

Beyond

A Fantasy Adventure Game By Sage LaTorra

Introduction

The world is broken but that's not the problem. A magical mishap collided the world with its own past, future, and a few parallel realities. A wizard's tower sits atop a nuclear reactor drawing on that power the same way it had drawn on the ley lines. Giant eagles take to pirating from their new floating roost aboard an aircraft carrier. Dinosaurs fight for food with owlbears.

Those aren't really problems, though. People returned to life easily enough, adapting as people always do. Turns out being a car mechanic isn't all that different from repairing magical automatons. The problem is that people have taken advantage of the upheaval to revel in their greed, power, and gluttony. It's the same problem we've always had, but now powered by a world in flux.

You set out into this world to do what is right, to protect those who cannot protect themselves, to test your mettle and better yourself facing those who would live off the work of others.

A Fantasy Adventure Game

Beyond is a fantasy adventure game drawing on a long lineage of similar games. It aims to embrace the parts of the genre that work while also moving it forward. You'll need a GM and 3-5 players.

Quick Start Guide From Dungeon World

Beyond is based on Dungeon World, but it isn't a new edition of that game. It considerably shifts the mechanics, procedures, and setting. Since this is a playtest and is incomplete this section helps fill in the game: you can just assume this is Dungeon World except that...

- There are no stats. Each move has its own bonus which advances on its own.
- Rolling a 6- doesn't grant XP. Instead it grants advancement towards abilities on that specific move.
- There are no debilities. Instead there are conditions on each move. Each works differently.
- There is no end of session XP. Instead each playbook has its own XP criteria which you mark as you do those things.
- There are no moves for being an elf, dwarf, or whatever sentient creature. Being an elf, dwarf, or human is just your form, noted on your character sheet.

- The core moves are called Adventurer moves and each playbook has their own copy of them. The base moves are the same, but each playbook has different abilities and conditions for them.
- Bonds now change categories of success (from 6- to 7-9 and from 7-9 to 10+). Each time you use the bond you mark advancement on it until you retire the bond and gain its ability.
- Each character has reserve dice. Reserve dice can be added to any roll. If a reserve die is added to a roll you add the number rolled on the reserve die to the total. When you have time to rest and recover you roll all your remaining reserve dice and gain HP equal to the total (up to your max), then refill your reserve dice to your starting amount.
- Alignment is replaced by allegiance. Allegiance can be to a big concept, like Good, or to a specific group, entity, or ideal.
- All the player characters share a goal. The first goal is provided by the GM to kick off the game. Once that goal is completed the party writes a new one, but they have to agree on it. The goal is what unites this group of people beyond their direct bonds to one another.
- Monsters are represented by a single die indicating their strength in the current situation. Their damage is equal to that die, their HP is equal to the number of sides on that die, and their armor is equal to the number of sides divided by 4 (round down).

Playing Beyond

Each player chooses a playbook. The currently available playbooks are:

- The Wizard

The GM provides a starting Goal for the party, then opens the adventure at a key moment in pursuing that goal.

The Wizard

You have all the Adventurer Moves.

Choose three class moves to start with from among your themes. Your themes are Towermage, Ritualist, and Witchblood. You must take the first move in each theme before taking any below it. Indicate your move by marking it (put an x: (x) to show you have the move).

When you roll a 6-, mark one of the advancement boxes [] below the move you rolled by adding an x (like this: [x]). When all the advancement boxes for an ability are filled in you gain that ability. You may fill advancement boxes in any order you like.

When you take a condition (when a move says to or when the GM says to) fill in any condition box < > for any move. That condition applies until a move

or the GM tells you to remove a condition.

Look

- Wild eyes, wise eyes, burning eyes
- Scrawny body, scarred body, twisted body, enchanted body
- Bald, flowing hair, unnatural hair, styled hair
- Dwarf, Elf, Human, Halfling, _____

Adventurer Moves

Defy Danger

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. On a 10+, you do what you set out to, the threat doesn't come to bear. On a 7–9, you stumble, hesitate, or flinch: the GM will offer you a worse outcome, hard bargain, or ugly choice.

Abilities

- [][][][] Sharp: Take +1 when you act through an improvisation and quick thinking.
- [][][][] Hard Headed: Take +1 when you act through mental fortitude.
- [][][][][][] Magical Inversion: When the danger you face is magical and you roll a 12+ you can subsume the magical power and gain power from it.

Conditions

- < > Cowardly: When you roll a 9- you must also immediately act to remove yourself from the situation, dropping whatever else you were doing.
- < > Shaken: -1

Spout Lore

When you consult your accumulated knowledge about something, roll+1. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7–9, the GM will only tell you something interesting—it's on you to make it useful. The GM might ask you "How do you know this?" Tell them the truth, now.

Abilities

- [][][][][] Wise: +1
- [][][][][] Area of Expertise: Take +1 when the topic is _____

- [][][][] Fount of Knowledge: Take +1 if the topic is something no one else has any clue about.

Conditions

- < > Dazed: -1

Discern Realities

When you closely study a situation or person, roll+1. On a 10+, ask the GM 3 questions from the list below. On a 7–9, ask 1. Either way, take +1 forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful or valuable to me?
- Who's really in control here?
- What here is not what it appears to be?

Abilities

- [][][][] Attentive: +1
- [][][][] Mage Sight: No matter the result you may also ask “what here is magical?”
- [][][][][][] Eye of Time: You may also ask “what happened here in the distant past which is relevant now?”

Conditions

- < > Disoriented: -1

Parley

When you have leverage on a GM Character and push them to do what you want, roll. On a 10+, they do what you ask if you first promise what they ask of you. On a 7–9, they will do what you ask, but need some concrete assurance of your promise, right now.

Abilities

- [][][][][] Renown: Take +1 among those that have heard tales of when you _____
- [][][][][] Parlor Tricks: Take +1 when parleying someone who has recently seen a display of your power.

Conditions

- < > Witchmark: You have some magical alteration of your being that is disconcerting or distracting, take -1.

Hack and Slash

When you engage an enemy in melee, roll-1. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7–9, you deal your damage to the enemy and the enemy makes an attack against you.

Abilities

- [][][][] Warpblade: You can manifest a dagger-like weapon from pure magical energy. You are always armed, if you choose to be. Your warpblade ignores mundane armor.
- [][][][] Warwizard: +1

Conditions

- < > Wounded: No matter the result you take 1 damage (in addition to any other results).

Volley

When you take aim and shoot at an enemy at range, roll. On a 10+, you have a clear shot—deal your damage. On a 7–9, choose one (whichever you choose you deal your damage):

- You have to move to get the shot placing you in danger as described by the GM
- You have to take what you can get: -1d6 damage
- You have to take several shots, reducing your ammo by one

Abilities

- [][][][] Trueshot: Take +2 when targeting someone recently affected by one of your spells
- [][][][][][] Innate Magic Missile: You can always fire magic projectiles. On a 7-9 you cannot choose to reduce your ammo.

Class Moves

Towermage Theme

() Practiced Caster Gain a spellbook.

() **Spell Study** When you see new magic performed or study a new magical power, mark an advancement for this move.

Abilities

- [][][][] Breakthrough: Add a new spell to your spellbook of the GM's choice then erase all advancements for this ability.
- [][][][][][] Discovery: Add a new spell to your spellbook of your choice then erase all advancements for this ability.

() **Reinforced Binding** You can use your spellbook as a shield (+1 armor).

() **Spell Mastery** Choose a spell. You prepare that spell as if it were one level lower.

Ritualist Theme

() **Ritual** When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- It's going to take days/weeks/months.
- First you must _____.
- You'll need help from _____.
- It will require a lot of money
- The best you can do is a lesser version, unreliable and limited
- You and your allies will risk danger from _____.
- You'll have to disenchant _____ to do it.

() **Sustained By Magic** +3 maximum HP.

() **Enchanter** When you have time and safety with a magic item you may ask the GM what it does, the GM will answer you truthfully.

() **Self-Powered** When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one organization or being that will have an interest in your workings.

Witchblood Theme

() **Power In The Blood** Gain (or reveal) witchblood.

() **Grit** +1 reserve die

() **Omega** When you absorb a magical effect, roll+1. On a 10+ the effect ends and you gain a reserve die (even over your maximum). On a 7-9 the effect is temporarily suspended and you gain a reserve die up to your maximum.

Abilities

- [][][][] Amplifier: The reserve dice you gain through Omega are d8 instead of d6.

Bonds

Choose a bond. When your bond applies to a roll you make you or the target of the bond may increase the result of a roll by one category (6- to 7-9, 7-9 to 10+) and mark a bond advancement. When all advancements are marked choose a new bond in place of the one that you completed (but keep the ability).

- () There is a power in _____ that I want to understand.
 - [][][][] Expanded Horizons: You may also take moves from _____'s class
- () I believe an ancient prophecy is about _____ and I must protect them.
 - [][][][] Prophetic Visions: When you discern realities you may also ask "What will happen if _____ does _____?"
- () _____ can learn much from me, I must teach them
 - [][][][] Mystical Mentorship: You can always tell the direction and distance to _____

Stats

- 4 HP
- 1d4 damage
- 2d6 reserves

XP

At the end of each session mark those that you did that session. When you have time to train in safety, if you have marked your level + 3 XP, erase all XP and gain a level (each mark counts separately).

- [][][] Improve your knowledge of magic
- [][][] Serve your allegiance through mystical power
- [][][] Explore a new place of power or plane of existence
- [][][] Aid someone in need
- [][][] Craft a new magic item or develop a new spell
- [][][] Achieve a goal

Allegiance

Choose an allegiance to start with: Change, The Blue Order, Power

Goal

The GM will give your party a starting goal. When you accomplish that, set a new goal in collaboration with the other players.

Gear

- A handheld melee weapon: _____
- A magical trinket: _____
- A scrap of lore: _____
- Two healing potions (drink to recover a reserve dice)
- Supplies (5)