
Gumption

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. Similar to Pathfinder taking D&D's 3.5e and making their own version of the game, Gumption takes D&D's 5e rules and makes some unique twists to create a new but familiar system. If you've played D&D 5e 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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Some key differences:

- ★ Uses a bank of action points rather than the action/bonus action/reaction system
- ★ Experience is gained towards each skill when using them, rather than experience points being gained per encounter
- ★ There are no pre-made classes. Everyone creates and names their own unique class when creating a 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 for your characters
- ★ **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 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
- ★ **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

We value your feedback and look forward to you joining us in the Far West on release, partner.

-The Gumption team

***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 LLC and has no affiliation with Gumption or Raspberry Jam LLC**

Action Points (AP)

2 AP is refilled at the beginning of a characters 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 by reaching milestones, like a skill reaching 25, 50, etc.

Backgrounds

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

Classes

There are no pre-made classes. After choosing all the aspects of a character, the player picks a name for their class

Leveling

Done by succeeding on rolls throughout a session or by "Inactive Training"

Successful roll = 1 exp towards that skill

Critical roll = 2 exp

Inactive Training: choose a skill you want to train. Roll twice, 10+ is a success

Good odds/Bad odds

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

Mechanics Snapshot

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 targets EC counts as a graze, dealing half damage

Shotguns

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

Standoffs

If wanting to initiate a standoff, a character can attempt an Intimidation attempt 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

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

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 35 skills. Both attributes and skills have a cap of 100. Skills are increased by gaining experience points by using them. These increases are categorized by single and double increases. 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 100:

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. 30 min of 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. 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

Short range, high risk, 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: +5 to 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

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. Does not 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 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

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 being 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 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 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 all 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 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 safe or vault

75: can pick level 100 locks, **Thief:** good odds on checks, when picking a safe or vault, 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

15: Piercing Gaze: +1d4 when attempting to intimidate

25: +1 to checks

50: Stone Face: you cannot be intimidated except under very rare circumstances and have good odds when attempting to intimidate

75: 1 re-roll per rest

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

Foraging

Being able to find and identify edible 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

The ability to cook food

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: Perpetual Stew: you have a small pot of stew that can be sealed and concealed on your person that you or anyone can eat from for 1d6 + 1 healing. Three times per rest

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 typer 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 put

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 AP 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 Thieves: you automatically sense non-magically hidden creatures when entering a room and have good odds on checks

Mas: 1 re-roll per rest

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

Investigation

The ability to look and search for a specific thing in a room 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

Mas: 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 and world

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 DC(10) 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 on checks

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 physically 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 instead 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

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: you have +1d4 when attempting to persuade someone

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

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

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 +5 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 1.5 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 attempting to make tonics and healing items
- ★ Night Vision
- ★ +10 to Intelligence
- ★ +5 to any attribute

Long-Tailed Folinn

- ★ Whimsical Spirit: immune to 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: +2 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 melee and hand-to-hand skills
- ★ +10 to Strength
- ★ +5 to any attribute

Cincindel (beetle-folk)

Triadic Cincindel

- ★ Flutter: Can use wings to flutter 10ft in any direction (5ft in height). 3 uses per rest. This movement is not taken from MB during combat.
- ★ 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 height). 3 times per rest. This movement is not taken from their MB during combat.
- ★ Hard Shell: resistance to slashing damage
- ★ +10 to Gumption
- ★ +5 to any attribute

Latran (coyote-folk)

Desert Latran

- ★ Magical Inheritance: +1d4 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 when using magic to heal or do damage
- ★ Nimble: add acrobatics mod to agility saves, and +10ft to climbing height
- ★ 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 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 fire and shock damage
- ★ Natural Mercantilist: good odds on barter checks
- ★ Magic Vision
- ★ +10 to Gumption
- ★ +5 to any attribute

Short-Haired Margart

- ★ Margart Insulation: resistant to fire and shock damage
- ★ Feline Acrobatics: good odds on acrobatics checks and agility saves
- ★ Night Vision
- ★ +10 to Agility
- ★ +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 + Unarmed). On a natural/dirty 20, 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 deception or persuasion check, once per rest
- ★ Evergladian Ancestry: +1d6 when making saves against Primordial Magic spells. Re-roll any speech check, once per nap
- ★ 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: twice per nap, can exchange AP and MB, and vise versa, where 1 AP is equal to 5ft
- ★ +10 to Intelligence
- ★ +5 to any attribute

Everglades Species

Bak'Wa (green-skinned swamp humanoids)

Onyx Bak'Wa

- ★ Brackish Blood: Cannot become poisoned or contract diseases
- ★ Aware +10 to natural awareness
- ★ +10 to Gumption
- ★ +5 to any attribute

Mossy Bak'Wa

- ★ Clotting Blood: thirty minutes after taking damage, regain 1d6 +2 health. Cannot bleed-out
- ★ Nimble: add Acrobatics mod on top of Agility saves and +10ft to climbing height
- ★ +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 is halved and every hit you take gives you a heal counter. Each heal counter replenishes 1d4 + 1 health and can be used for the cost of .5 AP. These stay after the frenzy state is over and can be stored until you take a nap or rest, up to a maximum of five. Once per rest.
- ★ +10 to Gumption
- ★ +5 to any attribute

Speckled Bolibar

- ★ Evergladian Ancestry: +1d6 when making saves against Primordial Magic spells. Once per rest, re-roll a speech check
- ★ Power Napper: refills three-quarters of their health when taking a nap
- ★ Magic Vision
- ★ +10 to Personality
- ★ +5 to any attribute

The Dice

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.

The Damage Dice

The other dice players will be using throughout a session are d4's through d20's. Some instances they'll be using a “d2” which is a coin flip

The Rolls

Checks

Almost everything a player wants to do in the world requires a “check” to see how successful they are at doing that task. These come in the form of checks and hit checks.

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, while saves are related to attributes. When afflicted by an effect, like poison, the afflicted makes a save for every 5 seconds they're affected. For example, if someone has been poisoned for 10 seconds, they make two saves over two turns (because each turn is 5 seconds) in an attempt to nullify the effect. If they succeed on the first save, it ends early, otherwise it ends after the full duration

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 very rare circumstances, 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

Difficulty Class

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, low light, darkness, and magical darkness. Full light allows creatures to see everything, low 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

General Mechanics Cont.

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.

Action Points/Movement Bank

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

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

AP Regeneration

2 AP is refilled at the beginning of a characters turn
.5 AP values are rounded up at the end of their turn

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

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.
Cost: .5 AP

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 you 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

While downed, a character can 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, 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 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 it 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 they have bad odds and at long ranges hit checks don't have bad odds

Grazing

When shooting at 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

When shooting at a target, 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

Standoffs

If wanting to initiate a standoff, a character can attempt an Intimidation attempt 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

Shootin'

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

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 a crit

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

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

The charmed can't harm the 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

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 and attack them each turn

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

Conditions

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

Poisoned

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

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. Must use all of MB to stand up, which ends the condition

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

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

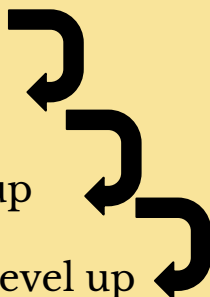
Leveling Tables

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

Skill check
 Gain exp
 Skill level up
 Character level up



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

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

Leveling Tables

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

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

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 piercing dmg

Clothing and Armor

Petrified Bark

Piercing resistance

- Torso: res. to crushing dmg

Crab Shell

Slashing resistance

- Torso: res. to slashing dmg

Lobster Shell

Enemies can't land critical hits

- Torso

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: 95+
- 2: 90+
- 3: 85+

Tonics

Healing Items

Small Herbal Tonic

- .5 AP cost
- 1d4 hp + Medicine

Herbal Injection

- 1 AP
- 1d6 hp + Medicine

Herbal Inhaler

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

Action Point Tonics

Small Energy Tonic

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

Movement Tonics

Small Lightfoot Tonic

- .5 AP
- +5ft MB for 5 seconds

Shooting Tonics

Small Dead-Shot Tonic

- 1 AP
- Good Odds on next shot

Magic Tonics

Small Mystical Tonic

- 5ft MB
- Can cast a 1st tier spell for no AP cost

Misc. Tonics

Swift Step Tonic

- 1 AP
- +5 EC for 10 seconds

Burst of Stamina Tonic

- 1 AP
- Instantly refills MB

Shock Resistance Tonic

- 1 AP
- Resistance to shock damage for 30 minutes

Throwables

Single Throwables

Throwing Knife

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

Utilities

Throwing Hatchet

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

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. If targets are in the area, they can choose to use 5ft MB and make an Agi.S(10) as a reaction to dive out of the way of the effect

Dynamite

- 1.5 AP
- 20/30ft, 10ft circle
- Within 5ft of explosion: 2d6 explosive, within 10ft: 1d6 explosive

Nortez Cocktail

- 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

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

Set Traps

Bear Trap

- 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

- 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

+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 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. "I don't need to see 'em"

Golden Alligator Boots

While wearing these fashionable boots, the wearer can exchange AP and MB, where 5ft of MB = 1 AP, or vise 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 pioneered specialized bullets that would slash through their hides with ease

Dead-Eye Duster

A called shot 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 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 rotted 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, 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 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

Eldritch 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. Their corporeal body slumps dead 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, shortly before being shot to death

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

Magic

Farlight Magic

Mysticism

Healing

Utility

Absolution

Primordial Magic

Personality

Deception

Ritual

Destruction

Constellation Magic

Intelligence

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 skill's family of magic. At level 25, they can cast tier 2 spells and get two spells from that family. At level 75, they can cast level 3 spells and get 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(7)

Tier 2: DC(12)

Tier 3: DC(16)

Farlight Spells

Healing Magic Catalysts: materials

Heal

Heals a target

A pinch of white sugar

Tier 1:

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

Tier 2:

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

Vanaheim's Balm

Cures ailments and conditions

A palmful of honey

Tier 1:

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

Tier 2:

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

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:

- .5 AP
- 5ft cone for 15 minutes

Tier 2:

- 1 AP
- 15ft cone for 30 minutes

Quick Fix

Un-jams a weapon

Tier 1:

- 2 AP
- Touch
- 1 jam

Tier 2:

- 4 AP
- Touch
- 2 jams

Test Spells

Absolution Magic

Catalysts: gestures

Holy Slash

Conjures a short blade of pure light that slashes a target

Tier 1:

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

Tier 2:

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

Volley of Spears

Conjures spears of light rain that down from the sky

Tier 2:

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

Primordial Spells

Deception Magic

Catalysts: hand gestures

Black Mist

Creates a dark cloud that's impossible to see through

Tier 1:

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

Tier 2:

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

Hypnotize

Hypnotizes a target

Focused

Tier 1:

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

Tier 2:

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

Ritual Magic

Catalysts: materials

Hex

Debuffs a number of targets

A strand of human hair and a dollop of swamp mud, focused

Tier 1:

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

Tier 2:

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

Test Spells

Fungal Embrace

Sprouts 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:

- 2.5 AP
- 20ft
- 15 seconds to cast

Tier 2:

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

Destruction Magic

Catalysts: verbal phrases

Poison Spike

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

Tier 1:

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

Tier 2:

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

Fungal Weight

Sprouts green fungi upon a target, causing increased movement cost. Does not work on gigantic creatures. This effect only doubles their movement cost to move, this does not double the MB cost to use items

Focused

Tier 1:

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

Tier 2:

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

Constellation Spells

Galvanism Magic

Catalysts: materials

Test Spells

Overclock

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

Shockstone shavings, Focused

Tier 2:

- 1 AP
- Self
- +1d4 shock 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:

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

Creature Mechanics

¹
Golbarre Baby (*barrel cactus creatures*)

² ³ ⁴ ⁵
-Small, Flora, DR 1, 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)

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

Difficulty Ratings

Unlike player characters using an action point bank, 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: 1
- ★ **DR3: Challenge**
Actions per turn: 2
- ★ **DR4: Difficult**
Actions per turn: 2, one free 18 roll per fight
- ★ **DR5: Death Wish**
Actions per turn: 3, one free 18 roll + mods per fight, good odds on two saves per fight

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+

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**

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 circle centered around it, any target within makes an Agi.S(9), on fail, target(s) take 2d6 + 2 piercing or half on success

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

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

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)

Corpse Blossom

Medium, flora, DR 2

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

Res. to Acid dmg

Weak to Crushing dmg

Immune to Sleep and Madness

HP: 30 MB: 0 EC: 8

Actions:

Sleep Cloud: 10ft circle centered around blossom,
Gum.S(12), on fail, target(s) falls for 5 seconds. On success,
target(s) suffer one level of exhaustion

Acid Spout: 10ft circle centered around blossom, anyone within
makes an Agi.S(8), (2d6 +2 acid), leaves pool of acid in a 5ft ring
around it for 15 seconds

Shivaan Brute (mutated gator folk)

Large, reptilian, DR 3, 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

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

Grassland Creatures

Bumbee Drone (*giant honeybee*)

Medium, insectoid, DR 2-

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, DR 2-

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)

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

Mycocat Ambusher (*mushroom covered cats*)

Small, feline, DR 2, 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:

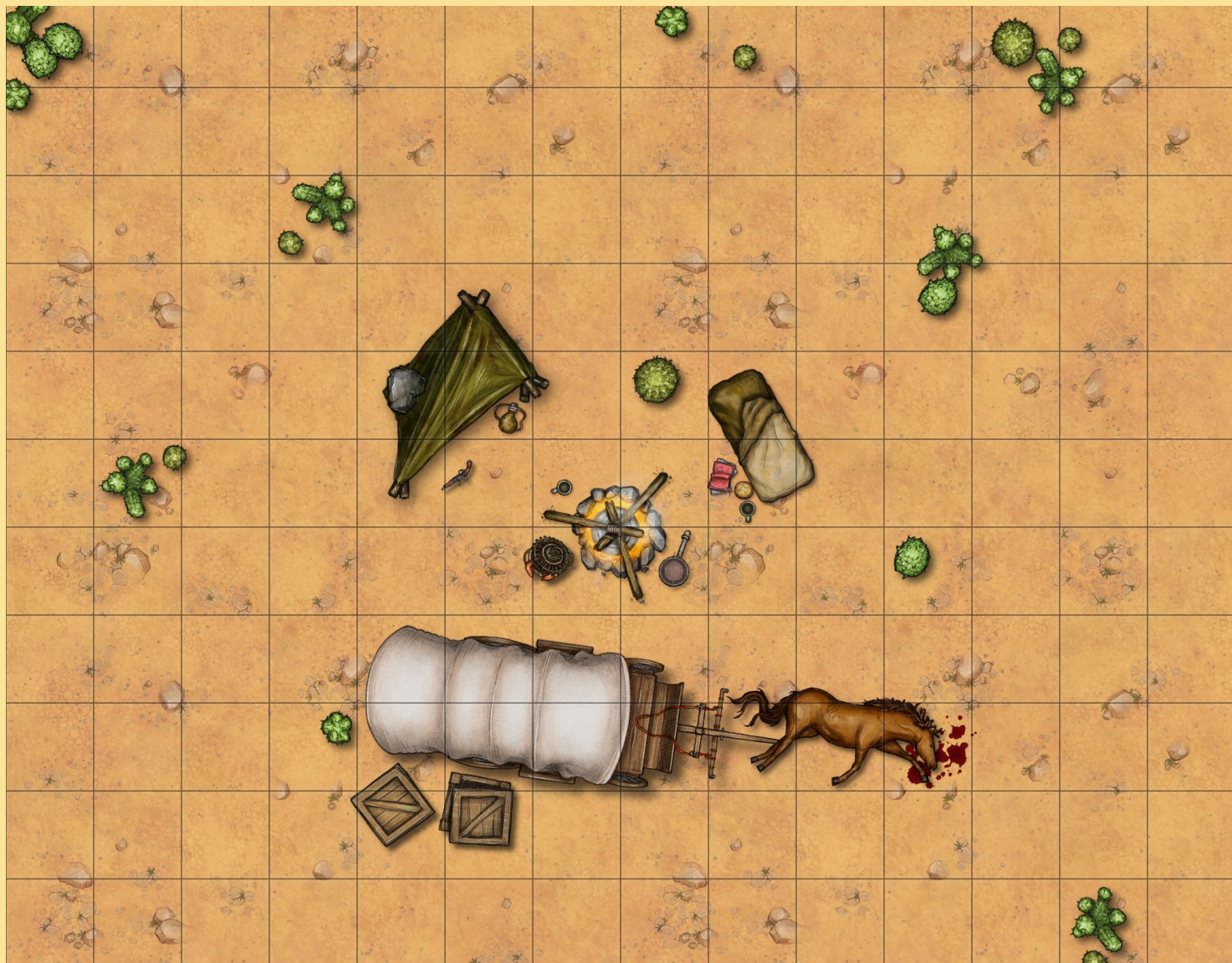
Head Slam: 5ft, +2, (1d6 + 2 crushing)

Static Pollen: 10ft cone, Agi.S(10), on fail, target(s) take 1d4 + 2 shock or half on success. 3 times

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

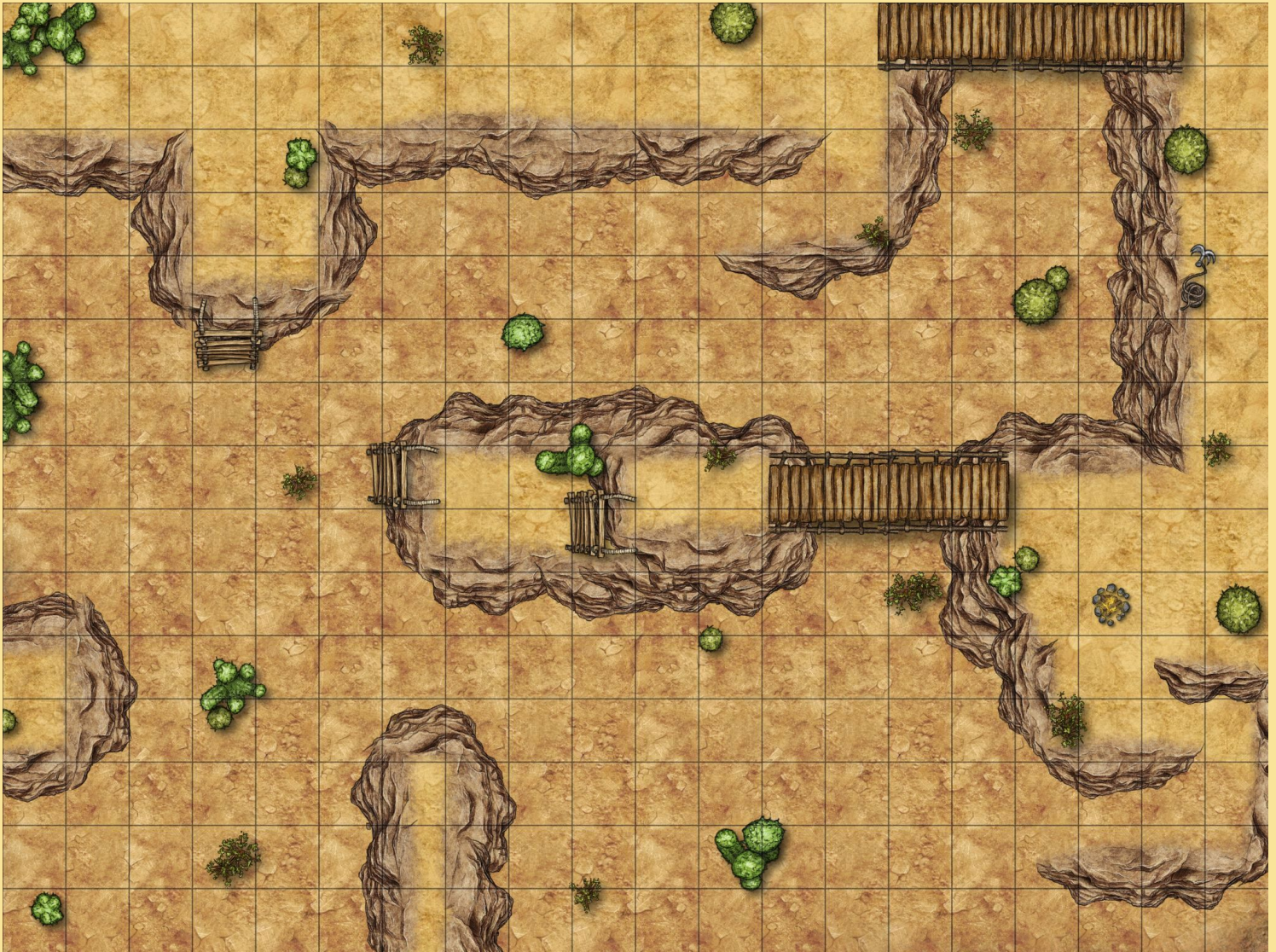
~An abandoned campsite in a desert pasture. The wagon is 10ft tall and offers full cover while the dead horse, tent, and cacti all offer half cover.

Battle Map: Campsite



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

Battle Map: Ridge



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