

## Animarum Systema

## Core

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Introduction	2
Character Creation	3
Playing the Game	5
Inventory [ / Slots Used]	7
Saving Throws	8
Advancement	
Magic/Effects	
Character Sheet Explained	11
Physical Traits	11
Mental Traits	
Exceptional Traits	12
Details	12

## Introduction

Systema is inspired by the lore born from the combination of events from various communities such as <u>@ultramonke</u>'s zero server, <u>@adrenaline\_junkie\_</u>'s Role playing server (can't name it because of copy right) and the events of the souls story line in The Dwarfs Inn server.

Without them and @bluematt, this collision of inspirations wouldn't have been possible, other credits will be added with permission, we operate on discord come check us out <u>Here</u>.

We use Ben Milton's Knave as a base for our system with inspiration from Open Legend.

## Character Creation

Characters have Eighteen abilities, in Three categories.

#### Physical

Might Agility Fortitude

#### Mental

Learning Logic Perception Willpower

#### Social

Deception Persuasion Presence

#### Greeptional

Alteration Creation Energy Entropy Influence Movement Prescience Protection

You roll these stats in order of listing with 2 four sided dice and keep the highest, once you have done that you can chose 4 abilities (later called stats) and swap their values as you please.

The following text can be copy and pasted into a discord with inline rolling enabled on the Avrae bot

[[2d8kh1 Might]][[2d8kh1 Agility]][[2d8kh1 Fortitude]]
[[2d8kh1 Learning]][[2d8kh1 Logic]][[2d8kh1 Perception]][[2d8kh1 Willpower]]
[[2d8kh1 Deception]][[2d8kh1 Persussion]][[2d8kh1 Presence]]
[[2d8kh1 Alteration]][[2d8kh1 Careation]][[2d8kh1 Energy]][[2d8kh1 Entropy]][[2d8kh1 Influence]][[2d8kh1 Logic]][[2d8kh1 Logic]][[2d8kh1

(Due to how time consuming it is to roll 18 sets of 2d4 is, I'd suggest using digital dice)

Your Character's Background will determine everything that is not written about your character, so you'll have to find reasons for them to know how to use the tools and weapons they have.

Many of the details of a character can be rolled randomly from tables later in this book.

A librarian swept up into a war, sticking to human for simplicity

To speed up character creation I'll randomly roll the details

20 Physique Wiry.

10 Face Broken

how you interpret that is up to you, could be a broken jaw or something like that, but I'll just say he's lost a bit of his skull above his left temple.

1 Skin battle scar

give him a dozen projectile scars like from arrows or bullets, I'll roll a d12 to see how many scars, 5

16 Hair pony tail

4 Clothes Decorated

could be decorated with trinkets or awards, if we're making a monster it could be patches of skin from his victims, I'll just give him a [3] Lapel pin

10 honest

12 nervous

maybe he doesn't have the confidence to lie?

4 Cryptic,

he doesn't have the right words to say what he means, the nervousness plays into this.

Name Alfred Cailford

Another method I could have done is fill in the details as we go, just make sure to ask the game master about important details like background

yes I know we're finally starting at the top of the page sorry about how scattered it is.

Health? 1D8 plus his fortitude stat, 6+1=7 Healing rate is Fortitude score.

Speeds & footprint?

Speeds & Footprint : 120ft & 40ft, 2, 5ft Level 1

inventory, will be used space/fortitude defense, meaning defense + 10

I'm gonna throw his inventory together

- +2 rations
- +1 weapon of choice, Medium Close Weapon, make that into a Combat Axe (d8,2s,3Q)
- +Good Armor (15A,4s,6Q) make that into Mixed Leather/Chain armor, taking him from the default 11 armor to 15

If their human or similar exploration speed is 120ft out of combat, and their combat speed is 40ft per round, if your playing something else ask your Game Master to work something out.

by default you can roll a d6 for your starting armor, and on a 6 you get a barrier item as well

On the next page is a character sheet that has been made on this page

#### ====Animarum Systema====

 ${\tt Name} \ : \ {\tt Alfred} \ {\tt Cailford}$ 

Health & Armor: 7/7hp & 15

Speeds & Footprint : 120ft & 40ft, 2, 5ft

Level: 1

--Uhysical--

Might: 4
Agility: 2
Fortitude: 1

-- Mental--

Learning: 3
Logic: 1
Perception: 1
Willpower: 2

-- Social--

Deception: 2
Persuasion: 4
Presence: 4

-- Exceptional --

Alteration: 2
Creation: 2
Energy: 2
Entropy: 3
Influence: 2
Movement: 1
Prescience: 2
Protection: 2

-- Details--

Gender & Race : Human & Male

Physique, Clothes & Speech : Wiry, [AM] Lapel

pin, Cryptic

Face, Skin & Hair: Quarter Sized Hole above the

left temple, 5 Arrow scars, Ponytail

Virtue & Vice : Honest & Nervous

Background & Misfortunes : Librarian interested

in history & Last survivor

-- Notes --

Inventory [10/11Slots Used]

2x Rations (1s)

Combat Axe (d8,2s,3/3Q)

Mixed Leather/Chain Armor (15A,4s,6/6Q)

Bedroll (2s) Crowbar (1s)

Character Sheet

====Animarum Systema====

## Playing the Game

#### Inventory [\_\_/\_ Slots Used]

Characters have a number of <u>item slots</u> equal to their Fortitude defense. Most items, including spell books, potions, a day's rations, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium to heavy weapons may take up more slots.

Groups of small, identical items may be bundled into the same slot, at the GM's discretion. 100 coins can fit in a slot.

As a general guideline, a slot holds around 5 pounds of weight.

Here is a key to keep your inventory smaller on paper

A = Armor

s = Slots

Q = Quality

#d# = Damage Dice

H = Hands

C = Capacity

Characters start with 2 days of rations and one weapon of their player's choice.

Ask your game master for how much money you start with and what it will be called.

Characters have a number of item slots equal to their Fortitude defense, and items they carry must fit into available slots.

Most items take up one slot, but some take up more. small items can be bundled into one slot.

Physique	Clothing
1. Athletic 2. Brawny 3. Corpulent 4. Delicate 5. Gaunt 6. Hulking 7. Lanky 8. Ripped 9. Rugged 10.Scrawny 11.Short 12.Sinewy 13.Slender 14.Flabby 15.Sculpted 16.Stout 17.Tiny 18.Towering 19.Willowy 20.Wiry	1. Antique 2. Bloody 3. Ceremonial 4. Decorated 5. Eccentric 6. Elegant 7. Fashionable 8. Filthy 9. Flamboyant 10. Stained 11. Foreign 12. Frayed 13. Frumpy 14. Livery 15. Oversized 16. Patched 17. Perfumed 18. Rancid 19. Torn 20. Undersized
Lace	Pirtue
1. Bloated 2. Blunt 3. Bony 4. Chiseled 5. Delicate 6. Elongated 7. Patrician 8. Pinched 9. Hawkish 10.Broken 11.Impish 12.Narrow 13.Ratlike 14.Round 15.Sunken 16.Sharp 17.Soft 18.Square 19.Wide 20.Wolfish	1. Ambitious 2. Cautious 3. Courageous 4. Courteous 5. Curious 6. Disciplined 7. Focused 8. Generous 9. Gregarious 10. Honest 11. Honorable 12. Humble 13. Idealistic 14. Just 15. Loyal 16. Merciful 17. Righteous 18. Serene 19. Stoic 20. Tolerant
Şkin	Vice
1. Battle Scar 2. Birthmark 3. Burn Scar 4. Dark 5. Makeup 6. Oily 7. Pale 8. Perfect 9. Pierced 10.Pockmarked 11.Reeking 12.Tattooed 13.Rosy 14.Rough 15.Sallow 16.Sunburned 17.Tanned 18.War Paint 19.Weathered 20.Whip Scar	1. Aggressive 2. Arrogant 3. Bitter 4. Cowardly 5. Cruel 6. Deceitful 7. Flippant 8. Gluttonous 9. Greedy 10.Irascible 11.Lazy 12.Nervous 13.Prejudiced 14.Reckless 15.Rude 16.Suspicious 17.Vain 18.Vengeful 19.Wasteful 20.Whiny
Hair	<b>H</b> peech
1. Bald 2. Braided 3. Bristly 4. Cropped 5. Curly 6. Disheveled 7. Dreadlocks 8. Filthy 9. Frizzy 10.Greased 11.Limp 12.Long 13.Luxurious 14.Mohawk 15.Oily 16.Ponytail 17.Silky 18.Topknot	1. Blunt 2. Booming 3. Breathy 4. Cryptic 5. Drawling 6. Droning 7. Flowery 8. Formal 9. Gravelly 10. Hoarse 11. Mumbling 12. Precise 13. Quaint 14. Rambling 15. Rapid-fire 16. Dialect 17. Slow 18. Squeaky

19.Wavy

19.Stuttering 20.Whispery

20.Wispy

#### Items

All prices are given in a <u>Currency Pieces</u> or cp. Payment for things like ships, real estate, and so on usually takes the form of trade goods, favors, oaths of fealty rather than coins.

#### Tools & Gear

Bag 1	Small Trap 20		
Bedroll 10	Book (Blank) 300		
Book (Reading) 600	Bottle/Vial 1		
Caltrops (bag) 10	Cards 5		
Chain (10 ft) 10	Chalk (10 pieces) 1		
Clock 300	Dice 5		
Drill 10	Face Paint/Makeup 10		
Grease 1	Incense 10		
Instrument 300	Ladder (10 ft) 10		
Large Sponge 5	Lens 100		
Lock and Key 20	Lockpicks 100		
Mirror(small) 200	Nails (12) 5		
Net 10	Perfume 50		
Pole (10ft) 5	Quill & Ink (3oz) 1		
Rope (50ft) 10	Small Bell 20		
Soap 1	Spikes 5		
Telescope 1000	Tent (personal) 50		
Tent (3 man) 100	Tool 5		
Whistle 5			

#### Light

Candle (4 hours) 1	Lantern 30
Lamp Oil (4 hours) 5	Tinderbox 10
Torch (1 hour) 1	Generic Light 20

#### Armor

barrier item like A shield (+1A,1s,1Q)	40
Lesser Armor (+1A,1s,1Q) 40	
Minor Armor (12A,1s,3Q) 60	
Below Average Armor(13A,2s,4Q) 500	
Above Average Armor(14A,3s,5Q) 1200	
Good Armor (15A,4s,6Q) 4000	
Great Armor (16A,5s,7Q) 8000	

#### Weapons

Small/Light_Close_Weapon	(d6,1s,3Q)	5
Medium_Close_Weapon	(d8,2s,3Q)	10
Heavy_Close_Weapon (d10,3s,2h,3Q)		20
Rangeo	d	
Small/Light_Range_Weapon	(d4,1s,3Q)	5
Mid/Medium_Range_Weapon	(d6,2s,2h,3Q)	15
Heavy/long_Range_Weapon	(d8,3s,2h,3Q)	60
Ammo	(20_per)	5
Ammo_Containers	(20c)	5

#### Saving Throws

If a character attempts something where the outcome is uncertain and failure has consequences, they make a saving throw, or "save".

To make a save, add the bonus of the relevant ability to a d20 roll.

If the total is greater than the goal, the character succeeds. If not, they fail.

Example: A wizard casts a fireball spell a goblin, who gets a saving throw to avoid.

This is resolved as an opposed save using the wizard's Energy versus the goblin's Agility or Protection.

The goblin may roll plus their Agility bonus, hoping to exceed the wizard's Energy defense or the wizard may roll plus their Energy bonus, hoping to exceed the goblin's Agility or Protection defense.

The Goal of a save will change with the diffusely of the save

#### Combat

At the start of each combat round, determine initiative by flipping a coin. On tails, all of the enemies will act first.

On heads all of the Characters will act first (in agility order or picked order)

Reroll initiative each round.

On their turn a Character gets 1 action & 1 movement unless they want to move twice at the cost of their other actions

#### Double Up

gain another action at the cost of losing their next turn, a character can double up 4 times and thus only lose 4 turns.

#### Zero Down

take this action by itself to take ½ normal damage and gain another action next turn or Zero again, a character can only gain the benefits Zeroing up to 4 times gaining 4 actions when they stop.

A action may be casting a spell, making an attack, attempting a stunt, or any other action deemed reasonable by the Game Master

To make an attack, roll a d20 and add the character's Might (Close) or Perception (Ranged) bonus, depending on whether they are using a melee or ranged weapon, respectively.

If the attack total is greater than the defender's armor defense, the attack hits. If not, the attack misses.

Alternatively, an attack roll can also be resolved by the defender rolling a d20 and adding their armor bonus, hoping to roll a total greater than the defense of the ability the attacker is using.

If they succeed, the attack misses. If they fail, the attack hits.

On a hit, the attacker rolls their weapon's damage die to determine how much health the defender loses.

A character's Armor is 10 + their fortitude or agility scores (which ever one is greater)

When a character reaches 0 HP, they are unconscious.

When they reach -1 HP or less, they are dead.

#### Stunts

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on.

They are resolved with a versus save.

They may not cause damage directly, but can indirectly  $^{(for)}$  example, pushing an enemy off of a ledge)

The Game Master is the final arbiter as to what stunts can be attempted in a given situation.

#### Advantage in Combat

Characters can gain advantage in combat by attacking a target that is unaware, on lower ground, off balance, disarmed, distracted, or tactically disadvantaged in any significant way.

The Game Master, as usual, has the final say.

When a character has advantage against an opponent on their combat turn, they may either

A.) Apply advantage to their attack roll or stunt against that opponent

or

B.) Make an attack and a stunt attempt in the same round against that opponent, without advantage.

#### Critical Hits and Quality

During an attack roll, if the attacker rolls a natural 20 or the defender rolls a natural 1, the defender's armor loses 1 point of quality and they take an additional die of damage (of the weapon's type)

If the attacker rolls a natural 1 or the defender rolls a natural 20, the attacker's weapon loses 1 point of quality.

At 0 quality, the item is destroyed.

Each point of quality costs 10% of the item's cost to repair.

# **Graling**After a meal and a full night's rest, Characters regain lost hit points equal to a d8 plus their Fortitude bonus. Resting at a Sanctuary restores all lost HP, but may not fix broken limbs.

A Sanctuary is a safe place the party or player can rest for a while, be it a campfire, a inn inside the king's castle, or a Micro-hotel room on the 397<sup>th</sup> floor.

Temp: work with your Game Master to get 3 to 9 Non-mechanical features like

-Tracker

and three Mechanical features like

-Magic: heal a target for 1d8 HP L+2 times a visit to a safe place

the non functional ones are to encourage role play and give situational advantages

#### Advancement

Whenever a Character accumulates 1000 XP, they gain a level.

As a guideline, 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, 200 XP for high-risk accomplishments.

The Game Master should freely notify the Characters of how much XP different objectives are worth when asked.

When a Character gains a level, they roll a number of d8s equal to their new level to find their new HP maximum.

If the result is less than their previous maximum, their maximum HP increases by 1.

They also raise the defense and bonus scores of 3 different abilities of their choice by 1 point.

Abilities may never be raised higher than 20/+10.

## Homebrem to be moved into H.G.X.

Optional Rule: Percent Based HP

Characters have 100% Health and all damage is taken as %s

The protection stat can increase or decrease the amount of damage taken, use the following table

this replaces standard HP

Optional Rule: Simple Actions

Players get 2 actions and a movement, they may move a 2<sup>nd</sup> time in exchange for all their actions on their turn (this replaces the action system)

#### Magic/Effects

The spell lists from any old-school RPG will work perfectly well in this, provided that they go up to 9th level.

There are many free lists of classic spells available online.

In this, Characters may only cast spells of their level or less, so a level 3 Character could only cast spells of level 0 to 3. Spells are cast out of spell books, which must be held in both hands and read aloud.

Each spell book can only be used once per day. Importantly, each spell book only holds a single spell, and each spell book takes up an item slot, so if a Character wants to be able to cast a wide variety of spells, they'll have to fill most of their inventory with spell books.

The higher the level of the spell book, the rarer and more valuable it is.

Characters openly carrying high level spell books are likely to be hounded by bandits and wizards looking to "acquire" them.

When a spell allows for a save, make an opposed Intelligence save against the defender's relevant ability, usually Agility ranged attack spells, Fortitude for life draining spells, Willpower for mind-altering spells, or Perception for Illusions.

## Character Sheet Explained

#### Name :

It holds a name, be it full, first, and or including titles and nicknames.

Health & Armor: (Hp/Max Hp, Armor)

Your Health will be handled very differently depending on the Host's intent for the session with their Interpretation.

Your Armor, it's what determines how difficult you are to hurt, usual only affected by worn armor

Speeds & Footprint : (Exploring & Combat), (Ground Contact Points, Space used)

The amount of space that your character move with a movement action & The points that your character stands on with the size of your character on the ground at a passive state.

for examples

Health & Armor: 10/10HP, 14

Speeds & footprint : 120ft & 40ft, c2, 5ft

A human will have a 2 contact footprint, but a magical floating jelly fish would have a 0 contact footprint.

This can be used to help with grapples, knocking targets prone & helping them up.

#### Physical Traits

#### Might

Swing a maul, <u>Jump</u> over a chasm, break down a door, <u>Wrestle</u> a foe to submission, otherwise used as your <u>Strength</u>.

#### Agility:

<u>Dodge</u> attacks, move with <u>Stealth</u>, perform <u>Acrobatics</u>, shoot a bow, <u>Pickpocket</u>, your <u>Dexterity</u> and coordination.

#### Fortitude:

Resist Poison, shrug off pain, <u>Survive</u> in a desert, wear cumbersome armor, withstand prolonged injuries.

#### Mental Traits

#### Learning:

Recall facts about <u>History</u>, <u>Arcane</u> magic, the <u>Nature</u> of the world, or any <u>Knowledge</u> you picked up from an external source

#### Logic :

Innovate a new <u>Crafting</u> method, <u>Decipher</u> a code, juryrig a device, get the gist of a <u>Language</u> you don't speak

#### Perception:

<u>Sense Motives</u>, <u>Track</u> someone, catch a gut feeling, <u>Spot</u> a hidden foe, find a secret door <u>Aim</u> and fire a how

#### Willpower:

Maintain your resolve, <u>Resist</u> torture, <u>Study</u> long hours, stay awake on watch, stave off insanity.

#### **Focial Traits**

#### Deception:

Tell a <u>Lie</u>, <u>Bluff</u> at cards, *Disguise* yourself, spread rumors, swindle a sucker

#### Persuasion:

<u>Negotiate</u> a deal, convince someone, haggle a good price, pry information

#### Presence

Give a <u>Speech</u>, <u>Sing</u> a song, inspire an army, exert your force of personality (Intimidation)

#### Exceptional Traits

#### Alteration :

Change shape, alter molecular structures, <u>Transmute</u> one material into another.

#### Creation:

<u>Channel</u> higher powers, <u>Manifest</u> something from nothing, <u>Regenerate</u>, divinely bolster.

#### Energy:

<u>Create</u> and <u>Control</u> the elements—fire, cold, electricity.

#### Entropy:

Disintegrate matter, kill with a word, create undead, <u>Sicken</u> others.

#### Influence

Control the minds of others, speak <u>Telepathically</u>, instill fear, create illusory figments, cloak with <u>Invisibility</u>.

#### Movement:

Teleport, fly, hasten, kinetically push.

#### Prescience:

See the future, read minds or auras, view from afar, detect magic or evil, communicate with extra-planar entities, have luck smile upon you, use <u>Intuition</u>.

#### Protection:

Protect from damage, break supernatural influence, <a href="Dispel Magic">Dispel Magic</a>, exile extra-dimensional beings. (The underlined text is to help determine what to roll for some checks and effects)

#### Petails

#### Gender:

Now coming in Black & White & Multi Function editions, and even **S**p<u>°rS</u>.

#### Physique:

The body considered with reference to its proportions, muscular development, and appearance, or similar, including missing limbs or similar lacking features.

#### Face :

The surface of the front of the head from the top of the forehead to the base of the chin and from ear to ear, or similar surface or thing that can be used to convey emotion and more.

#### Skin:

The membranous tissue forming the external covering or integument of an animal and consisting in vertebrates of the epidermis and dermis, or similar surface or lack thereof like scales and their pattern or a shell and it's tiny cracks.

#### Hair

Any of the cylindrical, keratinized, often pigmented filaments characteristically growing from the epidermis of a mammal, or similar attached thing, for example a Ferrous-Hair parasite on the chin of a rusty iron golem.

#### Clothes:

Coverings on the body, or is made to be worn, for decency or comfort also usually removable.

#### Virtue

An example or kind of moral excellence. like Magnanimity, Forbearance, Fidelity, Decisiveness, Accountability, Magnificence & Righteousness.

#### Vice:

A practice or habit considered to be, degrading, or immoral.

like Brutality, Callousness, Condescension, Cupidity, Dementedness, Obduracy & Profligacy.

#### Speech:

The faculty or act of expressing or describing thoughts, feelings, or perceptions by the articulation of words or other method of live commutation.

#### Background

Previous experiences like jobs, tasks, major titles or similar, like Student or Master Arch Magi.

#### Misfortunes:

A experience or factor that has a significant negative effect on a character, a kind of unmendable damage, loss, or event like losing your entire home city because of a god's recklessness.

====Animarum Systema====	<pre>Inventory [/_Slots Used]</pre>
Nome .	
Name : Health & Armor :	
Speeds & Footprint : Level :	
Physical	
Might :	
Agility:	
Fortitude :	
Mental	
Learning :	
Logic :	
Perception :	
Willpower:	
Hocial	
Deception :	
Persuasion:	
Presence :	
Crceptional	
Alteration :	
Creation :	
Energy :	
Entropy :	
Influence :	
Movement :	
Prescience :	
Protection :	
Details	
ziciuno	
Gender & Race :	
Physique, Clothes & Speech :	
Face, Skin & Hair :	
race, skill a half .	
Virtue & Vice :	
Background & Misfortunes :	
Notes	
	Character Sheet
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Animarum Systema Core y 1	13

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Inventory [/Slots Used]		
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