

ABERRATIONS RPG: AVARICE

PLAYER RULES BETA-0.0.5

CAMPAIGN CAPTAIN (CC)

YOUR CC is the storyteller of your world. They will describe the world around you, play every NPC and enemy, determine difficulty, and enforce the rules of the game. The CC has the power to change rules to fit their own playstyle or the situation. Whatever the CC says is law within the game.

CHARACTER SHEET

Your Character Sheet is made up of three pages:

The first contains your **character description**, **character background**, **character log**, and **notes**.

The second contains your **stats**, **basic info**, **equipped belongings**, and **Augmentations**. **Augmentations** allow you to perform feats that would not otherwise be possible (see Augmentations).

The third represents your **SURONIS**. Your **SURONIS** (aka Spatially Unaware Rucksack of Nearly Infinite Space) is where you can store all your **belongings** that you do not currently have equipped (see Your SURONIS). Your **SURONIS** and **belongings** are explained in detail in *Belongings In-Depth*.

CREATING YOUR CHARACTER

The first steps to create your character are as follows:

1. Choose your **Species**
2. Create your **Character Description**
3. Create your **Character Background**
4. Fill out your **Stats**
5. Fill out your **Basic Info**
6. Pick your starting **equipped belongings**

Your CC may give you guidance, bonuses, or restrictions on how to create your character. The rules of your CC trump any rules we have written.

SPECIES

Species describe the different sentient creature types in Aberrations RPG. They are typically defined by their appearance, and general demeanor. Each **Species** has different starting **stats** and their own unique **Augmentation**.

You can learn more about what **Species** you can choose in the World Playbook of the world you are playing on.

CHARACTER BACKGROUND

Your **Character Background** is the meat and bones to roleplaying your character. Here you will describe what makes you tick. Why are you the way that you are? What are your ambitions? Do you have any secrets? What

are your flaws? Write down everything that is important to who you are. If you need more space, you can write more in your **Notes**.

CHARACTER LOG: Your **character log** is sort of like your journal. It is where you write down significant events that happen to you and change you throughout your sessions, because nobody stays the same forever. You typically write one character log at the end of each session.

CHARACTER DESCRIPTION

Your **Character Description** is what you look like on the outside. Here you will describe your appearance, age, height, weight, and any other important details about your character. Do you have a long scar across your face? Do you have long, luscious flowing locks of hair? Well, here is where you say so. If you need more space, you can track additional details of your character in your **Notes**.

ACTIVE STATS

Your **Stats** determine how good you are at actions in the game. There are 4 total Active Stats in Aberrations RPG. Below is a list of the 4, and what actions might be associated with them.

FORTITUDE (FOR): Your health, endurance, strength of will, strength of body, and overall hardiness.

- Holding your breath
- Remaining coherent after drinking alcoholic beverages
- Endurance based challenges
- Strength of will
- Surviving extreme climates
- Lifting or moving heavy objects
- Climbing
- **Throwing** (see *Actions & Tests*)
- Tests of strength, such as arm wrestling

AGILITY (AGL): How quickly you can react to things, how quickly you can move, and your movement speed.

- **Initiative** (see *Combat*)
- Catching an object
- **Stealth** (see *Actions & Tests*)
- **Pickpocketing** (see *Actions & Tests*)
- Acrobatics
- **Dashing** (see *Actions & Tests*)

PERSONA (PER): Your ability to perform in front of an audience, your vocabulary and elocution (ability to pick what words to use to elicit specific responses), and your awareness.

- **Bluffing & Lying** (see *Actions & Tests*)
- Magic Tricks
- Musical Performance
- Dancing
- Public speaking

- **Persuasion** (see *Actions & Tests*)
- **Deception** (see *Actions & Tests*)
- Bartering
- Bribery
- Smooth Talking
- Threatening
- **Insight** (see *Actions & Tests*)

APTITUDE (APT): Your academic (taught in classroom or book) and practical (on the job or in the moment) knowledge, and how well you can use that knowledge.

- Foreign Languages
- Medicine & Surgery
- Technology & Hacking
- Piloting Aerial or Aquatic Craft
- Academic Checks
- Animal Handling
- Driving
- Survival
- **Investigation** (see *Actions & Tests*)
- Explosives
- Lock Picking

There may be times when an action that normally falls under one stat might fall under another. The CC has the power to change the Stat used at any time.

USING YOUR STATS

STAT TEST: When attempting to perform an action for the first time, your CC may decide to have you perform a **Stat Test** for an associated **Stat**. You will then roll a number of dice (d6s) equal to your **Stat Score** in that same **Stat**. You will then total how many of the dice results are equal to or above 4. These are called **successes**.

Prior to your roll, the CC not only would have determined the associated **Stat** but would have also set a *Difficulty Rating* of 1-15 for the action you are attempting. If the number of *your successes* is equal to or above the *Difficulty Rating*, then you may perform that action.

Stat Tests are ways to determine your character's ability to perform that action. Therefore, after making the Stat Test, you cannot roll to perform that same action again unless the circumstances surrounding that action change. Your CC is the one who determines what constitutes a change in circumstances. If you fail the Stat Test, you must somehow make the action easier, by changing circumstances, to re-attempt the action. If you succeed on the Stat Test, you can automatically continue to perform the same action unless there are circumstances that make the Stat Test more difficult or different enough to warrant a new Stat Test.

Many things will have a predetermined associated stat to roll for, such as Weapons, items, and Augmentations.

There may be times when you want to apply less successes than your result. You may choose to declare how many of your rolled successes you are applying to your action before that action is completed. This cannot be used to gain critical successes, or critical failures, if you did not otherwise roll them.

CONTESTED STAT TESTS: When performing a test against another creature's ability, such as pickpocketing, persuasion, or an arm wrestle, you must make a Contested Stat Test. In a Contested Stat Test, both parties make a Stat Test for the associated **Stat**. The party with the higher number of successes wins the Contested Stat Test, with ties going to the assailant/character attempting the Stat Test. If the target is unaware, they gain -1 Advantage (see Advantage).

STAT SCORE: Your **Stat Score** refers to how many points you have in a specific **Stat**. You have a maximum **Stat Score** of 10 for each **Stat**, however, your **equipped belongings** and/or **Augmentations** can additionally modify your **Stat Score** up to 5 points in either direction. This makes your true maximum **Stat Score** 15 points.

We refer to these two types of **Stat Points** as **Natural Stats** and **Modified Stats**. Your starting **Natural Stat** points are determined by your chosen **Species**. Your **Modified Stat** points, as stated, are determined by your **equipped belongings** and **Augmentations**.

EXPERIENCE: When *more than* half of your **Stat Test** roll is made up of **successes**, you gain one **Experience** in the associated **Stat** you rolled for. You gain one **Experience** even if you did not roll well enough to perform your attempted action. **Experience** is represented by the bubbles underneath your **Stat** on the Character Sheet.

UPGRADING STATS: When you get the chance to **slumber** (see Resting), look at your **Experience**. If your **Experience** is equal to or greater than your **Stat Score** in the associated **Stat**, then reset your **Experience** to 0 and increase the associated **Stat Score** by 1. When you level up a **Stat**, you also gain one **Upgrade Point** (see Upgrade points).

When leveling up your Stats, your Stat Score is both your Natural and Modified Stat Scores together. If you need to take off your helmet to get that level up, then be our guest.

TEMPORARY MODIFIERS: **Temporary Modifiers** can be given to you via the use of **Augmentations**, certain **belongings**, role-playing, or other events in the game. **Temporary Modifiers** can be negative or positive and have no maximum or minimum limits. When making a Stat Test, **Temporary Modifiers** adjust your **Advantage** value (see Advantage). It is up to you and your CC to track when **Temporary Modifiers** should be removed.

YOUR CHARACTER'S BASIC INFO

Your characters **Basic Info** is a grouping of the information that is important to gameplay. Some of it is calculated based on your **Stats**. These calculations are called **Passive Stats**, because you do not roll for them. Be sure to round down in any calculations that you make.

Your **Basic Info** contains the following:

NAME: They name of your player character.

SPECIES: The information for the **Species** that you chose This includes the starting ability of that **Species**.

CURRENT HP: How many health points you have left. When taking damage, reduce your current health by that much damage. When this value reaches 0, you become Nearly Dead (death is explained on page x).

PASSIVE STATS: Your passive stats are stats that are calculated from your four main **Stats: Fortitude (FOR), Agility (AGL), Persona (PER), and Aptitude (APT)**.

Max Health (MAX HP): MAX HP is how much health you can have at once. You cannot heal past this amount.

Your MAX HP is determined by your Fortitude (FOR) Stat x 5 (if FOR = 4 then MAX HP = 20).

Dodge Value (DV): Your DV is how many hits you can dodge when you are being attacked (see Combat).

Your DV is determined by Agility (AGL) Stat / 3 (rounded down)

Initiative (IN): Your IN determines your turn order when combat is initiated. The character with the highest initiative takes the first turn (see Initiative).

Your IN is determined by Persona (PER) Stat

Support (SP): Your SP determines how much Advantage you can add to an ally's roll when you use the Assist action (see Actions & Tests).

Your SP is determined by Aptitude (APT) Stat

POWER: Your **Power** is the total number of all your **Stat Scores** for each **Stat**, added together (both your **Natural Stats** and **Modified Stats**). Your **Power** is used by your CC to help make the game more balanced.

MOVEMENT SPEED: Your character's base movement speed is 3. Your movement speed determines how many spaces you can move in a single turn. If you wish to move further, you can attempt to run, if desired (see Actions & Tests).

UPGRADE POINTS: When you level up a **Stat**, you gain a single **Upgrade Point**. **Upgrade Points** can be used to purchase **Augmentations** (see Augmentations).

MORTALITY: You start with 0 **Mortality**. Each time you become **Nearly Dead**, raise your **Mortality** by 1. Your **Mortality** is how many successes you must roll at minimum in order to recover from being **Nearly Dead** (see Death).

WALLET: Your **Wallet** holds the money you currently have on your person. You use this to purchase belongings and elevate your status in the world (at least in your own mind). The currency used is determined by the world you are playing in. If you have other money not on you, you can keep track of that on your Character Sheet.

CONDITIONS

Conditions allow you to track any adjustments you need to make in your Stats or actions due to the state of being or mind that your character is in. Each **condition** has a certain number of points associated with it. They all start at zero, but when you gain a **condition**, you add a point to the total. There is no limit to how many points you can have in a condition, but you will find that consequences can be severe if they are allowed to build to high values.

There are currently four different **conditions** you might gain: **Slowed, Injured, Disturbed, and Agony**. Each condition has its own way of removing points once you have gained them.

SLOWED: For every point you have in **Slowed**, your movement and Dodge Value are reduced by one space. If you have more than 5 **Slowed**, you cannot move without running, and each point in **Slowed** above 5 is subtracted from your successes when you take the Run action. If you have the same or more **Slowed** than **Dodge Value**, your **Dodge Value** is 0. You can remove **Slowed** by eliminating whatever it is that is causing your condition, such as breaking free of your restraints, the drug wearing off, or using certain Consumables or Usables.

*Reasons for gaining **Slowed** include, but are not limited to, when you are restrained, after certain attacks, use of certain Consumables or Usables.*

INJURED: When making a PHYSICAL Stat Test (Fortitude or Agility), your roll gets negative Advantage equal to the number of points you have in **Injured**. You can remove **Injured** through rest or taking certain Consumables.

*Reasons for increasing your **Injured** total include rolling a critical failure in Fortitude or Agility, receiving low health conditions, and potentially other role-playing consequences as determined by your CC (like sticking your arm in a hole full of snakes, or licking a flagpole in sub-zero temperatures).*

DISTURBED: When making a MENTAL Stat Test (Persona or Aptitude), your roll gets negative Advantage equal to the number of points you have in **Disturbed**. You can remove **Disturbed** through rest or taking certain Consumables.

Reasons for increasing your Disturbed total include rolling a critical failure in Persona or Aptitude, something traumatizing happening to your character, and potentially other role-playing consequences as determined by your CC (like being terrified of a creature, distracted by some bad news, etc.).

AGONY: At the beginning of each of your turns, you are dealt damage equal to your Agony. If play is not operating in turn order, your CC will set a time interval (such as every 5 minutes) that you will be dealt the damage in. You can remove **Agony** by removing or stopping whatever is giving you the Agony, such as putting out the fire on your back, taking an antidote while poisoned, or getting to the surface when drowning.

Reasons for increasing your Agony can vary. Your Agony may increase if you are on fire, poisoned, drowning, freezing, etc. It is possible to have multiple reasons at once that you are in Agony. You are in charge of tracking what is causing your Agony (and how much Agony it is causing) and finding ways to put a stop to it.

AUGMENTATIONS

Augmentations are abilities, both passive and active, that allow your character to perform feats that would not otherwise be possible.

You can purchase an **Augmentation** at any time using **Upgrade Points**, but it takes 6 in-game hours for that **Augmentation** to become available to you. You may purchase and download multiple Augmentations simultaneously.

You can find the full list of **Augmentations** available in the World Playbook of the world you are playing on.

BELONGINGS

Belongings are split into four categories: **Weapons**, **Wearables**, **Consumables**, and **Usables**. Below is an overview of each type of belonging, and how many you are allowed to have equipped on your person at one time. The

belongings that are available for your use is dependent on the world you are playing on, and that information is found in the World Playbook.

Weapons: Any belonging whose main purpose is to inflict damage. You can have 2 Weapons equipped on your person at any given time.

Every Weapon will have an associated Stat, which is the type of Stat Test you make when attempting to use it.

Wearables: Any belonging that you can wear. You can have 7 Wearables equipped at any given time, one in each of the following areas: Head, Face, Torso, Arms, Hands, Legs, and Feet.

Consumables: Any belonging that has a limited number of uses, whether through use or eating. You can have 3 separate Consumables on your person at any given time.

Having 2 of the same Consumable is not the same as having a Consumable with 2 uses; therefore, in the former example, you would use 2 slots to carry the 2 copies of that Consumable on your person.

Usables: Any belonging that you can use, is not destroyed by use, and does not fall into any of the above categories. You can have 3 separate Usables on your person at any given time.

YOUR SURONIS: Your Spatially Unaware Rucksack of Nearly Infinite Space is where you can store all your additional belongings that you cannot keep equipped on your person. It can store an infinite number of belongings, however, when a belonging is in your SURONIS, it is still able to be pickpocketed.

EQUIPPING AND UNEQUIPPING: If you wish to trade out which belonging you have equipped, you may do so by putting the currently equipped belonging into your SURONIS and taking out the belonging you want to replace it with. Removing or putting a belonging in your SURONIS each require a minor action (see Performing Actions).

BELONGINGS IN-DEPTH: A more detailed description of each belonging is listed at the end of this rulebook, under the *Belongings In-Depth* section. There you will learn about associated stats, abilities, types, and more, as well as how to fill out your belongings' information.

PERFORMING ACTIONS

There are three categories that any action can be classified down to: **Major Actions**, **Minor Actions**, and **Free Actions**. A list of common and unique actions you may use during gameplay is provided as a reference at the end of this rulebook (see Actions & Tests).

MAJOR ACTIONS: Major Actions are actions that require a Stat Test. Some feats may require more than one major action to complete (this will be determined at the CCs discretion) and will require multiple turns to complete. Major Actions can be used to perform a Minor Action instead, if desired.

MINOR ACTIONS: Minor Actions are actions that don't require a Stat Test to perform (moving, exerting, etc.). Multiple minor actions may be performed using a single minor action point if it is plausible that both these actions could be performed at the same time (such as picking up a soda can as you run down the hall, opening a door as you reload a magazine, or texting and driving).

FREE ACTIONS: Free Actions are actions that can be easily performed while doing something else (whistling, talking, etc.).

CRITICALS

When performing an action, there is always a possibility of rolling either a **critical success** or a **critical failure**.

CRITICAL SUCCESS: When more than half of the dice that you roll are 6s, you can act as if all of dice that you rolled were a success. When doing so, gain 2 experience points instead of 1.

CRITICAL FAILURE: When more than half of the dice that you roll are 1s, you act as if all the dice rolled were failures and you automatically fail the test. You also gain one point in either the *Injured* (Fortitude/Agility) or *Disturbed* (Persona/Aptitude) condition, depending on which Stat you rolled for.

ADVANTAGE

When performing rolls, you may come across a situation where external variables enhance or decrease your ability to perform an action. We call this Advantage. You gain or lose Advantage based on the variables in play. Gaining or losing Advantage is at the discretion of the CC.

POSITIVE ADVANTAGE: When you have Net 1 Advantage, you roll 1 extra die. You may replace any of your other rolls with that extra die. Net 2 Advantage allows you to roll 2 extra dice, and so on.

NEGATIVE ADVANTAGE: When you have Net -1 Advantage, you roll an extra die. If the result on this die is lower than your highest roll, then you must replace your highest roll with this result. Net 2 Advantage forces you to do this with 2 dice and your 2 highest rolls, and so on.

NEUTRAL/NO ADVANTAGE: Most rolls are going to be made with Net 0 Advantage. These are handled normally.

NON-COMBAT

When outside of combat, you do not perform in a turn order. You can simply tell your CC that you would like your character to perform any possible action, whether that be a major, minor, or free action. The CC can then allow you to perform that action, make you roll for an associated stat (a Stat Test) to see if you perform that action, or tell you that that action is impossible. It is only when you enter combat that you must track your actions each turn.

COMBAT

There may come a time when you need to fight. When there comes a point where one or more individuals becomes aggressive, everyone in the vicinity enters combat and rolls for Initiative.

While in combat, you have **1 Major Action Points** and **1 Minor Action Point** to use each turn. You may choose to use both, one, or none of these actions. You also have unlimited **free actions** that can be performed at any time during your turn, or on another character's turn.

INITIATIVE: When combat is initiated, everyone checks their Initiative passive stat value. Combat is then initiated in order of highest to lowest in reference to each character's Initiative. If there is a tie, player characters beat non-player characters. If there is a tie between players, then the tied players may choose which order to play in.

DELAYING: Delaying allows you to perform the remainder of your turn after another character in the combat order, or after a specific variable occurs. Delaying cannot be used to interrupt another character's turn unless you

specifically define your intended action(s) when declaring your intention to check (i.e., aiming for a door and saying you will shoot anything that comes through the door). If for whatever reason, the chosen character cannot perform their turn, or if the variable does not occur, then you lose the remainder of your turn. The act of delaying is considered a free action, but whatever action points you use while delaying are expended normally.

ATTACKING: You may use a Major Action on your turn to attack. Attacking uses a Weapon to deal damage to another creature. When attacking, declare a target and roll a Stat Test for the associated stat of the Weapon you are using. Tally up your successes from that roll and subtract the target's Dodge Value. The remaining number is how many times you hit your target. Multiply that number by your Weapons damage, and that is how much damage your target takes.

You make an attack with a Strength Weapon that has a damage of 1 against a target with a Dodge Value of 2. You have 5 Strength. You roll 4 successes. Target dodges 2 attacks and is hit by 2 attacks. Since your Weapon has a damage of 1, you deal 2 damage to your target.

SURPRISE ATTACKS: When a target is surprised by the attack, they do not have enough time to react and dodge the attack. Therefore, when making a **surprise** or **sneak** attack, you do not subtract the target's **Dodge Value** from your total **Successes**.

HEADSHOT: At any time, when making an attack (including melee attacks), a character may attempt to make a headshot. When making a headshot, the defending character's Dodge Value is doubled. If your rolled successes are more than the defending character's adjusted Dodge Value, then the attack is treated as if you rolled all successes. The defending character's unmodified Dodge Value is still considered when calculating damage dealt. If your rolled successes are equal to or less than your target's Dodge Value, then no damage is dealt. Any kind of attack specified against a specific area of a target's body uses this same principal, with varying amounts of damage dealt, up to the discretion of the CC. If making a surprise attack, the character's Dodge Value is treated as if the attacker was making a normal attack.

TAKING AIM: Taking a minor action to simply aim your Weapon at a specific target gives you +1 Advantage on your next attack against that target as long as they do not move out of your line of sight and you are not attacked or otherwise distracted before that attack. Using a major action gives you +2 Advantage to your next attack. If you use both your minor and major action to take aim, you may gain +1 die to your next attack roll instead of gaining Advantage.

LINE OF ATTACK: If you are attempting an attack on an opponent, and a character is in your direct line of attack, then you must roll at least one success in order to hit your intended target. If you do not roll a success, then you hit the character that is in your direct line of attack instead. The rules of Cover (see Advantage in Combat) apply in this situation, and you most likely will be given negative Advantage on this attack.

ATTACKS AGAINST INANIMATE OBJECTS: Similarly, inanimate objects do not typically have a **Dodge Value** and therefore you do not subtract their **Dodge Value** from your attack. The exception being if you are attacking a vehicle that is being controlled by another character and is therefore maneuverable.

ADVANTAGE IN COMBAT: There are specific scenarios that will give a character Advantage while attacking in combat. It is important to remember that Advantage in combat only affects accuracy rolls. It is even more important to remember that these combat advantages also apply to NPCs.

- **Flanking:** +1 Advantage for every friendly character who is also in combat and is adjacent to the enemy that you are attacking (this includes ranged attacks).
- **High Ground:** +1 Advantage if you are at least 5 feet above your target.
- **Prone:** +1 Advantage if your target is laying on the ground.
- **Pinned:** +1 Advantage if your target is pinned.
- **Multitasking:** -1 Advantage if a character is using 1 Action Point to perform 2 actions.
- **Cover:** -3 Advantage if target isn't visible behind cover. -2 Advantage if target is behind cover and less than 25% of them is visible. -1 Advantage if they are 50%-75% visible behind cover.

LOW HEALTH CONDITIONS

As you start to lose health, your character will become weary and won't perform at their best. There are two notable states you can be in when it comes to low health conditions. We refer to these states as **Bloodied** and **Mauled**.

BLOODIED: While you are below half health (rounded down), you become **bloodied**. When you become **bloodied**, gain 1 point in **Injured**. You retain that point of **Injured**, even if you heal above ½ health, however, if you fall back below ½ health after that, during the same combat, you do not gain another point in **Injured**, no matter how many times that may happen.

MAULED: Whenever you are below a 1/5 health, meaning, your Current HP is less than your Fortitude stat, you become **mauled**. Whenever you take damage while mauled, you gain 1 additional point in **Injured**. When you heal above 1/5 health, you no longer gain additional points in **Injured** when taking damage.

RESTING

Eventually, everyone needs a rest. Resting allows you to recover some Health, remove all **Injured** and **Disturbed** conditions, and level up your **stats** (if you have enough experience points).

The party may have a rotating watch during a rest, but you may not perform any other actions during a rest if you wish to gain the benefits of it.

Rests are broken down into two categories: **Slumbers** and **Naps**.

SLUMBER: A slumber is an uninterrupted rest that lasts for 8 hours or more. During a **slumber**, you recover Health points equal to your Fortitude stat, you may level up your stats if possible, and all your points in **Injured** and **Disturbed** are removed.

NAPS: **Naps** are rests that last less than 8 hours, but more than 1 hour. **Naps** will allow you to recover Health points equal to half your Fortitude stat (rounded down), as well as remove 1 point of **Injured**, OR 1 point of **Disturbed**. You cannot level up your stats during a nap.

LACK OF REST: If your character goes 24 hours in-game time without resting, you gain 1 point in the **Disturbed** condition. You gain another point in the **Disturbed** condition every 12 hours after that, until your character finally rests.

DEATH

When you reach 0 health points or below, your character becomes **Nearly Dead**. While your character is **Nearly Dead**, you are unconscious, and therefore cannot perform any actions or interact with other in any way. You also cannot receive any more damage from attacks that are targeted at you.

When your character becomes **Nearly Dead**, you must immediately add one point to your **Mortality**. You are out of commission until the end of combat (unless an Augmentation allows otherwise). When combat has officially ended (as declared by your CC), any surviving non-player or player characters can choose to revive you, whether friend or foe. Characters that also became **Nearly Dead** this combat cannot help revive any of the other characters. If your character is not revived at the end of combat, you become Totally Dead.

While we refer to combat specifically, there are other situations that may cause Near Death but may not necessarily qualify as combat (such as falling off a building). In these instances, you can be revived right away, as long as other characters can get to you within a reasonable amount of time.

REVIVAL ROLL: When an attempt to revive you is made, roll a number of dice equal to your unmodified Fortitude Stat. This roll determines whether you can recover from your major injuries, or you become **Totally Dead**. If you roll a number of successes equal to or more than your **Mortality**, you are able to recover. Upon recovery, you regain consciousness and have an amount of health equal to the number of successes you rolled.

Each character that is attempting to revive you may choose to add +1 Advantage to your roll. This means that if you have three characters attempting to revive you, you get up to +3 Advantage. If you have 10 characters attempting to revive you, you get up to +10 Advantage, and so on.

INSPIRE: While Nearly Dead, you may choose to inspire a character of your choosing. When you inspire a character, they gain Advantage equal to your **Mortality** on their next roll. You may only inspire a character one time per Near Death experience.

Two Nearly Dead characters can inspire the same character, and can even inspire them at the same time, resulting in Advantage given equal to both Mortalities combined on the inspired characters next roll.

TOTALLY DEAD: If you do not roll enough successes on your Fortitude Stat Test, then you are **Totally Dead**. At this point, your character is out of the game and your inventory can be looted by other characters. A new character can now be created if you wish to continue playing in the campaign.

*The more you become **Nearly Dead**, the harder it gets to recover, and your chances of becoming **Totally Dead** increase.*

INSTANT DEATH: If the final blow that causes death inflicts so much damage that your resulting Current HP is less than or equal to the negative value of your Max HP, then you are immediately deemed **Totally Dead**, and have no chance to recover.

There are certain abilities and items that can bring characters back from Total Death, but they are rare, full of stipulations, and often come at a heavy price.

ACTIONS AND TESTS

FREE ACTIONS

COMMUNICATING: Communication in general is considered a Free Action. When communicating with other players or NPCs, you may roleplay out your conversation, or simply describe your interactions. This is at the discretion of the CC and the Player's comfort.

MINOR ACTIONS

MOVING: Using one Minor Action, you can move up to 3 spaces in a single turn as a minor action. Movement through difficult terrain or vertical movement counts as 2 spaces.

USING CONSUMABLES AND USABLES: Using Usables and Consumables takes 1 Minor Action, unless otherwise specified.

USING YOUR SURONIS: It takes one Minor Action to pull a belonging from, or put a belonging into, your SURONIS.

EQUIPPING BELONGINGS: Equipping belongings involves putting an already equipped belonging into your SURONIS and taking out a new one to take its place. Both of these require a minor action to perform, however you can complete this in one turn by using your Major Action as a Minor Action.

If you do not already have a belonging equipped, and are merely filling an empty slot, then this counts at 'Using your SURONIS' and only uses 1 minor action.

EXERTING: You may use exert to enhance a major action that you are performing on this turn. When exerting, give yourself another die when making a Stat Test. After using exert, gain one point in either the Injured (Fortitude/Agility) or Disturbed (Persona/Aptitude) conditions, depending on which Stat you exerted.

ASSIST: A character may decide to assist another character in performing an action. When one character uses the Assist action, they describe how they are going to help another character. If the CC determines that the proposed action is possible, the assisted character then gains Advantage equal to the assisting character's support passive stat.

MAJOR ACTIONS (STAT TESTS)

INVESTIGATION (APTITUDE): Investigation is used to perceive things in your environment that may not be apparent at first glance. To Investigate, make an Aptitude (APT) Stat Test. You will tell your CC your Test result. Your CC will then tell you what your character perceives based on that roll. If you roll poorly, the CC may give you inaccurate, incomplete, or incoherent information. It is up to you to roleplay the situation appropriately, based on the information you have received.

INSIGHT (PERSONA): Insight is used to perceive the intent, mindset, or hidden aspects of other characters. Insight Tests use a Persona Stat Test. Your CC will determine what you perceive based on your Test result. When in combat, Insight can be done as a free action.

THROWING (FORTITUDE): When throwing an item that isn't already classified as a throwing item, the CC or the Stats of the Weapon will determine the difficulty to throw the item, on a scale of 0-10 with 0 being a small stone,

and 10 being something like a car. You subtract this difficulty from your Fortitude stat score to determine the maximum number of spaces that you can throw said item (with the lowest being 0 spaces), then make a Fortitude (FOR) Stat Test. If half or more of your result was a success, then you can successfully throw it to the space that you intended. If you do not have more than ½ successes, then the item is one space away from the space for every failure past half that was rolled.

When attempting to make an attack by throwing, treat your FOR Stat – Throwing Difficulty as your maximum range and use your FOR stat to determine damage.

RUN (AGILITY): You may attempt to use a major action to run further than your maximum speed. When running, you can move an extra space for every success that you roll on an Agility Stat Test. If you do not roll any successes, then you cannot move any extra spaces.

CONTESTED TESTS

STEALTH (AGILITY VS. APTITUDE): When being stealthy, you must make a single Contested Agility Test against the Aptitude roll of all creatures that would otherwise notice you. If successful, you are undetected. If you attempt to move faster than half speed while in stealth, you must make an *additional* Contested Agility Test at -1 Advantage.

When performing other actions, your CC may have you roll a Stealth Test as a free action to see if you performed the action stealthily enough to remain undetected.

PICKPOCKETING (AGILITY VS. APTITUDE): When attempting to steal a belonging from another character's person, you can make a Contested Agility Test against your targets Aptitude roll. You cannot pickpocket anything that is currently in their hands, or Wearables they are wearing.

DECEPTION & PERSUASION (PERSONA VS. PERSONA): When attempting to **deceive** or **persuade** a target, you must make a Contested Persona Test against your targets Persona roll. While technically considered a Major Action, because they involve rolling, both of these attempts can be done as a free action when in combat.

BELONGINGS IN-DEPTH

Belongings are split into four categories: **Weapons**, **Wearables**, **Consumables**, and **Usables**. Whenever you acquire a new belonging, through whatever means, think through each of these to determine what it is.

1. Is its main purpose to fight? If yes, it is a Weapon.
2. Can I wear it? If yes, it is a Wearable.
3. Does it have limited uses? If yes, it is a Consumable.
4. Still here? Can you use it? If yes, it is a Usable.
5. *Still* here? If you can't use it, why do you even want it?

WEAPONS

You can have 2 Weapons equipped on your person at any given time. Any other Weapons you may have must be stored in your SURONIS and swapped out when needed.

Weapons are defined by a **name**, **description**, **Weapon type**, **Weapon level**, **range**, **damage**, **associated stat**, and **ability**.

- **Name:** The name of the Weapon.
- **Description:** The physical description of the Weapon. It can be pointy, shiny, square, blue, etc.
- **Type:** The Weapons that are available for use is dependent on the world you are playing on. Each world has 16 different Weapons, which we refer to as Standard Weapons. This typically results in two ranged and melee Weapons for each stat. You can find the list of these Standard Weapons and their details in the World Playbook of the world you are playing on.
- **Level:** Your Weapon's level determines how much damage is dealt for every successful hit you land when attacking. The level of your Weapon is determined by your CC, and can range from level 0 to level 10. Higher level Weapons can be purchased, and lower-level Weapons can be upgraded.
- **Range:** Every Weapon will have a minimum and maximum effective range. When attacking within this range, you roll as normal. For every space outside of the effective range you are attempting to hit, gain -1 Advantage to attack. Weapon ranges are listed as follows: **Close** (0 – 1 spaces), **Short** (2 – 4 spaces), **Long** (4 – 6 spaces), and **Far** (6 – 10 spaces).
- **Associated Stat:** The Associated Stat determines what Stat Test you roll for when making an attack with the Weapon.
- **Ability:** Each of the 16 Standard Weapons comes with a unique ability you can perform when in combat. These abilities are described on the Weapons Reference of the World Playbook of the world you are playing on.

AMMULATOR: **Ammulators** are tiny devices that are equipped to most Weapons that require ammunition. These allow most Weapons to function without the burden of tracking ammunition. **Ammulators** are also applied to most throwable Weapons, as a device you would wear on your wrist, removing the need to recover said Weapons when thrown. You can learn more about **Ammulators** in detail in here.

CUSTOM AND IMPROVISED WEAPONS: We said there are 16 total Weapon types on each world you can play on, but that was only mostly true. There are two other possible types: **custom** and **improvised**. They are not included

in the 16 Weapon types above, because their existence and definitions are dependent on your specific circumstances and your CC's instruction.

Custom Weapons: A common Weapon is just what it sounds. It is a Weapon created specifically for or by you. Do you want a crossbow? A flail? A double-sided spear? A throwing shield? Well, you can have it... as long as your CC allows it, that is.

A custom Weapons damage, range, optional ability(s), and associated stat are all determined by your CC, as well as how and if you acquire one.

Improvised Weapons: An improvised Weapon is anything you are trying to deal damage with, that is not already a Weapon. Improvised Weapons can be **temporary** (such as hitting somebody with a book), or **permanent** (such as strapping a book to the end of a stick and using it as your main Weapon). A **temporary improvised Weapon** returns to its normal status after a single use, whereas a **permanent improvised Weapon** remains a Weapon in your belongings from the point of creation.

*Both a **temporary** and **permanent** Weapons damage, range, and associated stat are determined by your CC. Improvised Weapons do not have an ability.*

CREATING YOUR WEAPONS: You can find a list of Weapons available to use on your world in your world's World Playbook. This list consists of the 16 standard Weapons that can be found on the world you are playing on. There can be other types of Weapons, but those are treated as custom or improvised Weapons that you or your CC create for yourselves. The Lore of the world you are playing on is a great place to go for inspiration on possible custom or improvised Weapons.

WEARABLES

You can have 7 Wearables equipped at any given time, one in each of the following areas: Head, Face, Torso, Arms, Hands, Legs, and Feet. Any Wearables you are not wearing can be stored in your SURONIS.

Wearables are defined by a **name**, **description**, **body area**, and **stat modifier**.

- **Name:** The name of the Wearable.
- **Description:** A physical description of the Wearable. It can be heavy, hot, stylish, ragged, etc.
- **Body Area:** Where on your person you can wear this Wearable. You cannot wear two Wearables on the same body area.
- **Stat Modifier:** The stat that this Wearable modifies. Wearables can increase or decrease a stat. This will then be used to determine your Modified Stat Score (see Using Your Stats).

CREATING YOUR WEARABLES: It is mainly up to you and your CC to create the Wearables you will be using. The Lore of the world you play on will provide information on Wearables, such as fashion and what stat modifiers are likely to be on them. There also may be a list of Wearables to inspire creativity, but, ultimately, it is up to you and your CC to create Wearables that fit your character.

CONSUMABLES

You can have 3 separate Consumables on your person at any given time. Any Items that you wish to carry but cannot keep on your person can be stored in your SURONIS.

Consumables are defined by a **name**, **description**, **categories**, **level**, and **uses**.

- **Name:** This is the name of the Consumable.
- **Description:** The description of the Consumable.
- **Categories:** One or more categories that describes what the Consumable does. The different available categories and their definitions are explained in the World Playbook of the world you are playing on.
- **Level:** Level from 1 – 10 that determines how powerful the category effect is. You multiply the category effect by this number.
- **Uses:** How many times you can use the Consumable before it is destroyed/useless. Consumable uses cannot be restored unless otherwise stated.

CREATING YOUR CONSUMABLES: You can find a list of Consumable categories in your World Playbook. These categories explain exactly what a Consumable does, and how well it does it. When creating a Consumable, you first choose one or more of these categories, but then it is up to your creativity to determine what the exact item is. The Lore of the world you are playing on is a great way to find inspiration when creating your Consumables. Most of the time, it is your CC who will create these Consumables for you to find or buy, but they may also allow you to create your own at times.

USABLES

You can have 3 separate Usables on your person at any given time. Any Usables that you wish to carry but cannot keep on your person can be stored in your SURONIS.

Usables are defined by a **name**, and **description**, **type**, and **equipable** option.

- **Name:** This is the name of the Usable.
- **Description:** The description of the Usable.
- **Type:** This helps determine the value of the Usable, as well as likelihood that you will run into one. The options are common, semi-common, rare, collectable, and one-of-a-kind.
- **Equipable:** Whether you can equip this Usable or not. An example of a non-equipable Usable would be a vehicle. Your CC ultimately determines whether a Usable can be equipped.

CREATING YOUR USABLES: Usables describe anything from a flash drive to a piece of parchment to an airplane. Therefore, almost every Usable that you or your CC create is going to be custom. When creating a Usable, the most important thing to fill out is its type. This determines its value, based on the economy of your world. You will be able to find information on what Usables would be what types (as well as what Usables would even be available) in the Lore of the world you are playing on.