
Gumption

Fantasy Wild West Tabletop RPG

Open Test #1

Welcome to the first round of public testing for Gumption! This is a d20 based tabletop RPG set in a fantasy version of the wild west. Want to cut down outlaws as an alligator cowboy? Rob banks with your gang of cat-folk? Or live as a simple human farmer? In Gumption, the choices are endless.

Similar to *Pathfinder* taking *Dungeons and Dragons* 3.5e and making their own version of the game, Gumption takes D&D's 5e rules and makes some twists to create a unique but familiar system. If you've played D&D5e or other d20 systems, you'll feel right at home, but if you haven't, we'll get you set up with everything you need to get to roamin' the Far West.

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Key differences:

- ★ **Action Points:** Gumption uses a bank of action points rather than the action/bonus action system
- ★ **Skill-Based Progression:** experience is gained towards each skill when using them, rather than experience gained per encounter or quest
- ★ **Unique characters, everytime:** there are no pre-made classes. Players create and name their own classes everytime they make a new character

More to be explored in the 2nd round of testing:

- ★ **All Items:** this first round only has a handful of stuff to use, but the 2nd round will have everything available from the main guide to use at your disposal
- ★ **Philosophies:** philosophies are thought paths a character can have that gradually give them bonuses and perks the longer they keep them
- ★ **Character creator 2.0:** a better creator and character sheets with more functionality

The purpose of this first round of testing is to get criticism on general mechanics for combat and leveling. Take these rules, plan a few fights with creatures or other players, and let us know what works, what needs tweaking, and what doesn't work, like:

- ★ Mechanics
- ★ Leveling and progression pace
- ★ Weapon, spell, and utility effectiveness
- ★ Creature uniqueness and balance
- ★ Combat flow
- ★ Website functionality
- ★ **Experimental Ideas:** throughout the packet will be purple experimental boxes that have alternate rules. Try them out and let us know which ruleset works best

Experimental

This is a rough design draft. No graphic designers or artists have worked on the project

Gumption uses some elements of *Dungeons and Dragons* 5th edition, which is covered under their OGL and SRD. *Dungeons and Dragons* is owned by Wizards of the Coast and *Pathfinder* is owned by Paizo, neither of which have any affiliation with Gumption or Raspberry Jam

Game Master and the Players

The game master or “GM” is the person narrating and guiding the story

The players are the main characters of the story, playing their characters within the narrative

Action Points (AP)

Points used to perform actions. 2 AP is refilled at the beginning of a character's turn
Half AP values are rounded up at the end of their turn

Movement Bank (MB)

Movement has its own bank separate from AP

Evasion Chance: (EC)

Chance of being hit

Attributes

Each attribute determines different aspects of a character, like health, evasion chance, movement bank, etc.

Skills

The higher the skill, the higher the mod bonus is to checks, damage, or healing done. Each skill also has gives a character perks when reaching milestones, like a skill reaching level 25, 50, etc.

Backgrounds

Each one has pros and cons in the form of bonus points to certain skills, attributes, or perks

Classes

There are no pre-made classes. After choosing all the aspects of a character, that becomes the class for that character, which the player names themselves

Leveling

Done by succeeding on rolls throughout a session or by “Inactive Training”

Mechanics Snapshot

Good odds/Bad odds

Good odds means you roll two dice and use the highest, bad odds means you use the lowest

Jams

Rolling a 1-3 will cause a gun to jam. It can be unjammed, but the jam counter will stay. 3 jams before it's repaired will cause the gun to break and it will need to be fully repaired before it can be used again

Grazing

Rolling 1 below a target's EC counts as a graze, dealing half damage

Shotguns

When within 5ft of a target, shotguns have good odds to hit, but they do half damage at long ranges

Standoffs

Two characters can participate in a classic standoff. Whoever is the quicker draw (highest roll), wins

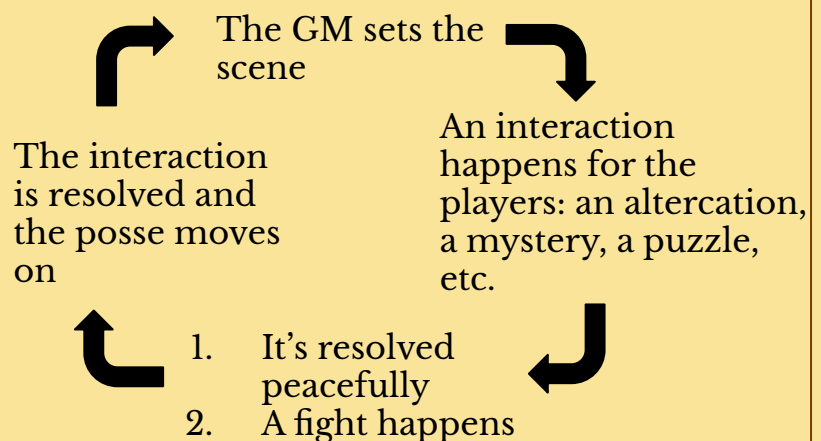
Swapping Weapons

It costs .5 AP to swap between different weapons. If a character is holding a one-handed weapon and wants to pull out a two-handed weapon, they can switch to the two-handed for the AP cost immediately or hold it in the opposite hand of the one-handed and still use the one-handed until they decide to two-hand the two-handed weapon later for no cost

Dying

The three death saves are still here, but with a few changes. First, when you are reduced to 0 hp, you are conscious and can still move. Also, you can forgo your saves and make one last attack. If that attack kills, you get a second wind, if it misses, you've spent the last of your energy and die

Typical Gameplay Loop



Attributes and Skills

Strength	Agility	Gumption	Intelligence	Mysticism	Personality
Shotguns	Pistols	Intimidation	Rifles	Religion	Foolery
Crushing Melee	Slashing Melee	Hunting	Intuition	Medicine	Persuasion
Hand-to-Hand	Archery	Cooking	Investigation	History	Barter
Athletics	Ropework	Foraging	Gambit	Healing Magic	Performance
Crafting	Acrobatics	Animal Handling	Brewing	Utility Magic	Deception Magic
	Sneak		Galvanism Magic	Absolution Magic	Ritual Magic
	Thievery				Destruction Magic

Attributes and skills are the backbone of Gumption. There are 6 Attributes and 36 skills. Both attributes and skills have a cap of 100. Skills are leveled by gaining experience points when using them. A single exp increase happens when you simply succeed on a roll, and a double increase happens when you perform exceptionally well at the task, like rolling a natural 20:

Successful check/hit = 1 exp
Natural 20 check/hit = 2 exp

Experimental: Alternate exp system:

Failed check/hit = 1 exp
Successful check/hit = 2 exp
Critical check/hit = 3 exp

Gaining exp for skills will happen naturally throughout a playthrough by succeeding on rolls. However, depending on how a session goes, a player might not get to level certain skills that they want, so gaining exp can also be done by **Inactive Training**. For example, if the session was a combat heavy session but a player really wants to level their characters' Foraging skill, they can say to the GM they want to inactive train that skill. 15 min of in-game time training is two rolls, in which every roll above 10 is a success. Doing inactive training more than three times a day will cause the player to suffer one level of exhaustion. Characters can also use **Trainers** to train skills.

Crushing Melee

Melee weapons that crush

15: Knock Down: when attacking with a crushing melee weapon, if you roll a 17 or above, and your target is medium or smaller, they're knocked prone for 5 seconds. Three times per rest

25: +1 to damage

50: Momentum Swing: if you miss a hit with a crushing melee weapon, you can re-roll immediately. Must say the attack will be a momentum swing before the attack is made.

Twice per nap

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Shotguns

Low range, high reward

15: Free Shot: can shoot a shotgun for no cost. Once per nap

25: +1 to damage

50: Surgical: shotguns do full damage at long range

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Hand-to-Hand

Bare fists, brass knuckles, and anything without a handle

15: Double Punch: can attack twice for the cost of one attack. If the weapon allows two hits per attack already, then it hits four times. Twice per nap

25: +1 to damage

50: Paralyzing Strike: on hit, target must make a Gum.S(17), on fail, target is paralyzed for 5 seconds. Only works on medium or smaller targets, on large and gigantic targets, they are stunned instead. Twice per rest

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Athletics

Movement that requires physical strength like climbing walls or lifting objects

15: Climber: can climb twice your MB

25: +1 to checks

50: Athlete: +10ft to max MB, good odds on all checks

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Strength



Crafting

The ability to craft and repair objects

15: Ignore Jam: the first jam of the day doesn't actually jam

25: Recycler: materials of the first fail when crafting aren't lost, +1 to checks

50: Crafty: mobile kits can craft all crafting options

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Slashing Melee

Melee weapons that slash or pierce

15: Parry: when you are attacked or shot at and you have a slashing or piercing weapon in your hand, you can attempt to parry it by making a hit check against the attack roll. If the parry roll is the same as the attack or above, negate half of the damage. If the weapon is coated or is special ammo, the special effect doesn't happen. Doesn't work on shockstone bolts. Twice per nap

25: +1 to damage

50: Artery Cut: make a hit check with a slashing or piercing melee weapon with bad odds. On hit, target takes 1d6 damage every 5 seconds until they are reduced to 0 hp. Does not work on creatures that have a DR of 5 or legendary creatures. Twice per rest

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Pistols

Classic western sidearms

15: Free Shot: can shoot a pistol for no cost. Once per nap

25: +1 to damage

50: Hammer Fan: choose up to six targets within range and make hit checks with bad odds on each. Once per rest.

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Ropework

If you aint good with a lasso, can you really call yourself a cowboy?

15: Bane of Hogs: you have good odds when attempting to rope a creature when outside of combat

25: +1 to damage

50: Knot Expert: any creature attempting to break free while tied up has to roll a crit in order to escape

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Archery

Modern boomsticks just not doing it for you?

15: Veiled Hunter: +1d6 to sneak attack damage when using a bow

25: +1 to damage

50: Archer: called shots don't have bad odds. You can also double nock and shoot two arrows at the same target for the cost of one. Twice per nap

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Agility

Acrobatics

Movement that requires nimbleness and finesse, like jumping and balancing

15: Dodge Roll: can use 5ft of movement to roll in a direction as a reaction to being hit or shot at, giving you +5 to your EC against the attack. Must decide to do so after the attack roll is made.

Three times per nap

25: +1 to checks

50: Acrobat: +2 to EC, good odds on checks

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Sneak

The ability to hide in the shadows

15: Must've Been the Wind: can re-roll a check, once per nap

25: Veiled: +1d6 to sneak attack damage

50: +1 to checks

75: One-with-the-Shadows: good odds on checks, can attempt to hide in dim light

100: All checks are automatic successes. You still roll, but only for possible crits

Thievery

Affects how well a character is at robbin' and pickin' pockets

15: can pick level 25 locks

25: can pick level 50 locks, **Wax Object:** you carry a collection of homemade wax objects like keys, coins, and gems. After successfully picking a pocket, you can replace what you stole with one of these wax replicas

50: can pick level 75 locks, 1 re-roll per nap when picking a lock, safe, or vault

75: can pick level 100 locks, **Thief:** good odds on checks, when picking a safe or vault that has a dial lock, you automatically know the 1st number

100: All checks are automatic successes. You still roll, but only for possible crits

Intimidation

Puff out that chest and crease that brow

15: Piercing Gaze: +1d4 to checks

25: +1 to checks

50: Stone Will: you cannot be intimidated except under very rare circumstances

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Foraging

The ability to find and identify flora in the wild

15: Green Thumb: you get two ingredients per plant when foraging, three on a crit

25: +1 to checks

50: Botanist: healing gained from edible ingredients is doubled

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Cooking

Yes chef!

15: Quick Snack: for .5 AP you can eat a snack that you have stored like jerky or an apple and heal for 1d4 +1. Alternatively, you can toss a snack to a target within 15ft of you for no AP cost. The target can eat the snack immediately for no cost or save it and eat it later for .5 AP. Three times per rest

25: Preserve: you can preserve any amount of food by smoking it or keeping it in a thick layer of salt for a day. That food can last up to a year and gives double healing

50: +1 to checks

75: Creature Connoisseur: you can carve and use meat not only from normal game, but from any creature in the wild

100: All checks are automatic successes. You still roll, but only for possible crits

Hunting

The ability to track and hunt animals

15: Favored Animal: choose a type of animal in the wild such as deer, boar, gecko, etc. You have good odds when tracking and hunting chosen creature type and do an extra 1d8 on hit

25: +1 to checks

50: Just a Bug Bite: if you hit an animal that you're hunting with a ranged weapon and it doesn't kill, the animal will stay where they are as if nothing happened

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Gumption

Animal Handling

How well the character is at taking care of wildlife and horseback riding

15: Animals Best Friend: you have good odds when attempting to tame wild animals and they're less likely to attack you

25: +1 to checks

50: Mounted Marksman: when attacking while riding on a moving mount, you don't have bad odds

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Rifles

Man's second best friend

15: Hold Breath: you can hold your breath, giving you good odds on your current shot. Twice per nap

25: +1 to damage

50: Rifleman: long ranges for rifles don't have bad odds and you can swap to a rifle for no cost

75: Natural rolls between 18 and 20 count as crits

100: All checks are automatic successes. You still roll, but only for possible crits

Intuition

The ability to sense and interpret surroundings

15: Aware: +15 to Natural Awareness

25: +1 to checks

50: No Surprises: you automatically sense non-magically hidden creatures within 20ft of you when entering a room and have good odds on checks

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Investigation

The ability to search for a specific thing in an area or on a person

15: Sleuth: when looking for clues to a theft or murder, you have good odds

25: +1 to checks

50: Investigator: when entering a room that has a trigger that opens a secret door, you know the area in which the trigger is and you have good odds when searching bodies

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Gambit

How good a character is at card and dice games

15: Card-in-Sleeve: when you draw a card that isn't favorable, you can attempt to swap it out with an ace of spades (20) hidden in your sleeve. You can continue attempting this swap throughout a game

25: +1 to checks

50: Gambler: you have good odds when drawing cards, rolling dice, and cheating

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Intelligence

Brewing

The ability to make tonics, herbal items, and alcohol

15: Quick Fermenter: brewing times are halved

25: Ingredient Stretcher: you only need half the ingredients to make medium and large tonics

50: +1 to checks

75: Brew Master: can brew all manner of alcohol, healing items, and tonics with mobile kits

100: All checks are automatic successes. You still roll, but only for possible crits

Galvanism Magic

Electrical magic

15: Can cast 1st tier spells

25: Can cast 2nd tier spells. **Double Down:** any spell that only targets one creature can be doubled to target two creatures. Twice per rest

50: Can cast 3rd tier spells

75: Shocking Revelations: can cast 1st tier spells for half the AP cost (to a minimum of .5) and all shock damage done to you is halved

100: All checks are automatic successes. You still roll, but only for possible crits

Religion

All things related to the study of Shibasa and the mythos of the gods

15: Missionary: good odds on checks when in a place of worship or holy ground

25: +1 to checks

50: Blessed One: you can pray to your god with a check and on success, gain inspiration. Once per day

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

History

Everything related to the history of the world and its inhabitants

15: Ain't Repeatin' Nothin': gain double exp from reading a history skill book

25: +1 on checks

50: Historian: when attempting to decipher ancient writing or puzzles, you have good odds

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Medicine

How effective a character is at treating and doctoring those around them

15: Medic: +1d8 healing when using healing items on yourself or others

25: +1 to checks

50: Angel: you re-roll all 1's and 2's when using healing items on yourself or others

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Healing Magic

Healing and protective spells

15: Can cast 1st tier spells

25: Can cast 2nd tier spells. **Protector:** healing spells with a range of touch have a range of 10ft

50: Can cast 3rd tier spells

75: Guardian: half AP cost for all spells (to a minimum of .5) and if you roll a crit on a healing spell, you heal the target for the maximum dice value plus mods

100: All checks are automatic successes. You still roll, but only for possible crits

Mysticism

Utility Magic

Spells that unlock things, fix things, and create helpful objects

15: Can cast 1st tier spells

25: Can cast 2nd tier spells. **Mender:** spells that fix jams or repair are half AP cost (to a minimum of .5)

50: Can cast 3rd tier spells

75: Fixin' Magician: can cast a 1st tier spell for no cost, twice per rest, and all spells that have a range of touch instead have a range of 10ft

100: All checks are automatic successes. You still roll, but only for possible crits

Absolution Magic

Spells meant to harm, like damaging ranged and melee attacks

15: Can cast 1st tier spells

25: Can cast 2nd tier spells. **Holy Warrior:** spells do an extra 1d6 holy damage

50: Can cast 3rd tier spells, +1 to damage

75: Right Hand of Aurelia: can cast a 1st tier spell for no cost, twice per rest and all ranged spells have an extra 5ft range

100: All checks are automatic successes. You still roll, but only for possible crits

Foolery

The ability to deceive and lie

15: Crossed Fingers: people you try to deceive have bad odds on their intuition checks

25: +1 to checks

50: Can't BS a BSer: except under very rare instances, you cannot be deceived and people are more likely to believe your lies

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Persuasion

The ability to charm someone

15: Charming Smile: +1d4 on checks

25: +1 to checks

50: Master Charmer: people are more naturally trusting of you and have lower checks when needing to be persuaded

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Barter

The ability to bargain and make deals

15: Mercantilist: you have good odds when attempting to get a discount

25: +1 to checks

50: Gold Thumb: in most general stores, you have 25% off their entire inventory and they will buy your goods at 100% of their value

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Performance

How well one is at putting on a show

15: First Time Nerves: if you fail the first roll, you may try again, but with bad odds. Twice per nap

25: +1 to checks

50: One Man Band: when making a performance check alone, you have good odds

75: 1 re-roll per rest

100: All checks are automatic successes. You still roll, but only for possible crits

Personality

Deception Magic

Spells that turn people invisible and charm

15: Can cast 1st tier spells

25: Can cast 2nd tier spells. **Deceiver:** spell effects last twice as long

50: Can cast 3rd tier spells

75: Mind Ravager: half cost for all spells (to a minimum of .5)

100: All checks are automatic successes. You still roll, but only for possible crits

Ritual Magic

Spells that buff, de-buff, and hex

15: Can cast 1st tier spells

25: Can cast 2nd tier spells. **Hexer:** only half the time is needed to cast 1st and 2nd tier spells

50: Can cast 3rd tier spells

75: Ritual Master: can cast 1st and 2nd tier spells for half AP cost (to a minimum of .5) and 3rd tier spells only need half the time to cast

100: All checks are automatic successes. You still roll, but only for possible crits

Destruction Magic

Spells that are meant to harm, like damaging ranged and melee attacks

15: Can cast 1st tier spells

25: Can cast 2nd tier spells. **Demoralizer:** if a spell causes a target to make a save, they have -1d8 on the save

50: Can cast 3rd tier spells, +1 to damage

75: Lord Death: you re-roll all 1's when dealing damage and half cost (to a minimum of .5 AP) for 1st tier spells

100: All checks are automatic successes. You still roll, but only for possible crits

Cincindel (beetle-folk)

Triadic Cincindel

- ★ Flutter: can use wings to flutter 10ft in any direction (5ft in height). Three times per rest. This movement has no AP cost and is not taken from MB
- ★ Worldly: knows an additional language and has +1d6 to Barter checks
- ★ +10 to Intelligence
- ★ +5 to any attribute

Analogous Cincindel

- ★ Flutter: can use wings to flutter 10ft in any direction (5ft in height). Three times per rest. This movement has no AP cost and is not taken from MB
- ★ Hard Shell: resistance to slashing damage
- ★ +10 to Gumption
- ★ +5 to any attribute

Latran (coyote-folk)

Desert Latran

- ★ Magical Inheritance: +1d4 to healing/damage when using magic to heal or do damage
- ★ Tranquil Spirit: cannot be made mad or hypnotized
- ★ Night Vision
- ★ +10 to Mysticism
- ★ +5 to any attribute

Mesa Latran

- ★ Magical Inheritance: +1d4 to healing/damage when using magic to heal or do damage
- ★ Nimble: acrobatics mod and agility save mod are combined and can be added to both an acrobatics check or agility save
- ★ Magic Vision
- ★ +10 to Agility
- ★ +5 to any attribute

Desert Species

Ambaazi

(dark skinned desert humanoids)

Anointed Ambaazi

- ★ Soft Hands: good odds when making investigation and intuition checks
- ★ Unihemispheric Sleep: these Ambaazi do not need to rest in the traditional sense. When resting, half of their brain stays awake, while the other half “sleeps”, allowing them to be alert 24/7
- ★ +10 to Mysticism
- ★ +5 to any attribute

Lost Ambaazi

- ★ Calloused Hands: good odds when making crafting and cooking checks
- ★ Heavy Mind: napping gives the same benefits as a rest and resting gives the same benefits as a full rest
- ★ Night Vision
- ★ +10 to Strength
- ★ +5 to any attribute

Margarts (cat-folk)

Long-Haired Margart

- ★ Margart Insulation: resistant to shock damage
- ★ Natural Mercantilist: good odds on barter checks
- ★ Magic Vision
- ★ +10 to Gumption
- ★ +5 to any attribute

Short-Haired Margart

- ★ Pounce: can leap up to 15ft in any direction for 1 AP. This isn't taken from MB during combat and doesn't provoke sucker punches. Twice per rest
- ★ Feline Acrobatics: good odds on acrobatics checks and agility saves
- ★ Night Vision
- ★ +10 to Agility
- ★ +5 to any attribute

Humans

Valley Human

- ★ Versatile: +5 to any two skills
- ★ Weapon Masters: pick an additional weapon proficiency
- ★ +10 to Strength
- ★ +5 to any attribute

Forest Human

- ★ Versatile: +5 to any two skills
- ★ Forest Dwellers: good odds on checks to climb and forage
- ★ Night Vision
- ★ +10 to Gumption
- ★ +5 to any attribute

Armadills (armadillo-folk)

Seven-Banded Armadill

- ★ Ball Form: for the cost of 10ft MB, you can change into ball form and get +10 to EC. While in ball form, the only action that can be taken is movement. It costs another 10ft to change back to bipedal mode
- ★ Hard Shell: resistance to slashing damage
- ★ +10 to Gumption
- ★ +5 to any attribute

Five-Banded Armadill

- ★ Play Dead: for 1 AP, as a reaction after being attacked, these armadill can play dead. They fall where they are and are considered knocked down. While playing dead, the armadill can prepare an action to be performed for the AP cost of whatever that action is for it's next turn. If a creature passes by the armadill, the armadill must roll a performance check or be discovered. If a creature wants to check the armadill, it rolls an investigation check contested by the armadills performance check. Once per nap
- ★ Unusually Stealthy: +1d4 to sneak checks
- ★ Night Vision
- ★ +10 to Agility
- ★ +5 to any attribute

Grassland Species

Folinn (fox-folk)

Short-Tailed Folinn

- ★ Swift Spirit: immune to being slowed and slept
- ★ Boil and Toil: good odds when making brewing checks
- ★ Night Vision
- ★ +10 to Intelligence
- ★ +5 to any attribute

Long-Tailed Folinn

- ★ Whimsical Spirit: immune to being charmed and hypnotized
- ★ Primordial Blessing: -.5 AP cost to Primordial spells (to a minimum of .5 AP)
- ★ Magic Vision
- ★ +10 to Personality
- ★ +5 to any attribute

Hillocks (short, stocky humanoids)

Village Hillock

- ★ Happy Mind: good odds on foolery and persuasion checks
- ★ Connoisseur: +3 extra healing when eating or drinking something that replenishes health
- ★ +10 to Personality
- ★ +5 to any attribute

Stone Hillock

- ★ Stone Skin: skin turns to scaly stone, giving resistance to piercing, crushing, slashing, and shock damage for 30 seconds. Twice per rest
- ★ Fighter, Not a Lover: +5 to slashing melee, crushing melee, and hand-to-hand skills
- ★ +10 to Strength
- ★ +5 to any attribute

Shakasa (alligator-folk)

Smooth Shakasa

- ★ Tail Whip: can whip a target within 5ft as an attack or as a reaction to being hit. (1d6 + 2 crushing). On a crit, the target gets knocked down. Three times per rest
- ★ Aquatic: can hold breath underwater for up to two hours
- ★ Night Vision
- ★ +10 to Strength
- ★ +5 to any attribute

Ridged Shakasa

- ★ Crocodile Smile: can re-roll a foolery or persuasion check. Once per rest
- ★ Evergladian Ancestry: +1d6 when making saves against Primordial Magic spells
- ★ Magic Vision
- ★ +10 to Personality
- ★ +5 to any attribute

Egriss (crane-folk)

Roaming Egriss

- ★ Fly: has a flight distance equal to MB
- ★ Unihemispheric Sleep: these Egriss do not need to rest in the traditional sense, instead, when resting, half of their brain stays awake, while the other half “sleeps”, allowing them to be alert 24/7
- ★ Night vision
- ★ +10 to Agility
- ★ +5 to any attribute

Lotus Grove Egriss

- ★ Fly: has a flight distance equal to MB
- ★ Meditate: can exchange AP and MB, and vise versa, where 1 AP is equal to 5ft. Once per nap
- ★ +10 to Intelligence
- ★ +5 to any attribute

Swamp Species

Bak'Wa

(green-skinned swamp humanoids)

Onyx Bak'Wa

- ★ Brackish Blood: cannot become poisoned or contract diseases, excluding Mortia's Disease
- ★ Aware +10 to natural awareness
- ★ +10 to Gumption
- ★ +5 to any attribute

Mossy Bak'Wa

- ★ Quick-Clotting Blood: five minutes after taking damage, regain 1d6 +2 health. Cannot bleed out, even main arteries will clot and heal themselves within 5 minutes
- ★ Nimble: acrobatics mod and agility save mod are combined and can be added to both an acrobatics check or agility save
- ★ +10 to Agility
- ★ +5 to any attribute

Bolibar

(bullfrog-folk)

Solid Bolibar

- ★ Hearty: +10 to max health
- ★ Glutinous Frenzy: lasts 10 seconds, during this state, all damage besides Holy and Incendiary is halved and every hit you take gives you a heal counter, up to a maximum of five. Each heal counter replenishes 1d4 + 1 health and can be used for the cost of .5 AP. These heal counters stay after the frenzy state is over and can be stored until you take a nap or rest. Once per rest.
- ★ +10 to Gumption
- ★ +5 to any attribute

Speckled Bolibar

- ★ Evergladian Ancestry: +1d6 when making saves against Primordial Magic spells
- ★ Power Napper: naps refill three quarters of health
- ★ Magic Vision
- ★ +10 to Personality
- ★ +5 to any attribute

Backgrounds

Cowboy

- ★ +5 to Rifles, Pistols, and Ropework. Choose an additional weapon proficiency
- ★ -5 to all History, Foolery, and Sneak

Bounty Hunter

- ★ +5 to Natural Awareness and +5 to Intuition and Investigation. +1d4 to Intimidation checks
- ★ -5 to Personality

Snake Oil Salesman

- ★ +5 to Foolery, Persuasion and Barter. +1d4 to Barter checks
- ★ -5 to Pistols, Rifles, and Archery

Doctor

- ★ +10 to Medicine and +5 to Slashing Melee. When using a healing item on someone else, double the amount of dice
- ★ -5 to all other combat skills

Elemental Fella (Acid, Shock, Holy, Incendiary, Explosive)

- ★ Pick a favored element. Add 1d4 when you deal damage using that favored element. When crafting ammo or utilities of that element, double the amount
- ★ You have bad odds on checks to use and craft items not of that element type

Wilderness Guide (Grassland, Forest, Swamp, Desert, Mountains)

- ★ Pick a favored biome. You have +15 Natural Awareness and good odds on checks made to forage, hunt, and intuit and investigate your surroundings while in the wilds of chosen biome
- ★ When not in your favored biome, you have -15 to Natural Awareness and -1d6 to rolls made for the same checks as above

Worshipper

- ★ +5 to Primordial Magic skills and Persuasion. Once per rest, you can cast any tier of a Primordial spell for no cost
- ★ -5 to Mysticism. You have bad odds when making saves against Farlight magic

Missionary

- ★ +5 to Farlight magic skills and Religion. When healing yourself or others using Healing magic or other magical means, add 1d4 healing
- ★ -5 to Personality. You have bad odds when making saves against Primordial magic

Chef

- ★ +10 to Cooking and +5 to Slashing and Crushing Melee. When outside of combat, you can cook a feast for up to four people if you have at least three pounds of food which will give them +5 temporary health and inspiration. This bonus lasts a day before it wears off if not used
- ★ -5 to all Pistols, Rifles, and Archery

Alchemist

- ★ +10 to Brewing and Foraging. When brewing tonics and herbal injections, double the amount
- ★ -5 to Foolery, Crafting, and Intimidation

Ex-Convict

- ★ +10 to Slashing Melee, Hand-to-Hand, and Religion. +1d4 to Intimidation checks
- ★ -5 to Personality and Foolery

Shockstone Scholar

- ★ +5 to Pistols, Rifles, Shotguns, and Archery. All shockstone guns and bows have an additional 5ft of range
- ★ When using non-shockstone weapons, you have bad odds on hit checks

Assassin

- ★ +5 to Sneak, Acrobatics, and Slashing Melee. Can attempt to hide even when in full light
- ★ -5 to Crafting, Repair, and Shotguns

The Game Master

Or “GM” is the person running the show. They tell a story by setting scenes and playing characters as they guide players through a journey while they role play and roll dice

The Players

The players go through the story being told while playing their characters. They talk, act, question, and react to their surroundings in character, making rolls throughout the campaign to determine how successful they are at doing those things

Campaigns

Campaign is the term for the overall time of gameplay, categorized by how many sessions there are in the campaign:

- One-Shot: a one session game, typically a single cave, short dungeon run, or single fight
- Short Campaign: “short” is relative here, but usually it's a campaign that last for about 3-10 sessions
- Long Campaign: a campaign that lasts for months or years

The D20

Almost every roll a player makes while attempting an action is done using a twenty sided die or “d20”. These rolls come in the form of checks and saves

Experimental - Pool of d6's:

Instead of a d20, use three D6's. Rolling all 6's is a critical, rolling all 1's is a total failure/jam. Each time a skill reaches 25, 50, and 75, add a d6 to the pool when rolling checks for that skill.

Checks

Almost everything a player wants to do in the world requires a check to see how successful they are at doing that task, determined by rolling a d20

Damage

The damage dice players will be using throughout a session are d4's through d12's. Some instances they'll be using a d2, which is a coin flip

General Mechanics

Natural 20's/ Critical Rolls

Rolling a 20 is a critical roll, aka a “natural 20”. Outside of combat this means that except in rare circumstances determined by the GM, the player will automatically and expertly succeed on the task they are attempting. When in combat, a critical doubles all damage done. The opposite of a natural 20 is a natural 1 or a critical failure

Saves

A save is a roll made to resist or save a character from the effects of something, like a spell. A save will be written like this: **Agi.S(10)**. This means it's an Agility save with a difficulty of 10. Checks are related to skills, saves are related to attributes. When afflicted by an effect, like poison, the afflicted makes a save for every 5 seconds they're afflicted. For example, if someone has been poisoned for 15 seconds, they make three saves over three turns (because each round is 5 seconds) in an attempt to nullify the effect. If they succeed on a save anytime when they're affected, it ends early

Difficulty Class

or “DC”, is the difficulty of a check needed for a task. If a player is trying to make a deal with a shop owner, the GM will tell the player to make a Barter check. The GM has made this check with a DC(10) which means the player would have to roll a 10 or higher to succeed. Most of the time the DC of something won't be known to the player(s)

Good Odds/Bad Odds

Good odds means you roll two d20s and use the highest roll. For bad odds, you use the lowest

Natural Awareness

The character's general awareness of their immediate surroundings or "sixth sense". This is the ability to passively notice things in the area, like hidden traps, creatures, and other objects. During a session, the GM should take note of the party's natural awareness and those with high awareness should notice things before the others and generally be more keen to their surroundings

Lighting

There are four types of lighting: Full light, dim light, darkness, and magical darkness. Full light allows creatures to see everything, dim light only allows partial sight, darkness is absolutely no light, and magical darkness is an ethereal, cosmic darkness that natural light from the mortal realm can't pierce

Night Vision and Magic Vision

Night vision means a creature can see in non-magical darkness

Magic vision means a creature can see through normal and magical darkness

Resting

Resting is done in three ways: Naps, Rests and Full Rests. Naps are short rests ranging from 1-2 hours that refill $\frac{1}{4}$ health and one spell slot for all tiers and can only be done twice per day. Rests range from 5-8 hours and refill everything. Full Rests are rests while under a roof, and on top of refilling everything, grants +10 temporary health and inspiration

Rough Terrain

When in rough terrain, movement needed to traverse is doubled and Acrobatics checks and Agility saves have bad odds. Terrain can be considered rough by many means: uneven ground, mud puddles, heavy vegetation, etc.

Exhaustion

There are five levels of exhaustion:

1. **Tired:** -1d4 to all rolls
2. **Beat:** max MB is halved, max AP is halved and only 1 AP is refilled per turn
3. **Weary:** max HP is reduced to 5, bad odds on all rolls, can't craft, repair, or brew
4. **Passed Out**
5. **Dead**

Languages

Dead Languages

- **Creonin**
The first language, originated from the first mortals to crawl from the mud of the primordial everglades
- **Tarkish**
First language of the desert species

Modern Languages

- **Planish**
Language of the grassland species and the most common of all the languages, spoken by the majority of species do to its simplicity
- **Folish**
Language of the Folinn
- **Cindeli**
Spoken by most of the desert species
- **Shikasan**
Spoken by most swamp species
- **Bakanese**
Shikasan with elements of Planish, unique to the Bak'Wa and other backwater species
- **Zer'koz**
Nightmarish language of the beings that exist in Eternal Entropy and beyond

Morals

There are five types of morals:

- **Holy**
You live your life in service to the ultimate good. You pray, help those in need, and would never dirty your conscious with a bad deed, no matter how small
- **Good**
You might tell a white lie every once and awhile but that's about the extent of your evil ways
- **Gray**
You believe life should be a balanced scale of good and bad deeds
- **Bad**
You prefer to stay on the outside of the law and don't care who cares
- **Ugly**
You are the very definition of evil

Action Points

or “AP” are the points used to perform an action during combat

Movement Bank

or “MB” is the amount of feet a character can move. 5ft = 1 square on a battle map

Evasion Chance

or “EC” is the chance that a character has to be hit, based on a scale of 1-20+. For example, if a character has an EC of 10, the person attacking them must roll a 10 or above to land a hit

Initiative

The turn order of a fight. Before a fight, the GM will say something like “roll initiative” and every creature participating in the fight will roll and add their initiative bonus

Timing

Each round of combat is five seconds

Prepare

For 3 AP, a character can prepare an action to be triggered under a condition they set. For example, a character wants to prepare to shoot a creature when it attacks their ally. Prepared actions are counted as Reactions when triggered

Dash

For 3 AP, a character can move double their MB

Disengage

For 3 AP, a character’s movement during their current turn doesn’t provoke sucker punches

Hide

For 3 AP, if a character isn’t within plain sight, they can attempt to hide by making a sneak check. If they are in complete darkness, the check has good odds

Alternate Actions: .5 AP

- ★ Pick up/interact with an object
- ★ Jump, leap or lunge
- ★ Pull out an item from your inventory
- ★ Search something
- ★ Attempt a speech check at an enemy
- ★ Talk to allies around them: No cost

Combat Basics

On their turn, a character can:

- Fire a gun
- Attack with a melee weapon
- Cast a spell
- Prepare an action
 - Dash
 - Disengage
 - Move
 - Hide
- Use an item
- Use an object

Reaction

An action taken as a reaction to something happening

Sucker Punch

A melee attack using a fist, butt of a gun, or melee weapon made against a creature that moves more than 5ft away from another creature. This cannot be done if the creature is moved by means against their control, like an explosion flinging them passed another creature. Cost: .5 AP

Dying

When a character is reduced to 0 hp, consciousness begins to fade as they start to die and are considered downed. When downed, they roll three death saves over three turns, best two out of three, to stay alive. If they roll a 10 or above, it's a success. On two successes, they are stabilized with 1 health. If they roll a natural 1, they die, but if they roll a 20, they are stabilized. While downed, max MB is reduced to 5ft, which allows them to crawl to get in cover, after which they can attempt a death save. If a downed creature is attacked, they lose a death save. When downed, a character’s allies can use healing items or spells to heal and stabilize them. A character can also instead choose to forgo death saves and make a single attack or shot at a creature they can see. If they kill their target with this attack, they are stabilized with 5 health and inspiration, but if they miss this attack, they lose the rest of their energy and die

Range

Every gun has a range that is broken down into average and maximum range, which looks like this on their stat block: **10ft/20ft**.

This means that the gun shoots normally up to 10ft, but in between 11-20ft, the shot has bad odds, with 20ft being the maximum range

Reloading

Simple: reloading is treated as an automatic, passive action the characters do during their turns or in their downtime when it's not their turn during a fight

In-depth: .5 AP to reload, whether it's 1 bullet or the whole magazine

Ammo

Simple: treat ammunition as unlimited.

Everyone is always good on ammo

In-depth: count shots and track ammunition

Jams

When a character rolls a 1-3 while shooting a gun, it will jam, won't go off, and will stay jammed until unjammed. It costs 1 AP (if in combat) and a crafting check DC(10) to unjam it. There is no penalty for failing a crafting check and it can be repeated within the same turn until successful. However, while successfully unjamming lets you use the gun in the meantime, the jam counter is permanent until repaired. If a weapon jams three times before being repaired, it will break and be unusable until it is repaired by using a crafting bench, mobile crafting kit or by taking it to a gunsmith

Shotguns

If a character is within 5ft of their target, shotguns have good odds to hit, but at long range, they do half damage in addition to having bad odds

Experimental: Rifle mechanics

Rifles are the opposite: if within 5ft shots have bad odds but long ranges are normal roles

Grazing

When shooting a target, if the roll is 1 below the target's EC, it's still a hit but at half damage, rounded down

Calling Shots

If a character wants to call their shot and aim for a specific body part or object, the shot has bad odds, but if it lands, it's a critical

Shootin'

Standoffs

If wanting to initiate a standoff, a character can make a Intimidation check to the person they're trying to have a standoff with. If the other person is ready and willing, no contested check is needed, if the person is unwilling, they must roll a contested Intimidation check. During a standoff, both people stand 15ft+ away from each other and on the count of three, they roll a hit check for the weapon they're using. Whoever rolls highest wins, whether they decide to shoot to kill or simply injure them

Swapping Weapons

It costs .5 AP to swap between different weapons. If a character is holding a one-handed weapon and wants to pull out a two-handed weapon, they can switch to the two-handed immediately or hold it in the opposite hand of the one-handed and still use the one-handed until they decide to two-hand the two-handed weapon later for no cost

Weapon Proficiency

The favored weapon type of the character. It gives +1 to hit and another +1 when the related skill reaches 50

Surprise

When starting a fight, members of one side of the fight can be surprised. When surprised, their first turn is skipped and during that turn the side that is surprised also has bad odds on all saves

Accounting for Height

If a character is 10ft+ above their target, they have good odds on shots and bad odds if 10ft+ below them

Cover

Half cover is +3 to EC, full cover is +20 EC. 5ft MB is needed to step out of or back into full cover. A character can blind fire their weapon while in cover but it will be at bad odds and -1d4 to the check

Sneak Attacks

When a character attacks a target that is unaware of the character's presence, they have good odds on the attack. If they are within 5ft of their target, add an extra damage die of the damage being done in and it's an auto-crit

Conditions

Asleep

Can't do anything until woken up, auto-fails all saves not related to sound. All attacks against a sleeping target have good odds, and if the attacker is within 5ft, the attack is also a crit

Blinded

Attacks have bad odds and -1d10, auto-fails all Agility saves

Charmed

Charmed targets can't harm their charmer and has bad odds when resisting speech checks from the charmer

Deafened

+1 level of exhaustion, auto-fail all saves related to sound

Grappled

Can't move, attacks have bad odds, max AP reduced by 2, auto-fails Agility saves

Hypnotized

Can't attack, moves 5ft towards the hypnotizer per turn. Once the hypnotized target is within 5ft of the hypnotizer, the hypnotizer can give a single command and the hypnotized target must perform the command, which lasts for a maximum of 10 seconds. The exceptions to this command are harming their allies or themselves and if asked to do so, the hypnotized will snap out of it, ending the condition. If the hypnotized target is hit by an enemy while moving towards the hypnotizer, they snap out of it

Inspiration

When a person has inspiration, they can choose to have good odds on any roll they're about to make. After using inspiration, it's gone until they get it again

Madness

Has to attack allies. If out of range of allies, the maddened target must use all of their MB to actively move towards their allies to get in range and attack them

Mortia's Disease

The body and mind phase out of the Mortal realm and into Purgatory. The afflicted can't do anything and can't be affected by anything until a roll is made to save, in which they reappear where they were when they disappeared

Paralyzed

Can't move. Auto-fails all saves. All attacks made against a paralyzed target have good odds, and if the attacker is within 5ft, the attack is also a crit

Passed Out

Unconscious. Can't do anything until conscious again. All attacks against a passed out target have good odds and if the attacker is within 5ft, the attack is also a crit

Poisoned

Does 3 damage every 5 seconds, bad odds on all rolls

Crouched

Cost: 5ft MB. Good odds on shots if using a two-handed gun. If crouched target is out in the open, attackers have good odds on attacks against them. It costs another 5ft to stand up, which ends the condition

Prone

Can only crawl, bad odds on melee attacks, all attacks within 5ft against a prone target have good odds but all ranged shots more than 5ft away have bad odds. Good odds on shots if using a two-handed gun. Must use all of MB to stand up, which ends the condition. Cost if entering prone yourself: all MB

Restrained

Can't attack or move, auto-fails Agility saves

Scared

Can't move towards or attack the source of fear

Slowed

Double AP and MB cost for everything

Stunned

+1 level of exhaustion, max MB is halved, bad odds on attacks and saves

Swallowed

Target is blinded and restrained

Temporary Health

Health that stacks on top of a characters health. Temp health is damaged first before a characters normal health pool

Leveling Tables

Skill level	Exp needed to increase
5-15	3
16-50	4
51-100	5

Character level	Skill increases need to level-up
1-3	3
4-15	5
15+	7

Character level	Action points
3	6
8	7
15	8
20	9

Leveling Up

When leveling up, the players chooses two attributes to increase, one major (+5) and one minor (+3). They can't add both to one attribute

Attribute level	Mod bonus to saves
5	-2
10	-1
15	0
25	+1
40	+2
50	+3
75	+5
100	+7

Skill level	Mod bonus to rolls and to damage/healing
5	-1
10	0
15	+1
25	+2
40	+3
50	+4
60	+5
75	+6
100	+8

Skill Check
Successful skill checks grant exp



Gain Exp
Enough exp will level up a skill



Skill Level Up
Leveling enough skills will cause a character level up



Character Level Up
Leveling a character allows the player to increase their attributes

Leveling Tables

Strength	Movement bank
5	15ft
15	20ft
30	25ft
45	30ft
60	35ft
75	40ft
90	45ft
100	50ft

Agility	Evasion chance
5	11
10	12
20	13
30	14
40	15
50	16
60	17
70	18
80	19
90	20
100	23

Gumption	Health
5	15
10	20
20	25
30	35
40	40
50	55
60	65
70	75
80	90
90	115
100	130

Intelligence	Natural awareness
5	-10
15	15
30	20
45	35
60	50
75	65
90	80
100	90

Mysticism	Spell slots
5	3, 2, 1
25	4, 3, 2
50	5, 4, 3
75	6, 5, 4
100	7, 6, 5

Leveling Tables

Personality	Better prices and spell slots
5	Slots: 3, 2, 1
25	5% off
50	10% off, Slots: 4, 3, 2
75	15% off, Slots: 5, 4, 2
100	25% off, Slots: 6, 5, 4

Hand-to-Hand

Mundane Hand-to-Hand

Brass Knuckles

- 1 AP
- 5ft
- (1d4 crushing + Hand-to-Hand)

Bejeweled Cestus

- 2.5 AP, 2 hits
- 5ft
- (1d6 piercing + Hand-to-Hand)

Shockstone Hand-to-Hand

Knuckle Pads

- 1 AP
- 5ft
- (1d4 shock + Hand-to-Hand)

Shock Gloves

- 2.5 AP, 2 hits
- 5ft
- (1d6 shock + Hand-to-Hand)

Melee

Mundane Melee

Clockwork Switchblade (1H)

- 1 AP
- 5ft
- (1d4 slashing + Slashing Melee)

Frying Pan (1H)

- 2 AP
- 5ft
- (1d6 crushing + Crushing Melee)

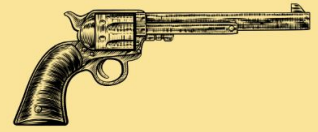
Cindeli Spear (2H)

- 2 AP
- 10ft
- (2d4 piercing + Slashing Melee)

Leather Whip (1H)

- 2 AP
- 10ft
- (2d4 slashing + Ropework)

Weapons



Melee Continued

Shockstone Melee

Shock Axe (1H)

- 1.5 AP
- 5ft
- (1d4 shock + Slashing Melee)

Electromallet (2H)

- 3 AP
- 5ft
- (1d10 shock + Crushing melee)

Shock Whip (1H)

- 1 AP
- 5ft
- (1d4 shock + Ropework)

Bows

Mundane Bows

Shortbow (2H)

- 1 AP
- 15/30ft
- (1d4 piercing + Archery)

Evergladian Crossbow (2H)

- 3 AP
- 20/45ft
- (1d10 crushing + Archery)

Shockstone Bows

Wristbow (1H)

- .5 AP
- 10/20ft
- (1d2 shock, no mod)

Shockbow (2H)

- 1 AP
- 15/30ft
- (1d4 shock + Archery)

Pistols

Gunpowder Pistols

Cindeli Break-Action Revolver

- 2 AP
- 20/40ft
- (1d6 slashing + Pistols)
- Mag: 6

Clockwork Six-Shooter Revolver

- 1 AP
- 25/35ft
- (1d4 piercing + Pistols)
- Mag: 6

Evergladian Heavy Revolver

- 2.5 AP
- 40/60ft
- (1d10 crushing + Pistols)
- Mag: 5

Shockstone Pistols

Zapper Revolver

- 1.5 AP
- 25/35ft
- (1d6 shock + Pistols)
- Charge: 6

Rifles

Gunpowder Rifles

Cindeli Lever-Action

- 1.5 AP
- 25/50ft
- (1d6 slashing + Rifles)
- Mag: 10

Clockwork Repeater

- 2 AP, 2 shots
- 60/80ft
- (1d4 piercing + Rifles)
- Mag: 12

Evergladian Bolt-Action

- 2 AP
- 80/100ft
- (1d10 crushing + Rifles)
- Mag: 5

Rifles continued

Shockstone Rifles

Lightning Bolt-Action

- 2.5 AP
- 50/70ft
- (1d8 shock + Rifles)
- Charge: 4

Shotguns

Gunpowder Shotguns

Cindeli Pump-Action

- 1.5 AP
- 15/25ft
- (1d4 slashing + Shotguns)
- Mag: 5

Clockwork Semi-Auto

- 3.5 AP
- 20/35ft
- (1d8 piercing + Shotguns, 2 shots)
- Mag: 4

Evergladian Sawed-Off

- 2 AP
- 10/15ft
- (1d6 crushing + Shotguns) can fire both barrels at the same time for 4 AP, 1 hit check
- Mag: 2

Shockstone Shotguns

Thunder Sawed-Off

- 3 AP
- 5/10ft
- (2d6 + Shotguns) can fire both barrels at the same time for 6 AP, 1 hit check
- Charge: 2

Leather

Extra EC

- Torso: +2
- Legs: +1

Fur

Extra MB

- Torso: +10ft
- Legs: +5ft

Alligator Skin

Extra spell slots

- Torso: +1 for all tiers
- Legs: +1 for all tiers

Gecko Skin

Extra Health

- Torso: +10
- Legs: +5

Feathered

Extra initiative

- Torso: +2
- Legs: +1

Thiquid

Crushing resistance

- Torso: res. to crushing dmg

Clothing and Armor



Petrified Bark

Piercing resistance

- Torso: res. to piercing dmg

Crab Shell

Slashing resistance

- Torso: res. to slashing dmg

Lobster Shell

Enemies can't land critical hits

- Torso

"You see son, when Perscilla here dies, we'll give her a proper funeral, then we'll take her shell as armor, as is tradition."

Bloodlust

After killing a creature, add +1d6 damage to your next attack

- Legs

Weapon Modification Kits

Can be bought or found. A smith can apply them to weapons or the player character can by way of the Crafting skill. Only one tier per type and only two types per weapon. Once applied, they are permanent

Damage Mods

- 1: +1
- 2: +2
- 3: +3

Range Mods (guns/bows/whips only)

- 1: +5ft
- 2: +10ft
- 3: +15ft

Utility Mods

- 1: -.5 AP cost (minimum of .5)
- 2: -1 AP cost (minimum of .5)
- 3: -1.5 AP cost (minimum of .5)

Crit Mods

- 1: 19 is a crit
- 2: 18+
- 3: 17+

Tonics

Healing Items

Small Herbal Tonic

- Cost: .5 AP cost
- 1d4 hp + Medicine

Herbal Injection

- Cost: 1 AP
- 1d6 hp + Medicine

Herbal Inhaler

- Cost: 1.5 AP
- 1d4 hp + Medicine every 5 seconds for 10 seconds

Action Point Tonics

Small Energy Tonic

- Cost: 5ft MB
- +1 AP for 5 seconds

Movement Tonics

Small Lightfoot Tonic

- Cost: 5 AP
- +5ft MB for 5 seconds

Shooting Tonics

Small Dead-Shot Tonic

- Cost: 1 AP
- Good odds on next shot

Magic Tonics

Small Mystical Tonic

- Cost: 5ft MB
- Can cast a 1st tier spell for no AP cost
"...1 medium frog eye, 2oz Ruiroot, 3flox water..."
-Folinn Tonicbook Vol.1

Misc. Tonics

Swift Step Tonic

- Cost: 1 AP
- +5 EC for 10 seconds

Burst of Stamina Tonic

- Cost: 1 AP
- Instantly refills MB

Shock Resistance Tonic

- Cost: 1 AP
- Resistance to shock damage for 30 minutes

Throwables

Single Throwables

Throwing Knife

- Cost: 1 AP
- 25/35ft
- (1d4 piercing + slashing melee)

Throwing Hatchet

- Cost: 1.5 AP
- 20/30ft
- (1d6 slashing + slashing melee)

Utilities



AoE Throwables

Choose an area where you wish to throw and roll a flat hit check. Depending on the result, the throwable can land directly on the spot or near it. On a crit, the AoE is doubled

Dynamite

- Cost: 1.5 AP
- 20/30ft, 10ft sphere
- Within 5ft of explosion range: 2d6 explosive, within 10ft: 1d6 explosive
One dynamite is warning, two is a guarantee

Nortez Cocktail

- Cost: 2 AP
- 25/40ft, 5ft circle for 10 seconds
- 1d8 incendiary on impact, 1d6 incendiary when entering circle or ending turn in circle

Traps

Instant Traps

Caltrops

- Cost: 1.5 AP
- 10ft line or 5ft circle
- 1d6 piercing when stepped on. Covered area is rough terrain

Sleep Powder

- Cost: 1 AP
- 5ft
- Target rolls an Agi.S(12), on fail, target falls asleep for 10 seconds

Set Traps

Bear Trap

- Cost: 1 AP
- **Step on:** 1d6 crushing + 1d4 piercing + holds target until disarmed
- **Disarm:** Crafting check DC(10) or Str.S(12)
- EC: 7

Acid Mine

- Cost: 1.5 AP
- **Step on:** 2d6 acid
- **10ft acid circle for ten seconds:** 1d6 when someone steps in or starts their turn inside the circle
- **Disarm:** Crafting check DC(14)
- EC: 10

Ten-Gallon Hat

While wearing this hat, the user has +2 to Intimidation and Barter checks

You might need to duck in a few doorways

Blessed Ranch Hat

If an attack would kill the wearer, they are instead reduced to 1 health.

Single use

"I ain't never been a prayin' man, but I know something out there is watching me."

Cougar Skin Hat

While wearing this hat, the user has good odds on Agility saves

A perfect golden-yellow cougar hide well worked into a short-brimmed hat

Tarnation Taffy

A person can chew a piece of this taffy to strengthen their hearing range, up to 150ft away. This doesn't amplify sounds around them, but simply let's them hear things from a further distance

"See 'em?" Blind Jimmy laughed as he readied his rifle and popped a piece of taffy in his mouth. "I don't need to see 'em"

Golden Alligator Boots

While wearing these boots, the wearer can exchange AP and MB, where 5ft MB = 1 AP, or vice versa. This can be done multiple times per turn. Twice per rest

The ancient Oaxapotl desert used to be filled with giant geckos that plagued the roads and towns, so the Cincindel invented specialized bullets that would slash through the gecko's tough hides with ease

Dead-Eye Duster

A called shot with a pistol has good odds. Twice per rest

"You mean to tell me you've never heard of the Ghost in Black?"

Witches Brew

The user or another creature can drink from the brew and get +1 max AP and +2 to hits with Primordial magic spells for 5 minutes. No cost. Three uses

A simple grog made since the first days of the Primordial Swamp that smells of rotting herbs

Mystical Items

Aurelia's Blessing Ring

+10 max health

Unlike the brutal Absolutism of today, followers of Aurelia used to show kindness and acceptance to all

Masochists Ring

Everytime the wearer deals damage, add +3 damage of the same type being used, but, they also take -1d4 damage of that type themselves

"Pain; life's greatest motivator." -Bishop Xul

Hopskip Lasso

Twice per day, the user may spin this lasso and create a one way circular portal that will transport them, and only them, up to 100ft in any direction. The portal stays for 5 seconds, then disappears after the user enters

It is said these were invented by the Order of the Green Rose to allow their knights to quickly get to those in need

Lucky Playing Cards

2AP, after use the card disappears

Ace of Spades: this card grants the user one wish. How the wish is granted depends on the difficulty of the wish and is subject to the discretion of the GM

Queen of Hearts: heals the user and up to ten creatures of the user's choice that they can see to full health as well as refilling all abilities, AP, and MB

King of Clovers: the user may choose one target they can see to make a Mys.S(12).

Upon fail, their soul is sent to Purgatory and their corporeal body slumps into a hollow state in the spot where it is. Does not work on legendary creatures

Jack of Diamonds: gives the user 3d100's worth of any currency they choose

Joker: one random effect happens to the user or the entire party, determined by the GM

"Poker? I hardly know her!" - Greg

Bertrand laughed, shortly before being shot to death

There are three schools of magic that relate to three different attributes:

Magic

Farlight Magic <i>Mysticism</i>
Healing
Utility
Absolution

Primordial Magic <i>Personality</i>
Deception
Ritual
Destruction

Constellation Magic <i>Intelligence</i>
Galvanism

Each spell has three tiers which increase in strength with each tier. When a magic skill reaches level 15, characters can cast tier 1 spells and learn one spell from that skills family of magic. At level 25, they can cast tier 2 spells and learn two spells from that family. At level 75, they can cast tier 3 spells and learn three spells from that family

Focused Spells

Some spells require the user to maintain focus while casting. When focusing on a spell, if the caster casts another spell, the spell they're focusing on will end. Outside factors can also cause them to lose focus too, like:

- ★ Being attacked
- ★ An environmental factor moving or knocking them down, like a tremor or wave

When something happens to cause a break in focus, the caster must roll a Mysticism, Personality, or Intelligence save to maintain focus, depending on the school of magic the spell belongs to, or the spell ends:

- ★ Tier 1: DC(8)
- ★ Tier 2: DC(12)
- ★ Tier 3: DC(16)

Farlight Spells

“...and The Ardent received Aurelia’s Light, Pure and Radiant...” -Sufferings 12:4

Healing Magic

Catalysts: materials

Heal

Heals a target

A pinch of white sugar

Tier 1:

- Cost: 2 AP
- 30ft
- (1d6 + Healing)

Tier 2:

- Cost: 3 AP
- 45ft, two targets
- (2d6 + Healing)

Tier 3:

- Cost: 4 AP
- 45ft, Three targets
- (3d6 + Healing)

Vanaheim’s Balm

Cures ailments and conditions

A palmful of honey

Tier 1:

- Cost: 2 AP
- 30ft
- cures Stunned, Blind, and Poison

Tier 2:

- Cost: 4 AP
- 30ft
- Cures the ailments from T1 plus Slowed, Hypnotized, and all diseases except Mortia’s Disease

Tier 3:

- Cost: 6 AP
- 30ft
- Cures the ailments from T2 plus Madness

Utility Magic

Catalysts: verbal phrases

Lamplight

Creates a cone of light originating from the casters waistline that can pierce through all non-magical darkness

Focused

Tier 1:

- Cost: .5 AP
- 5ft cone for 15 minutes

Tier 2:

- Cost: 1 AP
- 15ft cone for 30 minutes

Tier 3:

- Cost: 2 AP
- 35ft cone for 1 hour

Test Spells

Quick Fix

Un-jams a weapon

Tier 1:

- Cost: 2 AP
- Touch
- 1 jam

Tier 2:

- Cost: 4 AP
- Touch
- 2 jams

Tier 3:

- Cost: 6 AP
- Touch
- Full repair

Absolution Magic

Catalysts: gestures

Holy Slash

Conjures a short blade of pure light that slashes a target

Tier 1:

- Cost: 2 AP
- 5ft
- (1d4 holy + Absolution)

Tier 2:

- Cost: 3 AP
- 5ft
- (1d6 holy + Absolution)

Tier 3:

- Cost: 6 AP
- 5ft
- (1d10 holy + Absolution)

Volley of Spears

Conjures spears of light rain that down from the sky

Tier 2:

- Cost: 4 AP
- 30ft range, 10ft circle
- Agi.S(13), on fail, targets take (1d8 holy + Absolution) or half on success

Tier 3:

- Cost: 8 AP
- 30ft range, 10ft circle
- Agi.S(18), on fail, targets take (2d8 holy + Absolution) or half on success

Primordial Spells

"There's a double meaning here. These were created in the Primordial Swamp, and, they are the first spells to be developed by mortals, dating back centuries."

-Prof. Berus Killimead

Deception Magic

Catalysts: hand gestures

Black Mist

Creates a dark cloud that's impossible to see through

Tier 1:

- Cost: 1 AP
- 20ft range, 10ft sphere for 10 seconds

Tier 2:

- Cost: 2 AP
- 30ft range, 15ft sphere for 10 seconds

Tier 3:

- Cost: 3 AP
- 45ft range, 25ft sphere for 20 seconds

Hypnotize

Hypnotizes a target, *Focused*

Tier 1:

- Cost: 3 AP
- 20ft range
- Per.S(8), on fail, target is hypnotized for 10 seconds

Tier 2:

- Cost: 5 AP
- 30ft range
- Per.S(12), on fail, target is hypnotized for 15 seconds

Tier 3:

- Cost: 7 AP
- 60ft range
- Per.S(16), on fail, target is hypnotized for 30 seconds

Ritual Magic

Catalysts: materials

Hex

Debuffs a number of targets, *Focused*

A strand of human hair and a dollop of swamp mud

Tier 1:

- Cost: 3 AP, instant cast
- 20ft range, two targets
- Per.S(8), on fail, -1 action per turn (-2 AP), -10 MB for 5 seconds

Tier 2:

- Cost: 5 AP, instant cast
- 30ft range, two targets
- Per.S(12), on fail, -1 action per turn (-2 AP), -15 MB for 10 seconds

Tier 3:

- Cost: 8 AP, instant cast
- 40ft range, three targets
- Per.S(16), on fail, -2 actions per turn (-5 AP), -20 MB for 10 seconds

Fungal Embrace

Sprouts spectral purple fungi on allies. Next time they're hit with something that would do harm, the attacker must roll a Mys.S(10) or the attack doesn't land. The fungal embrace continues until the target is hit, once they are, the embrace ends *A black truffle and a spoonful of sweet cream*

Tier 1:

- Cost: 2.5 AP, 15 seconds to cast
- 20ft

Tier 2:

- Cost: 3.5 AP, 15 seconds to cast
- 20ft, two targets

Tier 3:

- Cost: 5 AP, 15 seconds to cast
- 20ft, three targets
- 2 hits of protection

Destruction Magic

Catalysts: verbal phrases

Poison Spike

A spectral poison spike is conjured in the casters hand and thrown

Tier 1:

- Cost: 1 AP
- 15ft
- (1d2 piercing + Destruction) + Gum.S(5), on fail, target is poisoned for 5 seconds

Tier 2:

- Cost: 2 AP
- 25ft
- (1d4 piercing + Destruction) + Gum.S(10), on fail, target is poisoned for 10 seconds

Tier 3:

- Cost: 3.5 AP
- 45ft
- (1d6 piercing + Destruction) + Gum.S(16), on fail, target is poisoned for 10 seconds

Fungal Weight

Sprouts spectral green fungi upon a target, causing increased movement cost. Does not work on gigantic creatures, *Focused*

Tier 1:

- Cost: 1.5 AP
- 20ft
- Per.S(8), on fail, target has double MB cost for 5 seconds

Tier 2:

- Cost: 2 AP
- 35ft, two targets
- Per.S(12), on fail, target has double MB cost for 10 seconds

Tier 3:

- Cost: 6 AP
- 70ft, three targets
- Per.S(16), on fail, target has double MB cost for 15 seconds

Constellation Spells

When Shocktone suddenly appeared across the land, many scientists and would-be spellcasters began experimenting with this new form of energy: electricity. An energy they had only ever experienced from watching lightning bolts shoot across the sky, was now in the palm of their hands

Galvanism Magic

Catalysts: materials

Overclock

Makes the caster do more damage per hit with anything that does shock damage

Shockstone shavings, Focused

Tier 2:

- Cost: 1 AP
- Self
- +1d4 shock dmg for 10 seconds

Tier 3:

- Cost: 2 AP
- Self
- +1d6 shock dmg for 10 seconds

Horripilation

Strikes fear into a target by sending weak shocks up their spine, causing the hairs on the back of their neck to stand up

Shockstone needle, Focused

Tier 2:

- Cost: 2 AP
- 30ft
- Gum.S(9), on fail, target is scared of the caster for 10 seconds

Tier 3:

- Cost: 2 AP
- 45ft
- Gum.S(14), on fail, target is scared of the caster for 15 seconds

¹ Golbarre Baby (*barrel cactus creatures*)

² -Small, ³ Flora, ⁴ DR 1, ⁵ None-

⁶ Str: - Agi: - Log: -1 Gum: +1 Mys: - Per: -

⁷ *Res. to Crushing dmg*
Weak to Slashing dmg

⁸ HP: 10 MB: 15 EC: 8

⁹ Actions:
Punch: 5ft, +1, (1d4 + 1 piercing)

Creature Mechanics

Difficulty Ratings

Unlike player characters using action points, creatures use a simple action system. The difficulty rating of each creature tells the player how many actions per turn they can perform, based on a scale of 1 through 5:

- ★ **DR1: Nuisance**
Actions per turn: 1
- ★ **DR2: Threat**
Actions per turn: 2
- ★ **DR3: Difficult**
Actions per turn: 3
- ★ **DR4: Challenge**
Actions per turn: 3, one free 18 roll per fight, good odds on one save
- ★ **DR5: Death Wish**
Actions per turn: 4, two free 18 rolls per fight, good odds on two saves

Types

Every creature has a type that categorizes it based on its general makeup:

- ★ **Humanoid**
- ★ **Reptilian**
- ★ **Amphibian**
- ★ **Bird**
- ★ **Fish**
- ★ **Feline**
- ★ **Canine**
- ★ **Insectoid**
- ★ **Flora**
- ★ **Beast**
- ★ **Abomination**

1. Name
2. Size
3. Type
4. Difficulty rating
5. Language(s) it knows
6. Attributes. Each mod is applied to its checks and saves
7. Resistances/Weaknesses
8. Health, Movement Bank, and Evasion Chance
9. Actions it can perform

Sizes and Weights

The amount of equipment weight a creature can comfortably carry is 15% of their body weight. Anything over 15% and the creature is considered encumbered, which means their MB is halved and they auto-fail all Acrobatics and Athletics checks as well as Agility saves

- ★ **Tiny**: >2ft by >2ft
- ★ **Small**: 4ft by 4ft
- ★ **Medium**: 5 1/2ft by 5 1/2ft
- ★ **Large**: 8ft by 8ft
- ★ **Gigantic**: 15ft+

Desert Creatures

Golbarre Eviscerator (*cactus creature*)

Medium, flora, DR 2

Str: -1 Agi: +2 Log: -1 Gum: - Mys: - Per: -

Res. to Crushing dmg

Weak to Slashing dmg

HP: 25 MB: 25 EC: 15

Actions

Slash: 5ft, +2, (1d6 + 2 slashing)

Shoot Spikes: eviscerator shoots spikes in a 10ft sphere centered around it, any target within makes an Agi.S(9), on fail, target(s) take 2d6 + 2 piercing or half on success. Once

Outlaw Pistoleer

Medium, humanoid, DR 1, Planish

Str: - Agi: +1 Gum: - Mys: - Per: -1

Gang Tactics: Outlaws within 40ft of each other have good odds on Agility and Gumption saves

HP: 17 MB: 15 EC: 11

Actions

Bandit Revolver: 15/25ft, +1, (1d4 + 1 piercing)

Rusty Knife: 5ft, +1, (1d4 + 1 slashing)

Alta Gecko

Medium, reptilian, DR 2

Str: +1 Agi: - Log: -1 Gum: +2 Mys: - Per: -1

Night Vision, good odds on Agility saves

Res. to Crushing dmg

Weak to slashing dmg

HP: 20 MB: 30 EC: 13

Actions:

Bite: 5ft, +2, (1d6 + 1 piercing)

Tail Whip: 10ft, +2, (1d8 + 2 crushing)

Spit Acid: 15/25ft, +2, (1d6 + 2 acid) Twice

Torzax (*rattlesnake lower body with a scorpion torso*)

Large, insectoid, DR 4

Str: -1 Agi: +3 Log: +3 Gum: - Mys: -2 Per: -2

HP: 125 MB: 40 EC: 11

Actions

Claw: 5ft, +3, (1d10 +3 slashing)

Constrict: 5ft, target makes a Str.S(12), on fail, target takes 1d6 + 3 crushing and is restrained until saved. Twice

Acidic Scales: when a Torzax is attacked with a melee weapon, the attacker takes 1d6 + 1 acid damage

Swamp Creatures

Boggy (swamp frog)

Medium, amphibian, DR 1

Str: - Agi: +1 Log: -1 Gum: -1 Mys: - Per: -

Aura of the Boggy: Boggy's within 20ft of each other have +1 to hits

Night Vision

Res. to Crushing dmg

Weak to Piercing dmg

HP: 12 MB: 30 EC: 14

Actions:

Tongue Smack: 10ft, +1, (1d4 + 1 crushing)

Dimlight Ghast (purple-shaded ghost)

Medium, abomination, DR2, Creonin

Str: - Agi: - Log: - Gum: - Mys: -1 Per: +2

Magic Vision

Imm. to mundane dmg, Hypnotization, Slowed,

Mortia's Disease, and Restrained

Weak to Holy dmg

HP: 18 MB: 35 EC: 15

Actions:

Sickle Slash: 10ft, +2, (1d8 + 2 slashing)

Purgatory Touch: 5ft, Mys.S(9), on fail, target contracts

Mortia's Disease for 10 seconds. Twice

Shivaan Brute (mutated gator folk)

Large, reptilian, DR3, Shikasan

Str: +3 Agi: - Log: -2 Gum: +2 Mys: -1 Per: -

Magic Vision

Res. to Crushing dmg

HP: 60 MB: 15 EC: 10

Actions:

Slam: 5ft circle centered around brute, anyone within makes an Agi.S(9), on fail, targets take 1d8 + 3 crushing damage. Twice

Crude Shockstone Sawed-off: 5ft, +3, (1d10 +3 shock)

Mangrent (sentient mangrove tree)

Large, flora, DR2, Creonin

Str: +2 Agi: -2 Log: - Gum: +2 Mys: -2 Per: -

Weak. to Incendiary dmg

Imm. to Slowed and Blinded

HP: 80 MB: 10 EC: 10

Actions:

Root Smack: 10ft, +2, (1d6 +2 crushing)

Root Grab: 20ft, Agi.S(10), on fail, target is restrained 5ft in the air until saved. Three times

Grassland Creatures

Bumbee Drone (*giant honey bee*)

Medium, insectoid, DR2

Str: - Agi: +2 Log: -1 Gum: - Mys: - Per: -

Weak to Crushing dmg

HP: 20 MB: 30 EC: 17

Actions

Sting: 5ft, +2, (1d6 + 2 piercing)

Slowing Sting: 5ft, +2, (1d6 + 2 piercing) + Gum.S(8), on fail, target is slowed for 10 seconds. Once

Buffalobear

Large, beast, DR2

Str: +2 Agi: - Log: -1 Gum: +2 Mys: - Per: -

Res. to Crushing dmg

Immune to Slowed

HP: 35 MB: 35 EC: 11

Actions:

Claw: 5ft, +2, (1d6 + 2 slashing)

Horn Buck: 5ft, Agi.S(9), on fail, target takes 2d6 + 2 piercing or half on success. Twice

Mycocat Ambusher (*mushroom covered forest cats*)

Small, feline, DR2, Folish

Str: -1 Agi: +2 Log: +1 Gum: -1 Mys: - Per: -

HP: 35 MB: 35 EC: 14

Actions:

Fungal Dagger: 5ft, +2, (1d6 + 2 slashing)

Paralyzing Spore Spray: 10ft cone, Gum.S(10), on fail, target is paralyzed for 5 secs. Twice

Floralei (*giant stationary flower*)

Medium, flora, DR 2

Str: - Agi: -2 Log: - Gum: +2 Mys: +1 Per: -

HP: 60 MB: 0 EC: 8

Actions:

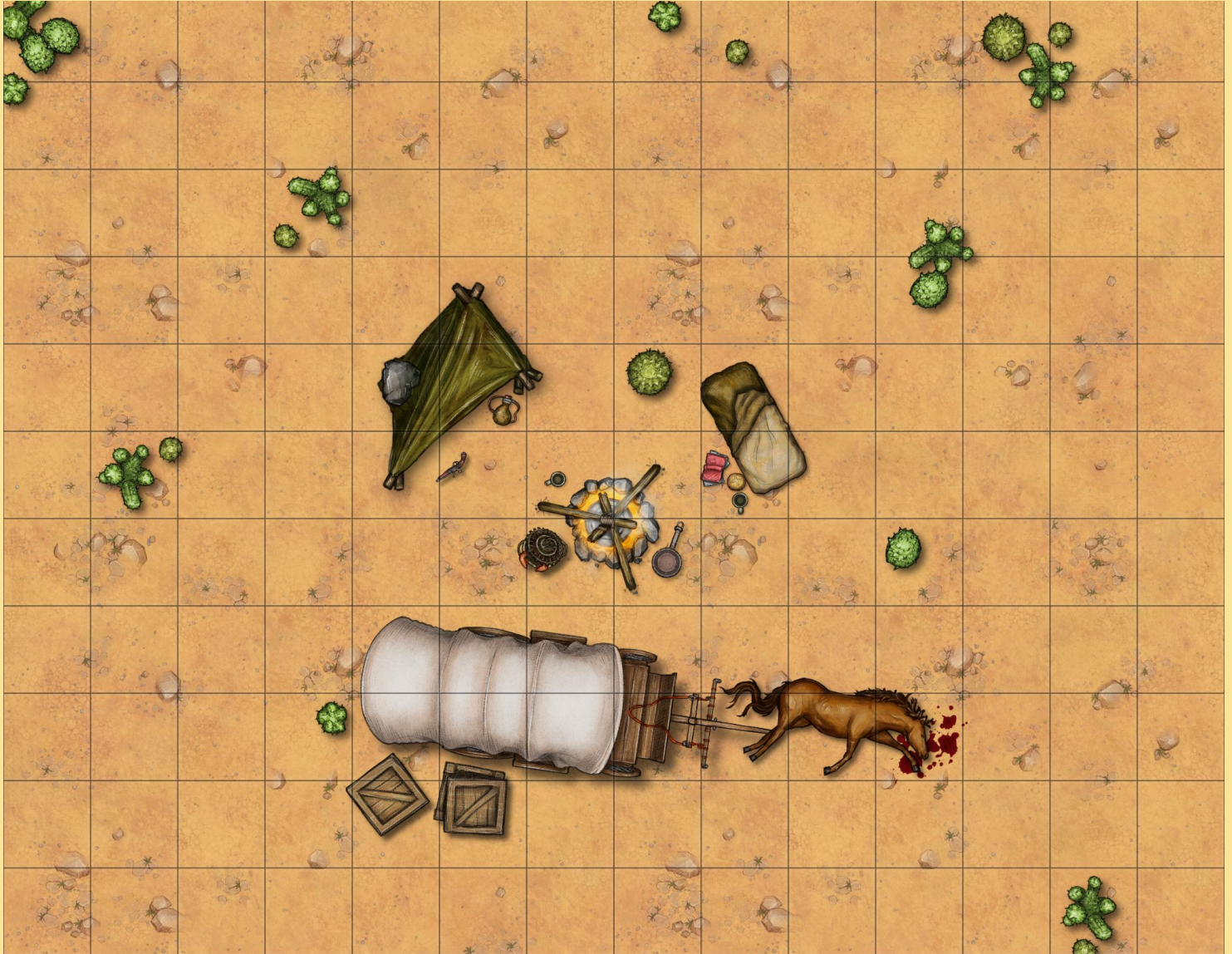
Head Slam: 10ft, +2, (1d6 + 2 crushing)

Shock Pollen: 10ft cone, Agi.S(10), on fail, target(s) take 1d4 + 2 shock or half on success. Three times

Sleep Pollen: 10ft circle centered around Floralei, Gum.S(12), on fail, target(s) fall asleep for 10 seconds. Twice

~An abandoned campsite in a desert pasture. The wagon is 10ft tall and offers full cover while the dead horse, tent, and cacti all offer half cover.

Battle Map: Campsite

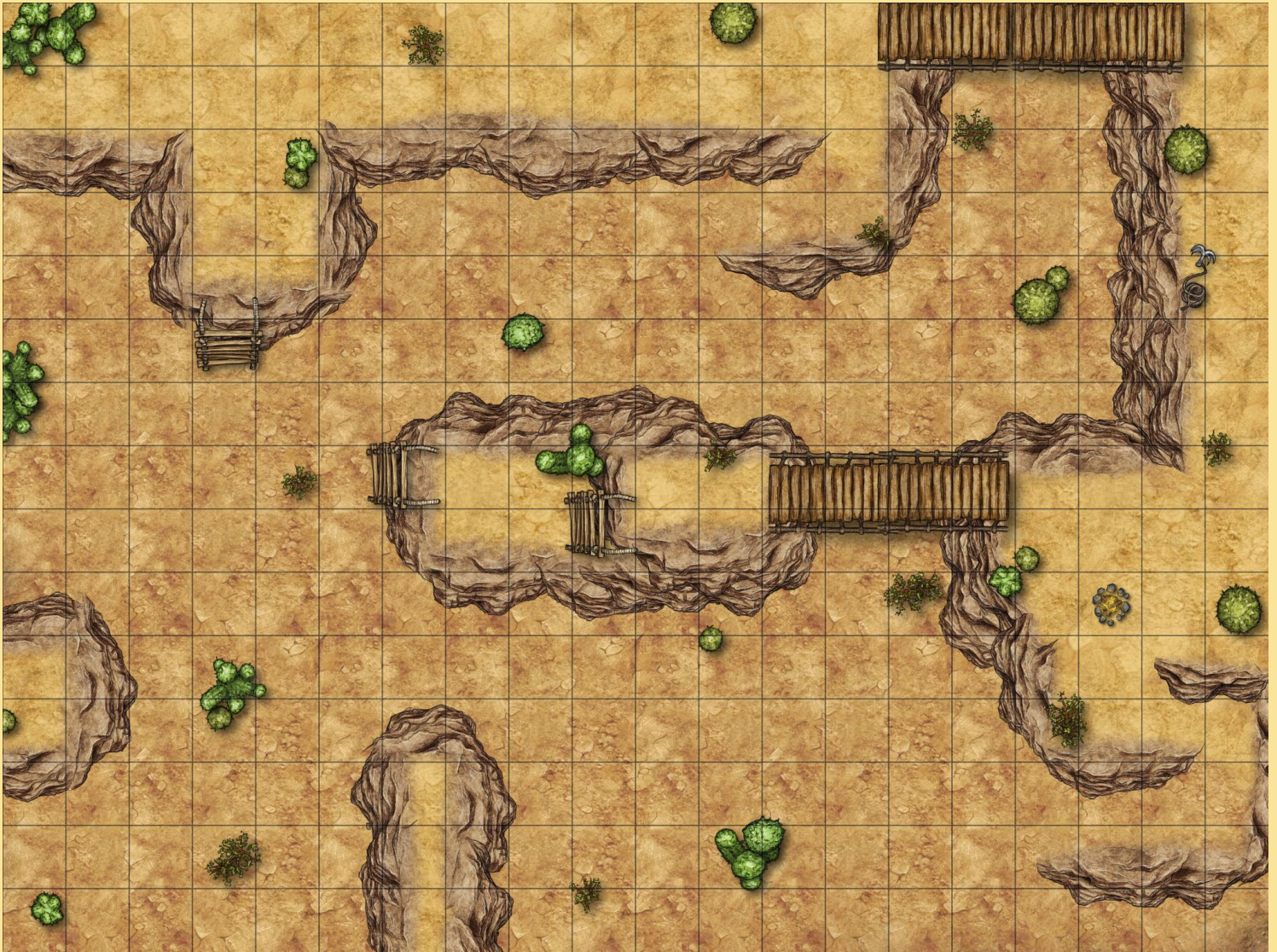


Battle Scenarios (posse of 3-4)

- 3 Outlaw Pistoleers
- 2 Buffalobears
- 1 Mangrent and 1 Dimlight Ghast
- 3-4 player characters fighting each other

~A sun-drenched desert ridge. All ladders are 10ft high and the cacti can be used as half cover.

Battle Map: Ridge



Battle Scenarios (posse of 3-4)

- 1 Outlaw Pistoleer, 1 Alta Gecko, and 1 Golbarre Eviscerator
- 2 Bumbee Drones and 1 Floralei
- 1 Shivaan Brute and 2 Boggies
- 3-4 player characters fighting each other

Gumption

Fantasy Wild West Tabletop RPG

This is the end of the first test! We'll take your feedback and continue to improve the game to make sure it's in its best state on release.

All feedback can be submitted to our socials, email, or Discord (invite only, for now)

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Support@raspberryjamgames.com

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We really appreciate the support and can't wait to see you at launch, partners!



RASPBERRY JAM

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Material from SRD used in Gumption. Some names are different, but share the same mechanics:

- “Inspiration”
- “Checks”
- “Saves/Saving throws”
- Rolling two dice or “Advantage/Disadvantage”
- “Initiative”
- “Difficult terrain”
- “Resting”
- “Surprise”
- “Reaction”
- “Dash”
- “Ready”
- “Hide”
- “Disengage
- “Opportunity attacks”
- “Death saving throws”
- “Temporary hit points”