

# EvolveX RPG

## INHALTSVERZEICHNIS

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## ABBILDUNGSVERZEICHNIS

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## ABKÜRZUNGSVERZEICHNIS

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M	Movement
D	Defense
S	Scavenging
A	Attack
I	Initiative
TM	Territory multiplier
T	Territory
FM	Food multiplier
FC	Food cost
F	Food

## MAIN GAME PLAY

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### 1.1 FEEDING

Feeding has two phases one for herbivores and one for carnivores. Omnivores can participate in both phases.

#### 1. Phase

Herbivores/Omnivores will feed from a pool.

$(1d100 + \text{Scavenging (S)}) * \text{Food multiplier (FM)} * \text{square(Territory (T))} = \text{Food (F)}$ .

#### 2. Phase

Carnivores/Omnivores will feed by attacking other animals

$(\text{Defense (D)} * \text{square(T)} * \text{S}) - (\text{Attack (A)} * \text{square(T)} * \text{S}) = \text{F}$ .

If a species has no population it becomes extinct.

### 1.2 SOCIAL

This phase determines how they interact with other species in their territory:

- Aggressive
- Cooperative
- Neutral
- Defensive
- Hostile
- Special

Aggressive stance increases the amount of territory you control, but reduces the efficiency of your feeding

+10% Territory multiplier (TM), -10% FM

Cooperative decreases the amount of territory you control, but increases the efficiency of your feeding

-15% TM, 15% FM (my idea also add „trade“ deals).

Neutral

You gain no modifiers

Defensive

-10% TM + 2 D

Roll	Description	Effect
0	blah	+10% TM
1	xxx	+5% FM
2	aasd	TM
3	asd	Roll species event

Tabelle 1.1: Events

Roll	Description	Effect
0	asd	symbiosis
1	asd	test

Tabelle 1.2: SpecialEvent

### 1.3 EVOLUTION

Players can evolve traits, Each trait cost EVO points, you may also upgrade traits. There are many traits, so will need to ask GM for trait cost if it is not listed here. You can spend evo points equal to a skill to level it up, so to level up explore from 5 to 6, would cost 5 evo points. Species generally need a trait for reproducing/breathing/eating/moving.

You gain 1 EVO points each time your species loses population, from natural selection. Your species also gains 5 Evo points each time you reach a milestone population, this includes your starting pop.

10,20,50,100,200,500,1000,2000,5000... You gain 5 EVO points each time you can fully feed your species, otherwise gain 3 EVO points.

Your first 3 non-innate traits have no additional cost, after that you must spend an additional 5 evo points per trait, this cost increases by 5 for each set of 3 traits you have (not including your first).

You can spend 10% of your pops worth food to increase your intelligence by 1. Intelligence has milestones at 5/10/15/20/25... giving 5 evo points each time. You cannot buy intelligence with evo points

### 1.4 MATING

Mating equations can vary based on sexual organ types, and birthing methods. But a general equation will go as such:

30% of current population\* pop growth multiplier

If food required is higher then food scavenged use the following:

-30% of current population\*((food required-food scavenged)/ food required)\*pop growth multiplier.

### 1.5 EVENT

These represent big changes to the world, these can positively or negatively affect the amount of food in pools, events can cause new species to emerge, and open new areas of the map.

Roll	Description	Effect
0	asd	test
1	asd	test

Tabelle 1.3: MajorEvent



## SPECIES CREATION

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### Starting Points:

- Cambrian Era 25 EVO points
- Ordovician Era 50 EVO points
- Silurian: ERA 60 EVO points
- Devonian Era 75 EVO points
- Mississippian Era 100 EVO points
- Mississippian and Pennsylvanian: two clustered eras derived from the old Carboniferous period, both old and new considered valid, your preference
- +25 points for each later era

Add the Evo points from milestone [1.3](#) from your starting population to your starting Evo points.

- Annelida (worms, leeches)
- Arthropoda (insects, spiders, crustaceans)
- Chordata (mammals, fish, reptiles, birds)
- Cnidaria (jellyfish, anemone, corals)
- Mollusca (octopuses, squid, cuttlefish)
- Platyhelminthes (flatworms, tapeworms, flukes)
- Porifera (freshwater sponges, sea sponges)
- Other(Anything that doesn't fall above, get creative)

## SPECIES

## 3.1 ARTHROPODA

Exoskeleton\* 4.1

Cephalothorax/Thorax 4.1

Striped Muscles 4.1

Segmented Body 4.1

complete digestive system 4.1

Open circulatory system 4.1

Internal fertilization 4.1

Annelidan Nervous System 4.1

——Choice——

Book-Lungs/Trachea 4.1

Or

Gills 4.1

——Choice——

Omnivore: 4.2

Or

Herbivore: 4.2

——Choice——

Land 4.3

or

Flying 4.3

or

burrow speed 4.3

——Choice——

Glands: green glands(1D)

or

Malpighian tubules(1A)

or

coxal glands.(1E)

## TRAITS

Name	Bonus
Exoskeleton*	D/Level&-33% Damage Taken, +10% FC
Cephalothorax/ horax	S: 1, +0.5 for level 2/3
Striped Muscles	+2 A/level +10%A
Segmented Body	+1C!/level, +1M/level
Complete digestive system	with mouth and anus, Mouthparts can be adapted for various modes of feeding +2 S/level
Open circulatory system	with dorsal heart and arteries but without capillaries -1D
Book-Lungs/ Trachea	Breath air
Gills	Breath water
Internal fertilization	+30%/15%/10% to pop growth per level 1/2/3 , Larvae may be targeted for attack
Annelidan Nervous System	a dorsal brain connected with a nerve ring to a double ventral nerve cord(intelligence is possible). Starts with 2I, level 2 allows you to attack creatures with higher defence. Level 3 unlocks Hive mind(Work in progress).

Tabelle 4.1: Inniate Traits

Name	Bonus
Herbivore	+25% FM/level
Omnivore	+10% FM/level
Carnivore	+20% FM/level

Tabelle 4.2: Vore Traits

Name	Bonus
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Tabelle 4.3: Movement Traits

Name	Bonus
Internal fertilization	+30%/15%/10% to pop growth per level 1/2/3 , Larvae may be targeted for attack

Tabelle 4.4: Reproductive Traits

Name	Bonus
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Tabelle 4.5: Specialized Limbs

Name	Bonus
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Tabelle 4.6: Defensive Traits

Name	Bonus
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Tabelle 4.7: Aggressive Traits

Name	Bonus
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Tabelle 4.8: Biome Traits

Name	Bonus
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Tabelle 4.9: Scavenging Traits

Name	Bonus
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Tabelle 4.10: Intelligence Traits

Name	Bonus
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Tabelle 4.11: Other Traits