



EVOLUTION SYSTEM

BASIC RULES

Contents

Evolution System	2
Characteristics	4
Combat Skills	6
Character Creation	7
Life and Death	9
Equipment Rules	11
Combat Mechanics	12
System License	20

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EVOLUTION SYSTEM

What is Roleplaying?

Roleplaying games are games of make-believe using one's imagination. There is no way to win or even a set end to the game, which can be found in other types of games. The fun comes from pretending to be the characters you play and the accomplishments they achieve. Imagine back to your childhood when playing Cop and Robbers, Cowboys and Indians, or Robin Hood. These are role-playing characters spawned from inspiration of imagination.

The problem with imaginations is sometimes the conflict of who is right and who is wrong. A prime example is that your buddy the Cop says he shot you, while you, the robber, say he did not. So who is right? Games of pure imagination have no rules, and thus no sure way to resolve conflicts. Thus the Game Master was created to referee the game rules, using rules presented in the mechanics of the system used. In this case, the Game Master is called the Overseer, and he uses the Evolution System for the role-playing rule set.

BASIC RULES

Dice Notation

These rules use the following die notations:

d2 = d6 divided by 3

d3 = d6 divided by 2

d6 = six-sided die

d10 = ten-sided die

d100 = two ten-sided dice (A number between 1 and 100 is generated by rolling two different colored ten-sided dice. One die (designated before rolling) is the tens digit. The other die is the ones digit. A roll of a 10 represents the number zero on the ten and one digits; except if two 10s are rolled which results in the roll of 100.)

Task Resolution System

These rules assume a standardized system for determining the success or failure of any given task. That system is: **d100 vs. Characteristic (+ or - Modifiers) or Combat Skill (+ or - Modifiers).**

If the result of the d100 roll is equal to or less than the **Characteristic** or **Combat Skill** score, the test is successful. Any other result is a failure. A result of 01 is always successful, and a result of 100 is always a failure.

Resolving Conflicts

All Problems are resolved through the use of d100. Characters or the game's Overseer must match or roll under their Characteristic score that is relevant to the conflict. If a character matches or rolls under their score, then they are successful in resolving the issue. If the character rolls 01 then they have a critical success accomplishing the extraordinary. If the character rolls 100, it is a catastrophic failure.

Resolving Combat works the same as above. The difference here is the use of Combat Mechanics as detail later.

Critical Success in Combat: In combat, if the result of a d100 roll is equal or less than the critical success rate (normally 01%), then the character scores a lethal hit, dealing twice the damage to the target.

Catastrophic Failure in Combat: In combat, if the result of a d100 roll is equal to or more than the catastrophic failure rate (normally 100%), then the character fumbles losing the remainder of his action.

Bonuses and Penalties

Any bonus or penalty added to resolve a conflict or task is added or subtracted to the character's relative characteristic score or combat skill before the d100 roll is made. Bonuses and Penalties only stack if they are from different bonus types as presented in the adjoining chart, unless noted otherwise. If a same bonus or penalty type applies, use the greater numeric figure. The success of the score is then based off of the adjusted characteristic or combat score.

Bonus/Penalty Types

Circumstance: These are situational bonuses or penalties that are given by the Overseer to fit an individual, strange, or unique situation. There may be multiple circumstance bonuses or penalties that apply to situation. As long as the situation is different, the bonus or penalty stack.

Enhancement: This bonus or penalty is created from a magical or supernatural effect.

Equipment: This bonus or penalty is associated with the use of armor, gear, or weapons.

Morale: This is a bonus or penalty gained from a boost or loss in confidence.

Occupational: This is a bonus gained from an occupation. These bonuses are rare.

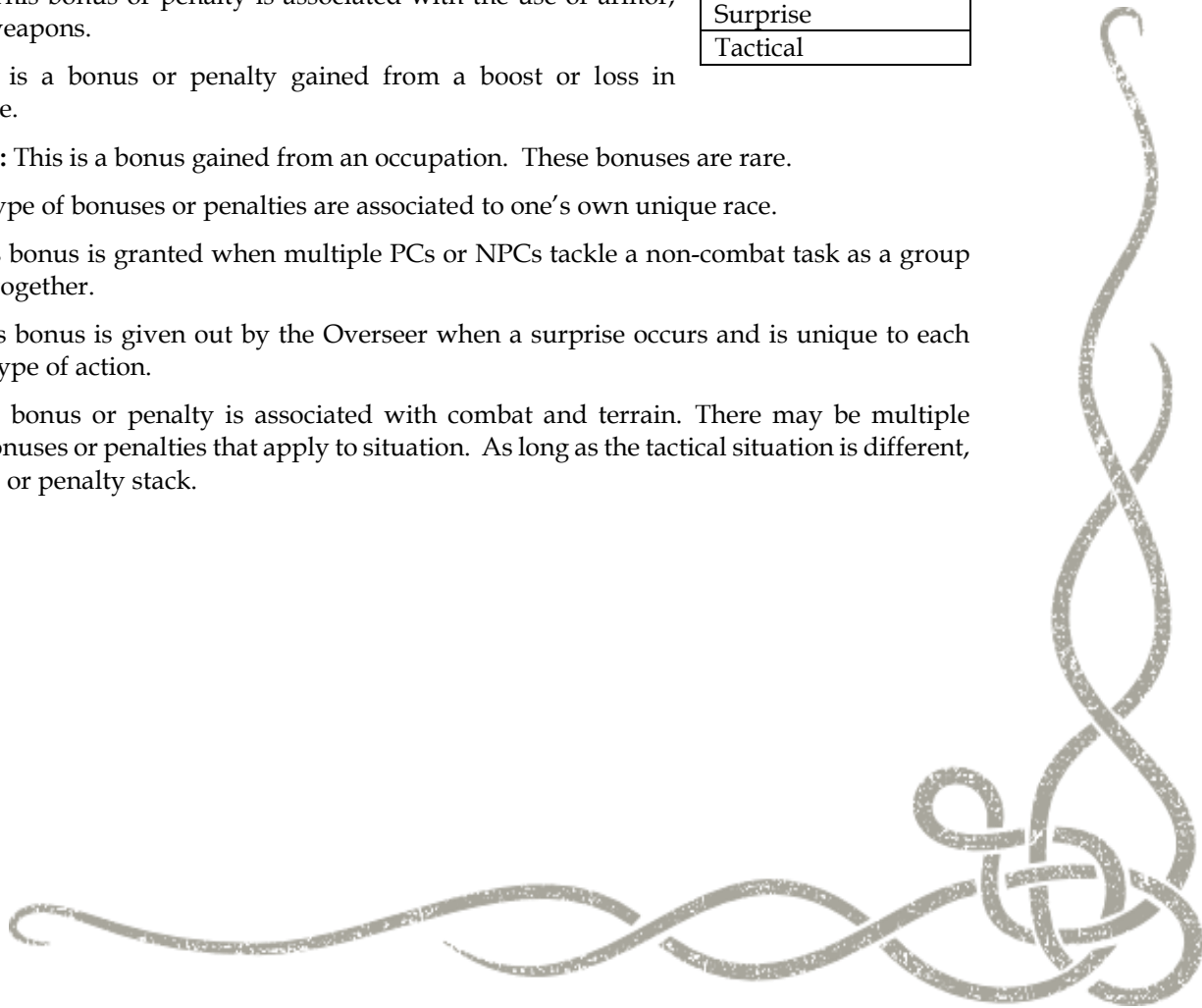
Racial: This type of bonuses or penalties are associated to one's own unique race.

Support: This bonus is granted when multiple PCs or NPCs tackle a non-combat task as a group working together.

Surprise: This bonus is given out by the Overseer when a surprise occurs and is unique to each surprise type of action.

Tactical: This bonus or penalty is associated with combat and terrain. There may be multiple tactical bonuses or penalties that apply to situation. As long as the tactical situation is different, the bonus or penalty stack.

Bonus/Penalty Type
Circumstance
Enhancement
Equipment
Morale
Occupational
Racial
Support
Surprise
Tactical



Characteristic Scores

Every character has Characteristic Scores. In Evolution, the score of these Characteristics range from 01 to 99. A limit, if any, will be specified in the rules hereafter.

Strength (STR)

This is how strong you are. Strength determines your load capacity, the amount of weight you can carry, drag, or lift before becoming encumbered, and lastly the character's muscle weight. The primary use of this characteristic is actions requiring raw strength.

Any creature that can physically manipulate other objects has a Strength score. A creature with no Strength score cannot exert force, usually because it has no physical body or because it does not move and creature automatically fails Strength attempts.

STR Score	Brawl Dam	Melee Dam
40	+1	—
50	—	+1
60	+1	—
70	—	+1
80	+1	—
90	—	+1
99+	+1	+1

Brawl and Melee Damage Bonus: A high STR score can make the difference in brawls and melee combat. When a character reaches a particular level of STR he receives a bonus to damage based on the adjoin table.

Note: Brawl deals KO damage unless a Plug-in Mechanic allows KO to become to Lethal, while Melee deals Lethal damage in most cases, unless a weapon states otherwise.

Dragging Power: 20 lbs. x STR

Carrying/Lifting Power: 5 lbs. x STR

Weight Gain: 1.5 lbs. x STR

Agility (AGI)

This is how agile and quick you are to spring into action. Agility determines your natural defense through quickness to dodge attacks and blast-effects. The primary use of this characteristic is actions requiring quickness or speed, removal of traps, sleight of hand, and stealth attempts.

Any creature that can move has an Agility score. A creature with Agility score of 0 cannot move. If it can act, it applies its Strength characteristic instead.

Action Points: All Races start with a static amount of AP that they spend on various actions each revolution (see Combat and Tactic: Action Points). A high Agility score grants the character extra AP as denoted in the adjoining table.

AGI Score	Bonus AP	Bonus RT	Bonus MV ¹
30	—	+1	—
40	—	—	+1
50	+1	—	—
60	—	+1	+1
80	—	—	+1
90	—	+1	—
99+	+1	—	+1

¹ Movement in Hex-Squares

Reaction Time (RT): A high Agility grants the character a bonus, as denoted in the adjoining table, to his Reaction to determine order of actions during Combat (see Combat and Tactic: Reaction Time Order). Add the bonus to the die roll.

Movement (MV): All Races start with a static base Movement Rate that they can move per revolution during combat (see Combat and Tactic: Movement). The higher the Agility the more range a character can move each revolution of actions as denoted by the adjoining chart. Each level of your score stacks with the previous bonus.

Endurance (END)

This is your health, resistance to damage, and survivability. Endurance determines whether you have better or poorer health and the threshold of pain that you can endure. It affects your survival chances against chemical addiction, disease, and poisons.

If a character's Endurance changes, his life force also increases or decreases accordingly at the same time.

All living creature has an Endurance score. A creature with 0 Endurance (such as an apparition, automation, or hologram) has no “physical” body or metabolism. It is immune to characteristic damage, and does not suffer lethal damage, unless stated elsewhere.

END Score	Bonus LF	Bonus KO	Natural DR
10	+1	+1	—
20	+1	+1	—
30	+1	+2	—
40	+2	+2	—
50	+2	+3	+1
60	+2	+3	—
70	+3	+4	—
80	+3	+4	+1
90	+3	+5	—
99+	+4	+5	+1

Bonus Life Force: The higher the END score, the more bonus Life Force and Knock Out resistance you have as denoted in the adjoining table. Each level of this bonus adds to the previous bonus.

Damage Resistance: A high END score will grant a natural resistance to all types of damage. Add any bonus granted to your existing Damage Resistance types (See Equipment Basics). Each level of this bonus adds to the previous bonus.

Intelligence (INT)

This is how big your brain is and measures your level of smartness. The primary use of this characteristic is knowledge attempts and recollection of past memories. Intelligence also determines the number of Languages that a character can speak, understand, and write.

Any creature that can think, learn, or remember has an Intelligence score. A creature with 0 Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions and morale effects) and automatically fails Intelligence checks, unless stated otherwise in the rules.

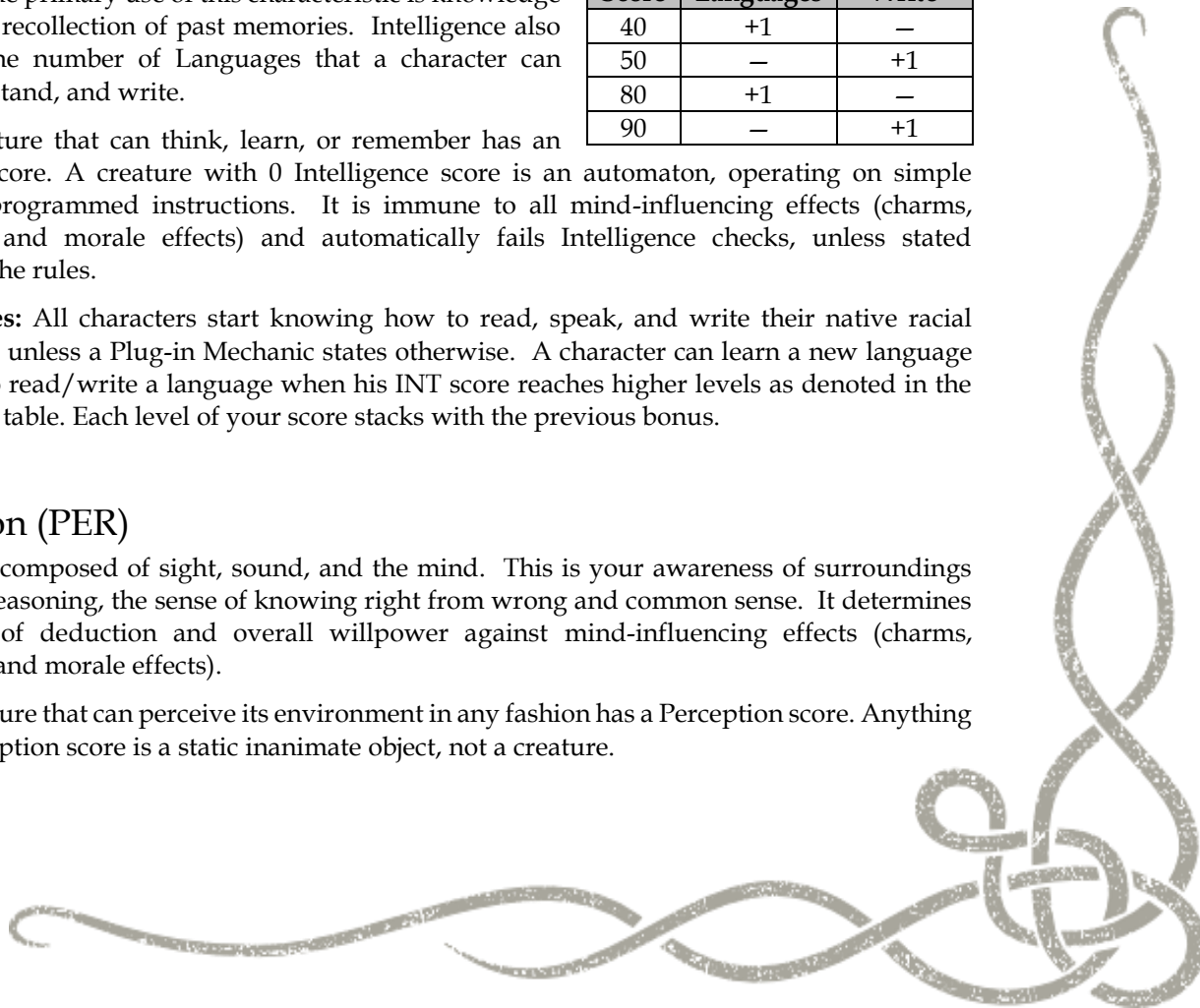
INT Score	Bonus Languages	Read/Write
40	+1	—
50	—	+1
80	+1	—
90	—	+1

Languages: All characters start knowing how to read, speak, and write their native racial language, unless a Plug-in Mechanic states otherwise. A character can learn a new language or how to read/write a language when his INT score reaches higher levels as denoted in the adjoining table. Each level of your score stacks with the previous bonus.

Perception (PER)

Perception is composed of sight, sound, and the mind. This is your awareness of surroundings and general reasoning, the sense of knowing right from wrong and common sense. It determines your power of deduction and overall willpower against mind-influencing effects (charms, compulsions and morale effects).

Any creature that can perceive its environment in any fashion has a Perception score. Anything with no Perception score is a static inanimate object, not a creature.



Charisma (CHR)

This is your attitude, charm, and personality. Charisma determines your appearance (inside and out), likeability to others, and your influence over them. Charisma is the ability to bluff, charm, influence others, and reason.

Any creature capable of telling the difference between itself and other things has a Charisma score.

Combat Skills

The following skills are basic skill essential to the evolution system combat mechanics. Your Overseer may omit combat skills or expand on the basic combat skills to define more specialized categories covering hard to find unusual weapons or based by campaign setting.

Combat skills reflect a character's ability to defend and to fight in hand-to-hand, melee, and ranged combat. All combat skills are broken down into sub groups with the typical examples below.

Archery is the trained skill in the use of bows, crossbows, and slingshots.

Block is a defensive combat skill to block brawl, melee, and thrown attacks with a shield or melee weapon.

Brawl combat is the use of one's own body to grapple, kick, and punch, dealing KO damage.

Dodge is a defensive combat skill to dodge any attacks by getting out of the way.

Firearms is the skill that covers handguns, rifle, shotgun, and sub-machine gun.

Heavy Weapons is the skill to utilize a large-sized or bigger firearm or projectile weapon, such as a cannon, mounted machine gun, or rocket launcher.

Magic covers assault spells that target an opponent through a range attack.

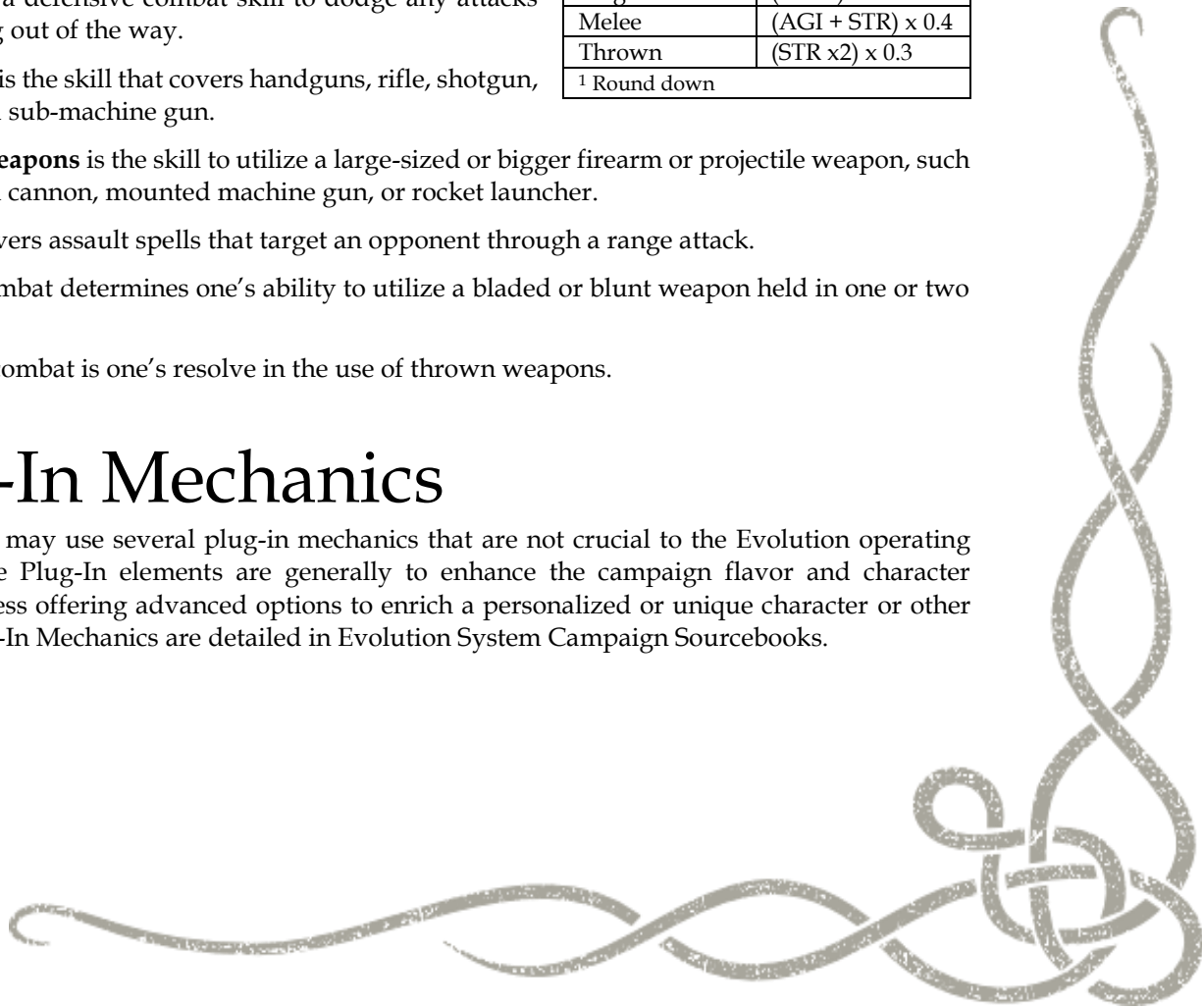
Melee combat determines one's ability to utilize a bladed or blunt weapon held in one or two hands.

Thrown combat is one's resolve in the use of thrown weapons.

Combat	Starting Value ¹
Archery	(AGI + PER) x 0.3
Block	(PER + STR) x 0.3
Brawl	(STR x2) x 0.4
Dodge	(AGI x2) x 0.3
Firearms	(AGI + PER) x 0.3
Heavy Weapon	(PER + STR) x 0.2
Magic	(MAG) x 0.5
Melee	(AGI + STR) x 0.4
Thrown	(STR x2) x 0.3
¹ Round down	

Plug-In Mechanics

The Overseer may use several plug-in mechanics that are not crucial to the Evolution operating system. These Plug-In elements are generally to enhance the campaign flavor and character creation process offering advanced options to enrich a personalized or unique character or other abilities. Plug-In Mechanics are detailed in Evolution System Campaign Sourcebooks.



Character Creation Options

Characteristic Score Generation

Characteristic and Combat skill scores are generated by one of the selected method presented below. An Overseer will approve the best method of generation for his campaign. These are campaign starting methods, and not designed for new players joining an already ongoing Evolution game.

Balance

The Balance method of generating Characteristic scores in an Evolution setting is by rolling 5d10 (generating 5 to 50) eight times. Drop the highest and lowest score and place the other six results to a score of the player's choice. Next determine each Combat skill based on the Combat Starting Value chart located in the Combat Skills section above. Finally, add any modifiers to the Characteristic and Combat skill scores from Plug-in Mechanics allowed by the Overseer. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Build

The Build method of generating Characteristic scores in an Evolution setting is by having all scores start at the value of 0 and then buying points on a 1 to 1 basis to the characteristics of the player's choice from 138 build points. Add any modifiers to the Characteristic and Combat skill scores from Plug-in Mechanics allowed by the Overseer. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Plus

The Plus method of generating Characteristic scores in an Evolution setting is by rolling 5d10 (generating 5 to 50) seven times. Drop the lowest score and place the other six results to a score of the player's choice. Next determine each Combat skill based on the Combat Starting Value chart located in the Combat Skills section above. Finally, add any modifiers to the Characteristic and Combat skill scores from Plug-in Mechanics allowed by the Overseer. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Standard

The Standard method of generating Characteristic scores in an Evolution setting is by rolling 5d10 (generating 5 to 50) and placing the total result to a score of the player's choice. Continue to roll for each of the 6 Ability Score. Next determine each Combat skill based on the Combat Starting Value chart located in the Combat Skills section above. Finally, add any modifiers to the Characteristic and Combat skill scores from Plug-in Mechanics allowed by the Overseer. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Static

The Static method of generating Characteristic scores in an Evolution setting is by having all scores start at the same value of 25 and then adjusting based on Character options chosen. Add any modifiers to the Characteristic and Combat skill scores from Plug-in Mechanics allowed by the Overseer. If a modifier results in a score of less than 2 or greater than 60, the player must adjust his allocations to those totals as directed by his Overseer.

Evolution Terms (Race)

Base: This is a starting value used at character creation that covers a variety of different Evolution statistics and mechanics. Base values do not add together if a character has the same base value of a statistic or mechanic from multiple sources. The character receives the higher base value and does not benefit for the lower value.

Life Force (LF): The number of wounds a character can endure before falling unconscious.

Action Points (AP): The number of points that may be spent on combat actions.

Combat Skills: The base value to a combat skill the character possess'.

Movement (MV): The number of hexes or squares a character can move on a combat grid during combat.

Modifiers: These are racial bonuses and penalties a player gains to his character for selecting a particular race. Each race has different modifiers.

Size (SZ): The size of the character as defined by object size.

Physical Stats

Every race has physical stats that give the typical range of height and weight. For random determination use the following:

- To determine height add the height modifier to the base height.
Ht mod + Base = Ht
- To determine weight take the height modifier result and times it by the weight modifier, then add to base weight plus STR adjustment.
(Ht mod x Wt mod) + Base + ½ STR = Wt

Races

Depending on campaign setting, character race may vary little or largely as this is a Plug-In Mechanic but utilizes combat mechanics detailed later. The following example is playable human race.

Human (example)

Humans are the staple top of the food chain sentient beings in most campaign settings. They come in variety of many different types of eye, hair, and skin colors as well as shapes and sizes.

Base Values

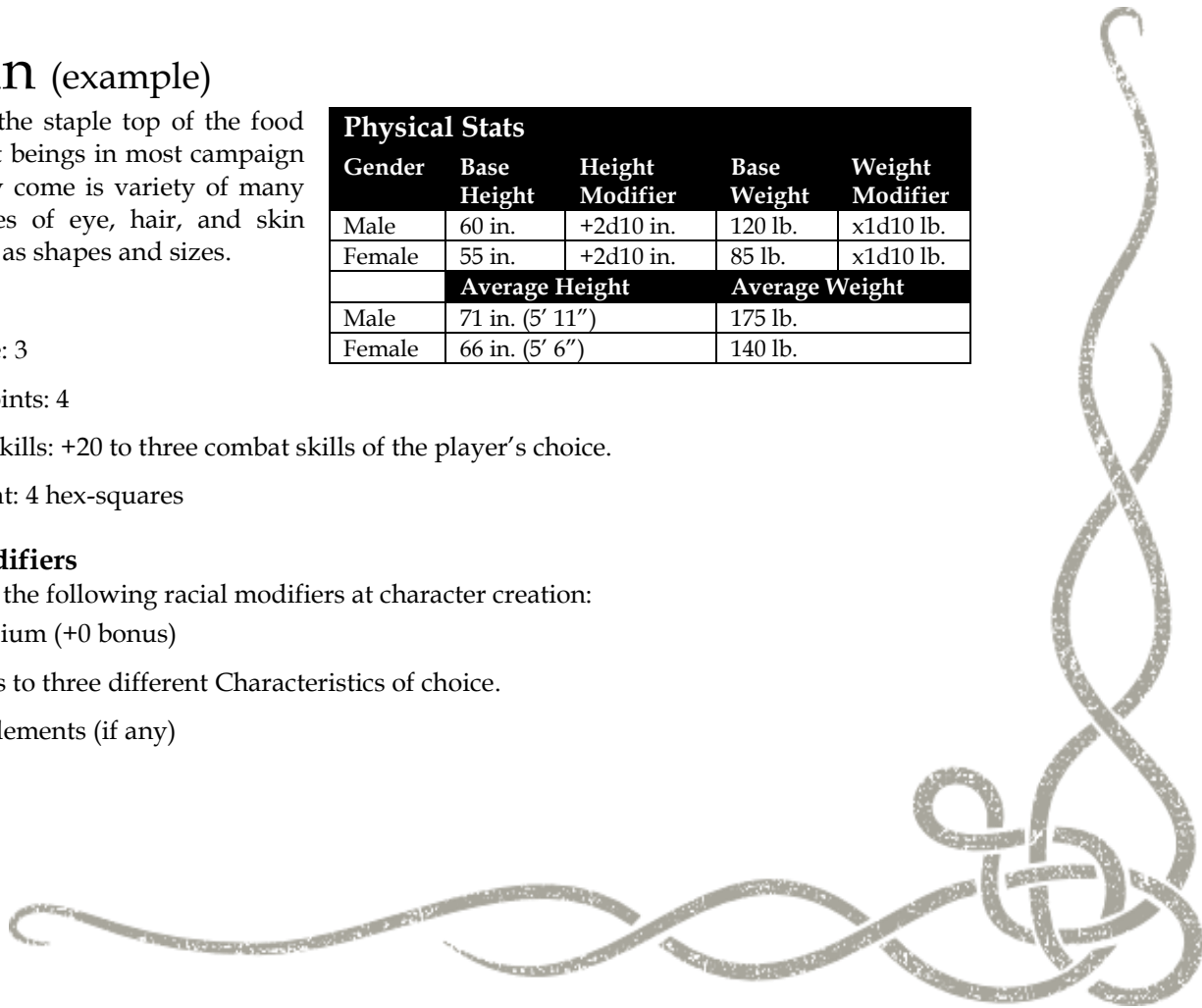
- Life Force: 3
- Action Points: 4
- Combat Skills: +20 to three combat skills of the player's choice.
- Movement: 4 hex-squares

Human Modifiers

Humans gain the following racial modifiers at character creation:

- Size: Medium (+0 bonus)
- +10 bonus to three different Characteristics of choice.
- Plug-In Elements (if any)

Physical Stats				
Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	60 in.	+2d10 in.	120 lb.	x1d10 lb.
Female	55 in.	+2d10 in.	85 lb.	x1d10 lb.
	Average Height		Average Weight	
Male	71 in. (5' 11")		175 lb.	
Female	66 in. (5' 6")		140 lb.	



LIFE AND DEATH

Life is finite and as characters progress through life they will suffer injuries to their Life Force as well as other afflictions that may alter characteristic scores.

Life Force (LF)

A character's Life Force tells how much punishment he can take before dying or dropping unconscious. Life Force is based on character race in most cases. A high Endurance score and Plug-In mechanics may add to a character Life Force. When a character is damaged from a lethal attack, he receives a number of wounds in damage that subtracts from his Life Force.

Characters or creatures suffering more lethal wounds than Life Force are unconscious and any additional damage is directed to his Endurance characteristic. If a character or creature Endurance is reduced to 0, call the coroner, he's dead, Jim.

Knock Out Force (KO): KO is similar to Life Force, but covers the minor damage, mostly from brawl attack damage. A character's KO Force is equal to his Life Force, and is tracked as a separate score. A high Endurance score and Plug-In mechanics may add to a character KO Force, and even increase it higher than Life Force. When a character is damaged from brawl attacks or non-lethal attack, he receives a number of wounds in damage that subtracts from his KO Force. If a character's KO Force drops to 0, he falls unconscious. If he continues to take KO damage, the damage is tracked into negative numbers.

Healing Rate (HR)

When a character rests for at least 6 hours, he gains his Healing Rate back in wounds (HR equals 1 + any modifiers) to his Life Force. A character can only benefit from his healing rate once per day. If the character rests for 8 hours or more of uninterrupted rest, he gains his Healing Rate +1.

KO damage is restored at the rate of 2 point per 4 hours of time that passes.

Characteristic damage is restored at the rate of 1 point per 6 hours of time that passes.

CONDITIONS

A number of adverse conditions can affect the way a character operates, as defined here. If more than one condition affects a character, apply all penalties.

Blindness

A blinded character suffers a -50 penalty to Agility and Perception. Additionally the character suffers a -25 penalty to combat and cannot use Block, Defend, or Dodge in combat.

Chemical blindness (i.e. pepper spray, stun grenade) is temporary and its effects are healed over time. Blindness from injury is usually permanent, however a character can seek aid from a doctor.

Characteristic Damage

The character has suffered an affliction that has reduced one or more of his characteristic score. Lost points are restored through the character's healing rate when the condition that causes the loss of the characteristic no longer exists.

Concussion

The character has suffered a mighty blow to the cranium. The character suffers a -30 penalty to Intelligence and Perception. He also suffers a -20 penalty to all combat skill.

Concussions take time to heal. A concussed character suffers from the concussion effects for 72 hours, at which time he can make an Endurance roll. If successful, the concussion has healed. If failed the character suffer the effects for an additional 24 hours and then can make a new Endurance roll.

Crippled

The character has suffered a crippled limb from immense damage. The effects for a crippled limb vary depending on the limb as detailed below.

Arm/Hand: Characters with a crippled arm or hand suffer a -25 penalty to combat skills using two-handed weapons in combat. Additionally they suffer a -25 penalty to Agility rolls that involve the use of both arms and hands.

Foot/Leg: Characters with a crippled foot or leg, suffers a -1 hex-square movement penalty, all movement AP costs are doubled in combat, and the character cannot charge or run.

Groin: Characters with a crippled groin suffers a movement penalty and cannot Dodge in combat. Additionally, all movement AP costs are tripled in combat and the character cannot charge or run.

Head: see Concussion.

Torso: Characters with a crippled torso cannot Dodge in combat.

Deafened

A deafened character suffers a -50 penalty to Perception and cannot hear others. Additionally the character cannot use Dodge in combat.

Chemical deafness (i.e. shock grenade) is temporary and its effects are healed over time. Deafness from injury is usually permanent, however a character can seek add from a doctor (see Services).

Distressed

A character can become distressed from a variety of reasons, but it is usually due to a fear or morale effect. Distressed characters suffer a -20 penalty to Agility, Perception, and Strength tests, as well as a -10 penalty to all combat skills.

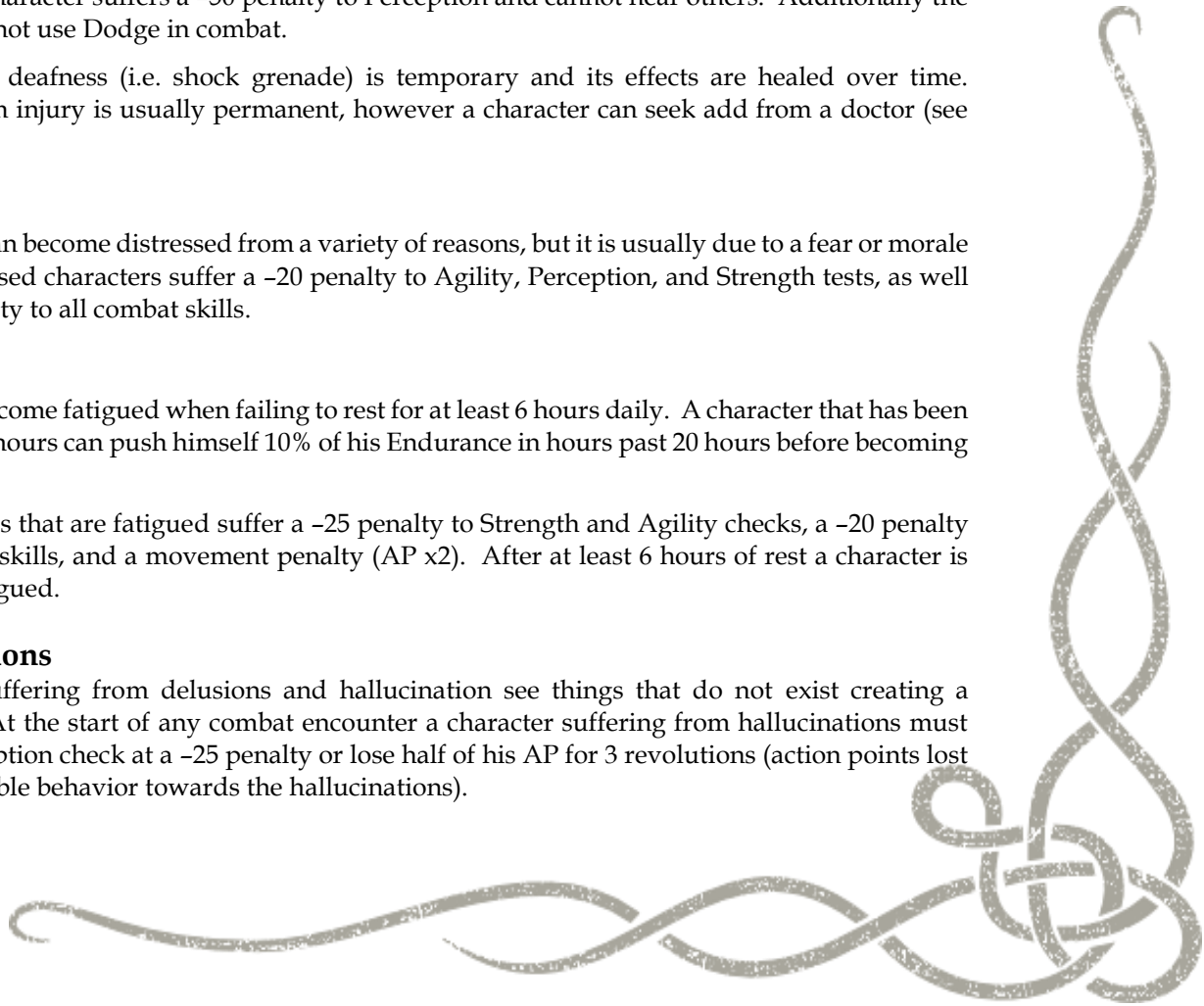
Fatigued

Characters become fatigued when failing to rest for at least 6 hours daily. A character that has been awake for 20 hours can push himself 10% of his Endurance in hours past 20 hours before becoming fatigued.

Characters that are fatigued suffer a -25 penalty to Strength and Agility checks, a -20 penalty to all combat skills, and a movement penalty (AP x2). After at least 6 hours of rest a character is no longer fatigued.

Hallucinations

Characters suffering from delusions and hallucination see things that do not exist creating a distraction. At the start of any combat encounter a character suffering from hallucinations must make a Perception check at a -25 penalty or lose half of his AP for 3 revolutions (action points lost to unpredictable behavior towards the hallucinations).



Helpless

Bound, paralyzed, sleeping, or unconscious characters are helpless. A helpless character cannot block, defend, or dodge (unless stated otherwise). An attacker attacking a helpless character receives a +90 combat bonus and deals three times normal damage.

Nauseated

Characters suffering from nausea gain a -10 penalty to Agility and Strength checks, -20 penalty to PER checks, and a -10 penalty to all combat skills. A character will remain nauseated until at least 4 hours of rest is had.

Paranoia

Characters suffering from paranoia believe that someone or something is constantly watching them or out to get them. A paranoid character gains a +20 Perception bonus, but suffers the effects of being fatigued.

Equipment Basics

Concealed Weapons and Objects

It is assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing. Concealing a weapon or object requires an Agility roll with modifiers based on the size of the item or weapon as detailed in the sidebar (remember this number for future circumstances). Drawing a concealed weapon also requires an Agility roll. If successful, the character starts a surprise combat revolution (see Surprise).

Spotting Concealed Objects and Weapons

Noticing a concealed weapon or other concealed object requires a successful opposed Perception roll against the target's concealed Agility roll. If successful, the spotter notices the concealed weapon or object.

Frisking someone for concealed objects or weapons grants the searcher a +100 Perception bonus on the search. Some devices may also offer bonuses under certain circumstances (i.e. a drug sniffing dog).

Spotting Concealable Armor

Concealable body armor can be worn under generically-sized clothing if the wearer wants it to go unnoticed at no penalty; else other modifiers apply to the character's Agility roll. Noticing concealed armor requires a successful opposed Perception roll against the target's concealed Agility roll. If successful, the spotter notices the concealed armor.

Frisking someone wearing concealed armor grants the searcher a +100 Perception bonus on the search.

Concealing Weapons and Objects	
Condition	Modifier
Size of weapon or object	
Diminutive	0
Tiny	-10
Small	-20
Medium-size	-40
Large	-80
Armor	
Concealed Body Armor	0
Light Armor	-50
Heavy Armor	-100
Clothing	
Tight or form-fitted	-40
Baggy or loose fitted	+20
Normal-sized	0
Modified for concealing objects	+40
Equipment	
Concealed holster or strap	+20

Carrying Capacity

A character's carrying capacity depends directly on the character's Strength score times 5. If the weight of everything a character is wearing or carrying amounts to no more than his capacity, the character can move and perform any action normally (although the character's movement might already be slowed by the armor he is wearing).

If the weight of a character's gear exceeds his capacity, he is considered encumbered. An encumbered character's movement is reduced by one-half (round down, min. 1 hex-square), and he cannot Charge, Dodge, or Run in combat. Additionally the character suffers a -10 penalty to Agility for every 10 lbs. of weight that he exceeds past his carrying capacity limit.

Damage Resistance

Damage Resistance falls into several different categories and is the main form of protection against damage to a character's Life Force. Below are some example of Damage Reduction that can be found in any campaign setting:

Energy DR (EDR) reduces damage from elemental and energy damage that includes acid, cold, electric, fire, and magic sources.

Physical DR (PDR) reduces damage from physical damage, such as arrow wounds and melee damage.

Explosive DR (XDR) reduces damage from an area of effect or blast damage.

COMBAT MECHANICS

Combat is played out in revolutions. Each revolution every player acts in a particular order based on circumstances. Combat usually runs in the following way:

1. The Overseer determines which characters are aware of their opponents at the start of the battle. If some, but not all of the combatants are aware of their opponents, those caught unaware suffer a surprise penalty to Reaction Time Order. The combatants who are aware of their opponents can act normally. If no one or everyone starts the battle aware, there is no surprise penalty.
2. Combatants begin a revolution cycle rolling 1d10 + Reaction Time, with the highest number acting first, followed by the next lowest, and so on, until all combatants have acted.
3. Combatants spend Action Points to perform various combative actions.
4. When everyone has had a turn, the combatant with the highest RT acts again and steps 3 and 4 repeat until combat ends.

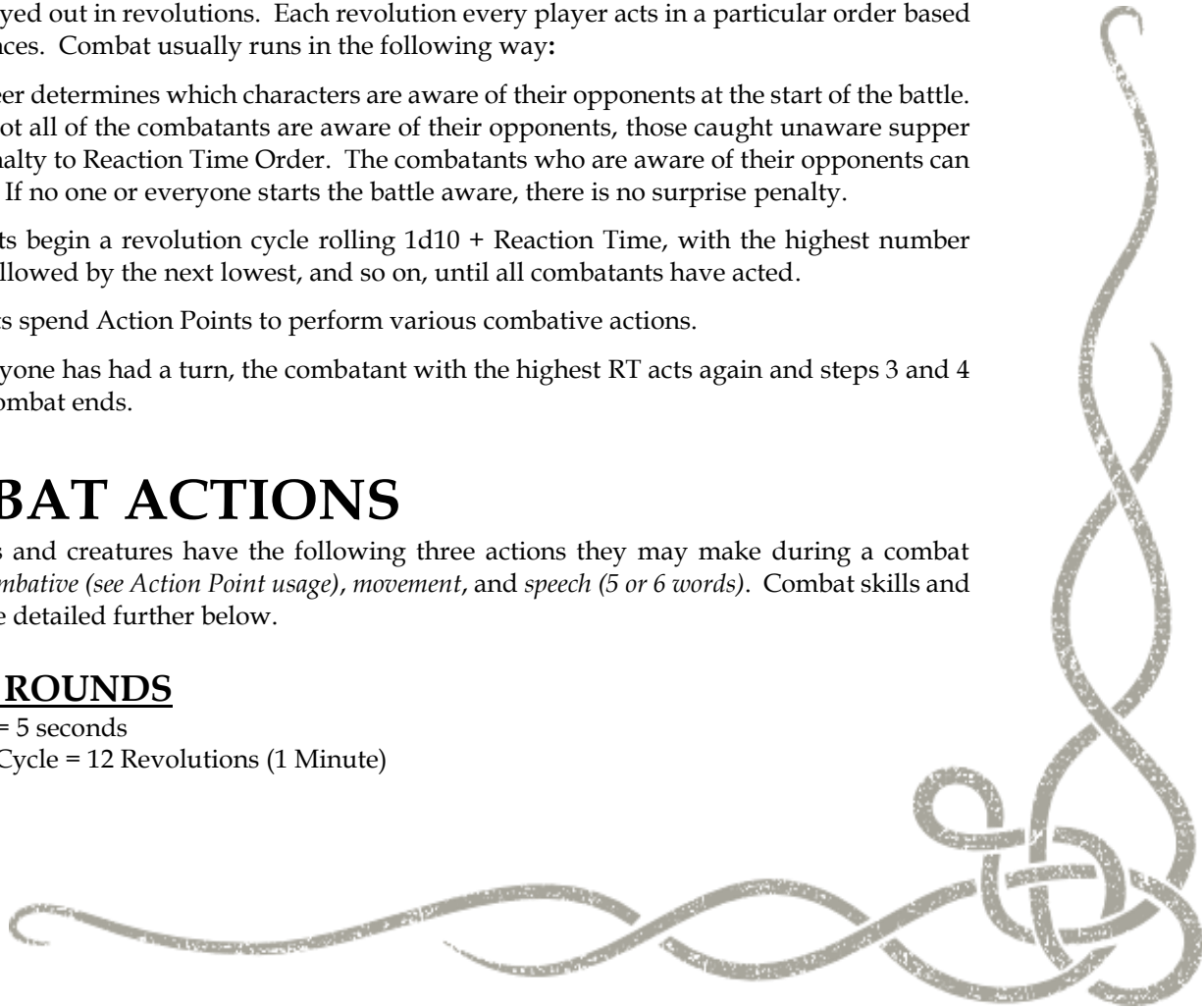
COMBAT ACTIONS

All characters and creatures have the following three actions they may make during a combat revolution: *combative* (see *Action Point usage*), *movement*, and *speech* (5 or 6 words). Combat skills and movement are detailed further below.

ACTION ROUNDS

1 Revolution = 5 seconds

1 Revolution Cycle = 12 Revolutions (1 Minute)



Reaction Time (RTO): The order of each combatant's action that go in an order based on a 1d10 roll (+ or - modifiers). The highest number act first in a revolution followed by the next lowest and so forth until all combatants have acted. In the case of a tie, each tied character rolls a d10, with the highest acting first in the tied RT order.

Surprise: When a character or opponent is not aware of the other, then he is surprised. A penalty to the surprised combatant is applied to his RTO. The Overseer will determine the penalty based on circumstance.

Combat Attacks: A Character uses his relevant combative skill score to make an attack. If the character succeeds on his Combat Skill check by rolling equal or lower to his score. If successful he scores a potential hit against his opponent, at which time the opponent may then choose to Block or Dodge, should he have any of these options available.

The Opposed Roll: Sometimes an opposed roll is called for from a specific action. An opposed roll is based on the character's relevant characteristic versus the NPC or creature's same characteristic (in most cases). If one opponent fails the roll, then he loses the contest. If both combatants fail, then the contest is over with no winner. If both succeed the roll, it is a stalemate, continuing the contest.

Combat

Combat represents a character's physical conflict with an opponent or object within a cycle of actions. Below detail attack types as well as various different combat action and techniques that require AP expenditure and can used in or on the battlefield for both defense and offense.

Archery and Firearm Attacks

Archery and Firearm weapons have a base hex-square attack range, denoted as range, the number of hex-square the character can shoot the weapon from his position with accuracy to hit a target. A shooter can take a penalty to attempt to shoot outside of his base range for a -10 combat penalty for each multiple of the base range number (round up to closest multiple).

Example: 6 hex-square range = no penalty; 16 hex-squares (multiple of 3) = -30 penalty.

In some cases, such as a Plug-In element, the base range may change depending on the weapon type, allowing the character to add his STR or PER modifier in hex-squares to the base range of the weapon.

Brawl and Melee Combat

Brawl attacks and Melee combat weapon have a range of adjacent (1 hex-square unless a melee weapon states otherwise). A Brawl attacks deals 1d2 KO damage, while Melee weapons deals the listed damage based on the weapon. A high Strength score can add additional damage dealt from the dice roll.

Size Modifier

Sometimes you may need to hit the broad side of a barn. Size modifier alters the chance you have to hit a target. The smaller the target, the more difficult it is to hit in combat; while larger targets are easier to hit in combat.

Size Modifiers	
Size (Example)	Size Modifier
Giant (barn)	+40
Huge (elephant)	+20
Large (pick-up truck)	+10
Medium (human)	+0
Small (dog)	-5
Tiny (cat)	-10
Diminutive (rat)	-20
Minute (fly)	-40

Thrown Weapons

Thrown weapons do not have a range like archery or firearms weapons. These weapons depend on the character's STR to determine the range. A thrown weapon can be thrown based on the item weight and the Character STR score.

Thrown Weapons	
Weight (Example)	Range Modifier
Less than 1 lb.	+1
1 - 2 lbs.	+0
3 - 5 lbs.	-2
Over 5 lbs.	-4

Every 10 STR = 1 hex-square (maximum 9)

A Thrown weapon or object deals normal weapon damage (or damage determined by the Overseer).

Damage

When a character hits with an attack, he deals a number of damage according to the type of weapon (detailed under the weapon's statistic) and any other modifiers that alter that amount. However, Damage Resistance and some other tactics may reduce the amount of damage a target receives. If the number of damage a target receives brings the damage result below 1, then the target suffers a glancing blow receiving no damage. Any damage above zero is deducted from the target's current Life Force or Knock Out Force. If either score is reduced to zero, that target is knocked unconscious. If the damage is lethal any additional damage is applied to the character's END score. Knocked Out damage compounds into a negative score, taking longer for the character to heal and recover.

Lethal Damage: Any attack that breaks bones or that cuts, burns, or pierces skin the deals one or more wounds is lethal damage.

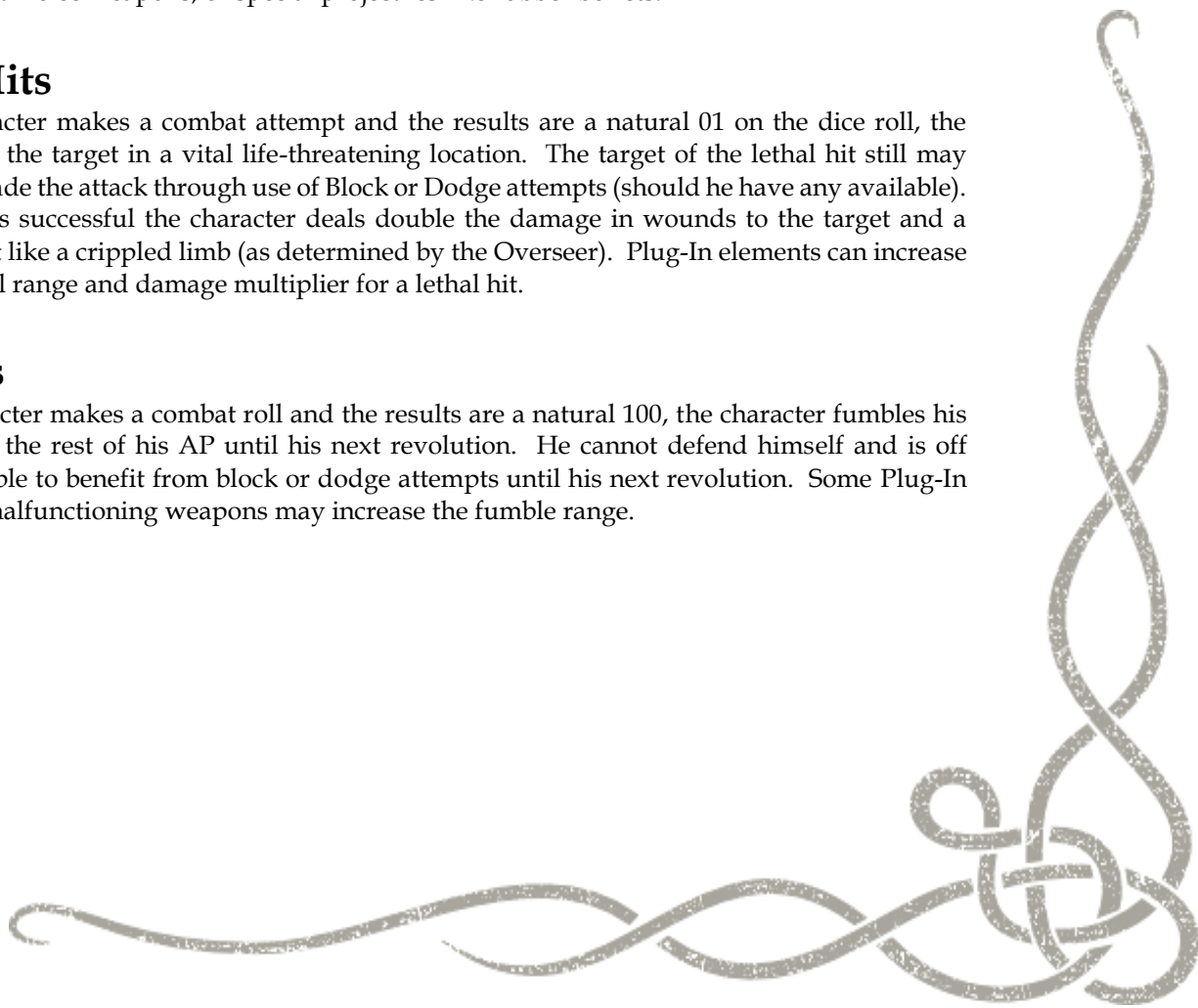
KO Damage: This damage is bruising and fatiguing a target into unconsciousness by using Brawl attack, blunt melee weapons, or special projectiles like rubber bullets.

Lethal Hits

When a character makes a combat attempt and the results are a natural 01 on the dice roll, the character hits the target in a vital life-threatening location. The target of the lethal hit still may attempt to evade the attack through use of Block or Dodge attempts (should he have any available). If the attack is successful the character deals double the damage in wounds to the target and a status ailment like a crippled limb (as determined by the Overseer). Plug-In elements can increase both the lethal range and damage multiplier for a lethal hit.

Fumbles

When a character makes a combat roll and the results are a natural 100, the character fumbles his attack, losing the rest of his AP until his next revolution. He cannot defend himself and is off balance not able to benefit from block or dodge attempts until his next revolution. Some Plug-In elements or malfunctioning weapons may increase the fumble range.



ACTION POINTS

When in combat the character gains use of his Action Points (AP) to perform a variety of actions to use during their combative and movement actions. All Actions listed in the adjoining sidebar are detail below and are standard to the Evolution System.

Action Points (AP) = Racial Base + Modifiers

Aim

A character may spend an Action Point to aim a ranged or thrown weapon at an opponent. Aiming grants a one-time +10 bonus to his next combat skill attempt.

Block

A character receives one free block attempt each revolution. A character must have a medium-side or larger firearm, a melee weapon, or a shield at the ready to block a lethal attack. If the Block combat skill attempt is successful, the character blocks the attack and receives no wounds. If failed, the character takes normal wound damage.

Archery and thrown combat projectiles may only be blocked with a shield. Firearm and magic attacks cannot be blocked. Plug-In element may grant additional block attempts in a revolution.

Cover

Cover provides an added defense for a character or opponent. The more cover a character has, the bigger the penalty to an attacker's combat roll. The Overseer may impose other penalties or restrictions on attacks depending on the details of the cover.

Cover	
Degree of Cover (Example)	Penalty
25% (half wall or tree stump)	-10
50% (behind narrow tree or standard-sized window)	-25
75% (around a corner of a building or behind a large tree)	-50
100% (total cover)	∞

Defend

A character can opt to defend at the start of his revolution by spending 2 or 4 AP. When a character defends he gains +1DR for 2AP and +2DR for 4AP. Any combat skills used while defending are made at a -20 penalty.

Disarm

A combatant may attempt to disarm his opponent weapon through any combat skill. The character makes a Combat check against the size of the object. The Opponent is allowed a Strength check to see if he maintains his grip. If the check fails the opponent's weapon is knocked out of his hands and usually to the ground.

Action Point Costs*

Aim (weapon's APC +1)
 Attack (Brawl) (2)
 Attack (Weapon) (see weapon's APC)
 Block /Dodge (see below)
 Defend (see below)
 Draw a Weapon (1)
 Firearm Burst (weapon's APC +2)
 Firearm Spray (weapon's APC +2)
 Grappling (see below)
 Movement (see below)
 Perception check (1)
 Reload Firearm (1)
 Retrieve an item (1)
 Special Actions (see below)
 Targeted Attack (weapon's APC + 2)
 Use an item (1)

*If a character does not have the AP available to perform the desired action, he cannot perform the action.

Dodge

A character receives one free dodge attempt against an attack of choice each revolution. If an opponent scores a successful hit, the character can make a Dodge combat skill attempt to dodge the attack. If successful the character dodges the attack, may move a hex-square away from the opponent, and receives no wounds. If the Dodge attempt fails, the character takes normal wound damage. Plug-In element may grant additional dodge attempts in a revolution.

Firearm Burst

A character with an automatic burst capable weapon (like a machine gun), may fire a volley of bullets in a hex-square at a single target. While not the most accurate attack, it is an effective attack form. When performing a Firearm Burst, the shooter makes 3 combat rolls, using the most successful as his attack, almost guaranteeing damage to a target. The target still receives his normal chance to dodge, if any.

Firearm Spray

A character with an automatic burst capable weapon (like a machine gun), may fire a spray of bullets in 3 adjoining hex-squares at multiple targets. When performing a Firearm Spray, the shooter makes his firearm combat attempt against each target. The first target is targeted normally; the second target at -20 penalty; and the third target at a -40 penalty. Additionally cover may apply to a target behind another target. All targeted opponent still receive any dodge attempt (should they have any available) as normal.

Forceful Move, Pull, Push, and Trip

A character can attempt forcefully move, pull, push, or trip his opponent. This requires a successful Brawl attack to succeed. The character can either charge (push only) or grapple his opponent to forcefully move or push the opponent to other hex-squares or trip. If the attack is successful, the combatants perform opposed STR check to avoid being moved or tripped. If the opponent wins the move fails. If the character wins, then he pulls (grapple only) or pushes the opponent a number of hex-squares equal to 1/10th of the success difference from the opposed check, or trips the target whom then lies prone in his original hex-square. If a charge was performed and is successful, the character gains a +2 hex-square bonus to the amount the target is moved.

Grappling an Opponent:

A character must be adjacent to his opponent and make a successful Brawl combat roll to initiate a grapple. Initiating a grapple cost 1 AP regardless of failure or success. Once a grapple is initiated, and then the attacker has several options to choose that cost additional AP as detail on the adjoining chart.

Many of the grappling options below require opposed combatant rolls.

Grappling an Opponent Options	APC
Initiating a Grapple	1
Attacking while Grappling	2
Disarming Opponent	3
Escaping Grapple	2
Forcefully Moving an Opponent	3
Immobilizing Opponent	4
Pulling/Using an item in Grapple	2

Attacking while Grappling: While grappling an opponent, a character can attack using Brawl attacks or small melee weapons.

Disarming an Opponent: A combatant can attempt to disarm their opponent's weapon or an item held through force of strength. The character must succeed an opposed STR check.

Escaping Grapple: A combatant can attempt to escape the grapple through force of strength or by their nimbleness of agility. The character must succeed an opposed AGI vs STR or STR check.

Forcefully Moving an Opponent: A combatant can attempt to move their opponent through force of strength. The character must succeed an opposed STR check.

Immobilizing Opponent: A combatant can attempt to immobilize their opponent through force of strength, by pinning their arms and legs allowing no movement. The character must succeed an opposed STR check.

Pulling/Using an item in Grapple: A combatant can attempt to pull an item (a handheld weapon to attack with) or use a non-combative item (an alchemical healing drink) during a grapple with a successful AGI check.

Inanimate Objects

Inanimate Objects are easy to hit since they don't generally move. Combat rolls usually are not needed to strike an object with a Brawl or Melee attack unless it is actually moving. However, if a ranged attack is being used to target the object from a distance, then the character must make the appropriate combat roll against the size of the object (see Size Modifier).

Example Objects		Object Size	
Material	Density	Size	Multiplier
Rope	3	Diminutive	x1
Plastic	2	Tiny	x2
Glass	1	Small	x3
Wood	5	Medium	x5
Concrete	10	Large	x10
Steel	20	Huge	x20

Objects possess a degree of density measured from 1 to 1000 determined by the Overseer. Density is essentially the Life Force of the object, or how many wounds the object can take before destruction. The Density of an object has a base Density and a multiplier based on size. Consult the following chart for common examples of material and density.

Inanimate objects cannot Block, Defend, or Dodge, unless a special circumstance allows otherwise. Animated objects can Defend or Dodge depending on circumstance.

Manipulating Objects

In most cases, moving or manipulating an object costs 1AP. This includes drawing or holstering a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, or opening a door.

Movement (MV)

Movement Rate (Square/Hex grid map): A character may move his MV base plus modifier in hex-squares each revolution.

Charging an Opponent: This is short burst of speed, allowing the character to move twice his normal movement, immediately engaging an opponent in a Brawl or Melee combat action. In order to use a charge movement there must be at least (3 hex-squares) between the charger and the opponent. A success Charge attack adds +1 damage dealt from an HtH or Melee attacks.

Jog: This is a slight increase in speed and allows the character to move double the character's normal movement rate.

Normal: A character can move a number of squares equal to his MV for free. Movement beyond this costs 1 AP to move up to the base rate again.

Movement Sequences	AP
Normal	0 / 1
Stealth (one-half MV)	2
Jog (MV x2)	1
Crouched/Prone/Standing Up	See below
Charging an Opponent (MV x2)	3
Run (MV x4)	3

Crouch, Prone, and Standing Up: Usually to gain advantage of cover, characters drop to a crouched or prone position. Doing so cost 0 AP, but may be a result of a particular attack type. Characters in a prone position create a -20 penalty to an opponent's archery, firearm and thrown (not explosives) combat skills, but create a +20 bonus to an opponent's Brawl and Melee combat skills. Standing up from a crouched or prone position cost 1 AP.

Run: This is a great increase in speed and allows the character to move four times the character's normal movement rate. The character cannot block/dodge or defend during a run movement action revolution. A run action is a direct line from start to finish with a maximum of one 45° adjustment during the movement action.

Stealth: This is a decrease in speed and allows the character to move one-half his normal movement rate while attempting to be stealthy. While moving stealthily, other characters and opponent are allowed an opposed PER vs the character's AGI. Successful Perception checks by the opponent results in the spotting of the character, ruining any attempt of stealth against that target during that revolution. If the movement is undetected by an opponent, the stealthy character can launch a sneak attack.

A Sneak Attack can only be attempted while moving stealthily. At any point during the stealth movement that the character passes an opponent in an adjacent hex-square that does not notice the sneaky character through an opposed PER vs AGI test, the character can make a sneak attack at normal AP costs, but with a +20 combat skill bonus. If the attack is successful, the opponent cannot block or dodge and takes double damage from the attack.

Snatch and Grab

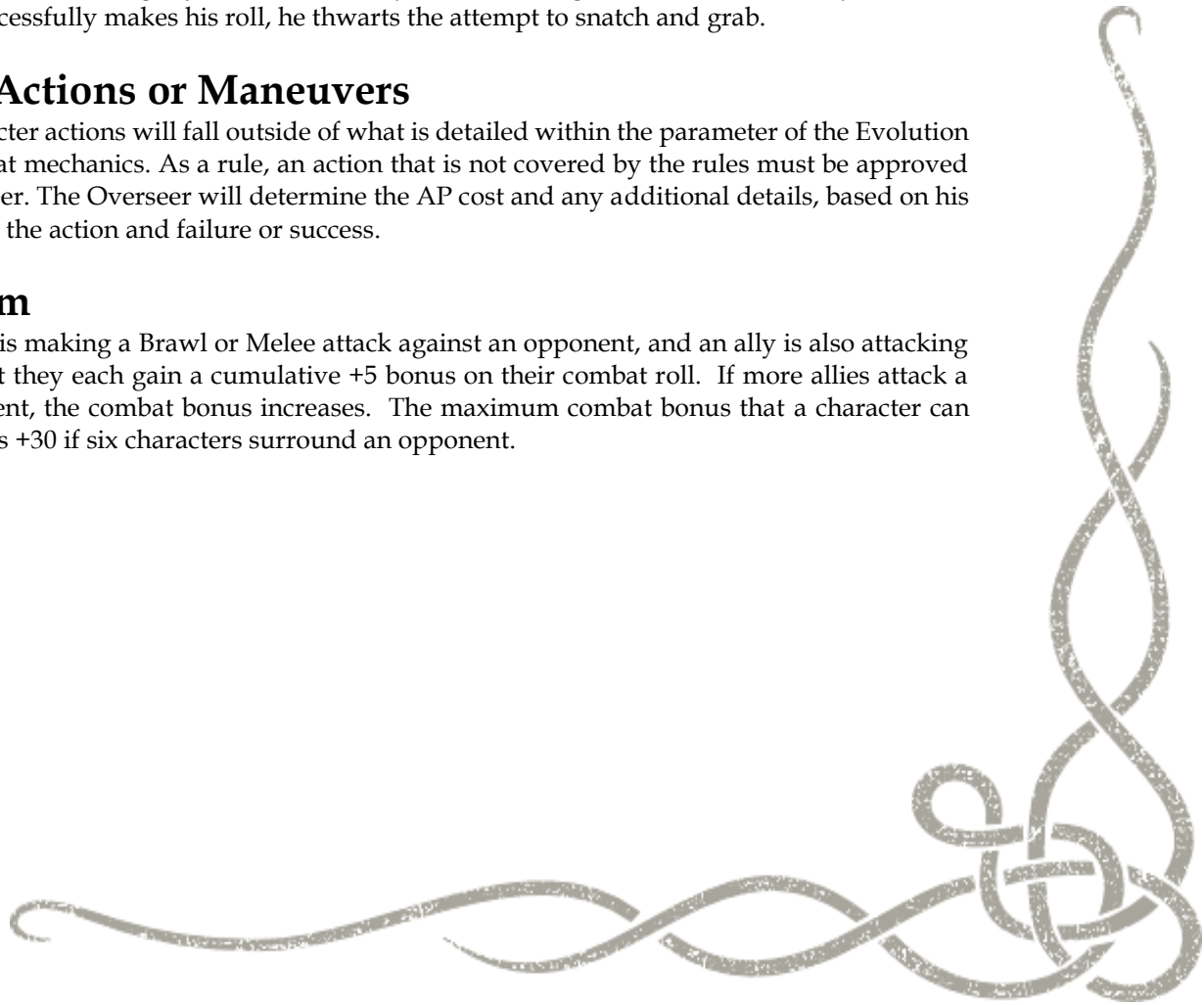
A combatant may attempt to snatch an item from his opponent. The combatant must succeed an Brawl combat roll against the size of the object. If the roll is successful, the opponent possessing the object can make an Agility roll for worn objects or a Strength check for a held object. If the opponent successfully makes his roll, he thwarts the attempt to snatch and grab.

Special Actions or Maneuvers

Certain character actions will fall outside of what is detailed within the parameter of the Evolution System combat mechanics. As a rule, an action that is not covered by the rules must be approved by the Overseer. The Overseer will determine the AP cost and any additional details, based on his assessment of the action and failure or success.

Tag Team

If a character is making a Brawl or Melee attack against an opponent, and an ally is also attacking that opponent they each gain a cumulative +5 bonus on their combat roll. If more allies attack a single opponent, the combat bonus increases. The maximum combat bonus that a character can benefit from is +30 if six characters surround an opponent.



Targeted Attacks

A character or semi-intelligent creature may make a targeted attack against an opponent or specific area on an object at a penalty by expending an extra 2AP to the normal attack AP. Descriptions for targeted attacks against biological humanoid and quadrupeds are below; tables describing alternative targets for different kinds of critters (animals, insects, or robots) examples are listed below.

Targeted Attacks Anatomy Part	Combat Penalty	Damage
Arm or Upper Appendage	-25	Crippled
Eye, Feelers, Ocular Input, or Sensors	-75	x3 damage + Blinded
Foot, Wheel	-50	Crippled
Hand, Clamp	-50	Crippled
Head, CPU, or Brainpan	-40	x2 damage + Concussion
Groin, Servo, or Weak Point	-60	x3 damage
Leg, Locomotion Device, or Lower Appendage	-25	Crippled
Torso or Body	0	Normal

Blinded: The character is blinded and suffers the penalties as detailed under Conditions.

Concussion: The character has taken a mighty wound to the cranium and suffers penalties as detailed in the Conditions.

Crippled: A character that is crippled suffers penalties using the crippled appendage as detailed in the Condition Summary.

Thrown Explosives

A thrown explosive, such as a grenade, is a weapon that affects all combatants and objects within a burst radius. When throwing a burst effect weapon, the character picks a hex-square to target. If his Thrown combat roll is successful, he hits the intended hex-square and denotation occurs. If missed, however the throw is wild and off target. Roll a d10 to determine where the explosive lands and detonates using the following chart.

Thrown Explosives Miss	
d10	Location Struck from Intended Target
1	+7 hex-squares short of target
2	+5 hex-squares short of target
3	+7 hex-squares to right of target
4	+5 hex-squares to right of target
5	+3 hex-squares short of target
6	+3 hex-squares beyond target
7	+5 hex-squares to left of target
8	+7 hex-squares to left of target
9	+5 hex-squares beyond target
10	+7 hex-squares beyond target

OVERSEER NOTES

The Overseer is the designer, narrator, rule arbitrator, and storyteller having final say in all rule disputes. He plays all non-player characters in the story and uses the rules above to maintain the standards of his visions in the game setting. Overseer Rules will be detailed in each campaign setting.

After the players complete an adventure, the Overseer will assign Evolution Points (EVP) based on the risk and success the players had. EVP is used to increase characteristic and combat skills at a rate of 1 to 1 basic, unless the Overseer deems otherwise.

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