

EVERWOOD SYSTEM

An adaptation of GURPS lite, with a focus on more psychological aspects. Character sheets will have a MAJOR influence over play. A low mental fortitude character will lose their mind and act on their own volition, killing themselves, others, freakout, etc. It's a system similar to DF/Rimworld with skills and feats handled by the adaptation of GURPS (NOTE: soon to be made).

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Soultype, Abilities, Quirks, Skills, and Background will ALL affect gameplay. Class, Soultype, and Thoughts will be determined silently by player/character actions and dialog choices and will be dependent on certain variables based on the character.

THOUGHTS

Every several turns (randomized) the player character will have thoughts listed in the log. These thoughts will be majorly influenced by character build (Abilities, Quirks, Background).

Frequency of Thoughts

Mechanic:

At the start of each turn, the game rolls for a thought using a **d100 (1–100)**.

Thought Chance is calculated as:

$$(INSIGHT / 20)^3 \times 100\%$$

Example:

INSIGHT 6: $(6/20)^3 \times 100 \approx 2.7\%$ chance (~1 thought every 37 turns).

INSIGHT 10: $(10/20)^3 \times 100 = 12.5\%$ (~1 every 8 turns).

INSIGHT 15: $(15/20)^3 \times 100 \approx 42.1\%$ (~1 every 2–3 turns).

INSIGHT 20: 100% (every turn).

Design Notes:

Higher INSIGHT = more frequent, introspective thoughts.

Lower INSIGHT = sporadic, surface-level reflections.

Content of Thoughts

Generation Rules:

Thoughts are assembled from descriptor pools tagged to:

Abilities (e.g., low RESOLVE: “I can’t keep going…”).

Quirks/Virtues/Flaws (e.g., Traumatized (Ghost): “It’s here! It’s watching!”).

Background (e.g., Illiterate: “I wish I understood these symbols…”).

SOULTYPE (e.g., Dark Nihilist: “Nothing matters. Why bother?”).

Environment (e.g., a haunted room: “The air feels heavy…”).

Algorithm

Context Check: Identify active triggers (e.g., combat, NPCs, dialogue).

Trait Filtering: Pull descriptors from relevant traits/environment.

Assembly: Combine fragments (subject + emotion + focus) into coherent thoughts.

Example:

Traumatized (Ghost) + Haunted Room → “You’re paralyzed. It’s in the walls!”

System Documentation (Thoughts)

Frequency: Governed by **INSIGHT** via a cubic curve to emphasize high mental acuity.

Players with godlike **INSIGHT (20)** experience relentless introspection.

Content:

Tag-Based Generation: Traits and events add/remove descriptors to a “mental lexicon.”

Psychological Realism: Thoughts reflect the character’s build (e.g., a Cowardly flaw amplifies fear-based thoughts in danger).

Example Workflow:

Turn 12: Player enters a crypt.

Thought Roll: **INSIGHT 15** → **42.1% chance** → **roll 30 (success)**.

Context: **Environment** = “crypt,” **Flaw** = **Traumatized (Ghost)**.

Output: “Your breath quickens. They’re here. You shouldn’t have come.”

Primary Abilities

RESOLVE (Strength/Endurance) [10+/- AP per level]: Physical power, endurance, and determination.

FINESSE (Dexterity/Agility/Precision) [20+/- AP per level]: Agility, precision, and adaptability.

INSIGHT (Intelligence/Perception) [20+/- AP per level]: Mental acuity, problem-solving, and perception.

VITALITY (Health/Resilience) [10+/- AP per level]: Physical resilience and energy.

Starting Points:

All characters start with 10 in each ability (average).

50 AP (Ability Points) to distribute among the four abilities.

Ability Descriptors:

<u>Points</u>	<u>Descriptor</u>
6 or below	<i>Terrible</i>
7	<i>Bad</i>
8-9	<i>Below Average</i>
10	<i>Average</i>
11-12	<i>Above Average</i>
13-14	<i>Extraordinary</i>
15-19	<i>Incredible</i>
20	<i>Godlike</i>

Hard Cap:

No ability can exceed 20 without bonuses from Virtues, Flaws, Quirks, Skills, or Background.

Secondary Abilities

Hit Points (HP): Physical and psychological endurance.

Formula: HP = RESOLVE.

Determination (Will): Mental fortitude and resistance to stress.

Formula: Determination = INSIGHT.

Acuity (Perception): Awareness of surroundings, traps, clues.

Verve Points (VP): Energy reserves for physical/mental exertion.

Formula: Verve = VITALITY.

Celerity (Speed): Reflexes and reaction time.

Formula: Celerity = (VITALITY + FINESSE) / 4 (unrounded).

Mobility (Move): Movement speed.

Formula: Mobility = Floor(Celerity).

Bearing (Lift): Maximum weight a character can lift overhead with one hand.

Formula: Bearing = (RESOLVE × RESOLVE) / 5 lbs.

Example: RESOLVE 10 → Bearing = 20 lbs.

Handedness: Determines handedness (left/right).

Penalty: -4 to skill when using the non-dominant hand (unless Ambidextrous).

Mental Fortitude:

Determination (INSIGHT) dictates resistance to stress. Low **Determination** risks insanity (self-harm, erratic behavior).

Alignment choices may exacerbate or mitigate mental strain (e.g., a Nihilist might spiral faster under stress).

Background Systems

Background is divided into Looks, Charisma, Fluency, Literacy, Wealth, and Status. Each has levels that cost AP or grant AP if taken as a negative.

Looks

<u>Level</u>	<u>Cost (AP)</u>
Grotesque	-16
Haggard	-8
Plain	-4
Typical	0
Striking	4
Stunning	12
Beautiful	16

Charisma

<u>Level</u>	<u>Cost (AP)</u>
Repellent	-15
Off-Putting	-10
Boring	-5
Nobody	0
Engaging	5
Charming	10
Magnetic	15

Fluency

<u>Level</u>	<u>Cost (AP)</u>
Mute	-10
Broken	-5

<i>Conversational</i>	0
<i>Eloquent</i>	5
<i>Silver Tongue</i>	10

Literacy

<u>Level</u>	<u>Cost (AP)</u>
<i>Illiterate</i>	-10
<i>Semiliterate</i>	-5
<i>Average</i>	0
<i>Studious</i>	5
<i>Erudite</i>	10

Wealth

<u>Level</u>	<u>Cost (AP)</u>
<i>Destitute</i>	-25
<i>Impoverished</i>	-15
<i>Frugal</i>	-10
<i>Stable</i>	0
<i>Well-Off</i>	10
<i>Affluent</i>	20
<i>Opulent</i>	30
<i>Monolith</i>	50

Status

<u>Level</u>	<u>Cost (AP)</u>
<i>Wretched</i>	-10
<i>Downtrodden</i>	-5
<i>Ordinary</i>	0
<i>Notable</i>	5
<i>Distinguished</i>	10
<i>Esteemed</i>	15
<i>Exalted</i>	20
<i>Illustrious</i>	25
<i>Sovereign</i>	30
<i>Majestic</i>	35
<i>Eternal</i>	40

AP Economy

Starting AP: 50 (to spend on Primary Abilities).

Additional AP: Gained from taking Flaws or negative levels in Background.

Hard Limit:

3 Virtues/Flaws combined (unless a bonus from Quirks, Skills, or Background allows more).

Virtues and Flaws

Virtues and Flaws are traits that define a character's inherent strengths and weaknesses, shaping their capabilities and gameplay experience. These traits are chosen during character creation and can significantly influence how a

character interacts with the world, other characters, and their own mental state. **LIMIT 3 PER CHARACTER CREATION**

QUIRKS

Essentially a free trait (virtue/ flaw) with mixed effects (e.g., *Four-Eyes*: +2 *Acuity* with glasses, -2 without). **ONE GIVEN AT CHARACTER CREATION.** Additional character levels may unlock additional slots for quirks to be picked for added build complexity.

Key Differences

Trait Type	Effect	AP Cost / Gain	
<u>Usage</u>			
Virtues creation	Positive bonuses or abilities	Costs AP	Chosen during
Flaws creation	Negative penalties or challenges	Grants AP	Chosen during
Quirks levels	Mixed effects (positive + negative)	Free (1 at creation)	Unlock more with

Summary of Systems

System	Key Mechanics
Primary Abilities	RESOLVE, FINESSE, INSIGHT, VITALITY (10 base, 50 AP to distribute).
Secondary Abilities	HP, Determination, Verve, Celerity, Mobility (derived from Primary Abilities).
Background	Looks, Charisma, Fluency, Literacy, Wealth, Status (cost/grant AP).
AP Economy	50 starting AP, gain AP from Flaws/negative Background, hard limit of 3
Virtues/Flaws.	
Bearing	Derived from RESOLVE, determines lifting capacity.
Handedness	Handedness, penalties for non-dominant hand unless Ambidextrous.

SOULTYPE

Will be automatically assigned based on player actions and dialog, with entry-points into these alignments. If the player picks a certain choice enough, they are quietly assigned that alignment, and more dialog options of that alignments nature appear as choices in dialog/cutscenes. Also affects player thoughts.

	DARK	GRAY	LIGHT
NIHILIST	THE TOWER	THE HANGED MAN	DEATH
REALIST	THE DEVIL	JUSTICE	THE EMPEROR
IDEALIST	THE MOON	TEMPERANCE	THE STAR

SOULTYPE SYSTEM

Alignment:

ASSIGNED SILENTLY!! No character creation input. Alignments are determined by flagged dialogue/action choices:

Philosophy Axis (Nihilist/Realist/Idealist):

Example: *"It doesn't matter"* → **+1 Nihilist.**

Morality Axis (Dark/Gray/Light):

Example: *"Kill him"* → **+1 Dark.**

LOCK-IN STATE

Accumulating points in an axis locks the player into an alignment (*POINTS NEEDED PENDING*)

WHEN LOCKED IN: Unlocks tailored dialogue/actions (e.g., *a Dark Realist might threaten, "I'll kill him. None of you have it in you."*).

Shapes Thoughts (logged periodically in the game log), influenced by alignment, abilities, and traits.

SOULTYPES (Bio/Personality)

Dark Nihilist (The Tower)

You want control, don't you? Deep down? We both know what it really is, though: you want that control back. Something you lost, somewhere along the way.

Dark Realist (The Devil)

It's not just about justice, is it? No, it's another, still a neighbor: vindication. They underestimated you. They didn't see what you saw when you looked inside of yourself, and when they eventually do see it, they're not going to know what to say then.

Dark Idealist (The Moon)

People call you ambitious, don't they? Kind of funny that they call it that, when you know it by its true name: survival. Let them keep calling it that. It is kind of funny.

Gray Nihilist (The Hanged Man)

Sure, it would be nice to get away from it all. You're so exhausted, after all. When you do finally take that vacation, God be with you when you eventually realize that it is yourself which you cannot escape.

Gray Realist (Justice)

This much is certain: your anger is rightfully placed. Fairness is a sacred beauty. Beyond that cloak of anger though, belies that of a soul who is most betrayed, and not only that, but a soul who was hurt by that betrayal. You don't just want justice, you want closure.

Gray Idealist (Temperance)

You may come off as resigned, despondent, maybe even checked out. A poor victim from years of punishment. It's ironic then that you are really a creature who is fighting for its life, every day, and you've done so for such a long time, and still do to this very day.

Light Nihilist (Death)

No one on this Earth may find you ill-prepared for any tragedy, for no tragedy will find itself along your path without you having known of it's trajectory long ago, months, maybe even years. They'll find you unprepared over your dead body.

Light Realist (The Emperor)

Your mission to help people is indeed a noble one, and though it's not recognition that you crave, truly, what you want is far beyond that: to be remembered, to transcend the barriers of life, to be eternal.

Light Idealist (The Star)

You already know the lesson it is you have to learn, you knew it long ago: To be loved, you must love yourself. It's a tragedy then, that knowing is not feeling. Though you shine like a star, you died long ago, now a black hole. It all looks the same in the skies from here.

IDEAS

Dedicated server using my pi for co-op play (since its always running anyway) and chat features

Options menu (and a title menu) the option menu also influencing GAMEDATA.ini

A SEPARATE PROGRAM: A (very simple) but still feature complete level maker (for my own use and for others to make mods for as it will be included in the purchase (on that note, I wojkd alsk need a mod loader in the main menu

Need to make skyboxes for outside regions

Template color schemes (prison, outside, underground, etc)

Gurps adaptation for abilities, skills, quirks, etc

Systemic gameplay focus. Immersive sim/OpenworldRPG type