

Outer West

Fantasy Wild West Tabletop RPG

Beta
Test
Guidebook

*All content should be considered a work in progress and is subject to change.

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

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

Key mechanics:

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

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

- ★ Mechanics
- ★ Leveling and progression pace
- ★ Weapon, spell, and utility effectiveness
- ★ Creature uniqueness and balance
- ★ Combat flow
- ★ Website functionality

Table of contents:

- ★ 3: Mechanics snapshot
- ★ 4: Attributes and skills
- ★ 11: Species
- ★ 17: Backgrounds and talents
- ★ 21: Leveling and general mechanics
 - 26: Combat basics
 - 28: Conditions
 - 30: Damage types
- ★ 31: Weapons and other items
 - 38: Special weapons
 - 39: Clothing and armor
 - 41: Mystical items
 - 44: Utilities
 - 48: Crafting, mod kits, food
 - 49: Mounts
 - 50: Currency
- ★ 52: Magic
 - 53: Farlight spells
 - 54: Primordial spells
 - 55: Constellation spells
- ★ 56: Creatures
- ★ 75: Battle maps
- ★ 78: OGL and legal stuff

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

Game Master and the Players

-The game master or “GM” is the person narrating and guiding the story while the other players play their characters within the story being told

Action Points (AP)

-Points used to perform actions.

-2 AP is refilled at the

beginning of a characters turn

-Half AP values are rounded up at the end of their turn

Movement Bank (MB)

-Movement has its own bank separate from AP

Evasion Chance: (EC)

-Chance of being hit

Attributes

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

Skills

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

Backgrounds

-Each one grants bonuses and minuses to certain skills

Classes

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

Leveling

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

Mechanics Snapshot

Good odds/Bad odds

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

Jams

-Rolling a 1-3 will cause a gun to jam

-It can be unjammed, but the jam counter will stay

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

Standoffs

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

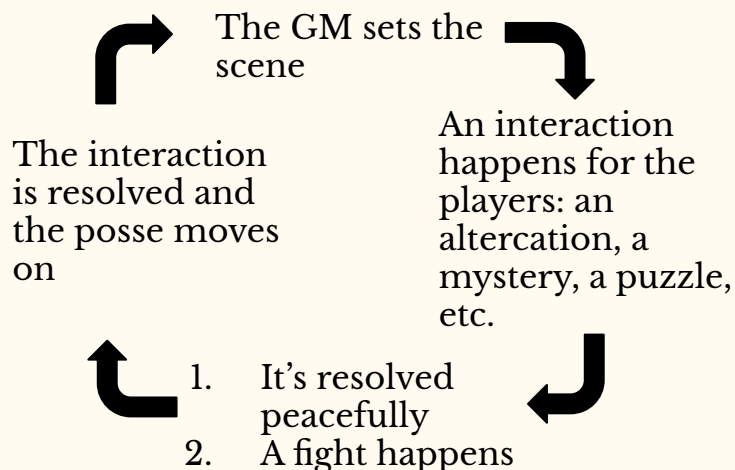
Swapping Weapons

-It costs 5ft MB 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 MB cost immediately or hold it in the opposite hand of the one-handed and still use the one-handed until they decide to two-hand the two-handed weapon later for no cost

Dying

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

Typical Gameplay Loop



Attributes & Skills

Strength

Shotguns
Crushing Melee
Hand-to-Hand
Athletics
Crafting

Agility

Pistols
Slashing Melee
Archery
Ropework
Acrobatics
Sneak
Thievery

Gumption

Intimidation
Hunting
Cooking
Foraging
Animal Handling

Intelligence

Rifles
Intuition
Investigation
Gambit
Brewing
Galvanism Magic

Mysticism

Religion
Medicine
History
Healing Magic
Utility Magic
Absolution Magic

Personality

Foolery
Persuasion
Barter
Performance
Deception Magic
Ritual Magic
Destruction Magic

Attributes and Skills

-These are the backbone of Outer West. There are 6 Attributes and 36 skills, both of which have a cap of 100. Every attribute has milestones at 15, 25, 50, 75, and 100 that grants things like perks and mod bonuses

-Skills are leveled by gaining experience points when using them, and attributes are increased when leveling up.

-A single exp increase happens when you simply succeed on a roll, and a double increase happens when you perform exceptionally well at the task, like rolling a natural 20:

Successful check/hit: 1 exp

Critical or Natural 20 check/hit: 2 exp

Passive Training

-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 **Passive Training**.

-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 passive train that skill. 15 min of in-game training is two rolls, in which every roll above 10 is a success. Doing passive 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.

Strength

Crushing Melee

Melee weapons that crush

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

25: +1 to damage

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

Twice per nap

75: Natural rolls between 18 and 20 count as crits

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

Shotguns

Low range, high reward

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

25: +1 to damage

50: Surgical: shotguns do full damage at long range

75: Natural rolls between 18 and 20 count as crits

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

Hand-to-Hand

Bare fists, brass knuckles, and anything without a handle

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

25: +1 to damage

50: Paralyzing Strike: on hit, target must make a Gum.S(15), on fail, target is paralyzed for 5 seconds. Only works on medium or smaller targets, on large and gigantic targets, they are stunned instead. Twice per rest

75: Natural rolls between 18 and 20 count as crits

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

Athletics

Movement that requires physical strength like climbing walls or lifting objects

15: Climber: can climb twice your MB

25: +1 to checks

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

75: 1 re-roll per rest

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

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

Agility

Slashing Melee

Melee weapons that slash or pierce

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

25: +1 to damage

50: Artery Cut: make a hit check with a slashing or piercing melee weapon with bad odds. On hit, target takes 1d6 damage every 5 seconds until they are reduced to 0 hp. Does not work on creatures that have a DR of 4+ or legendary creatures. Twice per rest

75: Natural rolls between 18 and 20 count as crits

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

Pistols

Classic western sidearms

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

25: +1 to damage

50: Five-Finger 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: Hogsbane: you have good odds when attempting to rope a creature when outside of combat

25: +1 to damage

50: Disarm: roll a hit check with bad odds at the hand of a creature that's holding a weapon. On hit, they drop their weapon, even if it's two-handed. They also can't use that hand to pick up or hold a weapon for 5 seconds

75: Natural rolls between 18 and 20 count as crits

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

Archery

Modern boomsticks just not doing it for you?

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

25: +1 to damage

50: Archer: called shots don't have bad odds.

You can also double nock and shoot two arrows at the same target for the cost of one. Twice per nap

75: Natural rolls between 18 and 20 count as crits

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

Acrobatics

Movement that requires nimbleness and finesse, like jumping and balancing

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

Three times per nap

25: +1 to checks

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

75: 1 re-roll per rest

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

Sneak

The ability to hide in the shadows

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

25: Veiled: +1d6 to sneak attack damage

50: +1 to checks

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

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

Thievery

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

15: can pick level 25 locks

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

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

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

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

Gumption

Intimidation

Puff out that chest and crease that brow

- 15: Piercing Gaze:** +1d4 to checks
- 25:** +1 to checks
- 50: Stone Will:** you cannot be intimidated except under very rare circumstances
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Foraging

The ability to find and identify flora in the wild

- 15: Green Thumb:** you get two ingredients per plant when foraging, three on a crit
- 25:** +1 to checks
- 50: Botanist:** healing gained from edible ingredients is doubled
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Cooking

Yes chef!

- 15: Fight Prep:** when outside of combat, you can cook a feast for up to four people if you have at least three pounds of food which will give them +5 temporary health and inspiration. This bonus lasts a day before it wears off if not used and stacks with other meal bonuses
- 25: Preserve:** you can preserve any amount of food by smoking it or keeping it in a thick layer of salt for a day. That food can last up to a year and gives double healing
- 50:** +1 to checks
- 75: Creature Connoisseur:** you can carve and use meat not only from normal game, but from any creature in the wild
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Hunting

The ability to track and hunt animals

- 15: Favored Animal:** choose a type of animal in the wild such as deer, boar, gecko, etc. You have good odds when tracking and hunting chosen creature type and do an extra 1d8 on hit
- 25:** +1 to checks
- 50: Just a Bug Bite:** if you hit an animal that you're hunting with a ranged weapon and it doesn't kill, the animal will stay where they are as if nothing happened
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

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

Intelligence

Rifles

Man's second best friend

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

25: +1 to damage

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

75: Natural rolls between 18 and 20 count as crits

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

Intuition

The ability to sense and interpret surroundings

15: Aware: +15 to Natural Awareness

25: +1 to checks

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

75: 1 re-roll per rest

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

Investigation

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

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

25: +1 to checks

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

75: 1 re-roll per rest

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

Gambit

How good a character is at card and dice games

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

25: +1 to checks

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

75: 1 re-roll per rest

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

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

Mysticism

Religion

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

- 15: Missionary:** good odds on checks when in a place of worship or holy ground
- 25:** +1 to checks
- 50: Blessed One:** you can pray to your god with a check and on success, gain inspiration. Once per day
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

History

Everything related to the history of the world and its inhabitants

- 15: Ain't Repeatin' Nothin':** gain double exp from reading a history skill book
- 25:** +1 on checks
- 50: Historian:** when attempting to decipher ancient writing or puzzles, you have good odds
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Medicine

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

- 15: Medic:** +1d8 healing when using healing items on yourself or others
- 25:** +1 to checks
- 50: Angel:** you re-roll all 1's and 2's when using healing items on yourself or others
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Healing Magic

Healing and protective spells

- 15:** Can cast 1st tier spells
- 25:** Can cast 2nd tier spells. **Protector:** healing spells with a range of touch have a range of 10ft
- 50:** Can cast 3rd tier spells
- 75: Guardian:** half AP cost for all spells (to a minimum of .5) and if you roll a crit on a healing spell, you heal the target for the maximum dice value plus mods
- 100:** All checks are automatic successes. You still roll, but only for possible crits

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

Personality

Foolery

The ability to deceive and lie

- 15: Crossed Fingers:** people you try to deceive have bad odds on their intuition checks
- 25:** +1 to checks
- 50: Can't BS a BSer:** except under very rare instances, you cannot be deceived and people are more likely to believe your lies
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Persuasion

The ability to charm someone

- 15: Charming Smile:** +1d4 on checks
- 25:** +1 to checks
- 50: Master Charmer:** people are more naturally trusting of you and have lower checks when needing to be persuaded
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Barter

The ability to bargain and make deals

- 15: Mercantilist:** you have good odds when attempting to get a discount
- 25:** +1 to checks
- 50: Gold Thumb:** in most general stores, you have 25% off their entire inventory and they will buy your goods at 100% of their value
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Performance

How well one is at putting on a show

- 15: First Time Nerves:** if you fail the first roll, you may try again, but with bad odds. Twice per nap
- 25:** +1 to checks
- 50: One Man Band:** when making a performance check alone, you have good odds
- 75:** 1 re-roll per rest
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Deception Magic

Spells that turn people invisible and charm

- 15:** Can cast 1st tier spells
- 25:** Can cast 2nd tier spells. **Deceiver:** spell effects last twice as long
- 50:** Can cast 3rd tier spells
- 75: Mind Ravager:** half cost for all spells (to a minimum of .5)
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Ritual Magic

Spells that buff, de-buff, and hex

- 15:** Can cast 1st tier spells
- 25:** Can cast 2nd tier spells. **Hexer:** only half the time is needed to cast 1st and 2nd tier spells
- 50:** Can cast 3rd tier spells
- 75: Ritual Master:** can cast 1st and 2nd tier spells for half AP cost (to a minimum of .5) and 3rd tier spells only need half the time to cast
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Destruction Magic

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

- 15:** Can cast 1st tier spells
- 25:** Can cast 2nd tier spells. **Demoralizer:** if a spell causes a target to make a save, they have -1d8 on the save
- 50:** Can cast 3rd tier spells, +1 to damage
- 75: Lord Death:** you re-roll all 1's when dealing damage and half cost (to a minimum of .5 AP) for 1st tier spells
- 100:** All checks are automatic successes. You still roll, but only for possible crits

Species

Every species has different ancestral lines that affect many aspects like their physical appearance, perks, and attribute bonuses

Ambaazi

(dark skinned desert humanoids)

Qualities and Culture

Height: 4'11 - 6'3

Life Span: ~80yrs

Common Names: Jebadiah Corsant, Abigail Fring, Gabriel Vanahiem, Delilah Saintswood

Beginning deep within the caverns of the desert mesas, the Ambaazi created forges and pioneered many forging and blacksmithing techniques. Over time, groups of Ambaazi began venturing up from the underground forges and settled atop the mesas. After many future generations did the same, a civil war broke out between those at the top and those who preferred to stay underground. Those at the top believed they were chosen by Aurelia, while those at the bottom believed in other patrons, which angered those at the top. The war ended in a stalemate, leading to the Treaty of Night and Day, which gave the territories to the respective groups and set guidelines for how to interact.

Ancestries

Anointed Ambaazi

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

Lost Ambaazi

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

Armadill

(armadillo-folk)

Qualities and Culture

Height: 4'11 - 5'10

Life Span: ~50yrs

Common Names (no surnames): Hermad, Berdav, Gerbock, Darev

The Armadill were created when the god Aurelia granted sentience to a group of lost armadillos. They started making their mark within the world allying with humans and building build their empire. They make incredible bankers and homesteaders and share cultural similarities with humans, living in wooden homes and banding together in close knit communities.

Ancestries

Seven-Banded Armadill

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

Five-Banded Armadill

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

Bak'Wa

(green-skinned swamp humanoids)

Qualities and Culture

Height: 4'11 - 6'5

Life Span: ~80yrs

Common Names: Cletus Bauton, Martha Garmond, Jethro McFeddel, Charlotte Angosta

The Bak'Wa are humans that settled in the primordial swamps generations ago, living in yurts and huts on the outside of society. Overtime, this overexposure to the mystic energies of the swamps changed their skin and eyes green. These changes also affected their blood, making them immune to most diseases.

They mainly keep to themselves, making good farmsteaders with the Bolibar. They also guide tourists and anyone else who's lost their way through the everglades.

Ancestries

Onyx Bak'Wa

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

Mossy Bak'Wa

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

Bolibar

(bullfrog-folk)

Qualities and Culture

Height: 4'6 - 5'11

Life Span: ~60yrs

Common Names: Yuggifa Goovov, Kuub Yuhafa, Tsurgy Jogar, Zoragy Goovov

Bullfrog folk that act as the main farmers and homesteaders of the swamps. They are a calm people that go through life with a tranquil nihilism. Most are solitary beings that value family over everything

Some Bolibar believe they are cursed, and go so far as to punish themselves in hopes of repentance in Baron Boudreaux's eyes, so that he might save their souls from Limbo after death. Others are more pessimistic, thinking that they and the other races exist only to suffer

Ancestries

Solid Bolibar

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

Speckled Bolibar

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

Cincindel

(beetle-folk)

Qualities and Culture

Height: 4'6 - 6'2

Life Span: ~500yrs

Common names: Alanzo Pasar, Maria Facillardo, Josar Rogresa, Espera Delarez

These iridescent beetles are master merchants and astrologers and are said to be one of the oldest races, next to the Shikasa. Due to their unique mouth structure, they invented "Talking Bottles"; glass bottles filled with a liquid that is telepathically linked to their brains, allowing them to speak any language they learn.

Ancestries

Triadic Cincindel

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

Analogous Cincindel

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

Egriss

(crane-folk)

Qualities and Culture

Height: 5' - 6'5

Life Span: ~60yrs

Common Names: Zataki, Xida, Hinato, Akira

These crane-folk are known for their expertise in shadowy arts, deceivry, and thievery. Due to a catastrophic event in the past that destroyed most of the population, they have little history and culture to cling to, making most of them wanderers, picking up odd jobs for housing and work

Ancestries

Roaming Egriss

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

Lotus Grove Egriss

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

Folinn

(fox-folk)

Qualities and Culture

Height: 4 - 5'5

Life Span: ~300yrs

Common Names: Verlia Ravuhn, Corso Zalaiva, Terla Feros, Lovahna Nerova

Legend says from the Grand Forest, or Aulush 'I' Dawn in Folish. This massive enchanted forest spans for hundreds of miles, drowning the continent in waves of green. Within this forest, the Folinn blossomed into an elegant, mystical, potion brewing society. They make their homes from the giant carnivorous plant varieties within the Great Forest, mainly the pitcher and fly-trap varieties. They grow and cultivate these plants until they get to the right size, after which they inject them with a serum that halts their growth and "petrifies" them.

For a time, the Folinn were isolationists and had a standoffish relationship with the other races of the land. That lasted until the Reedwood Concordant: a treaty between the Folinn and humans that allowed passage and trade between their kingdoms.

Ancestries

Short-Tailed Folinn

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

Long-Tailed Folinn

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

Hillock

(short, stocky humanoids)

Qualities and Culture

Height: 3'6 - 5'

Life Span: ~90yrs

Common Names: Herschel Slow-Foot, Bonnabell Low-Berry, Edgar Jaw-Bent, Avery Apple-Find

Hillocks are short, hairy variants of humans that live in the rocky hills. They are a food and fun loving people that embrace good company. They make their homes from the boulders and rock formations that dot the planes. While there are some grumpy ones who keep to themselves, most welcome others with open arms and open hearts

Ancestries

Village Hillock

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

Stone Hillock

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

Human

Qualities and Culture

Height: 4'11 - 6'5

Life Span: ~80yrs

Common Names: John Doe, Alice Marshall, Booker McAllister, Bonnie Faraday

These hardy people can be found all over, but tend to stay in the plains and forests due to their fondness of cool weather and green fields. They enjoy working the land and living off the sweat of their brow.

Ancestries

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

Latran

(coyote-folk)

Qualities and Culture

Height: 4'11 - 5'8

Life Span: ~300yrs

Common Names (no surnames): Vol, Kir, Luk, Gep

Latrans are a religious folk that have been studying and worshipping Aurelia for years. Like their distant Folinn cousins, they have a generational love for magic and train their offspring to learn spells at a very young age. The culture of Latrans is one of stoicism, faith, and discipline.

Their main contribution to the greater world is Farlight magic and spells, believed to be taught to them by Aurelia herself.

Ancestries

Desert Latran

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

Mesa Latran

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

Margart

(cat-folk)

Qualities and Culture

Height: 4'10 - 7'

Life Span: ~50yrs

Common Names: Jiji Longtail, Noko Sneakpaw, Febi Grasshair, Boba Hotnose

Thought to be descended from the giant Portabell cats of the desert, Margarts are known to be nomadic, but are rumored to have a home deep underground.

They spend their days travelling the desert in their pop-up camps selling food, shelter, and trinkets to those lost in the desert. These friendly felines are a welcome sight for any sore-eyed desert travelers.

Ancestries

Long-Haired Margart

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

Short-Haired Margart

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

Shakasa

(alligator-folk)

Qualities and Culture

Height: 4'11 - 6'6

Life Span: ~125yrs

Common Names: Maron Chardoux, Astel Macabre, Beauregard Garmon, Jean Baptiste

One of the first sentient species known to the mortal world, the Shakasa are an ancient steeped in a rich history. They were the first to have a monarchy, a practice they still hold today, they created vana, developed some of the first spells, and tamed and raised land lobsters.

Their empire stretches far and wide across the magnificent primordial everglades and beyond. They made allies with the Egriss and some Bak'wa and Bolibar; the latter two are mainly used as work horses for the empire. The Shakasa are deeply religious, following Shibasa and Boudreaux

Ancestries

Smooth Shakasa

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

Ridged Shakasa

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

—Backgrounds—

Alchemist

- ★ +10 to Brewing and Foraging
- ★ -5 to Foolery, Crafting, and Intimidation

Assassin

- ★ +5 to Sneak, Acrobatics, and Pistols
- ★ -5 to Crafting, Repair, and Shotguns

Bounty Hunter

- ★ +5 to Natural Awareness and +5 to Intuition and Investigation
- ★ -5 to Religion, Performance, and Healing Magic

Carpenter

- +15 to Crafting
- -5 to magic skills

Chef

- ★ +10 to Cooking and +5 to Slashing and Crushing Melee
- ★ -5 to all Pistols, Rifles, and Archery

Cowboy

- ★ +5 to Rifles, Pistols, and Ropework
- ★ -5 to all History, Foolery, and Sneak

Doctor

- ★ +10 to Medicine and +5 to Slashing Melee
- ★ -5 to all other combat skills

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

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

Ex-Convict

- ★ +10 to Slashing Melee, Hand-to-Hand, and Religion
- ★ -5 to Persuasion, Foolery, and Foraging

Galvanism Scholar

- +15 to Galvanism
- -5 to all other magic skills

Luddite

- +5 to Melee, Hand-to-Hand, Ropework, and Archery
- -5 to Pistols, Rifles, Shotguns, and anything using complicated machinery

Missionary

- ★ +10 to Farlight magic skills and +5 to Religion
- ★ -5 to Deception Magic, Destruction Magic, and Ritual Magic

Rancher

- +5 to Animal Handling, Crafting, and Ropework
- -5 to all magic skills

Shockstone Scholar

- ★ +5 to Pistols, Rifles, Shotguns, and Archery
- ★ -5 to those same skills when using non-shockstone weapons

Shopkeep

- +10 to Barter and Repair, and +5 to Shotguns
- -5 to Animal Handling, Cooking, and Hunting

Snake Oil Salesman

- ★ +5 to Foolery, Persuasion and Barter
- ★ -5 to Pistols, Rifles, and Archery

Street Urchin

- +5 to Thievery, Sneak, and Foolery
- -5 to all magic skills and History

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

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

Worshipper

- ★ +5 to Primordial Magic skills and Persuasion
- ★ -5 to Mysticism

Talents!

At level 2, the player can choose a talent. These are bonus perks that evolve into stronger versions of themselves at level 5. At level 10, the player can choose another, which then evolves at level 13. Once they're picked, they're permanent, so choose wisely.

Alchemic Tendencies

- ★ Natural: When brewing tonics and herbal injections, double the amount
- ★ Trained: When rolling a crit, triple the amount

Arc Theory

- Natural: When rolling a crit with a weapon that deals shock damage, the bolt will have an additional bolt jump to the closest target within 30ft of the first target being hit, which deals half the damage of the original bolt
- Trained: Can jump to an additional target after

The Art of the Gun

- Natural: For 1 AP you can enter a state that gives you good odds on all shots for your current turn, twice per nap
- Trained: Three times per nap

The Art of the Blade

- Natural: For 1 AP you can enter a state that gives you good odds on all melee attacks for your current turn, once per nap
- Trained: Three times per nap

The Art of the Spell

- Natural: For 1 AP you can enter a state that gives you good odds on all spell hits for your current turn. Once per nap
- Trained: Twice per nap

Beloved Pedantist

- Natural: Whenever you succeed on a history check you gain inspiration
- Trained: When rolling a natural 20 on a history check, you also gain +10 temp health

Brutal Stoic

- Natural: Killing a creature instantly refills 1 AP
- Trained: Refills 2 AP

Callous Contempt

- Natural: Anytime you or a creature within 80ft of you becomes mad, your max MB increases by 10ft for 10 seconds, twice per rest
- Trained: Four times per rest

Combat Medic

- Natural: When using a healing item on someone else, double the amount of dice
- Trained: If you roll a max die with these dice, you can re-roll the max di(c)e until you don't roll max

Evergladian Economics

- Natural: Anytime you find money while looting, double the amount
- Revelation: You can convince any vender to take any type of currency

Genius Amongst the Masses

- Natural: Whenever you succeed on an investigation check you gain inspiration
- Trained: when rolling a natural 20 on a investigation check, you also gain +10 temp health

Heartlandian Breathing Techniques

- Natural: 3 AP refills at the start of your turn while in combat
- Trained: 4 AP refills

Holier Than Thou

- Natural: Spell slots refill when taking a nap
- Trained: Get +1 spell slots for a day after a full rest

Joulieau Style Cooking

- Natural: When making a cooking check, if you roll a 16 or above, the meal gives the person eating it advantage on Gumption saves and +10 temp HP for an entire day
- Trained: The roll only has to be a 12 or above

Photographic Memory

- Natural: You can remember almost every detail of your surroundings that you've seen from the past 30 days, including layouts of buildings and pathways
- Trained: You can remember everything from the past 90 days

The Poison and the Stone

- Natural: Anytime you or a creature within 80ft of you is poisoned, you gain resistance to slashing, piercing, crushing, and shock damage for 10 seconds, twice per rest
- Trained: Four times per rest

Primordial Fundamentals

- Natural: For 1 AP, you can enter a state where all ritual spells can be casted instantly, once per rest
- Trained: Twice per rest

Purga Non Torasa

- Natural: Whenever another creature within 80ft of you contracts mortia's disease, you do an extra 1d6 damage on your next attack. Two times per rest
- Trained: Four times per rest

Somewhat of an Empath

- Natural: Whenever you heal a creature, you gain good odds on your next action within 5 seconds, two times per rest
- Trained: Four times per rest

The Shadow

- Natural: After a successful sneak check, all thievery checks have good odds for 30 seconds
- Trained: Good odds for 2 minutes

Stunning Resilience

- Natural: Anytime you or a creature within 80ft of you is stunned, you gain good odds on all saves for 10 seconds, twice per rest
- Trained: Four times per rest

Waking Nightmares

- Natural: Anytime you or a creature within 80ft of you is put to sleep against its will, you gain good odds on your next attack, twice per rest
- Trained: Four times per rest

Creating a Character

1st: Pick a Species and Ancestry

Each species has two ancestral lines, each granting different bonuses and skills

2nd: Pick a Background

Each background grants bonuses and penalties to different skills

3rd: Divide up your attribute bank:

Each attribute determines different aspects of the character, like movement bank and health

- ★ 30
- ★ 20
- ★ 16
- ★ 15
- ★ 10
- ★ 5

4th: Pick three major skills and five minor skills. All other skills start at level 5

- ★ Major skills: 25
- ★ Minor skills: 15

5th: Pick morals

Are you good, bad, or downright evil?

6th: Pick a weapon proficiency

Grants better hit chance with a specific weapon type

7th: Pick a language besides Planish (the world's common language)

If you can speak the creature's language, it might not attack you...

8th: Refer to the leveling tables to fill in the starting health (HP), movement bank (MB), evasion chance (EC), natural awareness, and spell slots based on the chosen attribute values. Starting Initiative bonus and AP are universal for

new characters:

- ★ Starting Initiative: +2
- ★ Starting AP: 4

9th: Come up with a name for the character and class

At later levels:

Starting at level 2, you get to choose Talents. Talents give perks that evolve into better versions of themselves the longer the character has them

Leveling Up

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

Skill Check
Successful skill checks grant exp



Gain Exp
Enough exp will level up a skill



Skill Level Up
Enough skill levels will cause a character level up



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

| 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 |

| 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 |

General Mechanics

The Game Master

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

The Players

-The players go through the story being told while playing their characters. They talk, act, question, and react to their surroundings in character, making rolls throughout the campaign

Campaigns

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

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

The D20

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

Checks

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

Damage

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

Natural 20’s/ Critical Rolls

-Rolling a 20 without bonuses is a critical roll, or a “natural 20”

-Outside of combat this means that except in rare circumstances determined by the GM, the player will automatically and expertly succeed on the task they are attempting.

-When in combat, a critical doubles all damage done after bonuses are added. The opposite of a natural 20 is a natural 1, or a critical failure

Saves

-A save is a roll made to resist or save a character from the effects of something, like a spell

-A save will be written like this: **Agi.S(10)**. This means it’s an Agility save with a difficulty of 10

-When afflicted by an effect, like poison, the afflicted makes a save for every 5 seconds they’re afflicted. For example, if someone has been poisoned for 15 seconds, they make three saves over their three turns (because each round is 5 seconds) in an attempt to nullify the effect. If they succeed on a save anytime when they’re affected, it ends early

-Checks are related to skills, saves are related to attributes

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 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

Lighting

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

Night Vision and Magic Vision

- Night vision means a creature can see in non-magical darkness
- Magic vision means a creature can see through normal and magical darkness

Resting

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

Rough Terrain

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

Exhaustion

There are five levels of exhaustion:

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

Languages

Dead Languages

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

Modern Languages

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

Morals

There are five types of morals:

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

Combat Basics

On their turn, a character can:

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

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/hexagon on a battle map

Evasion Chance

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

Initiative

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

Timing

-Each round of combat is five seconds

Prepare

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

Dash

-For 3 AP, a character can move double their MB

Disengage

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

Hide

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

Reaction

-An action taken as a reaction to something happening

Sucker Punch

-A melee attack using a fist, butt of a gun, or melee weapon made against a creature that moves more than 5ft away from another creature. There is no bonus mod to a sucker punch. 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 player character, not a simple creature, is reduced to 0 hp, their consciousness begins to fade as they start to die and are considered downed. 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. When downed, they roll three death saves over three turns, best two out of three, to stay alive. If they roll a 10 or above, it's a success. On two successes, they are stabilized with 1 health. If they roll a natural 1, they die, but if they roll a 20, they are stabilized. If a downed creature is attacked, they lose a death save. When downed, a character's allies can use healing items or spells to heal and stabilize them. A character can also instead choose to forgo death saves and make a single attack or shot at a creature they can see. If they kill their target with this attack, they are stabilized with 5 health and inspiration, but if they miss this attack, they lose the rest of their energy and die

Alternate Actions: .5 AP cost

- ★ 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 someone: No cost

Shooting

Range

-Every gun has a range that is broken down into average and maximum range, which looks like this on their stat block: **10ft/20ft**. This means that the gun shoots normally up to 10ft, but in between 11-20ft, the shot has bad odds, with 20ft being the maximum range

Reloading

-Simple: reloading is treated as an automatic, passive action the characters do during their turns or in their downtime when it's not their turn during a fight and costs nothing to do

-In-depth: .5 AP cost 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

Jamming

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

Shotguns

-If a character is within 5ft of their target, shotguns have good odds to hit, but at long range, they have bad odds like normal and also do half damage

Grazing

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

Calling Shots

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

Standoffs

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

Swapping Weapons

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

Weapon Proficiency

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

Surprise

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

Accounting for Height

-If a creature 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 means they can't be hit. 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 creature 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 and it's also an auto-crit

-Conditions-

Asleep

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

Blinded

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

Charmed

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

Deafened

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

Grappled

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

Hypnotized

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

Inspiration

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

Madness

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

Mortia's Disease

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

Paralyzed

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

Passed Out

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

Poisoned

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

Crouched

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

Prone

-Cost: all of your MB. Can only crawl, bad odds on melee attacks. Good odds on shots if using a two-handed gun. All attacks within 5ft against a prone target have good odds but all ranged shots more than 15ft 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

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

Swallowed

-Target is Blinded and Restrained

Temporary Health

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

Starting Equipment

General Supplies

- 1 Medium Herbal Injection
- 2 bundles of crafting supplies
- 1 Mobile Crafting Kit
- 1 apple, 1 bundle of grapes, and 1 banana
- Basic bedroll
- 15ft of rope
- Canteen
- Pocket Knife

Medical Supplies

- 2 Small Herbal Injections
- 1 Small Mystical Tonic
- 1 Bottle of liquor (antiseptic)
- 2 packaged meals
- Bandages, wraps, and syringes
- Canteen
- Basic bedroll
- 15ft of rope
- Scissors

Survival Supplies

- 1 Small Herbal Inhaler
- 1 Small Energy Tonic
- 1 Mobile Alchemy Kit
- 3lbs of dried meat
- 3ft of cloth
- 1 can of tree sap
- Basic bedroll
- Simple tent
- 15ft of rope
- Canteen
- Hunting Knife

Mystical Supplies

- 2 Small Mystical Tonics
- 1 Ingredient from each biome
- 1 Mobile Alchemy Kit
- 3 pears
- Basic bedroll
- 15ft of rope
- A collection of small totems and other mystical trinkets used for rituals

Utility Supplies

- 1 Small Energy Tonic
- 1 Small Lightfoot Tonic
- 1 Throwing Knife
- 1 Bear Trap
- 1 packaged meal
- Basic bedroll
- 15ft of rope
- Lockpicking Set
- Pocket Knife

Damage & Special Ammo types

Damage Types

- ❖ Slashing
- ❖ Piercing
- ❖ Crushing
- ❖ Shock

- ❖ Acid
- ❖ Incendiary
- ❖ Explosive
- ❖ Holy

Special Ammo Types

These are applied on top of the base damage of the weapon being used

Elemental Lacquers

- **Acid:** +1d6
- **Explosive:** +1d6
- **Sleep:** Gum.S(8), on fail, target falls asleep for 5 seconds

Coated Bullets

- **Acid:** +1d6
- **Holy:** +1d6
- **Incendiary:** +1d6
- **Sleep:** Gum.S(8), on fail, target falls asleep for 5 seconds

Modded Arrows

- **Acid:** +1d6
- **Explosive:** +1d6
- **Incendiary:** +1d6
- **Sleep:** Gum.S(8), on fail, target falls asleep for 5 seconds

Shockstones

- **Holy:** +1d6
- **Overclocked:** double damage dice
- **Slowing:** Mys.S(8), on fail, target is slowed for 5 seconds
- **Madness:** Mys.S(8), on fail, target becomes mad for 5 seconds

Weapons!

Hand-to-Hand

Mundane Hand-to-Hand

Hand Wraps

- .5 AP
- 5ft
- (1d2 crushing, no mod)

Brass Knuckles

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

Bejeweled Cestus

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

Boxing Gloves

- 3.5 AP, 2 hits
- 5ft
- (1d8 crushing + Hand-to-Hand)

Shockstone Hand-to-Hand

Knuckle Pads

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

Shock Talons

- 2 AP, 2 hits
- 5ft
- (1d4 shock + Hand-to-Hand)

Shock Gloves

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

Electric Cestus

- 5 AP, 2 hits
- 5ft
- (1d10 shock + Hand-to-Hand)

Melee

Mundane Melee

Hunting Knife

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

Clockwork Switchblade

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

Frying Pan

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

Evergladian Tanto

- 1.5 AP
- 5ft
- (1d6 slashing + Slashing Melee)

Copper Pipe

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

Giant Mallet (2H)

- 3 AP
- 10ft
- (1d12 crushing + Crushing Melee)

Cindeli Spear (2H)

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

Butcher Knife

- 1.5 AP
- 5ft
- (1d6 slashing + Slashing Melee)

Old Ware Sabre

- 2.5 AP
- 5ft
- (1d10 slashing + Slashing Melee)

Shockstone Melee

Taser

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

Hot Knife (1H)

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

Shock Axe (1H)

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

Cattle Prod (1H)

- 1.5 AP
- 5ft
- (1d6 shock + Crushing Melee)

Electromallet (2H)

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

Electric Dai-Katana (2H)

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

Shock Whip (1H)

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

Whips

Mundane Whips

Leather Whip (1H)

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

Barbed Whip (1H)

- 3 AP
- 15ft
- (2d6 piercing + Ropework)

Knotted Whip (1H)

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

Shockstone Whips

Shock Whip (1H)

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

Tesla Whip (1H)

- 2 AP
- 10ft
- (1d6 shock + Ropework)

Bows

Mundane Bows

Shortbow (2H)

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

Bow (2H)

- 2 AP
- 25/50ft
- (1d6 piercing + Archery)

Crossbow (1H)

- 2 AP, 2 hits
- 35/60ft
- (1d4 piercing + Archery)

Evergladian Crossbow (2H)

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

Longbow (2H)

- 2.5 AP
- 45/90ft
- (1d8 piercing + Archery)

Waxing Crescent Bow (2H)

- 3 AP
- 65/90ft
- (1d10 slashing + Archery)

Clockwork Standing Bow (2H)

- 4 AP
- 85/100ft
- (2d10 piercing + Archery)

Shockstone Bows

Wristbow (1H)

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

Shockbow (2H)

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

Electric Crossbow (2H)

- 1.5 AP
- 15/30ft
- (1d6 shock + Archery)

Pylon Bow (2H)

- 2 AP
- 25/45ft
- (1d8 shock + Archery)

Waning Crescent Bow (2H)

- 2.5 AP
- 40/80ft
- (1d10 shock + Archery)

Electrified Standing Bow (2H)

- 4 AP
- 85/150ft
- (3d6 shock + Archery)

Gunpowder Pistols

Cindeli Pistols

Cindeli Concealed Pistol

- .5 AP
- 10/20ft
- (1d2 slashing, no mod)
- Mag: 4

Cindeli Break-Action Revolver

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

Cindeli Single-Action Revolver

- 2.5 AP
- 30/40ft
- (1d8 slashing + Pistols)
- Mag: 6

Evergladian Pistols

Evergladian Six-Shooter Revolver

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

Evergladian Break-Action Revolver

- 2 AP
- 20/40ft
- (1d6 crushing + Pistols)
- Mag: 5

Evergladian Semi-Auto Pistol

- 1.5 AP, 2 shots
- 20/30ft
- (1d4 crushing + Pistols)
- Mag: 8

Evergladian Heavy Revolver

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

Clockwork Pistols

Clockwork Concealed Pistol

- .5 AP
- 10/20ft
- (1d2 piercing, no mod)
- Mag: 4

Clockwork Six-Shooter Revolver

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

Clockwork Single-Action Revolver

- 2 AP
- 30/40ft
- (1d8 piercing + Pistols)
- Mag: 6

Clockwork Double-Action Revolver

- 2.5 AP
- 40/55ft
- (1d10 piercing + Pistols)
- Mag: 6

Clockwork Semi-Auto Pistol

- 1.5 AP, 2 shots
- 20/30ft
- (1d4 piercing + Pistols)
- Mag: 8

Clockwork Hand Cannon

- 4 AP
- 60/80ft
- (3d8 piercing + Pistols)
- Mag: 4

Gunpowder Rifles

Cindeli Rifles

Cindeli Lever-Action

- 1.5 AP
- 25/50ft
- (1d6 slashing + Rifles)
- Mag: 8

Cindeli Repeater

- 2 AP, 2 shots
- 60/80ft
- (1d4 slashing + Rifles)
- Mag: 14

Cindeli Revolver Rifle

- 2.5 AP
- 65/85ft
- (1d8 slashing + Rifles)
- Mag: 6

Cindeli Semi-Auto

- 2.5 AP, 2 shots
- 65/85ft
- (1d6 slashing + Rifles)
- Mag: 12

Cindeli Break-Action

- 3 AP
- 75/95ft
- (1d12 slashing + Rifles)
- Mag: 1

Clockwork Rifles

Clockwork Repeater

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

Clockwork Lever-Action

- 1.5 AP
- 25/50ft
- (1d6 piercing + Rifles)
- Mag: 8

Clockwork Bolt-Action

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

Evergladian Rifles

Evergladian Bolt-Action

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

Evergladian Anti-Material

- 26AP
- 120/240ft
- (3d10 crushing + Rifles)
- Mag: 5
- Can only be fired once every 15 seconds due to barrel overheat

Gunpowder Shotguns

Evergladian Shotguns

Evergladian Sawed-Off

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

Evergladian Pump-Action

- 1.5 AP
- 15/25ft
- (1d4 crushing + Shotguns)
- Mag: 6

Evergladian Semi-Auto

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

Evergladian Break-Action

- 3 AP
- 15/25ft
- (3d6 crushing + Shotguns)
- Mag: 1

Evergladian Elephant Killer

- 5.5 AP
- 10/20ft
- (4d8 crushing + Shotguns)
- Mag: 1

Clockwork Shotguns

Clockwork Pump-Action

- 1.5 AP
- 15/25ft
- (1d4 piercing + Shotguns)
- Mag: 6

Clockwork Sawed-Off

- 2 AP
- 10/15ft
- (1d6 piercing + Shotguns, 2 shots)
- Mag: 2
- Can fire both barrels for 4 AP, one hit check

Clockwork Semi-Auto

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

Cindeli Shotguns

Cindeli Pump-Action

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

Cindeli Sawed-Off

- 2 AP
- 10/15ft
- (1d6 slashing + Shotguns)
- Mag: 2
- Can fire both shots for 4 AP, one hit check

Shockstone Guns

Pistols

Volt Concealed Pistol (1H)

- 1 AP
- 15/25ft
- (1d4 shock + Pistols)
- Mag: 4

Zapper Revolver (1H)

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

Ohm Charge Pistol (1H)

- 1/2 AP
- 25/45ft
- (1d4/2d4 shock + Pistols)
- Mag: 5

Crown Joule Double-Action (1H)

- 2.5 AP, 2 shots
- 30/40ft
- (1d6 shock + Pistols)
- Mag: 6

Watt-A-Pistol (1H)

- 3 AP
- 35/50ft
- (2d8 shock + Pistols)
- Mag: 4

Transformer Revolver (1H)

- 4 AP
- 60/90ft
- (1d12 shock + Pistols)
- Mag: 3

Rifles

Lightning Bolt-Action

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

Amped Repeater

- 1 AP
- 25/50ft
- (1d4 shock + Rifles)
- Charge: 12

Quad-Arc Charge Rifle

- 2/3/4/5 AP
- 45/90ft
- (1d6/2d6/3d6/4d6 shock + Rifles)
- Charge: 4

Railgun

- 3 AP
- 60/85ft
- (1d12 shock + Rifles)
- Charge: 1

Current Pump-Action

- 1 AP
- 20/30ft
- (1d4 shock + Rifles)
- Charge: 6

Shotguns

Thunder Sawed-Off

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

Electric Semi-Auto

- 2 AP, 2 shots
- 15/25ft
- (1d4 shock + Shotguns)
- Charge: 4

Current Semi-Action

- 1 AP
- 20/30ft
- (1d4 shock + Shotguns)
- Charge: 5

Stunning Hand Wraps

- 1 AP
- 5ft
- (1d4 shock + Unarmed)
- **Special:** +1 AP. On hit, target rolls a Gum.S(12) or is stunned for 10 seconds. Twice per rest

Butterfly Knife

- 1.5 AP
- 5ft
- (1d4 slashing + Melee)
- **Special:** rolling a natural 17-19 counts as a critical, and upon rolling a critical, you can make an additional attack with this knife for no AP cost. You can then continue to attack as long as you're rolling crits

Trigger Finger Revolvers

- 1.5 AP
- 25/45ft
- (1d6 piercing + Pistols)
- **Special:** when dual-wielding these twin revolvers, they each have -.5 AP cost to shoot

Vermillion Rifle

- 2 AP
- 40/65ft
- (1d8 piercing + Rifles)
- **Special:** On hit, this rifle heals the user for 1d2 + 1, 2d2's + 1 on a critical

Transitioner

- 2.5 / 3.5 AP
- 5/10ft, 30/70ft
- (2d4 shock + Shotguns or 1d10 shock + Rifles)
- **Special:** this can be shot at short range as a shotgun or converted to a rifle for long range shots

Spider Bite Revolver

- 1.5 AP
- 25/45ft
- (1d6 acid + Pistols)
- **Special:** does acid damage

Gauntlet of Storms

- 1.5 AP
- 5ft
- (1d6 crushing/shock + Unarmed)
- **Special:** +2 AP, (+1d10 shock), on hit, target makes a Gum.S(12) or is stunned for 10 seconds. On a critical hit, send a bolt of electricity to another target that's within 15ft of the target being hit. Twice per rest

-Special Weapons-

Tranquilizer Pistol

- 1 AP
- 25/40ft
- (1d4 crushing + Pistols)
- **Special:** +1 AP. Can choose to forgo the mundane damage and instead shoot a sleep dart. Target makes a Gum.S(10), on fail, target falls asleep for 15 seconds or until saved. Twice per rest

Twin Souls

- 1.5 AP
- 30/50ft
- (1d6 piercing/shock + Pistols)
- **Special:** You can switch between bullets and shockstones

Hopskip Bow

- 2 AP
- 50/80ft
- (1d8 shock + Archery)
- **Special:** .5 AP. Can teleport to within 5ft of the location of where your arrow lands, as long as you are within 80ft of the arrow. Twice a day

Repentance (whip)

- 2 AP
- 15/25ft
- (1d6 slashing + Ropework)
- **Special:** +1 AP. Whip yourself once, doing the damage of the whip on yourself. For the next 15 seconds, you deal 3d6 + Ropework with this whip. Once per rest

Harbinger (rifle)

- 2 AP
- 75/100ft
- (1d8 piercing + Rifles)
- **Special:** +1.5 AP. A called shot has good odds does an additional 1d8 damage. Twice per rest

Gatling Gun

- 2+ AP
- 60/85ft
- (1d4 piercing, 3 shots)
- **Special:** can use MB or AP to shoot this gun, where 5ft = 2 AP. You can exhaust both AP and MB to shoot for longer

Clothing and Armor

Leather

Extra EC

- Torso: +2
- Legs: +1

Layered Leather

- Torso: +3
- Legs: +2

Reinforced Leather

- Torso: +4
- Legs: +3

Fur

Extra MB

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

Padded Fur

- Torso: +15ft
- Legs: +10ft

Alligator Skin

Extra spell slots

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

Treated Alligator Skin

- Torso: +2 for all tiers
- Legs: +2 for all tiers

Enchanted Alligator Skin

- Torso: +3 for all tiers
- Legs: +3 for all tiers

Gecko Skin

Extra Health

- Torso: +10
- Legs: +5

Oiled Gecko Skin

- Torso: +15
- Legs: +10

Blessed Gecko Skin

- Torso: +25
- Legs: +20

Feathered

Extra initiative

- Torso: +2
- Legs: +1

Fluffed Feathered

- Torso: +4
- Legs: +2

Caravanner

Extra carry weight

- Torso: +3%
- Legs: +2%

Pocketed Caravanner

- Torso: +6%
- Legs: +4%

Carabinered Caravanner

- Torso: +12%
- Legs: +8%

Fire Sapper

Heals user when dealing incendiary damage

- Legs: +1d2 health anytime the wearer deals incendiary damage

Enchanted Fire Sapper

- Legs: +2d2 health anytime the wearer deals incendiary damage.

Acid Sapper

Heals user when dealing acid damage

- Legs: +1d2 health anytime the wearer deals acid damage

Enchanted Acid Sapper

- Legs: +2d2 health anytime the wearer deals acid damage

Holy Sapper

Heal user when dealing holy damage

- Legs: +1d2 health anytime the user deals holy damage

Enchanted Holy Sapper

- Legs: +2d2 health anytime the wearer deals holy damage

Valley Trekkers

+10ft max MB when in grasslands

- Legs

Sturdy Valley Trekkers

+20ft max MB when in grasslands

- Legs

Swamp Trekkers

+10ft max MB when in the swamps

- Legs

Sturdy Swamp Trekkers

+20ft max MB when in the swamps

- Legs

Desert Trekkers

+10ft MB when in the desert

- Legs

Sturdy Desert Trekkers

+20ft max MB when in the desert

- Legs

All Terrain Trekkers

Allows normal movement on rough terrain

- Legs

Needled

Gain double mod bonus to hits and damage with weapons that do piercing damage

- Torso

Bladed

Gain double mod bonus to hits and damage with weapons that do slashing damage

- Torso

Hammered

Gain double mod bonus to hits and damage with weapons that do crushing damage

- Torso

Thiquid

Crushing resistance

- Torso: -1d4 dmg when being hit with crushing dmg

Thiquid Jelly

- Torso: -4d4

Thiquid Jam

- Torso: -8d4

Petrified Bark

Piercing resistance

- Torso: -1d4 dmg when being hit with piercing dmg

Stone Bark

- Torso: -4d4

Ironized Bark

- Torso: -8d4

Crab Shell

Slashing resistance

- Torso: -1d4 dmg when being hit with slashing dmg

Hardened Shell

- Torso: -4d4

Calcified Shell

- Torso: -8d4

Lobster Shell

Enemies can't land critical hits

- Torso

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

Bloodlust

After killing a creature, add +1d4 damage to your next attack

- Legs

Raging Bloodlust

After killing a creature, add +2d4 damage to your next attack

- Legs

Mystical Items

Ten-Gallon Hat

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

You might need to duck in a few doorways

Blessed Ranch Hat

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

Single use

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

Tarnation Taffy

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

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

Golden Alligator Boots

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

The ancient Oaxapotl desert used to be filled with giant geckos with nearly impenetrable skin that plagued the roads and towns, so the Cincindel had to invent specialized bullets that could slash through the gecko's tough hides with ease

Dead-Eye Duster

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

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

Witches Brew

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

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

Aurelia's Blessing Ring

+10 max health

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

Masochists Ring

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

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

Hopskip Lasso

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

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

Lucky Playing Cards

2AP, after use the card disappears

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

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

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

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

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

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

"Poker? I hardly know her!" - Greg

Bertrand laughed, shortly before being shot to death

Tranquil Cigar

While smoking this cigar, the user cannot become Mad. .5 AP

Stalwart Cigar

While smoking this cigar, the user cannot become Hypnotized. .5 AP
Non-addictive

Fine Silk Gloves

When attempting to pickpocket with these on, if the user fails, they may roll again. Twice per rest

Jade Frog

This small frog can become a living bullfrog when its command word is spoken. The bullfrog will sit on the user's shoulder and feed them any coated bullet type, shockstone, modified arrow, or elemental lacquer, three times. After the third time, it reverts back into the jade form and cannot be used for another three days. If attacked, it will revert back to jade. 1 AP.

Rumor has it that the god Boudreaux created the Bolibar as a joke, but after a lifetime of laughing, he now sees them as a sad waste of creation

Golden Alligator Boots

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

Big ol' Belt Buckle

+5 to Strength

Swift Belt Buckle

+5 to Agility

Reinforced Belt Buckle

+5 to Gumption

Brain Belt Buckle

+5 to Intelligence

Mystical Belt Buckle

+5 to Mysticism

Smiling Belt Buckle

+5 to Personality

Duelists Holster

+2 to shot checks during standoffs

"Ah, ah, ah, you ain't backin' outta this now, partner"

Verdant Quarter Cape

The user can use the Dodge ability from the Acrobatics skill. Twice per nap

Velvet Vest

The user can't get sucker punched

Snake Bite Ring

The user can cast the first tier of the Snake Bite spell. Twice per rest

Ring of the Sisters

Good odds on Hunting and Foraging checks

Uriset has enjoyed watching the evolution of the mortals' hunting and gathering techniques over the years, and occasionally introduces trinkets into their world in hopes they will get better at their craft

McAllister's Steel Teeth

The user can roll an Agi.S(10) as a reaction against a bullet or arrow to catch it with their teeth, negating all mundane damage. If it's a coated bullet or modified arrow, they still take the damage of the effect. Cannot be done on a shockstone bolt. Once per rest

"I'll be damned if I let you milk drinkers shoot ME to death" -General McAllister

Boots of the Jackrabbit

Doubles the user's jump distance

"You think I can jump over those mountains?"

Beckoning Bell

Once per rest, the user may ring this bell and call a spectral Shikasan Witch Doctor to appear within 5ft of them and cast a 2nd tier Hex spell on your enemies. After the Hex spell is cast, the witch doctor disappears. 2 AP, once per rest

Voodoo Doll

If the user acquires a piece of hair or skin from a humanoid target, they may take one day to create a voodoo doll. Twice per day, the user may jab a pin into the doll, up to a maximum of 6 pins. The target of the voodoo doll must make a Gum.S(10), upon fail, they take (1d10 + Destruction OR Ritual) or half that on success. Once the sixth pin is poked, the voodoo doll crumbles and disappears

Saints Brew

The user or another creature can drink from the brew and heal for 1d6 and cure all ailments except Mortia's Disease and Paralysis. 1 AP, three uses

When Saint Vanahiem first came to the Alta Mesas, she vowed not to leave until she found a cure for the Madness curse afflicting the population

Golden Molcajete & Tejolote

Any food made within grants double health of the food

Casa Yaga

A wooden hut with chicken legs that is immobile and fits in the palm of the users hand when inactive. When activated, it grows to the size of a massive cabin that can house up to four medium sized creatures comfortably and can travel while active. The Casa Yaga provides food, water, shelter, and brewing ingredients for one night before returning to its miniature form in the morning, once all its inhabitants have exited safely. Cannot be used again for three days. Cannot be used in combat, but can be activated if attempting to escape from combat. HP: 150, MB: 40, EC: 12.

Black Hat

+2 to hit checks with pistols

Black Duster

+2 damage with pistols

Black Boots

+10ft MB when wielding a pistol

Golden Saddle

When riding a horse or land lobster with this equipped, it has +20ft max MB

Golden Lighter

This flip-top lighter has three color flames: Red, Green, and Blue. Red acts as a normal flame, Green can be blown as a 5ft poison cloud which dissipates after 10 seconds, and Blue can be huffed as Sobersol. Three times per rest when using Green or Blue. 1 AP

Screaching Spitoon

Spit into this spitoon to cause a deafening shockwave in a 30ft cone. All targets within the range makes a Gum.S(12) or be deafened for 10 secs. 3 uses. 2 AP

Surprisingly dry

Buffalo Skin Hat

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

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

Raccoon Skin Hat

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

Owl Feather Hat

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

Fox Skin Hat

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

Snake Skin Hat

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

Gecko Skin Boots

When the user uses all of their MB in one turn, they gain 2 health. Four times per rest

Ruby Spurs

Gain 1d2 health everytime the user deals incendiary damage

Emerald Spurs

Gain 1d2 health everytime the user deals acid damage

Shockstone Spurs

Gain 1d2 health everytime the user deals shock damage

Tonics

Healing Tonics

Small Herbal Tonic

- .5 AP
- 1d4 hp + Medicine

Medium Herbal Tonic

- 1 AP
- 2d4 hp + Medicine

Large Herbal Tonic

- 1.5 AP
- 3d4 hp + Medicine

Herbal Injection

- 1 AP
- 1d6 hp + Medicine

Medium Herbal Injection

- 1.5 AP
- 2d6 hp + Medicine

Large Herbal Injection

- 2 AP
- 3d6 hp + Medicine

Herbal Inhaler

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

Large Herbal Inhaler

- 2.5 AP
- 1d8 hp + Medicine every 5 seconds for 10 seconds

Action Point Tonics

Small Energy Tonic

- 5ft MB
- +1 AP for 5 seconds

Medium Energy Tonic

- 10ft MB
- +2 AP for 5 seconds

Large Energy Tonic

- 15ft MB
- +3 AP for 5 seconds

Movement Tonics

Small Lightfoot Tonic

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

Medium Lightfoot Tonic

- 1 AP
- +10ft MB for 5 seconds

Large Lightfoot Tonic

- 1.5 AP
- +5ft MB for 5 seconds

Shooting Tonics

Small Dead-Shot Tonic

- 1 AP
- Good odds on next shot

Medium Dead-Shot Tonic

- 1.5 AP
- Good odds on next two shots

Large Dead-Shot Tonic

- 2 AP
- Good odds on next three shots

Magic Tonics

Small Mystical Tonic

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

"...1 medium frog eye, 2oz Ruirroot, 3flox water..." -Folinn Tonicbook Vol.1

Medium Mystical Tonic

- 10ft MB
- Can cast a 2nd tier spell for no AP cost

Large Mystical Tonic

- 15ft MB
- Can cast a 3rd tier spell for no AP cost

Misc. Tonics

Swift Step Tonic

- 1 AP
- +5 EC for 10 seconds

Soft Step Tonic

- 1 AP
- Footsteps are silent for 30 seconds

Burst of Stamina Tonic

- 1 AP
- Instantly refills MB

Cure Common Disease Tonic

- 1 AP
- Cures any disease excluding Mortia's Disease

Silver Tongue Tonic

- 1 AP
- Good odds on foolery and persuasion checks for 2 minutes

Nourishing Tonic

- 1 AP
- Gain double healing from food and drinks for 30 seconds

Mastery Tonic

- 1 AP
- Gain instant mastery of a chosen skill and all the mod bonuses and perks that come with it for 10 seconds

Unlocking Tonic

- 1 AP
- Gain the ability to attempt to pick any lock level for 1 minute

Shock Resistance Tonic

- 1 AP
- Resistance to shock damage for 30 minutes

Holy Resistance Tonic

- 1 AP
- Resistance to holy damage for 30 minutes

Fire Resistance Tonic

- 1 AP
- Resistance to incendiary damage for 30 minutes

Acid Resistance Tonic

- 1 AP
- Resistance to acid damage for 30 minutes

Throwables

Throwables aren't governed by any skills, so all checks are flat rolls

Single Throwables

Throwing Knife

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

Kunai

- .5 AP
- 40/80ft
- (1d2 piercing, no mod)

Throwing Star

- .5 AP
- 40/80ft
- (1d2 slashing, no mod)

Throwing Hatchet

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

Shot Put Ball

- 2 AP
- 15/25ft
- (1d8 crushing + crushing 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

Dynamite

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

Nortez Cocktail

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

Acid Bottle

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

Shock Bottle

- 1.5 AP
- 25/40ft, 10ft sphere
- 1d10 shock

Smoke Bottle

- .5 AP
- 25/40ft, 10ft sphere
- Anyone in smoke cloud is concealed from sight but also Blinded

Traps

Traps aren't governed by any skills, so all checks are flat rolls

Instant Traps

Pocket of Sand

- **Cost:** .5 AP
- 5ft
- Agi.S(8), on fail, target is Blinded for 5 seconds

Caltrops

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

Sleep Powder

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

Sloth Powder

- **Cost:** 1 AP
- 5ft
- Target makes a Gum.S(12), on fail, target becomes Slowed for 10 seconds

Madness Powder

- **Cost:** 1 AP
- 5ft
- Target makes a Gum.S(12), on fail, target becomes Mad for 10 seconds

Set Traps

Rope Trap

- **Cost:** 1 AP
- **Step on:** 1d4 crushing + holds target dangling 10ft in the air until disarmed
- **Disarm:** Crafting check DC(10) or melee hit or gun shot with bad odds
- **EC:** 18

Bear Trap

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

Acid Mine

- **Cost:** 1.5 AP
- **Step on:** 2d6 acid + knocked down
- **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

Mine

- **Cost:** 1 AP
- **Step on:** 2d8 explosive + knocked down
- **10ft sphere:** 1d8 explosive dmg to any targets within the radius
- **Disarm:** Crafting check DC(14)
- **EC:** 10

Shock Mine

- **Cost:** 1.5 AP
- **Step on:** 2d8 shock + Stunned for 10 seconds
- **10ft sphere:** 1d8 shock + all targets make a Gum.S(10), on fail, targets are Stunned for 5 seconds
- **Disarm:** Crafting check DC(14)
- **EC:** 10

-Alchemy-

There are five types of ingredients (one for each biome) used in alchemy and brewing. Each ingredient has two uses, one use in creating tonics and another for brewing alcohol. Alchemy Stations and Alchemy Kits can be used to create Tonics. Brewing Stations and Brewing Kits can be used to make alcohol.

Alchemy - ingredients are lost upon failed attempts

- Alchemy Station: allows the player to create all tonics and healing items.
 - **Small**: 1 ingredient, 5 mins, Brewing check DC(6)
 - **Medium**: 2 ingredients, 10 mins, Brewing check DC(11)
 - **Large**: 3 ingredients, 20 mins, Brewing check DC(17)
- Mobile Alchemy Kit: can't make medium or large items
\$25
 - **Small**: 1 ingredient, 10 mins, Brewing check DC(6)

Brewing - ingredients are lost upon failed attempts

- Brewing Station: allows the player to brew alcohol. Each barrel takes four ingredients and makes four bottles (or 24 beers) of the specified alcohol over the span of a week
- Travel Keg: can only make one bottle with one ingredient over one day
\$25

-Alcohol-

If in combat: all effects last for 30 mins. The consumer does not get the perks of the skills, only the bonus mods to checks and damage/healing. If drinking different types of alcohol, the most recent type is what they get the bonuses from.

Drinking three times within an hour will cause the player to be: Drunk: -1d4 on all rolls until you take a nap or huff Sobersol. Four times within two hours will cause Alcohol Poisoning: -3 max AP, MB is halved, and bad odds on all rolls until you rest. Bottles have six drinks or uses of alcohol. Beers are single use per bottle, but come in six-packs.

Brau - a carbonated drink made of fermented grains
\$3 for six-pack / \$1 per bottle

- +10 to Strength skills
- -10 to Intelligence skills

Pezcallio - a still liquor made from the sap of certain cactus plants
\$3

- +10 to Agility skills
- -10 to Mysticism skills

Vina - a low alcohol juice made from grapes
\$3

- +10 to Intelligence skills
- -10 to Strength skills

Eskee - a still liquor made from corn, grains, or both and aged in wooden barrels
\$3

- +10 to Gumption skills
- -10 to Personality skills

Hallush - a bitter, semi-hallucinogenic drink made from the roots of a certain swamp tree
\$3

- +10 to Personality skills
- -10 to Gumption skills

| Green herbs | Yellow herbs | Blue herbs | Red herbs | Purple herbs |
|----------------|-----------------|-----------------|-----------------|--------------|
| Healing tonics | Movement tonics | Mystical tonics | Deadshot tonics | AP tonics |
| Brau | Pezcallio | Vina | Eskee | Hallush |

-Crafting-

Characters can craft arrows, throwables, traps and apply weapon mods using crafting bundles by way of the crafting skill. Crafting can be done at crafting benches or by using mobile crafting kits. Each craft attempt requires a crafting bundle, and if a crafting check fails, the character loses that amount of supplies from the bundle. The crafting skill is also used to repair things, like a broken carriage wheel or when a gun jams. Crafting Bundle: \$5

Crafting - *materials are lost upon failed attempts*

- Crafting Station: allows the player to craft, apply mods and repair weapons. Each item crafted or repaired takes 30 minutes
 - **20 basic arrows** = Crafting check DC(8)
 - **3 modified arrows** = DC(11)
 - **15 bullets/shells** = DC(10)
 - **2 basic throwables** = DC(10)
 - **1 AoE throwable** = DC(11)
 - **1 trap** = DC(11)
- Mobile Crafting Kit: can only make basic arrows and basic throwables, can only apply tier one mod kits and only repair up to two jams. Each craft and repair takes 30 mins.

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
- 3: -1.5 AP cost

Crit Mods

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

-Food & Drink-

Food comes in two types: snacks and meals. Snacks grant 3 health and can be eaten while in combat for .5 AP. Meals grant different bonuses based on the type cooked and are eaten before combat or rest. Any normal drink that is not alcoholic except water grants 2 health and takes .5 AP to drink if in combat. A snack can be classified as anything that fits in the palm of your hand. An apple, sunflower seeds, a cinnamon roll, etc. A meal is anything that has multiple items to it that you need to sit down to comfortably eat. Steak and mashed potatoes, a bowl of chowder, etc. Separately, when eating preserved food like jerky or other cured food, you gain 1 health per quarter pound eaten

Mounts

Speckled

\$50

- 20 MB, 15 HP, 12 EC
- Days before needing a rest: 1
- Miles per hour: 5

Yellow Belly

\$50

- 30 MB, 10 HP, 14 EC
- Days before needing a rest: 1
- Miles per hour: 6

Buffalo

\$75

- 15 MB, 35 HP, 10 EC
- Days before needing a rest: 2
- Miles per hour: 3

Stallion

\$150

- 45 MB, 20 HP, 17 EC
- Days before needing a rest: 1
- Miles per hour: 7

Land Lobsters

In the swamps, the population ride land lobsters; giant lobsters used to carry people and supplies. The same mechanics apply to them as horses, except that they can attack with their claws and swim better than horses, but always need to be no more than a days journey from a source of water in order to survive. Horses are better for flat, dry land, lobsters are better for marshy, wet land.

Horses

Outside of combat, horses are treated as normal animals. They can be ridden and need to eat and sleep. Each type has a number of days it can be active before needing a rest. If not rested, it will suffer a level of exhaustion each day it doesn't rest. When in combat, they have MB and HP like any other creature, but cannot attack. It costs 10 MB to mount or dismount. While on a horse that is stationary, attacks are normal rolls, but if it is moving, they have bad odds. If the horse is killed while a character is on top, they have to make an Agi.S(10) to safely hop off. On fail, the horse falls on top of them, they take 2d6 crushing damage and are knocked down and pinned until they succeed on a Strength check DC(16) to escape. All attacks from the character while pinned this way have bad odds

Spiny

\$50

- 25 MB, 20 HP, 12 EC
- Claw: 5ft, (1d4 piercing)
- Days before needing a rest: 1
- Miles per hour: 6

Hard Shell

\$50

- 15 MB, 40 HP, 10 EC, Res. to slashing
- Claw: 5ft, (1d4 crushing)
- Days before needing a rest: 1
- Miles per hour: 4

Lotus

\$75

- 40 MB, 30 HP, 17 EC
- Claw: 5ft, (1d4 slashing)
- Days before needing a rest: 2
- Miles per hour: 10

Currency

Belles (*bells*) and Douxs (*dues*)
Petrified bark currency of the everglades

- 1, 5, 10, 50 and 100 belles
 - 25, 50 douxs

Dollars and Cents

Currency of the grasslands

- 1, 5, 10, and 20 dollar bills
 - 1, 5, 10, 25 cents

Sollas and Letz

Stone coin currency of the deserts

- 1, 5, 10, and 25 sollas
 - 1, 5, 10, 25 letz

Banks

Banks can be used to store or loan money.

There are two types: small banks and major banks.

- **Small Banks:**
 - Max loan to an individual: 250 dollars
 - Max vault capacity: 1,000 dollars
- **Major Banks:**
 - Max loan to an individual: 500 dollars
 - Max property/business loan: 1,000 dollars
 - Max vault capacity: 5,000 dollars

Travel Costs

A medium sized, unencumbered creature can travel at a pace of 3 miles per hour when walking. That pace is double to 6 miles if running. A two-horse carriage can travel at a pace of 8 miles per hour

Rental Costs:

- Single horse: 25 cents per mile
- Carriage: 50 cents per mile
- **Train**
 - Common quarters: \$1 per two hours of travel
 - Luxury: \$3 per two hours of travel
- **Messenger:** \$5 per day

Lodging

Poor

- Tavern room: 25 cents per night

Common

- Tavern room: 50 cents per night
- Hotel: \$1 per night

Luxury

- Tavern room: \$1.50 per night
- Hotel: \$3 per night
- Private Suite: \$10 per night

Poker

Cheating: at any point before the player has to decide whether to stay or fold, they can attempt to cheat by slipping in a hidden card on their person. Roll a Gambit check to try to cheat, on success, add +3 to your current roll. Cheating is an obviously very risky thing, and if caught, the results could be the game ending, or worse...

At the draw, each player rolls a flat check with no mod. That roll is how good the hand is. After each player rolls for their hand, they can choose to fold, stay, or raise. After the first round, the gm or “dealer” rolls a flat check for the initial 3 cards. The players can then choose to fold, stay, or raise. The dealer rolls again but goes by the average of both rolls (add them together then divide by two). The players can fold, stay, or raise again. The third round is the final, with the dealer rolling an additional time and going by the average of all three rolls. The players then decide whether to fold or stay for the final round

Misc. Mechanics

Locks and Lockpicking

-There are two types of locks: pin locks and dial locks. Both share a Thievery check to try to unlock. Pin locks are traditional locks that can be picked with any basic lockpick set, broken open with an Hand-to-Hand or Melee check, or shot open with a gun. Any method besides trying to pick the lock can result in the lock or contents inside being damaged. If you attempt to break one open, the lock can be disfigured and locked permanently, if you attempt to shoot it open, you could damage or completely destroy what's inside.

-Dial locks are numbered locks that need to be "cracked" instead of picked. These locks can only be cracked by a thievery check or blown open with an explosive. Both types of locks have four levels: novice, journeyman, expert and master. If a player's skill doesn't meet the lock level, it's impossible for them to even attempt to pick or crack it, but they can sure as hell still try to blow it open

- Novice lock: 1-25
- Apprentice lock: 26-50
- Expert lock: 51-75
- Master lock: 76-100+

Skill Books

-Some books in the world are skill books and will raise a specific skill by 2 after being read. These can be bought or found and take at least 30 mins to read

EC/HP values of various types of objects

- Tiny (candles, trinkets) - 18 EC, 2 HP
- Small (plant pots, pint glasses) - 15 EC, 5 HP
- Medium (vases, large pots) - 10 EC, 10 HP
- Large (barrels, crates) - 6 EC, 20 HP

Crimes and Bounties

-Committing enough crimes that have witnesses will eventually bring the attention of the law and bounty hunters. Bounty prices are for targets that are brought back alive; dead bounties are only worth half their value

- "**Petty Thief**" - **Bounty: \$10-25**: Most people won't even know you've committed a crime except the town or person you've done harm too. If a lawman happens to recognize you from word of mouth, they might politely ask to pay off your bounty
- "**Ne'er-Do-Well**" - **Bounty: \$26-75**: Lawmen in towns will most likely recognize and integrate you. Up and coming bounty hunters might start to look around for your face
- "**Criminal**" - **Bounty: \$76-150**: Posters with your face and name will be posted in most towns. Most stores and businesses will refuse service. Even if you manage to evade the lawmen, bounty hunters will actively be on your tail
- "**Outlaw**" - **Bounty: \$150+**: Your infamy is known far and wide. Bounty hunters and lawmen will mostly just kill you on site and ask questions about your cold dead corpse later

Unique Weather

- Radiant - +5 temp health, gain inspiration
- Storming - bad odds on Agility saves and Acrobatics/Athletics checks
- Scorching - constant level 1 exhaustion

Homebrew

-Any original content created by a GM or players for their campaign. This can be anything from an item to a talent. Homebrewing can make the player's characters feel more unique and should be encouraged, so long as the GM is ok with it

The Rules and When to Break Them

-It's important to keep in mind that these rules can be followed to the exact definition, loosely followed, or even barely followed at all, to an extent. It all depends on how the GM wants to run their campaign and how serious or unserious that they and the players want to take it. The point of any RPG being played with friends is to have fun, and if a rule is too restrictive or stops the fun, it's fine to tweak it or ignore it completely.

Magic!

There are currently three families of magic: Farlight, Primordial, and Constellation, each with their own schools of spells. Each spell has three tiers which branch and increase in strength with each tier. When a magic skill reaches level 15, characters can cast tier 1 spells and learn one spell from that skills family of magic. At level 25, they can cast tier 2 spells and learn two spells from that family. At level 75, they can cast tier 3 spells and learn three spells from that family

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

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

| Constellation Magic <i>Intelligence</i> |
|--|
| Galvanism |

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

Breaking Focus

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

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

Farlight Spells

"...and The Ardent received Aurelia's Light, Pure and Radiant..." -Sufferings 12:4

Healing Magic

Catalysts: materials

Heal

Heals a target

A pinch of white sugar

Tier 1:

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

Tier 2:

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

Tier 3:

- Cost: 5 AP
- 45ft, Three targets
- (3d6 + Healing)

Vanaheim's Balm

Cures ailments and conditions

A palmful of honey

Tier 1:

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

Tier 2:

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

Tier 3:

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

Utility Magic

Catalysts: verbal phrases

Lamplight

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

Focused

Tier 1:

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

Tier 2:

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

Tier 3:

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

Test Spells

Quick Fix

Un-jams a weapon

Tier 1:

- Cost: 2 AP
- Touch
- 1 jam

Tier 2:

- Cost: 4 AP
- Touch
- 2 jams

Tier 3:

- Cost: 6 AP
- Touch
- Full repair

Absolution Magic

Catalysts: gestures

Holy Slash

Conjures a short blade of pure light that slashes a target

Tier 1:

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

Tier 2:

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

Tier 3:

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

Volley of Spears

Conjures spears of light rain that down from the sky

Tier 2:

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

Tier 3:

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

Primordial Spells

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

-Prof. Berus Killimead

Deception Magic

Catalysts: hand gestures

Black Mist

Creates a dark cloud that’s impossible to see through

Tier 1:

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

Tier 2:

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

Tier 3:

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

Hypnotize

Hypnotizes a target, *Focused*

Tier 1:

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

Tier 2:

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

Tier 3:

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

Ritual Magic

Catalysts: materials

Hex

Debuffs a number of targets, *Focused*

A strand of human hair and a dollop of swamp mud

Tier 1:

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

Tier 2:

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

Tier 3:

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

Fungal Embrace

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

Tier 1:

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

Tier 2:

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

Tier 3:

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

Destruction Magic

Catalysts: verbal phrases

Poison Spike

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

Tier 1:

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

Tier 2:

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

Tier 3:

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

Fungal Weight

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

Tier 1:

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

Tier 2:

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

Tier 3:

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

Constellation Spells

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

Galvanism Magic

Catalysts: materials

Overclock

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

Shockstone shavings, Focused

Tier 2:

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

Tier 3:

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

Horripilation

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

Shockstone needle, Focused

Tier 2:

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

Tier 3:

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

Creature Mechanics

1 Golbarre Baby (*barrel cactus creatures*)

2 -Small, 3 Flora, 4 DR 1, 5 None-

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

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

8 HP: 10 MB: 15 EC: 8

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

1. Name
2. Size
3. Type
4. Difficulty rating
5. Language(s) it knows
6. Attributes. Each mod is applied to skill checks and saves
7. Resistances/weaknesses
8. Health, movement bank, and evasion chance
9. Actions it can perform

Sizes and Weights

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

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

Difficulty Ratings

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

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

Types

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

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

Desert Creatures

Golbarre Eviscerator (*cactus creature*)

Medium, flora, DR 2

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

Res. to Crushing dmg

Weak to Slashing dmg

HP: 25 MB: 25 EC: 15

Actions

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

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

Outlaw Pistoleer

Medium, humanoid, DR 1, Planish

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

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

HP: 17 MB: 15 EC: 11

Actions

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

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

Alta Gecko

Medium, reptilian, DR 2

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

Night Vision, good odds on Agility saves

Res. to Crushing dmg

Weak to slashing dmg

HP: 20 MB: 30 EC: 13

Actions:

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

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

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

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

Large, insectoid, DR 4

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

HP: 125 MB: 40 EC: 11

Actions

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

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

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

Golbarre Baby (*cactus creature*)

Medium, flora, DR 1

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

Res. to Crushing dmg

Weak to Slashing dmg

HP: 10 MB: 15 EC: 10

Actions

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

Golbarre Behemoth

Large, flora, DR 3

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

Res. to Crushing dmg

Weak to Slashing dmg

HP: 60 MB: 15 EC: 12

Actions

Punch: 5ft, +3, (1d6 + 3 piercing)

Barrel Roll: behemoth rolls in a 15ft line, any target within makes an Agi.S(12), on fail, target(s) take 2d8 + 3 crushing and are knocked down

Bandit Shotgunner

Medium, humanoid, DR 2

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

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

HP: 22 MB: 25 EC: 16

Actions:

Bandit Sawed-Off: 5/10ft, +2, (2d4 + 2 crushing)

Hand Wraps: 5ft, +2, (1d6 + 2 crushing)

Bandit Tactician

Medium, humanoid, DR 3

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

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

HP: 19 MB: 20 EC: 18

Actions:

Bandit Double-Action Revolver: 20/45ft, +3, (1d6 + 2 piercing)

Dynamite: two

Bear Trap: one

Caltrops: one

Weedy (*sentient tumbleweed*)

Small, flora, DR 1

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

Res. to Piercing dmg

HP: 5 MB: 15 EC: 17

Actions

Weedys roll in a straight line endlessly. When threatened, they explode. 10ft circle centered around the weedy, any target within makes an Agi.S(10), (1d12 + 1 explosive) or half on success

Ruby Ant

Small, insectoid, DR 1

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

Res. to Slashing dmg

Weak to Crushing dmg

HP: 8 MB: 20 EC: 10

Actions

Bite: 5ft, +1, (1d4 + 1 crushing)

Sting: 5ft, Agi.S(10), on fail, target has bad odds on Gumption saves for 10 seconds

Sapphire Ant

Medium, insectoid, DR 2

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

Res. to Slashing dmg

Weak to Crushing dmg

HP: 20 MB: 30 EC: 11

Actions:

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

Lightning Spit: 30/45ft, +2, (1d6 shock + Gum.S(8), on fail, target is stunned for 5 seconds

Giant Rattlesnake

Medium, reptilian, DR 2

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

Night Vision

Imm. to Knock Down

HP: 22 MB: 40 EC: 14

Actions:

Intimidate: snake attempts to intimidate targets within 20ft, anyone that still wants to engage makes an Intuition check against the snakes Intimidation check.

Targets are scared for 1 minute on fail

Bite: 10ft, +2, (1d8 +2 + Gum.S(9), on fail, target is poisoned for 10 seconds

Constrict: 5ft, target makes a Str.S(10), on fail, target is Restrained until saved

Deathapace (*scorpion w/a crusher claw and pincer claw*)

Medium, insectoid, DR 2

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

Night Vision

Res. to Slashing dmg

Weak to Crushing dmg

HP: 16 MB: 20 EC: 14

Actions

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

Sting: 10ft, +2, (1d6 + 2 piercing + Gum.S(8), on fail, target is paralyzed for 10 seconds. Twice

Mirageadon (*cow-like beast w/ an oasis mirage on its back*)

Large, beast, DR 5

Str: +5 Agi: -2 Log: - Gum: +5 Mys: -4 Per: -

Good odds on Gumption and Strength saves

Imm. to Mortia's Disease, Stunned

Res. to Crushing dmg

HP: 175 MB: 20 EC: 8

Actions

Trunk: 10ft, +4, (1d8 + 4 crushing)

Stomp: 5ft, +4, (1d10 + 4 crushing)

Sand Spout: Mirageadon spews sand in a 15ft cone, anyone within makes an Agi.S(16), on fail, target(s) take 2d6 + 4 piercing or half on success and +1 lvl of exhaustion on fail. Twice

Jeweled Wrenny

Small, avian, DR 2

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

HP: 10 MB: 20 EC: 18

Actions:

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

Needle Gust: Wrenny shoots needles in a 10ft cone, anyone within makes an Agi.S(15), on fail, target(s) take 3d4 + 2 Piercing or half on success. Once

Sand Viper

Tiny, reptilian, DR 1

Str: -5 Agi: +5 Log: - Gum: -5 Mys: - Per: -

Night Vision

HP: 10 MB: 20 EC: 18

Actions:

Bite: 5ft, +1, (1d4 piercing)

Sand-Trap Ant

Medium, insectoid, DR 2

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

Res. to Slashing dmg

Weak to Crushing dmg

HP: 25 MB: 15 EC: 14

Actions

If targets fall into sand funnel, they must make an

Agi.S(8) + Str.S(8) to escape

Bite: 5ft, +2, (1d8 + 1 crushing)

Desert Hound

Small, canine, DR 1

Str: -1 Agi: +1 Log: -1 Gum: - Mys: -4 Per: -1

Night Vision

Imm. to Mortia's Disease, Stunned

Pack Ferocity: hounds within 20ft of each other add +1d4 to all damage

And +10ft to max MB

Res. to Incendiary dmg

HP: 8 MB: 25 EC: 14

Actions

Bite: 5ft, +1, (1d6 + 1 incendiary)

Desert Bibi

Small, beast, DR 2

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

HP: 20 MB: 25 EC: 16

Actions:

Bite: 5ft, +1, (1d4 crushing)

Burrow: Bibi burrows into an existing hole within 5ft or creates a new hole and 10ft tunnel in any direction.

If new tunnel connects to an existing tunnel network, the Bibi can come up through any hole connected to the network without using its MB. Twice

Trigger Trap: during the burrowing action, the Bibi can set off a cache of dynamite near one of the existing holes.

Any creature near the hole with the dynamite must make an Agi.S(8) or takes 3d6 +1 explosive or half on success

Myriagon

Large, humanoid, DR 4
Str: - Agi: +3 Log: - Gum: -1 Mys: +2 Per: +2
Imm. to Hypnotization and Restrained
Res. to Crushing dmg

HP: 75 MB: 35 EC: 17

Actions

Headbutt: 5ft, +25, (1d10 + 3 crushing). If the headbutt is a crit, the target is stunned for 5 seconds
Hypnotize: 30ft single target, target makes a Mys.S(12), on fail, target is hypnotized for 20 seconds
Ulna Blade: 5ft, +5, (2d4 + 5 slashing)

Hunter (*strange lizard man*)

Medium, reptilian, DR 4
Str: -1 Agi: +3 Log: +3 Gum: - Mys: -2 Per: -2
Res. to Holy dmg

HP: 95 MB: 35 EC: 16

Actions

Hunting Rifle: 45/100ft, +3, (1d10 +3 piercing)
Hunting Knife: 5ft, +3, (1d6 +3 slashing)
Stun-Lock Bola: 20/35ft, +3, on hit, target is restrained until saved (Strength check(16) and while restrained, all abilities and perks from all sources are disabled. Twice
1 Med. AP tonic

Trap-Door Tarantula

Medium, insectoid, DR 3
Str: - Agi: +1 Log: +1 Gum: +2 Mys: -1 Per: -

HP: 45 MB: 30 EC: 11

Actions:

Bite: 5ft, +2, (1d8 + 2 piercing + 1d4 acid)
Grab: 10ft, Str.S(10), on fail, target is restrained until saved. Grabbed creature can be dragged into the tarantulas den

Death-Dive Falcon

Small, avian, DR 1
Str: -1 Agi: +2 Log: -1 Gum: - Mys: - Per: -
Night Vision

HP: 10 MB(flying): 35 EC: 16

Actions:

Peck: 5ft, +1, (1d4 piercing)
Death Dive: 35ft, Agi.S(6), on fail, target takes 3d12 + 5 crushing. The falcon dies on impact

Nortezka (*giant desert wasp*)

Medium, insectoid, DR 3

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

Night Vision

Res. to Holy dmg

HP: 15 MB: 35 EC: 19

Actions:

Sting: 5ft, +2, (1d8 + 2 piercing)

Grab: 5ft, target makes a Str.S(9), on fail, the wasp grabs and latches onto the targets back until saved. When grabbed, the wasp gets one free Sting attack with good odds on its target

Paki (*scorpion killing mouse*)

Tiny, beast, DR 1

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

HP: 15 MB: 35 EC: 19

Actions

Bite: 5ft, +1, (1d4 piercing)

Disabling Howl: the Paki howls and any target within 20ft circle centered around it makes makes a Gum.S(10), on fail, target(s) are deafened and stunned for 10 seconds and all guns in the AoE get a jam counter. Twice

Firevulture

Gigantic, avian, DR 5

Str: +4 Agi: +5 Log: - Gum: +4 Mys: -1 Per: -

Flaming Feathers: any target that's within 10ft of the vulture takes 1d8 incendiary dmg every 5 seconds

Night Vision

Res. to Incendiary dmg

Imm. to Knock Down, Stunned

HP: 180 MB(flying): 35 EC: 17

Actions:

Peck: 5ft, +5, (1d8 + 4 piercing)

Flame Gust: 15ft cone, anyone within makes an Agi.S(18), (3d8 +4 incendiary) or half on success. On fail, targets are also pushed back 10ft. Twice

Hellkite (*crow vulture*)

Medium, bird, DR 2

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

Night Vision

Res. to Incendiary dmg

HP: 15 MB(flying): 35 EC: 16

Actions:

Sting: 5ft, +2, (1d8 + 2 piercing)

Grab: 5ft, target makes a Str.S(9), on fail, the wasp grabs and latches onto the targets back until saved. When grabbed, the wasp gets one free Sting attack with good odds on its target

Portabell (*giant mesa dwelling cats*)

Tiny, beast, DR 1

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

HP: 15 MB: 35 EC: 19

Actions

Bite: 5ft, +1, (1d4 piercing)

Disabling Howl: the Paki howls and any target within 20ft circle centered around it makes makes a Gum.S(10), on fail, target(s) are deafened and stunned for 10 seconds and all guns in the AoE get a jam counter. Twice

Miragebill

Gigantic, avian, DR 5

Str: +4 Agi: +5 Log: - Gum: +4 Mys: -1 Per: -

Flaming Feathers: any target that's within 10ft of the vulture takes 1d8 incendiary dmg every 5 seconds

Night Vision

Res. to Incendiary dmg

Imm. to Knock Down, Stunned

HP: 180 MB(flying): 35 EC: 17

Actions:

Peck: 5ft, +5, (1d8 + 4 piercing)

Flame Gust: 15ft cone, anyone within makes an Agi.S(18), (3d8 +4 incendiary) or half on success. On fail, targets are also pushed back 10ft. Twice

Swamp Creatures

Boggy (*swamp frog*)

Medium, amphibian, DR 1

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

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

Night Vision

Res. to Crushing dmg

Weak to Piercing dmg

HP: 12 MB: 30 EC: 14

Actions:

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

Dimlight Ghast (*purple-shaded ghost*)

Medium, abomination, DR2, Creonin

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

Magic Vision

Imm. to mundane dmg, Hypnotization, Slowed, Mortia's Disease, and Restrained

Weak to Holy dmg

HP: 18 MB: 35 EC: 15

Actions:

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

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

Mortia's Disease for 10 seconds. Twice

Shivaan Brute (*mutated gator folk*)

Large, reptilian, DR3, Shikasan

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

Magic Vision

Res. to Crushing dmg

HP: 60 MB: 15 EC: 10

Actions:

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

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

Mangrent (*sentient mangrove tree*)

Large, flora, DR2, Creonin

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

Weak. to Incendiary dmg

Imm. to Slowed and Blinded

HP: 80 MB: 10 EC: 10

Actions:

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

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

Banshee

Medium, abomination, DR 3, Creonin
Str: - Agi: - Log: +2 Gum: - Mys: -2 Per: +3

Magic Vision

*Imm. to mundane dmg, Hypnotization, Slowed,
Mortia's Disease, and Restrained*

HP: 18 MB: 35 EC: 15

Actions

Claw: 5ft, +3, (1d6 + 3 slashing)

Scream: 10ft circle centered around banshee, Gum.S(10),
on fail, target is deafened for 15 seconds or until saved

Purgatory Touch: 5ft, Mys.S(12), on fail, target contracts
Mortia's Disease for 10 seconds. Twice

Mahca-Mahca (*giant catfish*)

Large, fish, DR 2

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

Res. to Crushing dmg

HP: 30 MB(swimming): 35 EC: 16

Actions

Trunk: 5ft, +2, (1d6 + 2 crushing)

Swallow: 5ft, Str.S(9), on fail, target is swallowed until saved

Blood Sucker

Tiny, insectoid, DR 1

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

HP: 5 MB(flying): 30 EC: 20

Actions:

Attach: 5ft, Agi.S(12), on fail, blood sucker attaches to target
and begins sucking blood, doing 1d4 piercing damage every 5
secs over 15 secs, then it detaches and leaves. If blood
sucker is killed during this time, target becomes
poisoned for 30 secs

Whirlturtle

Medium, reptilian, DR 3

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

Res. to Slashing & Piercing dmg

Weak to Crushing dmg

HP: 30 MB(swimming): 20 EC: 13

Actions:

Bite: 5ft, +3, (1d8 +3 crushing)

Whirlpool: 15ft cone while in water, anyone within makes an
Str.S(10), on fail, anyone caught in whirlpool is pulled 10ft
towards the turtle and gets 1 level of exhaustion

Thundervulture

Gigantic, avian, DR 5, cronin, shikasan, bakanese

Str: - Agi: +5 Log: - Gum: +4 Mys: +2 Per: -3

Magic Vision

Res. to Shock dmg

Imm. to knocked down and stunned

HP: 180 MB(flying): 45 EC: 16

Actions

Peck: 10ft, +5, (1d10 piercing + 1d6 shock + 8)

Gust: 15ft cone, anyone within makes a Str.S(12), on fail, targets are pushed 10ft backwards, on success, targets are pushed 5ft backwards

Electric Dust Devil: 5ftx10ft tall tornado, 30ft range, (2d12 shock), anyone within makes an Agi.S(15), on success, target(s) are flung 5ft in any direction and take half damage, on fail, target(s) are flung upwards 10ft and 10ft in any direction and take an additional 1d6 crushing damage. Twice

Lookalike

Medium, humanoid, DR 2, all languages

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

Imm. to deception spells

HP: 20 MB: 25 EC: 13

Actions

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

Will-O-Wisp

Small, abomination, DR 1

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

Imm. to mundane damage, knocked down, and restrained

HP: 10 MB(flying): 20 EC: 17

Actions:

Ghast Burst: 5ft, +1, (1d4 +1 crushing)

Corpse Blossom

Medium, flora, DR 1

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

Res. to Acid & Piercing dmg

Weak to Slashing dmg

HP: 30 MB: 0 EC: 10

Actions:

Sleep Cloud: 10ft circle centered around blossom, Gum.S(12), on fail, target is Slept 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 Watcher

Medium, reptilian, DR 1, shikasan
Str: - Agi: - Log: -1 Gum: +1 Mys: -1 Per: +1
Magic Vision

HP: 12 MB: 15 EC: 10

Actions

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

Shivaan Hunter

Medium, reptilian, DR 2, shikasan
Str: - Agi: +1 Log: +2 Gum: - Mys: - Per: +2
Magic Vision

HP: 18 MB: 25 EC: 13

Actions

Crude Axe: 5ft, +2, (1d6 + 2 slashing)

Poison Spike spell: T1, Twice

Shivaan Shaman

Medium, reptilian, DR 2, shikasan
Str: - Agi: - Log: - Gum: +1 Mys: -1 Per: +2
Magic Vision

HP: 23 MB: 15 EC: 12

Actions

Staff: 5ft, +2, (1d6 + 2 crushing)

Poison Spike spell: T1, Twice

Outer Strength spell: T1, Once

Snake Bite spell: T2, Once

Shivaan Brute

Large, reptilian, DR 3, shikasan
Str: +3 Agi: -1 Log: -2 Gum: +2 Mys: -1 Per: +3
Magic Vision

HP: 40 MB: 15 EC: 10

Actions

Giant Club: 10ft, +3 (1d10 + 3 crushing)

Slam: T5ft circle centered around brute, anyone within makes an Agi.S(9), on fail, targets take 1d8 + 3 crushing damage and are Stunned for 5 seconds

Final Charge: when brute reaches 5 HP or lower, they'll imbue themselves with dark energy and charge forward. Targets make an Agi.S(16), on fail, target(s) are knocked Down for 10 seconds and take (2d10 + 3 crushing). After which, the brute dies

Mangrove Boa

Medium, reptilian, DR 2

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

Night Vision

Res. to Crushing dmg

Weak to Slashing dmg

Imm. to deception spells

HP: 20 MB(swimming): 20 EC: 11

Actions

Bite: 5ft, +2, (1d8 + 2 piercing)

Constrict: 55ft, Str.S(8), on fail, target becomes restrained and takes 1d6 crushing per turn. If constricted for 10 seconds, the boa can attempt to swallow the target: restrained target makes a Str.S(12) or is swallowed. Twice

Zombie

Medium, humanoid, DR 1, *braains...*

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

Magic Vision

HP: 20 MB: 15 EC: 9

Actions

Smack: 5ft, +1, (1d4 +1 crushing)

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

Undying: Zombies do not die unless the entirety of their body is destroyed. When reduced to 0 HP, zombies come back to life in five minutes with full HP

Bloater

Small, humanoid, DR 1

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

HP: 5 MB: 10 EC: 18

Actions

Explode: bloater explodes, 10ft circle, anyone within makes an Agi.S(12), on fail, target(s) take (1d10 + 1 explosive) and (1d8 + 1 acid) or half on success. Bloater dies in the process

Grassland Creatures

Bumbee Drone (*giant honey bee*)

Medium, insectoid, DR2

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

Weak to Crushing dmg

HP: 20 MB: 30 EC: 17

Actions

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

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

Buffalobear

Large, beast, DR2

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

Res. to Crushing dmg

Immune to Slowed

HP: 35 MB: 35 EC: 11

Actions:

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

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

Mycocat Ambusher (*mushroom covered forest cats*)

Small, feline, DR2, Folish

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

HP: 35 MB: 35 EC: 14

Actions:

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

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

Floralei (*giant stationary flower*)

Medium, flora, DR 2

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

HP: 60 MB: 0 EC: 8

Actions:

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

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

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

Bumbee Honeypot

Medium, insectoid, DR 1

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

Weak to Crushing dmg

HP: 30 MB(flying): 45 EC: 12

Actions:

Nectar Drop: drop a droplet of honey in a spot within 5ft, another bee can drink this nectar as a reaction for 1d6 + 1 healing. If any other creature drinks the nectar, they take 1d4 acid damage. Droplet stays for 15 seconds before melting away. Three times

Bumbee Queen

Large, insectoid, DR 4

Str: - Agi: +4 Log: +2 Gum: -1 Mys: - Per: -2

Weak to Crushing dmg

HP: 80 MB(flying): 35 EC: 15

Actions:

Sting: 5ft, +4, (1d10 + 3 piercing)

Paralyzing Sting: 5ft, +4 (1d10 + 3 piercing) + Gum.S(12), on fail, target is paralyzed for 10 seconds. Twice

Dumbo Ankle Biter (*mutated humans*)

Medium, humanoid, DR 1

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

HP: 10 MB(crawling): 15 EC: 18

Actions:

Bite: 5ft, +1, (1d4 + 1 piercing)

Dumbo Trapper

Medium, humanoid, DR 2

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

HP: 25 MB: 20 EC: 13

Actions:

Lever-Action Rifle: 20/40ft, +2, (1d6 + 2 piercing)

Bear Trap: two

Rope Trap: two

Dumbo Neanderthal

Large, humanoid, DR 4, Planish

Str: +4 Agi: -2 Log: - Gum: +2 Mys: -3 Per: -

HP: 85 MB: 15 EC: 10

Actions:

Homemade Sawed-off: 5/10ft, +4, (2d8 + 3 piercing)

Punch: 5ft, +4, (1d8 + 3 crushing)

Dumbo Den Mother

Medium, insectoid, DR 5

Str: +3 Agi: +3 Log: -2 Gum: - Mys: -4 Per: -

HP: 120 MB: 10 EC: 16

Actions

Smack: 5ft, +4, (1d10 + 4 crushing)

Acid Spew: 20ft cone, Agi.S(17), on fail, target(s) take 3d10 + 4 acid damage or half on success. Acid puddle stays for 15 seconds. Twice

Chant: all allied creatures within a 15ft circle centered around the den mother gain 1d8 + 4 health and good odds on all saves. Once

Valley Troll

Gigantic, humanoid, DR 5

Str: +5 Agi: -4 Log: -2 Gum: +4 Mys: - Per: -3

Res. to Crushing dmg

HP: 160 MB: 15 EC: 10

Actions:

Club: 5ft, +5, (1d12 + 2 crushing)

Slam: 10ft cone, Agi.S(12), on fail, target(s) take 2d8 + 2 crushing damage and are knocked down. Cone becomes rough terrain. Twice

Heartland Wolf

Medium, canine, DR 1

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

HP: 15 MB: 25 EC: 17

Actions:

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

Builder Ant

Medium, insectoid, DR 2

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

Night Vision

Res. to Slashing dmg

Weak to Crushing dmg

HP: 20 MB: 15 EC: 11

Actions:

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

Hypnoantennae: 30ft, Mys.S(10), on fail, target is hypnotized for 10 secs

Mycocat Scout

Small, feline, DR 1, Folish

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

Night Vision

HP: 15 MB: 45 EC: 12

Actions:

Short Bow: 25/45ft, +1, (1d4 + 1 piercing)

Marking Arrow: 25/45ft, +1, on hit, target is marked, allowing any Mycocats to see the marked target's cardiovascular system through objects

Mycocat Warlock

Small, feline, DR 3, Folish

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

Night Vision

HP: 30 MB: 25 EC: 11

Actions:

Comforting Turkey Tails: 30ft, one ally, (1d4 + 3 healing) 3 times

Thicket of Puffballs: creates a 15ft line of difficult terrain. Twice

Ravaging Amanitas: 30ft, one target, Gum.S(14), on fail, target is poisoned for 10 secs. 3 times

Vine Muncher

Small, reptilian, DR 1

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

HP: 25 MB: 35 EC: 18

Actions:

Bite: 5ft, +1, (1d4 + 1 piercing)

Leap: the Vine Cruncher leaps 20ft in any direction without causing sucker punches. Twice

Sun Blossom

Medium, flora, DR 2

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

Night Vision

Weak to Slashing dmg

HP: 30 MB: 0 EC: 8

Actions:

Radiant Pollen: 10ft circle centered around blossom, Gum.S(12), on fail, target(s) are blinded for 10 seconds, 5 seconds on success. Twice

Radiant Beam: 20ft, +2, a beam of light shoots up from the ground, (1d6 + 2 holy)

- **Deer**
-Medium, Beast, DR 0-
Str: - Agi: +1 Log: - Gum: - Mys: - Per: -
Night Vision

HP: 10 MB: 30 EC: 8

Actions:

- **Fox**
-Small, Beast, DR 0-
Str: - Agi: +1 Log: - Gum: - Mys: - Per: -

HP: 5 MB: 25 EC: 8

Actions:

- **Squirrel**
-Small, Beast, DR 0-
Str: - Agi: +1 Log: - Gum: - Mys: - Per: -

HP: 5 MB: 25 EC: 5

Actions:

- **Alligator**
-Medium, Reptile, DR 1-
Str: - Agi: - Log: - Gum: +1 Mys: - Per: -

HP: 10 MB: 15 EC: 5

Actions:

Bite: 5ft, (1d4 piercing)

- **Egret**
-Medium, Bird, DR 0-
Str: - Agi: - Log: +1 Gum: - Mys: - Per: -

HP: 5 MB(flying): 25 EC: 8

Actions:

Peck: 5ft, (1d2 piercing)

- **Boar**
-Small, Beast, DR 0-
Str: +1 Agi: - Log: - Gum: - Mys: - Per: -

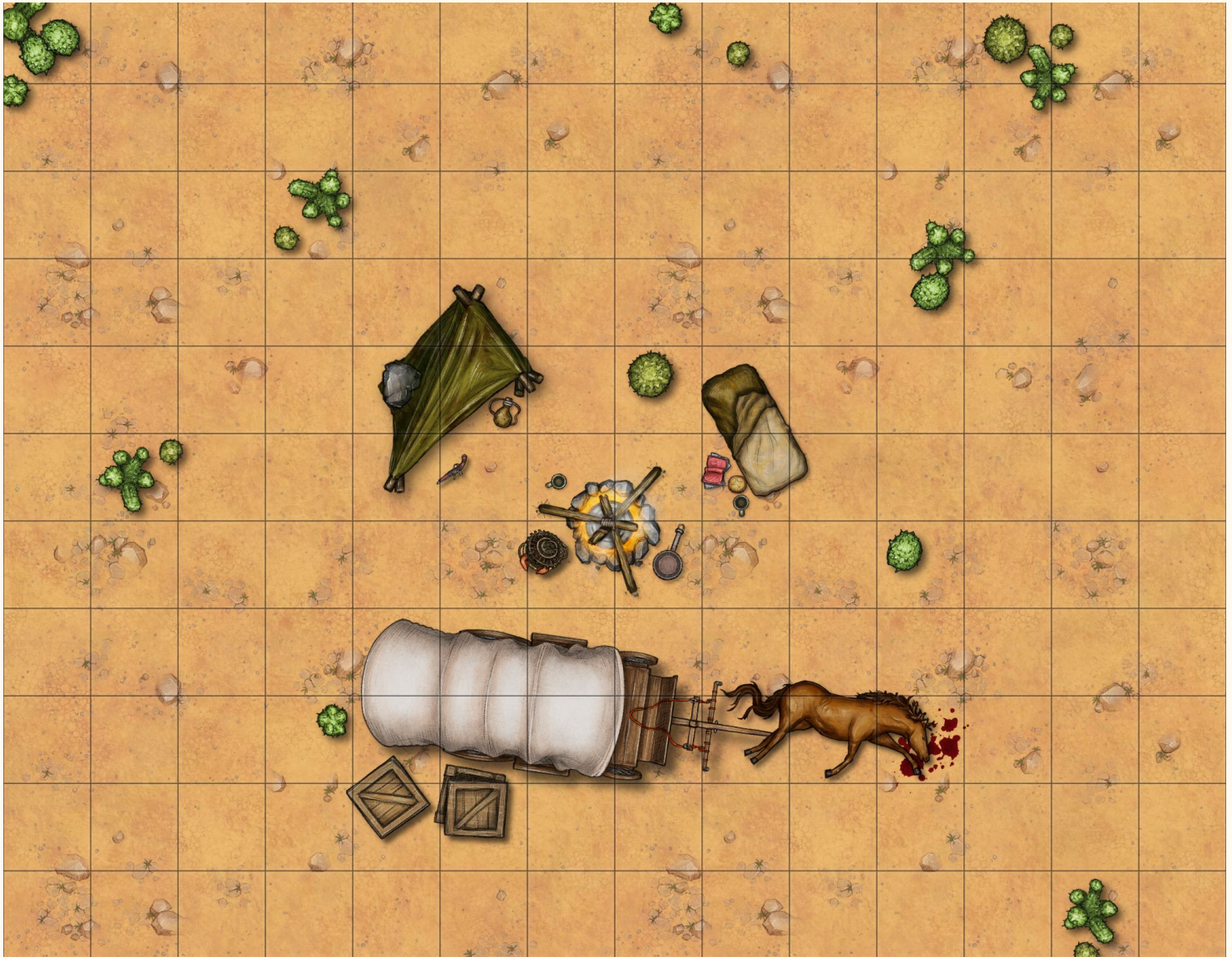
HP: 6 MB: 20 EC: 5

Actions:



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

Battle Map: Campsite

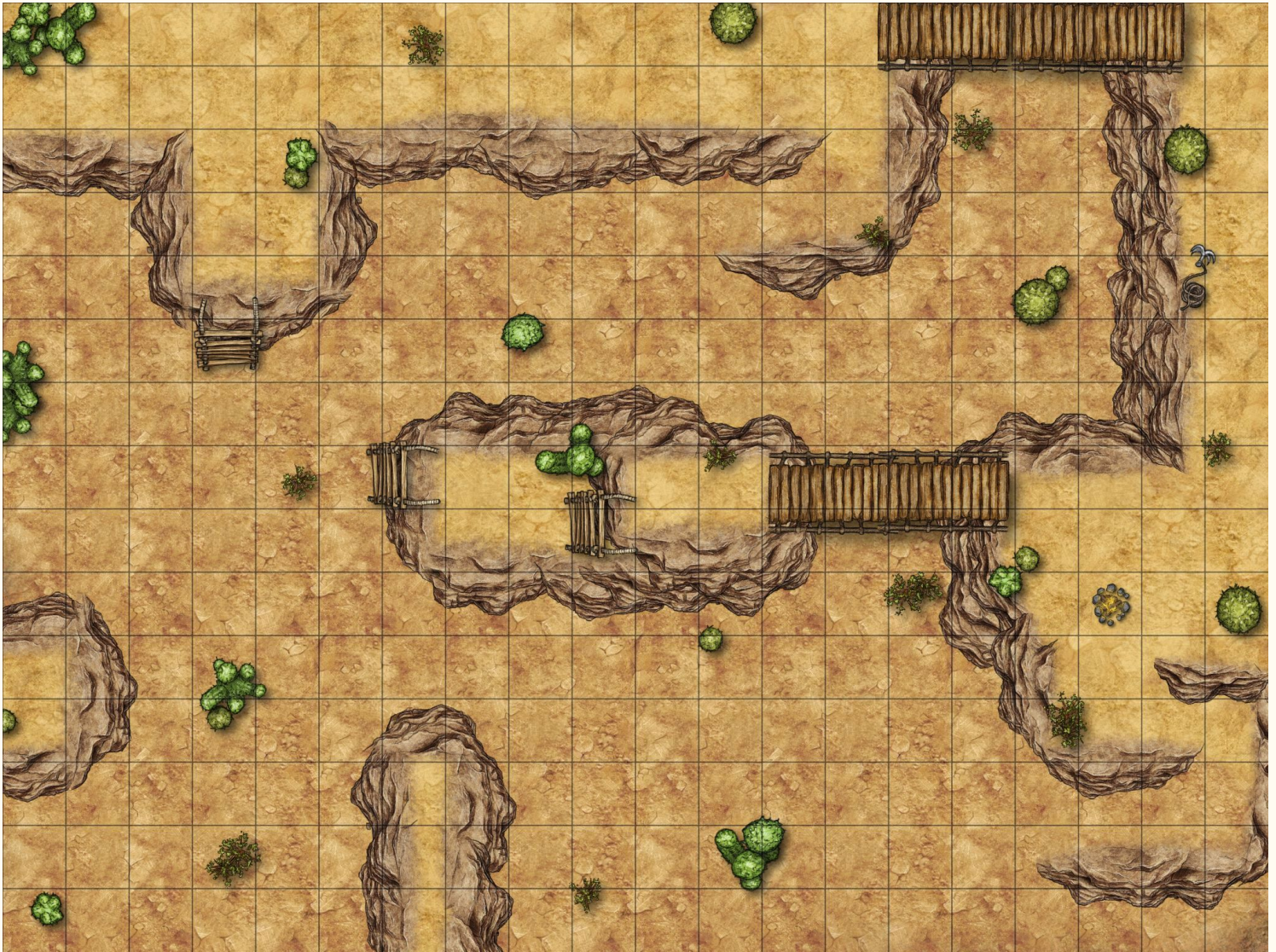


Battle Scenarios (posse of 3-4)

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

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

Battle Map: Ridge



Battle Scenarios (posse of 3-4)

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

Outer

Fantasy Wild West Tabletop RPG

West

This is the end of the beta test packet. We really appreciate you for trying things out.

Send your all your feedback to our socials, email, or Discord

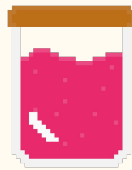
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We really appreciate the support and can't wait to see you at launch, partners!



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

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