

Unchained Worlds: Micro Edition



Core Mechanics

Abilities

There are three abilities:

- **Might:** Strength, resilience, fortitude
- **Deftness:** Reflexes, balance, accuracy
- **Insight:** Memory, empathy, perception

Making Checks

Roll a six-sided die and compare with the relevant ability. You succeed if the roll is equal to or lower than the ability score.

Making Attacks

Make a Might or Deftness check according to the type of attack you're making. A hit lowers the target's HP by 1.

Hit Points

Hit points(HP) are a measure of your character's life. When your character reaches 0 HP, they die. You may regain 1 HP by resting for the night with food, water, and shelter.

Avoiding Attacks

Make a Might check to block or deflect an attack, or a Deftness check to dodge the attack altogether. If hit, you lose 1 HP.

4-Step Character

1. Choose Your Ability Scores

The standard array is [2, 3, 4]. Assign each score to an ability in your preferred order.

2. Create Your Name

1. Think up four or five words that describe your character's job and appearance. *Tree axe river stick*
2. Select three to four random syllables. *Tre xe ver ick*
3. Combine them to make your name. *Trexeverick*

3. Choose Your Appearance

Choose between Bimran and Beastfolk. Bimrans are humanoid, whereas Beastfolk are anthropomorphic animal people. Refer to each respective section for details.

Bimran

Roll a D6 for each table below.

Skin

1. Blue
2. Yellow
3. Brown
4. Green
5. Tan
6. Purple

Eyes

1. Blue
2. Green
3. Hazel
4. Brown
5. Amber
6. Grey

Mutation(D6 chance)

1. Animal ears + tail
2. Fangs
3. Pointed Ears
4. Horns
5. Third eye
6. Forked Tongue

Beastfolk

Roll a D6 for the tens place, and again for the ones place.

11. Possum
12. Lizard
13. Squirrel
14. Horse
15. Skunk
16. Wolf
21. Fox
22. Housecat
23. Panther
24. Tiger
25. Lynx
26. Lion
31. Deer
32. Hyena
33. Rabbit
34. Raccoon
35. Otter
36. Sheep

41. Boar
42. Wombat
43. Raven
44. Mouse
45. Rat
46. Goat
51. Cow
52. Beaver
53. Bear
54. Leopard
55. Pheasant
56. Turtle
61. Weasel
62. Stoat
63. axolotl
64. Buffalo
65. Chicken
66. Cheetah

4. Starting Gear

You begin with common clothes, 10 coins, and a backpack. Roll D6 for one more item.

1. 4 Torches
2. Knife
3. Tent(2-Person)
4. Bow and 6 arrows
5. Rope (60ft)
6. Shovel