition, it makes her angry and possibly distracts her from what she's trying to do.

EX-CONVICT

The character was once convicted of a felony and served time in prison. He made many contacts during that time and often dwells in the shadier sides of town.

- If the character comes upon a police officer, he may be recognized and chased.

GLUTTONOUS

The character loves to overindulge. In fact, he often has a hard time controlling himself when the source of his desires is near.

- If his desire is for food, then maybe it leads to fatigue due to eating too much.

GREEDY

The character would rather take more than his fair share than share it equally among his fellow characters.

- His greed may even get the best of him during times of combat if he spots something shiny in a nearby corner.

LAZY

The character hates having to do more than is absolutely necessary and would rather let someone else do it for her.

- This may draw the ire of her companions or result in unforeseen delays with disastrous consequences.

LUSTFUL

The character has a need to indulge in the sensuous side of life, possibly to the point of excess.

- His lust for physical intimacy could bring him into perilous situations or even put his friends in danger.

PHOBIA (SPECIFY)

The character has a deep fear of something. Specify what the phobia is.

- Whenever that fear draws near, his first instinct is to run or cower in a safe place.

WRATH

The character has a difficult time controlling his rage.

- This anger often gets the best of him and can bring about many unwanted consequences from opponents and even friends.

NEUTRAL QUALITIES

Example neutral Qualities shown below can be beneficial to characters or create a hindrance. Examples are provided on how those Qualities can be applied in-game.

EMPATHETIC

The character is very compassionate towards others. Maybe her life has allowed her to better understand what others are experiencing or maybe she has often helped others in similar situations. Empathy can be beneficial, but it can also cloud the mind of the character.

- Empathetic characters may be easily manipulated by malevolent individuals that prey on the character's emotions.
- **Therapy:** useful when healing the minds and emotions of other.
- **Influence:** cater to one's emotions when trying to change their mind.

LOUD MOUTH

The character is excessively boisterous and has a hard time keeping a secret; he always demands attention when talking.

- A loud mouth may often be viewed negatively due to his inability to keep secrets or his rowdy behavior may quickly turn others off, making it difficult to create trust.
- **Command:** when commanding subordinates.
- **Frighten:** when intimidating others to do his bidding.

EQUIPMENT

Entropic Gaming System can be used across all types of settings and genres, which can equate to a large listing of possible equipment. To keep it simple, *EGS* uses mechanics universally applied across all equipment eras.

EQUIPMENT TRAITS

Equipment of all types is described using **Traits**. Traits are keywords that translate to the rules on how to use that weapon within the setting or during combat. The following is a list of Traits used on all equipment across all eras.

2 Hands (2H): Weapons denoted with 2H require two hands to be utilized (attacking, not carrying). They cannot be used one-handed due to their size or complexity.

Armor: This is the armor rating used to create the **Armor Track**, which the attacker must deplete to damage the character's Health.

Armor Penetration (PEN): The weapon or ammunition does additional damage to the Armor Track which doesn't carry over to the Health Track. Any armor penetration beyond the target's Armor Track is simply ignored. **Example:** A weapon with PEN 2 gains a bonus of +2 damage to deplete the target's Armor Track.

Blast: The weapon has an explosive area-effect. This blast can be centered anywhere within the weapon's range. The rating of the Blast is equal to its radius in feet. **Example:** Blast 5 has a radius of 5ft.

Bracing: The weapon cannot be fired properly without some type of bracing. If the character moves during the same Combat Action he fires this weapon, his **Attack Roll** incurs a -2 penalty.

Combat Actions to Load (CAL): Most weapons only require a single Combat Action to load. Those that require two or more will be noted as such with a value after CAL equal to the number of Combat Actions required to load the weapon (such as CAL 2).

Cone: The weapon has an area-effect, rather than an effective range, that can hit multiple targets. These weapons can hit everything within the range of the Cone whereas the width at the far end is equal to half the length of the cone and the point of origin is no more than 3ft wide. The rating of the Cone is equal to its length in feet. **Example:** Cone 30 can hit targets up to 30ft away with a final width of 15ft.

Cost: Cost is the general value of a piece of equipment. It doesn't have to represent costs within the setting's appropriate time period, but instead reflects how the equipment's

cost balances with a character's funds and a setting's technology level.

Damage (DMG): Damage is the base amount of damage a weapon is capable of inflicting. It's a combination of that weapon's ability to penetrate armor, flesh, and bone.

Encumbrance (ENC): Encumbrance is the effect of the general weight and bulk of the equipment upon the person carrying it.

Fully Automatic (FA): Weapons with a rate of fire of 3 or more are capable of firing in full automatic, laying down a large amount of shots in a single pull of the trigger. When in this mode, the weapon discharges three times its rate of fire, expending three times the normal rounds of ammunition. This is resolved as three separate Attack Rolls with each one benefiting from the weapon's normal rate of fire bonus. Fully automatic weapons may also be used for suppressive fire.

Example: a weapon firing full automatic with a rate of fire of 3 makes three Attack Rolls, each with a +4 bonus, and expends nine rounds of ammunition.

Nonlethal (NL): The weapon can only inflict nonlethal damage that cannot penetrate any armor. Any targets with armor take half damage from nonlethal weapons (always rounded down). Targets without armor, or a called shot to an unarmored location, take damage as normal, but are rendered unconscious and do not die. All unarmed attacks are considered nonlethal.

Parry +/-X: The weapon provides a bonus, or penalty, to parry actions using **Melee**. This modifier affects the result of the parry Defend Roll per the denoted bonus or penalty. Like modifiers don't stack, but unlike modifiers can cancel each other out.

Properties: Denotes special properties or requirements of the equipment, such as penalties or Skill requirements.

Range: The **Effective Range** of the weapon. A weapon's maximum range is twice the effective range.

Rate of Fire (ROF): The number of shots fired from the weapon with a single, standard attack. To fire at a rate higher or lower than ROF, the weapon must be used in semi-automatic, fully automatic, or three-round burst mode. Weapons with a ROF higher of 2 or more always dispense multiple projectiles with each attack. Add +2 to the Attack Roll for each ROF above 1 (ROF 2 = +2, ROF 3 = +4, ROF 4 = +6, etc.).

Reach: This weapon is capable of reaching targets farther away than standard melee weapons. The rating of the Reach is equal to the number of feet it extends. Weapons without this entry have the standard 5ft melee range. **Example:** Reach 10 = 10ft melee range; Reach 15 = 15ft melee range.

Requirements (REQ): The weapon has a minimum Strength (STR) or Dexterity (DEX) requirement to be used properly. Any character not meeting this requirement suffers a -2 penalty to his Attack Roll. Additionally, the character cannot benefit from any bonuses the weapon provides such as Parry +2 or Reach 10.

Semiautomatic (SA): Weapons capable of semiautomatic fire can be used to rapidly fire up to two bullets. By changing the mode of fire, the weapon discharges two shots, adding +2 to the Attack Roll.

Shots: The maximum number of shots a weapon is capable of holding. A value of (-) means the weapon only holds a single shot at a time and must be reloaded with each use.

Single-Shot (SS): Weapons with two barrels are often capable of firing one or both barrels with a single shot. When selecting single-shot mode, the standard two-barrel shot is reduced to a single-barrel shot, losing the +2 to the Attack Roll, but only expending a single round of ammunition. This is still considered a standard attack.

Spread: Weapons like shotguns and blunderbusses have a spreading shot like a cone emitted from the barrel. This affects the Attack Roll and damage. First, the weapon provides a +2 to the Attack Roll (+4 with a rate of fire of 2). Second, the damage is dependent on the distance of the target: +2 to damage at **Close Range** and -2 to damage at **Long Range**.

Three-Round Burst (3RB): Weapons capable of three-round burst fire can be used to rapidly fire three bullets. By changing the mode of fire, the weapon discharges three shots, adding +4 to the Attack Roll. Using a weapon in three-round burst mode is a standard attack, costing 1 Combat Action, but expends three rounds of ammunition.

Type: The type of the weapon, including its caliber where applicable.

[Optional] Random Weapon Damage: The *EGS* core rules speed-up combat resolution by utilizing static damage numbers. To randomize damage, the GM may choose to instead allow for random damage results in lieu of using the static value. Weapons with a damage rating of 2, 3, 4, 5, or 6 roll d4, d6, d8, d10, or d12 respectively. Weapons with a damage rating of 1 are set to a static of 1, those above 6 use a combination of two of the aforementioned dice to equal the damage rating, and those above 12 use a combination of three of the aforementioned dice to equal the damage rating. The players should first choose the highest die type possible and then add the lowest die type possible. Once chosen, this combination cannot change for that weapon. **Example:** *DMG 7 = d10+d4*.

AREA EFFECT

Area effect weapons, ones that do damage using a Blast or Cone, have the potential to damage multiple targets at the same time. The Aggressor defines where the affected area of

damage is and makes a single Attack Roll. The result of this Attack Roll is compared to the Defense of each target within that affected area. If the Attack Roll is less than a target's Defense, the target is unharmed by the attack. If the Attack Roll is greater than or equal to the target's Defense, the Defender is allowed to spend a Combat Action, if available, to dodge the attack. This is an Opposed Roll using the Attack Roll as the Target Number. If the target fails the Opposed Roll or cannot dodge the attack, he takes damage as normal from the weapon.

EXPLOSIVE

Projectiles and thrown weapons that explode on impact or after a specific amount of time can be caught or picked-up thrown away from the target. This requires a **Hard (-4) Dexterity + Athletics or Acrobatics** roll. Failure means the explosion occurs in the person's hand (or possibly falls to the ground). Success means he's able to throw the explosive a number of feet equal to five times his Dexterity die type in a chosen direction.

FIRE

Projectiles that explode using fire or weapons that emit fire have a 50% chance of starting the target and its surrounding area on fire. If the target is successfully hit with the Attack Roll, there's a 50% chance of starting on fire. If the target is missed with the Attack Roll, there's a 50% chance that the area around it starts on fire. This is only applicable if the target or area around it contains flammable material.

ENCUMBRANCE

Encumbrance is a generalization of how difficult equipment is to carry due to weight, size, or bulk. *EGS* does not track encumbrance for small items, but GMs are allowed to limit how many small items a character can truly carry. Equipment listed with an encumbrance value (e.g. ENC 1) adds that value to the character's overall encumbrance.

When measuring overall encumbrance, the following rules are considered:

- A character's encumbrance limit is equal to 1.5x their Strength die type (e.g. Strength d12 = 18).
- Equipment denoted with ENC (-) are considered too small to measure encumbrance.
- Overall encumbrance up to 2x the character's encumbrance limit imposes a -4 penalty to all physical activity Skill Rolls and Speed is reduced by 10ft, to a minimum of 5ft.
- Overall encumbrance up to 3x the character's encumbrance limit imposes a -6 penalty to all physical activity Skill Rolls and Speed is reduced by 20ft, to a minimum of 5ft.
- Overall encumbrance up to 4x the character's encumbrance limit means the character can no longer perform physical activities.
- Encumbrance penalties are cumulative with wearing heavy armor.

ACCESSORIES

BAYONET

Bayonets can be affixed to rifles, adding a blade to the weapon, creating a combination melee and ranged weapon. A rifle affixed with a short bayonet gains DMG 3, 2H, Reach 10 for melee combat. A rifle affixed with a long bayonet gains DMG 4, 2H, Reach 10 for melee combat.

BIPOD

Many large firearms come with a bipod mounted on them for proper bracing when firing. This makes the weapon easier to aim and control, considering recoil, especially when firing in full automatic mode. Using a bipod for two-handed weapons allows the character to optionally combine Firearms with Dexterity instead of Strength since the bipod reduces the need for strength to control the weapon.

SCOPE

Scopes can be affixed to all manner of firearms and crossbows, providing great accuracy when used at longer range. When firing a weapon with a scope at greater than Close Range, receive a +2 bonus to the Attack Roll. This bonus only applies if the wielder doesn't move during the same Combat Action he shoots the weapon.

MELEE WEAPONS TABLE

Type	DMG	ENC	Cost	REQ	Properties
Blades					
Dagger	3	-	25		
Great Sword	6	3	400	STR d10	2H
Long Knife	3	-	25		
Long Sword	4	2	200	DEX d8	
Long Sword (2H)	5	2	200	STR d8	2H
Rapier	3	1	125		Parry +2
Scimitar	4	1	200	DEX d8	+2 damage while mounted
Short Sword	4	1	100		
Switchblade	2	-	10		-2 to Awareness to spot it if hidden
Axes & Clubs					
Bardiche	7	4	500	STR d10	2H, Parry -2
Battle Axe	4	2	200	DEX d8	
Battle Axe (2H)	5	2	200	STR d8	2H
Broad Axe	6	3	300	STR d10	2H, Parry -2
Club	2	1	5		NL, Parry -2, uses STR
Flail	3	2	225	DEX d8	Cannot be parried
Hatchet	3	1	50		
Mace	3	1	50		
War Hammer	3	1	150		+1 damage versus rigid armor
War Hammer (2H)	4	1	150	STR d8	2H, +1 damage versus rigid armor

ARMOR

Armor provides an extra protection. It is used to create the Armor Track, which serves as an additional layer to the character's Health. Each piece of armor provides an armor value, encumbrance, and location.

When wearing armor, the following rules are considered:

- Each piece provides the list Armor value to the location provided under Properties.
- Heavy armor imposes penalties to Initiative and Speed.
- Each piece carries an Encumbrance value that may have to be added per location (see each entry for details).
- Cost is provided as a cost for each location covered by the armor.
- Shields provide bonuses to Parry and allow the character to parry ranged attacks.
- Some settings may allow for layered armor with armor ratings that stack. Although this is at the GM's discretion, each layer must feasibly fit beneath or atop the other layer adjacent to it.
- Penalties for wearing multiple types of armor only apply to the heaviest armor worn. **Example:** *If the character is wearing scale armor on the arms and legs and a plate mail breastplate, only the plate mail penalties apply.*

Type	DMG	ENC	Cost	REQ	Properties
Pole Arms					
Halberd	4	3	200	STR d8	2H, Reach 10, +1 damage when set against a charge, +2 to Combat Maneuvers versus mounted target
Pike	3	4	125	STR d10	2H, Reach 15, +1 damage when set against a charge, cannot parry
Pole Axe	4	3	200	STR d8	2H, Reach 10
Spear	3	2	25		2H, Reach 10
Staff	2	1	50		NL, 2H, Reach 10, Parry +2, uses DEX

RANGED WEAPONS TABLE

Type	Range	DMG	ROF	Shots	ENC	Cost	REQ	Properties
Simple								
Bow	125ft	4	1	-	1	150		
Crossbow	150ft	4	1	1	2	300		CAL 2, PEN 2
Dagger/Knife	50ft	3	0		-	25		
Javelin	75ft	3	-		1	25		
Tomahawk	50ft	3	-		1	25		
Longbow	150ft	4	1	-	1	200	STR d8	
Slingshot	90ft	1	1	-	1	5		NL
Black Powder								
Blunderbuss	250ft	4	1	1	2	400		2H, CAL 3, Spread*
Flintlock Pistol	100ft	4	1	1	1	100		CAL 2
Kentucky Long Rifle	500ft	5	1	1	3	600		2H, CAL 3
Pistols								
.22 Pistol	125ft	4	1	9	-	200		SA
.44 Revolver	150ft	6	1	6	-	400		
.45 Pistol	150ft	6	1	10	-	500		SA
.45 Machine Pistol	100ft	6	3	30	1	700	DEX d8	FA
.50 Pistol	225ft	6	1	7	1	700	DEX d8	SA, PEN 1
9mm Pistol	150ft	5	1	15	-	300		SA
Shotguns								
12g Double-Barrel	150ft	4	2	2	2	300		2H, SS, Spread*
12g Double-Barrel	150ft	7	2	2	2	300		2H, SS, Loaded with slug shots
12g Pump Action	150ft	4	1	6	2	300		2H, Spread*
12g Semiautomatic	150ft	4	1	4	2	350		2H, SA, Spread*
Rifles								
.50 Sniper	750ft	7	1	10	5	1.3k	STR d8	2H, Bracing, PEN 3
5.56 Marksman	600ft	5	1	30	3	750	STR d8	2H, SA, PEN 2
7.62 Battle	500ft	6	1	20	4	900	STR d8	2H, SA, PEN 2
7.62 Sniper	750ft	6	1	10	5	900	STR d8	2H, Bracing, PEN 2
7.62 Scout	400ft	6	1	5	2	700	STR d8	2H, SA, PEN 2
7.92 Anti-material	1500ft	7	1	10	6	1.8k	STR d10	2H, SA, Bracing, PEN 3
Assault Rifles								
5.56 Assault	500ft	5	3	30	2	500	STR d8	FA, SA, 1H or 2H, PEN 1
7.62 Assault	300ft	6	3	30	2	600	STR d8	2H, FA, SA, PEN 1
7.92 Assault	300ft	7	3	30	3	750	STR d8	2H, FA, SA, PEN 1

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Type	Range	DMG	ROF	Shots	ENC	Cost	REQ	Properties
Submachine Guns								
9mm Submachine	200ft	5	3	25	2	300	STR d8	2H, FA, SA
.45 Submachine	175ft	6	3	30	3	400	STR d8	2H, FA, SA
5.56 Carbine	500ft	5	1	30	2	500	STR d8	2H, 3RB, SA, PEN 1
Machine Guns								
.50 Machine Gun	600ft	7	3	200	10	1.5k	STR d10	2H, FA, Bracing, PEN 3
7.62 Minigun	1500ft	6	6	1500	12	2k	STR d10	FA, Bracing, PEN 1
Special								
Flamethrower	Cone 30	5	1	30	6	750	STR d8	Ignores cover
Frag Grenade	50ft	2			-	300		Blast 15
Concussion Grenade	50ft	6			-	300		Blast 5
Stun Grenade	50ft	3			-	150		NL, Blast 15

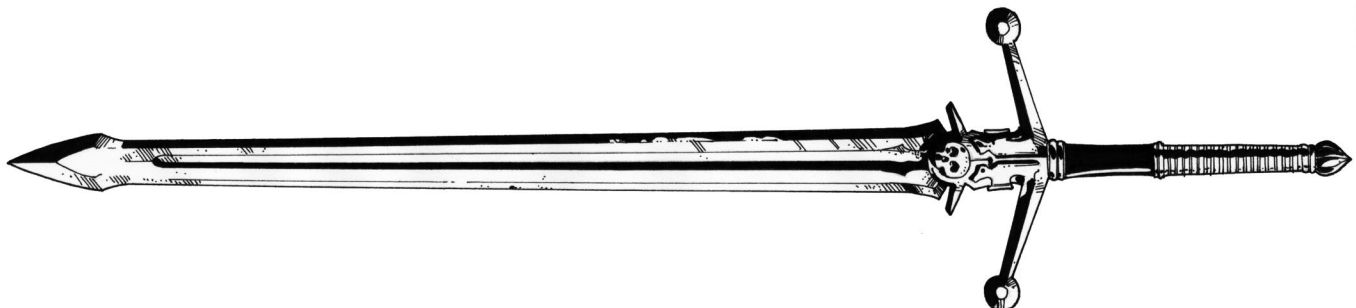
ARMOR TABLE

Type	Armor	ENC*	Cost**	Properties
Personal				
Chain Mail	5	2/location	300	Torso, Arms, Legs, -2 to Initiative per location covered, to a minimum of 1, -5ft to Speed, to a minimum of 5ft
Cloth Armor	1	-	25	Torso, Arms, Legs
Flak Jacket	3	1	250	Torso, Arms, bullets do half damage (cost is for the entire jacket)
Kevlar Vest	3	1	200	Torso, bullets do half damage
Lamellar Armor	3	1	200	Torso, Arms, Legs
Laminar Armor	3	1	200	Torso, Arms, Legs
Leather Armor	2	1	100	Torso, Arms, Legs
Plate Mail	6	3/location	400	Torso, Arms, Legs, Head, -3 to Initiative per location covered, to a minimum of 1, -10ft to Speed to a minimum of 5ft
Pot Helm	4	-	100	Head, 50% chance that it protects vs. a called head shot
Scale Armor	4	1/location	200	Torso, Arms, Legs, -1 to Initiative per location covered to a minimum of 1, -5ft to Speed, to a minimum of 5ft
Tactical Jacket	5	1	400	Torso, Arms, bullets do half damage (cost is for the entire jacket)
Shields***				
Small Shield		-	25	Parry +2, may parry ranged attacks
Medium Shield		1	50	Parry +2, +1 Defense, may parry ranged attacks
Large Shield		2	150	Parry +4, +2 Defense, may parry ranged attacks

*Encumbrance shown is for worn armor. If carried, encumbrance is at least double.

**Cost is per location covered.

***Shields do not protect against called shots or attacks from the rear.



MUNDANE EQUIPMENT

Item	ENC	Cost
Adventuring Gear		
Backpack	1	25
Bedroll	1	25
Blanket	1	10
Candle (6 hour, Blast 15)	-	1
Cellular Phone	-	250
Chain, 6ft.	3	25
Color Dye	-	1
Crowbar	2	10
Digital Camera	1	100
Disposable Camera	-	10
First Aid Kit	1	10
Fishing Kit	1	25
Fishing Net	1	25
Flashlight (Cone 20)	1	10
Flint and Steel	-	5
Glass Bottle	1	1
Grappling Hook	2	100
Hammer	1	10
Handcuffs	-	10
Lantern	1	25
Lantern Oil	-	1
Lighter	-	1
Lock Picks	-	100
Magnifying Glass	-	5
Mining Pick	3	40
Quiver	1	25
Rope	2	10
Rope Ladder	3	25
Shovel, Collapsible	2	15
Soap	-	1
Tent, 4 person	2	100
Tool Kit	4	100
Torch (Blast 25)	1	5
Umbrella	1	5
Waterskin	-	5
Whetstone	-	5
Whistle	-	1
Ammunition		
Arrow	-	1/2
Arrow, Teflon (+2 DMG)	-	5
Bullets, Small Caliber	-	10/50
Bullets, Medium Caliber	-	25/50
Bullets, Large Caliber	1	50/50
Crossbow Bolt	-	2
Shot with Powder	-	2
Sling Bullets	-	1/25

Item	ENC	Cost
Clothing		
Boots, Climbing	-	150
Boots, Hiking	-	100
Boots, Winter	-	100
Clothing, Average	-	25
Clothing, Formal	-	150
Gear, Camouflage	-	25
Gear, Winter	2	150
Food & Lodging		
Meal, Simple	-	5
Meal, Average	-	15
Meal, Hardy	-	25
Trail Rations (5 days)	1	10
Lodging, Simple	-	35
Lodging, Average	-	75
Lodging, Luxury	-	150
Riding Beasts		
Camel	-	300
Donkey	-	150
Horse	-	300
Saddle	2	25
War Horse	-	750
Computers		
Desktop	5	400
GPS	1	200
Laptop	2	500
Tablet	1	600
Surveillance		
Binoculars	1	50
Bug Detector	-	500
CCTV Receiver	3	500
Digital Audio Recorder	-	25
Digital Video Recorder	1	100
Indoor Camera	-	150
In-Ear Receiver	-	250
Mini Camera	-	300
Night Vision Goggles	2	1000
(no penalties for Dim or Dark lighting)		
Outdoor Camera	-	200
Parabolic Microphone	1	500
(works up to 500ft)		
Telephone Tap	-	250
Two-Way Radio	-	200
(up to 250,000 sq. ft. and 20 floors of coverage)		

TALENTS

Magic, super powers, supernatural abilities, scientific gadgets, psionics, occult rituals, and the like are called Talents. Regardless of where they come from, they are all governed by the same mechanics.

WEIRD CHARACTERS

Characters who utilize Talents are called **Weird Characters**. To create a Weird Character, choose the Weird Quality from one of your available Qualities. Then choose a Weird Ability and Weird Skill the character will use to create all those amazing Talents. Roll this into a Character Concept, called a Weird Concept, that depicts what your character is.

WEIRD ABILITY

Choose which Ability governs the character's Talent. This Ability should match the Weird Concept and how the character manifests a Talent. Write the chosen Weird Ability on the character sheet; it is now that character's Ability used for all Skill Rolls relating to the use of Talents.

WEIRD SKILL

After the Weird Ability is chosen, choose which Skill governs the character's Talent. It must be a Lore or Science Skill already purchased during character creation or advancement and cannot be used for non-Talent actions, except for identifying a Talent or tapping into esoteric knowledge. Write the chosen Weird Skill on the character sheet; it is now that character's Skill used for all Skill Rolls relating to the use of Talents.

DANGEROUS ABILITIES

GMs may create additional criteria for Critical Failures to demonstrate the dangers of using extraordinary or supernatural abilities.

WEIRD POINTS

Weird Characters have a number of **Weird Points** equal to 3x times the die type of their Weird Ability. When a character increases his Weird Ability, he also increases his Weird Points.

Using a Talent depletes this amount temporarily by the number of Weird Points required to use the Talent. Characters then recover Weird Points at a rate of 3 Weird Points per hour, 6 if they are resting.

Example: A character that has chosen Psyche d10 as his Weird Ability has 30 Weird Points to start with.

STARTING TALENTS

Weird Characters start with a number of Talents equal to half their Weird Skill's die type.

Example: A character that has chosen Arcana d10 as his Weird Skill starts with five Talents.

ACQUIRING NEW TALENTS

Weird Characters acquire a new Talent automatically when they increase the value of their Weird Skill. Additionally, during character advancement, they may spend 50 XP to gain a new Talent.

WEIRD CONCEPTS

Each player, along with the GM, is encouraged to create their own Weird Character Concepts. Here are some examples:

CLERIC

Clerics are followers of the gods and work diligently to spread the knowledge of their pantheon's wonderful deeds. Their spells come from the heavens (or underworld if they are a cleric of an evil deity). They invoke spells by murmuring a prayer or performing a ritual as dictated by their deity. That may appear as energy flowing from the heavens into the hands of the cleric or invisible forces bursting throughout the sky as the gods bend the elements to do their bidding.

- **Weird Ability:** Spirit
- **Weird Skill:** Divinity
- **Critical Failure:** Clerics only receive their powers due to the diligent work they do for their deity and the worshipers of that deity. Should he fail to appease that deity, horrible things could happen. On a Critical Failure, the cleric has somehow violated the deeds of his deity and suffers a -2 to all **Spirit + Divinity** rolls for one week.

HIEROPHANT

Hierophants are occult leaders. Much like a cleric leads in the name of a divine being, hierophants lead in the name of an esoteric or vile being. Their spells come from the hands of those they worship and is often channeled through the rituals they perform in front of their followers. The hierophant is able to use this energy to bend reality, creating dark light from his hands or gaining strength from the shedding of blood.

- **Weird Ability:** Psyche
- **Weird Skill:** Occult
- **Critical Failure:** Dealing with evil beings forms a fragile relationship. If the hierophant isn't careful, he may anger the being. On a Critical Failure, the hierophant has angered the being and suffers from retaliation. The hierophant is thrown backwards 30ft; if he hits the wall, he also suffers 1d6 damage.

PSION

Psions are masters of psionic abilities. They have mastered the power of the mind and can manipulate the world around them with merely a thought. They have managed to tap into areas of the brain no one understands and have an innate ability to control their surroundings. Their powers often form invisibly, such as causing objects to float.

- **Weird Ability:** Psyche
- **Weird Skill:** Psionics
- **Critical Failure:** Psions are subject to backlashes within their mind. On a Critical Failure, their minds resist the control and let out a psychic scream that causes 1d6 damage (automatically hits) to the psion and everyone within Blast 15, centered on the psion.

SCIENTIST (STEAMPUNK)

Scientists don't cast magic. Instead, they design gadgets that exhibit magic-like abilities. Each gadget is a Talent and Weird Points represent the overall power (or power source) of the gadgets with the Weird Character's total Weird Points being divided, however the player wishes, amongst the applicable gadgets. (Talents could also be automatons controlled by the scientist to perform a specific function.) Each gadget can be Manipulated, but only to a maximum number of Weird Points allotted to that gadget.

- **Weird Ability:** Intelligence
- **Weird Skill:** Steampunk
- **Critical Failure:** When dealing with volatile technology, the scientist must be very careful. On a Critical Failure, he is unable to control the technology properly and his invention explodes, catches fire, or melts. He takes 2d6 damage (automatically hits) as does anyone else holding the invention.

SHAMAN

Shamans worship spirits. They harness the power of those spirits by trapping it inside a fetish or calling upon the spirits to offer aid. They often provide aid through spiritual healing and seek advice from the spirits of their ancestors.

- **Weird Ability:** Spirit
- **Weird Skill:** Shamanism
- **Critical Failure:** Spirits don't always like to bend to the will of a shaman. On a Critical Failure, the spirit revolts and lashes out at the shaman instead. Whatever spell was being cast is instead cast on the shaman (automatically hits), although he takes only half damage.

SORCERER

Sorcerers are incredible wielders of arcane energy that has existed since the dawn of time. They learn their spells in a scholarly way and memorize everything needed to cast their magic. Those may be read directly from a grimoire or done by manipulating the arcane weave.

- **Weird Ability:** Intelligence
- **Weird Skill:** Arcana

- **Critical Failure:** The arcane weave doesn't always do what the sorcerer wants it to. On a Critical Failure, the weave rejects his manipulation and explodes in his face. That causes 1d6 damage (automatically hits).

SUPER HERO

Super heroes don't have magic, but do have super human abilities that manifest much like magic. Those are much like a magical spell, but should be much easier to utilize, as opposed to being cast like a spell. Weird Points are a measurement of stress on their bodies.

- **Weird Ability:** Strength
- **Weird Skill:** Superhuman*
- **Note:** (*) Super heroes can choose a different Weird Skill for each manifestation of their super human abilities.
- **Critical Failure:** On a Critical Failure, a super hero's opponent gets an immediate free Standard Attack as the super hero has exposed a weak spot while attempting to use his abilities.

WARLOCK

Warlocks gain their spells by dealing with devils, demons, or any chaotic being. Their magic is dark and chaotic and often times unstable. However, they cannot manipulate that magic themselves and thus require intervention from an evil being. This may appear as dark energy that comes from the depths of the Chaos Plane.

- **Weird Ability:** Charisma
- **Weird Skill:** Demonology
- **Critical Failure:** Although warlocks may get power from demons and devils, they are often duped by them at the same time. On a Critical Failure, the evil being has deceived the warlock by supplying him with a false energy. The spell fails and the warlock is immediately drained of all Weird Points; these Weird Points recover as normal.

USING TALENTS

As a standard action, typically costing one Combat Action, a character may utilize one of his Talents. This is done by declaring the Talent to be used, spending the applicable number of Weird Points to use and alter the Talent, and making a standard Skill Roll using the chosen Weird Ability + Weird Skill. The difficulty of this roll is based on the **Difficulty** entry of the Talent, the **Resistance** of the Unopposed Roll, or the standard Target Number if neither is present.

SUCCESS

If the Weird Character's roll is Successful, the Talent goes off as normal and the full Weird Points are expended. If this is an attack, the Defender may spend a Combat Action to evade the Talent, if he has a Combat Action available, as an Opposed Roll versus the Weird Character's roll. For all intents and purposes

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es, a character's Talent roll is considered an Attack Roll. No additional rolls are needed to hit a target.

CRITICAL SUCCESS

If the Skill Roll to utilize a Talent is a Critical Success, the Talent works as normal, but only one Weird Point is expended and he gains a Hero Point.

FAILURE

If the character Fails his roll to utilize a Talent, the Talent doesn't work at all and one Weird Point is expended. Casting failures only apply to non-Defense Unopposed Rolls, not when making an Opposed Roll or when rolling against a target's Defense. During Opposed Rolls and when rolling against a target's Defense, the full Weird Points are spent regardless if the Talent overcomes the Target Number.

Example: When a Weird Character uses his burst Talent, the blast goes off no matter what and the full Weird Points are expended. However, the Skill Roll may not exceed the target's Defense value and thus the Talent effectively fails.

CRITICAL FAILURE

If the Skill Roll to utilize a Talent is a Critical Failure, the Talent doesn't work at all, the full Weird Points cost of the Talent are expended, and the GM gains a Hero Point.

MAINTAINING TALENTS

Talents only last the **Duration** they were originally utilized at. However, many of them can be **Maintained** after their Duration ends. Maintaining a Talent after its Duration expires requires the character to expend one Weird Point at the beginning of his first Initiative in each Combat Round to maintain the Talent. If he wishes to utilize additional Talents, subsequent Weird Ability + Weird Skill rolls suffer a cumulative -2 penalty for each Talent being Maintained during the Combat Round in which the one Weird Point is expended.

MANIFESTATION

Manifestation is a way of describing how a Talent is created or utilized and what it looks like to those around the character. For the sake of balance, manifestation has no in-game effects other than sounding cool and making the Talent more interesting. This manifestation can also be incorporated into the name of the Talent to make it seem unique to that character, such as a sci-fi gadget.

Manifestation allows the same Talent to be used across multiple genres, settings, and character concepts without needing an exhaustive list of Talents that do the same thing.

Hero Points: Players who are particularly good at flavoring their Talents in unique ways should be rewarded with a Hero Point to be spent immediately. This works the same as utilizing a positive Quality (effectively making use of the Weird Quality) and must apply to the current action being performed.

MANIPULATION

All Talents, unless noted otherwise, can be **Manipulated** to become stronger or more effective than their basic entry. If that isn't desired, the character can instead utilize the Talent in its base form and spend the minimal number of Weird Points necessary.

Talents are listed with Traits; these Traits can be Manipulated to alter the Talent, unless denoted as a static value in their entry. The list of Talent traits are – Magnitude, Range, Duration, and Targets.

Utilizing a Talent costs 1 Weird Point. Each Manipulated Trait, according to the Manipulation Table, cumulatively increases the Weird Point cost. Each Trait can be Manipulated in different ways at a different cost as defined in the Manipulation Table.

Example: It costs 2 Points of Manipulation to adjust the Range from Touch to 30ft x Weird Ability and 2 Points of Manipulation to adjust the Duration from 1 Combat Round to 3 Combat Rounds. The total cost to utilize that Talent is 5 (1 for the base cost + 2 for Range + 2 for Duration).

MAGNITUDE

Magnitude is a general description of size or capacity for a particular Talent. For some Talents, it's only used against opposing Talents; for others it determines what the character can interact with when utilizing that Talent. The effects of Magnitude are noted within each applicable Talent's entry with all Talents having a default Magnitude of 1. It costs one Weird Point for each incremental augmentation to Magnitude of a Talent.

RANGE

Range is a measurement of how far the Talent reaches. Most Talents have a default Range of Touch. Manipulating Range allows the character to affect a target at a greater distance. However, most Talents still require the character to see his target or know its location; if he cannot, the Talent automatically Fails. It costs one Weird Point for each incremental augmentation to the Range of a spell.

Range is based on the Weird Ability (WA) and given in feet (ft) or miles (M) times the Weird Ability die type.

DURATION

Duration is the number of Combat Rounds the Talent lasts. When a Talent has reached the end of its Duration, it's considered to have **Expired**. Most Talents have a default Duration of one Combat Round (1 CR). This means the Talent occurs immediately and lasts until the beginning of the character's turn during the next Combat Round. (Delaying occurs after the beginning of the character's turn.) It costs one Weird Point for each increase to Duration.

Unless the result of the Talent is a permanent object or effect (such as a fire or a rock), Duration automatically Expires once that character reaches Dying.

TARGETS

Targets are the number of targets affected by the Talent. Most Talents default to affecting only a single Target. Manipulating the number of Targets increases the recipients of the Talent, but it doesn't change the potency of it. Each recipient receives the full brunt of the Talent although each one is entitled to make an Opposed Roll if they have a Combat Action to evade it. It costs one Weird Point for each additional Target added to the Talent.

For Talents that don't use Blast or Cone, the additional recipients chosen by manipulating Targets must be within 10ft of another recipient of the Talent without exceeding the Range. A Weird Ability + Weird Skill roll must then be made against each recipient.

GROUP RITUALS

Difficult Talents, such as *banish*, *divination*, and *exorcise*, can be performed as a group ritual using a Cooperative Roll. A single character is chosen as the Weird Character performing the ritual while all others are participants. Each participant makes a Skill Roll and those that succeed increase the Magnitude of the Talent by +1 and provides a +2 bonus to the Weird Character's Skill Roll. The Weird Character, however, does not have to spend any additional Weird Points to gain the bonus to Magnitude.

TALENT TRAITS

Like equipment, Talents have Traits. These Traits are keywords that describe the mechanical effects of the Talent and they can be altered.

Difficulty: The Talent incurs the listed penalty to the Weird Ability + Weird Skill Unopposed Roll. If the Talent is being opposed, ignore the penalty and use the standard Opposed Roll rules.

Difficulty (Stature): The difficulty penalty is tied to the importance of the targeted being within their native plane; the more important the being, the higher the difficulty penalty. Alternatively, if importance is unknown, it could be the negative of the target's Psyche or Spirit, whichever's higher.

Duration (Instant): The Talent takes effect immediately and vanishes after it resolves. It cannot be maintained nor can its Duration be manipulated. Conjured objects are created immediately, but remain indefinitely until disposed of.

Duration (Time): Duration is measured using the listed unit of time instead of Combat Rounds.

Magnitude (Opposed): Magnitude is only used to overcome an opposing Talent, such as repel, and provides no other benefit to the Talent.

Magnitude (Rank): Magnitude is limited by the character's Rank. Novice @ Magnitude 4; Seasoned @ Magnitude 6; Veteran @ Magnitude 8; Master @ Magnitude 10; Hero characters can use the Talent beyond Magnitude 10. When performed as a group ritual, increase the maximum Magnitude limit by +1 for each participant.

Magnitude (Size): The Size of the Talent's effect is controlled by Magnitude starting at Size -3 for Magnitude 1 and going up to Size 10 for Magnitude 13. For each increase in Magnitude, Size increases by 1.

Magnitude (Toughness): The Talent creates an object with a Toughness Rating equal to Magnitude starting at Toughness 1 for Magnitude 1 and Toughness 10 for Magnitude 10. For each increase in Magnitude, the Toughness Rating increases by 1.

Magnitude (Size & Toughness): The Talent creates an object with a variable Size and Toughness Rating tied directly to Magnitude, starting at Size -3 and Toughness 1. Each increase in Size or Toughness cumulatively increases the Magnitude by 1 starting at Size -3 and Toughness 1 for Magnitude 1 and going up to Size 10 and Toughness 10 for Magnitude 22.

Maintained: The Talent can be Maintained.

Reactive: The Talent can be used to actively defend, as a Defend Roll, costing one Combat Action.

Resistance: If the Aggressor's Weird Ability + Weird Skill roll is successful, the Defender can make a free Opposed Roll using the Ability + Skill combination listed in the trait. If the Defender is not trained in the listed Skill, the Opposed Roll automatically fails.

Static Values: If a component cannot be Manipulated, it will appear as a static value, such as Range (100ft).

Targets (Blast): The Talent's effect is in the shape of a Blast. Manipulating Targets alters the size of the explosion whereas Targets 1 uses Blast 5, Targets 2 uses Blast 10, Targets 3 uses Blast 15, etc. GM's may limit the maximum size of this Blast. This effect is subject to the Area Effect rules.

Targets (Cone): The Talent's effect is in the shape of a Cone. Manipulating Targets allows for a larger size to the Cone whereas Targets 1 uses Cone 15, Targets 2 uses Cone 20, Targets 3 uses Cone 25, etc. GM's may optionally limit the maximum size of this Cone. This effect is subject to the Area Effect rules.

Unlisted Components: If a Talent doesn't list any components (Magnitude, Range, Duration, or Targets), it follows the Manipulation Table, starting with each component at its lowest value.

MANIPULATION TABLE

Points of Manipulation	Magnitude	Range	Duration (Combat Rounds)	Targets
None	1	Touch	1	1
1	2	6ft x Weird Ability	2	2
2	3	30ft x Weird Ability	3	3
3	4	60ft x Weird Ability	4	4
4	5	120ft x Weird Ability	5	5
5	6	250ft x Weird Ability	6	6
6	7	500ft x Weird Ability	7	7
7	8	1000ft x Weird Ability	8	8
8	9	0.5M x Weird Ability	9	9
9	10	1M x Weird Ability	10	10
10	11	5M x Weird Ability	11	11
Each point...	+1 Magnitude	+2.5M x Weird Ability	+1 Combat Round	+1

TALENTS LIST

ABJURE

Traits: Duration (Hours), Magnitude (Opposed), Maintained

Forgo a single substance or process necessary to sustain life, such as water, food, sleep, air, and so on.

ANIMATE

Traits: Difficulty (-2), Duration (Minutes), Magnitude (Size), Maintained

Control a normally inanimate object or group of objects (such as skeleton bones).

BANISH

Traits: Difficulty (Stature), Duration (Instant), Magnitude (Rank), Magnitude (Size), Resistance (Psyche + Resist)

Dismiss a spiritual or demonic being according to the Magnitude of the Talent. If successful, the being is sent back to its native plane. *Banish* cannot be used to exorcise a being; it already has to be freed from the host.

Example: *A demon of Size 0 is of little importance in the Chaos Plane and can be banished with a Magnitude 4 Talent at -2 (because demons should be harder to banish than spirits). A Prince of Hell of Size 6 is a very significant being and requires much more strength to banish. This requires a Magnitude 10 Talent at a Difficulty of -12.*

BARRIER

Traits: Magnitude (Rank), Magnitude (Toughness), Maintained, Targets (Special)

Create a solid, immobile wall, 6ft long with a Toughness Rating equal to the Talent's Magnitude. The number of Targets of the Talent determines how many 6ft sections are created. The thickness of the wall depends on the substance it's created of in relation to its Toughness Rating.

BOOST DAMAGE

Traits: Magnitude (Rank), Maintained

Increase the damage of a weapon or unarmed attack by an amount equal to Magnitude.

BURST

Traits: Duration (Instant), Magnitude (Rank), Range (Touch), Targets (Cone)

Send a blast of energy out from the character, as a Cone area-effect against a number of targets beneath the Cone. Defenders who fail to or cannot dodge or evade the attack take an amount of damage equal to Magnitude.

CONCEAL

Traits: Duration (Hours), Magnitude (Size), Maintained

Prevent any object, person, or place from being detected. Magnitude determines what size of target can be hidden.

CONFUSE

Traits: Difficulty (-2), Maintained, Resistance (Perception + Resist)

Distract or mesmerize a target. If successful, the target suffers a -4 penalty to all Skill Rolls throughout the duration of the Talent.

DARKVISION

Traits: Duration (Hours), Magnitude (Opposed), Maintained

Ignore lighting penalties in dim and dark Lighting and half the penalty in total darkness.

DEFLECT

Traits: Difficulty (Special), Duration (Instant), Reactive

Block an incoming attack as if you had successfully dodged or parried it. When used against weapon attacks, the Difficulty of this roll is based on the Aggressor's Attack Roll, the same as

performing dodge as an Opposed Roll. Weapon-based melee and ranged attacks are considered Magnitude 1, and a Magnitude 1 *deflect* talent can be used to deflect the attack.

Deflect also allows the character to evade an attack from a Talent that causes damage, although it cannot be used to resist another Talent. The Magnitude of the *deflect* Talent is used to block incoming attacks from another Talent (must be a Talent that causes damage). The Magnitude of the *deflect* Talent must meet or exceed that of the other Talent.

DETECT

Traits: Maintained

Locate an object, person, or place hidden or concealed by a Talent or Talent-like ability.

DIMINISH

Traits: Difficulty (-4), Magnitude (Opposed), Maintained, Resistance (Spirit + Resist)

Temporarily weaken a target by reducing one of his Abilities by a single die type (to a minimum of d4, this is cumulative with multiple *diminish* Talents). Targets can only choose additional targets, not additional Abilities on a single target.

DISGUISE

Traits: Duration (Hours), Magnitude (Opposed), Maintained

Disguise your face, voice, or general physique to avoid being recognized.

DIVINATION

Traits: Difficulty (Stature), Duration (Minutes)

Speak to a spiritual, divine, or otherworldly being. Difficulty can be decreased by increasing Magnitude. This may be absolutely necessary if the being is a god.

Example: A divine messenger is relatively easy to speak with and carries no Difficulty modifier with a Magnitude of 1. Speaking to Zeus, the head of a pantheon, may be extremely difficult and carries a Difficulty of -10 with a Magnitude of 10.

DOMINATE

Traits: Difficulty (-4), Magnitude (Rank), Magnitude (Size), Maintained, Resistance (Psyche + Resist)

Control a living creature or being. Magnitude determines the size of the target that can be dominated.

EARTH

Traits: Duration (Instant), Magnitude (Rank), Magnitude (Size & Toughness)

Create an object made from hardened sand, or some other earthen material, without the element being present or needing to be manipulated. Magnitude determines the Size or Toughness Rating of the object. Small objects (Size -3) can be thrown, doing 2 damage, and larger objects can be used as

obstacles. Large objects can be formed around another object or being, but the inside will be hollow.

ELEMENTAL MANIPULATION

Traits: Duration (Instant), Magnitude (Rank), Magnitude (Size & Toughness)

Manipulate or move an already-present element. Magnitude is a measurement of how much the element changes relative to Size or Toughness or how much of the element can be moved.

Example: Turning a stone of Size -3 into a Size 0 boulder requires a Magnitude 3 Talent (Size increased by 3 steps).

ENHANCE

Traits: Difficulty (-2), Magnitude (Opposed), Maintained

Temporarily increase a single Ability or Skill by one die type (to a maximum of d12, this is cumulative with multiple *enhance* Talents). Targets can only choose additional targets, not additional Abilities on a single target. When using *enhance* to increase an Ability, Attributes are not affected.

EXORCISE

Traits: Difficulty (Stature), Duration (Instant), Magnitude (Rank), Magnitude (Size), Resistance (Spirit + Resist)

Remove a spiritual or demonic being from a host according to the Magnitude of the Talent. If the character is successful, the being is released from the host, and is now free to interact with the world around it as it pleases.

Example: A demon of Size 0 is of little importance in the Chaos Plane and can be exorcised with a Magnitude 4 Talent at -2 (because demons should be harder to exorcise than spirits). A demon prince of Size 6 is a very significant being and requires much more strength to exorcise. This requires a Magnitude 10 Talent at a Difficulty of -10.

EXPLODE

Traits: Duration (Instant), Magnitude (Rank), Targets (Blast)

Project a blast of energy away from the character that explodes on impact with a Blast area-effect. Those that fail to or cannot dodge or evade the attack take an amount of damage equal to Magnitude.

FARSIGHT

Traits: Maintained, Targets (1)

See objects and beings at a distance dictated by the Talent's Range. The character's cone of vision uses Cone 30 originating at the point the Talent is centered on, defined by the Talent's Range. Targets cannot be manipulated as the character can only use one iteration of this Talent at a time. However, the cone of vision can be moved a full 360°.

Farsight can be combined with a ranged attack. While active, the character ignores all range penalties, but is still limited by the range of the weapon.

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FIRE

Traits: Duration (Instant), Magnitude (Rank), Magnitude (Size)

Create a flame, or cause something to start on fire, without the element being present or needing to be manipulated. Magnitude determines the size of the flame. Small objects (at least Size -2, the size of a torch flame) can be thrown, doing 1 damage that ignores armor, and larger objects can be used as obstacles.

Successfully casting *fire* means the intended flame appears on the intended object and is now subject to the rules for fire. That object must be flammable for this to occur. The flame must be at least Magnitude 2 to cause any damage to a character. A character may attempt to put the fire out, after first sustaining damage, to avoid taking continual damage. If the flame is not put out, there is a 50% chance that it spreads.

FLY

Traits: Difficulty (-2), Duration (Minutes), Magnitude (Rank), Magnitude (Special), Maintained

Grant flight at a rate of 50% higher than the target's Speed with a climb rate of half its Speed. *Fly* is capable of providing flight to a being with a Size equal to or less than the Talent's Magnitude (a Magnitude 1 Talent can provide flight to beings of Size -3 through Size 1).

FORM

Traits: Duration (Instant), Magnitude (Rank), Magnitude (Size & Toughness)

Take material and mold it into a usable shape. This includes the ability to repair solid objects like weapons (for mechanical objects, use *mend*). Magnitude determines the Size and Toughness Rating of the final object.

GLOW

Traits: Duration (Minutes), Maintained

Create a soft light bright enough to read by and traverse a room with. A character can illuminate an area with a 5ft radius for each point of Magnitude. This light is not considered to be equivalent to sunlight, no matter how large it gets.

HASTE

Traits: Duration (Minutes), Magnitude (Rank), Maintained

Increase Speed by 5ft per point of Magnitude to a maximum of 3x the target's Speed.

HEAL

Traits: Duration (Instant), Magnitude (Rank)

Increase current Health by 1d4 per point of Magnitude, up to the target's maximum Health value.

HINDER

Traits: Duration (Minutes), Magnitude (Rank), Maintained

Decreases Speed by 5ft per point of Magnitude to a minimum of 5ft.

ICE

Traits: Duration (Instant), Magnitude (Rank), Magnitude (Size & Toughness)

Create an object made from hardened water, or some other liquid material, without the element being present or needing to be manipulated. Magnitude determines the Size and Toughness Rating of the object. Small objects (Size -3) can be thrown, doing 2 damage, and larger objects can be used as obstacles. Large objects can be formed around another object or being, but the inside would be hollow.

ILLUSION

Traits: Magnitude (Rank), Magnitude (Size), Maintained, Resistance (Perception + Awareness)

Affect one of a target's senses by tricking that sense into believing an illusion is real. If successful, the target believes the illusion is real and acts upon it accordingly. Magnitude determines the size of the illusion.

Illusion doesn't create an illusion seen by everyone. Only the target perceives the illusion and thinks it's real. The resulting action of a target perceiving the illusion can be used like a Combat Maneuver, such as distracting the target or forcing them prone.

INSIGHT

Traits: Difficulty (-2), Magnitude (Opposed), Maintained, Resistance (Psyche + Resist)

Discern a target's emotions, motivations, and truthfulness. If the character succeeds, he's able to understand exactly what the target is truly thinking and feeling.

INVISIBLE

Traits: Difficulty (-2), Magnitude (Opposed), Maintained

Turn invisible, becoming subject to the Blind Fighting rules. The target is not ethereal and cannot pass through walls or objects, but those around him are unable to see him.

MADNESS

Traits: Magnitude (Rank), Magnitude (Size), Resistance (Psyche + Resist)

Affect the target's mind in the hopes of making him panic. If the character succeeds, his target becomes **Panicked** and must use his next Combat Action to disengage or flee (by moving away from the character). Magnitude determines the Size of the being that can be targeted by the Talent.

The target may use his following Combat Action to make another Psyche + Resist resistance roll to regain control of his

mind. If he fails, he continues to flee. He can repeat this on any subsequent Combat Action, losing that Combat Action if he fails. The target may stop fleeing once the character is out of his line of sight; however, as long as the character can be seen, the desire to flee continues until the Duration expires.

MEND

Traits: Difficulty (Special), Duration (Instant), Magnitude (Rank), Magnitude (Size)

Fix broken mechanisms. (Repairing solid items is considered crafting and uses *form* instead.) Magnitude determines the Size of the object being repaired.

An object's complexity increases the difficulty of utilizing the *mend* Talent. A low complexity object, such as a spring-driven handheld toy, incurs no penalty while a highly complex object, such as a clockwork-driven concert piano, could incur a -8 penalty at the GM's discretion.

Mend is also used to repair a construct's current Health by 1d4 per point of Magnitude, up to its maximum Health value.

MISSILE

Traits: Duration (Instant), Magnitude (Rank)

Fire a blast of energy at a target, akin to a melee or ranged attack, as a standard Attack Roll. If successful, the target takes an amount of damage equal to half the character's Weird Ability die type plus the Magnitude of the Talent.

PROTECT

Traits: Duration (Minutes), Magnitude (Rank), Maintained

Form a protective barrier around a target to avoid the effects of the surrounding environment (such as swimming through water). Magnitude must be equal to or greater than the scale of the environmental protection.

Example: If a house fire is considered a Magnitude 6 fire Talent, *protect* must carry a Magnitude of at least 6 to protect the caster from that size fire.

RAISE

Traits: Difficulty (-2), Duration (Minutes), Magnitude (Rank), Magnitude (Size), Maintained

Control a recently deceased creature or being (basically reanimating them as a zombie). Magnitude determines the Size of the being that can be raised from the dead.

REGENERATE

Traits: Difficulty (-4), Duration (Instant), Magnitude (Opposed)

Regenerate limbs or repair injuries on living beings. If a character has sustained an injury, only *regenerate* can repair that injury; *heal* cannot as it only increases current Health.

REPEL

Traits: Difficulty (Special), Duration (Instant), Reactive

Repel is the Talented form of rolling to resist an opposing Talent, such as *dominate*. The *repel* Talent works in one of two ways: by casting and winning an Opposed Roll or by casting and increasing the Magnitude. If the *repel* Talent is utilized at a Magnitude equal to or less than the opposing Talent, the character may make a Opposed Roll using Weird Ability + Weird Skill. If the *repel* Talent is utilized at a Magnitude higher than the opposing Talent, no Opposed Roll is necessary as the *repel* Talent cancels out the opposing Talent.

RESTORE

Traits: Difficulty (-2), Duration (Instant), Magnitude (Special), Resistance (Spirit + Resist), Targets (Special)

Restore a single Ability or Attribute (such as Speed) to its original state after being altered by another Talent, such as *diminish*, *hinder*, *haste*, or *enhance*. Magnitude is equal to the number of Talents affecting a single Ability or Attribute. Targets is equal to the number of Abilities and Attributes being restored. If used against an unwilling target, it can be resisted as an Opposed Roll.

Restore can also be used to reduce Fatigue by one level per point of Magnitude. This can be combined with restoring Abilities whereas Fatigue is an additional Target.

SENSE

Traits: Maintained

Whereas *detect* allows the character to find concealed items hidden by a Talent, *sense* allows the character find concealed mundane items, such as gems, gold, weapons, and explosives, as long as they are not concealed by another Talent.

Example: the character finds gold in the walls of a mine.

SHAPE CHANGE

Traits: Difficulty (-4), Duration (Minutes), Magnitude (Rank), Magnitude (Size), Maintained

Transform willing targets into animals. Only mundane animals are allowed (no legendary or mythological creatures) and the animal must be one known to the character. Magnitude determines the Size of the animal being changed into. Unwilling targets are unaffected by this Talent.

While the character is in animal form, he assumes the physical Abilities (Dexterity, Strength, and Vitality) of that animal and cannot use weapons or armor but can continue to use Talents.

SHELL

Traits: Maintained

Create armor around the target to protect from incoming attacks. Each point of Magnitude provides +1 point of Armor to a maximum of +4. This stacks with what the target is already wearing.

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SHROUD

Traits: Duration (Minutes), Magnitude (Rank), Maintained

Create an area of darkness, equivalent to dim lighting. A character can darken an area with a 5ft radius for each point of Magnitude.

SLEEP

Traits: Difficulty (-4), Duration (Minutes), Magnitude (Rank), Magnitude (Size), Maintained, Resistance (Psyche + Resist)

Put a target to sleep. Magnitude is used to determine the Size of the target being put to sleep. If the target is attacked while asleep (regardless of damage), it immediately awakes and resumes combat at the beginning of the next Combat Round, effectively Expiring the Talent (it cannot act during the same Combat Round in which it awoke).

SUMMON ALLY

Traits: Duration (Minutes), Magnitude (Opposed), Range (Special)

Summon an ally (who was previously established as an ally) to fight alongside you. Range begins at 60ft x WA instead of Touch and the ally arrives in an amount of time in relation to how far away they are, but at a running pace (60ft per round). The ally remains throughout the Duration of the Talent. Targets is a measurement of how many allies are summoned. At the GM's discretion, the ally may remain until dismissed.

SUMMON ANIMAL

Traits: Duration (Minutes), Magnitude (Rank), Magnitude (Size), Range (Special)

Summon an indigenous animal (no legendary or mythical creatures) to perform whatever actions the character commands (no additional rolls are needed to provide those commands). Range begins at 60ft x WA instead of Touch and the animal arrives in an amount of time in relation to how far away they are and how fast they move, but at a running pace (Speed x2). The animal remains throughout the Duration of the Talent. The Size of the animal summoned is determined by the Magnitude of the Talent. Targets is a measurement of how many animals are summoned. At the GM's discretion, the animal may remain until dismissed and only animals friendly to the character may be summoned.

TELEKINESIS

Traits: Magnitude (Rank), Magnitude (Size), Maintained

Control inanimate objects by lifting, throwing, or moving them. The Size of the controlled object is determined by the Magnitude of the Talent. Range determines the objects movement radius, being able to be picked up and moved anywhere within that radius away from the character. Throwing an object at another target (including weapons) is considered a standard Attack Roll; if multiple objects are thrown (including weapons), an Attack Roll must be made for each object. How-

ever, only one Combat Action needs to be spent to avoid the attack, regardless of how many objects are being thrown.

Daggers, hatchets, and short swords are considered Size -2, battle axes and long swords are considered Size -1, and polearm weapons are considered Size 0 when used as thrown objects.

TELEPATHY

Traits: Magnitude (Opposed), Maintained, Range (Special), Resistance (Psyche + Resist)

Speak directly into the mind of a target through some type of link. Range starts at 60ft x WA and if the target wishes to sever the link, he may do so as an Opposed Roll. Duration determines how long the link remains active. While a link is active, both the character and his target may speak to each other using only their thoughts.

TELEPORT

Traits: Difficulty (-4), Duration (Instant), Magnitude (Rank), Magnitude (Size), Resistance (Strength or Dexterity + Athletics or Resist)

Move an object or being to anywhere within the Range of the Talent, as long as nothing impedes safe arrival at the new location. Magnitude determines the Size of the being or object being teleported. Targets determines the number of objects or beings being moved. If the being doesn't wish to be teleported, it may resist using Resist or Athletics as a measure of willpower or evasion.

TONGUES

Traits: Magnitude (Opposed), Maintained, Range (Hearing)

Speak or understand a language, other than a native one, with fluency. Range is within speaking distance of both the character and the target.

TOPPLE

Traits: Duration (Instant), Magnitude (Opposed), Resistance (Dexterity + Athletics)

Knock the target prone.

WARD

Traits: Difficulty (-4), Magnitude (Rank), Maintained, Range (Touch)

Create an area of protection around a target to deflect incoming attacks from a chosen source. When the *ward* Talent is utilized, that source must be specifically defined (such as *ward against spirits* or *ward against fire*); vague sources, such as "evil" are much too broad and the Talent becomes ineffective. The protective circle must be inscribed into a solid surface, such as rock or wooden planks. Once the protective circle is inscribed, it cannot be moved, although the surface it's inscribed upon can be. This creates a circle of protection around the character with a radius equal to 5ft per point of Magnitude.

To cross the perimeter of the protective circle or attack anyone protected by the ward, the chosen source must succeed on a Hard (-4) Psyche + Spirit roll. On Failure, the chosen source is completely stopped and those within cannot be targeted. On Success, the chosen source has overcome the ward and may proceed with its attack by moving into the protective circle. (If the chosen source is not a living being, no roll is necessary and the ward protects all those within it.) Once the chosen source enters the protective circle, it may attack those within it. Those inside the circle may leave, forcing the chosen source to make the same Psyche + Spirit roll to leave the warded area.

Instead of creating a protective circle around the character, the Weird Character may create the *ward* around the target, trapping it within. The same Psyche + Spirit rolls apply.

WATER

Traits: Duration (Instant), Magnitude (Rank), Magnitude (Size)

Create water without the element being present or needing to be manipulated. Magnitude determines the amount of water; Size -3 is about a cup, Size -2 is about a gallon, and a Size 0 is about six gallons. If water is formed around a target (the target must be smaller than the equivalent Size of water), he becomes subject to the drowning mechanics.

WIND

Traits: Duration (Instant), Magnitude (Rank), Magnitude (Size), Resistance (Strength + Athletics or Acrobatics)

Create a powerful gust of wind without the element being present or needing to be manipulated. Magnitude determines the Size of the object or being that can be blown 30ft by that gust. If the target hits a surface before landing, he is subject to the falling mechanics with half the damage, ignoring armor. Once the target stops moving, he's prone.



RULES

Entropic Gaming System is a tabletop role-playing game that combines storytelling with mechanics for characters and randomized conflict resolution. Chapters 2-6 explain the mechanics for characters while **Rules** explains the mechanics for conflict resolution.

THE BASICS

During gameplay, players may come across a number of conflicts, encounters, or situations that cannot be resolved through simple role-playing due to uncertain outcomes, opposing forces, challenges, external stimuli, or combat. Every one of these is resolved using a Skill Roll with any number of modifications given the circumstances.

ROUNDING NUMBERS

Whenever you're forced to round numbers due to the game's mechanics, always round in favor of the character whose stat is being rounded. If the character would benefit from rounding up, then round up. If the character would benefit from rounding down, then round down.

NARRATIVE TIME

Time outside of combat is referred to as *Narrative Time*. Narrative time is not actually defined by seconds, minutes, hours, or days, but rather is defined by the speed of role-playing. This means anything can happen during narrative time for whatever period of time is required by the GM.

Conflict resolution occurs outside of Narrative Time. As with Narrative Time, this time also varies, but is generally measured in seconds or minutes.

COMBAT

Combat is an inevitable part of role-playing games. It may be as simple as a barroom brawl or as violent as open warfare. In *EGS*, combat is meant to be dangerous when the right tactics are applied or if the target is ill-prepared.

The following characteristics are an integral part of combat:

- Combat can be deadly. A called shot to the head can kill almost any Minion.
- Combat should be tactical. Characters should be given the option to choose their actions as they please.
- Character turns should be quick. Players shouldn't have to spend a lot of time waiting for their next action.
- Combat should be memorable. Although it's violence, combat can make a story quite exciting and there's nothing like proving out a character design.

COMPONENTS OF COMBAT

Combat is broken into two major functions: Combat Actions and Combat Rounds. These are meant to be simple and allow combat to move quickly without getting bogged down.

COMBAT ROUNDS

Combat is broken down into rounds; for simplicity, each round is six seconds long. This may not be an actual time, but it allows for simple math when utilizing Talents. When a new Combat Round begins, each character (PCs, NPCs, and Minions) has 3 Combat Actions to spend, plus any applicable bonus Combat Actions. Once everyone's Combat Actions are spent, the round ends and a new round begins.

INITIATIVE

Initiative is the order in which participants are allowed to act during combat, from the highest value to the lowest. The highest result acts first, followed by the next highest, and so on. If there is a tie, the participant with the highest Dexterity die type goes first. If there is still a tie, the participant with the highest Acrobatics die type goes first. If there is still a tie, the participants are considered to be acting simultaneously.

[Optional] Random Initiative: The *EGS* rules attempt to make combat quicker by utilizing static Initiative values. Initiative may instead be randomized by rolling **Dexterity + Intelligence + Acrobatics**. Initiative then goes from highest to lowest of the resulting rolls.

MOVEMENT

Every participant in combat may freely move up to their full Speed during a single Combat Round. This movement may be divided up as desired across all Combat Actions, but may not exceed their Speed in a given Combat Round without spending a Combat Action to run or sprint. Additionally, if engaged in melee combat, no movement is allowed without first disengaging or retreating.

Example: A character with Speed 30 may move 10ft and attack, engaging in melee, on his first Combat Action, disengage on his second Combat Action, and move 20ft and attack, engaging in melee again, on his third Combat Action.

Difficult Terrain: When moving across difficult terrain, characters move at half their Speed. The character must still be able to move across the difficult terrain without having to climb, crawl, jump, etc. Otherwise the character will have to use other movement types to cross the terrain.

Change Stance: Characters may optionally use half their Speed to change stance from standing, to kneeling or prone and vice versa. They must have at least half their Speed still available to change his stance or spend a Combat Action.

Example: A character with Speed 30 may move 15ft and go prone. However, if he moves 20ft, he no longer has enough movement left to go prone and must spend a Combat Action.

Impeded Movement: Moving while on hands and knees is done at half Speed. Moving while prone is done at quarter Speed. Climbing up walls is done at half Speed as is swimming in non-moving water. Swimming against the flow of moving water is done at quarter Speed while moving with the flow of moving water is done at full Speed.

ATTACKING

When characters decide to attack, they make an Attack Roll. Attack Rolls are standard Skill Rolls using the applicable Ability + Skill for the weapon they are using. These required Abilities and Skills cannot be changed unless a weapon's entry says so.

- Two-handed weapons use Strength
- One-handed weapons use Dexterity
- Melee weapons use Melee
- Guns and the like use Firearms
- Bows, crossbows, and slingshots use Ranged
- Thrown weapons use Athletics
- Unarmed attacks use Athletics.
- Riding a mount while attacking uses Husbandry.

The attacking character is known as the Aggressor.

DEFENDING

The character targeted by the attack is known as the Defender. The Defender has two options:

1. Allow the Attack Roll to be Unopposed against the Defender's Defense value.
2. Spend a Combat Action to actively defend the attack and make a Defend Roll, turning it into an Opposed Roll.

Defend Rolls are standard Skill Rolls using an applicable Ability + Skill depending on the type of attack.

- Melee attacks can be opposed by Parry or Dodge.
- Unarmed attacks can be opposed by Parry, Dodge, or Fight.
- Parry requires the Defender to wield a suitable weapon or shield.
- Ranged attacks can be opposed by Dodge or Evade.
- Ranged attacks can be opposed by Parry if the Defender is wielding a large enough shield.

If the Defender does not have any Combat Actions left to spend, the Attack Roll is automatically Unopposed and the Defender's Defense attribute is used as the Target Number. Automatic Success rules apply on Unopposed Attack Rolls.

If the Defender would like to spend a Combat Action to actively defend the attack, spend the Combat Action, choose an

action, and make a Defend Roll. The Defend Roll becomes the Target Number of the Attack Roll as a standard Opposed Roll.

If the Attack Roll succeeds, the Defender's Defense attribute is ignored.

If the Attack Roll exceeds the Defender's Defense attribute or Defend Roll, damage is applied (see page 10).

RANGE

When using a ranged or thrown weapon, the Attack Roll may receive a bonus or suffer a penalty due to the distance between the Aggressor and the Defender. There are three range categories: Effective Range, Close Range, and Long Range.

- **Effective Range:** Weapon entries are denoted with an Effective Range. Attacks up to Effective Range gain no bonuses nor do they suffer any penalties.
- **Close Range:** Close Range is half the Effective Range. Attacks at up to the Close Range gain a +2 bonus to the Attack Roll.
- **Long Range:** Long Range is twice the Effective Range. Attacks at up to the Long Range incur a -4 penalty to the Attack Roll.
- **Beyond Long Range:** Attacks beyond Long Range result in an automatic failure.

COMBAT ACTIONS

Combat Actions (CA) are the number of actions a character can perform during each Combat Round. Some actions are complicated or time consuming and require 2CA to perform, but most only require 1CA.

SPENDING

When a character's Initiative comes around, choose which action to perform by spending the required number of Combat Actions. Once that action is resolved, play moves to the next Initiative. If anyone still has any Combat Actions remaining once every participant has had a chance to perform an action, the cycle repeats until all available Combat Actions for all available participants have been spent.

TYPE

Combat Actions are offensive, defensive, or tactical. Aggressors perform offensive and tactical actions on their Initiative; Defenders perform defensive actions in response to an Aggressor's action.

DUAL WEAPONS

Characters wielding two one-handed weapons receive a bonus standard attack or parry Combat Action each Combat Round. Due to offhand use, this bonus Combat Action suffers a -4 penalty.

SHIELDS

Characters wielding shields receive a bonus shield bash Combat Maneuver (to move a target out of melee range) or parry Combat Action each Combat Round. Due to offhand use, this bonus Combat Action suffers a -4 penalty.

AVAILABLE COMBAT ACTIONS

Here is a list of possible actions. Each Combat Action requires one Combat Action (1CA) to perform, unless noted otherwise in parentheses. GMs are encouraged to create additional Combat Actions that match their setting, adventure, or campaign.

OFFENSIVE

Aim: Properly sight your target, gaining +2 to your next standard attack. If you move or take a different Combat Action before that next standard attack, the bonus is lost.

Called Shot: Make a called shot to a specific location on the target. See **Combat Situations** for further details.

Charge (2CA): Move up to twice your Speed and end it with a standard attack, gaining a +2 bonus to your Attack Roll and +2 to damage.

Combat Maneuver: Attempt a special, non-attack maneuver as an Opposed Roll.

Engage: Move up to your Speed and make a close combat attack against the target. You and the target are considered engaged and must use a Combat Action to disengage before changing targets. Unless you have readied a weapon, combat is initiated as unarmed.

Full Automatic (2CA): Using a weapon in full automatic mode requires 2 Combat Actions and one to three adjacent targets can be chosen (within 5ft of another chosen target). Each Attack Roll must be made separately, regardless if it's aimed at the same target or an adjacent one.

Ready an Action: Prepare some type of attack or maneuver that is triggered when a chosen response occurs. This readied action occurs immediately after that trigger becomes prevalent, effectively interrupting the trigger without an Opposed Roll being necessary. If the trigger never occurs, the Combat Action is lost.

Ready Weapon: Ready your weapon(s) by drawing, un-sheathing, or reloading it. This includes nocking an arrow on a bow. Before combat begins, you can ready a weapon without utilizing a Combat Action.

Semiautomatic: Using a weapon in semi-automatic mode is a standard attack, costing 1 Combat Action, but expends two rounds of ammunition.

Standard Attack: Make an attack using your primary weapon. Ranged weapons dispense a number of missiles at their listed rate of fire.

Suppressive Fire (2CA): Loose a volley of bullets using a fully automatic weapon. Make a single **Strength + Firearms** Attack Roll used as the Target Number for an Opposed Roll. Each target in range within a 90° arc makes a free (OCA) dodge or evade roll against your Attack Roll. Defenders that fail are forced prone or driven behind cover and must spend a Combat Action to move before being able to attack. Defenders that roll a Critical Failure are also hit by the attack, assessing damage as normal per the weapon. Defenders that roll a Critical Success do not need to spend a Combat Action to move again.

Use a Talent: Prepare, utilize, or maintain a Talent.

DEFENSIVE

Dodge: Avoid an incoming melee or ranged attack. The Aggressor's Attack Roll must overcome this Opposed Defend Roll instead of the Defender's Defense value.

Evade: Jump out of the way of an incoming ranged attack. The Aggressor's Attack Roll must overcome this Opposed Defend Roll instead of the Defender's Defense value.

Opportunity Attack (OCA): When an Aggressor moves away from a Defender without using a disengage Combat Action, the Defender is allowed to make a standard attack for free called an opportunity attack. If the Aggressor first uses a Combat Action to disengage before moving, the Defender cannot take an opportunity attack.

Parry: Parry a melee attack using an appropriate weapon or shield. The Aggressor's Attack Roll must overcome this Opposed Defend Roll instead of the Defender's Defense value.

TACTICAL

Change Stance: When you do not have enough Speed to change your stance, you may instead spend a Combat Action to do so.

Command (Special): Direct a subordinate, ally, or animal companion to act. The Combat Action cost of this is equal to the Combat Action cost of the action the subordinate is being directed to perform.

Cooperative Roll: Provide aid to an ally by making a Skill Roll. If successful, the ally gains a +2 bonus to an applicable Skill Roll on her next Combat Action. If the ally does not use the +2 bonus, it is lost for subsequent Combat Actions.

Defensive Stance: Ready yourself for defending, gaining +4 to Defense until your next Combat Action.

Delay: Hold your action until a later Initiative. If you don't take your action before all other participants have, the Combat Action is lost. If you wish to interrupt another character's action, you must succeed on an Opposed **Dexterity + Athletics or Acrobatics** roll.

Disengage: Disengage from melee combat and move freely without incurring an opportunity attack from the Defender.

You cannot also use this movement to engage a different opponent.

Do Nothing: Do nothing useful during your Combat Action.

Don Armor (Special): Put on your armor. The Combat Action cost is equivalent to 1CA per armor location. Heavy armor, such as chainmail or plate mail, incurs an additional +1CA due to its weight. An ally can spend one of his Combat Actions to mitigate this additional cost, as long as he is adjacent to you and helps you don your armor.

Drop Item (OCA): Drop an item or readied weapon.

Mount/Dismount: Mount or dismount a riding beast or vehicle.

Move: Move up to your Speed and do nothing else.

Outmaneuver: The Aggressor makes an opposed **Dexterity + Acrobatics** roll versus all adjacent targets. Targets that fail may not attack the character for the remainder of the Combat Round.

Pick Up Item: Pick-up an item.

Retreat: Move up to your Speed away from a target you are engaged in combat with and perform some other type of Combat Action that costs 1CA. This is not considered a disengage action is subject to opportunity attacks.

Run (2CA): Move up to twice your Speed. All attacks targeting you suffer a -4 penalty, and you may only dodge the attack, for the rest of that Combat Round. This is not considered a disengage action and is subject to opportunity attacks.

Sprint (3CA): Move up to four times your Speed. All attacks targeting you suffer a -8 penalty, and you may not perform any other actions, including Opposed Rolls, for the rest of that Combat Round. This is not considered a disengage action and is subject to opportunity attacks.

Switch Targets: Engage a different, adjacent target and make a standard attack. This is not considered a disengage action and is subject to opportunity attacks.

Talk (OCA): Speak a handful of words to an ally or opponent.

COMBAT MANEUVERS

A Combat Maneuver is anything other than attacking a target for the purpose of wounding them. This is done as an Opposed Roll using an appropriate Ability + Skill combination. The Aggressor spends one Combat Action to make the Combat Maneuver while the Defender opposes it without spending a Combat Action. If the Aggressor is successful, the Combat Maneuver occurs with appropriate ensuing results (at the GM's discretion).

The GM may rule that certain Combat Maneuvers aren't possible given the Size difference of the Aggressor vs. the Defender.

Example: Attempting to push a dragon won't do much for a human-sized character.

Here are example Combat Maneuvers and their outcomes:

DISARM

Instead of attacking, declare you are disarming the target by using your weapon.

- **Aggressor:** Dexterity + Melee
- **Defender:** Dodge or Parry
- **Outcome:** The Defender drops his weapon and is considered unarmed until readying a new weapon or retrieving the one that was dropped.

FEINT

Trick the Defender into thinking your attack is going left when it's actually going right.

- **Aggressor:** Dexterity + Deception
- **Defender:** Perception + Awareness
- **Outcome:** The Defender incurs a -2 penalty to his Defense value, and any parry or dodge actions, against that Aggressor during the rest of that Combat Round.

FRIGHTEN

Scare the Defender, forcing him to cower from an attack.

- **Aggressor:** Spirit + Intimidation
- **Defender:** Spirit + Resist
- **Outcome:** The Defender cannot parry or dodge that Aggressor during the rest of that Combat Round.

GOAD

Taunt the Defender, forcing him to concentrate only on you.

- **Aggressor:** Charisma + Deception
- **Defender:** Psyche + Resist
- **Outcome:** The Defender can only attack that Aggressor during the rest of that Combat Round.

GRAPPLING

Grab the Defender and hold him.

- **Aggressor:** Strength + Athletics
- **Defender:** Dexterity + Athletics
- **Outcome:** Maintaining that hold allows the character to make an unarmed, nonlethal attack, most likely to the head, ignoring armor if possible. The target may attempt a Combat Maneuver on his Initiative to break the hold.

PUSH

Knock the target prone.

- **Aggressor:** Strength + Athletics
- **Defender:** Dexterity + Athletics
- **Outcome:** The Defender is knocked prone and is forced to use movement to change stance.

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SHIELD BASH

Use your shield to bash the Defender, knocking him out of melee range.

- **Aggressor:** Strength + Melee
- **Defender:** Dexterity + Athletics
- **Outcome:** This becomes a disengage action that moves the Defender back 5ft and knocks him prone.

TRIP

Trip the target, possibly while on the move, to knock him prone.

- **Aggressor:** Dexterity + Athletics
- **Defender:** Dexterity + Athletics or Acrobatics
- **Outcome:** The Defender is knocked prone and is forced to use movement to change stance.

TUMBLE

Roll past the Defender, possibly to avoid the reach of a large weapon. This can be opposed by a standard attack which requires a Combat Action to be spent.

- **Aggressor:** Dexterity + Acrobatics
- **Defender:** None
- **Outcome:** If this is a disengage action, it moves the Aggressor 5ft away. If this is some type of movement, the Aggressor safely moves 10ft without engaging the Defender.

DEFENSIVE COMBAT MANEUVERS

To increase the amount of strategy involved in combat, Combat Maneuvers can be used as active defense with effects other than simply avoiding an attack.

Example: A successful tumble Combat Maneuver as active defense results in the character moving 5ft in addition to the attack being missed.

COMBAT SITUATIONS

Not every encounter is the same. Here are various situations that may occur during combat and how to resolve them.

CONDITIONAL MODIFIERS

Some attacks occur outside ideal conditions. In that case, apply modifiers directly to the Attack and Defend Roll. These modifiers are cumulative.

Condition	Skill Roll Modifier
Behind light cover and obscured up to 25%	-2
Behind medium cover and obscured up to 50%	-4
Behind heavy cover and obscured up to 75%	-6
Behind total cover and obscured up to 99%	-8
Ranged firing into crowd	-2
Illumination is dim (moonlight)	-2
Illumination is dark (cloudy night)	-4
Illumination is total darkness	-6

Using an improvised weapon	-2
Standing on unstable ground	-4
Extreme weather conditions	-4

BLIND FIGHTING

Blind fighting occurs when one cannot see their opponent. This could be due to temporary blindness or invisibility. These mechanics only apply to the character that cannot see the opponent.

If the character is aware of where his opponent was before fighting blindly, he is allowed a **Hard (-4) Perception + Awareness** roll to find the opponent. If successful, his Attack or Defend Roll only incurs a -4 penalty. If he is unaware of where the opponent was, or the Awareness roll Failed, his Attack or Defend Roll incurs a -8 penalty.

Characters are completely unaware, and thus unable to target, undetectable opponents if they've never attacked or were never visible. Once an opponent attacks, the character gains the opportunity to make that Awareness roll to see if he can determine where the opponent is.

CALLED SHOTS

Called shots are a special type of Combat Maneuver that produce a desired outcome according to what the Aggressor is attempting to achieve. Mechanically, this is a standard attack that targets a specific location, incurring a penalty related to the size of the location. The desired outcome of a successful called shot should be determined ahead of time, but the GM is free to arbitrate the final results. Some desired outcomes include:

- Attacking an unarmored part of the body.
- Hitting the driver of a vehicle.
- Increasing damage by targeting a vital organ (such as +4 damage for hitting a human in the head or +8 for hitting the heart).
- Hitting explosive gas.
- Damaging an installed device.
- Disarming a Defender.
- Targeting a small, distant object.

Called shots cannot be actively defended against. The standard attack is always made against the target's Defense value and no Defend Roll is allowed.

The called shot incurs a penalty to the standard attack based on the size of the target as follows given the included examples:

- **Large (-2):** Driver in a car, head of a tyrannosaurus rex, door on a house, tank in an army
- **Medium (-4):** Human leg, human arm, machine gun, small animal companion, briefcase
- **Small (-6):** Human head, plate targets, small bird, pistol, short sword
- **Tiny (-8):** Human heart, helmet slit, survival knife, distant arrow-slit, opening in natural armor

HELPLESS

Helpless targets are completely unable to defend themselves, such as if the target is tied to a chair and cannot move. Attacks against helpless Defenders result in an automatic Critical Success.

IMPROVISED WEAPONS

Sometimes characters need to grab the nearest object to use as a weapon. When doing so, the improvised weapon has a damage rating equal to its relative size and integrity (1 for something small like a glass, 4 for something large like a chair) and the wielder incurs a -4 penalty to Attack Rolls and parry maneuvers. When attacking with an improvised weapon, use the Melee skill.

INANIMATE OBJECTS

Inanimate objects serve as obstacles and those that are large enough can also be used as cover. As a rule of thumb, only an object that covers 75% of a character can be used as full cover (e.g. by ducking), otherwise standard cover rules apply (see Conditional Modifiers). When attacking through an object, use its **Toughness Rating** as Health to determine when the object falls apart (no Attack Roll is needed). If the Aggressor's damage exceeds the object's Toughness Rating, the remaining damage hits the target behind the object, creating a hole in the object or possibly it falls apart. If there are no targets behind where the Aggressor's attack hit, then the object simply breaks and the Aggressor may proceed.

Bullets cannot be used to destroy large objects when serving as an obstacle (like a wall or door). To destroy the object, something larger that can smash it must be used (like a hammer or axe). When considering bullets, damage that exceeds the object's Toughness Rating still hits any targets behind the object, but the object is effectively still standing and shooting through that same hole requires a called shot.

Object	Toughness Rating
Glass	1
Plate Glass	2
Sheetrock, rope	3
Wooden door, car door	4
Thick sheet metal	5
Cinder block, sword	6
Handcuffs, lock	7
Brick	8
Stone	9
Bulletproof glass	10

INNOCENT BYSTANDERS

If a character misses their target due to any number of special conditions, such as firing into a crowd of people, the attack may end up hitting someone other than the intended target. This could be an ally, another opponent, or a completely innocent bystander. Roll a d6 and on a 1 or 6, the attack hits someone other than the intended target. On a 2-5, the attack simply misses. Choose the unfortunate target randomly.

[Optional] Innocent Bystanders: In lieu of receiving a Hero Point, GMs can declare that Critical Failures cause an innocent bystander to be hit.

MOUNTED COMBAT

When a character is riding a mount during his attack, his Attack Roll is a measurement of his capability to handle the mount and attack at the same time, using **Dexterity + Husbandry** for animals and **Dexterity + Operating** for vehicles (such as Operating-motorcycles).

While riding, the mount's Speed becomes the rate of movement for the character. Charging is applied as normal, but the character gains an additional +d4 to damage due to the momentum of the mount. Both the character and the mount can be targeted by a called shot, but if a regular attack misses the character, the Innocent Bystander rule applies to see if the mount is hit.

If the character falls off the mount, standard falling rules apply given the height of the mount and its rate of movement (1 damage per 20 mph). If a Defender is able to set his weapon against a charge, such as readying an action using a spear, he gains +d4 to damage due to the momentum of the incoming mount.

OUTNUMBERED

When outnumbered, a Defender is obviously at a disadvantage. Besides running out of Combat Actions, each Aggressor gains a +2 bonus to his Attack Roll. However, Combat Maneuvers still allow for a free Opposed Roll as normal and characters can use the outmaneuver action when outnumbered.

Example: *A horde of goblins gangs up on a human. When there are three goblins adjacent to a single human, each goblin gains a +2 bonus to their Attack Rolls.*

PRONE

Going prone has its advantages and disadvantages as an Aggressor or Defender. When making a melee attack against a prone Defender, the Aggressor gains a +2 bonus to the Attack Roll. When making a ranged attack against a prone Defender greater than 30ft away, the Aggressor incurs a -4 penalty to his Attack Roll (cumulative with range and cover penalties). A prone Defender behind light or medium cover increases his cover rating to heavy (75%); the Aggressor instead incurs a -6 penalty to his Attack Roll.

Weapons with an area-effect (Blast or Cone) ignore penalties for prone characters.

SURPRISE

Characters can attempt to ambush their targets by moving about quietly and lying in wait, gaining some type of advantage. The target may be allowed an Awareness roll to detect the surprise attack. If the Awareness roll fails, the Aggressor gains 1 Combat Action to be used before the first Combat Round. The Defender cannot actively defend against an attack

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during this Surprise Round nor can he perform any other action and must wait to act when the first Combat Round begins.

If the Awareness roll succeeds, the Aggressor gains 1 Combat Action to be used before the first Combat Round. The Defender can attempt to dodge, parry, or evade one attack during this Surprise Round, but may not perform any other action until the first Combat Round. If the target is attacked twice, he may only choose to defend against one attack.

This Awareness roll should be an Opposed Roll using Stealth. Once the Surprise Round has resolved, standard combat and Initiative begins.

UNARMED

Fighting unarmed always uses Athletics instead of a weapon Skill. Aggressors don't incur any penalties for being unarmed, although their damage is considered nonlethal. When both parties involved in combat are unarmed, neither side has a bonus or penalty related to being unarmed. Additionally, when both parties are unarmed, standard parry rules apply, except the Defender is blocking an attack with his arm or leg instead of parrying it with a weapon. Unarmed attacks have a Damage rating of 1, but can be modified by Hero Points.

When an Aggressor is armed and the Defender is unarmed, the Aggressor gains a +2 bonus to his Attack Roll and the Defender can only dodge. If the Defender becomes trapped and can no longer dodge, they are considered helpless and the Attack Roll automatically succeeds with a Critical Success.

DAMAGE

Whenever a character is successfully hit by an Attack Roll, he takes damage. Damage is assessed according to the attacker's weapon as indicated by its Damage entry in the weapon tables, reducing his Armor first and then his Health. Armor is tracked by the Armor Track and Health is tracked by the **Health Track**.

ARMOR TRACK

The character sheet has an Armor Track with a number of circles equal to a standard PC's maximum armor value. Update this Armor Track to equal the character's torso armor rating (all other locations provide armor against Called Shots) by completely filling-in the unused circles.

Example: A character wearing chain mail has 5 Armor that covers the torso, resulting in 5 Armor Track circles.

HEALTH TRACK

The character sheet has a Health Track with a number of circles equal to a standard PC's maximum Health value. Update this Health Track to equal the character's maximum Health value by completely filling-in the unused circles. Feel free to get creative on how you track the character's Wounded, Injured, and Dying.

Example: A character with 14 Health could have the following open circles on the Health Track: completely fill-in row 1 (it's primarily available for non-human characters), row 2 = 4 open circles, row 3 = 3 open circles, row 4 = 4 open circles (Wounded), row 5 = 3 open circles (Injured).

APPLYING DAMAGE

When an Attack Roll exceeds the target's armor, damage is assessed as follows (use the Character Sheet for reference):

1. Damage is first removed from the target's Armor Track by placing an 'X' in the first available circle at the top-left. As additional damage is taken, mark off the circles following right and then down, always starting a new line at the leftmost circle. Once the Armor Track is depleted, damage is removed from the target's Health Track.
2. Damage is removed from the target's Health Track by placing an 'X' in the first available circle at the top-left. As additional damage is taken, mark off the circles following right and then down, always starting a new line at the leftmost circle.
3. When a target's Health drops to half his maximum value, he's considered **Wounded** and incurs a -2 **Wound Penalty** to all actions until healing past that Wounded mark.
4. When a target's Health drops to 25% of his maximum value, he's considered **Injured**, incurs a -4 Wound Penalty to all actions until healing past that Injured mark, and his Speed is halved.
5. When a target's Health drops to 0, he's considered **Dying**, can no longer perform any actions until healing to at least 1 Health, and may have to roll on the injury table.
6. When a target's Health drops to a negative number equal to half his maximum value, he's considered **Dead** and is removed from play or must be immediately resuscitated and stabilized.
7. Nonlethal damage that brings the target's Health to the Injured mark is still considered Wounded and the target doesn't suffer any additional affects other than those from being Wounded. (Nonlethal attacks do half damage against armor.) Additionally, his Health can never drop below 0 from nonlethal damage and no rolls on the Injury Table are required.
8. The Armor Track is brought back to its maximum value at the end of each encounter (due to the character adjusting his armor or putting it back into place). The Health Track must replenish through healing.
9. The end of an encounter is defined as the end of the very last Combat Round pertaining to that combat encounter before Narrative Time or the next encounter begins, which starts at Combat Round 1.

Wounded: Wounded characters may be slowed down, but they are still actively participating in combat (unless they retreat). Their ability to attack is reduced and **Natural Healing** takes longer until the character is no longer considered Wounded.

Injured: Injured characters have sustained a minor injury that requires medical treatment. Not only is their ability to fight reduced, Natural Healing takes even longer until the character is no longer considered Injured.

Dying: Dying characters are incapacitated and can no longer participate in combat. They are not dead yet, but they are bleeding out. The Dying character must make a **Strength + Vitality** roll each Combat Round. Success means the character is stabilizing and doesn't lose any further Health that Combat Round. Failure means the character continues to bleed out, loses one Health, and must roll on the Injury Table. Critical Success means the character stabilizes and gains 1 Health. Critical Failure means the character continues to bleed out, loses 2 Health, and must roll on the Injury Table.

The Strength + Vitality roll must be made once every Combat Round until healing is received or the character dies, but the player rolls only once on the Injury Table. If the character's Health remains at or below 0 Health, he loses the rest of his Combat Actions that Combat Round.

[Optional] Armor Track Variant: Instead of the standard use of the Armor Track, armor can have a greater impact on weapon damage. Damage is not removed from the target's Armor Track as usual, but damage that exceeds the current Armor Track value is removed from the Health Track as usual. With each successful attack, only 1 point of damage, plus any Penetration damage, is removed from the Armor Track. This becomes the Armor Track's new value for the next attack. When the Armor Track reaches 0, full damage is removed from the target's Health Track. If choosing this method, Natural Armor values are halved and nonlethal damage requires two successful attacks before reducing the Armor Track by 1 point. The Armor Track still refreshes to its maximum value at the end of the encounter.

INJURY TABLE

3d6	Injury
3	Left Arm: The injury renders the left arm useless; he can no longer wield weapons or shields with that hand or use two-handed weapons. Additionally, if the character was holding anything in his left hand, he drops it. This injury is permanent but can be healed with medical care.
4	Right Arm: The injury renders the right arm useless; he can no longer wield weapons or shields with that hand or use two-handed weapons. Additionally, if the character was holding anything in his right hand, he drops it. This injury is permanent but can be healed with medical care.

5	Left Leg: The injury renders the left leg useless; he can no longer stand without assistance or holding a nearby object. Additionally, the character can no longer walk or run but can crawl and shuffle on his knees. This injury is permanent but can be healed with medical care.
6	Right Leg: The injury renders the right leg useless; he can no longer stand without assistance or holding a nearby object. Additionally, the character can no longer walk or run but can crawl and shuffle on his knees. This injury is permanent but can be healed with medical care.
7-8	Torso: The injury hits somewhere on the character's torso, causing him to double-over in pain. The injury slows him down, but doesn't cause lasting pain. His Dexterity becomes d4 until healed.
9-10	Torso: The injury hits somewhere on the character's torso, knocking the wind out and possibly more. His bruises and cuts are accumulating, but he continues to fight on. His Vitality becomes d4 until healed.
11-12	Torso: The injury hits somewhere on the character's torso, causing his body to spasm and become weakened. The injury affects his ability to wield a weapon properly. His Strength becomes d4 until healed.
13-14	Broken: The continued wounds the character receives has a detrimental effect on his mind. He begins to feel broken and the stress from fighting is draining him mentally. His Psyche and Intelligence become d4 until healed.
15-16	Bleeding Out: There are simply too many cuts and bruises to count and the character's body begins to channel energy into stemming the flow of blood instead of given him the adrenaline he needs. He gains one level of Fatigue until healed.
17	Head: The last blow hit the character in the head, possibly causing irrevocable damage. His head begins to spin with dizziness. His Intelligence and Psyche become d4. This injury is permanent but can be healed with medical care.
18	Face: The character took a nasty cut to the face, causing a gaping wound to appear. The wound has many side-effects that make continuing difficult. His Perception becomes d4 until healed. His Charisma becomes d4 and is permanent but can be healed with medical care.

HEALING

There are three types of healing: magical, medical, and natural. Each type is similar in nature, except natural health cannot heal a Dying character.

MAGICAL HEALING

Magical healing comes from a Talent. It works as is stated in the Talent's entry, can be performed at any time, and replenishes the character's Health. If the character is Dying or has dropped to a negative Health number, magical healing always starts at 0 before replenishing Health.

Example: If the character is at Health -2 and receives 5 points of healing, his Health becomes 5.

MEDICAL HEALING

Medical healing comes from first aid or surgery and uses the Medicine skill. It requires one Combat Action to perform and may be done once by each healer within the first hour. Using the Medicine skill in this way works as follows:

- Healing a character that is not Wounded, Injured, or Dying doesn't incur any penalties.
- Healing a Wounded character incurs a -2 penalty.
- Healing an Injured character incurs a -4 penalty.
- Healing a Dying character incurs a -6 penalty.
- Penalties are cumulative with any Wound Penalties the healing character has incurred.
- Successfully healing a character provides them with Health points equal to half the Medicine skill's die type.
- If the character is Dying or has dropped to a negative Health number, successful medical healing, like magical healing, always starts at 0 before replenishing Health.
- Medical healing can only be performed within the first hour of losing Health. After that, only Natural Healing or advanced medical care from a clinic or hospital applies.
- Failure on a Medicine roll doesn't carry any side-effects, even if the character is Dying.

NATURAL HEALING

All characters naturally heal over time, unless they are Dying. This doesn't require any Skill Rolls although it does require the character to sleep or avoid physical activities. Natural healing works as follows:

- Characters that are neither Injured nor Wounded naturally heal at a rate of three Health points per day.
- Wounded characters naturally heal at a rate of two Health points per day.
- Injured characters naturally heal at a rate of one Health point per day.
- Dying characters do not benefit from natural healing and must seek medical care to move from Dying to Injured (taking one day to do so).

- Receiving medical care from a clinic or hospital doubles the natural healing rate. It also allows for permanent injuries to heal.

MECHANICAL REPAIR

If rolling to repair a mechanical device, solid object, or armored vehicle with some type of rating (toughness or armor rating is brought down to 0), use **Mechanisms**, **Operating** with an appropriate specialty, or a **Science Skill**. Each successful roll (there are no penalties from the item's condition) repairs the item by a number of points equal to half the chosen Skill's die type.

[Optional] Armor Damage: Armor can degrade from its maximum value. Each time a character takes damage from any single attack that exceeds the value of his armor, the armor degrades by 1 point (decreasing its maximum value by 1) in addition to the Armor Track being completely marked off. This damage can then be repaired.

Example: The character has Armor 5 and takes 6 points of damage from one attack. His armor degrades by -1 to now become Armor 4, which can be repaired later.

EDGE

EGS is a game of epic heroism and horrific defeat. When thrown into fearful situations, the characters should have to fight their way through that fear in addition to fighting the enemy. It's the internal struggle that complements the external one. During periods of great heroism, the opposite should be true; fear should strike the enemy as they are surely to be defeated with ease. This is called Edge.

Edge is a pool of points Player Characters can utilize once they have **Gained the Advantage** over their adversaries. *EGS* first edition called this the Heroic Dice Pool; second edition removes the dice and simplifies the usage.

Edge is a collection of bonus points for PC-use only. They can be tracked using pencil and paper, coins, chips, and even dice (such as the dice previously used to create the Heroic Dice Pool). Once the fearless heroes have Gained the Advantage, they can access that pool and spend a point of Edge. Each point of Edge is worth +1 and this bonus can be spent on almost anything, including:

- Skill Rolls
- Attack Rolls
- Defend Rolls
- Damage
- Cooperative Rolls
- Group Rolls
- Healing
- Defense

Gaining the Advantage requires the PCs to demonstrate some type of superiority over their adversaries by doing one of the following:

- Outnumber opponents (does not apply if the opponent is a major NPC).
- Combat against a group that only consists of Minions.
- Using superior battle or group tactics against a force of even strength.
- Forcing opponents into a position they cannot escape from.
- Preparing the battlefield before combat begins (does not apply if the opponent is a major NPC).
- PCs cannot Gain the Advantage against any source with a **Fear Rating**.

Example: *The PCs encounter a villain and his minions and kill the villain, they Gain the Advantage over the minions. If the PCs face a group of NPCs of equal strength and kill one of them, they Gain the Advantage once they outnumber the NPCs.*

When the PCs Gain the Advantage, the pool of Edge points becomes available as follows:

1. Edge points become available to spend at the beginning of the next Combat Round.
2. At the beginning of the first Combat Round, there is 1 Edge point available to spend.
3. At the beginning of each subsequent Combat Round, permanently add an additional 1 Edge point to the available pool and refresh all points from the previous Combat Round.
4. Upon reaching a number of Edge points equal to 3 + the number of player characters, no more Edge points are added, but all Edge points continue to refresh.
5. Edge points may be spent at any time and are available to all player characters participating in the encounter.

DISTRESS

In *EGS*, fear is designed to strip away some of the heroism from the characters. During periods of terror, PCs are internally or externally battling forces that trigger the fight or flee response. This is called Distress.

Distress is a pool of points Gamemasters can utilize when the characters face a being of horror or during times of extreme dismay. *EGS* first edition called this the Fear Dice Pool; second edition removes the dice and simplifies the usage.

Distress is a collection of penalty points to be used against PCs only. They can be tracked using pencil and paper, coins, chips, and even dice (such as the dice previously used to create the Fear Dice Pool). Once the PCs have been placed into a terrify-

ing situation, the GM can access that pool and spend a point of Distress. Each point of Distress imposes a -1 penalty that can be spent on almost anything, including:

- Skill Rolls
- Attack Rolls
- Defend Rolls
- Talents
- Cooperative Rolls
- Group Rolls
- Defense
- Initiative

Terrifying situations require some type of horrific being or encounter that could invoke panic, anxiety, fright, uncontrolled anger, or undue stress such as:

- Encountering an adversary with the Fear trait.
- Caught in the middle of a massive conflict (such as civilians fleeing a warzone).
- Finding the remnants of a mass-killing.
- Learning loved ones have been murdered.
- Sounds or situations that reminiscent of a previous traumatic experience.

When a terrifying situation occurs, the pool of Distress points becomes available as follows:

1. Distress points become available to spend at the beginning of the next Combat Round.
2. At the beginning of the first Combat Round, there are a number of Distress points equal to the number of players + the Fear Rating of the situation.
3. Adversaries with the Fear trait have a Fear Rating equal to the number that comes after the word "Fear", such as Fear 5.
4. Horrifying situations should be given a Fear Rating based on how they should affect the PCs.
5. At the beginning of each Subsequent Combat Round, permanently remove 1 Distress point from the available pool and refresh all remaining points from the previous Combat Round.
6. Upon reaching 0 Distress points, the PCs have overcome the terrifying situation and are no longer affected by it.
7. Distress points may be spent at any time and are available to use against all player characters participating in the encounter.
8. When facing two or more sources of a Fear Rating, use the source with the largest Fear Rating and add one additional Distress point per additional source when creating the initial Distress point pool.

Example: *A group of five characters coming across a creature with Fear 5 would create a starting pool of 10 Distress points.*

FATIGUE

Fatigue comes from physical or mental stimuli that causes stress or drains the body of the energy it needs to function. A number of sources can cause Fatigue, but they ultimately all have the same effect – the body weakens.

Fatigue is measured in levels: **Tired**, **Drained**, **Exhausted**, and **Unconscious** (in that order). Each time a character gains a level of Fatigue, he moves along these levels, suffering penalties for it as follows (these penalties are cumulative with Wound Penalties):

1. **Tired:** All Skill Rolls suffer a -2 penalty.
2. **Drained:** All Skill Rolls suffer a -4 penalty.
3. **Exhausted:** All Skill Rolls suffer a -6 penalty. Additionally, speed is halved.
4. **Unconscious:** The character drops to the ground and falls into a deep sleep for a number of hours equal to 24 minus their Vitality die type.

Fatigue can be resisted according to what stimulus is causing it, typically calling for a Skill Roll using Resist. This will be found in each stimulus's entry. Characters recover from Fatigue (unless Unconscious) at a rate of one level per four hours of relaxation (half that time if the character is sleeping). For each four hours of relaxation, remove one level of Fatigue and apply the new penalties accordingly. Relaxation can range from doing almost nothing to performing very light activities that wouldn't sap the body of energy or stress the mind.

EXTENDED SKILL TESTS

Extended Skill Tests are used for particularly difficult tasks that cannot be performed within the time frame of a few Combat Actions or it becomes more dramatic for the GM to require several minutes to perform. These types of tests utilize a single Skill, but the character is gauged on how many successful rolls he can make out of a given number of opportunities with each consuming a specific amount of time. Critical Success counts as two successful rolls, failure counts as zero, and a Critical Failure should have dire consequences.

GMs may assess difficulty modifiers to the Skill Roll, but ultimately the difficulty of the Extended Skill Test is based on the number of successes needed versus the number of possible attempts. Hero Points are allowed and Cooperative Rolls may be an option. The time required to perform an Extended Skill Test is solely based on the action being performed.

Example: *A character is attempting to hack into a computer mainframe before being caught by the mainframe's security software. Each roll takes five seconds, but two failures means the security software locates the attempt and locks out the user.*

SKILL CHALLENGES

Skill Challenges are used for particularly difficult tasks that require multiple actions to be performed simultaneously. These types of tests utilize multiple Skills across multiple characters working together to solve a problem. To solve the problem, a certain number of successes need to be achieved within a certain number of rounds. The rolls can be done cooperatively or individually if there are enough attempts available.

Each participant chooses a Skill to use each round. No two participants can choose the same Skill unless they are performing a Cooperative Roll. Each participant then makes a Skill Roll and determines if they succeed. The successes are tallied for that round and added to the total number of successes for the Skill Challenge, leading up to the number of rounds possible. Then the next round begins.

Example: *A group of PCs is engaged in naval combat. One PC is working with the crew to reload the canons. A second PC is barking out orders to keep the crew working. A third PC is judging distance from the crow's nest. The final PC is patching holes from the last round of canon attacks.*

GAMEPLAY SITUATIONS

A number of different situations may occur during gameplay. Use the following as guidance to resolve them.

AGING

During character creation, characters are assumed to be at an optimal age for adventuring. For humans, this could be somewhere between 18 and 28, while for elves this may be between 100 and 150. The actual age can be used to flesh out the Background of a character. Chances are most adventures and campaigns will end well before the character reaches middle-age. However, if your campaign is long-term or you wish to create a character older or younger than this optimal adventuring age, here are some simple mechanics to follow:

- **Youth:** The character is younger than the adventuring age, but still capable of functioning on her own. She has five d6s, three d8s, and gains an additional Quality.
- **Middle-age:** The character has surpassed an age around 50% of her life expectancy (50 for humans). After the character is created or advanced to this age, the die type of her Dexterity, Perception, Strength, and Vitality decreases by one step, to a minimum of d4. Additionally, the value of all physical Skills (like **Athletics** and **Acrobatics**) decreases by one die type, to a minimum of d4. However, she gains 6 free Skill points that can be spent in the same way as they are during character creation on non-physical Skills (like **Investigation** and **Knowledge Skills**). She can optionally exchange those Skill points for one additional Quality.

- **Elderly:** The character has surpassed an age around 75% of her life expectancy (75 for humans). After the character is created or advanced to this age, the die type of her Dexterity, Perception, Strength, and Vitality decreases by one more step, to a minimum of d4. Additionally, the value of all physical skills decreases by one die type, to a minimum of 0 (i.e. no longer usable). However, she gains 12 free Skill points that can be spent in the same way as they are during character creation on non-physical Skills. She can optionally exchange those Skill points for two additional Qualities. The effects of being elderly are cumulative with the effects of being middle-aged.

ALLIES

Allies may become a part of the adventuring group. Although it's feasible to become allied to a fully fleshed out NPC, most Allies are Minions (with Qualities) and serve to aid the characters on a regular basis, equally or as subordinates. Unlike NPCs and Minions, allies are typically controlled by the players, not the GM.

When creating an ally, instead of putting together a full character that requires continued attention, simplify the creation process as follows:

- **Type:** Is the ally an animal familiar, human, or something else?
- **Name:** Choose the ally's name.
- **Role:** What role does he play within the characters' group?
- **Subordinate:** Is the ally functioning much like the characters or does he take orders from one of the PCs?
- **Personality:** How does he act around the characters?
- **Experience:** What experience does he start at? When advancing, allies gain half the XP of their controlling player's character (rounded up). They can choose advancements the same way as PCs. However, instead of using all the Ability and Skill points, only use what's necessary. Allies should not be quite the equivalent of a PC.
- **Equipment:** Outfit the ally with proper equipment and weapons to aid him in survival.
- **Ammunition:** Provide the ally with enough ammunition. Optionally, instead of tracking ammunition like characters, assume the ally runs out of ammunition at the end of every fourth combat encounter moving along this track: full, high, low, and empty.

CHASE

Chase mechanics apply when someone flees and another gives chase, whether on foot or by vehicle. Chases are run in the same fashion as combat except each participant only has one Combat Action in each Combat Round. Additionally, movement requires a Skill Roll to be made to determine if the pursuer has gotten any closer to their quarry.

Ranger

CHA	DEX	INT	PER	PSY	SPT
d6	d10	d6	d8	d6	d8
STR	VIT	DEF	HLTH	INIT	SPD
d8	d6	9	7	18	30

Skills: Athletics d6, Awareness d6, Melee d6, Ranged d8, Survival d6, Tracking d8

Qualities: Ambidextrous, Hunter, Marksman

Armor: Leather armor (torso, arms, legs 2)

Weapons: Short sword (DMG 4), bow (125ft, DMG 3)

Soldier

CHA	DEX	INT	PER	PSY	SPT
d6	d8	d6	d8	d6	d6
STR	VIT	DEF	HLTH	INIT	SPD
d10	d6	8	8	16	30

Skills: Athletics d8, Awareness d8, Firearms d8, Melee d8

Qualities: Choose three

Armor: Choose one set

Weapons: Choose

Spy

CHA	DEX	INT	PER	PSY	SPT
d10	d6	d8	d10	d6	d4
STR	VIT	DEF	HLTH	INIT	SPD
d4	d4	7	4	16	30

Skills: Awareness d8, Deception d6, Gaming d6, Mechanisms d6, Melee d6, Stealth d8, Streetwise d10

Qualities: Eavesdropping, Excellent Hearing, Snitch

Armor: None

Weapons: Switchblade (DMG 2)

Each participant in the chase needs to declare his method of movement. By doing this, the Ability + Skill combination is defined that will be used during each Combat Round. Here are some examples:

- **Running across open spaces on foot:** Vitality + Athletics
- **Traversing a construction zone with many obstacles:** Dexterity + Acrobatics
- **Driving a car:** Dexterity + Operating-Automobiles
- **Riding a horse:** Dexterity + Husbandry

Standard Initiative rules apply and on each character's Initiative, he either performs a movement action or chooses some type of chase maneuver (whatever is appropriate to the method of movement).

Chases are always based on each participant's Speed. Unless stated otherwise, it's assumed each participant is moving quickly, equivalent to running during combat (2x Speed on foot or the current speed of the vehicle or mount).

System Reference Document

On each participant's Initiative, he declares an action to take and makes a Skill Roll. If the action is to continue moving, the character rolls his previously determined Ability + Skill combination.

- On a Success, the character moves at twice his Speed.
- On a Critical Success, he moves at three times his Speed.
- On a Failure, he moves an amount equal to his Speed.
- On a Critical Failure, something terrible happens, such as falling on the ground.

If a character decides to make a maneuver of some type, the standard Combat Maneuver mechanics apply and the character rolls whatever Ability and Skill are applicable to the maneuver. The effects of that maneuver are then discerned by the GM. If this maneuver is meant to throw off the pursuer, then the pursuer must either use his Combat Action to react to the maneuver or continue his regular movement.

Hero Points can be spent as normal, including the ability to add 2d6ft to movement, but only one can be spent per Combat Round and Qualities can only be used twice per chase scene. Difficulty modifiers also apply if the participants are moving through areas where obstacles reside.

Example: *Running through the prairie is Average, but running through the woods could be Difficult (-6).*

During a Chase scene, all participants are acting at the same time. The benefit of Initiative is the ability to act first or react second. If a character has a higher Initiative, but wishes to react to their quarry or pursuer, he may delay his Combat Action this round until after the other participant. However, the participant with the lower Initiative must act on his turn and is unable to delay his Combat Action. This is one benefit of having a higher Initiative during a Chase scene.

Chase scenes end when the target is caught, can no longer be found, has reached a distance where the pursuer has no chance of ever being caught, or some other trigger the GM has established (such as reaching a destination).

DISEASE

Diseases include a number of ailments that affect a character's physical capabilities. This includes viruses, bacteria, chronic illnesses, and rare lethal diseases. Each one is assessed according to what it is, how quickly it sets in, and how debilitating it is to the character.

Diseases can be contracted a number of ways with a number of short- or long-term effects. They cause Fatigue according to how debilitating they are and can only be cured through proper medicinal treatment or magical healing. Resisting the contraction of a disease requires a **Vitality + Strength or Resist** roll with a Target Number based on the disease (such as fighting a cold or resisting influenza).

Long-terms diseases can take months or years to set in while short-terms diseases could take days or weeks (or even hours). The more debilitating the disease, the more Fatigue it causes, starting at Tired and running through Exhausted. Each disease should be assessed separately and accordingly.

Diseases have the following traits in their entry:

Type: How the character comes into contact with the disease.

Delay: The length of time between contracting the disease and the character begins to exhibit symptoms of the disease.

Potency: The natural strength of the disease. Characters must make a **Vitality + Strength or Resist** roll using the disease's Potency as a difficulty modifier to avoid the effects of the disease. If the disease uses a different Ability + Skill combination, it will be noted here.

Effect: The damage or Fatigue the character suffers due to contracting the disease or the general symptoms of contracting the disease. Effects may change throughout the duration of the disease and may even have side-effects after the character successfully resists it.

Duration: How long the disease actively affects the victim. Some diseases can even reoccur later on in the character's life and will be denoted here. If the character can receive treatment to shorten this duration, that will also be denoted here. Otherwise, the character cannot naturally heal the effects of a disease during this duration, only magical or medical healing applies. If the disease drops the character to 0 Health, standard Dying mechanics apply.

Notes: Any special rules or effects, in addition to those already listed, pertaining to the disease. This may include alternate ways to contract the disease or if the disease is more or less susceptible to contraction in certain environments.

Diphtheria

Type: Direct contact or airborne contact from an infected individual

Delay: 1d6+1 days

Potency: Hard (-4)

Effect: The character suffers from mild fever, sore throat, cough, headache, difficulty breathing, and nasal discharge, gaining two levels of Fatigue. After 1d8+6 days, the character must make a **Trivial (+3) Vitality + Strength or Resist** roll to avoid further complications. Success indicates recovery, failure leads to heart failure. If not treated, character death occurs in 1d4 days.

Duration: 1d8+6 days

Notes: Heart failure can be treated by medical or magical healing. The character is treated the same as if they were Dying, but recovery takes the full duration of the disease (14 days) regardless of the character's maximum Health.

Influenza

Type: Airborne contact from an infected individual

Delay: 1d6 days

Potency: Challenging (-2)

Effect: The character suffers from chills, fever, runny nose, sore throat, muscle pains, headache, coughing, and general discomfort, gaining two levels of Fatigue for 1d4+1 days. This drops to one level of Fatigue for the remaining duration of the disease.

Duration: 1d6+4 days

Notes: Influenza is highly contagious 1d4 days after infection.

Lassa Fever (submitted by playtester John Mitchell)

Type: 50% chance after being bitten by an infected rat

Delay: 3d6 days

Potency: Average (0)

Effect: The character suffers from fever, headache, and general malaise, gaining one level of Fatigue. After 3d6 days, the character must make a **Routine (+2) Vitality + Strength or Resist** roll to avoid further complications. Success indicates recovery, failure leads to organ failure. If not treated, character death occurs in 2d4 days.

Duration: 1d8+6 days

Notes: Organ failure can be treated by medical or magical healing. The character is treated the same as if they were Dying, but recovery takes the full duration of the disease (14 days) regardless of the character's maximum Health.

DOWN TIME

Down time is the time between adventures. Characters can do a number of things during this time to either justify the Skills they are increasing or purchasing or how they are earning a living outside of adventuring. After all, there can be lots of time between adventures and a character has to pay for the cost of living somehow.

There are no rules for governing down time as it can be whatever the players and the GM wants. It is an optimal place for training to justify new Talents and Skills, Ability enhancements, or acquiring a new Quality. This time can be hand-waved as simply occurring or the group can role-play through what their character have accomplished.

DROWNING

Characters that fail a roll for swimming risk drowning, unless they are capable of taking a breath and holding it before going under the water. Once a Critical Failure occurs, the character must make an immediate **Strength + Athletics** roll to avoid drowning with a difficulty based on the movement of the water (calm versus rough) and if they have anything to aid them in swimming (such as a flotation device). If this roll is failed, the character begins drowning and gains two levels of Fatigue. If this roll succeeds, the character moves on and gains one level of Fatigue.

The character may continue making **Strength + Athletics** rolls to recover from drowning, with each failure resulting in an additional level of Fatigue. Upon becoming Unconscious,

the character is considered to be Dying with his Health dropping to 0; he loses 1 additional Health for each six seconds he remains in the water. If he is saved or recovers with a Successful roll, the Fatigue remains and recovers as normal.

EXTREME ENVIRONMENTS

Environmental hazards are those caused by extreme climate conditions (hot, freezing, desert, tundra, etc.). For every 15 minutes spent in one of these environments, each character must make a **Vitality + Strength or Resist** roll. Each failure causes the character to gain a level of Fatigue. If the character is properly prepared for the environment, no roll is necessary. If he is only partially prepared, the roll must be made every 60 minutes instead of every 15. Characters can only recover Fatigue from environmental hazards once they've removed themselves from that environment.

FALLING

If a character falls onto a hard, flat surface, they take 2 damage for every 10ft they fall, ignoring armor. If the surface is soft, the damage is halved. If the surface is jagged (such as from rocks), the damage is doubled. If the character falls onto snow, the damage is reduced by 1 for every foot of snow.

FIRE

Fire is deadly and characters suffer consequences for coming into contact with it. Characters incur 2 damage for coming into contact with fire, ignoring armor. More intense fires increase this damage based on their source. For example, a campfire causes 2 damage but an intense house fire may cause 6. Additionally, there is a 50% chance the fire will spread unless the character takes precautions to avoid the fire spreading.

Inhaling smoke is another deadly consequence of fire. For every 5 minutes a character inhales smoke, he must make a **Vitality + Strength or Resist** roll. Each failure causes the character to gain one level of Fatigue. Upon becoming Unconscious, the character is considered to be Dying with his Health dropping to 0; he loses 1 additional Health for each six seconds he remains engulfed in smoke.

LONG DISTANCE TRAVEL

Speed is a general measurement of how quickly a character can move about during a single Combat Round. Travel is a general measurement of how much distance a character can cover within a given amount of time. This is an accumulation of moving, stopping, resting, and eating.

To keep things simple, the average human can walk at a comfortable pace of 3 miles per hour. Given the need to eat, sleep, and use the bathroom, the average human could cover around 20 – 30 miles per day. Traveling at this rate prevents Fatigue and thus doesn't require any rolls. Traveling at a rate higher than this requires a **Vitality x2** roll once every hour to avoid gaining a level of Fatigue. Traveling at a rate double this requires that same roll, but with a -4 penalty for pushing the body so much.

System Reference Document

Traveling by beast or vehicle or across difficult terrain will obviously alter the distance anyone can cover and is at the discretion of the GM in terms of what is feasible. The GM is also free to adjust the distance a character can travel if they aren't human or have a Quality that can easily apply (such as long distance runner).

MORALE

Minions and allies are subject to mechanics for measuring their morale. Because they don't possess the willpower of their master, leader, or heroic friend, they are more likely to run away when things get really rough.

Morale only applies to Minions with a leader or Allies partnered with a particular PC. When that leader or PC falls in combat, by dropping to 0 Health, all of his subordinates must make a **Psyche + Spirit** roll. Every subordinate that fails immediately flees combat by using a Combat Action to disengage, if necessary, and then using all movement to get away from combat (including running on their next action). This roll only needs to be made once when the leader falls as those that succeed have enough willpower to fight on.

PHYSICAL EXHAUSTION

Most characters can only push themselves for so long before they've reached their maximum level of physical exertion, causing their body to tire. This is based on the character's Vitality and depends on the act being performed. For instance, a character should be capable of walking for a number of hours equal to their Vitality die type without needing to rest. They could then be capable of jogging for a number of hours equal to half their Vitality die type, and run for a number of hours equal to one-tenth their Vitality die type. (These are just examples; the GM has the ultimate say.)

When a character has reached their maximum physical exertion point, she gains a level of Fatigue. Continuing that act requires a **Vitality x2** roll every 30 minutes to avoid gaining additional levels of Fatigue.

POISON

Poison is much like disease except it comes from different sources and may occur from the attack of a venomous creature or poison-laced weapon. When coming into contact with a poison, the character must make a **Vitality + Strength or Resist** roll with a Target Number based on the poison (deadlier poisons are much more difficult to resist).

Curing a poison requires medical or magical treatment and each poison should be assessed separately and appropriately.

Poisons have the following properties in their entry:

Type: How the poison is delivered.

Delay: The length of time between introduction to the poison and when the effects of the poison begin to show.

Potency: The natural strength of the poison. Characters must make a **Vitality + Strength or Resist** roll using the poison's Potency as the difficulty modifier to avoid the effects of the poison. If the poison uses a different Ability + Skill combination, it will be noted here.

Effect: The damage, Fatigue, or odd effects associated with the poison. Effects may change throughout the duration of the poison and may even have side-effects after the character successfully resists it.

Duration: How long the poison actively affects the victim. If the character can receive treatment to shorten this duration, that will be denoted here. Otherwise, the character cannot naturally heal the effects of a poison during this duration, only magical or medical healing applies. If the poison drops the character to 0 Health, standard Dying mechanics apply.

Notes: Any special rules or effects, in addition to those already listed, pertaining to the poison. This may include alternate ways to deliver the poison or if the poison is more or less potent in certain environments.

Arsenic

Type: Ingested

Delay: 1d6 days (depends on dosage)

Potency: Difficult (-6)

Effect: Symptoms begin as headaches, confusion, diarrhea, and drowsiness, and the character gains one level of Fatigue. Without treatment, symptoms get worse and include vomiting, muscle cramps, and stomach pains, increasing to two levels of Fatigue. If treatment still doesn't occur, convulsions begin and the character's organs are affected, increasing to three levels of Fatigue. After 1d4+2 weeks without treatment, the character slips into a coma and dies the next day.

Duration: Until death or treatment.

Sinornithosaurus Venom (submitted by playtester Lurkess)

Type: 75% chance after a successful bite from a sinornithosaurus

Delay: 1d6 minutes

Potency: Challenging (-2) | Hard (-4) for reptilian characters

Effect: After a failed roll, the character gains one level of Fatigue (two if he is reptilian). Every 10 minutes afterward, the character must make an additional **Vitality + Strength or Resist** roll or gain an additional level of Fatigue. This continues until the character succeeds at a **Vitality + Strength or Resist** roll or falls unconscious.

Duration: Unconsciousness lasts one day (two if he is reptilian) unless treated. After that, the character makes a full recovery.

SLEEP

Characters need sleep to replenish their body of much-needed energy. After being awake for 18 hours, the character must make a **Vitality x2** roll every six hours to continue functioning. (This can change depending on how much physical activ-

ity the character is performing.) Success results in the character gaining one level of Fatigue. Failure results in the character gaining two levels of Fatigue.

This Fatigue can only be removed with restful sleep at a rate of one level of Fatigue for each four hours of sleep. Upon becoming Unconscious, the character falls asleep for $2d4+4$ hours.

THIRST AND STARVATION

Starvation only becomes a hazard when the characters cannot locate food or water. This is typically associated with a Survival roll. If a character goes more than 72 hours without food and water, he must make a **Challenging (-2) Vitality x2** roll

each day to fight off hunger and his body's need for sustenance. This roll becomes increasingly difficult each day, following the Difficulty Modifier chart from Challenging to Overwhelming, with a single increase each day. Each failure causes the character to gain a level of Fatigue. Upon becoming Unconscious, the character is considered to be Dying with his Health dropping to 0; he loses 1 additional Health for each eight hours he's deprived of the much-needed sustenance.

Each level of Fatigue recovers at a rate of one level per 24 hours after receiving an appropriate amount of food and water. Rolls to fight hunger aren't needed if a character can follow them up with a successful Survival roll.



GAMEMASTERING

This short chapter provides guidance for the Gamemaster. It does not contain any “behind the scenes” information players cannot know, but the information is meant for GMs in how they build and run their settings, adventures, and campaigns.

CONFLICTS

In *EGS*, every moment in gameplay falls under one of two categories: storytelling and conflict. Storytelling moments are resolved narratively; conflict moments are resolved mechanically. This **System Reference Document** does not describe the narrative as storytelling is related to the setting, adventure, or campaign and not the crunchy parts of the role-playing game. Instead, the **SRD** describes the mechanics that govern conflict resolution or provide a means of connecting characters with in-game mechanics for you to adjudicate.

MECHANICAL RESOLUTION

EGS is a guide to mechanically resolve conflicts. It is meant to be flexible and you are encouraged to alter, disregard, or add mechanics as you see fit to match your setting, adventure, or campaign.

Consider the following when resolving conflicts:

- Puzzles and intellectual resolution
- Willpower, morals, and mind games
- Resorting to combat
- Defining heroism
- Making horror real
- Any action is possible

Puzzles and intellectual resolution

Puzzles, riddles, mysteries, and problem solving are types of conflicts that use intellect to resolve. They generally use Intelligence, Perception, or Charisma and force the players to unravel some type of secret before they can move on. When resolution extends beyond common knowledge, look toward Awareness, Diplomacy, Gaming, Investigation, Language, Networking, Streetwise, Tracking, and Knowledge Skills to be utilized. Avoid specifying the exact combination and instead make suggestions on what Skills would be most beneficial. For example, avoid requiring an **Average (0) Intelligence + Investigation** roll to solve the conflict and instead make suggestions “You can try using Investigation, Language, or Streetwise.” For complex conflicts of intellect, use Extended Skill Tests whereas each successful Skill Roll moves the team one step closer to resolution.

Willpower and mind games

Willpower, morality, misdirection, subterfuge, and ethics are types of conflict meant to tempt, coerce, or alter viewpoints. They generally use Psyche, Spirit, or Perception and force the

players to consider how their characters think, feel, and believe when trying to resist. When resolution extends beyond Morale, look toward Awareness, Deception, Diplomacy, Intimidation, Networking, Resist, and Knowledge Skills to be utilized. These conflicts are typically always opposed and before the encounter begins, know exactly what combination the opposition is going to use. Use this as guidance for what possible combinations or Skills the PCs can use. For example, the party is being coerced by an emperor through the use of subterfuge; the emperor is using Charisma + Deception to convince the party. The party can either attempt to see through the lies using Awareness or seek out the truth using Streetwise. For conflicts of the mind from multiple, simultaneous sources, use Skill Challenges to ensure the characters works through each attempt.

Resorting to combat

When words and wits cannot solve a conflict, move to Combat Rounds and let the battle begin. Attack and Defend Rolls are statically defined, but Combat Maneuvers should be given the flexibility they need. Characters are given Combat Actions for the purpose of deciding who does what during combat as opposed to combat mechanics dictating what can and cannot be done during the course of a single Combat Round. When a character decides to make a Combat Maneuver, determine what the maneuver is and what the desired outcome is. Work with the player to choose the Ability + Skill combination that fits that character and that maneuver and then do the same with the target character. Allow the Opposed Roll randomize the resolution and role-play the outcome. Don’t make the Combat Maneuver a waste of time; after role-playing the outcome, ensure the target is forced to overcome whatever disadvantage was created during a successful maneuver.

Defining heroism

Entropic Gaming System is a game of heroic characters. These characters perform awesome feats, call upon extraordinary forces, and face down the supernatural. They are meant to be the focus of the story and should be rewarded when their heroism outshines the evil that stands before them. These rewards come in the form of Edge points that need to be earned; they are not handed out freely. Earning them is called Gaining the Advantage, but how that happens truly depends on how that group’s heroism is measured. Defining heroism from one group of PCs to another should be based on the game’s setting, adventure, and campaign. For example, heroism in a super hero setting is completely different than it is in a dark fantasy setting. In the former, heroes are readily available while in the latter, characters might actually be antiheroes and their efforts are frequently ignored. Base the ability to Gain the Advantage according to how heroism would be measured in the setting.

Making horror real

Horror is the opposing force to heroism. It is meant to strip away the heroic façade and possibly break the characters mind apart. Like heroism, it needs to be defined and then made real. Within your setting, adventure, or campaign, how do the PCs come into contact with horrific beings or situations? How do NPCs come into contact with it? How does the game's environment come into contact with it? What does the horror look like? Is it a supernatural creature, vile human that performs atrocious acts, or panic-causing encounters? Use other aspects of the game to build-up the horror and make it real, such as the backstory, foreshadowed events, stories from NPCs, and random encounters. As the horror builds, so too should the Fear Rating of the situations being encountered. For example, building-up the horror to make it real could start with overhearing a scary encounter someone at work had; then the PCs are brought to an abandoned area devoid of streetlights; soon a clearly injured man runs toward them with blood and brains oozing out, drops to the ground, and bleeds out right there; not long afterward, the team is facing down a sight of absolute terror. As the horror builds, instill a sense of panic and use those points of Distress against the characters.

Any action is possible

Conflicts involving intellect, will, combat, heroism, and horror are resolved through actions performed by those involved. Players are creative and characters should feel different from one to another; *EGS* gives the players flexibility in determining what actions match their character's concept. This is in opposition to the mechanics defining what character concepts are optimal based on what those mechanics can do. Don't say, "That Skill cannot be used to perform that action." Do say, "What do you want to do and how do you want to do it?" Let the player choose the Ability and Skill, narrate the means and the desired outcome, and then check to see if it matches the character's concept and the conflict to be resolved.

QUALITIES

Characters are dynamic; although they have static mechanics that represent their capabilities, what they can achieve using those capabilities is at the creativity of the player. Qualities represent some type of training, background, quirk, or natural ability the character has. These are dynamic characteristics and the bonuses they provide should also be dynamic.

There are two caveats:

- Qualities are setting-dependent
- Qualities are not boundless

Qualities are setting-dependent

Qualities should be used to tie a character to the setting, adventure, or campaign. They represent some type of advantage that character could feasibly gain within the confines of the game being played. They need to match the game's genre, theme, and level of heroism/horror. If a Quality does not meet these criteria, it should be thrown out for either being potentially broken, unusable within the game, or not possible given the game's technology level. For example, epic fantasy games set in medieval times should not have a Quality that pertains to using a plasma rifle; modern investigation horror games should not have Qualities that provide infinite willpower against cosmic beings; pulp action games set on Earth should not have Qualities for using magical swords.

Qualities are not boundless

Qualities cannot provide an infinite number of bonuses; they must be specific and reasonable. Vague Qualities open up the door for abuse, allowing the player to apply the haphazardly and without any real connection to the game. If a player is attempting to choose a Quality you feel is too vague, throw it out and help the player choose one that is specific, reasonable, and usable in-game. For example, "Hates Evil" could quickly become abused whereas the player sees every opponent as evil and thus applies the Quality during every conflict. A more appropriate Quality could be "Hates Murderers" whereas the character channels his rage against anyone suspected or convicted of being a murderer. If your game contains nothing but murderers, then this Quality would break the "potentially broken" rule; otherwise it is specific to only certain people and only usable in certain situations.

ADVERSARIES

Adversaries create all types of conflicts. If you are looking for more combat, consider minions that serve as fodder to the party's weapons. If you are looking for more intellect, consider intelligent villains that aim to slow down or stop the PCs at every possible turn. If you are looking for mind games, consider pushing the moral limits with sociopathic or megalomaniacal villains. If you are looking for heroism, consider epic conflicts with villains that can take on an entire party by themselves. If you are looking for more horror, consider cosmic, supernatural, or mythological beings.

When your adversaries are created, memorable NPCs should be given a similar treatment as the players' characters. Consider what Abilities and Skills are important for the conflicts they create or take part in and create Qualities that make the NPC really stand-out. Creating memorable NPCs can facilitate game immersion whereas the players talk about that NPC for years to come.

ADVERSARIES

Adversaries are used as antagonists in any conflict. They can be animal, human, humanoid, supernatural, fantastical, mythological, etc. They are controlled by the GM and serve as NPCs or minions (or, if befriended, they can even become Allies). They are created similar to player characters, with a few differences.

STAT BLOCK

Adversary stat blocks contain all the basic information to mechanically utilize that adversary in-game. This includes Abilities, Attributes, Skills, Traits, armor, weapons, Talents, and Special Traits. Major NPCs will also include Qualities. Narrative aspects of an adversary will be found outside the stat block.

ADVERSARY TRAITS

Like equipment and Talents, adversaries have Traits. These Traits are keywords that describe the in-game effects the adversary demonstrates.

Acute (Specify): One of the creature's senses is considered acute. When using that sense, he gains a +2 bonus to Perception. If the sense chosen is smell, he also gains a +2 bonus to Tracking. The chosen sense appears in parentheses next to the Acute trait.

Animal Intelligence: Creatures with an (A) next to their Intelligence entry are considered to have animal intelligence. They are capable of instinctual or survival knowledge, but cannot perform advance actions such as a sapient being would. Many creatures with animal intelligence lack a Psyche and Spirit ability. These creatures fight due to instinct, automatically fail Morale Rolls, and do not succumb to any type of fear Combat Maneuver against any adversary the same Size or smaller.

Aquatic: The creature spends its life in the water, swimming and breathing through gills or something equivalent. Its Speed reflects its ability to move about on land while its Speed while swimming will be denoted in parentheses next to the Aquatic trait.

Construct: The creature is actually a machine with some type of intelligence, either artificial or through software programming. It is Fearless and immune to poisons and diseases. Additionally, it doesn't heal; all injuries must be repaired. Repairing injuries uses Mechanisms instead of Medicine.

Demon: The creature is considered a demon or has demonic features. It's Fearless and resistant to non-magical attacks, only suffering half damage from them. It takes full damage from attacks made by weapons that include one of its weak-

nesses. Additionally, it's immune to diseases, poisons, and extreme environments.

Ethereal: The creature is insubstantial and has no form in the physical world. It's immune to non-magical attacks, diseases, poisons, and extreme environments. If the presence of the creature is known, the Blind Fighting rules apply.

Fear: Horrific creatures cause Fear. When around a creature such as this, the GM can spend points of Distress (see page 57). A creature with the Fear trait has a Fear Rating after the Trait, such as Fear 5. If there is no rating, the rating is 0.

Fearless: The creature is immune to Fear and fear effects (such as the *madness* Talent or a psychological Combat Maneuver).

Fleet-Footed: The creature is particularly fast and is able to run much faster than others. Besides an increase to Speed, the creature is able to add +2d6ft when running.

Flight: The creature has wings or some type of supernatural ability allowing it to fly. Its Speed reflects its ability to move about on land. Its Speed while flying will be denoted in parentheses next to the Flight trait. It may move through the air at its full fly Speed and change altitude at half its fly Speed.

Formidable Natural Weapon: The creature has a natural weapon (denoted by the actual weapon, such as a tentacle or giant claw) that is long or strong enough to be used as a melee weapon that can parry.

Hardy: The creature ignores all Wound Penalties, being able to function regardless of how healthy it is.

Immunity (All): The being is immune to all attacks that don't include one of its Weaknesses. All damage incurred otherwise is considered nonlethal. If they are reduced to 0 Health, they instead succumb to the full effects of Fatigue, falling unconscious until they recover at the normal rate.

Immunity (Specify): The being is immune to the denoted source. When coming into contact with that source, it suffers no ill effects nor does it do lethal damage to it. Here are some examples:

- **Fire:** The being does not catch fire when near it nor does he suffer Fatigue from the heat being emitted by the fire.
- **Poison:** The being's body is able to filter out and dispose of all poisons before they affect him.

Low Light Vision: The creature is particularly good at seeing in the dark. It ignores penalties for dim and dark lighting, although suffers regular penalties in total darkness.

Natural Armor: The creature has skin, scales, fur, or something that acts as natural armor (denoted by its armor entry).

Natural armor conveys twice the armor protection compared to worn armor of the same or an equivalent type.

Natural Weapon: The creature has a natural weapon (denoted by the actual weapon, such as bite or claw). For natural weapons used for melee attacks, it uses Dexterity + Melee. For projectile natural weapons, it uses Strength + Ranged.

Poisonous/Venomous: The creature is capable of injecting poison (or venom) into its victims with a successful attack. See page 62 for more about the effects of poison. The potency of the poison or venom is denoted in parentheses next to the Trait. The description of the poison or venom will be listed as a Special Trait.

Regeneration: The creature is able to regenerate damage caused to it. That comes in the form of replenishing its Health at the beginning of every Combat Round. The amount of Health regenerated will be denoted next to the Regeneration trait.

Swarm: Small creatures often swarm together. Although quite weak individually, as a group they can be a formidable force. They are the size of Blast 10, attacking everyone within this zone. They gain +2 to Health and are immune to slashing and piercing weapons and can only be damaged by blunt or area effect weapons. If on the ground, they can also be damaged by stomping on (as an unarmed attack doing lethal damage). They can divide into two smaller swarms the size of Blast 5. Each one has Health -2 compared to the larger swarm. Additionally, they do not roll to attack, and instead automatically hit their targets.

Trample: The creature is so large that it's able to trample a human with ease. The creature must be at least Size 6, and it can attempt to trample a target as a melee attack. Damage is equal to Strength minus the size of the target.

Undead: The creature is considered undead, like zombies and animated skeletons. It gains a +2 bonus to Health, ignores Wound Penalties, doesn't suffer additional damage from called shots, and is immune to magical healing, diseases, and poisons.

Weakness (Specify): The being is particularly vulnerable to the denoted source. The source of their weakness must be denoted next to the Weakness trait. If no additional text accompanies the Trait's entry, the weakness has one of the following effects:

- **Source is related to physical injury:** When coming into contact with that source, they either suffer normal damage if they have the Immunity (All) or Resistance (All) traits or double the damage if they don't have any immunities or resistances. **Examples:** gold, magic, platinum, silver.
- **Source is related to the environment:** When exposed to that source, it immediately gains one level of Fatigue. While still exposed to the chosen source, it must make a Vitality + Resist roll once every hour or gain one additional level of Fatigue (two on a Critical Failure).

Here are some examples:

- **Cold Iron:** The creature is not immune to cold iron weapons, experiencing normal damage when struck by them.
- **Heat:** The being's body provides the warmth needed to survive in cold climates. It cannot properly dissipate external heat and becomes overwhelmed in hot climates.

SPECIAL TRAITS

Special Traits are the same as regular Traits, but are specific to that adversary. Their in-game effects are explained within the Special Trait's entry.

SIZE

Size is a general representation of height and weight for a particular adversary type. It doesn't reflect Vitality, but can be used to judge Strength and overall toughness. Size is given a number, called **Size Rating**, from -3 to 10, shown with the Size trait, that represents the adversary's size compared to an average human (Size 0).

Adversaries larger than Size 0 may have a Strength value above d12. When Strength, or Vitality, is d12+x, the x is added before dividing by two.

Example: *A minion with Strength d12+d4 and Vitality d8 has a Health of 12 [Strength d12+d4 (16) + Vitality d8 (8) = 24 / 2 (for being a minion) = 12].*

If Size is a positive number, it is added to the melee damage an adversary inflicts; this number is already reflected in each entry below.

Example: *A Size 1 golem wielding a long sword does 5 damage [long sword = DMG 4 + Size 1 = DMG 5].*

If Size is a negative number, it's subtracted from the creature's Health after calculating it; for minion, it's subtracted after Health is halved (to a minimum of 1).

Example: *A Size -1 minion with Strength d6 and Vitality d6 has a Health of 5 [Strength d6 (6) + Vitality d6 (6) = 12 / 2 (for being a minion) = 6 - 1 (for being Size -1) = 5]*

SIZE MODIFIERS

When considering the Size Rating of an adversary, attacking ones much smaller or bigger than the characters can change how easy they are to hit.

Tiny: Creatures with Size -3 have the Tiny trait and attacking them incurs a -4 penalty to all Attack Rolls.

Small: Creatures with Size -2 have the Small trait and attacking them incurs a -2 penalty to all Attack Rolls.

Big: Creatures at least Size 4 have the Big trait and attacking them provides a +2 bonus to all Attack Rolls.

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Giant: Creatures at least Size 8 have the Giant trait and attacking them provides a +4 bonus to all Attack Rolls.

This bonus is in relation to how large the Aggressor is versus the Defender and is based on a Size 0 creature.

Example: *Big creatures attacking other Big creatures don't gain a bonus; Small creatures attacking Big creatures get a double bonus (going from Size -3 to Size 4); Big creatures attacking Giant creatures get only a +2 bonus.*

SIZE TABLE

Rating	Comparable to	Strength Value
-3	Fairy, pixie, mouse, cell phone	
-2	Cat, dog, rabbit, human toddler	
-1	Wolf, lynx, halfling, human child, goblin, bicycle	
0	Human, dwarf, elf, dirt bike	
1	Orc, very tall human, donkey, lion, motorcycle	d12+1
2	Bear, gorilla, horse, camel, tiger	d12+d4
3	Polar bear, Kodiak bear, ogre, hippopotamus	d12+d4
4	White rhinoceros, great white shark, car	d12+d6
5	Asian elephant, SUV	d12+d6
6	African bush elephant	d12+d8
7	Killer whale, tyrannosaurus rex	d12+d8
8	Humpback whale, dragon, house	d12+d10
9	Blue whale	d12+d10
10	Diplodocus, office building	d12+d12

BESTIARY

Alligator/Crocodile

CHA	DEX	INT	PER	PSY	SPT
-	d6	d4 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d10	d10	7	10	16	15

Skills: Athletics d4, Awareness d6, Melee d6

Traits: Aquatic (Speed 30), Size 1

Armor: Scaly hide (all 6)

Weapons: Bite (DMG 3)

Special Traits: [Strong Bite] The bite of an alligator and crocodile is incredibly strong. When considering damage against an unarmored target, the damage is double. Additionally, a successful bite attack clamps the beast's mouth over the target, locking it into place, effectively making a successful grapple maneuver. When attempting to break free, the creature's Strength is measured as 2d10.

Bear, Brown

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d12	8	13	18	30

Skills: Athletics d6, Awareness d6, Melee d6

Traits: Size 2

Armor: Thick fur (all 2)

Weapons: Bite/claws (DMG 4)

Special Traits: [Bear Hug] On a successful claw attack, a bear may attempt to grapple the target in hopes of knocking him down. This is an opposed roll of the target's Defend Roll versus the bear's **Strength + Athletics**. If successful, the target is knocked prone with the bear on top of it. Additionally the bear may attempt to maintain the grapple each Combat Round as an opposed **Strength + Athletics** roll.

[Run] Bears run on all fours. They cannot attack during the same Combat Round in which they ran.

Bear, Grizzly

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+d4	d12	8	14	18	30

Skills: Athletics d6, Awareness d6, Melee d8

Traits: Size 3

Armor: Thick fur (all 4)

Weapons: Bite/claws (DMG 5)

Special Traits: [Bear Hug] On a successful claw attack, a bear may attempt to grapple the target in hopes of knocking him down. This is an opposed roll of the target's Defend Roll versus the bear's **Strength + Athletics**. If successful, the target is knocked prone with the bear on top of it. Additionally the bear may attempt to maintain the grapple each Combat Round as an opposed **Strength + Athletics** roll.

[Run] Bears run on all fours. They cannot attack during the same Combat Round in which they ran.

Bull

CHA	DEX	INT	PER	PSY	SPT
0	d8	d4 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+d4	d10	8	13	14	30

Skills: Awareness d6, Melee d6

Traits: Size 3

Armor: Leathery skin (all 4)

Weapons: Horns (DMG 5)

Special Traits: [Charge] If a bull charges a target by moving at least half its speed and then attacking, it adds its Size as a bonus to its horns attack.

Cheetah

CHA	DEX	INT	PER	PSY	SPT
0	d12	d4 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	10	5	28	60

Skills: Acrobatics d6, Athletics d8, Awareness d8, Melee d8

Traits: Fleet-Footed, Size -1

Armor: None

Weapons: Bite/claws (DMG 2)

Cougar

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d8	d6	10	7	22	30

Skills: Acrobatics d4, Athletics d6, Awareness d8, Melee d8

Traits: None

Armor: None

Weapons: Bite/claws (DMG 2)

Coyote

CHA	DEX	INT	PER	PSY	SPT
-	d6	d4 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	8	5	16	30

Skills: Athletics d6, Awareness d6, Melee d8

Traits: Size -1

Armor: None

Weapons: Bite (DMG 2)

Cultist

CHA	DEX	INT	PER	PSY	SPT
d6	d6	d6	d6	d8	d8
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	7	6	12	30

Skills: Awareness d6, Firearms d6, Melee d6, Resist d6

Traits: None

Armor: None

Weapons: Dagger (DMG 3), .22 pistol (125ft, DMG 4, ROF 1, Shots 9, SA)

Dragon

CHA	DEX	INT	PER	PSY	SPT
d4	d8	d8	d8	d4	d4
STR	VIT	DEF	HLTH	INIT	SPD
d12+d10	d12	8	34	16	40

Skills: Awareness d8, Melee d10, Tracking d6

Traits: Fear 5, Fearless, Flight (Speed 45), Formidable Natural Weapon (tail only), Giant, Size 8, Trample

Armor: Thick scaly skin (all 8)

Weapons: Bite (DMG 10), fire breath (DMG 4 ignoring armor, Cone 50, 50% chance of catching on fire), tail (DMG 10)

Special Traits: [Tail] Dragons gain a bonus standard attack or parry using their tail against targets within a 90° arc of their rear.

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Elephant

CHA	DEX	INT	PER	PSY	SPT
-	d4	d6 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+d8	d12	6	16	10	40

Skills: Awareness d6, Melee d8

Traits: Big, Size 6, Trample

Armor: Leathery skin (all 4)

Weapons: Tusks (DMG 8)

Goblin

CHA	DEX	INT	PER	PSY	SPT
d4	d6	d6	d6	d4	d6
STR	VIT	DEF	HLTH	INIT	SPD
d4	d6	7	4	18	25

Skills: Acrobatics d6, Athletics d4, Awareness d6, Melee d8, Ranged d8, Tracking d6

Traits: Low Light Vision, Size -1

Armor: None

Weapons: Dagger (DMG 3), small bow (100ft, DMG 3)

Golem

CHA	DEX	INT	PER	PSY	SPT
-	d10	d6	d8	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d10	9	12	18	35

Skills: Athletics d6, Awareness d8, Mechanisms d6, Melee d10

Traits: Construct, Size 1

Armor: None

Weapons: War hammer (DMG 5, 2H, +1 damage versus rigid armor)

Gorilla, Silverback

CHA	DEX	INT	PER	PSY	SPT
d6	d6	d6 (A)	d6	d4	d4
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d10	7	12	12	30

Skills: Athletics d6, Awareness d6, Melee d8, Survival d6, Tracking d6

Traits: Size 2

Armor: None

Weapons: Bite (DMG 4), unarmed (DMG 4 NL)

Special Traits: [Long Arms] Gorillas use their arms when traveling long distances and running. When they run, they incur a -2 penalty to perform any physical actions during the same Combat Round.

Guerilla Soldier

CHA	DEX	INT	PER	PSY	SPT
d6	d8	d6	d8	d4	d4
STR	VIT	DEF	HLTH	INIT	SPD
d8	d8	8	8	16	30

Skills: Athletics d8, Awareness d8, Melee d8, Ranged d8, Survival d8, Tracking d8

Traits: None

Armor: Tactical jacket (torso, arms 5, bullets do half damage)

Weapons: Long knife (DMG 3), 5.56 assault rifle (500ft, DMG 5, ROF 3, Shots 30, ENC 2, FA, SA, PEN 1)

Horse

CHA	DEX	INT	PER	PSY	SPT
-	d6	d4 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d10	7	12	12	50

Skills: Athletics d6, Awareness d6, Melee d6

Traits: Fleet-Footed, Size 2

Armor: None

Weapons: Kick (DMG 5 with horseshoes, -1 without)

Hyena

CHA	DEX	INT	PER	PSY	SPT
-	d6	d4 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	7	5	16	30

Skills: Acrobatics d4, Athletics d6, Awareness d6, Melee d6, Survival d6, Tracking d6

Traits: Size -1

Armor: None

Weapons: Bite (DMG 2)

Imp

CHA	DEX	INT	PER	PSY	SPT
d6	d8	d6	d6	d4	d4
STR	VIT	DEF	HLTH	INIT	SPD
d8	d8	8	7	14	30

Skills: Awareness d6, Melee d6

Traits: Demon, Size -1, Weakness (Cold Iron, Palladium, Platinum)

Armor: Leathery skin (all 4)

Weapons: Bite/claws (DMG 2)

Jaguar

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d8	d6	8	6	22	30

Skills: Acrobatics d4, Athletics d6, Awareness d8, Melee d8

Traits: None

Armor: None

Weapons: Bite (DMG 3)

Kobold

CHA	DEX	INT	PER	PSY	SPT
d4	d6	d4	d6	d4	d4
STR	VIT	DEF	HLTH	INIT	SPD
d6	d4	7	3	12	30

Skills: Athletics d4, Awareness d4, Melee d6, Ranged d6, Tracking d4

Traits: Immunity (Poison), Low Light Vision, Size -1

Armor: None

Weapons: Short sword (DMG 4), small bow (100ft, DMG 4)

Lion

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d8	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12	d8	8	10	16	40

Skills: Athletics d6, Awareness d8, Melee d8

Traits: Size 1

Armor: None

Weapons: Bite/claws (DMG 3)

Lynx

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	8	5	18	20

Skills: Acrobatics d4, Athletics d4, Awareness d6, Melee d6

Traits: Low Light Vision, Size -1

Armor: None

Weapons: Bite/claws (DMG 2)

Minotaur

CHA	DEX	INT	PER	PSY	SPT
d8	d10	d6	d6	d6	d4
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d10	9	12	16	30

Skills: Athletics d8, Awareness d6, Melee d10, Ranged d8, Survival d6, Tracking d6

Traits: Size 1

Armor: Leather armor (torso, legs 2)

Weapons: Battle axe (DMG 5, 2H)

Special Traits: [Horns] DMG (3); Minotaurs add +3 to damage for charging instead of +2 when using their horns.

Orc

CHA	DEX	INT	PER	PSY	SPT
d4	d6	d4	d8	d4	d4
STR	VIT	DEF	HLTH	INIT	SPD
d12	d8	8	10	14	30

Skills: Awareness d6, Melee d8, Ranged d8, Survival d6, Tracking d6

Traits: Size 1

Armor: Medium shield (Parry +2, +1 Defense, may parry ranged attacks)

Weapons: Long sword (DMG 5)

Poltergeist

CHA	DEX	INT	PER	PSY	SPT
-	d6	d6	d10	d6	d6
STR	VIT	DEF	HLTH	INIT	SPD
d8	d6	7	7	16	30

Skills: Athletics d6, Awareness d6, Melee d6

Traits: Ethereal, Fear

Armor: None

Weapons: Poltergeists are capable of throwing objects at an effective range of 30ft. Blunt objects do DMG (2 NL); sharp objects to DMG (2).

System Reference Document

Shark, Great White

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d8	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+d6	d12	8	15	16	-

Skills: Athletics d6, Awareness d8, Melee d6, Survival d6, Tracking d8

Traits: Aquatic (Speed 40), Big, Size 4

Armor: Leathery skin (all 4)

Weapons: Bite (DMG 6)

Skeleton

CHA	DEX	INT	PER	PSY	SPT
-	d6	d6	d6	-	d4
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	8	8	12	30

Skills: Athletics d6, Awareness d6, Melee d6, Ranged d6

Traits: Fear, Fearless, Undead

Armor: Medium shield (Parry +2, +1 Defense, may parry ranged attacks)

Weapons: Long sword (DMG 5)

Snake, Boa Constrictor

CHA	DEX	INT	PER	PSY	SPT
-	d6	d4 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d10	d6	7	8	12	20

Skills: Athletics d6, Awareness d6, Tracking d6

Traits: None

Armor: None

Weapons: None

Special Traits: [Constrictor] With a successful grapple as an Opposed Roll, using **Strength + Athletics**, the boa constrictor can constrict around its target, doing its Strength in damage. If the target is wearing rigid armor (e.g. plate mail), this reduces the armor's protection by one with each successful grapple.

Snake, Cobra (Naja)

CHA	DEX	INT	PER	PSY	SPT
-	d4	d4 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	6	4	10	30

Skills: Athletics d6, Awareness d6, Melee d8, Survival d6, Tracking d6

Traits: Size -2, Venomous (-4)

Armor: None

Weapons: Bite (DMG 1)

Special Traits: [Neurotoxins] There is a 50% chance that a cobra will inject venom on a successful bite attack (damage must exceed the target's armor). If successful, the neurotoxins shut down the target's nervous system after 3d6+10 minutes. Death occurs in 3d6+20 minutes after that.

Sorcerer

CHA	DEX	INT	PER	PSY	SPT
d6	d6	d10	d8	d6	d6
STR	VIT	DEF	HLTH	INIT	SPD
d6	d6	7	6	14	30

Skills: Arcana d10, Awareness d6, Deception d6, Melee d6, Resist d8, Streetwise d6

Traits: None

Armor: None

Weapons: Staff (DMG 2, NL, 2H, Reach 10, Parry +2, uses DEX)

Talents: (WP 30); Intelligence + Arcana; *abjure, boost damage, confuse, elemental manipulation, missile*

Swarm, Bat

CHA	DEX	INT	PER	PSY	SPT
-	d4	d4 (A)	d4	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d4	d4	6	6	8	5

Skills: Awareness d6, Melee d6

Traits: Flight (Speed 45), Swarm

Armor: None

Weapons: Bite (DMG 2)

Special Traits: [Echolocation] Bats sense the world around them using echolocation. They are immune to all lighting penalties.

Swarm, Rat

CHA	DEX	INT	PER	PSY	SPT
-	d6	d6 (A)	d6	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d4	d6	7	7	12	20

Skills: Athletics d8, Awareness d6, Melee d6, Survival d6, Tracking d6

Traits: Low Light Vision, Swarm

Armor: None

Weapons: Bite (DMG 2)

Tiger

CHA	DEX	INT	PER	PSY	SPT
-	d8	d4 (A)	d8	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d8	8	11	20	50

Skills: Acrobatics d4, Athletics d8, Awareness d8, Melee d10, Stealth d8

Traits: Size 2

Armor: None

Weapons: Bite/claws (DMG 4)

Troll

CHA	DEX	INT	PER	PSY	SPT
d4	d6	d6	d6	d8	d6
STR	VIT	DEF	HLTH	INIT	SPD
d12+d4	d10	7	13	12	40

Skills: Athletics d6, Awareness d6, Melee d8, Tracking d6

Traits: Size 2

Armor: None

Weapons: Spiked club (DMG 4, Parry -2, uses STR)

Vampire

CHA	DEX	INT	PER	PSY	SPT
d10	d10	d8	d8	d8	d8
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d10	9	14	28	30

Skills: Acrobatics d8, Athletics d8, Awareness d12, Melee d10, Resist d10, Tracking d10

Traits: Fear 2, Fearless, Fleet-Footed, Immunity (All), Low Light Vision, Undead

Armor: None

Weapons: Bite/claws (DMG 2)

Talents: (WP 30); Charisma + Spirit; *dominate*

Special Traits: [Shapeshift] Vampires are able to shift between humanoid and bat by spending 1 Combat Action.

[Vampiric Bite] Anyone bitten by a vampire has a 50% chance of rising as a vampire 2d6 days later.

[Weakness (Decapitation)] Vampires decapitated while unconscious do not rise again, dying instantly.

[Weakness (Holy Symbol)] Vampires must succeed on an Opposed Spirit + Resist Roll to attack anyone displaying a holy symbol.

[Weakness (Holy Water)] Vampires sprinkled with holy water gain one level of Fatigue.

[Weakness (Invitation Only)] Vampires must be invited into a private dwelling; they may not enter otherwise. They can enter public spaces without issue.

[Weakness (Sunlight)] Vampires gain one level of Fatigue when exposed to sunlight. They gain an additional level of Fatigue for every 15 minutes they spend in sunlight.

[Weakness (Wooden Stake)] Vampires hit by a called shot to the heart with a wooden stake die instantly.



System Reference Document

Werewolf

CHA	DEX	INT	PER	PSY	SPT
d6	d12	d6	d12	d10	d8
STR	VIT	DEF	HLTH	INIT	SPD
d12+1	d12	10	13	34	40

Skills: Acrobatics d10, Athletics d10, Awareness d12, Melee d12, Survival d10, Tracking d12

Traits: Fear 2, Fearless, Immunity (All), Low Light Vision, Weakness (Silver)

Armor: None

Weapons: Bite (DMG 3), claws (DMG 2)

Talents: (WP 30); Psyche + Spirit; *summon animal* (wolf only)

Special Traits: [Shapeshift] Werewolves are able to shift between human, wolf, and werewolf forms by spending 1 Combat Action.

[Werewolf Curse] Anyone bitten by a werewolf has a 50% chance of turning into a werewolf on the next full moon.

Witch

CHA	DEX	INT	PER	PSY	SPT
d8	d6	d6	d6	d12	d8
STR	VIT	DEF	HLTH	INIT	SPD
d6	d8	7	7	12	30

Skills: Arcana d10, Awareness d6, Melee d6

Traits: None

Armor: None

Weapons: Dagger (DMG 3)

Talents: (WP 36); Psyche + Arcana; *barrier, deflect, diminish, disguise, elemental manipulation, explode, shape change*

Special Traits: [Familiar] Black cat

Wolf

CHA	DEX	INT	PER	PSY	SPT
-	d10	d6 (A)	d10	-	-
STR	VIT	DEF	HLTH	INIT	SPD
d8	d8	9	7	20	40

Skills: Athletics d8, Awareness d8, Melee d10

Traits: Size -1

Armor: None

Weapons: Bite (DMG 2)

Zombie

CHA	DEX	INT	PER	PSY	SPT
-	d6	d6	d6	d4	d4
STR	VIT	DEF	HLTH	INIT	SPD
d8	d6	7	9	12	30

Skills: Awareness d6, Melee d6, Tracking d6

Traits: Fear, Fearless, Undead

Armor: None

Weapons: Claws (DMG 2)

Special Traits: [Weakness (Head Shot)] Called shots to the head gain a +2 bonus to damage.



EGS 2.0 CHANGES

Here's a look at what changed from *Entropic Gaming System* 1st Edition to this 2nd Edition (EGS 2.0).

- The introduction contains a quick-reference list of terminology.
- A character's emotions were moved from Psyche to Spirit.
- Constitution (Vitality + Strength) was clarified as a way to resist influences that reduce Health. This has also been reflected in Combat Situations.
- Fortitude (Vitality x2) was clarified as a way to resist influences that cause Fatigue. This has also been reflected in Combat Situations.
- Specialty Skills were changed from Skill (Specialty) to Skill-specialty.
- Knowledge was changed to a Skill Group instead of a Specialty Skill.
- Target Number is always 7; measuring difficulty is a modifier and not a change to the Target Number.
- Some Ability + Skill combination examples were revised by changing the suggested Ability.
- Suggested action types, represented by Ability + Skill combinations, are now listed with the linked Skill and include example outcomes and difficulty modifiers.
- The use of Knowledge, Lore, and Science Skills has been further detailed.
- The following Traits were added to streamline the description of Talents – Difficulty (Stature), Duration (Time), Magnitude (Opposed), and Reactive.
- What Skills govern what weapon types has been fully defined.
- What actions govern types of active defense moves has been fully defined.
- Example Combat Maneuvers have been fully fleshed-out.
- Heroic Dice Pool is now called Edge.
- Heroic Dice Pool dice were simplified to points that provided a +1 bonus.
- Fear Dice Pool is now called Distress.
- Fear Dice Pool dice were simplified to points that incur a -1 penalty.
- The format of adversary Stat Blocks was changed.

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