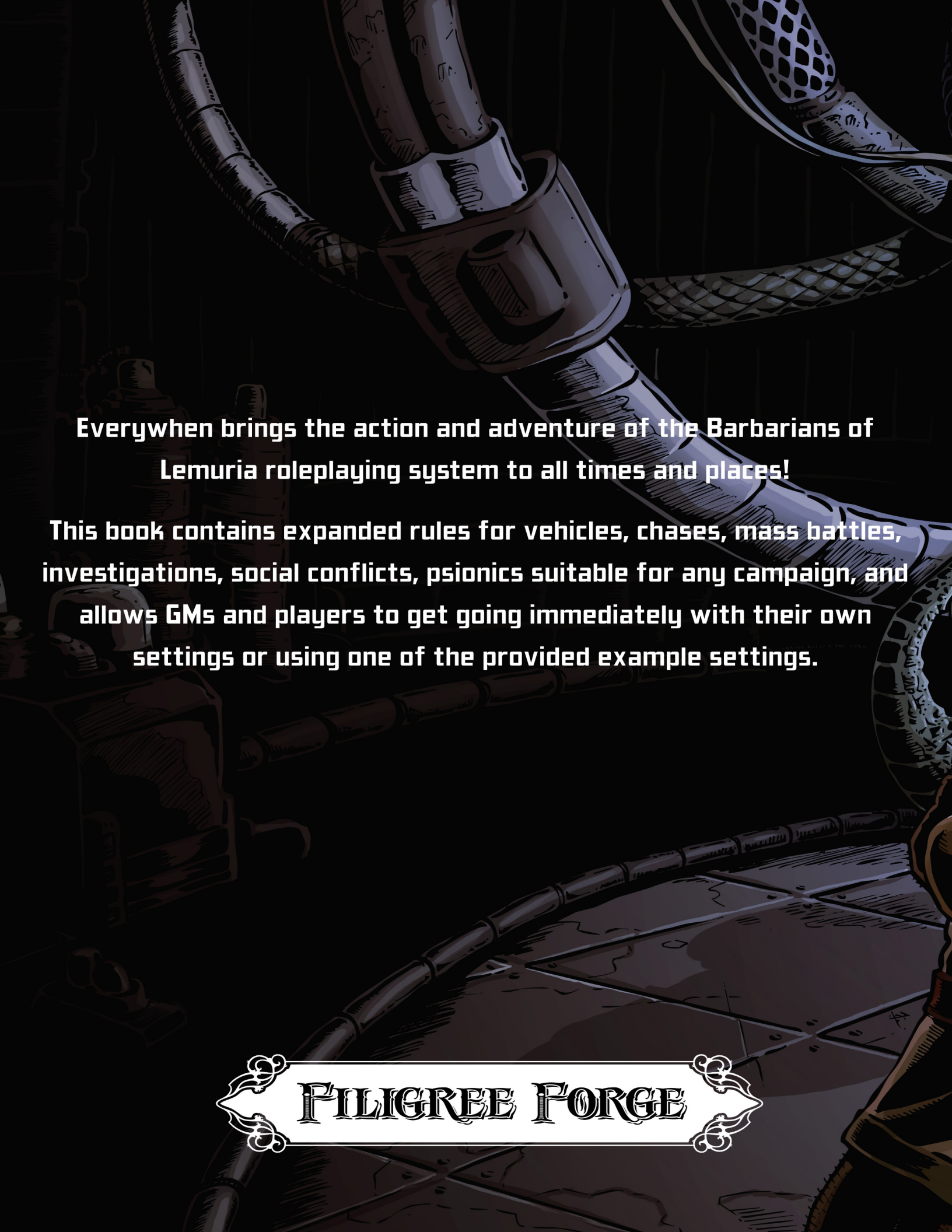


every when



powered by
Barbarians of Lemuria



Everywhen brings the action and adventure of the Barbarians of Lemuria roleplaying system to all times and places!

This book contains expanded rules for vehicles, chases, mass battles, investigations, social conflicts, psionics suitable for any campaign, and allows GMs and players to get going immediately with their own settings or using one of the provided example settings.

FILIGREE FORGE

Everywhen

Edition 1.05

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Introduction

Everywhen is a set of roleplaying rules that builds upon the system created by Simon Washbourne in *Barbarians of Lemuria* to provide a rich but flexible and adaptable game to support action and adventure in your favourite setting!

The Players

In *Everywhen*, the players create characters (also called *heroes* throughout these rules) who live lives of bold adventure. The *hero* is a player's alter ego in the game. Players decide what they want their *hero* to be: a brawny

The Game Master

The Game Master (or GM) presents the world of the adventure to the other players and describes the background, scenery and events for them. The GM also has to play the roles of all other characters (non-player characters, or NPCs) that the players' *heroes* interact with during the game. These NPCs come in three types: *rivals* (equivalent to *heroes*), *toughs* (not as capable as *heroes*) and *rabble* (no real challenge to *heroes* except in large numbers). See *Chapter Six: Adversaries* on page 92 for details.



marine, a deft thief, a dispossessed noble or a swashbuckling pirate. Each player will decide the actions of his or her own *hero* during the adventure and, where there is some doubt about whether the *hero* could succeed or not, will roll dice to determine the outcome of events.

These rules aim to help tell a good story rather than simulate every eventuality, so they don't cover everything. If a player wants his *hero* to do something for which there is no rule, the GM makes a decision. Don't stop play to look up a rule – the game is about heroic action, not stodgy detail.

Optional rules

Although *Everywhen* provides a solid foundation of rules with which to run roleplaying games, it can't cover every eventuality with specific rules. Some players and GMs are happy to run with the basic rules, and others like to add rules or amend existing rules to suit their own styles of play – for example, one option is to roll ten-sided dice, rather than six-sided dice, for all rolls. The good thing is that you can easily create your own rules, safe in the knowledge that you are unlikely to ruin the game. Try the rules as they stand before changing anything though, just so you can get a sense of how the game hangs together. Throughout these rules, we've provided suggestions for alternative methods of handling the situation, shown in sidebars. Many of these have come from the player community, and others we've used in our own games.

Example optional rule [optional rule]

Use the combat ability *brawl* instead of *initiative*. In *Barbarians of Lemuria: Legendary Edition* and earlier, *brawl* was a separate combat ability, used to cover unarmed combat actions. Note that if *initiative* is no longer used, the rules used to determine character priority will work slightly differently.

Everywhen and *Barbarians of Lemuria*

You possibly have a copy of *Barbarians of Lemuria: Mythic Edition* (or earlier). So, what's new in *Everywhen*? Apart from some changes in terminology to help make it suit a broad range of settings, *Everywhen* is focused on 'switches and dials' – providing rules options for the *Barbarians of Lemuria* (BoL) system. So while *BoL: Mythic* is a complete game, *Everywhen* allows for a lot more rules tweaking should you want to, plus assistance in creating and playing in new settings.

Following the release of this edition, we will publish a series of setting books, showing how each can be generated using the rules and suggestions presented in *Everywhen*.

Chapter One: Creating Your Hero

Each player in *Everywhen* creates at least one heroic character to act as their avatar during the game. The GM needs to create several villains and their lieutenants, a host of henchmen, and perhaps some weird creatures, but we'll discuss those later!

First, think about the type of *hero* that you want to play. You might base them on a favourite character from a comic book, novel, or movie, or you may already imagine the type of character that you want to play. You might simply like the look of several of the career choices in the game, and base your character concept around a mixture of those. Once you have your idea, you need to determine your abilities. These abilities are important in defining your character's physical and mental nature, knowledge and experience – your character's strengths, weaknesses, and outlook. These abilities – attributes, combat abilities, careers, boons and flaws – will paint a broad picture of your character.



Example of creating a character: Player Mike is making an *Everywhen* character. In the background setting outlined by the GM, he envisions a brash young Parisian nobleman named "Aulus", born in the third century of the eternal reign of the God-Emperor Napoleon. We'll continue to use this character throughout the *hero* generation rules – the full example is listed on page 23 and a summary of the entire character creation method is given on page 141.

Abilities

Attributes

Each *hero* has four attributes, which are their inherent characteristics:

- *strength*
- *agility*
- *mind*
- *appeal*

To determine your character's attribute levels, divide 4 points between the attributes as desired, with no more than 3 points in any one attribute. You can 'buy down' one of your attributes to spend the point elsewhere. Only one attribute may be reduced to -1 in this way.

Example of assigning attributes: Aulus is athletic and dashing, but not especially strong. Mike allots his attributes: *strength* 0, *agility* 2, *mind* 1, and *appeal* 1.

Ability Rank	Character description
-1	Feeble, old, sickly
0	Average, normal person
1	Superior, fit, able person
2	Great, athletic person
3	Spectacular – best in the country
4	Heroic – best in the continent
5	Legendary – best in the world
6	Mythic – out of this world

As shown in the table above, a value of zero in an ability is an average rating for a normal person, although it's a little under par for a true *hero*. Attribute values can be higher than 3, but these would be for truly legendary individuals. Note that it is possible to raise a starting characteristic value above 3, using something called a boon. We'll talk about boons a little later.

These attributes can be used to describe the character's appearance. For example, a character with a few points in strength will have a tough-looking body and will tend towards the tall and muscular look. Sometimes *heroes* are named after their attributes: Slippery Joe, or Pierre the Mighty.

Strength

Strength represents raw physical power, toughness, muscle, physique, and endurance. It determines how much *lifeblood* (resistance to being wounded) your character has, how much damage your character delivers when striking enemies, and whether your character can resist the effects of diseases, venomous bites, or the poisons of assassins.

Use *strength* when your character is:

- Lifting and pulling.
- Bending and breaking things.
- Performing physical endeavours, like swimming, jumping, climbing, and arm-wrestling.

Reasons not to buy *strength* down: if you reduce your character's *strength* to -1, your *lifeblood* will only be 9, so you won't last as long if you are hit, or poisoned. The damage you deal out is lower, so your enemies will last longer. Finally, you will find it difficult to wield the larger weapons – your *strength* just isn't up to the task.

Agility

Agility covers general speed, dexterity, reactions, coordination, and prowess.

Use *agility* when your character is:

- Attempting physical endeavours that require speed or coordination, like striking at a target, tumbling, swinging on chandeliers.
- Picking a lock or a pocket.
- Avoiding hidden traps and snares.

Sometimes the GM might require you to use *strength* for some of these things, but if you have an agile character, you should be able to use your *agility* where nimbleness and quickness are key.

Reasons not to buy *agility* down: it governs how well you fire a gun, swing a sword, and many other feats of prowess, reducing *agility* to -1 means you'll miss more often.

Mind

Intellect, willpower, knowledge, and perception are aspects of the *mind*. Not so important for action-oriented *heroes*, but a high rank in *mind* is useful for *heroes* who prefer to use their heads to defeat the bad guys.

Use *mind* when:

- Remembering some piece of information.
- Awareness and senses are important – to spot distant or concealed objects, or to notice a thief sneaking up on you.
- Seeing who acts first during an encounter.
- Summoning, exerting, or resisting arcane or psionic powers.

Reasons not to buy *mind* down: *mind* is useful when noticing when a leopard is about to pounce out of a tree, or spotting an ambush up ahead on the trail, giving you the advantage of initiative in combat. *Mind* is useful when you are poring over maps and working out battle strategies. A strong *mind* wards off the compulsions of sorcerers.

If you are using the optional *Resolve* rules (see page 62), the derived ability *resolve* helps you sustain mental damage, and *resolve* is increased by your *hero's mind* rank.

Appeal

Appeal represents the looks, charm, persuasiveness, and overall likeability of the *hero*. The *hero* with the highest *appeal* will usually be the spokesman of an adventuring party and the person others look to first.

Use *appeal* when your character is:

- Trying to talk someone into something they don't necessarily want to do.
- Attempting to fool, trick, seduce, con someone or haggle over price.
- Leading men into battle, maintaining morale.
- Attempting to win over large crowds.

Appeal also affects how many followers the character attracts and the loyalty of those followers.

Reasons not to buy *appeal* down: *heroes* are charismatic and popular. They acquire friends and followers. The gods favour them. They don't necessarily have good looks, but there is something about them that is compelling.

Combat Abilities

Once your *hero's* attributes have been determined, then in the same way, assign your *hero's combat abilities*:

- *initiative*
- *melee*
- *ranged*
- *defence*

Again, you have four points to allocate amongst four abilities, with a maximum of 3 in any one of those areas. If you must, you can buy down just one of your combat abilities to -1 to spend the point on another combat ability.

Example of assigning combat abilities: Mike sees Aulus as a very capable swordsman with a solid defence and a distaste for automuskets. He assigns his combat abilities to be *initiative 1, melee 2, ranged -1, and defence 2*.

Initiative

Initiative represents the preparedness and attentiveness of your character. *Initiative* is the ability to be aware of your surroundings and being alert to danger in a rapidly changing situation. Your speed of thought is crucial to the tactical circumstances of a combat, and your ability to process this and make quick decisions can be vital. You use your *mind* together with your *initiative* when you are checking to see when you take an action during combat.

Reasons not to buy *initiative* down: you may well get into a fight. Acting first can be critical to your chances of survival – acting last is a road to an early grave.

Replace Initiative with Brawl (optional rule)

Use the combat ability *brawl* instead of *initiative*. In *Barbarians of Lemuria: Legendary Edition* and earlier, *brawl* was a separate combat ability, used to cover unarmed combat actions. Note that if *initiative* is no longer used, the rules used to determine character priority will work slightly differently.

Melee

Melee is the ability to fight with hand-held weapons. Swords, knives, clubs, axes, and spears are all covered under your *melee* ability. It also covers hitting people with your fists, your feet, and your head, as well as grappling, throttling or throwing people around.

This combat ability is generally used in conjunction with your character's *agility*. On occasion the GM will allow you to use your *strength* instead of your *agility* – for example

when your character is brawling or grappling an opponent, where *strength* becomes more important.

Reasons not to buy *melee* down: *heroes* should fight face-to-face with their enemies! How else will the villains arrogantly let slip details of their evil plans!

Ranged

Hitting targets with guns, bows, crossbows, and slings – as well as thrown weapons like spears and knives – is assisted by the *ranged* combat ability.

The *ranged* combat ability is typically used together with *agility* to determine a hit (though there may be times when *strength* is used, for example if heaving a boulder off a battlement). The damage modifier for thrown weapons is half the *hero's strength* attribute (rounded down).

Reasons not to buy *ranged* down: better to shoot enemies at a comfortable distance than to have to fight them face to face.

Defence

When all else fails, there is of course the last combat ability to consider. Call it dodging, ducking, or side-stepping, *defence* is the skill of being able to avoid attacks. Most *heroes* believe it is better to kill your enemy before they have a chance to hit back, but other adventurers are a little more cautious and may live a little longer.

Reasons not to buy *defence* down: if you can't be hit, you can't be hurt!

Non-combatants

You might decide that your character has limited combat aptitude and focuses instead on their career. In this case, your *hero* has only 2 combat ability points but 6 career points to distribute (also see the next section).

Careers (non-combat abilities)

Everywhen provides two similar methods for describing a hero's formative experiences and skills: by *career* (described below), or by *specialisation* (described after this section). A hero's career path represents all of his upbringing, training, and experience, and therefore can be used to help determine everything he knows – his skills, his knowledge, his expertise, and his influence.

The word 'career' is used advisedly here – it might or might not represent a paying profession, it might be an interest held at the same time as another activity, so could represent a significant hobby (e.g. mountaineer) or volunteered duty (e.g. part-time firefighter) – this might be useful in settings where, although specialisations (see below) are not used, particular characters only really have one main profession. Does it define a key set of skills that the *hero* possesses? If it does, it's a career!

A particular genre or setting for *Everywhen* can have its own set of common careers, but if you think your *hero* needs something new, discuss it with your GM. Conversely, GMs must consider whether the skillset is already covered by existing careers, or appears to encompass too many different abilities.

Example of assigning careers: Mike thinks about what careers Aulus has experienced. He was born a noble, and (as with many young French noblemen) he took the opportunity to join the Imperial Sky-Navy.

However, due to a falling out with his commanding officer and a duel he should never have accepted, he was dismissed from the Aerial Service and hounded out of Paris.

He ended up joining an American merchant ship, where he used the skills learned in the air to good use on the sea – here he has spent his last few years.

His careers are *Noble 1*, *Sky-Pilot 1*, *Merchant 0*, *Sailor 2*.

Specialisations

A typical *Everywhen* setting will have roughly 15-25 careers for players to choose from. Some settings may simply not be able to provide that many careers (for example, one in which all players would have military characters), so to maintain the choices available to a player, we instead use specialisations, which are more closely analogous to skills than careers. Why don't we simply provide a list of skills then? Because a high-level description of a character's role covers everything more succinctly.

Consider specialisations to be roles within occupations rather than specific skills. They should be reasonably common across all similar occupations in that setting. For game purposes, treat specialisations as per the usual career rules, although some settings may provide additional uses for them.

Example of specialisations: In a psychedelic Vietnam setting, everyone might be considered to be in the Marine Corps, Army, Air Force, Navy, CIA, etc., but would distribute their points on specialisations such as *Marksman*, *Medic*, etc. The example setting *Broken Seal of Astarath* (see page 122) uses specialisations rather than careers.

Choosing your careers

Choose four careers for your *hero*, and 4 ranks to allocate between them, with a minimum rank of 0 and a maximum starting rank of 3. These points cannot be used elsewhere.

Choosing the four careers gives you an immediate handle on your character. A high rank in a career could mean that your *hero* spent a long period following that career path. A rank of 0 could mean only a short spell in – or just an affinity for – the career, just enough to learn the basic skills and allow your *hero* to act using it (although without any addition to the roll from the career!).

The careers give a general knowledge of anything to do with the career, such as who would hold high positions within the profession, where to find the guilds and who

heads them, skills and abilities that members of the profession should have, as well as helping the *hero* obtain employment in the career. Some careers might improve her ability to gain followers, and other careers may help on the battlefield (although almost always not when trying to hit an opponent). See *Combat* on page 34 for more information.

Note that there are no individual skills as such in this game. The skills and abilities set out for each career are not exhaustive and are intended only as a guide. The areas of expertise of some careers can overlap to some degree.

Rank	Meaning			
0	Apprentice	School education	You know the basics	You've read some articles on it
1	Journeyman	College education	Best in town	You've read some textbooks on it
2	Craftsman	University Degree	Best in county	You could write magazine articles on it
3	Master Craftsman	Doctorate	Best in country	You wrote a book or papers on it
4	Grand Master	Professor	Best on continent	You wrote an acclaimed book on it
5	World Grand Master	World Authority	Best in world	You wrote the definitive work on it

Career lists

Below are some example careers (and their alternative names) for some forthcoming *Everywhen* settings:

Blood Sundown (weird west)

Blacksmith
Bounty Hunter
Brave
Cowboy
Doc
Drifter
Entertainer
Ex-Slave
Farmer
Gambler
Grifter
Gunslinger
Inventor
Labourer
Lawman
Medicine Man
Miner
Mountain Man
Outlaw
Preacher
Soiled Dove
Soldier
Sorcerer
Trader
Tycoon

Neonpunk Crysis (retro cyberpunk)

Assassin
Beggar
Bounty Hunter
Cop
Courier
Criminal
Driver/Pilot
Entertainer
Executive
Gang Member
Hacker
Martial Artist
Mechanic/Technician
Physician/Med Tech
Private Investigator
Psychic
Reporter
Ronin/Mercenary
Salaryman/Civil Servant
Scientist/Researcher
Soldier/Veteran
Worker/Labourer



Red Venus (communist rocketpunk)

Academic
Artist
Athlete
Bureaucrat
Capitalist
Cosmonaut
Criminal
Engineer
Entertainer
Explorer
Journalist
Militsiya
Navigator
Party Member
Physician
Pilot
Professional
Sailor
Scientist
Sensitive
Soldier
Spy
Streltsy
Worker
Young Pioneer

Students

You might decide that your character is still studying, without having chosen a particular career. In this case, the character starts with rank 2 in the *Student* 'career'.

Students also have two free *Student Boons* (see page 19) and find it easier to advance after an adventure (see *Advancement* on page 98).

A priest, a psionic, a sorcerer and a thief go in a bar

In *Everywhen*, certain careers provide the character with a set of derived points to use for special powers or abilities for that career, the number of points being based partly on the particular career rank. So, what's to stop you from creating a character who has one point each in a set of different but empowered careers? Mechanically, in *Everywhen*, nothing. And there are a host of pulp fiction characters who have very wide skill sets. But the GM will ask you to at least justify your choices. Bear in mind that your *hero* won't be especially good in any of these careers either, with just one point allocated to each.

Telling a story through your career path

The main characters in pulp adventure stories follow many different paths. When you choose your four careers, create a story that follows your character's career choices, hinting at places your character may have been and things they might have done.

The GM will find it useful to know your current career, so on your character sheet, underline it or mark it with an asterisk.

Career path example: Dagul was born into a family of traders, and this naturally led him **into** a life of buying and selling (*Merchant 2*).

Introductions to several starship captains led to trips to far-off planets, learning the basic skills of a ship crewman (*Spacer 0*).

On one particular voyage several years ago, pirates attacked Dagul's ship – the crew was captured and sold into slavery (*Slave 1*).

Dagul's new mistress was a skillful gene splicer, and until his escape, he used every opportunity to learn her terrible secrets until he could perform routine genetic modifications himself (*Genegeneer 1*).

Hacker as a career example

Akin to the *Thief* career, a *Hacker's* domain is the virtual environment used by corporate systems and government networks. Able to access CCTV, security systems, restricted data centres, etc., *Hackers* are indispensable when attempting to gain the (legally) unobtainable.

Attributes: A cunning *mind* is essential for hacking attempts, and a high *appeal* helps in maintaining a virtual persona and performing 'social engineering'.

Adventuring: Although *Hackers* can be loners, they are a valuable addition to any team operating in high-tech settings.

Fighting: *Hackers* generally don't have any abilities that can increase their capability in physical combat.

Suggested boons: *Alert, Alter Ego, Contacts, False Avatar, Meme Resistance, Silver Tongue, Sneaky, Tools of the Trade* (a customised deck).

Suggested Flaws: *Addicted, Arrogant, Bounty, Notorious, Obsession* (finish the mission), *Urbanite*.

Noble as a career example

Whether to be found in the feudal societies of Nippon or the ruling classes of the Sol system, *Nobles* are the upper branches of hierarchical society. These characters are usually titled (though not necessarily deserving) and have some authority over the general populace. *Nobles* often have high-ranking contacts, and are skilled in areas such as bribery, browbeating, dress sense, and etiquette.

With the agreement of the GM, the character may be titled. Some suggested titles are shown below. Note that other settings might have their own appropriate titles. These titles do not necessarily have to match the rank of the career, and this difference can generate plot hooks. For example, a character with *Noble 1* but the title 'prince' might be deposed or an absentee. A character with *Noble 3* but a squire would still impress with his bearing.

Noble rank	Title
0	Squire
1	Sir (Knighthood)
2	Lord (Baronetcy)
3	Count, Earl
4	Duke, Prince, Regent
5	King, Emperor



Playing a *Noble* character does not give your *hero* licence to lord it over the other characters and generally treat NPCs like dirt. This may be historically appropriate, but the GM should be firm with players abusing their rank. The career mechanic gives the appropriate level of benefit to any given situation, and GMs should also feel free to impose duties and responsibilities!

Attributes: A *Noble* needs plenty of *appeal* as well as a clever *mind*.

Adventuring: *Nobles* often further their own agendas by financing others to conduct missions. Some of the more adventurous nobles might join the operations they finance.

Fighting: In combat, having a career of *Noble* will rarely be of any benefit whatsoever. However, the lower classes may have qualms about attacking their social superiors. Also, *Nobles* are often military leaders (capable or not).

Suggested Boons: *Attractive, Contacts, High-Born, Horseman, Inspire*

Suggested Flaws: *Addicted, Arrogant, Boastful, Greed, Temper, Thin Skinned, Urbanite*

Physician as a career example

Physicians, and others who can heal injured and sick people, are valued members of society and also highly desired in most adventuring groups. Wherever you find groups of people – outposts, colonies, ships, etc., you will find a *Physician* treating the populace.

Physicians have the practical skills to set bones, suture wounds, etc. They are also knowledgeable in the treatment of a wide variety of conditions.

A *Physician* will carry the basic tools of his trade in his “doctor’s bag”, which will be suitable for first aid and minor remedies.

Attributes: *Mind* is the most important attribute for a *Physician* character.

Adventuring: Being a *Physician* does not of itself lead to a life of adventure, although *Physicians* will be in great demand by more adventurous types, and *Physicians* like to be where they are needed.

Fighting: In combat, the *Physician’s* career is not really of particular benefit to a character, although after the fight, they are often most welcome.

Suggested Boons: *Deft Hands, Disease Resistance, Excellent Facilities, Field Medic, Knowledge, Poison Resistance*

Suggested Flaws: *Addicted, Combat Paralysis, Cravings, Naivety, Urbanite*

Origin and background

Where your *hero* is born – and indeed what species they belong to – will provide certain features or characteristics that are said to be common for the peoples of that city or place. Saying that certain peoples are arrogant or uncouth is a gross generalisation, but for a particular character this may have some basis in reality. Many people go through their entire lives being remembered simply because of their original birthplace.

Boons and flaws usually reflect a character’s origins and background, and are discussed fully in the section *Boons and flaws*.

- Choose an origin and select a related boon – for example, *Horseman* (p.16). The available origins and related boons and flaws will be dependent on the genre and setting.
- Optionally choose a second boon related to your origin or career (you can choose it later, after you’ve chosen your career path), at the cost of taking a flaw from your origin, or one Hero Point (permanently).
- Optionally choose a third boon from any list, costing a flaw (from any list) or one Hero Point (permanently).

Creating non-human races

When specifying the characteristics of a race, the net total effect on a character should be zero, so there should be no overall advantage to being a particular non-human race. Non-human race boons and flaws don’t affect the buying of boons and flaws through normal means (see the example setting: *Broken Seal of Astarath* on page 122).

Derived abilities

There are a number of values which each *hero* needs to record, which are derived from other existing abilities. These are:

- *Lifeblood*
- *Hero Points*
- *Arcane Points* (for those with mystical careers)
- *Faith Points* (for those with careers in the divinities)
- *Psionic Points* (for those with psionic careers)
- *Credit Rating* (optional)
- *Resolve* (optional)

Example of assigning derived points: Mike then fills in Aulius’ *lifeblood* as 10 and Hero Points as 6. He has no points in

arcane, divine or psionic careers so doesn't record values for Arcane Power, Faith Points or Psionic Points.

Lifeblood

Lifeblood represents how much punishment and wounding characters can absorb before they keel over. For *heroes*, it is based on a value of ten plus the *strength* attribute, so a *hero* with 2 *strength* would have 12 *lifeblood*. See *Damage* on page 45 for more information on recording wounds to your hero and how to recover from them.

Hero Points

These can be used to bend the normal rules to make your character a little more heroic than the dice sometimes allow! There are set effects that can be purchased at the cost of a Hero Point, but if you make a good argument for something to happen based on spending a Hero Point, the GM might allow it.

Heroes usually start with 5 Hero Points at the beginning of an adventure, but this can be modified by boons and flaws, and also reduced if the GM wants to run a short, one-off session, or a grittier adventure. The number of Hero Points a *hero* starts with can also be traded off during character creation for additional boons, so for example a *hero* with two extra boons might only have 3 Hero Points.

For more information, see *Using Hero Points* (page 32) and *Regaining Hero Points* (page 34).

Arcane Points

At the start of an adventure, characters with an *Arcanist* career such as *Sorcerer* will gain a number of Arcane Points (AP) equal to 10 plus their rank in that career. So if you have 3 ranks in *Sorcerer*, you would get 13 AP.

See *Arcane Powers* on page 80 for more information on what to do with AP and how to regain AP.

Note that in this section there are optional rules for using arcane abilities without using AP.

Faith Points

At the start of an adventure, characters with a religious career such as *Priest* will – in appropriate settings where miraculous interventions are arguably possible – gain a number of Faith Points (FP) equal to their rank in that career. So if you have 3 ranks in *Priest*, you would get 3 FP.

See *Divine Powers* on page 89 for more information on what to do with FP and how to regain FP.

Psionic Points

At the start of an adventure, characters with the *Psionic* career will gain a number of Psionic Points (PP) equal to 10 plus their *mind* and their *Psionic* career rank. So if you have *mind* 2 and 3 ranks in *Psionic*, you would get 15 PP.

See *Psionic Powers* on page 85 for more information on what to do with PP and how to regain PP.

Resolve [optional rule]

In some settings, the ability to take mental damage is important. This capacity, termed *resolve*, works in a similar way to *lifeblood*, and is calculated as the sum of 10 + *mind*. See *Resolve* on page 62 for more information on recording *resolve* damage and mental wounds to your *hero*, and how they can recover.

Credit Rating [optional rule]

Expenditure is usually not tracked in *Everywhen* – however, in some settings, the ability to buy and sell goods is important. How a character's Credit Rating (CR) is calculated depends on the setting, but it is usually a *hero's mind* + *appeal* + current career rank.

Credit Rating examples:

- *Mind* 0 + *appeal* -1 + career 0 = -1, the minimum CR for a *hero*, who would be living off charity/social benefit, in government service, in prison, or a wanted criminal.
- *Mind* 1 + *appeal* 1 + career 1 = 3 CR for an 'average' *hero*.
- *Mind* 1 + *appeal* 1 + career 2 = 4 CR for an 'average' professional *hero*.
- *Mind* 1 + *appeal* 1 + career 4 = 6 CR for an 'average' CEO/top-of-profession *hero*.
- *Mind* 4 + *appeal* 4 + career 4 = 12 CR for a maxed-out *hero*, say a genius billionaire.

Average *heroes* could have a CR of 2-4. For more information, see *Resources* on page 59.

Boons and Flaws

Most boons or flaws provide one of these effects:

- Grant the character a bonus or penalty die in a particular situation.
- Allow the character to avoid a penalty in a particular situation.
- Increase/decrease a characteristic and allow the maximum to increase/decrease by the same value.
- A specific advantage or disadvantage that provides no additional effects.
- Improved resistance to a specific effect.

In some situations, multiple bonus and penalty dice may apply – the smaller number of dice cancel out the larger number, so, for example, if you had 2 bonus dice and one penalty die applying, the result would be one bonus die to be included in the roll.

When creating new boons and flaws, the name should capture the spirit of the background and the character.

The GM may consider some boons or flaws overpowered and grant some counterbalance, e.g. to take an additional flaw.

To get into the game quickly, your GM might allow you to pick boons and flaws during play.

Example of assigning boons and flaws: First, Mike has to choose a free boon for Aulus from the list of boons appropriate to his French background in this setting – he decides on *Marked by Fate* (p.16) – that gives Aulus a total of 6 Hero Points instead of 5.

For another boon (which can be selected from the origin or career list of boons), Aulus is given *Alert* (p.16) – Aulus is always ready for danger and reacts quickly when threatened.

As he has taken a second boon, he now needs a flaw (he could have lost a Hero Point instead but Mike wants to keep those!). This is easy – the officer who hounded Aulus out of Paris has a reason for doing this, unknown to Aulus (or even to Mike at the moment, whose character this is). So the officer is now given a name – Sky Captain Vitan. Mike and the GM can work out what his reason for destroying Aulus's career is as the Saga develops. Mike adds to his character sheet the flaw of *Bounty* (p.19) by Sky Captain Vitan.

Boons

Ace – Decide which of the following options you want to use: When at the controls of a specific type of vehicle, you gain a bonus die when performing a career-based action, or in a ranged attack roll while at the controls. Taking this boon a second time lets you use the other option.

Alert – You are quick to spot danger and react. Gain a bonus die to your priority rolls.

Alter Ego – You have another completely authentic identity that you use to maintain a double life

Artistic – You have an artistic flair. Gain a bonus die when appraising or creating items of art.

Athletic – Gain a bonus dice when attempting any athletic non-combat action like swimming, running, climbing, etc.

Attractive – You are particularly good looking. Roll a bonus die in situations where looks might be important.

Beast-Friend – You have a natural affinity with animals. Whenever dealing with animals, roll a bonus die. If you have the *Beastmaster* (or similar) career, you will also have two or three small companions, or one medium or large companion.

Biting Comment – You know how to make your words hurt. When making a social attack, if you can add a modifier due to an applicable career, gain a bonus die to the roll.

Blind Combat – No sight? No problem. By using smell, sound, disturbances in the surrounding air, or perhaps through some mystic or technological effect, your character does not suffer a penalty for fighting blind.

Born-on-Board – You grew up on and around a specific type of large vessel or vehicle (e.g. ships). When performing career-based activities on board, gain a bonus die.

Brawler – You are a skilled roughhouse fighter. Gain a bonus die to perform a *melee* attack when you are fighting unarmed or with improvised weapons.

Carouser – You were more-or-less brought up in a bar and are popular when the drink is flowing. Gain a bonus die to gain information, make contacts, or acquire goods and services whilst in an alcohol-fuelled environment. You also gain a bonus die when resisting overindulgence, hangovers, etc.

Cat-like Agility – You may add 1 to your *agility*. Your maximum *agility* is 6 instead of 5, and your maximum starting *agility* is 4 rather than 3.

Comforting Words – Gain a bonus die whenever rolling to help someone recover from mental trauma (i.e. *resolve* damage). You must have the *Psychiatrist* (or similar) career to take this boon.

Contacts – This must be specified for a particular career, but can be taken multiple times to cover your other careers. In each named career, you are well-known, and can always find an associate willing to give you some limited assistance.

Deft Hands – When undertaking actions requiring fine manipulation, such as picking pockets, making things, juggling, or card-sharping, you receive a bonus die.

Detect Deception – Gain a bonus die to notice when someone is lying. You won't automatically know the truth, but you know that what you're being told isn't it.

Disease Resistance – You have resistance to all diseases (including magical ones). Gain a bonus dice on the roll to resist the disease (see *Biological and chemical hazards* on page 68).

Disguise – Gain a bonus die to a career-based roll to deceive someone into thinking that you are someone else, altering you voice, posture, hair and improvising with any handy clothing and everyday items.

Divine Blessing – You are especially favoured by a Higher Power, and gain an additional Faith Point.

Environment-Born – Roll a bonus die when tracking, trapping or hunting, or carrying out other similar activities in (choose one): Desert, Forest, Jungle, Mountain, Plains, Swamp, Tundra, etc. There may also be other setting-specific environments.

Escape Artist – Ropes, handcuffs, tie-wraps, even prison cells – nothing holds you for long. Gain a bonus die whenever you are trying to break free from your bonds.

False Avatar – Gain a bonus die on a career-based roll whenever you use one of your pregenerated virtual identities to pass security checks.

Fear Resistance – Your character shows little to no fear. Gain a bonus die when making a roll to resist the effects of fear (see page 96).

Fearsome Looks – Gain a bonus die whenever you are trying to force somebody to give you information or do something they don't want to do.

Field Medic – Requires a medical career (e.g. *Physician*). Gain a bonus die when making a healing roll during the 'golden hour' to treat *lifeblood* damage.

First-rate Facilities – You have an extensive and well-stocked laboratory, workshop, library, etc. Gain a bonus die on any career-related rolls while you are in it. The facility does need to be re-stocked from time to time, perhaps leading you to occasional adventures whilst you seek the means to do this.

Friend – You have befriended a tough-level NPC (social interaction level of 'friend'). This may be someone you introduce or an NPC you met on a previous adventure.

Frugal – Gain +1 to all Credit Rating (CR) rolls.

Genius – You may add +1 to your *mind* attribute. Your maximum *mind* is 6 rather than 5, and your maximum starting *mind* is 4 rather than 3.

Giant Strength – You are big and strong. You may add 1 to your *strength*. Your maximum *strength* is 6 rather than 5, and your maximum starting *strength* is 4 rather than 3.

Glib – You are very persuasive and can make any lie sound plausible. Roll a bonus die whenever trying to mislead someone.

Grappler – On a successful roll to attack, you can *restrain* a target instead of causing damage. For more information, see *Grappling* on page 40.

Grounded – You automatically stabilise if you take damage to your critical *resolve* track.

Hard as Nails – You are used to pain, hard living and adventure, and are extremely tough. Add +3 *lifeblood* to your total.



Hard to Kill – You automatically stabilise if you take damage to your critical *lifeblood* track.

Hard to Shake – You are used to ignoring weird and troubling events. Add +3 *resolve* to your total.

High-Born – You grew up in the palaces and courts of the rich and noble. Gain a bonus die when dealing with courtly manners and matters of good form.

Horseman – Decide which of the following effects you want to use: When dealing with riding beasts or carrying out career-based activities while mounted, gain a bonus die. Or, you can use the boon with *melee* or *ranged* attacks made while mounted. Picking the boon a second time allows the other option to be used as well.

Inspire – Encourages your friends and supporters. This could represent an appeal to the gods, inspired leadership, inspirational music, or just your own force of personality. Your allies gain a bonus die to all their rolls for one round after the call (if they can hear you). This can be done once a day for free, or again for a Hero Point.

Inured – You have a particularly hardened attitude, which adds +1 to your total *resolve* damage reduction (or d6–4 if no other *resolve protection* is used).

Keen Sense – Choose one of the senses. Whenever you make a roll to perceive something using that sense, roll a bonus die.

Knowledge – Name and note a specific area of knowledge on your character sheet. When recalling a fact from this specific area of knowledge, gain a bonus die.

Legendary Weapon – You found or were gifted a Legendary Weapon (see page 104).

Linguist – You are uncommonly skilled in acquiring new languages. You can speak another three languages, one of them flawlessly.

Low-Born – You grew up in the slums. You receive a bonus die when dealing with low-life and underground scum, or when carrying out career-based activities such as trailing people or noticing things.

Magic of the Ancients – You are knowledgeable in the secrets of the Ancients. You can roll a bonus die when casting spells. Depending on the setting the GM may require you to also take an extra flaw.

Marked by Fate – The fates favour you. You have an extra Hero Point.

Master Gunner – When using a vehicle's ranged weapons, gain a bonus die on your *ranged* attack.

Meme Resistance – You have resistance to all memetic effects. Roll a bonus dice on the roll to resist the memetic attack (see *Biological and chemical hazards* on page 68).

Mighty Fists – Your fists are rock-hard from years of training in the fighting pits or brawling in the city taverns. You can add your full *strength* to fatigue damage caused when fighting unarmed.

Mighty Shot – With muscle-powered ranged weapons, you add your full *strength* to the damage on a hit.

Night Sight – When darkness causes negative modifiers to see things, gain a bonus die to performing career-based rolls.

Nose for the Unnatural – You receive a bonus die when trying to spot or track a wizard, magical effect or artifact, or supernatural creature.

Poison Resistance – Gain a bonus die whenever you roll to resist the effects of drugs, venoms, and toxins. For more information, see *Biological and chemical hazards* on page 68.

Positive Attitude – When taking it easy while healing back to full health, your normal daily healing rate is two points of lasting *resolve* damage.

Power of the Mind – You have been exposed to psionic techniques or training, and receive +2 points of Psionic Power. However, depending on the setting, the GM may require you to take an extra flaw.

Power of the Void – You have gazed upon the darkness of the abyss and receive +2 Arcane Points. However, depending on the setting, the GM may ask you to take an extra flaw.

Psionic-Sensitive – You gain a bonus die when you attempt to use your psionic powers.

Quick Recovery – When taking it easy while healing back to full health, your normal daily healing rate is two points of lasting *lifeblood* damage.

Race-Friend – You are a *hero* amongst a specific race (e.g. Dwarf, Human, Martian, etc., depending on the setting). Roll a bonus die when dealing with them.

Stealthy – Gain a bonus die when making an attempt to remain undetected.

Strength Feat – You are able to focus your *strength* to perform particular tasks. Roll a bonus die when breaking, lifting, pulling or pushing things.

Striking Appeal – You may add +1 to your *appeal* attribute. Your maximum *appeal* is 6 rather than 5, and your maximum starting *appeal* is 4 rather than 3.

Tactician – When leading a force in a mass battle, elements under your authority gain +1 on their ‘damage’ roll(s) (see *Mass battles using hordes* on page 63).

Telekinetic – You have the ability to exert physical force through mental effort. See *Psionic Powers* on page 85 for more information.

Telepathic – You have the ability to ‘link’ or contact minds, allowing for communication and reading thoughts. See *Psionic Powers* on page 85 for more information.

Thick Skin – You have particularly leathery skin, which increases your protection to *lifeblood* damage by 1 (or roll d6–4 if no other armour is worn).

Tools of the Trade – You have extremely high-quality tools for one of your careers. When using these tools, you receive a bonus die (and the notice of all who see them...).

Two-Weapon Fighter – Reduce the combat option penalty for two-weapon use by 1 (see page 40).

Ward – If a spell is cast at you, the caster gains a penalty die.



Student Boons

These boons all have a similar regular equivalent, but have been renamed here to reflect the young and inexperienced nature of the student.

Innocence – You do not cause a shift to the left on the social interaction track on a social interaction failure.

Luck of Youth – You gain an extra Hero Point (can be taken twice).

Resilient Outlook – You gain an extra *resolve* point back per day when healing back to full health. This is added after the effects of any healing roll.

Ruddy Health – You gain an extra *lifeblood* back per day when healing. This is added after the effects of any healing roll.

Youthful Vigour – You gain +2 extra *lifeblood*.

Flaws

While players will readily jump in with their boons, they may not remember to involve their flaws often, so to make hero creation fair, the GM should note down each hero's flaws and invoke them when applicable (and even simply involve their flaws in the narrative without any specific mechanical effect).

Addicted – You crave something and require it every day to function fully. Whenever you go more than a day without it, you have a penalty die on all rolls.

All Thumbs – You take a penalty die when picking locks, firing a ranged weapon, or when doing fine manipulation.

Apprentice – You are responsible for a young person (a tough NPC) who accompanies you, learning your trade. If this person is seriously harmed or killed, you must take another flaw appropriate to the situation.

Arrogant – Roll a penalty die in social interactions when the GM believes your character's arrogance will have a negative impact on the situation.

Boastful – Roll a penalty die in social interactions when the GM believes your character's extravagant embellishments will have a detrimental impact on the situation.

Bounty – There's a price on your head and bounty hunters are queuing up to collect. Roll a d6 whenever you enter a new populated location: city, spaceport, etc. On a 1, bounty hunters will spot you and make your life unpleasant.

Clouded Mind – Your connection with psionic wavelengths is not as strong as it could be. Double the time taken to recover a Psionic Point.

Clouded Void – Your connection with arcane powers is not as strong as it could be. *Where magic is dark and*

corrupting (see page 80) you recover 2 fewer Arcane Points. *Where magic is risky but neutral* (see page 81), double the time taken to recover Arcane Points.

Clumsy – You are awkward. You subtract 1 from your *agility* (you can't buy any attribute down if you take this flaw). Your maximum *agility* is 4 rather than 5, and your maximum starting *agility* is 2 rather than 3.

Combat Paralysis – When swords are drawn, you tend to freeze up and act with uncertainty. Roll a d3. This is the number of rounds that you freeze, during which you can only take defensive actions.

Country Bumpkin – The big city is a confusing and heartless place for the new arrival. You take a penalty die in situations to do with urban survival.



Delicate – You have a small or slender build. Deduct two from your *lifeblood* total.

Enemy – You have made an enemy of a rival-level NPC (social interaction level of 'enemy'). This may be someone you introduce or an NPC you crossed the path of on a previous adventure.

Fanatic – When dealing with characters who do not share your political or religious beliefs, take a penalty die on your actions, or escalate the situation.

Frail – You are physically weak. You subtract 1 from your *strength* (you can't buy any attribute down if you take this flaw). Your maximum *strength* is 4 rather than 5, and your maximum starting *strength* is 2 rather than 3.

Fear of ... – There is something that you have a great and irrational fear of. Take a penalty die in the presence of (or when confronted by) your phobia. Some possible fears include: fear of fire, reptiles, spiders, heights, crowds, death, the dark, closed spaces, flying, sorcery, etc.

Feels the Cold – You are especially susceptible to the cold. Take a penalty die for tasks made in a cold environment.

Feels the Heat – You are especially susceptible to heat. You take a penalty die for any tasks that you undertake in a hot or desert environment.

Greed – You cannot resist any chance to make money. If money is to be made, your judgement goes out of the window. You take a penalty die when tempted by cash.

Gullible – You believe the most outrageous lies. Take a penalty die when being persuaded something is a good idea when it isn't.

Hatred of ... – When faced with your mortal enemy in combat, you must assume an aggressive *combat stance* (+2 *melee attack*, -2 *defence*) (p.39). In social interactions with your enemy, shift one step to the left on the *Social Interaction* track.

Haunted – You have difficulty letting frights go. You need treatment by someone with a psychologically useful career to recover any lasting damage to your *resolve*.

Illiterate – You are unable to read or write, and can only pick careers that do not rely on literacy, e.g. Worker rather than Scribe (you may need to discuss this with your GM).

Landlubber – You take a penalty die on activities at sea.

Lack of Faith – You find previous certainties now harder to grasp. Double the time it takes you to recover Faith Points.

Luddite – When in the presence of advanced machines, take a penalty die on your actions, or escalate the situation.

Lumbering – You are unsteady on your feet. You take a penalty die when balance is important – for example, crossing a narrow bridge or standing on a mountain ledge.

Memorable – Passers-by stop and stare, and will remember you. Attempts at disguising yourself will suffer a penalty die. If there's a *Bounty* on your head (see above), your pursuers are twice as likely to locate you.

Missing Eye or Ear – You take a penalty die whenever the GM feels it is appropriate to the situation.

Missing Limb – You take a penalty die whenever the GM feels the absence of the limb would affect matters.

Mute – You are unable to talk, so always take a penalty die in social situations to make yourself understood.

Naivety – Roll a penalty die in social interactions when the GM believes your character's innocent directness will have an impact on the situation.

Notorious – You have a poor reputation based on some previous incident (whether true or false). When you first meet NPCs, shift your starting position one space to the left on the social interaction track.

Obsession – You have an interest that is always on your mind. When there's a temptation to involve yourself in this obsession, take a penalty die on all rolls until the temptation has passed.

Out of Shape – Whether physically infirm or beginning to feel the effects of age, when some measure of physical fitness is required, take a penalty die on the roll.

Overly Modest – In situations where you'd gain a positive shift on the social interaction track, you shrug it off.

Overly Sensitive – When you take *resolve* damage, take an extra point of fatigue damage due to your imagination working overtime.

Poor Concentration – You recover 2 less psychic points, due to your inattentiveness.

Poor Eyesight – You take a penalty die when trying to observe or spot something.

Poor Hearing – Whenever you make a check to perceive something using your hearing, you take a penalty die.

Poor Recovery – You have a poor constitution. You require medical attention to recover lasting *lifeblood* damage.

Poor Sense of Direction – You find navigation inherently confusing, and should not be left alone with maps. Take a penalty die when making a travel roll.

Savage – You show an unseemly relish for combat and bloodshed which unnerves those unused to your ways. Take a penalty die when dealing with strangers in the aftermath of a battle or in a potentially violent situation.

Slow to Act – Take a penalty die on any priority roll.

Simple – Subtract 1 from your *mind* (you can't buy any attribute down if you take this flaw). Your maximum *mind* is 4 rather than 5, and your maximum starting *mind* is 2 rather than 3.

Skeptic – You doubt the existence of things outside your experience, so take a penalty die on fear rolls.

Spendthrift – You spend money far too readily for your own good. When making a Credit Rating (CR) roll, you take -1 to the roll.

Stressed – You visibly suffer from previous exposures to frightening situations. Take a penalty die to *appeal* rolls

Taciturn – Your character is ridiculously tight lipped. It's a rare day on which he uses a sentence of more than three words, and it's virtually unheard of for him to initiate conversation. His extreme reluctance to speak means he never volunteers information without being asked. Take a penalty die in social situations.

Tedious – You are difficult to like. You subtract 1 from your appeal (you can't buy any attribute down if you take this flaw). Your maximum appeal is 4 rather than 5, and your maximum starting appeal is 2 rather than 3.

Temper – Take a penalty die to any rolls when trying to keep your cool, such as being declined entry to the hottest club in town.

Thin Skinned – When you take *lifeblood* damage, take an extra point of fatigue damage due to your poor constitution.

Timid – You lack self-assurance and are easily alarmed. Deduct two from your resolve total.

Ugly & Brutish – You are unattractive. Take a penalty die in situations where your looks are important.

Unlucky – The Gods have forsaken you or you are just plain unlucky. You begin with -1 Hero Point.

Unsettling – Something about you isn't quite right – the way you look or smell or speak. Take a penalty die in social situations or when dealing with animals.

Untrustworthy – You take a penalty die when the situation calls for someone to believe or trust you.

Urbanite – You aren't happy in the great outdoors. You take a penalty die in wilderness survival situations.

Young – The character is noticeably young, possibly a pre-teenager. Young characters are almost always *Students*. Older people often don't take them seriously, resulting in a penalty die in certain situations (e.g. trying to get help, trying to convince someone you're competent, etc.)

Also, if using the *Resources* option (p.59), the character has a -1 to their Credit Rating. Depending on the era, young characters may have other demands placed upon them, e.g. chores, homework, curfew, school attendance, obeying parents/guardians, etc.

Languages

Choose the languages that your character can speak. Your character can speak your native tongue, as determined by your background. Gain an additional number of languages equal to your positive rank in *mind* (for example, a character with *mind* 0 or -1 would only start with one language), and plus one for each appropriate career rank. Relevant careers could be, for example, *Ambassador*, *Archaeologist*, *Merchant*, *Teacher*, *Translator*, etc.

The Linguist boon allows you to speak another three languages, one of them flawlessly (i.e. indistinguishable from a native speaker of that language).

Unless you have taken the Illiterate flaw, you can also read and write any language that you can speak (that is, if there is a written form of the language – and there may also be a few exceptions noted by the GM).



Example of assigning languages: Coming from Paris, Aulus' first language is French. With *mind* 1 and the *Noble* career (at rank 1), he receives 2 more languages and selects Spanish and English. He can read and write these languages as well as converse in them.

Reading texts in unknown languages

Careers that are noted for being literate (*Scholars*, *Physicians*, *Inventors*, *Priests*, etc.) allow a character to roll to work out the gist or essence of a text, even where the writing is of a language unknown to them.

This requires a career-based roll, the difficulty for which depends on the nature of the text itself – if only the written form of the language exists, the GM will apply a modifier from Hard (-1) to Heroic (-8) depending on how ancient, alien or exotic it is.

Understanding strange languages

Where a career is noted as being one that requires skills in the spoken word, or characters of that career are likely to be well-travelled (*Minstrels*, *Merchants*, etc.), allow a character to roll to work out the gist or essence of a language and make basic conversation, even if the tongue is unknown to them.

Hero creation example in full

Player Mike is making a character. He envisions a brash young Parisian nobleman named “Aulus”, born in the third century of the eternal reign of the God-Emperor Napoleon.

Aulus is athletic and dashing, but not especially strong, and Mike allots his attributes to *be strength 0, agility 2, mind 1, and appeal 1*.

He sees Aulus as a very capable swordsman with a solid defence and a distaste for automuskets. He assigns his combat abilities to *be initiative 1, melee 2, ranged -1, and defence 2*.

Now Mike thinks about what careers Aulus has experienced. He was born a noble, and (as with many young French noblemen) he took the opportunity to join the Imperial Sky-Navy. However, due to a falling out with his commanding officer and a duel he should never have accepted, he was dismissed from the Aerial Service and hounded out of Paris. He ended up joining an American merchant ship, where he used the skills learned in the air to good use on the sea – here he has spent his last few years. His careers are *Noble 1, Sky-Pilot 1, Merchant 0, Sailor 2*.

With his points assigned, Mike decides to choose some boons and flaws.

First, he has to choose a free boon from the list of French boons – he decides on *Marked by Fate* (p.19) – that gives him 6 Hero Points instead of 5.

For another boon (which can be selected from the origin or career list of boons), Aulus is given *Alert* (p.16) – Aulus is always ready for danger and reacts quickly when threatened. As he has taken a second boon, he now needs a flaw (he could have lost a Hero Point instead but Mike wants to keep those!). This is easy – the officer who hounded Aulus out of Paris has a reason for doing this, unknown to Aulus (or even to Mike at the moment, whose character this is). So the officer is now given a name – Sky Captain Vitan. Mike and the GM can work out what his reason for destroying Aulus’s career is as the Saga develops. Mike adds to his character sheet the flaw of *Enemy* (p.19), Sky Captain Vitan. Because Mike doesn’t want to take any additional flaws or trade away any Hero Points, he doesn’t choose a third boon.



Coming from Paris, Aulus’ first language is French. With *mind 1* and *Noble 1*, he receives 2 more languages and selects Spanish and English. He can read and write these languages as well as converse in them.

Mike then fills in Aulus’ lifeblood: 10 and Hero Points: 6. He has no points in arcane, divine or psionic careers so does not record values for Arcane Power, Faith Points or Psionic Points.

Mike then decides on some basic trappings for his character (see *Chapter Three: Equipment* for details).

With that, Aulus is ready to step into the violent and untamed lands of New France and begin his quest for glory!

Chapter Two: Game Rules

When to ask for a roll

Any everyday actions that your *hero* performs will automatically succeed – buying food, walking down the street, talking to the city guard. Trickier actions can still be carried out without a roll if your *hero* has the appropriate career (even a career rank of zero will help here) – if you are a *Merchant*, then buying uncommon items isn't too difficult. Most characters should be able to earn a meagre living by recourse to their careers – a *Thief* can pick a few pockets in the marketplace, a *Minstrel* can play a rousing tune in a tavern, an *Engineer* can tune a few engines, etc. (See the section *Resources* on page 59 for more detailed optional rules on buying goods and equipment.)

Whenever the action might have unintended results, make a roll. If the *Merchant* is seeking to buy an ancient relic, or the *Cracksman* is trying to break into a Las Vegas casino, or a *Singer* is performing before a live audience in an arena for the first time – then it's important enough to go to the dice.

The core roll used in *Everywhen*

Pulp adventure is fast and heroic – full of desperate actions, foul sorcery, flashing swordplay, or swirling dogfights. To maintain this feel, *Everywhen's* simple rules keep the game flowing without providing unnecessary detail.

Whenever you attempt an action that has some chance of failure, you make a roll. Before rolling any dice, make sure that the GM and the player making the roll have discussed what happens if the player does not get a successful result – something should happen as a result, but not necessarily a bad thing or the worst thing that could happen. The *hero* might not have failed to do something, but that action, although successful, did not have the desired effect. Make your *heroes* look good, whatever happens – they're the stars of this tale, not a bunch of klutzes!

To perform an action, simply roll and add two regular six-sided dice (2d6). To this result, add your character's most appropriate attribute, plus either a combat ability or a career.

If the character has any points in both the attribute and the combat ability or career, a failure is most likely due to unfortunate conditions rather than their poor performance.

The core roll = 2d6 (total of 9+ to succeed)
 If non-combat: + attribute + career
 If combat: + attribute + combat ability
 + task difficulty modifier
 + bonus or penalty dice, if relevant

If the result is:

9 or higher: Success – hurrah!
 8 or lower: Thwarted – curses!

Depending on the roll, there may be different levels of *Success and failure* (see page 25).

In some very rare situations, the GM may allow both a combat ability and a career to be added to a roll. The descriptions for specific careers may describe such circumstances.



Using careers in a roll

For non-combat actions, you add the rank of any one career the GM agrees is appropriate to the task. For example, a *hero* with one rank in the *Assassin* career is likely to know something about poisons, so the GM might well allow you to add your character's rank to your roll (based on your character's *mind* rating) to recognise a poison in a drink. However, being an *Assassin* would not help you to track a tiger through a rainforest – this task would require the skills of a *Hunter*. In some cases the GM will rule that the *hero* has no appropriate career that can be added to the roll.

Task difficulties

The GM says how hard a task is. The table below shows the difficulty of a task and the related modifier (or target number, if you prefer to use that). The standard difficulty modifier is Moderate (i.e. no modification to the roll).

Difficulty	Modifier	Target Number*
Very Easy	+2	7+
Easy	+1	8+
Moderate	+0	9+
Hard	-1	10+
Tough	-2	11+
Demanding	-4	13+
Formidable	-6	15+
Heroic	-8	17+

*You might find it easier to use a target number instead of a set target of 9+ and associated modifier, but this is a matter of personal taste.

Bonus and penalty dice

These can be provided by a character's boons and flaws, and (optionally) may also be granted by the GM depending on the situation.

- **Bonus dice:** include all applicable bonus dice in the roll and take the highest two numbers.

For example:

One bonus die: roll and use the .

Two bonus dice: roll and use the .

- **Penalty dice:** include all applicable penalty dice in the roll and take the lowest two numbers.

For example:

One penalty die: roll and use the .

Two penalty dice: roll and use the .

Bonus and penalty dice cancel each other out:

If a bonus die and a penalty die apply to the roll, no extra dice would be included in the roll.

If 2 bonus dice and 1 penalty die applied, $2 - 1 = 1$ extra die would be included (so the player would be rolling 3 dice and taking the highest 2 dice to get the total).

If 3 bonus dice and 2 penalty die applied, $3 - 2 = 1$ extra die would be included (so the player would be rolling 3 dice and taking the highest 2 dice to get the total).

If 3 bonus dice and 1 penalty die applied, $3 - 1 = 2$ extra dice would be included (so the player would be rolling 4 dice and taking the highest 2 dice to get the total).

Success and failure

If the final total is **9** or higher, your effort succeeds.

If the final total is **8** or lower, your effort is complicated by some external factor. The GM may offer some choices or suggestions as to the result:

- You do not succeed, due to some unexpected factor – what was it?
- You succeed, but the effort takes longer than expected, imposes some loss or cost, possibly even the imposition of a flaw. See the optional rule *Success At Cost* on page 29.

The GM should remember that the player characters are *heroes*, and should not normally fail through lack of effort or skill, but by unexpected events, environmental factors (for example, the *hero* cannot shoot the target as there are innocent bystanders in the way), or the surprisingly skilled actions of an opponent. Give interesting roll outcomes – if a character hangs over a precipice, failure should not result in death but possibly injury, a dropped weapon, extra delay – only offer interesting choices!

Automatic Success

Rolling a 12 () on any roll is an Automatic Success – there is always a chance to achieve the seemingly impossible.

Mighty Success

If rolling a 12 () would have resulted in success anyway, the character (*hero*, *rival*, *tough* or *rabble*) has achieved a Mighty Success. The nature of the outcome depends on the task being performed – but whatever it is, it's amazing!

Choose an appropriate outcome from the options below:

- **Carnage** – Immediately make another attack against the same or a different target, but you can't spend Hero Points on this second attack.
- **Combat Advantage** – Describe how you achieve a tactical advantage over an opponent. Gain a bonus die if you attack them next combat round, while they suffer a penalty die against you on their next attack.
- **Disarm** – You cause no damage, but describe how you send your opponent's weapon flying away out of reach for the remainder of the combat.
- **Grappled** – If in melee, instead of causing damage, you can *restrain* your opponent (see *Grappling* on page 40).
- **Knockdown** – Bring down a close opponent up to one size larger than you (see the *Size* section under *Non-sentient creatures*, page 94), or throw them back several paces (not good if near a cliff edge!). They take a penalty die on their next action.
- **Mighty Advantage** – You have achieved something that gives you a temporary advantage. Gain a bonus die on your next roll involving this advantage.
- **Precision Strike** – Your attack does not cause damage, but describe how it does give your opponent a narratively appropriate permanent flaw.
- **Rabble Slayer** – If fighting *rabble*, your damage result is the number of opponents taken out. They aren't necessarily dead or even badly injured, but they certainly aren't coming back any time soon.
- **Stunning Move** – Describe what this is! Improve your Priority rank by one level (e.g. failure to success). If you improve your rank to Mighty or Legendary, this only prevents *toughs* and *rabble* from acting on the *first* round of combat after making the stunning move. See *Initiative – Making the Priority Roll* on page 34.
- **Yield!** – You have your opponent at a disadvantage and call for his surrender. If your opponent surrenders, they throw down their weapon. Most NPCs will surrender unless the GM knows of specific reasons as to why they wouldn't. If they don't surrender, you automatically hit them and increase the damage roll by one step!
- **Vital Blow** – Increase damage by three steps (see *Damage* on page 45 for damage progression).

Instead of picking one of those options, ask the GM if you can have some specific form of advantage as a result of your Mighty Success. Note that there are also examples of Mighty Successes throughout the rules.

Legendary Success

If you roll a 12 (■ ■ ■) and spend a Hero Point, you can convert your Mighty Success into a Legendary Success. How you (or the GM, if you prefer) narrate this success depends on the task being performed – but whatever it is, you do it stunningly, and receive a bonus result, extra information, or some other added advantage that you weren't expecting.

- **Legendary Advantage** – You have achieved something that confers a lasting advantage. You and your allies have a bonus die on all rolls involving this advantage.
- Choose two different Mighty Success options.

You can instead ask the GM if you can have some specific form of advantage as a result of your Legendary Success. Note that there are also examples of Legendary Successes throughout the rules

Automatic Failure

Rolling a 2 (■ ■) on any roll is an Automatic Failure. This means there is always a possibility that even the best characters will have a momentary lapse, or that some chance snatched away their success.

Calamitous Failure

If you do not roll a success, you can choose to convert this failure into a Calamitous Failure. A Calamitous Failure is described by the player (in agreement with the GM) but must put the *hero* into a disadvantageous situation (apply a penalty die or some narrative problem) at least for their next **two** actions (if in combat), or for the immediate future in a scene that doesn't involve combat. The GM can also make suggestions as to the nature of the disadvantage, and this can include problems relating to the hero's flaws.

By choosing to suffer a Calamitous Failure, the hero is awarded a bonus Hero Point. This may exceed the usual limit of Hero Points for that character, and which if unused can carry over into a subsequent session (but not a subsequent adventure).

NPCs, calamitous failures and the GM

The GM can allow *rivals* to take Calamitous failures – but only if it enhances the narrative.

Examples of non-combat rolls

Example 1: Pierre Legrand, a Canadian mountain man with *strength* 3, wants to break down a door, which blocks his way to a hoard of gold nuggets. The GM decides that Pierre has no careers that would be helpful to the task in hand and has already predetermined that the solid door will be a difficulty of Hard, or -1. The player rolls 10 on 2d6, adds 3 for Pierre's *strength*, making 13. He then subtracts 1 for the Hard difficulty, meaning that the overall total is 12. This is a result of 9 or more, so Pierre succeeds and the door bursts open.

Example 2: Once Pierre gets through the door, rather than finding hidden wealth, he finds a great pit. Having smashed through the door, he finds he is hurtling towards the gaping hole. Attempting to leap the pit is an *agility* roll, and Pierre has a 1 in this attribute. The GM decides that Pierre's natural instincts will come into play and allows the player to add Pierre's *Outdoorsman* career rank of 2 to the dice roll. The dice come up 6 and with the +3 gives a total of 9. With a Moderate task difficulty (modifier 0), Pierre is across the pit and heading for even greater adventure.

Example 3: Sneaky Joe is picking a lock in a mansion on the Riviera. He has *agility* 3 and the career *Cat-Burglar* 2, giving him +5 on the Roll. The GM has set the difficulty to be Demanding (-4). He has his trusty lockpick set (his career-related tools that he would usually have with him). If for some reason he didn't have his tools available, the GM might increase the difficulty by one step to Formidable (-6).

Using different dice [optional rule]

Some players prefer to use different dice during the game for rolls, for example d10s or d12s, or even 3d6. For longer campaigns especially, this can provide a finer-grained game. You can keep using a target number (TN) of 9+ for a smoother ride; or use the following numbers to keep the odds about the same:

Dice used	Automatic failure	Success TN	Automatic success
2d6	2	9+	12
2d10	2, 3	13+	19, 20
2d12	2, 3	15+	23, 24
3d6	3, 4	12+	17, 18

Results of the roll

Note that for *heroes*, any failure is more likely to be due to circumstance rather than any lack of skill or poor performance. The player who rolled a failure result can explain away the result by saying that someone or something interfered with the *hero's* action (the *hero* would certainly say this over a drink afterwards!) – the GM might then make that an obstacle for other players when performing a similar action. In this way failures can bring interesting new features into the game through narration.

Chapter Eight: Game Mastering contains more advice on dealing with interpreting success and failure.

The margin of success

Sometimes, how well a character made his roll might be important. For example, when questioning a witness, the GM might say that higher the margin of success, the more information that might be gained. If the GM knows that will be the case, determine the difficulty of the roll as normal, and then if the *hero's* roll is successful, the *hero* gains the requisite information. If however the next level of difficulty would also have been a success, then more information (if available) is gained, if the next level would also have been successful, then even more is gained, etc.



Example of margin of success: Inspector Wu is asking questions of a potential murder witness. The Inspector can add +4 to her roll (*mind* 2, *Detective* 2) and the GM says the difficulty is Hard (–1). She rolls a 10, so considering all the modifiers, her total is 13. Looking at the Task Difficulties table on page 25, we can see that she still would have succeeded if the roll was Demanding (–4), two steps up from Hard (the difficulty for this roll), and therefore two extra snippets of information should be gleaned.

Take a Plus Six [optional rule]

If the total roll modifier is +6 or more, you have the option of simply accepting a normal success, so you are foregoing the chance of a Mighty/Legendary Success or a Calamitous Failure.

Giving It Everything [optional rule]

If you don't like the result of the roll, you can give the task everything you've got, and for two points of lasting damage to *lifeblood* (or *resolve* if applicable), you get a second chance to make the roll. For more information on damage types, see *Damage* on page 45. As this is "giving it everything", you can't do this twice in a row!

Expanding on the core roll

Aiding and hindering a roll

The GM decides how many people (usually up to 3) can assist the character that is making the roll.

To help the acting character, an assistant must have a relevant career (not necessarily the same career being used by the acting player) at zero or higher. The GM can waive this requirement for straightforward tasks. Assisting can be a way in which non-combatants can help their colleagues in combat situations.

The assistant may simply provide the acting character with +1 on their roll. Alternatively the assistant can make a roll themselves in order to potentially gain a better modifier to the agent's roll:

- Calamitous Failure provides a penalty dice to the acting character's roll
- Failure means there is no modification to the acting character's roll
- Success provides a bonus dice to the acting character's roll

- Mighty Success provides a bonus die and a modifier (equal to the rank of the assistant's career) to the acting character's roll
- Legendary Success provides two bonus dice and a modifier (equal to the rank of the assistant's career) to the acting character's roll

Assisted Roll example 1: Corporal Andover and Private King give Sergeant Jones a leg-up to scale the brick wall in front of them. The GM says this provides a simple +1 each (so +2) to Sergeant Jones' roll.



Assisted Roll example 2: Doctor Pelling provides informative comments over the videoconferencing call to assist Doctor Jacobs during surgery. Pelling's player decides to roll rather than give a straight bonus to Jacobs' roll.

Pelling rolls a Mighty Success, which then gives Jacobs a bonus die and a +2 (Pelling's career of *Doctor* 2) on his roll.

If a character directly and obviously hinders the action, the hinderer doesn't need to use a relevant career. He can:

- Provide a –1 to the acting character's roll
- Make a roll himself to potentially disrupt things even more (see below)

If the hinderer wishes to *subtly* hinder the acting character, they need to have the relevant career **and** make a roll (modified by the target's *mind*):

- Calamitous Failure provides a +1 to the acting character's roll; subtle hindrance becomes obvious
- Failure doesn't affect the acting character's roll, but subtle hindrance becomes obvious
- Success provides a penalty die to the acting character's roll
- Mighty Success provides a penalty die and a negative modifier equal to the hinderer's career to the acting character's roll
- Legendary Success provides two penalty dice and a negative modifier equal to the hinderer's career to the acting character's roll

Group task rolls

The GM may decide that a situation requires a roll from all *heroes*. This is typically used in situations where all *heroes* are working together in a single vehicle, such as a spacecraft.

The group of players selects a player to lead the task, whose *hero* coordinates the group action and conducts the final roll that will indicate ultimate success or not. Individual group members assist in the group action as they see fit, making an appropriate roll.

If an individual group member:

- Succeeds – they give the group leader a bonus dice (two bonus dice for a Mighty Success, three bonus dice for a Legendary Success).
- Fails – they give the leader a penalty die (two penalty dice for a Calamitous Failure).

For his part, the group leader may decide to either:

- Conduct his own action – his result affects his final roll in the same way as for the assisting players.
- Supervise the other *heroes* – he can mitigate any adverse effects of the final roll by removing a number of penalty dice equal to his appropriate career.

The group leader then makes the deciding roll, taking into account any bonus or penalty dice accruing from their and his own individual rolls.

Group roll example: Captain Jason Helix of the Galactic Patrol and his trusty crew are fighting off a Marauder battlecruiser. Argos is keeping watch on the tactical scanners and rolls a success (one bonus die).

Success At Cost (optional rule)

If a particular task is relatively easy (perhaps due to the *hero's* career, abilities, and so there is an overall positive dice roll modifier), following the actual roll and noting that it failed, the GM may allow the *hero* the opportunity to succeed, although at the cost of some complication.

This complication should take the form of some temporary hindrance or inability, e.g. a penalty die on the next action, or could be a change in the current situation.

If the total roll modifier was:

- +5 (or higher): the task was very likely to have been completed, so a complication is the cost of success
- +3 or 4, success costs two complications
- +1 or 2, success costs three complications
- Negative: failure was likely, so no success at cost

Success At Cost example #1: Sergeant Walker desperately fires his Colt .45 at a Menschenjäger as it drops through the laboratory skylight.

His *agility* is 2, his *ranged* combat ability is also 2, and the difficulty of the shot is Moderate (+0), so Walker has a +4 on his roll. Unluckily he rolls a 3, so with a +4 is only a 7, a miss.

He asks the GM if he could use the 'succeed at cost' rule, and so would suffer two complications, which are agreed to be (1) suffering a penalty die on his next action and (2) dropping his weapon.

Success At Cost example #2: Sergeant Walker falls to the floor, clawed by the advancing Menschenjäger. Professor Willoughby picks up the sergeant's Colt .45 in her shaking hands and fires at the creature.

Her *agility* is -1, her *ranged* combat ability is 0, and the difficulty of the shot is Moderate (+0).

As she has a negative modifier to her roll, if she misses, she cannot use 'succeed at cost'.

Manchew is firing the quark cannon and rolls a Mighty Success (two bonus dice). Fallows tries some fancy manoeuvres but the Marauder stays on them (Fallows' player rolls a failure, one penalty die). Gaw tries to boost

the plank shields but gets a Calamitous Failure (two penalty dice).

Helix knows he needs to keep everyone focused and choses to closely supervise the group. Helix's career of *Patrol Captain 3* allows him to ignore the three penalty dice (one from Fallows and two from Gaw).

Captain Helix then makes the deciding roll. The penalty dice have been removed, so there's now a grand total of three bonus dice from the crew's successes to include!

Opposed rolls

In situations where one character is directly opposed to another, and the only outcome possible is that one of them can win, an opposed roll is made instead. This is where both sides make their rolls and victory goes to the side that rolled the highest success level (e.g. success, Mighty Success or Legendary Success).

Either side can decide to perform their opposed task in an extremely cautious or reckless manner:

- **Cautious** – gain a penalty die for the roll, but win if the success levels of both are equal
- **Reckless** – gain a bonus die for the roll, but lose if the success levels of both are equal

If no-one is being cautious or reckless, or if both sides have picked the same behaviour, ties are decided by the highest total score after all modifiers have been resolved. If that's still equal, both sides reroll.

Duels

Opposed rolls can be used in a duel between two opponents. Both sides make a melee roll, with the winner striking the opponent.

If the duel is to first blood, the duel stops there. Otherwise, continue with subsequent opposed rolls until there is a winner.

The above method gives a precise test of skills, with one winner and one loser. For a more brutal fight, you can decide that anyone who rolls a success (or higher) strikes the other, but ensure that you have agreed to use this style of opposed roll resolution before starting the duel.

Initiative counts (optional rule)

Either add *initiative* to the opposed roll as well as *melee* or *ranged*, or give the opponent with the highest *initiative* a bonus dice.

Career knowledge counts (optional rule)

Either add an appropriate career (e.g. *Gunslinger*) to the opposed roll as well as *melee* or *ranged*, or give the opponent with the highest appropriate career a bonus dice.

Roll with damage (optional rule)

Roll the damage dice at the same time as the opposed roll. Whether successful or not, the damage that would have been caused can be used to help narrate the scene.

Projects

Some tasks require a series of steps to be completed to achieve overall success, because the overall action:

- Would take longer than one combat round, and other characters are in combat.
- Is made up of a series of actions, and failure of any step might have consequences.
- Is a long-term project, with a project step between each adventure (see *Downtime projects* on page 99).

If none of these cases is true, the GM should consider either allowing success and moving the plot on, or using a single roll to determine overall success or failure.

At the outset of the project, the GM explains to the player exactly how many task points the project requires to be a success, which careers would modify the roll, and how long each step takes.

Each step, on a successful roll the character generates a number of task points equal to his rank in the career for the project step. Characters with career ranks of 0 will find it hard to get task points unless they get Mighty or Legendary Successes:

- On a Mighty Success, gain a bonus die on the next project roll or generate one task point towards the success of the project.
- On a Legendary Success, gain a bonus die or an additional task point generated on all subsequent project rolls (on the same project).

A failure produces no task points. A Calamitous Failure means that all task points for the project are lost.

When you have obtained the required number of task points, you have achieved your goal.

Hacking project example (in combat rounds): The mirror-shaded subversive Cybeline (*Hacker 3*) is attempting to break into the mainframe of a corporate headquarters. She's hacking in from a remote location, so the GM assigns a penalty die to all her hacking rolls, and the difficulty is Moderate (+0). The GM says it will take 5 task points to succeed, and each step will take one combat round.

Cybeline's first project roll is a success and generates 3 task points, needing 2 to complete the project. Her next roll is a failure, so she generates zero task points, and still needs 2 to finish. Can she do it in time?

This example is a hacking attempt against a fairly unreactive computer system. The GM may prefer to play this out using the rules for dramatic challenges. See *Infiltration* on page 43 for details.

Scale

Scale will typically apply when using superpowered characters, vehicles, supernatural creatures, etc., of varying ranges of capability. Unless stated otherwise, all abilities are assumed to be scale 1. Scale is indicated in parentheses following the value, e.g. *protection 3 (2)*.

Scale allows characters, creatures and vehicles to use the same rules without having to for example, massively inflate the amount of damage dice that a 120mm main tank gun might do to a jeep.

When applying scale to:

- *Characters and creatures*, the following abilities can be scaled: all attributes, *initiative*, *defence*, *protection*, *lifeblood*, *resolve* (if used), *size*, and boons and flaws.
- *Vehicles and equipment*, the following abilities can be scaled: *damage*, *defence*, *protection*, *frame*, *size* and *speed*.

When comparing two characters, creatures or vehicles, and they are the same scale, then the normal core roll and damage rules apply. If however there is a difference in scale, then use the rules under the headings below.

Scaling does not stack. For example, a character with dermal plating (scale 2 *protection*) and powered verantium armour (scale 3 *protection*) will only benefit from the higher scaled item, i.e. scale 3.

When *tough*- and *rabble*-level NPCs are the target of higher scale rolls, the GM might decide that they are automatically overpowered/defeated.

Making rolls with scale

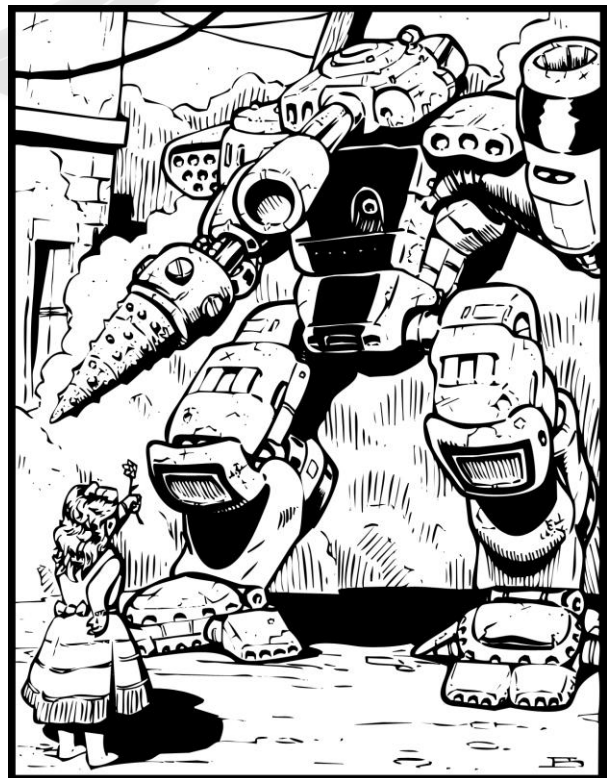
If a **normal roll** is being made, then apply to the roll a number of bonus or penalty dice equal to the difference in scale. The GM might have to apply an appropriate scale to the subject of the *hero's* actions.

Example: The Brute, whose *strength* is scale 3, is attempting to smash through a brick wall (the GM considers this to be scale 2), so he makes a *strength*-based roll with 1 bonus die.

For **opposed rolls**, each side compares the scale of the attribute being used, and bonus/penalty dice are added as per the normal roll.

Example: Harley and Kade are racing to complete an assault course. Harley has biogenetically enhanced *agility* at scale 2 but Kade's is scale 1, so Harley adds a bonus die to his roll, whilst Kade adds a penalty die to his.

If a **priority roll** is being made, both the attribute and initiative can be scaled, but use only the highest scaled value. Scale is compared to the lowest scale participant. So if there is one scale 3 character and two scale 2 characters, the scale 2 characters make a normal priority roll and the scale 3 character makes a priority roll with one bonus die.



Scaled abilities

Size

When attacking and defending, the attack roll is modified according to the difference in the size scale of the two characters or creatures. For ranged weapons, it's the scale of the *weapon* compared to the size scale of the target that is compared.

If the defender is:

- *Larger* than the attacker – then the attacker adds bonus dice equal to the size difference in scale to the attack roll (as the defender is a larger target).
- *Smaller* than the attacker – then the attacker adds penalty dice equal to the difference in scale to the attack roll.

Defence

The **defence** scale is equal to the character's or creature's *agility* or the vehicle's speed. For **attack rolls**, compare the attacker's attribute scale to the defender's *defence* scale.

If the:

- Attacker's attribute scale is higher – add bonus dice equal to the difference in scale.
- Defender's *defence* is higher – add penalty dice equal to the difference in scale.

Example: Professor Canaris has stumbled across a displacer beast that has *defence* at scale 2. When she tries to attack the beast, she will include a penalty die in her attack roll.

Damage, protection and lifeblood

The scale of a character's (or creature's) melee damage is equivalent to the entity's *strength* scale.

Three values are compared when applying scale to **damage taken**: damage, *protection*, and *lifeblood* (*frame* for vehicles).

The difference in scale between the **damage and the protection** increases the *protection* by 2 if it is a higher scale than the damage, or decreases it by 2 if it is a lower scale (to a minimum of 0).

The difference in scale between the **damage and the lifeblood/frame** increases the damage by 2 steps if the *lifeblood/frame* is a lower scale, and decreases it by 2 steps if the *lifeblood/frame* is a higher scale.

Example 1: Private Jones fires his pulse gun (damage scale 2) at a squad of battle droids. The droids have *protection* 3 (scale 1) and a *frame* of 7 (scale 1). When calculating Jones' damage, reduce the droid's *protection* by 2 (damage scale 2 vs *protection* scale 1), and the damage of Jones' pulse gun is stepped up by 2 (damage scale 2 vs *frame* scale 1).

Example 2: Having destroyed the squad of battle droids, Private Jones is now faced with a heavy battlemech (*protection* scale 3, *frame* scale 2). This time when calculating damage, increase the battlemech's *protection* by 2 (damage scale 2 vs *protection* scale 3) while the damage is unaffected (damage scale 2 vs *frame* scale 2).

Example 3: A raging Captain Shockwave with *strength* 2 (scale 3) hits a stormtrooper with his fist. A fist would normally do d3+half *strength*. The 2 levels of strength scale difference between the Captain and the stormtrooper means that the Captain's d3 is increased 4 steps to 2d6L, so he does 2d6L+1 damage to the hapless trooper.

Using Hero Points

You can use Hero Points to affect the outcome of a situation and swing the odds in your favour. Pick one of these options:

- *Beginner's Luck*
- *Boost Success*
- *Defy Death*
- *Foresight*
- *Luck of the Gods*
- *Shake Off Wounds*
- *Splintered Shield, Shattered Sword*
- *That Was Close!*
- *Twist of Fate*
- *With My Last Breath*

Alternatively, ask the GM if you can use a Hero Point in a specific situation – for example, to throw a grenade back before it explodes.

Hero Point options

Beginner's Luck – Spend a Hero Point to attempt a career-based roll that would normally require an appropriate career, so you can now attempt the task with an assumed career rank of 0.

Boost Success:

- **From Normal to Mighty Success** – Whenever you succeed with a roll, you can spend a Hero Point to raise the ordinary success to a Mighty Success. The result of a Mighty Success depends on what your character is doing, but the *hero* gets a spectacular result! See *Success and Failure* on page 25.
- **From Mighty to Legendary Success** – If you roll a natural 12 (■■■■) AND would have succeeded anyway without the automatic success AND spend a Hero Point, you can raise that result to a Legendary Success. See *Success and Failure* on page 25. If you spent a Hero Point to roll the dice again and get 12 on the second roll, this counts as a natural 12.

Defy Death – Hero Points can always be used to keep a *hero* alive where he would otherwise be killed. See the sections on *Damage* (page 45) and *Healing* (page 49).

- If you have taken sufficient damage to put you on the critical *lifeblood* track, you may spend a point to remove all damage on the critical track – you are alive but unconscious, and will wake up a short time after combat.
- If your critical *lifeblood* track is exceeded, you would normally be dead but may spend a Hero Point to stabilise your wounds (note that your critical track would still be full) – you are barely alive and could remain unconscious for several days as noted in the sections *Damage* (page 45), and *Healing* (page 49).

Foresight – A player can spend a Hero Point on this option after making a roll, in order to ignore the result of the roll – the *hero* foresaw what the outcome would be, and avoided performing the action in the first place. Note that this constitutes the *hero's* action for the combat round.

Luck of the Gods – You can spend a Hero Point to roll one or both dice again whenever you make a roll – even if you roll a 2 (■ ■), which would otherwise be an Automatic Failure. You must accept the result of your second roll.

- If your roll includes one or more bonus or penalty dice, you can also reroll any of these dice.

Option: Instead, set one of the rolled dice to a 4.

Shake Off Wounds – When a *hero* has just suffered damage, he can take a momentary pause to shake off some of the effects of that wound. In other words, somehow the wound wasn't quite as bad as it first seemed. Get 6 points back of any combination of fatigue and normal damage. See the sections on *Damage* (page 45) and *Healing* (page 49) for more information.

Splintered Shield, Shattered Sword – If you are wielding a weapon or a shield, you can use it to absorb all damage caused by a single blow, destroying it in the process (or spend a second Hero Point to have it spin away harmlessly somewhere hard to reach during the current combat. Alternatively you can absorb all the damage of the blow by your armour, causing the armour to become *degraded* (see *Degraded and upgraded armour* on page 57). Note that Legendary or Mythic weapons cannot easily be broken and are instead knocked away to somewhere hard to reach without requiring a second Hero Point.

That Was Close! – If using the optional *Resolve* rules, you can spend a Hero Point to transfer any *lifeblood* damage points into the equivalent *resolve* damage points.

Twist of Fate – Where the narrative of a scene has not clearly defined a certain piece of information, the player

might suggest something that sounds reasonable to the GM who allows that suggestion to become fact. It shouldn't make major changes in a scene, or change a predetermined fact.

For example, if a character is locked in a dungeon cell, she could use a Hero Point to find a loose stone in the wall that she can pry away, perhaps to use to bash the guard over the head when he comes in to serve her slops.

A *hero* or *rival* using arcane powers could use a Hero Point to account for one of their spell requirements in this way – for example, if the time of day has not already been established, a sorcerer could say: "Ah, the hour is perfect for my conjuration!"



With My Last Breath – Despite having taken damage equal to or exceeding your *lifeblood*, spend a Hero Point to stay conscious and able to act until the end of the combat, although if you have any damage on the critical *lifeblood* track you will still continue to gain one point of damage on the critical *lifeblood* track each combat round until the injury is stabilised or you drop dead! At the end of the combat, your damage dictates what happens next, and your condition may well need to be stabilised.

Regaining Hero Points

Heroes can gain Hero Points during an adventure through turning their failed rolls into Calamitous Failures. At the beginning of a new adventure, each *hero* starts with their full allowance of Hero Points.

Option: Sometimes Hero Points are used, but their effects are negated by their opponent's use of a Hero Point. At the GM's discretion, these wasted points may be returned to the *hero* after the battle.

Combat

Violent action between characters is dealt with in *combat rounds* of a few seconds or so in length.

In that time a character can fire a bow or a gun, fight with a weapon, throw an axe, etc. A player can specify how his or her *hero* moves and when any attacking takes place within the combat round, subject to GM agreement.

A *hero* always has time to say a few words, whatever else he or she might be doing.



Making the engagement roll

If there's a chance that your *heroes* might come into contact with the enemy, one of the *heroes* in the party should make a roll to see who spots who first!

Engagement roll = 2d6 (total of 9+ to succeed)
+ *mind*
+ appropriate career
+ modifiers

Engagement roll modifiers:

- Subtract modifiers for bad weather, smoke, darkness, dense foliage or rough terrain, poor detection equipment, enemy is using camouflage or has stealth capability, etc.
- Subtract the highest rank in *mind* or *appropriate* career noted for any NPCs acting against the *heroes*.
- Add modifiers for exceptionally clear or bright conditions, clear terrain or calm seas, or good detection equipment, etc.

Engagement roll result:

- *Calamitous Failure* – The enemy gains a **tactical advantage** on the spotter's party, and the party all take a penalty die on their priority rolls (see below).
- *Failure* – The enemy gains a **tactical advantage** on the spotter's party.
- *Success* – The spotter's party and the enemy notice each other, normal combat ensues.
- *Mighty Success* – The spotter's party detects and gains a **tactical advantage** on the enemy, who have not noticed the spotter's party.
- *Legendary Success* – As Mighty Success but with a bonus die on the priority roll (below).

Initiative - making the priority roll

At the start of a combat, players make a roll to discover the order in which *heroes* and NPCs (*rivals*, *toughs* and *rabble*, see page 92) act in all Combat Rounds of the current combat situation. Note that NPCs do not make a roll – they act based on the results of the *heroes*' rolls.

Priority roll = 2d6 (total of 9+ to succeed)
+ *mind*
+ *initiative*
+ modifiers

Priority roll modifiers (include any bonus or penalty dice from the engagement roll):

- The enemy has a **tactical advantage** (Hard -1)
- You have a **tactical advantage** (Very Easy +2)
- Subtract the highest *initiative* noted for any *rivals* or *toughs* acting against the *heroes*.

If there is time for a short rest after combat, make a new set of priority rolls.

Consult the table below to see how to apply the priority roll result. If several *heroes* get the same result, they can decide who goes first, or whoever achieved the highest priority roll total goes first, then in order of highest *agility*. Finally, if *agility* is even, then their actions are effectively simultaneous.

Priority	Characters who act
1	Heroes with a Legendary Success – In the first Combat Round after getting a Legendary Success (that is, in the first round of combat, or after spending a Hero Point on Stunning Move), only <i>heroes</i> and <i>rivals</i> may act. You personally gain +1 to all attack rolls during this combat.
2	Rivals who (a) have the Diabolical Plan boon (p.93), and (b) spend a Hero Point
3	Heroes with a Mighty Success – In the first Combat Round after obtaining a Mighty Success (that is, in the first round of combat, or after spending a Hero Point on Stunning Move), only <i>heroes</i> and <i>rivals</i> may act.
4	Rivals who (a) have the Diabolical Plan boon (p.93), or (b) spend a Hero Point
5	Heroes with a success
6	Rivals
7	Toughs – If <i>toughs</i> are on both sides, the <i>heroes</i> pick one, then the GM, etc., until all <i>toughs</i> have acted.
8	Heroes failing their priority roll
9	Rabble – If <i>rabble</i> or hordes (p.63) are on both sides, the <i>heroes</i> pick a <i>rabble</i> or a horde, then the GM, etc., until all <i>rabble</i> or hordes have acted. Hordes led by <i>heroes</i> , <i>rivals</i> or <i>toughs</i> will act when their leader acts.
10	Heroes with a Calamitous Failure – In the first Combat Round you are unable to take any action at all and, if you have a shield, you are unable to use it to add to your <i>defence</i> .

Priority roll example 1: Unlucky gunslingers Mississippi Kid and Royale are set upon by bandits (*rabble*-level). The bandit leader is a *tough*, with *initiative* 0. Mississippi has *mind* 0 and *initiative* 1, and Royale has *mind* 1 and *initiative* 1. Assume that Royale has achieved a success on his engagement roll.

Making their Priority Rolls, Mississippi rolls 3, 5, so 8, + *initiative* 1 = 9 = Success. Royale rolls 1, 2, so 3, + *initiative* 1, + *mind* 1 = 5 = Failure. Mississippi takes his action first, then the *tough* bandit leader acts, then Royale acts. Any bandits left can then act.

Priority roll example 2: Closing on their goal in the abandoned fort, Mississippi and Royale run into the main gang of bandits (still *rabble*-level). Their leader is a *tough* with *initiative* 1. Again, assume that Royale has achieved a success on his engagement roll.

Making their Priority rolls, Mississippi rolls 5, 6, so 11, + *initiative* 1 – enemy *initiative* 1 = 11 = Success. Royale rolls 2, 5, so 7, + *mind* 1, + *initiative* 1, – enemy *initiative* 1 = 8 = Failure. Mississippi takes his action first. Then the *tough* leader acts. Then Royale acts. Then the bandit *rabble* act.

Priority roll – Legendary Success example: The Mississippi Kid and Royale have warily ventured into a cave from which they heard some strange rustling sounds when they are suddenly rushed by the *rival*-level NPC Jackson Mule and his hired guns (*toughs*). Again, assume that Royale has achieved a success on his engagement roll.

For the priority rolls, Royale's player gets a total of 9 (after modifiers) and Mississippi's player gets two sixes! Mississippi has *mind* 0 and *initiative* 1, making 13. This is more than enough to win priority and is a Mighty Success. Mississippi and Royale have a free round to act before the gunmen, but they are both still worried by Jackson and, as the chance doesn't come around often, Mississippi's player opts to spend a Hero Point to boost his Mighty Success up to a Legendary Success and gain a +1 bonus to his attacks for the encounter.

Readying yourself to do a specific action

All character types can choose to act later in the combat round, waiting for something specific to happen and the action to take (e.g. "in case someone sticks their head round that corner, I'll shoot them with this crossbow").

If the specified event happens, you can act before the target can launch their own attack. This 'Ready' state continues until it's your turn to act next. This might mean that you act twice in a combat round (although in that case you would not have acted in the previous round).

Priority [optional rules]

- Use the *Barbarians of Lemuria: Legendary Edition* rules for determining priority: each combatant rolls a d6 and adds their *agility*, highest total goes first. On a tie, the highest combat ability for the option being used gets to go first, and if that ties, the highest rank in the most appropriate career.
- Use the above system, but using *agility* or *mind* to influence the priority roll.

Movement

During a raging battle, the scenery and locality can be very important. *Everywhen* doesn't need to use minis and a battle mat. Typically, the GM and the players imagine and describe every scene. However, sometimes sketching out a simple map of the location can save a lot of explanation!

Movement in combat is typically handled in an abstract way. Much relies on the GM setting the scene, the players interpreting that and, within reason, describing their own character's moves and actions. The sequence of actions, for example move then shoot or shoot then move (or even move-shoot-move) is up to the player, as long as the total move does not appear to the GM to be excessive.

A more concrete method is to refer to a map, but don't sweat the details of how far characters can move, or calculate ranges from shooter to target.

Finally, you can use precise measurements and work from a tactical map, with miniatures or counters representing the various characters.

- A character can move 8 metres (or yards) per round, modified by 1 metre per point of *agility* as their standard speed, and can perform a normal combat action (e.g. shoot, attack with a melee weapon) once at some point during that move. Simple actions such as drawing a sword or opening an unlocked door can be done without penalty during standard movement.
- A running character moves at 2x standard speed and any actions have a penalty die.
- A sprinting character moves at 4x standard speed, but can't perform any other action.

Movement example: Jeff Tanner has *agility* 2, so has a normal movement of 10 yards per combat round. He could for example move 7 yards to the corner of a building, shoot at a varmint across the dusty street, then dive 3 yards behind a handy barrel.

Attack rolls

Combat resolution is similar to career-based task resolution. Rather than adding a career to the attribute though, add the most appropriate combat ability. The attack roll total required is 9+, and in addition to any GM-determined modifiers (which could be due to range for thrown or fired weapons, or for hitting an enemy from an advantageous position and so on), the opponent's defence rating also becomes a modifier to the roll needed to hit.

Attack Roll = 2D6 (total of 9+ to succeed)
 + *agility* (or *strength**)
 + *melee* (or *ranged*)
 – target's *defence*
 + any range (or other) modifiers

*at the GM's discretion (for example, if brawling)

Each additional range band is one difficulty level harder (see *Ranged combat* on page 37).



Melee attack example 1: Pierre (*agility* 1, *melee* 2) draws his Bowie knife and swings at a bunch of approaching bushwhackers (*rabble*). He rolls an 11, + *agility* 1, + *melee* 2 = 14, more than enough to gain a success against one of them.

Melee attack example 2: Pierre's buddy Tom grabs a fallen tree-branch and charges the bushwhackers' leader (a *rival* with *defence* 1). He rolls a bonus die for his *Brawler* boon using an improvised weapon (p.16), and gets 1, 2, 5. He keeps the 2 and the 5 to get 7. He then adds his *agility* 1, + *melee* 2, – the enemy's *defence* 1 = 9, just enough to strike the leader!

Ranged combat

The table shown below dictates the modifier that should be applied to the ranged attack roll to hit a target at multiples of a given range. Each ranged weapon has this range listed in *Ranged weapons* on page 54.

'Gunpoint' implies that the potential shooter has the drop on the victim, and should not be used for a melee situation.

Ranged attack example 1: A thrown dagger has a range increment of 10'. Up to 10' would be Moderate (+0) difficulty, to 20' would be Hard (–1), and so on.

Ranged attack example 2: Princess Alexa (*agility* 1, *ranged* 0) hurls her spear at the snarling panther (*defence* 1) 45' away. A spear has a range increment of 20', so this is the third range increment, and so gives a –2 modifier to the roll.

She rolls an 11, + *agility* 1, + *ranged* 0 combat ability, –2 range, – target *defence* 1 = 9, and the spear hits its target.

Careers and combat

Combat-oriented careers (*Soldier*, *Gladiator*, *Mercenary*, etc.) provide many skills, abilities, contacts and experiences that add to tasks fighting men and women might carry out. However, ranks in fighting careers almost always do not add to your combat abilities. Having a high rank in the *Soldier* career does not make you a better fighter – it makes you a better tactician, gives you contacts and knowledge, and improves your understanding of the general lot of the warrior.

However, there will be some occasions where being a fighter (or, indeed some other careers, like *Acrobat*, *Pirate* or *Thief*) could give you a slight combat edge. In some rare circumstances, the GM could allow a career to provide an additional bonus, based on your career rank, in the form of an added bonus to your attack roll, or to the damage you do if you hit (never both). This may only be used once in the combat.

For example, *Assassins* may be allowed an additional bonus when striking unaware enemies, or *Gladiators* might make showy, arena-pleasing moves to give them a slight edge over an opponent. Describe to the GM how this move would work and the effect you think it should have. Such tricks would not work twice on the same opponent, or on some experienced NPCs.

Range band	Difficulty	Modifier	Target Number	Optional Modifier
Gunpoint (3' or 1m)	Very Easy	+2	7+	+1 bonus die
Point Blank (6' or 2m)	Easy	+1	8+	
Close range (listed)	Moderate	+0	9+	n/a
2 x listed range	Hard	–1	10+	+1 penalty die
3 x listed range	Tough	–2	11+	+2 penalty dice
4 x listed range	Demanding	–4	13+	+3 penalty dice
5 x listed range	Formidable	–6	15+	+4 penalty dice
6 x listed range	Heroic	–8	17+	+5 penalty dice

Cover

- *Light* cover – step up the difficulty by one step.
- *Heavy* cover – step up the difficulty two steps.

Ranged weapons in a melee

- Holdout weapons:
Moderate difficulty to hit (+0 modifier)
- One-handed ranged weapons:
Tough difficulty to hit (–2)
- Two-handed ranged weapons:
Demanding difficulty to hit (–4)

Combat options

Combat can be quick and brutal – allowing the following options can slow combat down, so it's up to the GM to allow some, all, or none of them. The GM might say that these combat options are available only to characters with at least one fighting career.

Aiming

Spend a combat round aiming at an opponent. This provides a bonus die on your ranged attack roll.

Aimed weapons

These weapons need to be aimed for one combat round before firing, or the shooter will suffer a penalty die on their roll.

Area effect

Damage from the weapon can be divided up and allocated between any targets in a group. The size of this area is determined by the GM based on the nature of the weapon, the conditions and the locations of the individuals.

Auto, semi-auto and repeating firearms

Before a character fires a ranged weapon in one of the above firing modes, the player must say if firing at:

- **One target** No armour roll is required – use the highest possible value for the armour.
- **Several targets** split any resulting damage as evenly as possible between the targets, with each target making a normal armour roll for any armour used. If using static armour *protection* values (see *Armour* on page 55), then add 2 to the *protection* value.

Each firing mode for a weapon has different effects:

- **Automatic** (multiple shots per trigger pull) – get a bonus die to hitting, and increase the damage by *three* steps (one step against vehicles), at the risk of a *stoppage* (see below). The firer can allocate

damage to one target or divide it between targets in a group.

- **Semi-automatic** or **burst** (single or short bursts per trigger pull) – raise the damage by *one* step (not against vehicles), risking a *stoppage* (see below). The firer can allocate damage to a single target or divide it between multiple targets in a group.
- **Repeating** (guns that can fire multiple shots per round, e.g. revolvers, pump action shotguns, etc.) – as per semi-automatic fire, but automatically suffer a *stoppage*, due to the lower ammo capacity of the weapon.

If using either auto- or semi-auto fire, on an attack roll, if any of the dice show a 1, the gun suffers a **stoppage** for some reason (although the roll may still be successful and cause a hit). A weapon using repeating fire will automatically suffer a *stoppage*. To clear a *stoppage* takes a full action and requires a *strength*, *agility* or *mind* roll (the player can choose his approach), plus any ranks in a career that routinely uses firearms. If the weapon is automatic-firing with an assistant helping the shooter, the assistant can ready the weapon for firing as their action in a combat round without needing to make a roll – the gunner can then fire the weapon on his or her next action.

Suppression (optional rules)

You must declare if you are attempting to **suppress** a target area (agree the scope of this with the GM), which is resolved as a normal *ranged* attack.

On success, anyone in the area can either choose to be hit by the weapon or be *suppressed*: suppressed characters receive a penalty die on any action for a full round (that is, until that character's next action) and can only move if in cover.

At the end of the round, the weapon gets a *stoppage*.

The **recoil** of a weapon is a negative modifier on the Attack Roll when shooting the weapon on burst/semi-automatic/repeating, or automatic fire (if the weapon isn't on a bipod, tripod or vehicle mount).

- The first number is the modifier for burst/semi-auto/repeating fire.
- The second number is the modifier for fully automatic fire.
- The recoil can be reduced (to a minimum of zero) by subtracting the character's *strength*.
- If a two-handed automatic weapon is fired one-handed, increase the recoil by 1.

Example of recoil #1: 'Wooly Bully' aka 'W.B.' is a big man with *strength* 3, and so is the gunner for his squad. W.B.'s M60 is an MG, d6H damage, with 'burst' and 'full auto' firing options). A burst from his M60 would normally be at -2 to hit taking in recoil penalties, and would do an increased step of damage, for 2d6L damage. A full-auto shot is normally -3 to hit and does 3 increased steps, for 2d6H damage. W.B.'s *strength* of 3 is higher than or equal to either of these recoil penalties, so he can blaze away on full auto without loss of accuracy.

Example of recoil #2: During the mission, 'Booker T' Washington grabs W.B.'s M60 and starts firing at the enemy. Booker T has *strength* 0; firing the gun on 'burst', Booker T takes a -2 to his chance of hitting (*strength* 0, -2 for the burst) but does 2d6L damage.

Bipods and vehicular mounts

If you spend a combat round positioning a weapon with a bipod, or are using a vehicle-mounted weapons, you can ignore the weapon's Recoil.

Black powder firearms

These may only be fired once per combat due to the excessive reload time, although the GM may allow a lightning-fast reload for a Hero Point!

Bypass armour

You attack a weak or unarmoured area of your opponent. Use the static armour rating as an additional negative modifier to the attack roll (-1 for light armour, -2 for medium, -3 for heavy and -4 for complete).

Calamitous Failure with firearms

For most firearms, this will mean being out of ammo for that weapon, or some other temporary malfunction for the rest of the current combat situation. For medieval and renaissance firearms, it means the weapon is damaged beyond repair.

Combat stance

Normally you are assumed to perform attacks with a balance of aggression and caution, but if you wish, you can decide to behave with excessive aggression or excessive caution. Apply a modifier to your attack roll (or damage done, or a combination) from between +2 to -2, but note that this will also apply to any attack rolls against you, until the start of your turn in the next combat round. The GM may decide that this option cannot be used in some circumstances.

Example of an aggressive combat stance: You decide to add +1 to your attack roll and +1 to any damage caused. However, before your next chance to act (in the following combat round), anyone performing an attack against you gains +2 on their attack roll.

Dive for cover

As a reaction to a ranged attack, a character may dive behind cover, suffering a penalty die on their next action as a result. All incoming ranged attacks (including that first attack) on that character suffer a penalty die until the end of the character's next action.

Exertion

When you exert yourself, gain a bonus die for your next attack but take 2 *lifeblood* fatigue damage. This can stack with your combat stance choice (see above).

Firearms of different eras

The availability of firearms depends on the technological era:

- *Medieval* – firearms are legendary or non-existent.
- *Renaissance* – muzzle-loading (see below), and damaged beyond repair on a Calamitous Failure.
- *Enlightenment* – muzzle-loading but reliable.
- *Modern* – reliable, breech-loading, cartridges, magazines, automatic weapons.
- *Future* – reliable advanced projectile and energy weapons.

The armour from one era provides **half protection (rounded down)** to firearms from a more advanced era. If any effects apply as a result of a scale difference, apply the scaling first.

Shields provide **no protection** to firearms from a more advanced era.

Flame weapons

For example, Molotov cocktails, flamethrowers, plasma weapons. If they hit, in addition to their own damage, they set a small local fire on the target which can cause damage in subsequent combat rounds. See *Constant environmental threats* on page 69.

Putting out a fire is an action that automatically succeeds if using an extinguisher or similar device. Otherwise a victim may attempt to put out the fire (possibly assisted by those nearby) with a normal *agility* or *mind* roll. The GM may rule that some fires (e.g. those caused by white phosphorus) would be several difficulty levels harder.

Grappling

To restrain someone, a character must succeed with a normal attack and have either:

- A Mighty Success, using the *Grappled* option (p.25).
- Used the *Grappler* boon (p.16).
- Used a weapon with the entanglement property.

When a character is restrained by another character, creature or object, he can only either:

- Remain restrained until the restrainer releases him.
- Attempt to break free.

The restraining character or creature may only either maintain the restraint or release the victim.

If restrained by a *character or creature*, then either the restrainer or the restrained can make an opposed struggle roll on their turn (the restrainer need not make a roll to maintain the restraint). Either *agility* or *strength* can be used by either side on this roll.

If the *restrainer* wins the opposed struggle roll, he can:

- Attempt to crush or choke the victim, doing unarmed or improvised weapon damage on success.
- Make the victim drop a held item (e.g. their weapon).

If the *restrained* wins the opposed struggle roll, he can:

- Escape the restraint.
- Become the restrainer.

If restrained by an *object*, then a normal roll is made to escape, modified by a difficulty assigned to the object causing the restraint.

Example of a grapple: A creature from the abyss swings down from the trees to ensnare the doughty Puritan adventurer Thomas Abel with a successful attack roll. On Abel's next action, he struggles with the hellspawn and they make an opposed roll, Abel using his *agility*, and the creature using his unholy *strength*. Abel wins the opposed roll and turns the tables on the foul creature, restraining it by wrapping its own batlike wings around itself. The demon won't go down without a struggle though...

Holdout pistols

Some pistols can be available as holdout weapons. In this case they use the range band 30'/10 m, and also follow the holdout rules for being fired while in melee combat (see *Ranged weapons in a melee* on page 38).

Indirect-fire weapons

These are used like any other ranged weapon, except that they can be used to attack enemies around corners or otherwise behind cover or out of line-of-sight, and can be used without risking enemy fire.

Ripostes

If character *A* attacks character *B* and misses, and character *B* misses *A* in return, the character who obtains the highest total score in their attack roll will hit the other. The GM can use this rule to save time in one-on-one situations where attackers are missing blow after blow, or in huge melees with many combatants, but if using it, the GM must advise players to record their attack roll results.

Scratch weapon effect

If a weapon has the *scratch* effect, and if it causes a point of damage, it may do some additional effect due to poison, electric shock, etc.

Shotguns

If using both barrels on a double-barrelled shotgun, increase the damage by one step but the weapon suffers a stoppage (see the notes on automatic weapons above). If using shot (rather than solid slugs):

- Reduce the *difficulty* by one step.
- Reduce the *damage* by one step per range band.

Example of shotgun scatter: Jimbo Jones fires at the lumbering hulk as it advances out from the undergrowth. It is 60'/20 m away, so would normally be Hard (-1) (more than listed ranged, less than twice listed range), however because of the scatter, the difficulty is reduced one step to Moderate (+0). Damage is stepped down from d6 to d6L.

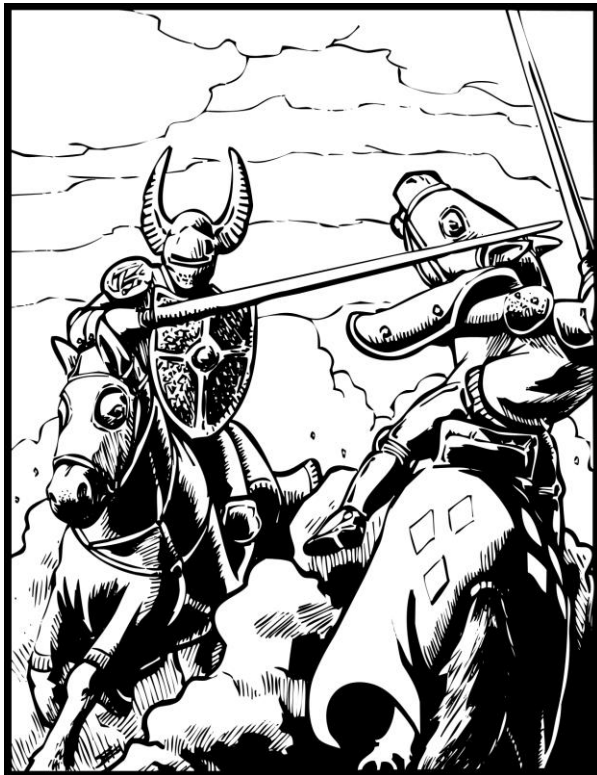
Two-weapon fighting

You can only use light or medium weapons for this, stating each combat round how you wish to employ them:

- If you use the off-hand weapon to block as if using a small shield, gain +1 to defence against one melee attack.
- If attacking with both, make one attack roll at -1, but step up the damage by one level.
- If attacking two separate targets, attack each at -2 to both attack rolls.

Using melee weapons to subdue victims

You can attempt to subdue victims with normal weapons (e.g. the flat of a sword blade), but at the cost of incurring a penalty die when trying to hit them. The weapon does *fatigue* damage rather than normal damage.



Mounted combat

Riders cannot use two-handed melee weapons. When a rider attempts a mounted **charge** attack:

- Against foot soldiers in the open, the rider gains a bonus die to his **charge** attack roll.
- Against foot soldiers with braced pole weapons, the rider must halt and can only make a **melee** attack.
- Raise damage by two levels on success.

If the target of the attack:

- Doesn't have a braced pole weapon, the rider may make a **charge** attack and then use any remaining movement to hopefully ride past out of melee range and avoid any return blow.
- Has a Readied action, they may attack the rider before the rider's **charge** attack.

When a rider is struck by an:

- *Odd-numbered* damage roll, the *mount* takes the damage. Non-mechanical mounts may have light, medium or heavy barding (working as per armour for characters). Non-mechanical mounts are usually *rabble* but in some cases may be *toughs*. For mechanical mounts (e.g. motorcycles), see the *Vehicles* section on page 70.
- *Even-numbered* damage roll, the *rider* takes the damage. *Heroes* and *rivals* can use the *Sundered Shield* Hero Point spend option (p.32) to let the mount take the full damage from a single blow rather than take any damage themselves.

Dramatic challenges

For the type of encounters where manoeuvring, intrusion or similar activities are the main focus – and where conflict is a distinct possibility – then these rules on dramatic challenges can be used as a method to resolve the situation.

Dramatic challenges make use of challenge dice. A challenge die (CD) is a single-use bonus die that can be gained through a character's successful actions or as the result of unsuccessful actions from the opposition. Gaining CD can be narrated as gaining an advantage in the encounter – as you obtain them in a chase, you can be seen as closing in on the pursued, and if hacking a corporate data system, you are getting nearer to the data you require. Typically, a CD applies to the individual character earning the CD, but it can be used in team situations, e.g. shared for use by the crew of a vehicle, or team working closely together.

Dramatic challenges end when for one side wins the challenge (e.g. a vehicle escapes in a chase, or is stopped), after a specified number of turns, or when the GM decides that the challenge has changed into another situation, e.g. combat, social interaction, etc. All CD are lost once the dramatic challenge ends.

Using challenge dice

When a character acts in their position in the priority order, they can do one of the actions listed for the encounter – the difficulty for each action in penalty dice is shown alongside the action as follows: (2 PD). All actions require rolls, with the type of encounter being conducted determining which abilities are appropriate to apply to the roll.

Typically, gaining a Mighty Success on a roll will provide an extra CD, whilst a Legendary Success will provide two extra CD. A Calamitous Failure (if taken) will award two CD to

opponents of the rolling player or GM's choice. Note that you can still attempt a roll that incurs PD (e.g. *Escape*) without having any supporting CD to cancel them out.

Chases and vehicle combat

First, decide whether a chase is applicable to the current situation. If, for example, the pursuer has a higher *Speed scale* (see page 71) then they automatically catch their quarry, and the quarry cannot disengage with an *Escape* action (see below). Advance to the scene where the pursuers catch their quarry, and begin a normal combat scene. If the quarry is faster than the pursuer, the quarry automatically escapes. Otherwise, use these rules.

Terminology:

- *Ally* – a friendly driver.
- *Crew* – the driver and associated occupants of a mount or vehicle.
- *Driver* – the character doing the manoeuvring, so could mean a person on foot, rider, driver, helmsman or pilot, depending on the mount or vehicle in use.
- *Occupant* – as per *crew*.
- *Opponent* – an enemy vehicle but could mean a character, for example in a chase on foot.
- *Passenger* – a person on a vehicle who isn't driving.
- *Vehicle* – transport, whether a mount or vehicle.
- *Wingman* – another vehicle (usually an aircraft) flying in formation to protect the leader. Wingmen act at the same point in the round as their leader.

The driver can expend a CD to provide a bonus die in a roll, or with the driver's permission, by a passenger on the same vehicle. Each time you gain or use a CD, provide some appropriate narration to go with it!

A vehicle stops if its *frame* reaches 0 or lower. The crew of any stopped vehicle loses any accumulated CD.

Driver actions

These actions are used if you attempt to move yourself or your vehicle with respect to your opponents.

If you fail one of the 'Driver action' rolls shown below, an opponent of your choice gains a CD.

- **Manoeuvre** (0 PD) – Get ahead of, or gain on, or otherwise get a good position on an opponent. On success, gain a CD. The GM may allow assistance to this roll from co-pilots, navigators, sensor operators/lookouts, tractor beam operators, etc.

- **Evasive Action** (0 PD) – Present a difficult target. On success, due to the evasion, all ranged attacks from, to and on or within (and all boarding actions involving) your vehicle get a PD until your next action.
- **Keep It Steady** (0 PD) – On success, all ranged attacks from, to and on or within (and all boarding actions involving) your vehicle gain a bonus die (not a CD) until your next action.
- **Block** (0 PD) – Block opponents to allow an ally to increase his advantage. On success, give a CD to a friendly driver.
- **Ram** (2 PD) – Drive your vehicle into another. On success, each vehicle takes damage as per *Crashes* on page 75.
- **Escape** (2 PD) – Withdraw from the scene. On success, the driver, his vehicle and all passengers escape from the vehicle combat or chase.
- **Halt** (2 PD) – Attempt to halt an opponent. On success, both you and the opponent stop and enter normal personal combat. In their next action, any other participants can stop as well. The GM might now rule that stopped vehicles are in a different scene to moving vehicles.
- **Formate** (0 PD) – Join up to become a wingman of a leader's vehicle. Performing any other *driver* action will drop the vehicle out of formation.

Occupant actions

These can be performed by anyone in or on a vehicle:

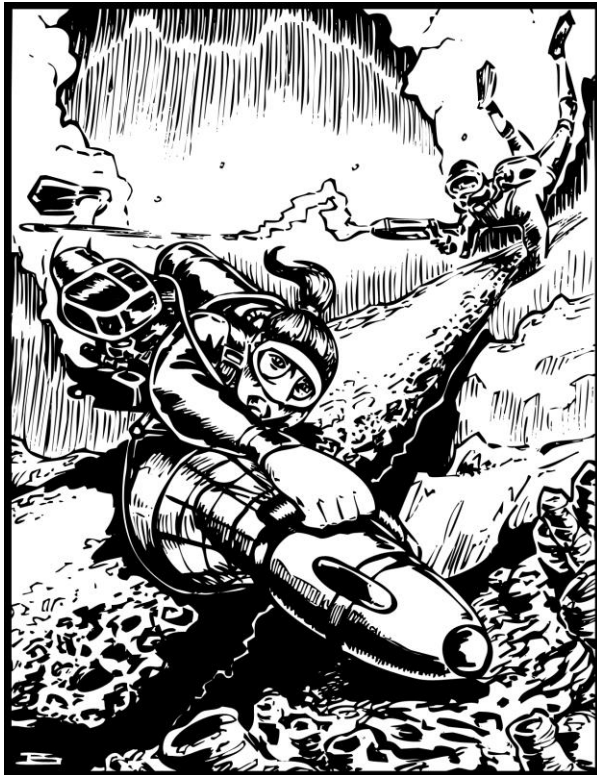
- **Board** (2 PD) – Move from your current vehicle to the target vehicle. On success, change vehicles. This may result in personal combat between yourself and other occupants.
- **Operate** (1 PD) – Use vehicle equipment.
- **Order** (0-2 PD) – Instruct, oversee or lead some or all vehicle crewmembers to perform an action (e.g. *shoot*), using *appeal* + an appropriate career.
- **Repair** (1 PD) – Attempt to restore *frame* points to your vehicle (see *Repairing vehicles* on page 75).
- **Shoot** (1 PD) – Fire a weapon. This is the only action that requires an attack roll. Only the driver can fire fixed forward-mount vehicle weapons. A driver can ignore the 1 PD but an opponent of his choice will get a CD.
- **Support** (0-2 PD) – A catchall action that allows others to assist by providing CDs or narrative effects.

Wingmen

Some characters may start the dramatic challenge scene in formation with (and as wingmen to) a character acting as their leader. Characters may use the **formate** action to join a particular formation during the scene.

If a character fires at a vehicle that has one or more wingmen with it, a successful odd numbered total on the dice will hit one of the wingmen's vehicles instead of the target vehicle.

Wingmen also assist their leader's **shoot** action by each providing +1 to the attack roll.



Chase example

The Xiboo twins, Spiff and Grim, are escaping with the drugged Professor Kratz in their street speeder. The *heroes*, Jander and Clem (plus Lara, riding pillion) are chasing on their hover bikes.

Priority order is: Jander acting first, followed by the Xiboo twins, and then Clem and Lara. The chase length has been set to 3 turns.

Jander attempts a **manoeuvre** to close the distance. He performs a roll with +3 (the action involves no penalty dice). He gets a success and gains one chase die (CD). Spiff is driving and floors the accelerator (a **manoeuvre**) – he

succeeds and gains a CD. Grim takes aim behind him and **shoots** at Clem. The roll is made with a penalty dice, but even with Grim's +2 he fails to hit. Seeing that Jander is hot on the heels of the speeder, Lara shouts at Clem to **keep it steady** as she wants to fire her Yokamoto S50. Clem performs a roll with +2 (no penalty dice), and succeeds, giving Lara a bonus die to cancel out the penalty die of her **shoot** action. Her roll is a success and Grim takes 6 damage, enough to take him out.

Jander again attempts to gain on the speeder. However, this time his **manoeuvre** action results in 'snake eyes' – an Automatic Fail. He must give a CD to an opponent, and as there's now only one, Spiff has 2 CD. Spiff (narratively) takes advantage of a massive freight crawler blocking in Jander and attempts to **escape**. His 2 CD cancel out the 2 penalty dice and he only just succeeds with his roll. The Xiboo twins escape with the Professor, and the *heroes* take little comfort that the twins have been reduced by one.

Infiltration

This covers attempts at penetrating secure environments, typically but not limited to computer systems/virtual environments (simply described below as 'systems').

Characters, intelligent programs, etc., are either classed as 'intruders' if they do not belong in the system, or as 'sentinels' if they inhabit the system.

Intruder actions

Use these actions when infiltrating a system.

If you fail one of the 'Intruder action' rolls shown below, a sentinel of your choice gains a CD.

- **Activate Program** (0 PD) – Activate a pre-prepared program. The nature of these programs is setting-specific, but will initiate a specific action or activity.
- **Block** (0 PD) – Block sentinels to allow an ally to increase his advantage. On success, provide a CD to an intruder of your choice.
- **Deploy Countermeasures** (0 PD) – Use if your presence has been detected, to present confusing information to the sentinels. On success, all attacks to or from you get a PD until your next action.
- **Infiltrate** (0 PD) – Attempt to infiltrate into / deeper into the system. On success, gain a CD. The GM may allow assistance to this roll.
- **Neutralise Sentinel** (1 PD) – Target and attempt to neutralise a sentinel (the sentinel is in some way taken out for this infiltration).
- **On The Spot** (2 PD) – Similar to Activate Program but the character is quickly trying to solve a problem.

- **Support** (0-2 PD) – Allows others to assist the intruders by providing CDs or narrative effects. They may or may not be present in the system.

Sentinel actions

These actions are used by the sentinels present in the system being infiltrated. Sentinels only conduct Search actions until an intrusion is suspected (i.e. it gains a CD).

- **Activate Defences** (0 PD) – Activate defence measures (previously detailed by GM), such as hunter killer sentinels, alarms to personnel, etc. The intruder must have been designated with a successful Tag Intruder action.
- **Neutralise Intruder** (1 PD) – Target and attempt to neutralise a previously tagged intruder.
- **Search** (0 PD) – Maintain watch for intrusions.
- **Tag Intruder** (0 PD) – Actively designate the intruder.
- **Terminate Connection** (2 PD) – Attempt to terminate the connection of an intruder.



Hacking example

Lu Wen wants to gain access to the Shimoto Corporation secure data core, logging in from the Noodles and Napalm street cafe. She must first access the Gatekeeper sentinel and then inject a viral data scrub into the Core – both these tasks require an **activate program** action.

Priority order is: Lu Wen first, then the Gatekeeper and then the Core (when the Gatekeeper is accessed). The GM didn't assign a time limit, so Lu Wen can take it easy!

Lu Wen uses the **infiltrate** action to approach the Gatekeeper, succeeding and gaining a CD. The Gatekeeper maintains its standard security protocols (performs a **search** action) and also succeeds and gains a CD. It's now aware of but has yet to locate the unauthorised intrusion.

CDs gained this round: Lu Wen 1, Gatekeeper 1.

Sensing the Gatekeeper scanning for her, Lu Wen successfully deploys her pre-prepared Decoy routine (performs the **activate program** action). This will act in her priority in the next round. The Gatekeeper successfully performs **tag intruder** and designates Lu Wen as an intruder. CDs held: Lu Wen 1, Gatekeeper 1.

This round, the Decoy routine activates and engages the Gatekeeper (performs the **block** action) and succeeds, giving a CD to Lu Wen, who then attempts to access the Gatekeeper. Her **on the spot** roll is made with 2 CD that cancel out the 2 penalty dice – the result is a success, and she has accessed the Core, which activates next turn. The Gatekeeper attempts to activate its Anti Intrusion Countermeasures (performs the **activate defences** action) but fails its roll, and gives a CD to the Decoy. CDs held so far: Gatekeeper 1, Decoy 1, Lu Wen 0 (she spent 2 CD this turn), Core 0.

Lu Wen **infiltrates** towards the Core, succeeding and gaining a CD. The Decoy maintains its aggressive interaction with the Gatekeeper (**infiltrate**) but fails its roll, giving a CD to the Gatekeeper. The Gatekeeper now has 2 CD and attempts to **terminate connection** on Lu Wen. Its 2 CD cancel out the 2 penalty dice, but the Gatekeeper fails the roll. As Lu Wen is still tagged, the Core's automated defences activate and attempt a **neutralise intruder**. The roll includes a PD but hits, causing 5 fatigue damage to her **resolve**. CDs: Lu Wen 1, Decoy 1, Gatekeeper 0 (it had 2 CD this turn but spent them), Core 0.

Lu Wen successfully deploys her final pre-prepared program, DoppleData (using **activate program**) – multiple images of her appear around the Core (giving a PD against any Neutralise Intruder attempt). The Decoy tries another **block**, but fails and gives a CD to the Gatekeeper. Confused by the multiple images of Lu Wen, the Gatekeeper instead targets the Decoy with a **neutralise intruder**, the CD cancels the PD and it rolls a success, doing 3 fatigue damage on the Decoy, enough to disable it. The Core attempts a **neutralise intruder** on Lu Wen, but a fail gives a CD to Lu Wen. CDs: Lu Wen 2, Gatekeeper 0, Core 0.

Next round, Lu Wen **infiltrates** again and uses a Hero Point to turn her regular success into a Mighty Success and gains 2 CD, for a total of 4. The Gatekeeper makes a **neutralise intruder** attempt on Lu Wen with 1 PD applying, and fails, giving another CD to Lu Wen. The Core again attempts a **neutralise intruder** as well, with 1 PD applying. It fails and gives a sixth CD to Lu Wen! CDs: Lu Wen 6, Core 0, Gatekeeper 0.

Lu Wen now attempts to inject the viral data scrub (**on the spot**), the 2 PD and 6 CD give a net of 4 bonus dice (!) to the

roll. The roll succeeds and the data scrub is injected. Lu
Wen jacks out, job done!

Damage

All characters and creatures have a derived ability called *lifeblood* which determines how much damage they can withstand from weapons and hazardous environmental effects. Damage is recorded on a track on the character sheet as one of three different types (see *Recording damage* below):

- *Fatigue* damage is typically caused by lesser impacts such as when brawling, and is marked on the damage track as a slash “/”.

- *Normal* damage is the damage dealt by nearly all weapons and is recorded on the track as an “X”.
- *Lasting* damage is the damage that remains after combat, once the *hero* has taken a short rest and is marked as an “✱”. Occasionally, lasting damage may be dealt as *normal* damage.

Lifeblood for non-player characters

Each NPC type follows different rules for how much *lifelblood* they have and how they take damage:

- **Rival**-level NPCs generally have 10 or more *lifeblood*, depending upon their strength attribute (*lifeblood* could be 9, if the *rival's* strength is -1), and follow the same rules as for *heroes*.
- **Tough**-level NPCs have somewhere from 5 to 9 *lifeblood* and follow the same rules for damage as for *heroes*. If using *Resolve* rules (see page 62), any *resolve* damage is treated as normal *lifeblood* damage. *Toughs* are killed or knocked out when they take damage equal to their *lifeblood* (or more).
- **Rabble**-level NPCs will have only 1, 2, or 3 *lifeblood*, so one decent hit will likely put them out of action. If using *Resolve* rules (see page 62), any *resolve* damage is treated as normal *lifeblood* damage. *Rabble* are killed, rendered unconscious, hide or run away (the attacking character's choice) when they take damage equal to their *lifeblood* (or more).

For more information on NPC survivors and prisoners, see the section *After a fight* on page 48.

Recording damage

This section provides detailed descriptions of recording damage to *Everywhen* characters under a variety of circumstances. Feel free to use any method you see fit to record damage to your character, but you should read this section through to determine how your method might cope with the situations described.

Damage is recorded on two tracks – the *lifeblood* track and an associated *critical lifeblood* track. The *lifeblood* track is 18 boxes long, so should cover all eventualities. Black out the boxes from the right of the track until you have a number of clear boxes remaining equal to your *hero's lifeblood*. For a *hero* with *lifeblood* 11, the *lifeblood* track has 11 boxes:

[illegible]

The critical *lifeblood* track is a separate track that is 5 boxes long for all *heroes* (and *rival*-level NPCs, but not *rabble* or *toughs*)

- *Lasting* damage (✱) is recorded from the far left.
- *Normal* damage (X) is recorded from the left after lasting damage.
- *Fatigue* damage (/) is marked from the right.

The critical *lifeblood* track is only used for recording lasting and normal damage.

For example, during a fight, if a character has marked 2 lasting damage (probably from previous fights), 3 normal damage, and 2 fatigue damage, their *lifeblood* track would look like this:

Lifeblood	✱	✱	X	X	X					/	/
-----------	---	---	---	---	---	--	--	--	--	---	---

Use these rules for applying damage to the tracks:

- An X (normal damage) is placed in the leftmost empty box of the *lifeblood* track. If there is no empty box but there is a box with a / (fatigue damage), convert the / (fatigue damage) to an X (normal damage). If there are no empty boxes and no / (fatigue damage) to convert then it is placed on the critical *lifeblood* track.
- When the damage rules call for an X (normal damage) to be converted to a ✱ (lasting damage) on the *lifeblood* or critical *lifeblood* track, place a horizontal line through the leftmost X (normal damage).
- If the damage rules call for an ✱ (lasting damage) to be applied directly, place a horizontal line through the leftmost X (normal damage) and add another X (normal damage). Follow the rules above for adding an X (normal damage).
- A / (fatigue damage) is placed on the rightmost empty box on the *lifeblood* track. If there are no empty boxes, then ignore this point of fatigue damage and any additional fatigue damage.
- When removing an X (normal damage) from the *lifeblood* track, first remove the rightmost X (normal damage), working to the left.

Results of damage

If in a combat a *hero* or *rival* takes total (fatigue, normal and lasting) *lifeblood* damage equal to:

- Less than his *lifeblood* total (empty boxes on the *lifeblood* track, no boxes filled in on the critical *lifeblood* track), then after a rest of 10 or 15 minutes

and a quick drink, he recovers damage as described below*.

- His *lifeblood* total (all boxes on the *lifeblood* track filled in, no boxes on the critical *lifeblood* track filled in), then he falls over, stunned. On his next action, he can either (a) pass out due to injury, or (b) spend a Hero Point on the *With My Last Breath* option (see *Using Hero Points* on page 32). As long as he takes no further damage in the combat, on coming round he recovers damage as described below*.
- More than his *lifeblood* total (normal damage (X) recorded on the critical *lifeblood* track), then he is knocked out and is dying. He gains 1 normal damage (X) at the start of his turn each round (recorded on the critical *lifeblood* track) until he dies (when all boxes on the critical *lifeblood* track are filled in with an (X)), or receives successful medical attention (see *Stabilising the dying* on page 47), or fate intervenes (see *Using Hero Points* on page 32).

*After a short rest, in the following order, remove:

- 1 All fatigue damage (/)
- 2 Half (round up) the normal damage (X)
- 3 Any remaining normal damage (X) reverts to lasting damage (✱) or a combat flaw (see below)

Temporary flaws as a result of combat

After a combat, after a *hero* (or *rival*) removes half (rounded up) of the normal damage, he may convert all of the remaining normal damage into an applicable combat flaw (e.g. a *Slash To The Leg*), instead of into lasting damage. This flaw takes immediate effect and lasts a number of days equal to the normal damage replaced. Any number of flaws can be taken in this manner. To see how this works, look at the section *Examples of taking damage* below. For optional rules on how mental trauma can affect a character, see *Resolve* on page 62.

Examples of taking damage

Example #1

Eddy Three Fingers (*lifeblood* 10) is in a scuffle with some thugs, one carrying a knife and the other unarmed. Eddy dispatches the thugs, but at the end of the fight he's received 5 *normal* damage and 3 *fatigue* damage. His tracks look like this:

Lifeblood	X	X	X	X	X			/	/	/
Critical										

After a short rest, Eddy recovers the fatigue damage and half the normal damage (rounded up), with the other half (rounded down) recorded as lasting damage.

The tracks now look like this:

[illegible]

Now Eddy is facing three of the thugs' friends. One is unarmed and two have knives. After the first round of combat, Eddy has taken 3 normal damage and 3 fatigue damage. His tracks look like this:

[illegible]

At this point, a bolt of hellfire – where did that come from ?! – strikes Eddy for 1 point of lasting lifeblood damage. A line is drawn through the leftmost X and an additional X is placed to the right of the last X.

His tracks are like this:

Lifblood	X	X	X	X	X		/	/	/
Critical									

He manages to dispatch one of the knife wielders, but that still leaves two opponents. We'll now look at 3 alternative outcomes.

Outcome #1: If the unarmed thug now hits Eddy for 2 points of fatigue damage, one is marked and the other is ignored as there are no more empty *lifeblood* boxes. His tracks now look like:

[illegible]

His damage taken so far equals his *lifeblood* total, so when it's his turn to act next round, he either passes out due to injury, or spends a Hero Point on the *With My Last Breath* option (p.32).

Outcome #2: If the armed thug now slices Eddy for 2 normal damage, both points are marked as normal damage, with 1 fatigue damage being converted to normal damage. His tracks now look like this:

Lifeflood	*	*	*	X	X	X	X	/	/
Critical									

His damage taken so far is now equal to his *lifeblood* total, so when it's his turn to act next round, he either passes out due to injury, or spends a Hero Point on the *With My Last Breath* option (p.32).

Outcome #3: If the knife-armed thug now cuts Eddy for a whopping 6 points of normal *lifeblood* damage, Eddy is in serious trouble. One normal damage is marked down, 3 fatigue damage are converted to normal damage, and two normal damage are marked on his critical *lifeblood* track.

Eddy is knocked unconscious and is dying. His tracks now look like this:

Lifeblood	✖	✖	✖	✗	✗	✗	✗	✗	✗
Critical	✗	✗							

Any nearby friendly *Physicians* may now try to stabilise Eddy's mortal wound!

Example #2 - taking a temporary flaw

Let's say that, at the end of a combat, Eddy Three Fingers' *lifeblood* tracks look like this:

[illegible]

After a short rest, Eddy recovers the fatigue damage and half the normal damage (rounded up), with the other half (rounded down) recorded as lasting damage:

Lifeblood	✖	✖	✖					
Critical								

However, rather than convert those two points to lasting damage, in agreement with the GM, he decides to convert them to a temporary flaw: *Gashed Leg 2*, which gives him a penalty die when taking actions where his gashed leg might be a hindrance. Eddy's *lifeblood* tracks now look like this:

[illegible]

Gashed Leg 2

The number next to the temporary flaw is the equivalent to the number of normal *lifeblood* damage for healing purposes, so it will probably take him two days to recover and remove this flaw.

Stabilising the dying

If you have received enough normal or lasting damage to exceed your *lifeblood* (that is, there is damage marked on your critical *lifeblood* track), you are down, unconscious, and dying. You will suffer one point of damage every round (marked on the critical track) until you exceed your *lifeblood* by 6 points (that is, there are no free boxes remaining on the critical *lifeblood* track), at which point you will die.

Before you fill your critical *lifeblood* track, you can be stabilised by another character reaching you and making a Moderate (+0) roll, using mind and any appropriate career (typically, *Healer/Physician*), unless you spend a Hero Point for your character to *Defy Death* (see *Using Hero Points* on page 32).

If the character attempting to stabilise the dying character doesn't have an appropriate medical career, they can

spend a Hero Point (*Beginner's Luck*, p.32) to attempt the task with a career rank of 0. The difficulty is one level tougher for every space filled in with damage on the *critical* track.

Once stabilised, all damage on both tracks is converted to lasting damage.

Stabilising a wound example: Sharon (*lifeblood* 10) has been attacked in the jungle by a raging gorilla and suffers 11 points of normal damage in the onslaught. This mighty blow exceeds her *lifeblood* by 1, and she collapses.

Lifeblood	X	X	X	X	X	X	X	X	X	X	X
Critical	X										

Next round, Lord Zartan struggles with the gorilla while Algie rushes to Sharon's side. Sharon now exceeds her *lifeblood* by 2 (she has gained another normal damage to her critical *lifeblood* track this round as her *lifeblood* track is full).

Lifeblood	X	X	X	X	X	X	X	X	X	X	X
Critical	X	X									

Algie is a *Medic* and tries to stabilise Sharon's condition. Adding his *mind* 1 and his *Medic* 1, Algie receives a total of +2 to his roll. However, because Sharon exceeds her *lifeblood* by 2, the roll difficulty is raised 2 levels from Moderate to Tough (-2), so Algie takes an overall total of +2 - 2 = 0 to his roll. He rolls 9, which, with the overall 0 modifier, is just barely the 9 he needed to succeed in stabilising Sharon! Her tracks now look like this (note the normal damage has all converted to lasting damage):

Lifeblood	*	*	*	*	*	*	*	*	*	*	*
Critical	*	*									

For information on recovery, see *Healing* on page 49.

After a fight

At the end of a skirmish there will usually be some enemy *rabble* still alive, although they may be hiding or pretending to be dead. A successful *mind* roll will locate at least one *rabble* to take prisoner.

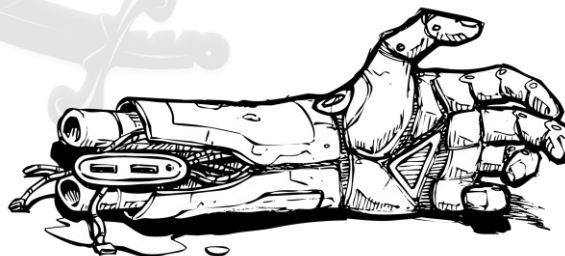
On the winning side, you can now determine the fate of those friendly *rabble* who were counted as casualties during the battle. Roll a d6 and see below:

1-2	Stunned or separated in the battle
3-4	Minor wound – will need a day to recover
5	Missing
6	Dead

For the fate of any *toughs* that were reduced to below zero *lifeblood*, roll a d6 and see below:

1-4	Badly injured, unconscious but will recover with a healing roll or rest in proper medical facilities
5	Missing
6	Dead

Toughs reduced to zero *lifeblood* will be starting to return to consciousness. The *heroes* will easily be able to capture and interrogate any such enemy *toughs*.



Easier wound stabilisation [optional rule]

Some people find the wound stabilisation rules too severe, and apply a penalty of -1 for every point her *lifeblood* is exceeded by (essentially, use the number of points of damage on the critical *lifeblood* track as a roll modifier, which can be easier to remember).

Healing

If you have taken less than your *lifeblood* total (there are empty boxes on the *lifeblood* track, and no boxes filled in on the critical *lifeblood* track), and if you can rest for about 10 or 15 minutes immediately after a battle, you regain all your fatigue damage and half (round up) of any normal damage taken (this represents recovery from exhaustion and minor cuts and bruises). The remaining normal damage is converted to lasting damage.

Up to an hour after combat, *Physicians* (or similar careers) can make a Moderate roll to heal 1 point of lasting *lifeblood* damage (a Mighty Success would heal 2 points, and a Legendary Success would heal 3 points). Heal damage on the critical *lifeblood* track first, then the *lifeblood* track. Once you have at least one clear box on the *lifeblood* track, you are no longer unconscious.

For each subsequent day of light activity, after a sleep, recover 1 point of lasting *lifeblood* damage. *Physicians* (or similar careers) can treat patients to allow them to recover an additional point of lasting damage, but can only treat a number of patients equal to their rank+1 per day.

Engineers (and similar careers) follow these rules in exactly the same way for treating damage to mechanical (or mostly mechanical) characters.

Psychiatrists (and similar careers) follow these rules in exactly the same way for treating lasting *resolve* damage.

Healing examples: Lord Zartan, who has 11 *lifeblood*, is wounded in a fight. He suffers 7 points of normal *lifeblood* damage.

Lifeblood	X	X	X	X	X	X	X						
Critical													

After the battle, Zartan has a quick rest and sucks some water from a jungle vine. He immediately recovers 4 normal *lifeblood* damage, and 3 points of normal *lifeblood* damage are converted to lasting *lifeblood* damage.

Lifeblood	X	X	X										
Critical													

His companion Sharon is a *Physician* of rank 1. Within an hour of the battle, she has a chance to work on his wounds, and rolls a success to restore 1 point of lasting *lifeblood* damage. Zartan is feeling much better now, having just been healed for 1 point of lasting damage (with 2 points of lasting damage remaining).

Lifeblood	X	X											
Critical													

The pair travel slowly for a day and do not encounter any more trouble. Zartan would normally regain a further point of lasting *lifeblood* damage after resting at the end of this day but Sharon's constant care heals an additional point. Zartan is now fully fit and ready for more action!

Chapter Three: Equipment

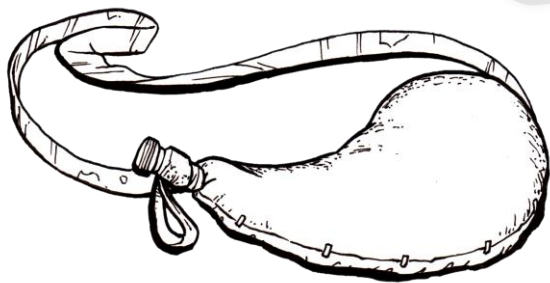
Starting equipment

Give the players what they want! *Heroes* start with one piece of gear appropriate to their career(s) and any other kit agreed between the GM and player.

Example starting equipment: Following on with our character creation example, Mike decides on some basic trappings for Aulus. He uses his careers as a guide, and chooses one piece of kit from each: Aulus has a fine riding steed (as he is a *Noble*), a good sword (a sidearm for a *Sky-pilot*), a few small trinkets and trade items (from *Merchant*), and several fighting knives (from *Sailor*). The GM agrees that Aulus also inherited a villa outside Paris, unvisited for several years. This will be a good lead-in to an adventure later on in the campaign!

After that, if characters need other items, they can make rolls against appropriate careers, to find, buy, steal, beg, or borrow extra equipment. Difficulty modifiers might be appropriate if a character is in the middle of nowhere, if the item is scarce or expensive, and so on. *Merchants* and *Thieves* are adept at acquiring things, and *Nobles* always have more money available.

Optionally, the GM and players may wish to use the optional *Resources* rules (see page 59), which may suit more modern settings.



Weapons

Using the right weapon for the job

Although bigger weapons can cause bigger wounds, this isn't the whole story – sometimes a weapon is just plain unsuitable for the job in hand. There will be times when this is unavoidable (if it's the only weapon you've got), but when you have a choice, you should choose the right one.

Some characters have their own reasons for choosing the weapon they use and they will swear by it, whatever the circumstances. Nothing to do with how effective or damaging it might be – it could even be for (what appears to everyone else) a totally irrational reason. Select your weapons based on how you see your character – not just because a weapon has the best damage. If you are a thief or assassin, you don't necessarily want to seem heavily armed (if at all), so you would need to keep your weapons hidden – this means light weapons. Remember that the average person only has 1-3 *lifeblood* (although more capable people have considerably more!).

If you are a merchant or other non-combatant, you are less likely to be seen as a potential danger to more violent types if you are not bearing arms. In addition, reactions from other people will be different – who wants to do business with a merchant who looks like he might chop you to pieces if you try to negotiate a better price with him? As with armour, displaying weapons (especially two-handed melee weapons!) can provoke fear or uncertainty in social situations, so there is a good reason for some characters not to pick the most damaging weapons. On the other hand, if you are a mercenary, you have few concerns about what weapons are on display. You probably have at least one concealed in your boot, one or two at your belt, and a rifle. You want people to be cautious of you.

Unsheathed or unslung weapons are typically a cause for concern, unless part of a recognised social situation (e.g. guards on patrol, granting a knighthood, firing on a weapons range, etc.). Actually using weapons will of course cause the average casual witness to scream and run away! See *Social Interaction* on page 60 for rules on dealing with non-player characters.

Damage level track

Although each weapon has an initial damage level, some effects can increase or decrease the amount of damage inflicted by a weapon, by straightforward addition (for example, by adding the wielder's *strength* rank), and by stepping up or down the basic damage on the damage level track (below) for specific situations.

To increase damage by one step, take the next damage level to the right, and to reduce by one step, take the next damage level to the left:

0	1	d3	d6L	d6	d6H	2d6L	2d6	2d6H	3d6L	3d6	3d6H
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




























Some players prefer to use a different damage level track, shown below. Feel free to use either but you should probably make sure everyone is using the same track before you begin play!

0	1	d3	d6L	d6	d6H	d6Lx2	d6x2	d6Hx2	d6Lx3	d6x3	d6Hx3
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Zero is the minimum basic damage (!), but remember that there may be additions to this through *strength* bonuses, etc.

3d6H is the maximum damage step allowed in the game – beyond that, you're just shooting through the holes!

Damage notation

- **0** – no damage
- **1** – one point of damage
- **d3** – roll a d6 and halve the result, so 1-2 = 1, 3-4 = 2, 5-6 = 3
- **d6** – roll one d6
- **d6L** – roll a d6, but also roll another d6, and only use the **Lowest** die. For example, roll  , so use the .
- **d6H** – roll a d6, but also roll another d6, and only use the **Highest** die. For example, roll  , so use the .
- **2d6L** – roll 2 d6, but also roll another d6, and only use the **Lower** two dice. For example, roll   , so use the  .
- **2d6** – roll two d6 and add the result together
- **2d6H** – roll 2 d6, but also roll another d6, and only use the **Higher** two dice. For example, roll   , so use the  .
- **3d6L** – roll 3 d6, but also roll another d6, and only use the **Lower** three dice. For example, roll    , so use the   .
- **3d6** – roll three d6 and add the result together
- **3d6H** – roll 3 d6, but also roll another d6, and only use the **Higher** three dice. For example, roll    , so use the   .

Weapon types

Each type of weapon is described below, together with the damage notation for that weapon. All weapons cause normal *lifeblood* damage, unless stated otherwise. See *Damage* on page 45 for more information.

Weapon type	Damage	Requirements	Melee bonus	Ranged bonus
Brawling	d3 (fatigue)	n/a	+half <i>strength</i>	n/a
Improvised	d3	One hand	+ <i>strength</i>	+half <i>strength</i>
Light	d6L	One hand		n/a
Medium	d6	One hand (some are two-handed)		
Heavy	d6H	Two hands		

Brawling and non-lethal weapons

Brawling (fists, feet, head, knees, elbows) and weapons designed to cause non-lethal damage cause fatigue damage to a victim's *lifeblood* (that is, it is all recoverable with a short rest after a combat). See *Damage* on page 45 for more information. For damage, typically roll a single d3 and add half *strength* (rounded down).

Improvised weapons

Chair leg, goblet, ogre tooth, brass knuckles. For damage, roll a d3 and add *strength*.

Light weapons

These are usually but not always small, one-handed, easily concealable weapons such as daggers, cudgels, court swords, darts, javelins, slings, small semi-automatic pistols. In medieval societies, almost everyone would carry a knife or dagger, to eat with if nothing else.

These weapons are not too concerning for other player characters, but are quite likely to kill the average NPC. Brandishing light missile weapons will be taken as a direct threat (one step worse on the social interaction track); melee weapons may or may not be responded to in the same way, depending on the circumstances (e.g. waving a knife while peeling an apple, versus drawing a Beretta automatic from a concealed holster).

For damage, typically roll two d6, with the lowest die as your result (this is written as d6L). Add *strength* if a melee weapon, or half *strength* (rounded down) if a muscle powered ranged weapon.

Medium weapons

These should be considered sidearms – not perhaps the main warfighting weapon (unless used with a shield), but certainly a handy back-up weapon. Examples are: swords, maces, axes, spears, bows, crossbows, magnums. They are usually one-handed but some, for example, nunchucks and the quarterstaff, are two-handed.

These are the commonest weapons – carried by fighting men, they are definitely intended to display the fact that you are armed and dangerous. There may be legal or social restrictions on openly carrying such weapons, e.g. police officers, samurai, gentlemen might be allowed to do so but others might not. Even if legal, there may be some places where carrying these is restricted and they may be temporarily confiscated (e.g. taverns, theatres, etc.). Drawing or readying such weapons may cause a stir; normal people will stare and may edge away. NPCs may consider a drawn or unslung medium weapon a direct threat, will also draw or unsling weapons if possible, and will only agree to requests resentfully. The rules on *Social Interaction* (see page 60) cover how to deal with these situations, which will make matters one step worse on the social interaction track.

For damage, typically roll a single d6. Add *strength* if a melee weapon, or half *strength* (rounded down) if a muscle powered ranged weapon.

Heavy [two-handed] weapons

These are weapons of war or of other serious intent, much more likely to cause significant harm. Characters of *strength* –1 suffer a penalty die to their roll when wielding these weapons. Examples: great swords, flails, morningstars, pole arms, arbalests, rifles.

If not used in clearly understood and unsurprising situations (e.g. a troop of guards marching round the city carrying halberds), even unsheathed or unreadied weapons may cause a commotion, shouted warnings, etc. NPCs will consider a drawn or unslung heavy weapon an imminent lethal threat, and may well respond violently. The rules on *Social Interaction* (see page 60) cover how to deal with these situations, which will make matters two step worse on the social interaction track.

For damage, typically roll two d6 and use the highest die (this is written as d6H). Add *strength* if a melee weapon, or half *strength* (rounded down) if a muscle-powered ranged weapon.

Melee weapons

All weapons are assumed to cause normal *lifeblood* damage unless otherwise stated (see *Damage* on page 45 for more information). For information on scales and their effect on hitting and damage, see the *Scale* section on page 30.

Weapon	Damage	Weapon properties
Dagger	d6L + <i>strength</i>	1h, concealable, thrown (10'), short
Whip	d6L + <i>strength</i>	1h, concealable, disarm
Dress Sword	d6L + <i>strength</i>	1h
Broadsword	d6 + <i>strength</i>	1h
Scimitar	d6H + <i>strength</i>	1h, slash
Greatsword	d6H + <i>strength</i>	2h
Hatchet	d6L + <i>strength</i>	1h, unobtrusive, thrown (15')
Battle Axe	d6 + <i>strength</i>	1h
Great Axe	d6H + <i>strength</i>	2h
Spear	d6 + <i>strength</i>	2h, long
Javelin	d6L + <i>strength</i>	1h, thrown (20')
Cudgel	d6L + <i>strength</i>	1h, unobtrusive
Mace	d6 + <i>strength</i>	1h
Maul	d6H + <i>strength</i>	2h
Net	d6L + <i>strength</i>	1h, entanglement 2, fatigue damage only
Pick	d6L + <i>strength</i>	1h, penetration 1
Polearm	d6H + <i>strength</i>	2h, long

Some weapons have boons that can allow special effects when wielded. These are described below, or within the rules for a particular setting.

- **1h/2h** – Requires one/two hands to use.
- **Concealable** – Anyone trying to notice the weapon takes a penalty die to their roll.
- **Disarm** – On a success, instead of causing damage, the opponent's weapon is lost for the duration of combat.
- **Entanglement X** – A character achieving a successful attack with this weapon can *restrain* (see *Grappling* on page 40) the target instead of causing damage. *X* is the difficulty modifier applied to the roll to attempt to break free.
- **Long** – You have a bonus dice when fighting a person with a 'short' weapon.
- **Penetration X** – This weapon can ignore *X* points of armour protection.
- **Short** – You have a penalty dice when fighting a person with a 'long' weapon.
- **Slash** – This weapon increases the damage dealt by one step, but the victim's armour *protection* is doubled.
- **Thrown (x)** – The weapon can be thrown. Only add half strength as a damage bonus. The number in (brackets) is the range band in feet – see *Ranged weapons*, below.
- **Unobtrusive** – Can be considered a work implement so does not overly alarm.

Ranged weapons

All weapons are assumed to cause normal *damage* (see page 45) unless otherwise stated. Range bands are given in metres/yards. See *Combat options* on page 38 for rules covering the various notes for each ranged weapon.

Weapon	Range	Damage	Recoil	Notes
Ancient				
Blowgun	6	1	–	1h, fatigue damage, scratch
Bow	20	d6H + ½ <i>strength</i>	–	2h
Dart	6	d6L + ½ <i>strength</i>	–	1h
Sling	10	d6L + ½ <i>strength</i>	–	1h
Staff-sling	13	d6 + ½ <i>strength</i>	–	1h
Javelin	6	d6 + ½ <i>strength</i>	–	1h
Medieval				
Hand crossbow	16	d6	–	1h
Arbalest	30	d6H	–	2h, two combat rounds to reload
Firearms				
Black powder pistol	10	d6	–	1h, renaissance
Black powder musket	15	d6	–	2h, medieval or renaissance
Pocket pistol	10	d6L	–	1h, holdout
Revolver	15	d6	1/–	1h, repeating fire, can be holdout
Semi-auto pistol	15	d6	1/–	1h, semi-automatic fire, can be holdout
Sub-machine gun	30	d6	1/2	2h, burst or automatic fire
Shotgun	15	d6	1/–	2h, see <i>Combat options</i> , page 40, pump-action versions can do repeating fire, some may be semi-auto.
Rifle	60	d6H	2/3	2h, some may do repeating (lever- or bolt action) or semi-auto fire
Assault Rifle	50	d6H	2/3	2h, semi-auto/burst or auto fire
Machine gun	70	d6H	2/3	2h, burst or automatic fire, bipod
Heavy machine gun	80	d6 (2)	3/4	2h, burst or automatic fire, bipod
Sniper rifle	90	d6 (2)	3/–	2h, aimed, bipod, repeating
Elephant gun	40	d6 (2)	3/–	2h, aimed, repeating
Grenade	5	d6+2	–	1h, indirect, area
Molotov cocktail	5	d6L	–	1h, indirect, area, flame
Flamethrower	5	d6H	–	2h, area, flame
Taser	2	1	–	1h, fatigue damage, scratch, shock does d6H+2
Tranquiliser Pistol	10	1	–	1h, scratch (see <i>Combat options</i> , p40)
Tranquiliser Rifle	30	2	–	2h, scratch (see <i>Combat options</i> , p40)
Future				
Police stunner	5	d6	–	1h, fatigue damage
Police stun rifle	10	d6H	–	2h, fatigue damage
Laser pistol	25	d6H	–	1h, semi-auto fire, can be set to fatigue damage
Laser rifle	90	2d6L	–	2h, burst or automatic fire
Plasma pistol	15	d6	1/–	1h, semi-auto fire, flame
Plasma rifle	40	d6H	–/3	2h, automatic fire, flame

Armour

Armoured protection for characters is broken down into the categories of light, medium, heavy, and complete. Choose an armour category that suits your character concept, rather than worry about getting the very best armour.

Armour absorbs a variable amount of damage – measured by its *protection*. When hit in combat, you roll the die and the result is the number of points to be subtracted from the damage before it is applied to your *lifeblood*. This allows for the fact that there will be places where the armour is thicker, and there will be less well-protected areas too. If you prefer not to roll a die, you can use the flat armour *protection* value instead (GMs will probably use this for opponents for simplicity). The rolled *protection* value for each category is set out in the table below – note

that the *protection* roll can't give a result below 0, so if you were wearing light armour and roll a 2, that means that for this hit, the armour provides no protection. Another time your character is hit, you roll a 5 and the armour provides 2 points of *protection*. The alternative static *protection* value is shown like this: /1.

As heavier armour inhibits your movement, you get penalties to your *agility* (which can be reduced to a minimum of –1, so a certain amount of *agility* may be required for wearing some armour types).

Heavier armour is also scarier to those you meet, and so can impose a penalty on social rolls by shifting one or more steps on the social interaction table (see *Social Interaction* on page 60).

Armour	Protection*	Penalties	Modifier***
No Armour	0	n/a	
Light	d6–3 /1 off damage taken	1 step Social**	
Medium	d6–2 /2 off damage taken	1 step Social	–1 <i>agility</i>
Heavy	d6–1 /3 off damage taken	2 step Social	–2 <i>agility</i>
Complete	d6 /4 off damage taken	2 step Social	–3 <i>agility</i>
Helmet	+1 to total damage <i>protection</i>	n/a	–1 <i>initiative</i>
Small Shield	+1 to <i>defence</i> vs one attack in a round	n/a	
Large Shield	+1 to <i>defence</i>	–1 <i>agility</i>	

*Maximum environmental protection is equal to the /static protection value. See page 69 for details.

**If not concealed.

***If not using powered armour.

No Armour

If your character is essentially a non-combatant, likes to be able to move freely, and/or is going into a situation in which the wearing of armour would be inappropriate, you might not want your character to wear any armour at all, as the GM might apply penalties in certain social situations – for example wearing a bomb disposal suit to the Presidential Reception.

Armour materials

Armour can be manufactured from a range of materials. At the lighter end of the spectrum you have leather and reinforced composite fibres, which can then be supplemented by metal or ceramic inserts. High-tech alloys, ceramic inserts, and chainmail can provide medium protection, whilst full metal plate and heavy composites will provide the maximum protection possible.

Light Armour

If your character prefers to avoid combat but knows that he is likely to be involved all the same, you might like your character to have some minimal protection. Light armour can be a full body covering made from lighter materials, or partial covering using the medium materials. Examples – leather jacket, or a stab vest.

Light armour is generally concealable (except on close inspection by a *hero* with a suitable career) and doesn't mark you out specifically as a warrior.

Light armour effects:

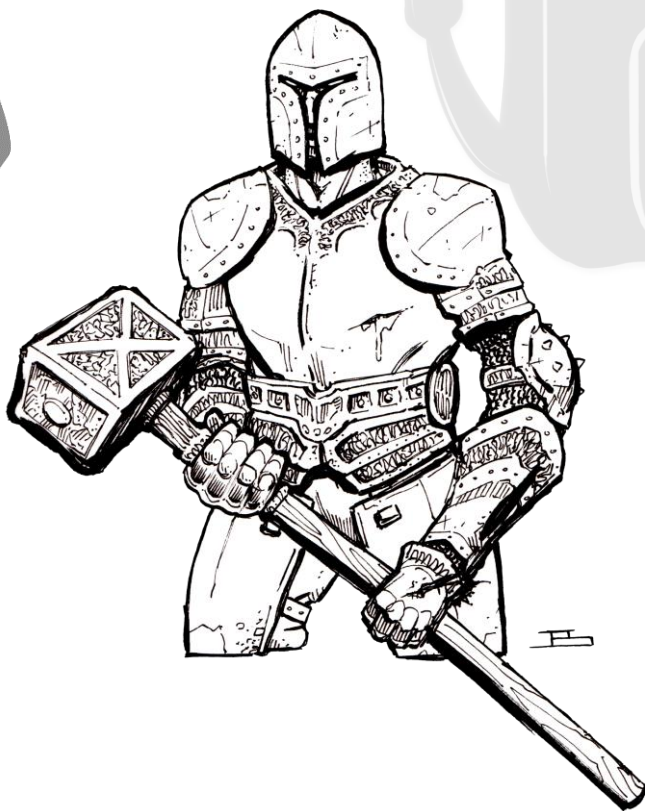
- Roll a d6–3 (provides 0–3 points of *protection*).
- If you prefer static numbers, light armour provides 1 point of *protection*.
- In some settings, wearing light armour may restrict those using arcane powers by imposing an extra 1 Arcane Point cost on casting a spell.

Medium Armour

Combining some of the mobility of the lighter armour and better protection of heavy armour, this is the armour worn by the typical adventurer expecting to get into combat situations on a regular basis. Medium armour could represent fairly extensive coverage of armour made from medium materials, or partial coverage using heavier materials. It could even represent a steel breastplate and minimal/no other armour. Examples – A synthetic weave coat with ceramic inserts, or a steel breastplate. Those wearing medium armour can often remove portions of their armour to reduce it to light armour, as necessary.

Medium armour effects:

- Roll a d6–2 (provides 0–4 points of *protection*).
- If you prefer static numbers, medium armour provides 2 points of *protection*.
- Medium armour slows you down, so reduce *agility* by 1 while wearing it.
- In some settings, wearing medium armour may restrict those using arcane powers, and so imposes an extra 2 Arcane Points cost on casting a spell.



Heavy Armour

This armour is worn by those expecting to participate in deadly combat very soon. It is not worn constantly, and is certainly not worn while travelling or when performing normal daily activities. Heavy armour would represent extensive coverage using heavy materials. Example – full plate armour. Those wearing heavy armour can remove portions of their armour to reduce it to medium armour, as necessary. If your *strength* is below 0, you can't do anything useful while wearing it.

Heavy armour effects:

- Roll a d6–1 (provides 0–5 points of *protection*).
- If you prefer static numbers, heavy armour provides 3 points of *protection*.
- Heavy armour slows you down, so reduce *agility* by 2 whilst wearing it.
- In some settings, wearing heavy armour may restrict those using arcane powers, and so imposes an extra 3 Arcane Points cost on casting a spell.

Complete Armour

This armour is worn by those expecting to be in extreme and constant danger. It is only worn under those conditions and for a few hours at a time at most. This armour is not designed to allow easy removal of sections to reduce it down to a lower grade of armour. If your *strength* is below 1, you can't wear complete armour (you can't do anything useful whilst wearing it).

Complete armour effects:

- Roll a d6 (provides 1–6 points of *protection*).
- If you prefer static numbers, complete armour provides 4 points of *protection*.
- Heavy armour reduces *agility* by 3 whilst wearing it.
- In some settings, wearing complete armour may restrict those using arcane powers, and so imposes an extra 4 Arcane Points cost on casting a spell.

Powered Armour

In some futuristic settings, the armour may include servos to counteract the weight and bulk of the armour. This can be integrated in medium, heavy or complete armour, removes any *strength* restriction or penalty to *agility*. Some powered armours may enhance natural *strength*, or provide their own *strength* level.

In settings that include some form of mystical or psionic abilities, expensive helmets might include psi booster circuits that remove any Arcane/Psionic Point penalty, or jammers that provide protection vs. psionic effects.

Helmets

If your *hero* wears a helmet*, this adds +1 to their total damage reduction (or d6-4 if no other armour is worn). Therefore, if in light armour and helmet, you'd roll d6-2. In medium armour, roll d6-1. In heavy armour, roll d6. And in complete armour, roll d6+1.

Helmets give you a penalty in social situations and to your initiative (as it's harder to notice things whilst wearing a helmet). In settings with advanced technology, more expensive helmets include sensor enhancements that give +1 rather than -1 to *initiative*.

In settings that also include some form of mystical or psionic abilities, more expensive versions also include psionic jammers that provide some protection against psionic effects.

*Heroes usually only wear helmets in battle!

Shields

You must be aware of your attacker and ready and prepared to block their attack with that shield, to gain its benefits.

- Small shields subtract 1 from the attack roll of **one** attacker that your character is prepared for.
- Large shields subtract 1 from **all** attack rolls vs. your character that they are prepared for, but modify your *agility* by -1.

You can attack with a shield, using *strength* rather than *agility* in the attack roll, doing d3 + *strength* damage on success.

Degraded and upgraded armour

In addition to their normal states, armour can be found, made or purchased in a *degraded* or *upgraded* condition.

Degraded armour

Degraded armour would be the rusty armour worn by skeletons and bandits, or battle-damaged armour worn by *heroes*. Degraded armour is represented by replacing the d6 with d6L – roll a d6, but also roll another d6, and only use the lowest die. If using static values for armour *protection*, reduce the protection value by 1. This may reduce the *protection* of some armours to 0. This means they are unusable, but can potentially be repaired to their normal *protection* value.

Upgraded armour

Upgraded armour might be magical, expertly crafted, modified by an inventor, etc. Replace the protection d6 with d6H. If using static values for *protection*, increase the value by 1.

Energy shields

Vehicles or characters in a science-fictional or fantasy setting may have some form of energy barrier (also called shields, screens, etc.) that protects the vehicle or character against setting-specific forms of attack. For a vehicle, for example, this would be shown as an additional vehicle damage track:

Shields									
Frame									

Shields have the following properties (see the specific setting for details):

- Shields have a separate damage track – the length of track may depend on their strength and type, but will typically be equal in length to the vehicle's *frame*. Personal shields will have a set length of track.
- All damage is treated as *fatigue/normal/lasting* as per core rules.
- All damage (unless specified by a boon) affects the *shield* track before the *frame* track (or *lifeblood* track, if referring to a personal shield).
- Armour only affects damage that gets past shields.
- Once the shield's track is at zero (i.e. all boxes in the track have damage recorded in them), then damage is recoded on the *frame* track as per the core rules.
- After 15 minutes, shield damage is recovered as per core rules.
- Subsequently, shields typically recharge at the rate of one lasting damage point back per hour.

Repairing equipment

Repairs of special items and equipment follow the project rules (see the sections *Projects* on page 30 and *Downtime projects* on page 99). A repair project might require up to half as many Craft Points as the original equivalent creation, as determined by the GM.

Implants and augments

Some settings (fantasy and SF) may allow the implantation of organs or devices that give their owner rare abilities. Consider using the optional *Resources* rules (see page 59) if using this option.

System-wise, cyberwear is treated as a boon. Having too much of your body replaced by electronics and

biocompatible materials can have side-effects, however. For every piece of cyberwear after the first, the character has to take an additional flaw. Typical examples are *Unsettling* (p.19) for having an obvious augmentation, *Transhuman Angst*, and *Shoddy Work* (see below).

Any implant boons taken by a starting character must be paid for with flaws that the GM agrees are narratively related to the boon.

Example implants and augments

Augmented (Ability) – This cyberwear represents some type of internal upgrade to one of the four attributes. It is not overtly noticeable. Examples might be gene-enhanced muscle tissue (*strength*), intensive neural training (*agility*), an aggressive course of pro-synaptic drugs (*mind*), or pheromone-boosted glands (*appeal*). The ability gets a +1. Its maximum value is 6 rather than 5, and maximum starting value is 4 rather than 3. Augmented abilities affect secondary characteristics, so a character with Augmented *strength* also gets a +1 to their *lifeblood*.

Hotwired – The recipient's nervous system has been coated with superconducting proteins, granting a bonus die on all priority rolls. In addition, the character can spend a Hero Point to evade any missile fire on a round spent dodging, regardless of the attacker's roll.

Cyber-Eyes – Vat-grown optic tissue replaces the character's natural eyes. This grants a bonus die to all sight-related rolls plus an additional ability, like low light vision or a weapon link.

Spurs – Retractable claws, doing d6L + *strength* damage. They are non-metallic and concealable against most safeguards, save a body scan. Spurs are usually implanted on the knuckles, fingertips, or toes.

Reality Interface: Virtual/Augmented aka "RI:V/A" MK II – This augment allows the user to interact with virtual or augmented reality. It functions as a computer when trying to hack or interface with technology without the need of external hardware like keyboards. Current Edition is Mark XI with a very low probability of ARS (see below). Upgrade highly recommended and now affordable for everyone with our easy 100 instalment payment plan. (Gain a bonus die on Hacking/Interfacing.)

Replacement Optics – Boosted Sight, aka "RO-SE" MK IV – This augment enhances the sight of the user to allow extraordinary perception even in bad light situations. Interfaces with a RI:V/A augment for full immersion V/A hacking. Select either *Keen Eyesight* or *Night Sight* (p.16) – take this implant twice to have both effects.

Example Cyberwear Flaws

Transhuman Angst – This represents the sense of alienation a character feels after losing a portion of their humanity. Even if other people can't see their cyberware, the afflicted character still feels a gaping void in their soul. The flaw can be taken up to 3 times to reflect increasing levels of psychic trauma:

- **Mild** – The character feels isolated from the pack. When attempting a task, on a roll of a double, take a penalty die on all subsequent social interactions for this scene.
- **Moderate** – As per Mild, but the character loses also loses spirit – deduct a Hero Point.
- **Severe** – As per Moderate, but now the character is close to the edge. At the end of all combats, the character has to make a *mind* check to disengage. Failure means they keep fighting – with whoever happens to be close by! This effect lasts d6 rounds.

Shoddy Work – The character's cyberwear was cheap or a rush job, and isn't properly attuned to its host. If a double is rolled when making a task or combat roll involving this cyberwear, the implant in question won't function until repaired.

Augment Rejection Syndrome – In rare cases some people develop ARS, resulting in what is commonly known as the "Shakes". This is usually treated with a prescription medication that, if taken regularly, will at least reduce or even eliminate the symptoms altogether. It cannot be fully healed except by removing the augment responsible and very expensive rehab. Modern augments use materials that vastly reduce the risk of developing ARS but many outfitted with early adopter models have a very severe form of it. Medication allows them to function normally under most circumstances. If an ARS patient does not receive his daily dose of Neurotrepalin the symptoms will come back in force, making even mundane tasks a challenge. (Penalty Die on all actions when not receiving medication every 24 hours.)

First Gen ARS – This severe form of ARS causes constant shakes in the patient's hands, making fine manipulation challenging. Even Neurotrepalin cannot stop this symptom. (Take a Penalty Die for fine manipulation such as shooting or picking locks.)

Resources (optional rule)

To obtain an item, compare your Credit Rating (CR) ability against the “cost” for an item. If the cost is less than your CR, the GM will usually let you have the item without a roll, but if the cost is equal to or higher than your CR, the GM will ask you to roll to see if you can have the item.

Before making that roll, you might want to make a social interaction roll first to improve your chances by obtaining a bonus die (although that may introduce complications!).

Purchase Roll = 2D6 (total of 9+ to succeed)
+ *Credit Rating*
– item’s cost

The amount that the cost of the item exceeds the character’s CR is called the *excess cost*. If the item costs less than the CR, the excess cost is 0.

Excess cost example: Your character has a CR of 4 and wants to buy something with a price of 5. The item costs 1 more than your CR, so the excess cost is 1.

The results of the roll are as follows:

- *Success* means you can obtain the item, and reduce your CR by the excess cost of the item.
- A *Mighty Success* means you have the item. Reduce the excess cost by 1 (minimum of zero). Subtract this value from your CR.
- A *Legendary Success* means you get it. Reduce the excess cost by 2 (minimum of zero). Subtract this value from your CR.
- *Failure* means either that you decide you can’t afford it, or, get it if you reduce your CR by the item’s excess cost +1.

- A *Calamitous Failure* means you can’t have what you wanted to buy, and hadn’t realised your CR was so low – reduce your CR by 1.

The GM should consider several possibilities for success at cost (see *Success At Cost* on page 29 for details): anger or resentment, purchase noticed by thieves, a temporary negative modifier to your resources (or in a specific location) etc.

Purchasing example #1: Mild-mannered reporter Wilbur Reed, *mind 1, appeal 1, Journalist 2* has a starting Credit Rating of 1+1+2 = 4. He wants to buy a cheap car (cost 2). The GM says he can have this without needing to make a roll. The GM might not be so lenient if Wilbur attempts to buy another cheap car later in the day!

Purchasing example #2: Wilbur now decides he needs a suburban house as a base of operations. After some other purchases his CR is currently 3 and the cost of the house is 5, so he will use CR+3, cost 5, so the excess cost is 2. He rolls 11+3–5=9, so he succeeds. The excess cost is 2, so his CR is now reduced by 2 down to 1. The mortgage is expensive and Wilbur has little ready cash left!

For details on how you can recoup your expenses, see *Increasing your Credit Rating* on page 99. Consider that a negative Credit Rating implies owing money to someone, and all the complications that might involve! When considering any recovered loot from an adventure, the GM allocates a number of CR points which can be divided up by the players as they see fit.

Typical item costs

Individual settings will have lists of CR costs for equipment and other purchasable items, but examples are shown below:

Cost in CR*	Item	Weapons	Protective Gear
1	Basic food and lodgings	Light weapons	
2	Cheap car, travel ticket	Medium weapons	Shields, helmets, light armour
3	Average car	Heavy weapons	Medium armour, Scuba gear, parachute, firefighting suit
4	Expensive car		Heavy/complete armour
5	Suburban house, light aircraft		
6	Town house, light helicopter		Environment suit
7	Expensive house		Powered armour
8	Mansion, private jet		

**If items are illegal (for example, are or include weapons) or rare, they will be at least one level more expensive than usual. Masterwork weapons (see page 102) and armour are two levels higher than normal.*

Chapter Four: Situational Rules

Social Interaction

Social task rolls

When players make a roll to socially interact with an NPC (for whatever reason), they apply the modifier from the social interaction track shown here:

Enemy	Hostile	Cold	Neutral	Receptive	Warm	Friend
See below	Penalty Die	-1	0	+1	Bonus Die	See below

- *Enemy* – an enemy is not likely to be approachable enough to engage in any form of social interaction and will do whatever they can (within reason) to oppose the *hero*. If the odds are in their favour, they may even attack the *hero*!
- *Friend* – a friend will do anything for the *hero* (within reason). If due to the friend's actions (as requested by the *hero*), the friend gets into trouble, and they will likely rethink their friendship.

The starting relationship of the NPC with regard to the party (although it may be different for individual *heroes*) is determined by the GM, taking into account the local situation, how cosmopolitan the local culture is (generally a big metropolis will be friendlier than a struggling remote

village), and whether the *heroes* are part of that culture. How that relationship is expressed will be determined by the relative social levels and power of the *heroes* and the NPCs – for instance, village peasants may be sworn enemies of the samurai *heroes*, but will not dare to express it in anything stronger than passive aggression. *Heroes* displeasing a powerful warlord may find themselves told to leave immediately or face the consequences for disobeying.

The attribute usually applied here will be *appeal*, but it might also be *strength* or *mind*. How the *hero* intends the attribute to be used will also affect how the GM describes the outcome. A career close to that of the NPC can also be added to the result (some careers such as *Actor* and *Assassin* may apply under all circumstances). The modifier from the social interaction track will also apply, as well as any modifiers the GM imposes due to the circumstances.

Social roll = 2d6 (total of 9+ to succeed)
 + *appeal* or *strength* or *mind*
 + appropriate career
 + modifiers

If the player is successful in the social roll, the social interaction level is maintained, and anything that the character was trying to gain from the interaction is successful. See *The margin of success* on page 27 – these may prompt the GM to provide extra information on issues that have affected the local population and will drive the story, e.g. a recent wedding, a bumper crop, a bandit raid, the governor's taxmen have just bled them dry, etc.

The GM will likely require a new scene or perhaps a longer period before another social roll can be made.



If the player fails the social roll:

- The *hero* didn't get the social result they wanted. Whatever the *hero* gains is up to the GM (who can offer apparent success now, with the result of the failure becoming apparent later). The NPC social interaction state shifts one to the left, as they tire of the *hero's* behaviour. If this was a Calamitous Failure, the *hero* also receives a penalty die to any further social interactions in that scene.
- The player can ask for success at some cost. If the GM agrees, the cost is now two shifts to the left or two shifts of one to the left if more than one NPC present. If the player decides that the success at cost was from a Calamitous Failure (which can be taken on any failure), then the social interaction is a success but results in a total of 3 shifts to the left by NPCs present, and the *hero* gains a Hero Point.

If the *hero* gains a Mighty Success (or higher), then the social interaction state shifts one to the right (along with any other appropriate social interaction from the effects of a Mighty or Legendary Success).

For the *Friend* and *Enemy* social interaction levels, a Legendary Success is required to shift an *Enemy* to *Hostile*, and a Calamitous Failure is required to move a *Friend* to *Warm*. The GM may set the social interaction level as necessary at any time, based on the actions of the *heroes*.

Social interactions can be of several forms:

- *Charm* involves attempting to improve the attitude of the NPC towards the *hero*, and uses *appeal* or *mind* + appropriate career. Normally a success maintains the NPC's attitude but in this case success will improve the NPC's attitude by one step on the social interaction track. A failure will worsen the NPC's attitude by one step on the social interaction track and gives a penalty die on the next interaction.
- *Persuade* uses reasoned arguments and appeals to the NPC's better nature to gain the required outcome, and uses *appeal* or *mind* + appropriate career.
- *Bargain* entails offering or requesting something in exchange for something else. This could be both physical (money, gear) and non-physical (information) items. This type of interaction includes bribes and blackmail. Bargain typically uses *appeal* or *mind* + appropriate career, and may include the Credit Rating option if used. Attempted blackmail shifts the relationship level left, regardless of the roll's result.

- *Deceive* uses lying and deception to mislead the NPC. This uses *mind* or *appeal* + appropriate career. Should the NPC find out at a later date that he's been deceived, it will likely lead to an immediate shift to the left on the social interaction track.
- *Intimidate* uses threats and bullying to attempt to gain the required outcome. Rolls use *appeal* or *strength* + appropriate career. Gear may be used and might infer (along with the environment/location) a bonus dice. Intimidation rolls always incur a shift to the left on the social interaction track irrespective of the outcome.

The GM may have decided that some NPCs may respond positively or negatively to particular forms of interaction (see *Motivations* on page 93). If so, a *hero* will gain a bonus die or penalty dice respectively if they use the appropriate form of interaction. A *hero* may attempt to gain insight into an NPC's likely responses by making a *mind* + appropriate career roll. Success will indicate one interaction type they like or dislike (two with a Mighty Success, three with a Legendary Success). If the roll is unsuccessful, the *hero* gains nothing. On a Calamitous Failure, the *hero* gets the interaction type reversed, so for example she understands an NPC's hated interaction type to be one that they love. Uh-oh!

Social interaction example 1: Professor Pamela Lane stops at a local village to ask for directions to the nearby Vale of Shadows. Normally the townsfolk would be at the Receptive position on the Social Interaction track, but asking about this forbidden place will add a penalty die to any social interaction tasks. The GM considers this to be an attempt to bargain for information. Prof. Lane has *appeal 1* and *Scholar 3* (which the GM agrees to be relevant to the situation), and the player rolls 1 + 2 + 5, drops the 5 (penalty die) and adds *appeal 1* and *Scholar 3* to get a total of 7, a failure. The locals feign ignorance of the location, and their attitude towards Lane shifts to Neutral.

Social interaction example 2: The honourable but uncomplicated samurai Nobu Ichikawa wants to persuade the Lady Tanto, his charge, to stop mourning her slain maid, get on her horse, and leave this area before more bandits appear. The Lady Tanto is Neutral towards Nobu Ichikawa, who has *appeal -1* and *Samurai 4*. The GM decides that because of the samurai's bluntness, a penalty die also applies. The player rolls a 2 + 4 + 6, ignores the 6 (penalty die) and adds *appeal -1* and *Samurai 4* for a total of 9. The Lady Tanto, feeling lost, grudgingly sees the wisdom of his request and gets back on her horse.

Social attack rolls

There may be situations where a character wishes to damage another character's composure (that is, normal damage to the victim's *resolve*). Each character involved gets to make a social attack roll:

Social attack roll = 2d6 (total of 9+ to succeed)
+ *appeal* or *strength* or *mind*
+ appropriate career
+ modifiers

The outcome is decided using the rules for Opposed rolls (see *Opposed rolls* on page 30). Roll a single d6 to determine how much damage has been caused to the target's *resolve*.

For Mighty and Legendary Successes, see the section on *Combat* on page 34, adjusting the terminology as necessary to suit social combat.

Attacks on a character's social standing could be resolved using a *Project* (see page 30).

Resolve

Particularly gruesome and troubling events can harm a character's *resolve*, which is damaged by fear or mentally destabilising effects in exactly the same way as *lifeblood* damage is caused by physical effects, except that this damage is recorded on a separate *resolve* track and its associated critical *resolve* track of 5 boxes.

A *hero's* *resolve* track has boxes equal to their *mind* +10, shading out the unused boxes. For example, the *resolve* track for a *hero* with *mind* 1 would have 11 usable boxes:

Resolve										
Critical										

Damage to a character's resolve

In the same way as for *lifeblood* damage, *resolve* damage to *heroes* and *rivals* is split into three types: *fatigue* damage, *normal* damage, and *lasting* damage (see below). Any *resolve* damage to *rabble* or *toughs* is taken to their *lifeblood*.

- *Fatigue* damage is typically caused by immediate surprises that have no lasting implications. This is marked on the *resolve* damage tracks as a slash: “/”.
- *Normal* damage is typically caused by seeing or hearing situations that would have some potentially lasting thoughts and feelings. It’s recorded on the *resolve* damage tracks as an “X”.

- *Lasting damage* is typically caused by events that cause lasting repercussions for the victim as they mull over the challenges to their worldview. It's marked on the *resolve* damage tracks as an "✖". Lasting damage is usually the damage that remains following some form of conflict, although occasionally it may be dealt directly.

The *Damage* section (p.45) shows how to record *lifeblood* damage. Damage to *resolve* works in the same way, although it's recorded on the *resolve* and critical *resolve* damage tracks. For example:

Resolve	✗	✗	✗	✗	✗	✗	✗	✗	✗
Critical	✗	✗							

Recovery to one's *resolve* track also occurs in a similar way as to *lifeblood*. Healing *resolve* can also be performed by *Psychiatrists* (and similar psychologically useful careers, *Priest* or *Doctor*, for example). *Resolve* can be stabilised by a roll involving *mind/appeal* and an appropriate career.

Once a character exceeds his *resolve* by 6 (i.e. his critical *resolve* track is full), he will become unresponsive to anything going on around them. Whether a character can be brought back from this point is up to the setting and the GM.

Resolve protection

Some items provide a character with *protection* against damage to their *resolve*. This works in a similar way to how armour works to protect against damage to *lifeblood*.

Here are some examples of items providing *resolve protection*:

- A priest taking comfort from his holy symbol (cross clasped in hand, etc.) light armour d6–3.
- Alcohol provides light armour d6–3 with a reduction of 1 in *mind* or *agility* (tipsy), or medium armour d6–2 with a reduction of 2 in *mind* and *agility* (drunk).
- Purpose-made drugs might provide any level of armour, but could then inflict lifeblood damage once the effects wear off in a few hours:
 - Light d6–3, taking 1 lasting lifeblood damage
 - Medium d6–3, taking d3 lasting lifeblood damage
 - Heavy d6–3, taking d6L lasting lifeblood damage
- A rousing speech plus a Hero Point spend might give a temporary armour bonus to all listeners: Light d6–3 on a normal success, medium d6–2 on a Mighty Success, and heavy d6–1 on a Legendary Success.

Hordes

Rabble can attack as a *horde* if there is room for them to attack a *hero* at the same time, which can depend on the situation: in a melee, perhaps four large men might be able to attack a *hero*, or six thin or small zombies; in a ranged attack where *rabble* have had time to form a line, all of them can fire at the same target.

If a horde can attack more than one target, they can divide into separate hordes to conduct their attacks as the GM sees fit. An enemy horde counts as one target.

When *rabble* attack as a horde, they get +1 to their combined attack roll for each *rabble* that can attack, so +2 if there are 2, +3 if there are 3 and so on. Circumstances and weapons used will dictate how many are able to attack at the same time. If they manage to hit, they do d6L normal damage, as a group (they do not inflict damage individually).

When a character deals damage to a *rabble* in a horde, the damage only affects a single *rabble*, unless a boon (e.g. *Sweeping Attack*, p.16) or weapon effect (e.g. *automatic fire*, p.38) allows excess damage to affect another *rabble*, or unless *Rabble Slayer* (p.25) is used from a Mighty or Legendary Success.

In situations where *rabble* are fighting against *rabble*, the larger side cause d6L damage to their opponents – the smaller side inflicts d3 damage to their opponents in one combat round.

Leading Hordes (optional rule)

When *heroes* and *toughs* lead hordes, their mere presence steps up the damage rating of their horde.

- *Tough* leaders step up by *one*, for example taking a horde from d6L to d6 damage. (This is only applied once, regardless of how many *tough* leaders are present.)
- *Heroes* step up by *two*, for example taking a horde from d6L to d6H. (This is only applied once, regardless of how many *heroes* are present.)

Leaders can opt to take the damage from a hit on behalf of their horde. The character takes the same type of damage as was dealt to the horde.

Hordes against heroes example: Athos and Bella (*heroes*) are up against 11 Huguenot musketeers (*rabble*). Athos is in melee with them – the GM says that up to four can reasonably attack him at any one time, so they make an attack against him with +4 to hit on their attack roll. The other 7 musketeers are free to form into two lines and fire at Bella, some distance away, so they have +7 to hit on their attack roll against her. Both the *rabble* attacks will do d6L damage if they hit their *heroic* targets.

Clash of hordes example: 10 player-controlled rebel soldiers (*rabble*, 1LB) attack 7 GM-controlled stormtroopers (*rabble*, 1LB). The player rolls d6L and gets a 3 and a 2, so the rebels take out 2 of the stormtroopers. The GM rolls a d3 and gets a 1, so the stormtroopers kill 1 rebel.

Heroes with allied hordes example: Captain Maxwell Berne (*hero*) and 4 friendly mole-men (*rabble*) are fighting 8 legionnaires (*rabble*) of the Lunar Overlord. The GM says that 5 legionnaires fight the 4 mole-men, inflicting d6L damage and taking d3 damage in return, while the other 3 legionnaires square off against the valiant captain and will do d6L damage if they hit their *heroic* target.

Advantage

The GM may allow the casualty rolls to be stepped up or down in severity if circumstances allow (these might be related to the terrain, if one side has a tactical, morale, training or technological advantage over the other).

Note that this advantage might change from one combat round to another, depending on the situation.

Mass battles using hordes

Here hordes are used as the basis for mass battle rules (use the *Leading Hordes* optional rule, p.63). The concept is that each phase of the battle, the stronger force deals d6L points of damage and the weaker force deals d3 points of damage. The attacker specifies which sub-units will be the targets of the attack and how any damage is to be split between them. The loss of a unit doesn't necessarily mean total destruction (although that's most spectacular!) but rather the inability of that element to continue fighting.



The term phase should be defined up front by the GM, depending on the circumstances. Each phase might be equivalent to a combat round, or it could mean hours, days, weeks or even months for a siege situation!

What kind of battle do you need?

Somewhere, there's a battle going on. How will it affect the story? Does it matter who wins? Why do the *heroes* need to know any details of the battle, or even the outcome? The way in which the GM answers these questions will determine the nature of the rules to bring to bear on the situation. For example, if it doesn't much matter to the *heroes* who wins, the GM may as well decide the result with a coin toss (or the side that rolls highest on a d6). From the perspective of the *heroes*, the outcome of the struggle might not at all be obvious, if they are lowly soldiers or civilians caught up in the madness and horror. At the other end of the spectrum, the *heroes* might even be in command of elements of those engaged forces, and will have detailed reports on the progress of the engagement.

The table below shows some typical modern-era infantry and armoured units that you can use for battles in which the *heroes* might find themselves. In modern military structures, each unit is typically made up of 3 or 4 subunits. The *parent* unit for each side is that side's largest overall unit involved in the battle.

Ground Unit		Air Unit
Brigade/Regiment (3 battalions)		Air Group (3-4 wings)
Battalion (3-4 companies, 1-2 support companies)		Wing (3-4 sqdrns)
Company (3-6 platoons, 1-2 support platoons)		Squadron (3-4 flights)
Platoon (3 squads)	Platoon (4 tanks)	Flight (3-6 aircraft)
Squad/Section (2 teams)	Tank (4 crew)	Aircraft (varies)
Team (4 soldiers)		
Soldier	Trooper	Airman

In each battle these damage or *disposition* points do not represent a fixed number of soldiers or vehicles, but are taken as relative to the size of the parent unit. For *disposition*, go two (sometimes three) subunit levels down from the parent unit of the smaller force. Each point of *disposition* damage takes out one of these subunits. At the lowest level this will typically give you between 9 and 16 subunits. Some examples are shown below:

- The parent unit is a tank battalion, which has subunits of companies, which in turn have subunits of platoons. So one point of *disposition* damage will represent one platoon knocked out of the battle. The battalion might have 4 companies of 4 platoons each, or 16 platoons in total.
- A rifle company has 6 platoons of 3 squads each, or 18 squads. 1 *disposition* damage = 1 squad lost.
- A tank company might have 3 platoons of 4 tanks each, or 12 tanks. 1 *disposition* damage = 1 tank lost.
- A tank platoon might have 4 tanks with 4 crew each, or 16 troopers. In this battle, *disposition* loss will be measured in individual troopers. For each 3 trooper casualties, rounded up, check also for the fate of the vehicle. For 7 damage, 3 vehicles are KO'd.

If differing unit types are working together, the GM may say that each type is taken out by:

- The *same* damage. So for example, in a modern battle, the GM might say that a battalion-sized force has one company of tanks and two companies of mechanised infantry. The second-level subunit for each type of company is the platoon, and the GM rules that losing an infantry platoon equals losing a tank platoon.
- A *different* amount of damage. Taking the above example, the GM might say that a tank platoon required 2 *disposition* damage points to knock out, as opposed to 1 for the infantry platoon. This concept of differently-sized or -typed units is taken further in *Different sizes of unit* (see below).

If you want to know what happened to out-of-action units when the battle is over (all forces on one side have been taken out), see the table in *After the mass battle* on page 66. If it's important to immediately determine the fate of an out-of-action unit, treat rolls of 1-2 as 3-4.

First mass battle example: Our *heroes* are in an infantry platoon, up against two enemy platoons. The *heroes'* force's parent unit is the platoon, and two subunits below that is the team of 4 soldiers. So in this mass battle, damage is taken in terms of teams. Each platoon has 3 squads, and each squad has 2 teams, so the friendly force can take $3 \times 2 = 6$ *disposition* damage before being taken out. The enemy has two similar platoons, so can take 12 points of damage before being knocked out. Each phase, the side with most *disposition* will do d6L *disposition* damage to the smaller side, and the weaker side will do d3 *disposition* points damage in return. The *heroes* step their side up by two damage levels.

In the first battle phase, the *heroes* do 5 points of damage but take 2, so the *heroes* are on $6-2=4$ *disposition* and the enemy are on $12-5=7$ *disposition*.

In the second battle phase, the *heroes* do 5 points but take 1, so *heroes* are on $4-1=3$ *disposition* and the enemy on $7-5=2$ *disposition*.

In the third phase, the *heroes'* side is now the superior side and does d6L stepped up twice to d6H! They roll poorly with a 2, but it's still enough to take the enemy force out. The enemy's return fire does d3 damage, rolling 3 points. Normally this would be enough to take out the friendly side, but one of the *heroes* takes the hit for the team and records 3 points of *lifeblood* damage on his sheet.

Different sizes of unit

This system can also work where the individual elements are different in size, for example with naval vessels which fall into several categories:

Category	Example vessels
Capital	<i>Aircraft carrier, battleship, ballistic missile submarine</i>
Large	<i>Heavy cruiser, nuclear attack submarine</i>
Medium	<i>Light cruiser, large diesel submarine</i>
Small	<i>Torpedo boat, destroyer, small diesel submarine</i>

If this situation applies, take the 'parent' unit as the largest type of vessel, and work one or two levels down from that to get the element for which damage will be recorded.

A force of roughly three vessels at one level is the equivalent of one vessel at the next higher level.

Example of calculating force strength:

The vessels in the example naval task force are:

- 1 x Battleship
- 2 x Heavy cruisers
- 3 x Light cruisers
- 5 x torpedo boats

The battleship is the highest category or parent unit, so two levels down from that is the level at which damage will be recorded (i.e. the medium category in the previous table, so 1 light cruiser is worth 1 damage point). 5 torpedo boats is approximately 2 damage points; heavy cruisers are one level higher and so can take 3 points of damage each; the battleship is another level higher and so can take $3 \times 3 = 9$ points of damage.

So for the purpose of force size and damage that can be taken, our force looks like this:

1 x Battleship	= 9 points
2 x Heavy cruisers, @3 each	= 6 points
3 x Light cruisers	= 3 points
2 x torpedo boat units	= 2 points
Total disposition	= 20 points

So when damage is taken, it is measured in *disposition* points, and is allocated against these units, which are rendered combat-ineffective when their point totals are reached.

Second mass battle example: Assume the force shown above is attacked by a wolfpack of 3 large diesel submarines. For this battle, submarines can take 1 point of *disposition* damage each, so this force can take a total of 3 points of *disposition* damage. The GM considers that the wolfpack has surprise and a stealth advantage through being submerged, so they get to roll d6L damage while the larger force only rolls d3.

The wolfpack targets the heavy cruisers and rolls a 6, and the surface force (which doesn't need to identify a target as each submarine is worth one *disposition* point) rolls a 3.

So the battle is over as every submarine has been taken out (3 damage taken), and the surface force has had both heavy cruiser taken out (6 damage taken, with each heavy cruiser worth 3 *disposition* points).

After the mass battle

The fate of knocked out units can be determined after the battle (or during, if necessary). Units that are made up of a number of soldiers or vehicles can roll below:

1-2	Stunned, blinded, lost comms or commander dead etc. – they are now OK and will escape if not captured.
3-4	Surrendered and captured, vehicles damaged (see below if necessary) or abandoned*.
5-6	Wiped out – some personnel may survive, most of those will be captured but some may escape.

**Ignore this if the unit is on the winning side, although it may take some time for that side to reorganise.*

If the GM allows, or it makes sense in the circumstances, you might group together points to make the next higher unit and decide that unit's fate, rather than rolling for each subunit. So for example, if damage is measured in squads, for every 3 squads taken out, just roll once for a platoon, to save time.

If the fate of any individual vehicles needs to be determined, roll below:

1	Superficial – vehicle takes d6L <i>frame</i> damage. Some crew injured or killed.
2-3	On fire, sinking, out of control – vehicle takes d3 lasting <i>frame</i> damage. Most crew survive.
4-6	Destroyed – vehicle visibly exploded/sank immediately/crashed. Some lucky crew may survive.

Note that vehicles suffering any result on either of these tables will be out of the fight for the entire battle, even if the result is determined during the battle and the vehicle is not destroyed. After the mass battle, the GM might say there's a need to board and capture the vehicle if the crew haven't surrendered, but the vehicle will certainly not currently be operational.

So let's use these tables to work out what happened to the casualties from the previous mass battle examples:

First battle aftermath example: The *heroes'* side took 3 points of *disposition* damage, where each point was a team.

Rolling for each on the first table above, the *heroes* get 1, 4, 6. So one team was lost in the smoke but joined up afterwards, one team surrendered but were recovered as their side won. The last team was eliminated. As two teams make up a squad, the players might have decided to roll once for the squad and once for the remaining team.

For the enemy team, the players decide to just roll once for each enemy platoon – they get a 4 and a 5, so both enemy platoons were captured!

Second battle aftermath example: In this battle, the GM and players want to know what happens to each vehicle casualty as it occurs, rolling on the vehicle table.

The wolfpack side rolls a 2, 3 (submarines sinking, both rolled 1 lasting *frame* damage each so damage control or boarding parties might be able to save the vessels before they go under), and a 4 (the sub plummets to the ocean floor).

The surface force rolls a 1 and a 5, so one heavy cruiser takes d6L = 4 *frame* damage (and may need to be captured), while the heavy cruiser other sank immediately.

Journeys

When *heroes* embark on a serious journey that may be lengthy or difficult, one *hero* undertakes to lead them to their destination, making a travel roll to get to the destination without mishap. Failing the roll means that some unforeseen (or at least unwanted!) event has occurred before the travellers reach their destination. The GM might require a series of travel rolls if the journey is exceptionally long or passes through many different environments.



The survival roll

Before making the travel roll (see below), all characters exposed to extremes of weather, heat, cold, etc., must make a survival roll, which will be based on *mind* or *strength* and an applicable career. Failure means that the character suffers from that exposure with a temporary flaw, which can be removed once the character arrives at an occupied settlement or outpost.

Survival roll = 2d6 (total of 9+ to succeed)
+ *mind* or *strength*
+ applicable career (e.g. *Hunter*)
+ modifiers

Survival roll example: Marshal Matt Calhoun has been caught in a snowstorm while traversing a mountain pass. If he is not careful, he will begin to suffer from exposure. He has *strength* 1, *Hunter* 1, and rolls 2, 4, so a 6, + *strength* 1 +

Hunter 1 = 8, not enough! He starts to shiver, and will take a penalty die on all rolls until he gets to somewhere warm and welcoming.

The travel roll

The GM determines the number of rolls that need to be made, and if any negative modifiers apply based on the difficulty of travel. One character makes the travel roll based on her *mind* and an applicable career.

Travel Roll = 2d6 (total of 9+ to succeed)
+ *mind*
+ applicable career (e.g. *Sailor*)
+ modifiers

On a success, problems are spotted or anticipated in advance and avoided. On a failed roll, circumstances are worse than imagined and something unforeseen occurs. Roll on the Travel Incidents table below.

Travel roll example: Captain Jason Helix of the Galactic Patrol must fly his cruiser through the Forbidden Sector. He has *mind* 2 and *Scout* 2 (which the GM deems applicable), but this is to be a Formidable (–6) task. His player rolls 2, 3, so a 5, + *mind* 2 + *Scout* 2 = 9. However, with the –6 task difficulty, this results in a 3, so the Captain has not reached his destination without incident. Are those dots on the scanner Void Bats...?

Travel Incidents

If stuck for ideas as to the nature of the incident, roll 2d6 and consult the table below. When travelling through a:

- Densely populated area, include a bonus die.
- Wasteland, include a penalty die.

Roll	Incident
2	Supernatural encounter or phenomena.
3	Natural disaster, likely in the location.
4	Threatened by local predators!
5	Pirates, bandits, or even a military patrol.
6	Transportation problem.
7	False alarm! (or was it...?)
8	Pull over! Authorities want to speak with you.
9	Thieves pickpocket or ambush you.
10	Caught up in a popular uprising!
11	Cultists attack!
12	Caught up in a full-blown war!

Don't forget to use any other rules relating to new locations, such as the *Bounty* flaw (p.19).

Hazards

Biological and chemical hazards

Poisons (including venoms, toxins, etc.) and diseases have:

- A vector (the method of exposure)
- An attribute* roll to resist, including a difficulty level
- One or more incubation periods
- One or more effects

**This will usually be strength, but other exotic hazards may require another attribute for the test.*

The roll to resist the disease or poison is made by the victim, uses an attribute only (no career), and is rolled with the stated difficulty. If successful, it will usually fully negate the effects; however, with some particularly virulent poisons/diseases, it may just reduce them.

Typically, diseases usually have incubations of days, weeks, or even months, whereas poisons have an “instant” incubation period. If no incubation period is stated, apply the effects immediately.

The effects can include *lifeblood* loss, paralysis, unconsciousness, attribute weakening (penalty dice) or even death. Very debilitating poisons/diseases may have two or more effects and/or extra effects gained after further periods of incubation. Further incubation periods may be of different lengths. Some example hazards are shown below.

While suffering from a poison/disease, should a *hero* roll a failure and (through the player’s choice) make it a Calamitous Failure, the victim will collapse unconscious (or otherwise incapable of acting) until they receive medical aid.

Hazard	Vector	Resistance	1st Incub.	1st Effect	2nd Incub.	2nd Effect
Curare	Injection	Tough (–2) vs <i>strength</i>	Instant, lasting to end of combat /15 mins	Success means victim suffers a penalty die on actions involving <i>mind</i> and <i>agility</i> ; failure results in paralysis	Instant, lasting to end of combat /15 mins	1pt normal <i>lifeblood</i> damage per combat round if not being treated by <i>Medic</i> (no roll required)
Cyanide	Airborne /contact	Formidable (–6) vs <i>str.</i>	Instant	d6H lasting <i>lifeblood</i> damage per combat round	n/a	n/a
GB (sarin) nerve agent	Airborne /contact	Demanding (–4) vs <i>str.</i>	Instant	1pt lasting damage per combat round	n/a	n/a
Influenza (pandemic)	Airborne /contact	Moderate (+0) vs <i>str.</i>	Two days	1pt lasting damage per day; infectious	n/a	n/a
Memetic Rot	Perception	Tough (–2) vs <i>mind</i>	Instant	Take penalty die on <i>mind</i> -related tasks	1 day	Lose a point of <i>mind</i>
Plague	Contact	Moderate (+0) vs <i>str.</i>	d6 days	d3-1 lasting <i>lifeblood</i> damage per day; infectious	n/a	n/a
VX nerve agent	Contact, persistent	Tough (–2) vs <i>strength</i>	Instant	1pt lasting damage per combat round	n/a	n/a

Constant environmental threats

Environmental suits provide all-over protection to ongoing damage caused by hazardous surroundings. Environment suits come in the following types:

- **Light** (e.g. wetsuit or equivalent) – negates 1 point of environmental damage
- **Medium** (e.g. dry suit, modern spacesuit) – negates 2 points of environmental damage
- **Heavy** (e.g. armoured suit) – negates 3 points of environmental damage

A suit only protects against specific environment types (it might protect against multiple types, e.g. heat, pressure, chemical, specified when the suit is purchased, created, etc.). It's integral with armour designed to protect against combat damage, but the minimum type of armour must correspond with the level of environmental protection. For example, a heavy environment suit would need to be based on at least heavy armour. A hostile environment is assumed to continually cause an unprotected character *lifeblood* damage at the following rate per combat round:

Environmental threat	Damage/round
Drowning/suffocation/radiation	1 pt Normal
Vacuum, cold, electrical	2 pts Normal
Small, local fire	1 pt Lasting
Surrounded by flame	2 pts Lasting
Acid, high pressure/heat/cold	3 pts Lasting

If a character in a hostile environment takes damage that the armour didn't stop, they continue to take damage based on the hostility of the environment as shown.

The damage is inflicted every combat round until the suit can be patched (a roll requiring *mind* or *agility* plus a suitable career). Some settings might allow more expensive suits which have self-sealing properties.

Hostile environment damage example: Captain Helix is fighting hexapod pirates on Juno VII (extreme conditions) and takes a hit from a blaster for 4 points of damage. He's wearing heavy armour with environmental protection that continually stops 3 points of damage per round from acidic heat and high pressure. Some of the blaster damage gets through the armour protection, wounding Helix and weakening the suit, which on every subsequent turn now does 3 points of damage due to the extreme atmosphere leaking in, until Helix can patch the suit.



Falling

GMs should avoid asking for rolls in which failure would mean a character falls to certain injury or death as there are more interesting outcomes from a failed roll, but sometimes, despite a GM's best efforts, a character still ends up falling! In that case, consult the table below to determine the damage suffered – however, note that armour doesn't protect a character in a fall.

Approximate height of fall		Damage suffered
Metres /Yards	Floors	
2	–	1
3	1	d3
5	–	d6L
6	2	d6
8	–	d6H
9	3	2d6L
11	–	2d6
12	4	2dH
16	5	3d6L
18	6	3d6
21+	7	3d6H

Investigations

Everywhen's ethos is pulpy, and so the emphasis is on action. Investigations are not intellectual problems to be solved – a bad guy did something bad, and needs to pay. A villain covers his tracks and believes he's got away with it, but the *heroes* disturb matters with their initial inquiries, and the villain pushes back to stop the meddling kids, FBI agents, or whoever.

So then it's a battle of cunning and might between the two forces. The bad guy doesn't sit back and watch, he or she usually claims another victim or two while trying to paper over the cracks – it's always the cover-up that gets them!

In the process of investigating, the players might:

- Interview witnesses and suspects
- Examine an area for clues
- Research existing material (police reports, newspaper articles, Internet, etc.)
- Overcome security (physically, socially, technologically) to do any of the above

The *heroes'* actions can all be handled through rolls in the usual way. These actions may generate reactions, e.g. complaints that result in high-level pressure to lay off the case, investigative reporters pushing an angle, regulatory agencies or competing agencies muscling in, etc. Attempts to suppress, pay off, or even bump off witnesses, and remove evidence! These enemy actions leave traces!

Some actions might be conducted 'offscreen', either directly by heroes ("I'll need to study this sample in my laboratory..."), or indirectly by NPCs ("When can we have the blood analysis results?"). *Projects* (see page 30) are an ideal way to present these investigative challenges to the players. The GM states the number of task points required to solve the problem, and how long the intervals will be. Then the *hero* – or his contacts (assume his career rank is one less) – can attempt the project.

Investigation example: The GM says that to search through FBI records needs 6 task points, with an interval of 1 hour.

A *hero* with *Detective 3* could find the information in 2 hours (he gets 3 task points/interval), or could simply ask the Bureau's Records Division to call back with that information, which would take a minimum of 3 hours (at 1 less than the *hero* they would generate 2 task points per hour).

A *hero* with *Detective 1* would take in excess of 6 hours to do it personally, and probably couldn't delegate it to someone else (as a delegate would generate 1 less task point, e.g. 0, per hour, unless they get lucky with their rolls).

Discovering the truth

In the same way that a player might try to understand if an NPC is lying, they might also see if a *hunch* is 'lying'. Someone comes up with an idea about how something could have happened. The GM asks for a roll based on a relevant career, with the difficulty related to how unlikely it is to arrive at the truth using that approach. If the player succeeds, the GM tells them which part of their idea is correct or not, or if it isn't relevant.

Clues

Should a GM wish to have clues that the players can find, then a clue can be given an effect similar to the roll of a Mighty Success or Legendary Success.

- *Minor Clue* – The object provides something that gives a temporary advantage. You now have a bonus die on your next roll involving this clue.
- *Major Clue* – The object provides a lasting advantage. You and your allies have a bonus die on all rolls involving this clue.

Hacking

For breaking into high security IT systems, if you want a quick system, use *Projects* on page 30. For a more involved method, see *Dramatic challenges* on page 41.



Vehicles

Vehicle combats are resolved using the *Dramatic challenges* rules on page 41.

NPC captains and crew

If a *rival* or *tough* 'captains' (drives, flies, steers, etc.) a vehicle, their statistics are used to roll for all their vehicle functions (the captain, whether *tough* or *rival*, does not necessarily personally perform the action, but their crew follows their captain's example).

For vehicles that have large crews and there are activities that cannot be performed onboard by named characters, or for crews of other ships, use a crew rating as a modifier:

- *Poor* +0
- *Average* +1
- *Veteran* +2
- *Elite* +3

Size scale

The most obvious feature of a vehicle is: how big is it?! *Everywhen* uses a basic set of vehicle scales:

Scale	Examples	Repair period*
1	Characters, mounts, bikes	1 hour
2	Automobiles, vans, trucks, fighter planes, bombers	4 hours
3	Boats, tanks	12 hours
4	Small ships, diesel submarines	1 day
5	Medium ships, nuclear submarines	1 week
6	Large ships	1 month

*see the section *Repairing vehicles*, page 75.

These are given as examples. Particular settings might have more detailed or expanded scales.

Speed scale

Scale	Examples
1	Characters, mounts, bikes
2	Land and sea vehicles, microlight aircraft
3	Helicopters, biplanes, airships
4	Propeller aircraft
5	Jet aircraft
6	Future aircraft



Vehicle weapons

Vehicle weapons will normally be described as one of the following categories:

- *Primary* – at the same scale as the vehicle or higher
- *Secondary* – not as damaging as primaries, or one scale lower
- *Defensive* – anti-personnel or anti-vehicle (scale 1).

Weapons can be of any scale, and can be turreted, or in fixed (also known as *spinal* or *casemate*) mounts.

Fixed weapons may only fire at the target the vessel is pointing at (or covered by a particular arc of fire, for example the broadside cannon on a sail-driven warship). Unguided torpedoes fired from fixed tubes, and air-dropped bombs should also be considered fixed weapons.

Fixed forward mounts are usually only primary weapons, and can make use of *Combat Stance* (see *Combat Options* on page 38) as they involve the orientation and activity of the entire vehicle.

When firing weapons of the same type at a single target:

- *Dual* mounts give +1, *triple* mounts give +2, *quad* mounts give +3, to be divided as the firer wishes

between the attack roll and the damage roll. Some mounts (usually forward firing) have five or more weapons, and these follow the same rules.

- *Multiple mounts of the same type or up to one weapon scale lower* firing at the same target can add +1 to hitting or damage (in any combination) per mount.
- *Salvo-fired* weapons use these rules, but the firer decides how many weapons will be included in a salvo.

Example of multiple mounts firing at the same target: A South American Alliance space cruiser has a quad-mount laser turret it wants to fire at a Zengha Marauder screaming close-by. The quad mount gives a +3, which the turret gunner allocates to use as +2 to hit and +1 to the damage roll if she hits.

Example of multiple turrets firing at the same target: a vessel with three single-weapon turrets could decide to fire a spread with +2 hitting, a tightly focused group with +2 damage, or more typically, a combination of +1 hitting, +1 damage.

Weapons may also have the equivalent of boons to cover different circumstances of use, e.g. *Penetrating 2* (ignores 2 points of armour).

Example of multiple turrets with multiple mounts firing at the same target: A destroyer with 3 turrets, each with dual-mount guns, fires at a single target. The cruiser gets +2 for the two extra turrets, and +1 for using dual-mount weapons, so has a total of +3 to divide between hitting and damage. The cruiser's weapons officer decides to fire a tight group of shots for maximum damage, and allocates all +3 to damage, should he roll a hit.

Example of salvo fire: A 1930's-era submarine stalking its victim in the South China Sea has 6 torpedo tubes. The tubes contain unguided torpedoes, so the captain decides to increase his chances of hitting by firing 5 tubes in a spread at a particular target (leaving one tube loaded for some unforeseen emergency).

This is four extra shots in addition to the first one, so the captain gets +4 as a bonus. He wants a fairly wide spread, so he allocates +3 to his hitting roll and +1 to the damage caused on a hit.



Example vehicle weapons

Taking WW2 as a well-known setting, here are some example weapons:

Example weapon	Damage	Armour Penetration (pen)
Machine gun (7.62mm)	d6H (1)	0
Heavy (.50 cal.) MG, AT rifle, elephant gun	d6 (2)	1
20mm autocannon	d6H (2)	1
37mm light tank gun	d6H (2)	2
75mm medium tank gun	d6L (3)	1
75/76mm heavy tank gun	d6 (3)	2
85-90mm heavy tank gun, bazooka	d6H (3)	3

These weapons are assumed to use suitable rates of fire, so the personal weapon automatic fire rules don't apply here.

Weapon scale vs target frame scale

As noted in the section on *Scale* (see page 31) weapons can have their *damage* scaled, usually comparable to the vehicle's own frame scale to the divisions used for vehicles. Individual weapon damage might match the scale of the carrying vehicle, but not necessarily, as large vehicles may well carry weapons of different calibres that in the game are represented by different scales.

Vehicle weapons with area effects

Some vehicle weapons may be noted as having an 'area effect'. These follow the rules given in the section *Combat options* on page 38.

Vehicle abilities

Vehicles have ability values that define their capabilities. Some of these can act as modifiers to the operating character's roll, in addition to his normal modifiers (e.g. attribute and career), but they are typically zero unless notably helpful or hindering to that effort.

Frame

Frame is a measure of how much damage a vehicle can take before it becomes inoperable, and works in a similar way to *lifeblood*. Vehicles that are flimsy and prone to break down have 5 *frame* points. Vehicles that are well-designed and constructed, with many backup systems, have up to 10 *frame* points. Usually a vehicle's *frame* scale is the same as its size scale, but will be higher for especially well-armoured vehicles and lower for especially fragile vehicles.

Frame								
Critical								

Vehicles carrying heroes or rivals will also need a *Critical* track. See *Damaging vehicles* and *Operatic vehicle damage* on page 75.

Defence

This works in the same way as for characters – it is a negative modifier for any attacks directed at the vehicle, and represents the manoeuvrability or instability of the vehicle. The pilot or driver of the vehicle uses this value to modify enemy attacks rather than his or her own *defence* (combat ability) value.

Scan

This also acts in addition to a *hero's initiative* combat ability, and refers to the vehicle's ability to provide good visibility, good sensors. *Scan* is also used as a bonus to an operator's roll to locate vehicles that have a stealth-related boon.

Speed

This adds to a **manoeuvre** roll (see the *Chases and vehicle combat* section on page 42), and therefore would be high in those vehicles expected to chase down similar vehicles, e.g. interceptors. *Speed* is only comparable between similar vehicle types: e.g. an aircraft would easily outrun a motorcycle. See also *Speed Scale* on page 71.

Armour

This works as per personal armour (see page 55). Armoured fighting vehicles (AFVs) are assumed to have upgraded armour at the front to that on the sides. Some AFVs have the *Assault* boon which means the sides also count as upgrades.

Vehicle boons and flaws

This is the main method for defining most of the vehicle's other abilities. Some of these might go under setting-specific names, for example: *Autorepair*, *Easy to Maintain*, *Hangar Queen*, *Shields* (see *Energy shields* on page 57).

Boons and flaws for vehicles pick up on features of the vehicle, both generally for the type and individually for specific vehicles. For example, all Tiger tanks have the *Tiger Fear* boon for inducing fear and/or having impenetrable armour, but one Tiger tank might have a *Leaky Engine* flaw.

Example vehicles

Jeep

Size (2) Scan 1 Speed 1 Defence 0
Frame 5 (2) Armour 0
Weapons .50 MG d6 (2), pen 1, all arcs

Truck

Size (2) Scan 0 Speed 0 Defence 0
Frame 6 (2) Armour 0
Weapons n/a

Half-Track

Size (2) Scan 0 Speed 0 Defence 0
Frame 6 (2) Armour Light d6–3 (2)
Weapons .50 MG turret d6 (2), pen 1, all arcs

Fighter plane, e.g. P-51 Mustang (USA)

Size (2) Scan 1 Speed 2 (4) Defence 2
Frame 5 (2) Armour 0
Weapons 6x .50 MG, d6 (2), pen 1, fixed fwd

Armoured Car

Size (2) Scan 1 Speed 0 Defence 0
Frame 5 (2) Armour Light d6–3 (2)
Weapons 20mm cannon turret d6H (2), pen 1
7.62mm MG d6H, turret

Light Tank, e.g. M3 Stuart (USA)

Size (2) Scan 0 Speed 0 Defence 0
Frame 5 (2) Armour Light d6–3 (2)
Weapons 37mm gun turret, d6H (2), pen 2
50 MG, d6 (2), pen 1, turret

Medium tank, e.g. M4 Sherman (USA)

Size (2) Scan –1 Speed –1 Defence 0
Frame 6 (3) Armour Medium d6–2 (3)
Weapons 75mm gun turret, d6L (3), pen 1
.50 MG, d6 (2), pen 1, turret

Medium tank, e.g. PzKpfw V Panther (Germany)

Size (2) Scan –1 Speed –1 Defence 0
Frame 6 (3) Armour Heavy d6–1 (3)
Weapons 75mm heavy gun turret, d6 (3), pen 2
7.62mm MG, d6H, turret

Heavy tank, e.g. PzKpfw VI Tiger (Germany)

Size (2) Scan –1 Speed –1 Defence 0
Frame 7 (3) Armour Heavy d6–1 (3)
Weapons 88mm gun turret, d6H (3), pen 3
7.62mm MG, d6H, turret

Boons

Assault (front and side armour is Upgraded), *Tiger Fear* (when seen for the first time, roll using *mind* to avoid taking 1 normal *resolve* damage)

Diesel sub, e.g. Gato (USA), Type VII (Germany)

Size (4) Scan 2 Speed 0 Defence 1
Frame 5 (2) Armour Light d6–3 (2)
Weapons torpedo tubes, d6H (5)
(6x fixed forward, 2x fixed rear, inaccurate, –2 to hit, salvoed)
3" deck gun turret d6L (3)
40mm cannon turret d6H (2)
20mm cannon turret d6H (2), pen 1

Boons

Stealthy (to be attacked, must be spotted by a sonar operator on a *scan* roll – this vessel's *defence*).

Cruiser warship

Size (5) Scan 0 Speed 0 Defence 0
Frame 6 (5) Armour Medium d6–2 (5)
Weapons 4x Twin 8" gun turrets, d6 (5)
4x 3-inch gun turrets, d6L (3)
4x Twin 20mm cannon turrets, d6H (2), pen 1

Modern nuclear attack submarine, e.g. Los Angeles (USA), Akula (USSR) or Trafalgar (UK)

Size (5) Scan 2 Speed 0 Defence 2
Frame 5 (5) Armour Light d6–3 (3)
Weapons 4x torpedo tubes, d6H (5), homing (reroll attack on a miss)
Boons *Stealthy* (see the diesel sub example above).

Late 20th/early 21st Century ASW helo, e.g. Seahawk (USA), Helix (USSR) or Lynx (UK)

Size (2) Scan 1 Speed 2 Defence 1
Frame 5 (2) Armour 0
Weapons 2 x torpedoes d6H (4), homing (reroll attack on a miss)

Damaging vehicles

Weapons used against vehicles cause **lasting frame** damage unless specified otherwise. This is marked off the *frame* track and spills over into the *critical frame* track (if used).

Vehicle damage example: A Sherman hits a *rival*-crewed Panther on its front and rolls d6L (3) damage to get 5 points. The Panther has Heavy d6–1 (3) front armor, which also counts as *Upgraded* as this is a frontal attack, and the Panther rolls 1, 4, takes the 4, – 1 = 3 points of *protection*. The Sherman's gun has pen 1 and so ignores 1 of those points, resulting in 5 – 3 = 2 *frame* damage.

Frame	✖	✖				
Critical						

Unfortunately this is nowhere near enough to take out the Panther!

Some weapons are not intended to cause damage to the vehicle but to temporarily **disable** it in some way – that is, to inflict *fatigue* damage (all of this damage will be recoverable after combat). This damage cannot spill over into the vehicle's critical track. These weapons could include for example: oil jets, nets, smoke shells, ion cannon.

In a *hero*-occupied vehicle, instead of the vehicle taking *frame* damage, a *hero* can opt to take the damage rolled as normal *lifeblood* damage, but in this case the armour of the vehicle is considered to not protect the *hero*.

Hero taking vehicle weapon damage example: For example, if a Sherman is hit on the front by a weapon for 4 points of *frame* damage, a *hero* would have to take the full 4 points of *lifeblood* damage, not the remaining 2 points after the weapon's penetration (e.g. 0) and the Sherman's armor roll (e.g. 2) is considered.

When damage has been done:

- **Equal to a vehicle's frame** – The vehicle is inoperable, and (if obstacles or the environment present a hazard) must be brought to a controlled stop or landing (or some other safe condition) with a roll against an appropriate *Pilot* or *Driver* career (with 1 penalty die), or the vehicle crashes (see below).
- **Exceeding a vehicle's frame** (i.e. damage has been taken on the critical *frame* track) – As above but the vehicle is also on fire, out of control, sinking, about to explode, etc. Occupants take d6H *lifeblood* damage and may immediately abandon the vehicle. They will also take that damage at the beginning of any round they are still in the vehicle. *Rabble* are assumed to be killed, but the GM can allow rolls to

be made on the table provided in the section *After the mass battle* (see page 66). The damage to the vehicle's *frame* will increase by 1 point per combat round until it explodes or disintegrates (see below). This ongoing damage can be stabilised by a career-based repair roll, but the vehicle must first have been brought under control as described in the bullet point *Equal to a vehicle's frame* above.

- **Exceeding a vehicle's critical frame track** – The vehicle breaks into pieces. *Heroes* can make a Hard (–1) roll to escape if the vehicle is fitted with emergency escape equipment and they are in the right place to make use of it (e.g. in an ejector seat in a plane, in the escape compartment of a submarine, in a spacecraft's airlock, etc.). Alternatively they will need to spend a Hero Point to escape and take d6H normal *lifeblood* damage.

Operatic vehicle damage

If there are no heroes or rivals on board, a vehicle explodes or destructs spectacularly when it gets to 0 *frame*. Ignore the critical *frame* track.

Crashes

In a crash, occupants and the vehicle all take 0-level *damage*, raised by 2 steps per Speed scale above scale 1 – so for example, a propeller plane crash of Speed (4) would step up 3 scales or 6 steps from 0 to 2d6L.

Damage can be reduced by 1 step for each of the following safety mechanisms:

- For occupants: seat belts, crash bags, etc.
- For vehicles: reinforced frames, crumple zones, etc.

Repairing vehicles

During a battle

Engineers (or similar careers) are able to make a Moderate (+0) roll to temporarily repair 1 point of *frame* damage (a Mighty Success would repair 2 points, and a Legendary Success would repair 3 points of *frame* damage).

Note that after the battle is over, these temporary repairs will revert to normal *frame* damage, which might result in the vehicle reaching zero (or lower) *frame* points and suffering the consequences (see *Damaging vehicles* on page 75).

Example of repairing a vehicle #1: Chief Engineer Welsh is halfway up a Rogers tube fixing the shorting power lines to his starship's Alcubierre drive. He uses his *mind* and his *Engineer* career, succeeds with a normal success and spends a Hero Point to boost this to a Mighty Success, temporarily fixing 2 frame points and taking his ship's frame

back from 3 to 5. The ship then takes another 3 points of damage, back down to 2. At the end of the combat, the 2 points of temporary frame repairs fail and the frame goes from 2 to 0, rendering the ship inoperable until longer fixes can be made.

Fatigue damage to a vehicle's *frame* can be removed with similar successful rolls, with no other lasting effects to the vehicle.

Example of repairing a vehicle #2: Chief Engineer Welsh uses his *mind* and his *Engineer* career to reroute power following a hit from an enemy particle beam that did 4 fatigue damage to the ship's *frame*. He succeeds with a normal success and removes 1 of those fatigue damage points.

Shortly after a battle

With 10 - 15 minutes of attention from crew after a battle, remove any *fatigue* damage to a vehicle's *frame* – no roll is required.

Longer-term repairs

The repair period for a particular vehicle is related to its Size Scale (shown in the Size Scale table on page 71, so for Size Scale 2 vehicles each repair period equals 1 day).

See *Projects* on page 30 for more information.

NPCs with suitable facilities can repair vehicles at a rate of 1 *frame* point per repair period.

Vehicle construction or purchase

As a rule of thumb, vehicles cost twice as much as their Size Scale, adding 1–4 points for special abilities.

So for example, a WW2 fighter plane is Size (2) and can fly quickly, and carries weapons so the GM could rule that it would cost $2 \times \text{scale } 2 = 4$, + 2 (fly quickly) + 1 (weapons) = 7 CR cost. To construct such a vehicle would cost the same number of downtime project points (DPs – see *Downtime projects* on page 99 for more information).

Vehicle combat example - Pacific dogfight

As this is a vehicle combat, the GM uses the *Dramatic challenges* rules. The combatants in this example are two players as US Navy pilots: Lieutenants Allen and Baker, both *heroes*, in Grumman F4F Wildcats, versus four Imperial Japanese Navy pilots in Mitsubishi A6M Zeros: Lieutenant Commander Watanabe (*rival*), Lieutenant Tanaka (*tough*), each with a wingman, Flight Petty Officer Ito (*rabble*) and Ensign Sato (*rabble*). For simplicity, all combatants are rated as shown below:

	Mind	Agility	Initiative	Ranged	Pilot	Lifeblood
<i>Heroes / rivals</i>	1	2	1	2	3	10
<i>Toughs</i>	0	1	0	1	2	5
<i>Rabble</i>	0	0	0	0	1	3

F4F Wildcat (USN)

Size 2 Scan 0 Speed 1 (4) Defence 1
 Frame 7 (2) Armour 0
 Weapons 6 x .50 MG d6 (2), pen 1, fixed fwd (ff)

A6M Zero (IJN)

Size 2 Scan 0 Speed 2 (4) Defence 3
 Frame 5 (2) Armour 0
 Weapons 2 x 20mm cannon d6 (2), pen 1, ff
 2 x .303 MGs d6 (2), ff

As both sides are a long way from their aircraft carriers, the GM sets the length of the dogfight to be 2 combat rounds.

First, Allen's player decides he will be the one to do the players' **engagement** roll. On his roll, Allen gets *mind* 1, *Pilot* 3, and subtracts Watanabe's *Pilot* 3, totalling +1. He rolls 8, adding that +1 for a total result of 9, a success, so the two sides spot each other without any particular tactical advantage applying.

Now Allen and Baker must roll for **priority**, both getting *mind* 1 and *initiative* 1, but – Watanabe's *initiative* 1. Allen rolls 8, + 1 = 9, success. Baker rolls 4, + 1 = 5, a fail.

So the priority order during each combat round is: Allen, Watanabe (+Ito), Tanaka (+Sato), Baker, Ito or Sato if they act independently to their leaders.

Combat round 1

Allen attacks Watanabe with a **shoot** action. He wants to score a hit against his opponent's nimble Zero, so uses all +5 of his additional weapons as a bonus to his attack roll. Allen has *agility 2, ranged 2*, +5 for his multiple weapons, – the Zero's *defence 3*, for a total of +6, but has a penalty die (PD) from the shoot action. He rolls 1, 1, 3, so has to take the worst two dice to get a 2, an automatic fail. As the planes whirl round in combat, the sun gets in Allen's eyes just as he presses the trigger!

Watanabe and his wingman Ito now **shoot** (1 PD) at Allen. Watanabe gets *agility 2, ranged 2*, +1 for his wingman's assistance, and decides to do +1 hitting and +1 damage with his multiple weapons (+1 for the extra cannon in the mount, and +1 for the extra mount of MGs which are 1 scale lower but may still be included). Allen gets to subtract his Wildcat's *defence 1*, for a total of +5. Watanabe rolls 2, 3, 6 to get 5, and +5 for his bonuses = 10, a hit! He does d6, +1 for the allocated multiple weapon bonus, but rolls a 2, so inflicts only 3 damage to the Wildcat's *frame*!

Tanaka and his wingman Sato **shoot** (1 PD) at Baker. Tanaka gets *agility 1, ranged 1*, +1 for his wingman's assistance, uses his multiple weapons to get +2 hitting (unlike Watanabe above). Subtracting the Wildcat's *defence 1* makes the modifier total +3. He rolls 2, 5, 6, so 7, + 3 = 10, a hit. Tanaka rolls a 3, so Baker's plane takes 3 *frame* damage and is in the same shape as his buddy's!

Baker **shoots** (1 PD) at Tanaka. He has *agility 2, ranged 2*, +5 for his multiple weapon bonus (all put on hitting), – the Zero's *defence 3*, for a total of +6. Baker rolls 3, 5, 6, so 8, + 6 = 14, a hit. He rolls 6 damage, which exceeds the Zero's *frame* by 1, so Tanaka's Zero is on fire and going down! As the plane's *frame* has been exceeded, Tanaka takes d6H normal *lifeblood* damage, rolling 1, 3, so luckily only takes 3 points of normal damage, and decides to bail out!

Combat round 2

Allen attacks Watanabe with a **shoot** action (1 PD). He uses all +5 of his additional weapons as a bonus to his attack roll. Allen has *agility 2, ranged 2*, +5 for his multiple weapons, – the Zero's *defence 3*, for a total of +6. He rolls 4, 5, 5, so 9, + 6 = 15, a hit, but as he rolled an odd number, he hits Ito (see the *Wingmen* rule on page 43) instead of his target. Allen rolls 6 damage, which is more than equal to the *frame* of Ito's Zero, and the plane breaks into fragments.

Watanabe curses and **shoots** (1 PD) again at Allen. He gets *agility 2, ranged 2*, and decides to do +1 hitting and +1 damage with his multiple weapons. Subtracting the Wildcat's *defence 1* gives a total of +5. He rolls 2, 5, 6, so 7, + 5 = 12, a hit. He rolls a 6, so does 6 damage. Allen has a problem here as if he allows that, his Wildcat would have taken a total of 9 damage compared to its *frame* of 7, so would be going down out of control. Instead he elects to take the damage himself, and so takes 6 normal *lifeblood* damage, badly cracking his head against the canopy as he flings the Wildcat out of the Zero's stream of cannon shells.

Baker heaves his Wildcat around and **shoots** (1 PD) at Watanabe. He has *agility 2, ranged 2*, +5 for his multiple weapons (using all to gain a bonus to hit), – the Zero's *defence 3*, for a total of +6. He rolls 1, 2, 5, so 3, + 6 = 10, a hit. Baker rolled an odd number, but Watanabe no longer has a wingman to take the hit! Baker rolls 4 damage: big holes appear in a zigzag line on Watanabe's Zero, but this doesn't do quite enough to take the *rival* out of the fight!

Ensign Sato at this point has lost his own leader, and could perform a **formate** action to join up as Watanabe's second wingman, but sees that his fuel gauge is almost reading 'bingo' so decides to have one last crack at Baker. He **shoots** and has +5 for his multiple weapons (using all to gain a bonus to hit), – the Wildcat's *defence 1*, for a total of +4, but has a penalty die (PD) from the shoot action. He rolls 1, 2, 5, so 3, + 4 = 7, a miss.

At the end of combat round 2, the GM says that all planes are on 'bingo' fuel and must return to base or face ditching in the Pacific, so the dogfight ends at that point with LT Tanaka wounded and bailed out, FPO Ito killed, and LT Allen wounded.

Vehicle combat example - In the Age of Sail

In this example, a player-crewed sloop faces off against a pirate sloop sometime in the late 17th century. As this is a vehicle combat, the GM uses the *Dramatic challenges* rules (see page 41). The combatants are rated as shown below:

	Mind	Agility	Appeal	Initiative	Ranged	Defence	Career	Lifeblood
<i>Heroes / rivals</i>	1	2	1	1	2	1	3	10
<i>Toughs</i>	0	1	0	0	1	0	2	5
<i>Rabble</i>	0	0	0	0	0	0	1	1

The players' *heroes* are:

Charles, the captain (*Sailor 3*)
 Baines, the bosun (*Sailor 3*)
 Goodbody, the master gunner (*Gunner 3*)
 Luke, lookout and sharpshooter (*Sailor 3*)
 Nate, the powder monkey (*Acrobat 3*)
 Silas, the ship's surgeon (*Surgeon 3*)
 The crew (*rabble, Sailor 1*)

The enemy are:

Villeneuve, the pirate captain (*rival, Pirate 3*)
 Braddock, his right-hand man (*tough, Pirate 2*)
 His crew (*rabble, Pirate 1*)

The ships, Silver Spur and Blackheart, are 10-gun sloops:

10-gun sloop

Size (4)	Scan 0	Speed 1	Defence 0
Frame 7 (4)	Armour Light d6-3 (3)		
Crew	90		
Weapons	5x cannon d6 (3), fixed port 5x cannon d6 (3), fixed starbrd		
Flaw	<i>Exposed Deck</i> (take <i>rabble</i> crew casualties equal to frame damage received before reduced by armour)		

First, Charles' player decides he will be the one to do the players' **engagement** roll. On his roll, Allen gets *mind 1, Sailor 3*, but subtracts Villeneuve's *Sailor 3*, totalling +1. He rolls 4, 6, so 10, adding that +1 for a total result of 11, a success. Charles spends a Hero Point to make that a Mighty Success. The Silver Spur gains the "weather gauge" (tactical advantage), a position upwind of and dominating the Blackheart. All players get +2 on their Priority rolls.

The players all roll for **priority**, getting *mind 1, initiative 1*, and +2 for the tactical advantage, but – Villeneuve's *initiative 1*:

Charles rolls 1, 3, so 4, +3 = 7, fail (not a good start!)
 Baines rolls 2, 3, so 5, +3 = 8, fail
 Goodbody rolls 4, 6, so 10, +3 = 13, success
 Luke rolls 3, 6, so 9, +3 = 12, success
 Nate rolls 1, 6, so 7, +3 = 10, success
 Silas rolls 4, 6, so 10, +3 = 13, success

So the priority order for each combat round is:

1st Goodbody / Luke / Nate / Silas
 2nd Villeneuve
 3rd Braddock
 4th Baines / Charles
 5th Crews of both ships (if any crewmen act as individuals)

Combat round 1

Goodbody decides to take a lucky shot to begin with, and so **orders** his gun crews to fire a broadside at the Blackheart. He has *appeal 1, Sailor 3*, and +2 from the multiple fire of the broadside, saving the other +2 for a bonus to any damage. The Blackheart has 0 defence so there's no other modifier, and the total modifier is +6. He rolls 3, 3, 4 (PD from the crew's **shoot** action), so 6, +6 = 12, a success. He spends a Hero Point to make that a Mighty Success and uses it on a Vital Blow, increasing damage by 3 steps. The damage is reduced 2 steps (cannon at scale 3 vs. the ship's frame at scale 4), overall taking it from d6 to d6H. He rolls 5, 6, so 6, +2 (for the damage bonus) = 8, so 8 *rabble* crew taken out! Now the armour is rolled for, d6-3 = 2, plus 2 for the scale difference = 4 points stopped, so the Silver Spur has still taken a big hit of 4 points *frame* damage.

Silas grimly **supports** by preparing an area to receive and treat casualties, using his *mind 1* and *Surgeon 3*. He rolls 4, 5, so 9, +4 = 13, success, so provides 1 CD.

Nate runs below and brings fresh supplies of cannonballs and gunpower to the hard-working gun crews. This is a **support** action, and the GM requires a roll using Nate's *agility 2* and his *Sailor 3*, although moving around through the smoke and chaos means he suffers a penalty die, so he has +5 on the roll but also a PD: he rolls 1, 5, 5, so 6, +5 = 11, success, and so he succeeds with his task and gains the players 1 CD (so the players now have 2 CD available).

Luke wants to take a potshot at Villeneuve strutting around on deck. He **shoots** (1 PD), with *agility 2, ranged 2*, – Villeneuve's *defence 1*, rolls 4, 4, 6, so 8, +3 = 11, hit. Villeneuve uses a Hero Point (*Meat Shield*, p.25) to say the musket ball instead luckily strikes down a pirate standing beside him. Luke curses his luck!

Villeneuve now attempts to swing the Blackheart round for a raking broadside into the stern windows of the Silver Spur. He is trying to gain CD using a **maneuver** action, using his *mind* 1 and *Sailor* 3. He rolls 1, 6, so 7, + 4 = 11, success. He spends a Hero Point to bump this up to a Mighty Success and so gains 2 CD.

Braddock **orders** the gunners to fire as they bear at the Silver Spur. He has *appeal* 0 and *Sailor* 2. The multiple weapons allow him to add 2 to hitting and 2 to damage. The action imposes 1 PD but he uses the 2 CD provided by his captain, so ends up with 1 CD to use overall. He rolls 5, 5, 5, though, so 10, + 4 = 14, merely a successful hit. The guns do d6 reduced by 2 steps for the scale to d3, so he rolls 2, 3, so 2 + 2 allocated weapon bonus = 4, less d6-3, rolling 4-3 = 1 for the oak armour, plus 2 for the scale difference = 3 points stopped. So the final tally to the Spur is 1 *frame* damage and 4 *rabble* crew lost.

Baines the bosun with watchful eye and bellowed commands **orders** that the rigging is set most advantageously for the fight, using his *appeal* 1 and *Sailor* 3. Because of the noise and smoke, the GM says this will cost 1 PD. The bosun rolls 2, 5, 5, so 7, + 4 = 11, a success, and his efforts provide another CD. He spends a Hero Point to make this a Mighty Success, gaining yet another CD. The players now have 4 CD!

Captain Charles **supports** the situation by mustering and reassuring his boarding party, using his *appeal* 1 and *Noble* 1. Due to the chaos, the GM inflicts 1 PD. The captain rolls 1, 3, 6, so 4, + 2 = 6, a fail! Charles sees the crew falter, and tries a risky gambit to win them round (spends a Hero Point to reroll the 1 and the 3). He rolls 4, 6, with the 6 he kept from the last roll, so 10, + 2 = 12. Huzzah for the captain! A success! The players now have a total of 5 CD.

The *rabble* crews of both ships have acted in accordance with the commands of the relevant *heroes*, *rivals* and *toughs*, none of the crews are acting independently, so they've had their actions.

Combat round 2

Luke has an assistant in the crow's nest who passes him another loaded musket, as Luke this time decides to take care of Braddock. He **shoots** (1 PD), with *agility* 2, *ranged* 2, rolls 1, 2, 2, so 3, + 3 = 6, a miss. Or it would have been

had he not taken a breath, waited for the unexpected swell to pass, and fire (spending a Hero Point on a reroll). He gets 2, 3, 4, so 5 + 3 = 8, still a miss, but only just! Braddock looks round angrily to see where the shot came from, and Luke thinks he'd be better off joining the boarding party!

Nate **supports** (1 PD) by helping the wounded down below to face Silas' knives and bone saws, using his *agility* 2 and *Sailor* 3. He rolls 1, 2, 5, so a 3, + 5 = 8, which would be a failure. However, he spends a Hero Point to reroll the 1 and the 2 (he keeps the 5), and this time gets 1, 3, 5, so 4, + 5 = 9, a success (barely!), he avoids slipping, the wounded man is shaken but no worse than he was, and so Nate gains the players 1 CD with his successful action, so they now have 6 CD.

Silas **supports** (1 PD) by sewing up the wound of the skilled gunner that Nate brought down, using his *mind* 1 and *Surgeon* 3. He rolls 1, 4, 5, so 5, + 4 = 9, some workmanlike stitching but a success. They need that man back up top, working his cannon! This gains the players another CD, and their total is now 7!

Goodbody **orders** (1 PD) a broadside! He uses 4 of the players' CD, 1 of them cancelled out by the PD of the shot. He has *appeal* 1, *Sailor* 3, and +2 from the multiple fire of the broadside, saving the other +2 for a bonus to any damage. The Blackheart has *defence* 0 so there's no other modifier, and the total modifier is +6. With the 3 remaining CD, he rolls 3, 3, 4, 5, 6, hoping for a double six but not getting it. With the 11, + 6 = 17, definitely a hit. He spends a Hero Point to *Boost Success* (p.32), increasing the damage to d6H, but rolls 1, 2, so 2, +2 for the allocated multiple weapon damage, = 4 damage and so 4 *rabble* casualties. The Blackheart now rolls for its armour, d6-3, rolling 2-3 gives no protection, but +2 for the scale difference still stops 2 points, making the final damage 2 points of *frame* damage. The Blackheart has taken 6 out of her 7 *frame* points in damage, and her crew is down to 78.

Villeneuve realises that his best chance may be to **board** (2 PD) the Silver Spur. He uses his *agility* 2 and *Sailor* 3, and rolls 2, 3, 4, 5, so 5, + 5 = 10, success. As the ships come together, he leaps across, leading a wave of his pirate *rabble* followers. The GM moves to a normal melee combat, starting with Braddock's action.

Chapter Five: Powers

Three powers are presented here: arcane, psionic and divine. Should additional/different powers be required for your setting, then these can be used as a basis for their design.

If at any point a test of power/wills/faith is required between two practitioners, then use an opposed roll, adding *mind* and the applicable career.

Effect of scale on powers

If an *Arcanist* or psionic character has a higher scale *mind*, the player can decide on each occasion how to use this per-scale difference:

- 2 points reduction in effect cost
- 1 bonus die

Example of mind scale for an *Arcanist*: The Magus Agul has *mind* 3 (2). Whenever he attempts to cast a spell, he can decide whether to reduce the Arcane Power cost of the spell by 2 or to gain 1 bonus die on the roll.



Arcane Powers

In game terms, the most powerful spells that individuals with arcane powers can perform take a great deal of time and research – something that there is not a lot of during the course of a normal adventure. So, dealing with mysterious forces beyond normal ken is not to be taken lightly. Note that the setting may give arcane powers a different name, something more specific and suited to that setting. Career names in a particular settings might be, for example, *Sorcerers*, *Magicians*, *Witches*, etc., but are called *Arcanists* here as a catch-all career title.

Heroes and *rivals* with points in an *Arcanist* career begin play with Arcane Power equal to 10 + *Arcanist* career rank. NPC arcanists (*rabble* and *toughs*) have Arcane Power equal to their *Arcanist career* + *mind* (and more if appropriate).

In *Barbarians of Lemuria*, magic is dark, dangerous and corrupting. In *Everywhen* we give two flavours, one similar to the darker sorceries of *Barbarians of Lemuria*, and another that is more neutral, suited to settings such as urban fantasy.

Where magic is dark and corrupting

- For each rank of *Arcanist* beyond the first, take one extra flaw.
- Some boons might require an extra flaw.
- Four Arcane Power is recovered as follows:
 - Arcane Power spent on Cantrips is recovered both at noon and at midnight.
 - Arcane Power spent on First Magnitude spells is recovered at either noon or midnight (the sorcerer makes the choice, but must live with the choice for the duration of his or her casting life) every day.
 - Arcane Power spent in the creation of Second Magnitude spells per lunar month (usually the first night of the full moon, but the sorcerer may choose his or her phase).
 - Arcane Power spent in casting Third Magnitude spells, per lunar month (usually the first night of the full moon, but the sorcerer may choose his or her phase). Additionally, whenever the *Arcanist* casts Third Magnitude magic, a point of Arcane Power is permanently lost. This can be exchanged for the loss of an attribute point instead (down as far as -1 if necessary) – e.g., it could represent aging, and so reduce the *Arcanist's* appeal by 1.

Where magic is risky but neutral

- No flaws are required.
- An *Arcanist* must spend a number of hours in study, meditation or similar to regain Arcane Power. For each hour spent, he regains 1 AP and he can only conduct one period of 'recovery' a day. An *Arcanist* can only spend time recovering AP for a maximum number of hours equal to his career rank, and the longer he spends in these activities, the more demanding it is:
 - 1 hour, while doing other low "stress" activities. For example whilst travelling in the public section of a passenger liner.
 - 2 hours, conducted in a quiet place, although others might still be present.
 - 3 hours (or more), in complete solitude, with no distractions.

Effect of wearing armour [optional rule]

In some settings, armour may or may not interfere with arcane castings. If it does, then the static armour protection value is used as an extra Arcane Power cost.

Using magic without Arcane Power [optional rule]

Some settings may optionally not use Arcane Power, for example where these abilities are much more readily and easily used. In this situation, increase the difficulty to succeed with the arcane effect by 3, but reduce the difficulty by 1 per casting requirement (using no more than 3 requirements).

Using lifeblood or resolve to gain AP [optional rule]

An *Arcanist* can spend his own *lifeblood* or *resolve* at any time to generate Arcane Power on a 1-to-1 basis, but this is a permanent loss of those points and so the *Arcanist* cannot restore them in any way!

Overexertion [optional rule]

If the roll fails, the *Arcanist* can continue with the spell, risking over-exerting themselves to successfully cast the spell. Next turn, roll a single d6 and add that to the previous Arcana Roll to see if a total of 9+ has been achieved. This single d6 result is also the amount of normal (not permanent) damage to *lifeblood* or *resolve* suffered by the caster. On each subsequent turn, the *Arcanist* can keep pushing until one of three things happens: they give up, the spell succeeds, or they die.

Performing arcana

Once a player has determined that her character wants to cast a particular spell, the GM must state the difficulty for the spell and the cost in Arcane Power. The player must specify any casting requirements (see under *Arcana Magnitude* below) they will be using for the spell that they want to cast. One casting requirement must be met in order for the cantrip or spell to work. For spells, each *additional* requirement that can be met will reduce the AP cost by 1.

Arcana Roll = 2D6 (total of 9+ to succeed)
 + *mind*
 + *Arcanist* rank
 + modifier

On a Calamitous Failure, one option might be for any physical items from casting requirements to be destroyed or used up.

Arcana Roll example: Miss Jane Pemberton needs all her Arcane Power to deal with Old Hooky, a demon preying on women of the night in Victorian Whitechapel. She is attempting a Second Magnitude spell, which the GM says is Tough (–2) and will cost 10 AP. Jane meets 3 casting requirements (see under *Arcana Magnitude* below): Line of Sight, Obvious Technique and Special Item (a button from Old Hooky's jacket). A minimum of one requirement must be met for the spell to work, and the extra 2 requirements reduce the AP cost by 2 to 8 AP total cost. Jane has *mind* 2 and *Sorcerer* 2, –2 for the spell's difficulty of Tough, and rolls a 3 to get a total of 5. Not enough! Old Hooky grins, and his wicked scythe glints in the moonlight... if using the optional *Overexertion* rule (see above) – and Jane survives until the next combat round, she would be able to roll a single d6 to add to that total of 5, but would take the die result in lost *lifeblood* or *resolve*.

Arcane domains [optional rule]

Some GMs might consider that arcane powers give the *hero* (or *rival*!) too much scope in creating abilities to suit any situation. In that case, consider using boons to define domains (similar to those used for divine powers – see *Divine Powers* on page 89), particular avenues of ability that define and limit an *Arcanist's* scope. The *hero* gets an arcane domain boon per career rank.

A boon is required to be able to cast spells related to a particular domain. Below are some example boons concerning arcane domains based on traditional magic.

- **Aeromancy** – mastery of the winds and weather, being able to commune with and summon air elementals and invisible creatures.
- **Geomancy** – locating hidden secrets of the earth, being in tune with geological forces, being able to commune with and summon earth elementals.
- **Hydromancy** – locating hidden secrets on and beneath the waters, being in tune with wave and tide, being able to commune with and summon water elementals.
- **Necromancy** – being able to commune with the dead to learn the secrets of past and future, being able to commune with and summon undead creatures, and to give animation to dead forms.
- **Oneiromancy** – interpreting dreams to foretell the future.
- **Pyromancy** – mastery of heat and flame, being able to commune with and summon fire elementals.
- **Theurgy** – being able to commune with, learn from, and give form to powerful spirits. Most (but not all) of these spirits may not have the caster's best interests at heart, and regardless of how they are perceived by the caster, most ordinary people would consider those summoned entities to be demons.

Arcana Magnitude

All spells fall into one of four classes: Cantrips, and spells of First, Second or Third Magnitude.

Wielders of arcane powers always have rune-inscribed rings, amulets, talismans, trinkets and so forth about their bodies, through which they can cast minor and simple tricks called cantrips. If they are stripped of these items, the difficulty for a cantrip or spell increases by one step.

Spells of increasing magnitude have a greater cost in Arcane Power and increasing difficulty levels to successfully cast:

Arcana Magnitude	Difficulty	Mod	AP	Min AP
Cantrip	Automatic	n/a	1 or 2	1
	Very Easy	+2	1 or 2	1
	Easy	+1	1 or 2	1
First	Moderate	+0	5	2
	Hard	–1	5	2
Second	Tough	–2	10	6
	Demanding	–4	10	6
Third	Formidable	–6	15	11
	Heroic	–8	15	11

Each level of magnitude has two difficulty levels – GMs assign these based on their assessment of the difficulty. Cantrips have a table below that provides advice on the difficulty.

Mind-affecting spells

Spells that directly interfere with a person's psyche or his perceptions, such as mind control and mind reading, have an additional modifier based on the *mind* rating of the victim of the spell.

Healing with Arcane Power

Sorcery does not lend itself to healing injuries of any sort. Accordingly those versed in the arcane arts cannot cast spells that repair damage to living things, although they can repair inanimate objects or items using magic.

Cantrips

Description

Very basic spells, allowing the caster to conjure a brief pool of light, distant laughter, or a spark to light a fire. Typical effects include:

- Foul Food
- Illusory Sounds
- Minor Curse (–1 to the target's next roll)
- Momentary Clumsiness (target drops an item being held, or stumbles, etc.)
- Scar (causes 1 *lifeblood* or *resolve* damage to the target)
- Paralyzing Gaze (target cannot act for a round)

AP Cost

1 to 2 Arcane Power

Difficulty

- Automatic (no roll needed) if directly affecting a non-sentient target
- Very Easy (+2) if directly affecting a creature with animal-level sentience
- Easy (+1) if directly affecting a sentient individual

Casting requirements

Pick one of these options:

Casting Time – The spell will take at least 1d6 ×30 minutes of meditation, chanting, dancing, etc., to correctly execute.

Intimate Materials – A personal item of the intended target (or a tile from the target building, for example) is required.

Line of Sight – The caster must be able to clearly see his or her intended target

Obvious Technique – The caster must gesture, chant, dance or make strange sounds during the brief casting process.

Arcana of the First Magnitude

Description

Perform activities that anyone with the right training and equipment could manage. Such sorcery might allow the caster to glide up the side of a cliff – since a normal person with rope and pitons could achieve the same result (eventually). Typical effects include:

- Fear
- Illusion
- Visions of close or recent happenings
- Summon (and bind) Minor Entities
- D6 damage to the victim

AP Cost

5 Arcane Power, –1 Arcane Power per extra requirement taken, down to 2 AP

Difficulty

Moderate (+0) or Hard (–1)

Casting requirements

Auspicious Hour – The spell may only be cast at a specific hour of the day.

Casting Time – The spell will take at least 1d6 ×30 minutes of meditation, chanting, dancing, etc., to correctly execute.

Distracted – You are slow to react for d6L rounds after using the power (penalty dice on all rolls during this period).

Group Ritual – Requires d6 assistants, each with *Arcanist* career rank 0 or higher.

Intimate Materials – A personal item of the intended target, a tile from a target building, etc., is required.

Line of Sight – The caster must be able to clearly see his or her intended target

Obvious Technique – The caster must gesture, chant, dance, etc., during the brief casting process.

Ritual Cleansing – The caster must bathe in clean water and essential oils, and shave all bodily hair from his or her body.

Special Item – An ancient tome, heavy tablet or delicate scroll is required for this spell but is relatively easy to come by (some bartering, a short journey or a minor expenditure).

Special Knowledge – The caster must conduct lengthy research before he or she has the necessary information to cast the spell.

Work Together – This requires an assistant, of at least *Arcanist* career rank 1.

Wounds – The caster suffers d3 *lifeblood* damage when the spell is performed.

Arcana of the Second Magnitude

Description

Effects that would be impossible for a single person to normally achieve. Destroying a door would be a spell of the First Magnitude – destroying the wall is definitely Second Magnitude. Typical effects:

- Extended Suggestion
- Visions of happenings, across the city or within a lifetime
- Summon (and bind) Lesser Entities

AP Cost

10 Arcane Power, –1 Arcane Power per extra requirement taken, down to 6 AP

Difficulty

Tough (–2) or Demanding (–4)

Casting requirements

Special Item – An ancient tome, heavy tablet or delicate scroll is required for this spell, and the item will prove difficult to obtain. It is rare, or held in a distant land, or at the top of a dark wizard's tower guarded by vicious winged apes!

Rare Ingredients – An expedition is required to locate the necessary items to perform the magic – it will take 1d6 weeks and at least a briefcase of greenbacks to obtain the necessary items (of course, any adept worth his salt would have a gang of heavies to track down those special items for him!).

Permanent Focus – The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person.

Casting Time – The spell will take at least d6×2 hours of meditation, chanting, dancing, etc., to execute.

Ritual Sacrifice – An animal (of at least the size of a lamb) must be sacrificed prior to casting, or in its place, the caster must gain a new *flaw* to represent loss of a body part, disfigurement through scars or tattoos, etc.

Lunar – The spell may only be cast during a specific phase of the moon.

Personal Ordeal – The caster must fast for 2d6 days.

Wounds – The caster suffers d6+1 *lifeblood* damage when the spell is performed.

Group Ritual – Requires 2d6 assistants, each with *Arcanist* career rank 0 or higher.

Distracted – You are slow to react for d6H rounds after casting the spell (penalty dice on all rolls during this period).

Work Together – This requires three others, each with at least *Arcanist* career rank 1.

Arcana of the Third Magnitude

Description

Incredibly rare in any game. These spells bring about natural disasters and terrible curses spanning generations. Typical spell effects:

- Causing “natural” disasters
- Long-term hallucinations/nightmares
- Visions of distant lands and the ancient past
- Summon (and bind) Greater Entities

AP Cost

15 Arcane Power, –1 Arcane Power per extra requirement taken, down to 11 AP

Difficulty

Formidable (–6) or Heroic (–8)

Casting requirements

Personal Ordeal – The caster must undertake ritual scarring and/or mutilation and bloodletting (pick an appropriate permanent flaw) to achieve the right frame of mind for casting.

Casting Time – To correctly execute, the spell will take at least 3d6 hours of meditation, chanting, dancing, etc.

Ritual Sacrifice – A sentient being must be slaughtered to empower the spell (a supermodel would be most suitable, but they tend to have grim minders trailing behind them that frequently take issue with the whole sacrificing deal...).

The Stars ARE Right – The spell may only be cast when the heavens are aligned. If this has not been established in the narrative, it costs 1 Hero Point to be the case right now.

Place of Power – There is only one place known to man where this spell may be cast and –guess what? It's not close!

Demonic Transformation – Casting the spell will permanently (maybe) transform the caster into some horrible demonic form with an even more clichéd maniacal laugh.

Wounds – The caster suffers 2d6+1 *lifeblood* damage when the spell is performed.

Group Ritual – Requires 3d6 assistants, each with *Arcanist* career rank 0 or higher.

Work Together – requires several others, each with at least *Arcanist* career rank 1.

Psionic Powers

Although ‘powers of the mind’ are appropriate for many genres, they are also included as some players will insist on having a ‘weirdness’ option to further distinguish their characters from the norm. This section is similar to the section on *Arcane Powers*, with a few important exceptions.

Warning: Psionic powers can easily throw a wrench into adventure storylines – especially telepathy. For that reason, you may want to limit certain adventures to certain characters and/or include some ‘anti-psi’ items like drugs, high technology, sorcery, etc., that can nullify the influence of said powers. You don’t have to be so cautious with *rival*-level NPCs, however. Psionic antagonists make great ‘masterminds’ to oppose *heroes*.

Important Psionic Limitations

Psionic Career

If you take the *Psionic* career, you can only use psionic powers (called ‘effects’) up to your rank in the *Psionic* career, meaning you can’t attempt the more powerful ones until sufficiently experienced. The GM is strongly recommended to limit *heroes* to rank 1 in the *Psionic* career at the beginning of the game.

Those without any ranks in the *Psionic* career, but who do have one or more psionic boons, are called *Sensitives*. We use the term *psychic* to refer to both *Psionics* and *Sensitives*.

Psionic Boons

The boons available are:

- Telekinetic
- Telepathic

You need to take at least one of these boons at character creation in order to manifest the appropriate psionic effect (note that some settings might only use one of these boons).

Psionic Points

All psionic effects, even minor ones, require Psionic Points (PP) in order to operate. PP is equal to $10 + \text{mind} + \text{rank}$ in the *Psionic* career. Characters who run out of PP can engage in the risky practice of ‘Dipping’ into their *lifeblood* in order to power effects (see *Dipping and concentration* below). This becomes more hazardous the higher the rank of the effect.

Psionic Points return at a rate of 1 PP per hour of light activities for *Psionics*, or 1 PP per day of light activities for *Sensitives*.



Psionic Roll

Additionally, most psionic effects require a successful psionic roll to activate. The roll is *mind* + *Psionic* rank – Effect rank, though a Telepathic effect targeted against another person or entity will usually include their *mind* as a negative modifier. The chance of a successful psionic roll can be increased through *concentration* (see below).

Effects available to all psychics

Psychics possessing a psionic boon have some powers of ESP and precognition. Note that these powers are passive and function if/when the GM wants them to, though players are certainly within their rights to ask if the boon might be applicable to a situation. Each of these effects costs 1 PP to activate.

Limited Precognition

The *Psychic* sometimes has flashes of imminent danger. This functions like the classic ‘Danger Sense.’ If the GM wishes, *Psychics* can make a *mind* check just before an ambush is sprung or something else potentially harmful is going to happen. On a success, they get a ‘bad feeling’.

Limited Information

The *Psychic* can gain access to clues or insights, especially those that might help an adventure's plot along. This can take the form of a dream, a sudden intuition, or even a vision induced by touching something with 'psychic residue.'

Dipping and concentration

Characters who run out of PP and want/need to keep using effects can dip into their *lifeblood* total to do so. This

damage is considered fatigue damage for rank 0 to rank 1 effects, normal damage for Rank 2 effects, and lasting damage for rank 3 effects. It can manifest as anything from sudden fatigue or a nosebleed to blood vessels bursting all over a *Psychic's* body!

Characters who want to increase their chances of success with a psionic roll can *concentrate*. Add +1 to the roll for each round spent in concentration, up to 2x their *mind* rank. While concentrating, the character is at 0 *defence* (or -1 if that is their rank) and can do nothing else.

Telekinesis

Telekinesis (TK), AKA psychokinesis, or 'mind over matter', is the ability to exert physical force through mental effort. Almost all telekinetic effects are limited by range. Range modifiers for these powers will depend on the setting.

Effect Name	Effect Description	Roll to succeed	Success Cost	Failure
Telekinesis Rank 0				
	This represents minor feats of telekinesis, primarily moving small objects, poking someone, etc. No roll is needed unless long distances or particularly fine manipulation is involved, prompting an Easy (+1) or Very Easy (+2) modifier.	<i>mind</i> + <i>Psionic</i> rank is required	1 PP per use (or per minute, if holding something in the air).	1 PP
Telekinesis Rank 1				
Move Object	The telekinetic can move something they would normally be able to move, taking into consideration the object's mass.	<i>mind</i> + <i>Psionic</i> rank - 1	2 PP per Round	1 PP
TK Attack	The user strikes a target with either an object or pure kinetic force. A successful psionic roll means the attack hits. Damage is d6 + <i>mind</i> (normal <i>lifeblood</i> damage if the attack was with an object, fatigue damage if not) and armour counts.	<i>mind</i> + <i>Psionic</i> rank - 1	1 + 1 per point of damage inflicted	1 PP
TK Shield	Once the shield is activated, the user can slow/stop incoming melee or ranged attacks.	<i>mind</i> + <i>Psionic</i> rank - 1	1 PP per Round +1 PP per point of damage stopped, or +2 PP per point of damage stopped from energy attacks (e.g. laser beams).	1 PP
Telekinesis Rank 2				
Move Heavy Object	The psychic can move objects of varying Size scales depending on the PP used (maximum Scale of the object is equal to the <i>Psionic's</i> career rank).	<i>mind</i> + <i>Psionic</i> rank - 2	2 PP + 1 per Size scale of object moved	2 PP
TK Attack	As with the Rank 1 effect, except <i>lifeblood</i> damage is 2d6 + <i>mind</i> .	<i>mind</i> + <i>Psionic</i> rank - 2	2 PP + 1 per point of damage inflicted	2 PP

TK Shield	This shield can stop all scale 1 ranged attacks from multiple sources. Scale 2 (or higher) weapons still do damage as per 1 scale lower.	<i>mind + Psionic</i> rank – 2	Cost is 5 PP to maintain per round	2 PP
Telekinesis Rank 3				
Move Enormous Objects	Large ships, skyscrapers, you name it.	<i>mind + Psionic</i> rank – 3	10 PP	3 PP
Psychic Maelstrom	A whirlwind telekinetic attack with the user at centre, ripping even mecha apart and tossing people around like jackstraws, doing 2d6 + user's <i>mind</i> as normal <i>lifeblood</i> damage to all within the affected zone.	<i>mind + Psionic</i> rank – 3	10 PP	3 PP
Psychic Globe	Renders the user and a nearby area invulnerable to attack, including a nuclear strike.	<i>mind + Psionic</i> rank – 3	10 PP	3 PP
Instantaneous Transfer	The user disrupts their own molecular structure and reassembles it elsewhere, effectively teleporting to any location worldwide. Moderate (+0) difficulty if the user has been there, Hard (–1) if the user can only refer to an image of the location.	<i>mind + Psionic</i> rank – 3	10 PP	

Telepathy

The ability to 'link' or contact minds, allowing for communication and reading thoughts. At higher ranks, the user can influence and even control the actions of the target mind. All telepathic effects against a potentially unwilling mind require a roll with the target's *mind* as a (negative) modifier.

Some effects may force the user to exceed his PP (see the section on *Dipping and Concentration* on page 86).

Range modifiers for these powers will depend on the setting. Range is initially within eyesight, but once minds have 'touched' and the target mind is willing, telepathic effects can take place over vast distances.

Effect Name	Effect Description	Roll to succeed	Success Cost	Failure
Telepathy Rank 0				
	The user can mentally 'speak' with another Telepath.	Not required	1 PP per minute	
	The user can attempt an empathic 'read' of another mind (gauging surface emotions).	<i>mind + Psionic</i> rank – target's <i>mind</i>	1 PP	
Telepathy Rank 1				
Contact Mind	The user can 'speak' with a non-Telepath.	Not required if target is willing Otherwise: <i>mind + Psionic</i> rank – 1 – target's <i>mind</i>	1 + 1 PP per minute of conversation.	1 PP
Psychic Shout	Similar to above, but the user is attempting to overwhelm the target mind with sheer 'volume.' A successful attack does d6 + user's	<i>mind + Psionic</i> rank – 1 – target's <i>mind</i>	1 PP + 1 per point of damage inflicted.	1 PP

	<i>mind</i> in fatigue damage to the target's <i>resolve</i> , plus the target is disoriented and takes a penalty die on actions the next round.			
Skim Thoughts	The user can read the target's current conscious thinking.	Not required if target is willing Otherwise: <i>mind</i> + <i>Psionic</i> rank – 1 – target's <i>mind</i>	1 PP + 1 per minute and the target is aware of the intrusion. Double the cost and the target doesn't know.	1 PP
Suggestion / Illusion	This effect allows the user to implant either a plausible suggestion ("These aren't the droids you're looking for") or a momentary illusion (This gun I'm holding is actually a snake!). On a successful psionic roll, <i>rabble</i> and <i>toughs</i> are automatically affected. <i>Heroes</i> and <i>rivals</i> can pay a Hero Point to overcome the influence.	<i>mind</i> + <i>Psionic</i> rank – 1 – target's <i>mind</i>	Cost is 3 PP	1 PP
Telepathy Rank 2				
Deep Dive	The user can read the target's innermost thoughts, memories, and subconscious desires, as well as current thinking. There is no way to do this surreptitiously; the target mind is aware of the probe (and likely resents it).	Not required if target is willing Otherwise: <i>mind</i> + <i>Psionic</i> rank – 2 – target's <i>mind</i>	Cost is 5 PP + 1 PP per target's <i>mind</i> rank	2 PP
Psychic Shredding	A devastating psychic attack, overwhelming the target's neurons with pain. A successful attack does 2d6 + user's <i>mind</i> as normal <i>resolve</i> damage.	<i>mind</i> + <i>Psionic</i> rank – 2 – target's <i>mind</i>	Cost is 2 PP + 1 PP per point of damage inflicted.	2 PP
Mind Control	The user can direct the target's actions. Characters can pay a Hero Point to shrug off the effects for 1 round.	<i>mind</i> + <i>Psionic</i> rank – 2 – target's <i>mind</i>	Cost is 5 PP + target's <i>mind</i> rank per round of control	2 PP
Telepathy Rank 3				
Servitor	As per Mind Control, but the effects are permanent unless reversed by another telepath. A <i>Hero</i> might be able to shake off the effects if confronted by close friends or family (a <i>mind</i> check with the enslaving telepath's <i>mind</i> as a modifier), but only after spending a Hero Point.	<i>mind</i> + <i>Psionic</i> rank – 3 – target's <i>mind</i>	Cost is 10 PP + the target's <i>mind</i> .	3 PP
Psychic Shockwave	Similar to Psychic Maelstrom, but instead of kinetic force the user is ground zero for a mile wide blast of disruptive psionic energy. Everyone in the radius is subject to maddening impulses that causes them to writhe in agony, doing 2d6 + user's <i>mind</i> as normal <i>resolve</i> damage to all within the affected zone.	<i>mind</i> + <i>Psionic</i> rank – 3	Cost is 10 PP.	3 PP

Worldwide Link	The telepath sends out a powerful signal, locating a specific mind of their choice anywhere in the world. A mind so 'linked' is then subject to any additional effects (Mind Control, Psychic Shredding, etc.) the user wants to apply, with the usual costs and activation rolls.	<i>mind</i> + <i>Psionic</i> rank – 2 – target's <i>mind</i>	Cost is 10 PP + the target's <i>mind</i> .	3 PP
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Players will likely want to come up with additional effects; use the examples above as guidelines for a relative idea of scale. If players can identify specific limitations for their powers (e.g. a telepath who can only *Contact Mind* if she has a personal possession of the target) they should get either a bonus to their check or a cost break on PP.

Divine Powers

Generally speaking there are three different types of religious career in *Everywhen*:

- *Priests* are the earthly agents of the gods, bringing the word of the gods to their worshippers. Priests openly worship in respected temples.
- *Cultists* follow darker forces and have hidden temples in older quarters of cities and various remote places.
- *Shamans* channel forces of nature and tend not to use fixed locations for their devotions.

To simplify discussion of their powers within these rules, they will all simply be referred to as '*Priests*', whatever the underlying nature of their worship.

Note that a character does not need to act in any 'official' capacity within a particular belief structure in order to use divine powers (for example, a character may be employed as an engineer with the career rank *Engineer* 1, but be a very active lay priest with the career rank *Priest* 3).

Priests do not actually cast spells, although many *Priests* (especially cultists) may also be arcane power wielders and therefore do have access to real magic via an *Arcanist* career.

Priests need to worship their gods. This involves a visit to the shrine (or some equivalent sacred site) where *Priests* pray, meditate, fast, carry out priestly duties, and even perform sacrifices. When *Priests* carry out these devotions, they receive benefits in the form of Faith Points (see *Regaining Faith Points* below).

Using Faith Points

Faith Points are used to grant one-off boons (or flaws) for one short activity or task. The activity would have to be something that could be readily connected to the domain of his god. The boon or flaw can be granted to the *Priest* or to anyone of the player's choosing who is in line of sight.



The action takes an entire combat round and is accompanied by chants, gestures, etc., appropriate to the religion. No task resolution roll is needed by the *Priest* – the boon or flaw automatically affects its target. As the *Priest* is using a Faith Point, he must draw attention, making religious gestures and shouting praises to his deity.

At the cost of an additional FP, the *Priest* may affect up to six nearby individuals in a group. Enemy *Priests* being targeted can nullify such a blessing or curse at the cost of an FP but that effort will take up their combat round.

Faith Point example: Father Bogun is a *Priest* of the Harvest Goddess at rank 2. He is in the tavern with his sidekick, Jomi, a farmer. A bunch of drunken thugs start to harass them, so Father Bogun loudly starts to wave his hands and call loudly upon the Goddess – and grants a boon to his friend (Bogun’s player suggests to the GM that his friend is a farmer and it’s an appropriate use of an FP). Jomi punches one of the thugs, receiving a boon (“Blessed by the Goddess”) to his roll.

Inventive Use of a Faith Point: One of the thugs then attacks Father Bogun, who decides to rely on his Goddess again. This time, reasoning that the thug has had a few drinks, Bogun’s player states that the alcoholic beverage (made of grain) suddenly affects the thug more than he thought (using his last FP), and the thug receives a flaw to his assault on Bogun.

Regaining Faith Points

Once a Faith Point has been spent, it is gone. So a *Priest* of rank 1 can grant one boon or one flaw once, and must then return to his place of worship (e.g. a temple) to make the appropriate devotions and receive another FP.

Priests receive 1 FP per hour spent at their devotions. They can receive a maximum number of FP equal to their religious rank. However, the expectations of their worship are higher, the longer they spend at the temple:

- One hour of prayer and meditation.
- Two hours, performing a small service or ministering to the flock.
- Three hours, assisting at a major ceremony of blessing or degradation.
- Four hours, holding a special service, including carrying out some sort of sacrifice to the gods. The form of the sacrifice really depends on the god in question – it might simply be the sacrificial slaughter of a common beast, but for dark forces, the requirement might be a human sacrifice.

Faith Point recovery example: Father Bogun is a *Priest* of the Harvest Goddess at rank 2. He spends an hour at the temple, praying and meditating. He then holds a service for the congregation that has gathered to leave offerings at the altar.

After a total of two hours of priestly duties, he receives 2 FP.

Divine domains

Each of the gods has a domain, or sphere of influence, over which they preside. Even monotheistic gods will still divide into ‘good’ or ‘evil’. Choosing the right god for your character is key to the sort of things he can do with his FPs. The GM is the final arbiter on what boons or flaws would be appropriate, but will reward inventive suggestions.

Domain example: Drall, a *Cultist* of the Lord of Fire, has seen Centurion Maximus approach his blood-stained altar to rescue a sacrificial maiden. Drall theatrically appeals to his god and points a finger at Maximus, who is about to unleash his spear at the cultist. Maximus sees his spear suddenly burst into flame (the effect of Drall’s Faith Point spend). The player rolls three dice for Maximus, getting 1, 3, and 6. Taking away the highest (the 6), he is left with only a total of 4, and even adding his *agility* and his *ranged* combat ability is not enough to hit the evil *Cultist*. Maximus’ spear clatters harmlessly against the far wall.

Martial Arts

In a setting which has a focus on martial arts, whether it is the European martial arts of the Renaissance, Bushido of Japan or the more supernatural Wuxia of China, a player can acquire martial boons to make special attacks in combat. The “cost” of acquiring these extra boons is membership of a school or pledging fealty to a lord.

Membership of a martial arts school

At the heart of Martial Arts are the schools that teach them. By joining a school, you are able to learn the secrets of that school. These secrets are considered martial boons and might give bonus dice when using a specific weapon, provide a special result instead of damage, or some other effect agreed by the GM.

Martial Arts School example: By joining the Dardi School of Bologna, Aldo Carnetti can learn how to fight with a side-sword and cape. When fighting with these weapons, he increases his *defence* by 1.

When you join a school, you are duty-bound to follow their rules and laws. Adversaries of the school will become *your* adversaries, and social interactions will be affected when dealing with those adversaries.

The type of school you can join will be determined by having a relevant career – *Assassin*, *Hunter*, *Mercenary*, *Soldier* and *Thief* (for European martial arts). Your level in that career will determine how far you can progress (i.e. how many “secrets” of the school you can learn).

If you leave the school, you maintain the knowledge already gained – however, it is unlikely the school will

allow you to leave without some form of recompense. Should you leave on less than agreeable terms, you will become an enemy of that school.

Fealty to a lord

For a medieval Japanese setting, the concept of a school is replaced by a *lord*, to whom a Samurai (as per the Soldier career) *hero* pledges fealty. Enemies of the *hero's* lord become their enemies, with the associated social interaction penalties. The *hero* must follow the orders of their lord, and if their lord dies they will be expected to take their own life. If they fail to do this – to commit seppuku – or can no longer serve their lord, they become *Ronin* (as per the *Mercenary* career). The *hero* is now distrusted by all *Nobles* and *Samurai*, and takes a shift to the left on the social interaction table when dealing with them. All *Samurai* and *Ronin* will have a set list of martial boons to choose from.

Supernatural martial arts

In a Wuxia setting, the character will have an actual career devoted to studying their martial art, and practitioners will be able to learn secrets (boons) of their school equal to twice their level in that career. The school will probably be named after the action of an animal, e.g. Crouching Crane Style.

Depending on the setting, martial boons may be more supernatural, like a standing jump to a second floor roof or more powerful, like rolling two bonus dice (but at increased martial boon cost).

Practitioners of the Wuxia martial art will also be able to deliver more damage:

Wuxia rank	Unarmed combat damage*
1	d3 + ½ <i>strength</i> or 1 (whichever is higher)
2	d3 + <i>strength</i> or 2 (whichever is higher)
3	d6L + <i>strength</i> or 3 (whichever is higher)
4	d6 + <i>strength</i> or 4 (whichever is higher)
5	d6H + <i>strength</i> or 5 (whichever is higher)

*Fatigue damage, or normal damage if a penalty die is taken on the attack roll



Super-powered abilities

For characters and creatures that have abilities that are not natural use the Scale rules.

For a Super Heroes campaign, the GM will assign a number of Super Hero Points. These points will be usable to:

- Increase the scale of abilities on a one-for-one basis
- Increase the scale of a boon. The boon must still be acquired using the regular rules, but Super Hero Points can be spent to make it a super-powered boon.

Some examples of super-powered boons are detailed below:

Iron Punch – Requires *strength* (2). This allows the *hero* to make an unarmed melee attack at scale 2. Multiple purchases of this boon increase the basic scale bonus to scale 3, etc., and requires associated increases in the *strength* scale.

Iron Skin – Requires *strength* (2). This allows the *hero* to treat incoming attacks as one scale lower than normal. Multiple purchases of this boon may be taken (with associated increases in the *strength* scale).

Super Calm – This increases the character's (or creature's) *resolve* to scale 2. This boon can be taken multiple times to give a higher scale *resolve*.

Super Metabolism – This increases the character's (or creature's) *lifeblood* to scale 2. This boon can be taken multiple times to give a higher scale *lifeblood*.

Chapter Six: Adversaries

Non-player characters (NPCs) and creatures come in three types:

- *Rabble*
- *Toughs*
- *Rivals*

Typical ranges of statistics for NPCs are shown in the table below. These statistics are guidelines rather than rigid rules as to the values you should use for your NPCs, as they do not have to follow the balanced character generation rules that the players must use.

NPC Type	Attribute Points	Combat Ability Points	Career Values	Lifeblood	Damage	Special Rules
<i>Rabble</i>	0	0	0 – 1	1 – 3	1 or d3 (if armed)	Hordes**
<i>Toughs</i>	0 – 2*	0 – 2*	2	5+ <i>strength</i>	by weapon	n/a
<i>Rivals</i>	0 – 4*	0 – 4*	4+	10+ <i>strength</i>	by weapon	Hero Points***

*These values can be as low as –1 as per hero characteristics.

**See page 63 for an explanation of these rules.

****Rivals* can use Hero Points as per heroes.

Rabble-level NPCs

Rabble are the ordinary unnamed masses of non-player characters – barmen, traders, corporate suits, beggars, stormtroopers, urchins, and hired thugs. They are the crowds at the spacedock, the audience in the arena, the horde of desert raiders ransacking the region, the battle droids in an army.

They are often poorly armed and armoured, and individually pose no threat whatsoever to the heroes. En masse, they can be much more of a problem though.

Rabble have 0 in attributes and in their combat abilities. The more experienced will have a career at rank 1. Although some might be described as wearing armour and bearing weapons, they are so poor in comparison to the *heroes* that this makes little or no difference to their chances of survival. They typically have 1 to 3 *lifeblood*, which means more or less any hit takes them out of the fight. Treat fatigue damage as normal *lifeblood* damage as far as *rabble* are concerned – and also, if using *Resolve* (p.62) rules, *resolve* damage is treated as normal *lifeblood* damage).

Singly, they use a d3 for damage (irrespective of the weapons they are actually using, and do only 1 point of damage if unarmed).

If they are followers of the arcane arts, they are called *Apprentices* and they have 1 point of Arcane Power. If they

are *Priests*, they are called *Acolytes* and one in every six of them will have a Faith Point.

Rabble with a particular background or reputation might have a boon, for example *Fearsome Looks* (see *Boons* on page 16).

Rabble can attack in groups known as *hordes*. See the *Hordes* section on page 63 for more information.

Tough-level NPCs

Sometimes as a GM you need some NPCs that are better than *rabble* but who you don't want to be full *rival*-level NPC adversaries (see below). These might be sergeants of the city watch, temple guards, or mercenaries and adventurers – a cut above ordinary foot soldiers, but they will never aspire to the heights of the true *heroes*. Consider 'promoting' *rabble* to *toughs* if they get to talk with the *heroes* and are named, as they then take a bigger part in the story.

Toughs can be created by spending a few points on attributes, combat abilities, and careers. They have 5 + *strength* in *lifeblood*. To create a 'quick and dirty' tough on the fly, give them a *strength* of 1–2 (giving +1 or +2 damage and 6–7 *lifeblood*) and +2 on career-based rolls for their main abilities.

Treat fatigue damage as normal *lifeblood* damage as far as toughs are concerned – and also, if using *Resolve* (p.62) rules, treat *resolve* damage as damage to their *resolve*.

Rival-level NPCs

Rivals are powerful named NPCs who may or may not be the arch-enemies of the *heroes*, but will certainly cause difficulties one way or another as strong-willed individuals who have their own plans. *Rivals* are the ones behind the wicked plots in which the *heroes* become unwittingly involved.

Rivals often have huge numbers of *rabble* at their disposal, and one or more *toughs* as their lieutenants, henchmen, and bodyguards.

Rivals are created just like creating a *hero*. ‘Quick and dirty’ *rivals* will have a *strength* of 1-3 (giving +1, +2 or +3 damage and 11-13 *lifeblood*), +3 on career-based rolls in their specialist area and +1 in other areas.

Hero Points - special rule for rivals

Rivals have Hero Points that are used by the GM in the same way the players use their Hero Points. *Rival*-level NPCs have access to all the usual Hero Point options, but truly dastardly *rivals* can use these additional Hero Points options:

- *Diabolical Plan*
- *Meat Shield*
- *Timely Escape*

Diabolical Plan

Rivals with this boon go before *heroes* with a success in the priority order in a combat.

Meat Shield

Rivals can spend a Hero Point to use nearby *rabble* as ‘meat shields’ to absorb all damage caused by a single blow – similar to the Hero Point option *Splintered Shield, Shattered Sword* (p.32). For example, in a dogfight, *rabble* will be wingmen for their *rival* leader, who will be only too happy spending a Hero Point on *Meat Shield* to let his wingmen take the hit!

Timely Escape

If things are going badly, *rivals* can spend a Hero Point to escape from the *heroes*, with a bit of GM-narration:

- Whilst their attention is elsewhere, the rival slips around a corner...
- Just as they are about to advance on the evil necromancer, he smiles and turns, opening a secret panel in the wall by which he makes his escape...



- The *rival* falls over the edge of a cliff, but when the *heroes* look down to see his broken body, he isn't there...

However the *rival* does it, he escapes, to begin some other despicable plot. Combined with the *Defy Death* (p.32) option, a *rival* can use this to escape even when he appears dead to the *heroes*. He must have the opportunity to slip away – so the *heroes* must have their attention elsewhere for him to be able to make use of his Hero Points in this way.

Motivations

Most NPCs will have one or two motivations to consider, for example ‘greedy’, ‘pious’, or something more specific, e.g. ‘rebuild the barn’, and these should be taken into consideration when making social interaction rolls. For example, if you help an NPC with something that motivates them, get a bonus die. If you do something to work against their motivations, get one or more penalty dice.

Non-sentient creatures

Creatures are unintelligent beings with little or no technology. Beings with intelligence, reasoning and language use the standard rules for NPCs or entities.

Creatures can be defined using these measures:

- NPC type (*rabble/tough/rival*)
- Size (tiny/small/medium/large/huge/ enormous)
- Attributes (*strength/agility/mind/appeal*) and combat abilities (*initiative/melee/ranged/defence*)
- Attack and *protection*
- Special abilities (boons, flaws, supernormal abilities)

Creating creatures

When creating creatures try to compare them to the average character, i.e. a *rabble*. A *rabble* has a net total of zero in both attributes and combat abilities, 1 to 3 *lifeblood* and inflicts damage of either 1 or d3. We don't need to bother with careers for creatures.

Let's take a horse for an example. It isn't very aggressive, but can give a nasty kick, and is large so can probably take a bit more damage than a normal person. Therefore an average riding horse might be *lifeblood* 2 and *damage* 1, an average warhorse might be trained to be more effective in combat and so is *lifeblood* 2 and *damage* d3. A large work horse like a shire horse might be *lifeblood* 3 *damage* 1.

If we now look at more capable horses, i.e. ones that have had time and effort spent in breeding and/or training, we can create them as *toughs*. They might look as follows:

Race horse – *agility* 2, *initiative* 2, *lifeblood* 5, *damage* 1

War horse – *strength* 1, *agility* 1, *melee* 1, *defence* 1, *lifeblood* 6, *damage* d6L+1

Work horse – *strength* 2, *lifeblood* 7, *damage* d3+2

You might notice that the work horse doesn't have any combat abilities. This is fine, as they aren't bred for combat and a *tough* NPC has combat abilities in the range 0–2 points.

Whilst horses aren't as intelligent as people, don't feel you have to give them a negative value in *mind* and then bump up points elsewhere, only make note of abilities that are likely to be used.

Now let's look at a more aggressive animal like a wolf. The average wolf (a *rabble*) will likely be *lifeblood* 1 and *damage* d3, but when attacking as a pack, the damage will be d6L. An alpha wolf might be *agility* 2, *melee* 3, *lifeblood* 2, *damage* d6L. Note here that the combat abilities are

more than 2, we can justify this by the fact that a wolf is never going to use ranged weapons, so we could have marked *ranged* down as –1, but why would we do this if it's never going to be used? When working out damage, compare the natural weapons of the animal to the melee weapons wielded by the characters, in this instance the wolf's bite is likely similar to a light weapon attack.

If a creature is particularly strong, agile, etc., then consider increasing the scale of that attribute. Or maybe even increasing the scale of damage. For example the powerful jaws of a crocodile might give d6 (2) damage.

There are no hard and fast rules to creating creatures, just compare them to *rabble*, *tough* (and occasionally *rival*) level characters.

Size

Each size level in this range is approximately double the size of the previous size level.

- *Tiny* – quarter human size, e.g. snakes, birds, rabbits (counts as size scale 0)
- *Small* – half human size, e.g. dogs
- *Medium* – human size, e.g. lions, mules
- *Large* – double human size, e.g. horses
- *Huge* – four times human size, e.g. elephants, T. rex (counts as size scale 2)
- *Enormous* – eight times human size, e.g. whale, brontosaurus (counts as Size Scale 3)

Creature attacks

When creatures attack, they roll 2d6 plus their *agility* and appropriate *combat ability* values.

Creature Boons

This is a starting set of boons for creatures. Other settings may have additional boons.

Armoured – The creature gets +1 to their *armour protection*.

Camouflage – The creature is hard to spot, mostly due to colouration or texture of its skin or fur. Characters trying to spot the creature suffer a penalty die on the attempt.

Damage-immunity – due to the creature's special physiology or supernatural abilities, they cannot be damaged with normal weapons. However, there will be some unique loophole that will allow damage to occur.

Damage-resistant – due to the creature's distributed physiology or supernatural abilities, a certain class of weapons (e.g. piecing, cutting, etc.) do limited damage. This results in the damage caused by a weapon of that

type to be stepped down twice. For example, animated skeletons might be *Damage-resistant (piercing weapons)* due to their largely hollow physique and a one-handed spear would have its damage reduced by two steps.

Excellent Hunter – Roll a bonus die for tracking.

Ferocious Attack – These beasts get a bonus die for their attack roll.

Flight – The ability to fly, through physical, magical or some other arcane method.

Gills – The ability to breathe underwater.

Multiple Attacks – The beast can attack twice (e.g. because it has claws and pincer, many tentacles, etc.).

Special Attack – The creature has an unusual method of attack, described in the creature description.

Undead – The creature is immune to fear and psionic mind control attacks.

Venomous Attack – The individual creature description sets out the poisonous effects.

Creature Flaws

Poor ... – The creature is deficient in scent, hearing or eyesight, as set out in the description.

Docile Attack – The creature is unusually ponderous and gets a penalty die for its attack.



Intelligent entities

For the purposes of these rules, we will call all unnatural or artificial creatures 'entities', whether or not they are demons spawned from the abyss or synthetic creatures born in a test tube. They could also be used to represent perfectly normal localised environmental hazards.

Entities are often summoned into being by cultists, sorcerers and mad scientists, and can come in all shapes and sizes – the physical appearance of the entity is entirely up to the GM (if the entity has a physical body at all).

There are four types of entity:

- **Critters** are the weakest form of entity. They are created as per *rabble*-level NPCs and do *rabble*-level damage. They can have 1 supernatural or normal boon.
- **Minor Entities** are created as per *tough*-level NPCs and their attacks cause d6L damage (+ *strength*). Their priority rating is that of *toughs*. They can have 1 supernatural or normal boon.
- **Lesser Entities** are created as per the *rival*-level NPCs and their attacks cause d6 damage (+ *strength*). Their priority rating is that of *rivals*. They can have 2 supernatural or normal boons.
- **Greater Entities** are created as per *rival*-level NPCs and their attacks cause d6H damage (+ *strength*). Their priority rating is that of *rivals*. Two abilities are scale 2 (or one is scale 3) (see *Scale* on page 31 to see which abilities this can be used on) and they can have 6 supernatural (or normal) boons, two of which must be *Unnatural Ability* (see page 96).

Entities can optionally take additional supernatural boons at the cost of one supernatural flaw per additional boon.

Attribute points can be increased by lowering one or two attributes below zero, but only as far as -2.

Entities have supernatural boons and flaws rather than having careers, although note that some boons may grant ranks in a career.

Supernatural boons and flaws

The following is not a definitive list but provides a good starting set for entities. Other settings may have additional supernatural boons and flaws.

Boons

Armour – The entity has bony plates, spines, thick hide, or other defences that provide protection against physical attacks. *Protection* is $d6-2/2$. Take this power twice to give the entity heavy armour giving $d6/4$ *protection*.

Enhanced Weaponry – The entity possesses natural weaponry, such as claws, fangs, blades, beaks, clubbed tails, etc., or is more skilled at using normal weapons. Increase the scale of the melee or ranged attack by 1.

Fear – The entity possesses the ability to cause instant fear amongst onlookers. The onlooker must make an immediate roll, with the fear level of the entity as a negative modifier – failure causes the onlooker to take 1d6 normal *resolve* damage. This power can be taken multiple times to increase the fear level (starting from 1).

Human Form – The entity can take the shape of a human (and have a career at rank 2 if applicable), but if injured or caused to fight, will morph back into its original form.

Malleable Flesh – The entity is clay-like or squishy in a most disgusting way, and can form itself into weird shapes – from completely flat, to amoeboid, to spherical, and can get into or out of any (mundane) shackles or prison.

Non-Corporeal – The entity has no physical body in this dimension and can only be harmed by means appropriate to the setting, e.g. sorcery, weird science, etc.

Offspring – Each week the entity produces 1d6 critters, which after 1 week advance to Minor Entities, and then to Lesser Entities in another week, stopping the level below their sire – so Minor Entities can only spawn critters.

Poison – The entity can exude a poisonous substance (see *Biological and chemical hazards* on page 68). The difficulty for the roll to resist the poison is -1 for Minor Entities, -2 for Lesser Entities and -4 for Greater Entities. The incubation period is instantaneous – choose which of the victim's attributes will be weakened.

Psionic – The entity has highly developed mental powers in one area: Telekinesis or Telepathy. Minor Entities have 2 + *mind* Psionic Points (PP) and a *Psionic* career rank of 1, Lesser Entities have 5 + *mind* PP and a *Psionic* career rank of 2, and Greater Entities have 10 + *mind* PP and a *Psionic* career rank of 3. Taking this twice does not give more PP.

Regeneration – The entity can regenerate a point of damage every round, and Lesser or Greater Entities can remove the effects suffered from a *Precision Strike* (p.25) in two rounds.

Seductive – The entity has *appeal* (2) and can immediately make $d6+6$ rabble obey its orders to the letter. It can also attempt to seduce *heroes* (who must make a *mind*-based roll (against the scale 2 *appeal*) or become pliant to the entity's requests). Characters can pay a Hero Point to briefly overcome this influence for one combat round.

Sorcery – The entity can cast spells: Minor Entities have 2 + *mind* Arcane Power (AP) and an *Arcanist* career rank of 1, Lesser Entities have 5 AP + *mind* and an *Arcanist* career rank of 2, and Greater Entities have 10 AP + *mind* and an *Arcanist* career rank of 3.

Special Knowledge – The entity has a career, rank 4.

Unnatural Ability – Any ability can be taken at scale 2 (scale 3 for 2 points, etc.). See *Scale* on page 31 to see which abilities this can be used on.

Unnatural Armour – Increased in scale by 1.

Unnatural Metabolism – The entity's metabolism works differently to normal creatures, *lifeblood* is increased in scale by 1. Note that critters with this power will therefore also suffer reduced effects from the *Rabble Slayer* effect (p.25) as the *rabble* slaying damage will be scaled down.

Flaws

Vulnerability – In return for an extra supernatural boon, the entity gains a weakness. It might either take scale 2 damage from a particular source (magic, fire, electricity, iron, acid, etc.) or normal damage from a source not normally harmful to humans (sunlight, water, music, certain symbols, etc.).

Example entities

Minor Entity: Swamp Thing (*tough-level*)

Born as a result of some toxic spill from a biological research laboratory, the Swamp Thing wreaks its revenge on unwary scientists in the region.

Strength	2	Initiative	0
Agility	1	Melee	1
Mind	0	Ranged	0
Appeal	-1	Defence	1

Attack: d6L+2 damage

Supernatural boons: *Malleable Flesh*.

Lifeblood 7

Greater Entity: OMNUS (*rival-level*)

OMNUS may have once been an AI that arranged its own singularity, or a being from another dimension, or simply a godlike denizen of the multiverse.

Strength	0	Initiative	0
Agility	0	Melee	1
Mind	2 (3)	Ranged	1
Appeal	2	Defence	2

Attack: d6H damage

Supernatural boons: *Human form*, *Non-corporeal*, *Psionic*, *Sorcery*.

Careers: Arcane 3, Psionic 3

Lifeblood 10, Arcane Points 12, Psionic Points 12



Chapter Seven: Between Adventures

In between adventures, *heroes* carry on with their lives or continue to work on any outstanding or continuing issues from their previous missions.

Your *hero* can either:

- Spend XP (see *Advancement* below)
- Work on a project (see *Downtime projects* below)

Your *hero* can do both of these options if the project lies within the scope of a crafting career (as specified within the setting) – for example, a *Smith* working on constructing a mundane artefact, or an *Alchemist* developing a potion.

Advancement

Normally, characters will gain 2 experience points (XP) as the result of completing an adventure. The GM may bestow extra XP if the party lost one or more characters, or if a character provides the GM with interesting plot hooks for his or her character's next adventure. If the GM considers this advancement rate to be too high, reduce the experience per adventure down to 1 XP.

When characters who are *students* spend XP, they leave their student years behind. Each time the student gains or increases a career, or gains a new boon, she must either: lose a student boon, or subtract 1 from her student career (when it reaches -1, the student career is immediately removed from the *hero's* career list).

XP can be saved to spend in future, or may be spent between adventures on one or more of the following options:

- Train hard, to:
 - Improve an attribute
 - Train a combat ability
 - Develop a career
 - Buy off a flaw
 - Buy a new boon
- Gain followers
- Improve one's Credit Rating

These options are explained below.

Improve an attribute

Humans have maximum attribute ranks of 5 (unless a boon permits a higher value). The XP cost is equal to the current value of the attribute plus the new value of the attribute.

So, to increase an attribute (for example, *strength*) from 1 to 2 costs 3 XP (1 + 2), and from 2 to 3 costs 5 XP (2 + 3). However, to increase an attribute from -1 to 0 costs 2 XP.

Attributes can only advance to the next higher value in one advancement – that is, you can't jump from *strength* 1 to *strength* 3.

Train a combat ability

Humans have maximum combat ability ranks of 5. The XP cost is equal to the new value +1.

So, to increase a combat ability (for example, *melee*) from 1 to 2 costs 3 XP (2 + 1), and from 2 to 3 costs 4 XP (3 + 1). To increase a combat ability from -1 to 0 costs 1 XP.

Combat abilities can only advance to the next higher value in one advancement, i.e. you can't jump from *melee* 1 to *melee* 3.

Develop a career

Characters have a maximum career rank of 5. The XP cost is equal to the new rank.

So to increase a career (for example, *Pirate*) from rank 1 to 2 costs 2 XP (or 1 XP for *Students*). To get from rank 2 to 3 would cost 3 XP (also for *Students*).

A *hero* can take a new career too – it costs 1 XP to get a new career at rank 0 (*Students* can go straight to rank 1).

Buy off a flaw

This costs 2 XP. However, some flaws cannot be removed without agreement with the GM.

Buy a new boon

This costs 2 XP (or 1 XP for *Students*). However, some boons cannot be taken without agreement with the GM.

Gain followers

As your fame spreads, you may attract followers. Followers could be crew on a starship, or soldiers on a campaign. Of course, anyone that attracts too many followers might be seen as a threat – local or even

national leaders might be concerned about a large number of mercenaries in the vicinity, for example.

You can use 1 XP to attract:

- 10 + *appeal* + appropriate *career* in *lifeblood's* worth of *rabble* followers (see the example below).
- 1 *tough* follower (who you create, according to the rules for *tough* NPCs).

Example: The notorious Comet Hawk is looking for more *rabble* to crew his starcruiser. With *appeal* 2 and *Pirate* 3, he spends 1 XP to attract 10 + 2 + 3 = 15 *lifeblood's* worth of *rabble* followers. He's looking for experienced spacers, dangerous fellows wanted in several systems, so he decides on 5 *rabble* with 3 *lifeblood* each.

Note that followers:

- All start at the 'Neutral' level on the social interaction track.
- Do not have to literally follow the *heroes* everywhere, for some careers (for example, *Assassin*) it might be more appropriate to consider them 'contacts'. *Priests* are likely to gain followers, but their followers are unlikely to want to venture much beyond their temple boundaries.
- Are not the same as say a unit of soldiers your character is given to command in a battle, or to your congregation if a *Priest*, or your audience if an entertainer. Those people do not follow you – they are only "yours" fleetingly, and then they return to their homes/families/masters/legitimate leader.
- Will do broadly what is expected of them in normal circumstances, handling everyday tasks, such as setting up camp, procuring supplies or scouting. They will fight *if specifically taken on for that purpose, or if the alternative is worse than not fighting*. If they are expected to do something beyond their normal duties, a roll might be required, using *appeal* and any appropriate career. If any followers are killed, in time you will attract more *rabble* to take their place. This doesn't apply to *tough* NPCs – if killed, they stay killed.

Players should be discouraged from using followers for tasks that they should do themselves – *heroes* are supposed to lead and take the risks! If the GM considers that a *hero* used followers as cannon-fodder, the GM may use one or more of the following rulings of increasing severity, covering this advancement period:

- *Rabble* followers are not automatically replaced to make up for losses.
- The *hero* may not recruit followers.

- 1d6 followers desert the *hero*.

Consider the *hero's* *appeal* and careers when determining their followers' actions. The players control their followers, but remember – *heroes* should be doing the interesting work! The GM will determine how the followers deal with the tasks. For example:

The *heroes* make a landing in their damaged galley. There are roughly fifty oarsman plus the *heroes* on the ship. The *heroes* command the crew to make camp, repair the ship, hunt, procure water, and scout the area. Dice rolls may be made by the players to accomplish these tasks. Beware – you don't want to roadblock the players over mundane tasks – let the die rolls just represent varying levels of success.

The GM narrates what the followers accomplished:

"The crew sets up camp, with tents and fires, etc. They fell a tree and will complete repairs by morning on the ship. The hunters were successful and return with several island goats and full water skins. Your scouts return with tales of a ruin in a valley to the northwest."

Followers are a good opportunity to have would-be *heroes* in reserve. If a *hero* dies during an adventure, a player can make up another character who has been with the party all along as a follower, and has now come to the forefront as a *hero* in their own right. This allows the player to keep playing the adventure seamlessly.

Increasing your Credit Rating

You can spend XP to improve your Credit Rating on a one-for-one basis. The GM might just increase your rating without your needing to spend XP, depending on whether vast hordes of treasure were recovered in the last adventure!

Rivals and advancement

Any *rivals* surviving an adventure should also learn from the experience. GMs should give them 3 XP, or 4 XP if they were the main problem for the *heroes* in the adventure just ended. If previous *rivals* were not present in the adventure, they should still receive 2 XP with which to expand their power...

Downtime projects

Downtime projects are projects of such a scale that they cannot be performed during an adventure – it needs time for the *hero* to research, construct, gather and make ready the materials, conduct any designs, have craftsmen build some or all of the parts, construct the project, etc. The

completed project must then be commissioned, peer checked, etc., several times or more before it is ready.

Downtime projects fall in one of these categories:

- Making things (things being moveable objects, the *Inventor's* speciality)
- Building things (house, lair, castle, etc.)
- Researching (investigations, arcane knowledge, plot devices)
- Training beasts for various activities (e.g. to act as a mount)

Downtime projects are performed between adventures, when there is at least a week of downtime. Before embarking on a new adventure, the character should describe what he did with his time and money since the last adventure, including what projects he undertakes.

Downtime project points

Progress with downtime projects is tracked using downtime project points (DP). Between adventures, a character will gain a number of DP equal to their career rank appropriate to the project being undertaken. Any unspent XP can be added to this amount. So if you have 3 ranks in *Professor*, you would get 3 DPs.

Some downtime projects require you to spend your DPs over several adventures – which will be required for the really large projects. So if you have 3 ranks, it would take you at least 3 adventures to generate the 8 DPs needed to undertake a Mythic project.

You can conduct multiple projects at a time (excluding Mythic projects, which must have your undivided attention), and you can choose a different career each downtime, but only DPs from an appropriate career can be added to the project.

You cannot spend more than 5 DPs per downtime period, and they cannot be saved between adventures, as they represent time as well as other material items. So before each adventure, you need to invest DPs in a project, even if that project will remain unfinished.

Project costs

Projects cost a certain number of DPs to complete:

- Common projects cost 1 DP.
- Uncommon projects cost 2 DPs.
- Legendary projects cost 4 DPs.
- Mythic projects cost 8 DPs, and may not be worked on alongside other projects.

When determining what type of downtime project you are undertaking first refer to the *Resources* section on page 59. As a general guideline the cost in CR of an item can be considered to be equal to the number of DPs to undertake a similar project. The GM might lower or increase the type of project depending on its complexity, uniqueness, rarity, etc.

A *hero* can work on Common, Uncommon and Legendary projects at the same time, so a *Professor* of rank of 3 could work on understanding an ancient Latin book (Uncommon) and deciphering an unknown language (Legendary) between adventures.

Stages of the project

Where it takes a *hero* more than one period of “downtime” between adventures to undertake a project, these periods are referred to as stages. You spend DPs at each stage of the project, until you have enough DPs to finish the project. In other words, when undertaking a Mythic project (8 DPs), a *hero* of rank 2 would require four stages to complete the project (unless the player wants to invest some XP into the project!).

At the final stage, he would have to make a successful career-based roll (*mind + the career used for the project + modifiers*). If he fails, the project has suffered a setback and half the DPs allocated to it are lost. A Calamitous Failure will lose all DPs. Should the *hero* gain a Mighty or Legendary Success, the project is completed with benefits equivalent to those listed for Mighty Success and Legendary Success (see page 25).

The project roll

The roll difficulty for *mind + career* when conducting projects is shown here. Note that different settings will have different definitions of what's Common, Uncommon, etc. For example, a flying machine might be Legendary in a sword-and-sorcery setting, but Common in a modern setting (depending on size, etc.).

Project	Difficulty	Modifier	DP cost	Description
Common–	Easy	+1	1	A house or a small hidden hideout in the city
Common	Moderate	+0	1	Researching a book in your second language
Uncommon	Hard	–1	2	A large house, a small hidden and fortified hideout in the city. Researching an old book in an ancient version of a language you're familiar (but not fluent) with.
Legendary	Tough	–2	4	A mansion with hi-tech security, a hidden fortified lair in the city. Researching inscribings in a dead language
Mythic	Demanding	–4	8	A country estate, with hi-tech security, a fortified underground base in the country.
Mythic+	Formidable	–6	8	Researching partially intact inscribings in a language unknown to humanity.

Gain a bonus die if the inventor:

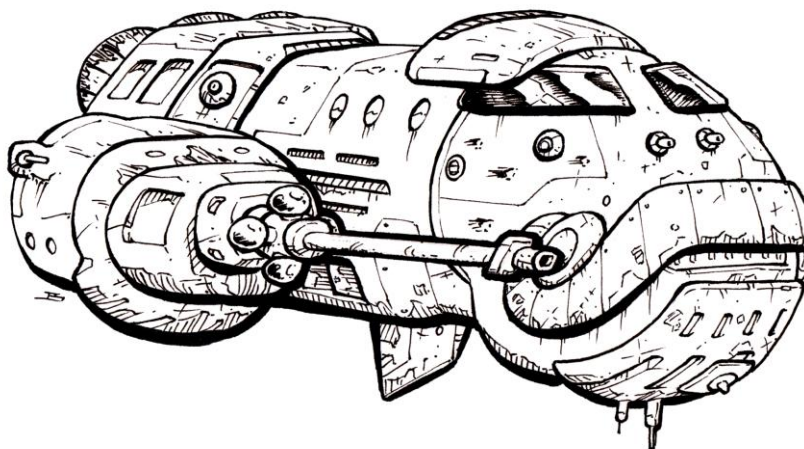
- Has an appropriate Excellent Facilities boon

Gain a penalty die if the inventor:

- Does not have access to a proper laboratory/workshop
- Does not have suitable materials available
- Is analysing a previously unknown object

Additional modifiers:

- Where the character is making simple repairs, reduce the level of difficulty by one for Common and Uncommon projects.



Inventions

Inventions are available to *Inventors* (e.g. *Alchemists*, *Gadgeteers*, etc.) that can include “magic” potions, salves, fluids, powders and gadgets. They use all manner of scientific flasks, pots, tubes, and crucibles in their experiments, using their esoteric knowledge to put extra strength and lightness into weapons and armour, tune or provide new abilities for vehicles, and to create other, weirder electrical and mechanical devices that sometimes challenge or even contradict known science. Depending on the setting, inventions are created using either the *Projects* rules (see page 30) or the *Downtime project* rules (see page 99).

If using the *Project* rules, the task points will be equal to the DPs, and the time between each step should be in the region of half days or days (and will be specified in the setting). If using the *Downtime project* rules, they are created exactly as downtime projects.



Creating a common potion – example: Algie wants to make insect repellent ointment for his journey through the prehistoric Lost Continent. He is an *Inventor* of rank 1, giving him 1 DP, so he can make one common preparation before the adventure begins. He is in lodgings in a tavern room, so he is making do with whatever resources are at hand. Therefore the difficulty moves from Easy (–1) to Moderate (+0). Algie has *mind 1* and *Inventor 1*, so he must roll 9+ with +2 on the roll to make the ointment.

Creating a Mythic object – example: Joel (*mind 3*, *Inventor 3*) decides to create a Mythic sword called Skullsplitter for his comrade-in-adventure Jonathon Steel. Joel’s player knows his work will take three stages to complete, because he has 3 DPs and it requires a total of 8 (spending 3 in the first stage, 3 in the second stage, but only 2 points are needed for the third stage). In the first stage, Joel’s player describes how he obtains the rare and precious metals that he needs to prepare the blade by spending all of the money that he received on his last quest. He has spent 3 DPs into making the sword and has completed stage 1. Next he tells the GM he needs to find a rare scroll that he believes should be in some particular catacombs and gathers some adventurers to assist him. He will be able to attempt stage 2 when he returns with the ancient text...

Inventor project example (between adventures): Professor Robards (*Inventor 2*) wants to make some pills to induce sleep. This is a Moderate (+0) task, he has done it before and only 1 Craft Point is required, so he can produce two batches in a single project step (each of which is between an adventure).

He rolls a success, and so makes two batches of pills just in time for his next adventure. In this case the project has been completed, but more complicated projects might take several periods between adventures to complete.

The following tables provide guidelines for creating inventions. Examples are provided, mostly from a medieval perspective, but note that the technology level of the setting should be considered – a steam engine would be a Legendary or Mythic invention in a medieval setting, Common in a wild west setting, and possibly Uncommon (so out of date) in a futuristic setting.

Common inventions

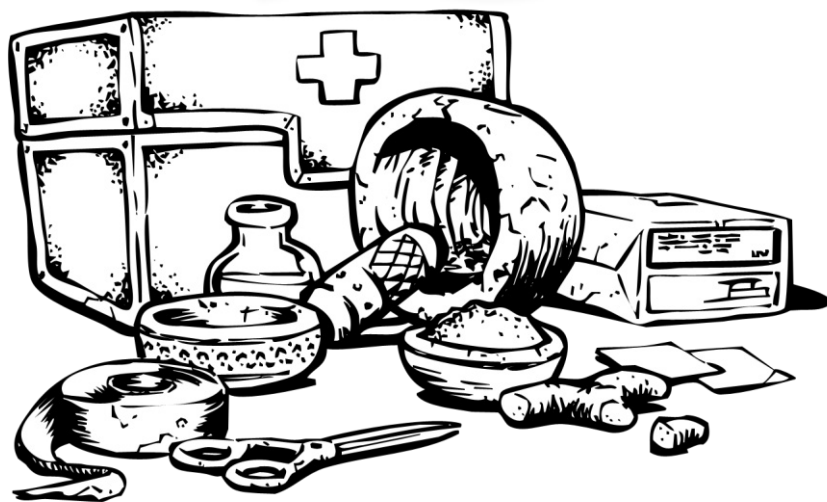
Description	These finely made items of common use are everyday business for the Inventor. The Inventor mixes the metals and materials, but a Smith, Artisan or similar might be needed to help put the item together. These items are lighter and stronger than more mundane items.
Typical effects	<ul style="list-style-type: none"> • Purely narrative effect, of duration 2d6 hours, desired by NPCs. • Allow a single die to be rerolled on a 1 • Increases difficulty of a task to Tough (–2) • Items (that are not weapons) typically cause or cure 1d3 <i>lifeblood</i> or <i>resolve</i> damage. • <i>Protection</i> items that in themselves would not normally offer any <i>protection</i> (that is, they are not armour) typically provide 1d6-4 <i>lifeblood</i> or <i>resolve protection</i> to the recipient. <p>Note if the item is consumable, a successful roll produces 3 doses.</p>
CP Cost	1 DP
Difficulty	Easy (+1) or Moderate (+0)

Uncommon inventions

Description	Uncommon devices would be items that require the Inventor to conduct detailed research and requires increased esoteric ability.
Typical effects	<ul style="list-style-type: none"> • Weapon increases damage dealt by one step, • Armour reduces incoming damage by one step. • Provides some uncommon ability (causes sleep, provides and antidote for a specified poison or disease, etc.). • Provides a theoretically possible ability for a scene (water breathing, change of appearance, etc.). • Provide a +1 bonus to an attribute, combat ability or career for a scene. • Provide the effects of a boon or flaw for a scene. • Increases difficulty of a task by –4 (Demanding). • Items (that are not weapons) typically cause or cure 1d6 <i>lifeblood</i> or <i>resolve</i> damage. • <i>Protection</i> items that in themselves would not normally offer any <i>protection</i> (that is, they are not armour) typically provide 1d6-3 <i>lifeblood</i> or <i>resolve protection</i> to the recipient. <p>Note if the item is consumable, a successful roll produces 3 doses.</p>
CP Cost	2 DP
Difficulty	Hard (–1)

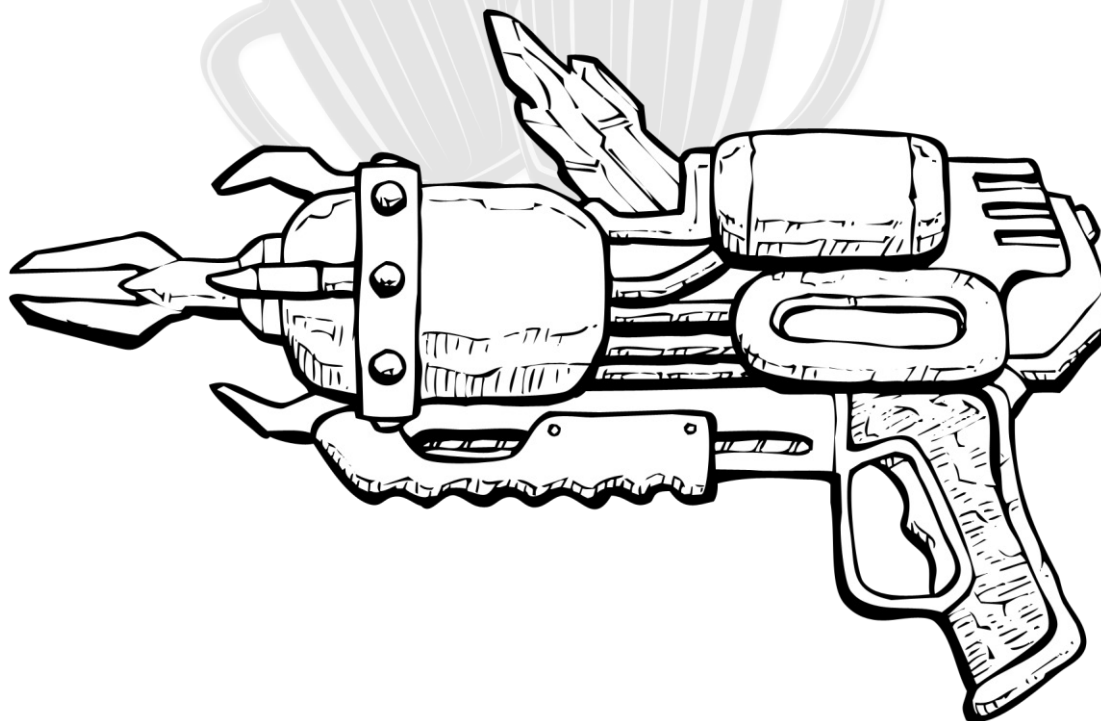
Legendary inventions

Description	These require extensive research and facilities only found in large cities or the hidden laboratories of isolated Inventors. Required materials or components are usually rare and not easily obtainable.
Typical effects	<ul style="list-style-type: none"> • Weapon increases damage dealt by one step, in addition, they are unbreakable and ignore armour, except that created by an <i>Inventor</i> (of legendary rank or higher) – equivalent to the <i>Legendary Weapon</i> boon (p.16). • Armour reduces incoming damage by one step, and causes 1 less <i>agility</i> penalty. • Provides some theoretically possible ability (universal antidote, causes paralysis, etc.). • Provides some hard-to-believe ability for a scene (elixir of youth, invisibility, etc.). • Provide a +1 bonus to an attribute, combat ability or career while worn, carried, etc., or for an adventure if consumed. • Provide a +1 bonus to all attributes, combat abilities or careers for a scene. • Provide a +1 increase in scale for an appropriate ability/derived ability for a scene. • Provide the effects of a boon or flaw while worn, carried, etc., or for an adventure if consumed. • Increases difficulty of a task by –6 (Formidable) • Items (that are not weapons) typically cause or cure 2d6 <i>lifeblood</i> or <i>resolve</i> damage. • <i>Protection</i> items that in themselves would not normally offer any <i>protection</i> (that is, they are not armour) typically provide 1d6-1 <i>lifeblood</i> or <i>resolve protection</i> to the recipient. <p>Note if the item is consumable, a successful roll produces 3 doses.</p>
CP Cost	4 DP
Difficulty	Tough (–2)



Mythic inventions

Description	These inventions are beyond the conception of most, and are guarded and secreted away from curious eyes – often for centuries. You will likely need to locate the lost document (probably in an unknown language) describing the invention before you even start to build one.
Typical effects	<ul style="list-style-type: none"> • Weapon damage is increased by two steps, unbreakable and ignores armour – except that created by an <i>Inventor</i> (of mythic rank). • Armour reduces incoming damage by two steps and downgrades the nature of the damage, so lasting damage becomes normal damage and normal becomes fatigue damage. Fatigue damage is degraded one extra step. Reduce <i>agility</i> penalty by 2. • Provides abilities beyond current ken (regenerate body parts, create life, immortality, etc.). • Provide a +1 increase in scale for an appropriate ability/derived ability while worn, carried, etc., or for an adventure if consumed. • Increases difficulty of a task by –8 (Heroic) • Items (that are not weapons) typically cause or cure 3d6 <i>lifeblood</i> or <i>resolve</i> damage. • <i>Protection</i> items that in themselves would not normally offer any <i>protection</i> (that is, they are not armour) typically provide 1d6 <i>lifeblood</i> or <i>resolve protection</i> to the recipient. <p>Note if the item is consumable a successful roll produces 3 doses.</p>
CP Cost	8 DP
Difficulty	Demanding (–4) or Formidable (–6)



Chapter Eight: Game Mastering

Running the game

Ambience

Describe the environment initially in broad strokes, adding to it as the fight goes on – the *heroes* will not notice every detail at first sight. Unless there is a specific reason not to (possibly unknown to the players!), the GM should say yes to most reasonable suggestions from the players.

For example, if the fight is taking place in a dungeon ill-lit by guttering torches, a player could reasonably say there might be some dark-shadowed corner he could lurk in to ambush an unwary guard. Or, in a jungle, vines might hang from the branches of the trees that a *hero* can climb.

Where it's a greyer area, a GM might agree for a Hero Point.

Determining task difficulties

First determine how difficult the task would be if conducted in a safe environment, no adverse conditions and all the time in the world. This would be the base difficulty.

Then modify the difficulty depending on:

- Time available– must the task be completed quickly and before a deadline, or do you have all the time in the world? Failure might mean that the task is completed but after the deadline that was required.
- Conditions – does weather, temperature, lighting, etc., affect the task? Failure might be due to these adverse conditions rather than the character's lack

of skill.

- Opposition – are other characters making things easier or harder? Failure might be attributed to the actions of antagonists.
- Collateral damage – might the task be affected by endangering others or valuable objects?

If the difficulty ends up at Easy (+1) or Very Easy (+2), consider not requiring a roll unless:

- The task will succeed, but you want to know if there are benefits or complications.
- Failure provides an interesting outcome (see below).

Providing players with interesting ways of failing a roll

Failure means "lack of success", not the total negation of success.

Take a look at the following example:

Player: Juliet wants to jump from the balcony, onto the chandelier, then swing out the window.

GM: Wow, that sounds great! However that's not an easy action, especially with all those arrows flying about.

Player: Yes, hopefully the arrows won't be an issue!

Player rolls the dice and fails the roll.

So Juliet does not succeed in her stated aim.



The GM can now narrate an outcome in which that is true. Juliet could:

- Fall to the floor, taking falling damage.
- Make it to the window ledge but take a well-placed arrow (and associated damage) as she leaps.
- Make it to the chandelier but not to the ledge, and now hangs swinging in the middle of the room.
- Make it to the window ledge, but slip on the damp stonework, and is now left hanging by her arms.
- Have second thoughts about the chandelier being able to take her weight and narrowly avoids attempting the suicidal leap.

All of these outcomes result in Juliet not succeeding as she originally planned, with some outcomes being more interesting than others and each having different complications to deal with. Avoid saying that the character doesn't succeed – instead, describe an interesting and/or complicated outcome of how the character doesn't succeed. The players are playing *heroes*, and they'll have fun if the *heroes* look good, no matter whether they succeed or not!

Justifying using a career in a roll

As a GM, when a player is justifying using a career in a roll, take a moment to consider if another *hero* present has a more relevant career, and respond accordingly. Give the player the benefit of the doubt, unless the career really has no bearing on the task at hand, but if they are using a barely relevant career, consider increasing the difficulty of the task. Finally, if the task is really beyond those that aren't trained, then say that they are incapable of attempting the task.

Career-based roll usage example 1:

Tom: Can Toma use his *Thief* career to sneak into the Beggars Guild?

GM: He can, however the beggars are wise to the ways of the thief, so it would be an increased difficulty I think: Hard (–1).

Jane: My character Sefa has *Beggar 0*, maybe she should try it?!

GM: Yes, for Sefa it would not be hard at all, in fact for her it might even be Easy (+1) or might not even require a roll.

Career-based roll usage example 2:

Tom: Toma has a nasty slash to his arm (3 normal *lifeblood* damage), can anyone heal him?

Jane: Sefa could try.

GM: Does Sefa have *Healer*, or an equivalent career?

Jane: No she doesn't.

GM: Sorry, she can't provide a significant healing benefit to Toma then. Unless you want to spend a Hero Point to temporarily use the *Healer* career at 0? (See the *Beginner's Luck* Hero Point option on page 32.)

Also consider the options for a failed roll. In the first example, should Sefa not succeed and be caught, she might have a good chance of fast-talking her way out of the predicament. However if Toma were to fail, then the Guild might be more intimidating in attempting to determine the thief's intentions.

One roll, or More?

One of the first decisions a GM needs to make is: how many attempts are allowed to decide a situation? Most RPGs fall into two camps here: a single roll is all that's allowed (sometimes called Conflict Resolution), or multiple rolls (or multiple types of attempt) are allowed (sometimes called Task Resolution). A combat situation is usually performed using Task Resolution. The GM decides how many rolls are to be used to resolve the situation, based on: how important the situation is to the story, how much the players are invested in the situation, and how interesting it might be. Usually though, if multiple rolls are allowed, this situation is open-ended, and may possibly result in a repetitive and boring set of dice rolls taking up a lot of gaming time to no good effect.

To avoid such a drawn-out situation, and to provide a narrative framework for the rolls, try a three-step resolution: with rolls for the beginning (usually understanding all the issues at stake), middle (dealing with complications), and end (the final resolution). Success at each step provides a bonus die to the next roll; a successful beginning and middle roll would provide two bonus dice to the final roll.

Conversely, failures provide penalty dice for subsequent rolls. This type of resolution is useful for determining background situations, such as the progress of a battle, in which the *heroes* may or may not be directly involved (and if so, their successes may also provide bonus or penalty dice).

Example: a three-step resolution.

The players have to defuse a bomb. The GM decides that this will be played out in the following stages:

- 1 – Examine and understand the bomb layout.
- 2 – Circumvent any anti-tampering traps set on the bomb.
- 3 – Cut the green wire!

How do heroes notice things without realising they need to?

There will be many situations in which the GM knows that the *heroes* are in a position to notice something, but as they don't yet know it exists, they can't ask about it! So how can the *heroes* find out?

Firstly, how difficult is this information to notice in the first place? That is, is it a *minor* or a *major* concern? A *minor* concern might be a horde of *rabble*-level bandits tailing you. A *major* concern might be a *rival*-level assassin shadowing the party. This isn't hard-and-fast and it's up to the GM to decide.

If it's a *minor* concern, someone will probably notice. Do any of the *heroes* have an appropriate career? The *hero* with the highest appropriate career is alerted. Some boons may also suggest that a *hero* has expertise in a particular area – if so, they are the ones who notice.

If no *heroes* fall into those categories, or if the situation involves a *major* concern, there's a possibility that no-one will notice. Ask all *heroes* who are in a position to become aware of the situation to make a *mind* + appropriate career roll (again, some boons provide bonus dice for these situations).

Splitting the party

Heroes in *Everywhen* can be lethal to large numbers of opponents even when operating on their own, players should be encouraged to operate alone or in small teams, so GMs should feel free to physically separate the party when an opportunity arises (the only potential issue being that it makes things more complicated to manage for the GM!).

Normal people walk around in small numbers. Groups of people together need some visible reason to be together, e.g. office workers out for drinks, a team of utility workers, otherwise they stand out as potential threats and will be at best avoided, at worst brought to the attention of law enforcement (as will any person or group overtly holding equipment that can only be used as weapons).

Teams of *heroes* can cover more ground separately than when acting together, and sometimes actions need to be taken at the same time in different locations.

Splitting the party impacts some genres more than others. In modern thrillers, cyberpunk, etc., *heroes* are virtually compelled to keep a running dialogue with each other through high-tech comms. The problems start when the bad guys remove the *heroes'* earbuds and crunch them underfoot!

So what do you do when the *heroes* are split up? Whatever else you do, keep it fast-moving! Keep any player discussion on the meaning of events and

observations for when the *heroes* can reunite or can have some form of direct communication.

If there's a combat in one area, assume all players are acting in combat rounds, to ensure that you keep everyone involved and synchronised. Remember that other players are not directly involved, so will be less interested in the proceedings, and so try to engage the other group in a conflict at the same time. Shift quickly between the different groups, trying to end each group on a mini cliffhanger. If nothing else, let the players not involved in a fight make the rolls for some of the adversaries for you!

Helping players get to the truth

An open and shut case

A GM will open a scene with an evocative description of the sights, sounds, smells, etc., of the location and its most obvious and interesting characteristics.



Players will then want to ask questions to help them understand what's going on. A player can ask: *open* and *closed* questions:

- *Open* questions (who, what, where, why, etc.) aim to add to the number of things that need to be considered. Answers will usually be descriptive and

contain multiple important facts. It's very useful for players to list these facts on a sheet, index cards, etc., that all can see, and equally important that the GM clarify what those things are and ensure the players record the facts correctly.

- *Closed* questions aim to reduce or rule out the number of facts to be considered by asking questions that have specific answers (Yes/no? Which suspect? Etc.).

For example, a simple (!) investigation might go like this:

Q: Who are the murder suspects? (open)

A: Tom, Dick and Harry.

Q: Tom, did you do it? (closed)

A: No.

Q: Dick, did you do it? (closed)

A: No.

Q: Harry, I am arresting you for murder.

A: It's a fair cop.

The player correctly deduces the truth by process of elimination. In TV shows this is usually incorrect because the murderer is not one of the obvious suspects!

To work through that might still take some time in a game. Not all questions will be as direct as that, and they might be aimed at evidence or circumstance rather than a direct admission of guilt. For example:

Q: Tom, where were you on the night of the 23rd? (a closed question, as there'll be a single specific answer)

A: In Australia. Multiple witnesses can say I was there.

Q: OK, that rules you out, then.

It's more obvious why questions should be framed in this way if you consider that the perpetrator will lie to hide his guilt. They will only lie to conceal their guilt, not about other matters. For open questions they usually answer the question as completely as possible while removing a fact that might point to their guilt. Occasionally they may add false information to their answer, but only if they planned the lie beforehand – a lie with nothing to back it up is more easily discovered. Remember, it's always the cover-up that reveals the guilty! Some genres place more emphasis on suspects or witnesses being interviewed in court under oath, although this just emphasises that the NPCs always tell the truth on all matters except relating to their guilt. TV spins this out by giving some witnesses something more harmless to lie about, but if you do this too much in a game, you risk befuddling the players.

In some games (e.g. Cluedo) and TV shows, most of the obvious clues are provided up front to save time. The detectives arrive on scene, the discovering officer

summarises the situation, the medical examiner provides cause and time of death and any other clues related to the body (note that there may be clues that are discovered later during an autopsy). This provides answers to most of the obvious open-type questions and lets the players get on with narrowing down those factors that need to be considered in the investigation.

We've said 'facts', 'things', 'factors' and 'clues' a few times. Like Cluedo, these could be a list of suspects (murder weapon and location are usually a given, although in some cases this could have been altered to cover the murderer's tracks), but it could also be circumstances and relationships between the suspects that point to motive (e.g. finding out that Jarvis the butler is actually the father of Lady Janet). Motivations could be for example financial or social (either to gain – or avoid the loss of – something precious).

So a further way to complicate the situation (should it be necessary) is to introduce a second liar into the list of suspects, usually with the intention of protecting some secret that threatens to be revealed through the investigation. This secret will be damaging but not to the extent that a crime as serious as murder was committed (although other lesser crimes may have been).

Some backgrounds will allow hints to be sought or given, but ensure that these are provided using genre-appropriate methods (for example, mystic visions in settings that allow such things).

Controlling the pacing

If the pacing of the investigation is slowing or has ground to a halt – usually because the players are overwhelmed and bewildered by the possibilities – there are some methods the GM can use to speed things up:

- The report came back! A routine background check, pathology report, missing persons report, etc., comes up with something useful out of the blue*, either to reveal some new information or to rule something out. Especially useful if the players are spending too much time barking up the wrong tree.
- The culprit interferes! Possibly by murdering one of the suspects on the list (reducing the number of suspects), stealing or tampering with evidence (indicating its importance), sending goons to rough up the investigators or search their premises to find out what they know, etc. Powerful suspects, feeling secure but curious, may even invite an investigator for a social visit or event to sound them out.

*Of course, the perpetrator may intervene, e.g. 'I've just remembered something that might be useful', to throw the detectives off his trail.

Finally, when it becomes obvious to the culprit that the game is up, they will take direct action to protect themselves or their vital interests.

You may be tempted to use red herrings to throw the party off the trail, but use these sparingly and take action to bring things back on track if the party are getting too confused. Ensure you don't stop the party from getting the answers by requiring successful rolls to find critical clues. Don't forget the *Success At Cost* optional rule (p.29), and use the above suggestions to get the party back on the trail of the investigation.

The investigative arc

In summary, the overall structure of the investigation looks like this:

- **Act I – Understanding the problem space**
The *heroes* will ask lots of open questions (probably answered directly by NPCs).
- **Act II – The detective process**
The *heroes* ask closed questions of the suspects and information sources to narrow down the possibilities. In stories the detectives are normally stumped as they appear to have closed down all the possibilities – this will probably happen naturally to the players, so this may require one of the GM interventions shown above to get things back on track!
- **Act III – The big reveal**
The *heroes* reveal their deductions, the perpetrator is unmasked, and there may be a big fight scene if they won't go quietly.

The main problem with most investigations is that players stay mentally in 'Act I' and continue to ask open questions rather than attempt to narrow down the problem by asking closed questions. This is especially problematic in SF/fantasy situations where the nature of the situation may not at all be clear, unlike a 'straightforward' murder investigation.

This might sound like it's all about murder investigations, but that's where the process is most obvious. It's equally important when considering scenarios which have *any* investigative element to them. By asking questions, players think they are finding out what's going on, but to do that it's equally important to find out what's *not* going on! There are an infinite number of explanations for any given set of clues, and a lot of the time, there are just too many simple explanations to help players come up with a useful plan of action.

Planning adventures

Everywhen is intended to be playable without you needing much setup time, but you should still ensure that everyone is on the same page as to how long the adventure is likely to last. Will it need to finish in a single session, or can it stretch over a number of sessions? Is the adventure going to be part of a longer campaign? If so, downtime activities such as spending XP, crafting and working on projects will be a consideration.

A typical *Everywhen* adventure can run to 3-4 hours if everyone is playing face-to-face. If played online – perhaps using *Roll20* or *Fantasy Grounds* or some other social gaming software – our experience has been that it can take up to twice as long, so be prepared to run for more sessions than you might expect.

The number of players will also affect the length of an adventure. A game that takes 4 hours for 6 players might only take about 2 hours for 3 players. For complicated scenarios, the GM has more information to impart to the players, and as the amount of information is not related to the number of players, the duration won't depend on how many players there are.

Note that a character's starting number of Hero Points is intended for a full-length game, so consider slightly reducing the Hero Points per player, as you want the players to feel some pressure about not having enough Hero Points.

What are your players looking for?

As a GM, when you want to create a fun but challenging adventure for your players, take inspiration from them. At the beginning of the first session, ask them for some backstory regarding their character – what does the character want to happen, what are they concerned might happen... Things they've done in the past that might come back to haunt them – sometimes literally!

Consider the sort of *heroes* that your players have created – this is valuable information for working out the sort of adventure they want to see.

First, look at their highest attributes – often one or two will stand out above the others. By investing points in these attributes, the player is telling the GM: "This is where I want my *hero* to excel", so in the adventure be sure to include challenges in these areas to let their character take the spotlight and shine. It's possible that a starting character can have a rank of 3 in both of the attributes being used in a particular roll. Taking note of the preceding assertion, by allocating his points in such a fashion, the player wants his *hero* to shine in these situations, so ensure that he can. Not everyone in the party will have the same skillset, so a walkover for one character will be tricky for another. Occasionally use more

difficult encounters – for example, place a demanding (–4) lock in the way of a thief or an angry customer (–6) in the face of a merchant. If *heroes* have a modifier of +6 (or more) in a given roll, an optional rule lets them choose to automatically succeed rather than risk a roll, so if this starts to happen, you might introduce more challenging tasks. In some conflicts, add situations where the party's career specialists must use their special skills while the hardened fighters cover for them.

Second, take a look at a *hero's* careers in general – these are telling you what sort of adventures the player wants to take part in. If a space opera *hero* has *Pilot*, *Spacecrew*, *Engineer* and *Mercenary*, then the player is saying that spaceship-based action is what they'd like their hero to be engaged in. So if you decide to base the adventure on court intrigues in the star cluster's capital, the player might not enjoy it as much.

Players are playing *heroes*, so they want them to look good, not out of their depth – a little awkwardness can provide comic relief, but use it sparingly! Comedy works better in film and TV than it does for roleplayers, who tend to generate their own humour to break the tension. Again, players will often try to cover all bases with their *heroes'* careers, so also consider how the *heroes* as a team might function. One situation that can pressure a team is to split them up, but remind players that it does provide an opportunity for heroic rescues in the nick of time!

Third, take a look at a *hero's* flaws. By taking these, he has made his character more competent in other areas with the statement that he's weak in the area of his flaw. Rather than using the flaws to make life more difficult, use them to make his life more complicated – that is, use them

to say “and” or “but” in the narration, rather than “no”. If the adventure is already confusing and chaotic enough, keep these flaws out of the picture for now. Flaws should add friction to the story, not block it.

Example of using a hero's flaw: Addicted – You are addicted to something and require it every day to function fully. Whenever you go more than a day without it, you have a penalty die on all rolls.

Even if the *hero* has had his fix for the day, if he sees a jar of his addiction, he's not going to ignore it. Also the item he's addicted to might have some telltale effects that might influence social interaction. Being offered the item in a social situation might provide a penalty dice if he tried to avoid the offer.

Some players will naturally roleplay their flaws to the detriment of their character. Encourage this style of play, as it's far more engaging for players (rather than the GM) to complicate their *heroes'* lives! If a flaw would hinder a roll (whether mechanically or not) and the hero fails a roll, remind the player that taking a Calamitous Failure will grant them a Hero Point for later use.

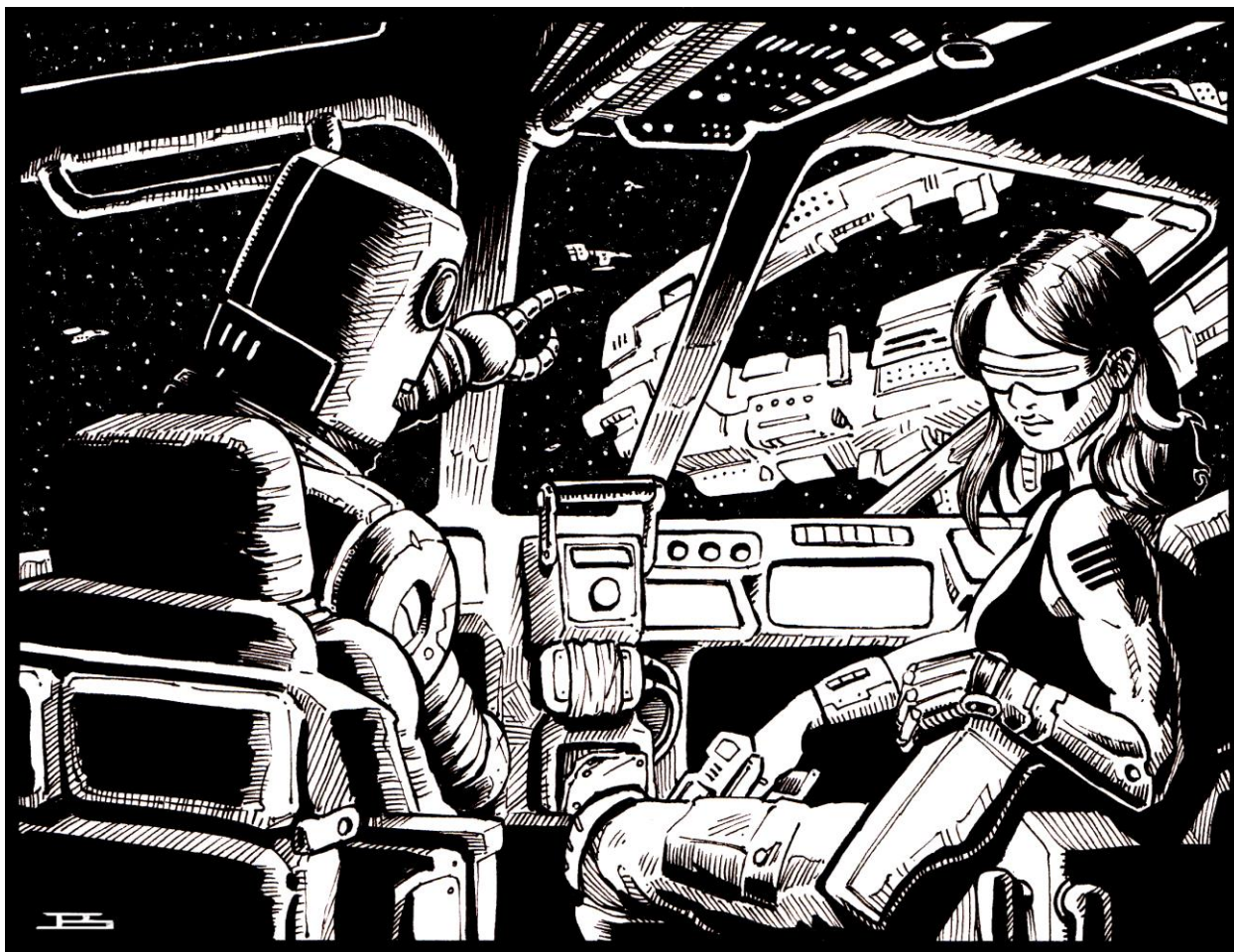
Once you've looked at each *hero's* strengths and weaknesses individually, look at the group's strong and weak areas. You might have interesting options for all three of the above areas for some of the characters, but make sure that you try to bring in at least one for each of the characters. If you can't think of things that might appeal to or challenge a particular player, ask them what they want. You can even ask them directly in-game: “What is good in life?”!

Generating plot ideas

Player	Tom	Dick	Harry	Mary	Sue
Hero	<i>Malachi</i>	<i>Andromeda</i>	<i>Prof. Hendrik</i>	<i>Gordon</i>	<i>Alicia</i>
Career 1	<i>Pirate 2</i>	<i>Noble 1</i>	<i>Scholar 2</i>	<i>Athlete 2</i>	<i>Medic 3</i>
Career 2	<i>Astronaut 2</i>	<i>Scholar 1</i>	<i>Inventor 1</i>	<i>Reporter 2</i>	<i>Xenologist 1</i>
Career 3	<i>Mountaineer 0</i>	<i>Astronaut 0</i>	<i>Astronaut 1</i>	<i>Spy 0</i>	<i>Trainer 0</i>
Career 4	<i>Domesteader 0</i>	<i>Worker 0</i>	<i>Medic 0</i>	<i>Astronaut 0</i>	<i>Scholar 0</i>

In an ongoing campaign you might be struggling for ideas to keep the adventures coming, so assuming you don't have any particular ideas to use for a fully pre-prepared adventure, you could simply randomly generate rolls that would form the crucial point of any non-combat based scene. In order to do this, you'll need to have made notes as to the careers of each *hero*, as shown in the example table above. Roll randomly to determine which *hero* will be involved, then roll a d6 and see the table below:

- | | |
|---|----------------------------|
| 1 | Use <i>hero's</i> career 1 |
| 2 | Use <i>hero's</i> career 2 |
| 3 | Use <i>hero's</i> career 3 |
| 4 | Use <i>hero's</i> career 4 |
| 5 | Roll below |
| 6 | Roll below |



Not every roll in an adventure will require a roll based upon the career of a *hero*, and so if you roll a 5 or 6 above, now make a roll to randomly determine which of the existing careers should be used for the roll:

	1, 2	3, 4	5, 6
1	<i>Noble</i>	<i>Entertainer</i>	<i>Magician</i>
2	<i>Inventor</i>	<i>Worker</i>	<i>Seductress</i>
3	<i>Physician</i>	<i>Sailor</i>	<i>Scholar</i>
4	<i>Beggar</i>	<i>Journalist</i>	<i>Poet</i>
5	<i>Engineer</i>	<i>Priest</i>	<i>Dancer</i>
6	<i>Merchant</i>	<i>Pilot</i>	<i>Farmer</i>

You can generate a table for your own setting that includes each of the available careers. Some common ones (*Worker*, *Slave*, etc.) might be slightly over represented to make up the numbers in the table (and reflect to a degree their proportional representation in the culture in which the *heroes* find themselves).

The Rumor Mill

A technique you can use that works very well is to ask each player to contribute one or more rumors about what's going on in the world. As a GM you might dangle an incentive such as an extra Hero Point!

You don't have to treat these rumors as totally correct, you can riff off them, or simply ignore them and use them as red herrings for the players to worry over! Or you might get something inspirational that would work really well.

Scenes in an adventure

An adventure is a series of connected scenes involving the *heroes*. Some scenes might be action or conflict scenes, others will be investigative/infodump/plot development scenes. One could show a simple sequence of scenes like this:

? ! ? ! ? ! ? ! ?

Here, the ? represents scenes where the players ask questions and the ! represents action scenes.

A cunning GM will attempt to provide information through action scenes, usually via accidentally revealed information (and yes villains might let something slip through a well-timed monologue!), although lucky or clever *heroes* may also obtain clues.

The first thing to decide upon is the beginning scene, which could be puzzling, to draw the players in, or immediate combat, to drop the players into the middle of the action (*in media res*), obviously a more exciting approach. You can open with an infodump, but in that case it might be better for the players themselves to have pieces of the puzzle so they can inform each other rather than hear it straight from the GM.

Most of the time you probably won't have multiple consecutive combat scenes, but you should consider that a climactic fight at the end of the adventure should have a beginning, middle and end, so may well have three consecutive linked action scenes. You might want to ignore this in situations (I'm thinking of the *Star Wars* films here) where the party may be split, with the separate groups pursuing simultaneous critical goals.

If you are running out of time for the game session but the adventure isn't over, consider ending the session with an action scene or a cliffhanger. Don't worry about providing any clues or other information – after the end of a session, most players won't remember anything and forget to take notes. Shift the info dump to the beginning of the next session when everyone is fresh and attentive. Then the newly learned clues and information can get used right away too!

The last scene of an adventure will invariably be an info scene to wrap up the loose threads of the plot and assign narrative rewards and penalties to the *heroes* as appropriate.

Rules of thumb for scaling encounters

A *rival*-level NPC is pretty much the equal of a *hero*, so in such a one-on-one encounter, we would expect the *hero* to have a 50-50 chance of survival. So we can say that an encounter with one *rival* per *hero* is going to be very hard, and should be avoided unless it is in some way necessary to end an adventure.

This works both ways, so if enemy *rivals* are outnumbered by *heroes*, the *rivals* should be preparing their escape capsules, unless again honour or some ultimate showdown demands it. Villainous *rivals* might not deign to sully their hands with personally fighting any annoying interlopers – that's what they have henchmen for!

When totalling up the opposing forces, a *rival*-level NPC is worth roughly 3 *tough*-level NPCs, and each *tough* is worth about 3 *rabble*-level NPCs.

Even two *rabble* working together can be a threat to an unprepared *hero*, but a single *rabble*, unless exceptionally brave or stupid, will probably simply try to escape or run to sound the alarm and get help.

So, to summarise:

- A very hard encounter would be 3 *toughs* (or equivalent) per *hero*.
- A challenging encounter would be 2 *toughs* (or equivalent) per *hero*.
- A skirmish would be one *tough* (or equivalent) per *hero*.

All of this assumes that you will spread the threat to the *heroes* roughly evenly, if possible.

For subsequent encounters involving the main enemy forces of the adventure, assume that rivals are not idiots and can change their plans in response to the *heroes'* actions. The first time the two sides meet, an axe-wielding *hero* might slice up the opposition – let the *hero* have her moment of glory! But in response, will the *rival*-level NPC send a load of *rabble* with knives, or will he send a section of his mounted crossbowmen led by a trusted lieutenant?

You don't always need to arrange for a fair fight, but be prepared to give the *heroes* a chance to escape if outclassed. With a lot of enemies, a single *hero* going down or retreating can alter the tactical balance considerably. In such a situation, rather than simply charging in and overwhelming the *heroes*, you might allow the bad guys to might make some sort of display of power that would allow the *heroes* a chance to retreat (after all, even *toughs* and *rabble* don't want to fight if they don't have to, and may be more than happy to drive off the *heroes* rather than carry on the fight to the bitter end).

Creatures with strange powers are harder to estimate in terms of threat to the *heroes*, but their presence can be telegraphed to the players by a series of clues such as footprints, mangled remains, howls, etc., to build up the tension, but also to allow the players to consider how their *heroes* might defeat such creatures. Indeed, you can apply this foreshadowing technique to any villainous threat.

Planning campaigns

When going for multiple adventures, you could decide to consider each adventure like a film, and have a trilogy of adventures that deals with a larger plot, or you could have a more open-ended campaign with a number of plot threads existing at any one time, with new ones being created as old ones are completed.

Remember that your players' characters are *heroes*, and the world of the setting will be looking to them (or asking them directly) to help as matters go from bad to worse. And with villains (that is, the *rival* NPC type) at large in the world, things will definitely be going from bad to worse!

Rivals that last more than one adventure are very possible in *Everywhen* thanks to the *Timely Escape* Hero Point option (p.32), but don't overuse them. You might have one overarching *rival* in a campaign, and several lesser recurring *rivals*. Make sure that most *rivals* escape an adventure to start with, but don't immediately bring them back in as part of the next adventure. Listen to your players and get an idea of the *rivals* they are afraid of, the ones they think are cool, and the ones they just plain want to see again.

Don't be afraid to use *rivals* as good guys sometimes. If you've watched a lot of TV shows, you'll recognise the episode where a known enemy is forced to team up with the good guys to deal with something worse. If you do this, remember that the *rival* isn't stupid and will plan to get the heck out of there before the final curtain, which will probably leave our *heroes* in the lurch and reveal himself as even more dastardly!

The career of a major *rival* can present some interesting challenges for the players. If the *rival* is an *Inventor*, for example, he may well be working on his own projects between the *heroes'* adventures, perhaps taking several downtime project sessions to perfect his world-threatening Z-ray!

Running downtime between adventures

Note what your players are gearing up for here, and mine this for adventure ideas, not necessarily for the next adventure, but perhaps the one beyond that. Provide some narration for what's going on in the background during the downtime, based on common knowledge and the *heroes'* special areas of knowledge. Drop hints and clues that may or may not have payoffs in forthcoming adventures. Also, make sure that past exploits get a mention during downtime, and consider how the *heroes'* actions have affected the world.

Downtime projects for rivals

Don't forget that the GM can also use the downtime project rules for advancing the villain's evil schemes!

Creating and running settings

Everywhen settings can be specifically written based upon other RPGs or popular film, TV, books, comics, etc. The conversion process is the same for both, but for RPG settings you need to convert the setting of the RPG not the system – that is, concentrate on the aspects of the RPG background that set the theme and feel, not on the mechanics used by that RPG.

One of the first things you should consider is which careers will be relevant. If the *heroes* of the setting all have the same or a very similar career, e.g. a squad of soldiers fighting on the Eastern Front, then consider using specialisations rather than careers. However if a soldier's pre-enlistment careers and/or other experiences (specialisations, pastimes, hobbies, etc.) are relevant, then use a broader definition of careers to encompass all important areas of expertise for the character. Finally, if characters in your setting would have a broad range of careers (as in *Barbarians of Lemuria*), then careers as written will work fine.

Try not to make too many careers, and avoid careers that are very similar. For example, in a medieval setting, there's no need for an *Archer* career – the *hero* is likely to be either a *Soldier* or a *Hunter*.

Boons and flaws give bonus and penalties to your character, usually under certain circumstances. Don't feel you have to make exhaustive lists, and make sure you're not simply duplicating existing boons and flaws.

Origins and backgrounds let your players round out their *hero* to fit into a particular "mould" from a particular city, area, etc., by providing a list of typical boons and flaws. Some players don't like the restriction that origins and backgrounds give, and if that's the case, use them as guidelines. The boons and flaws should be related to the origin in question, so for example a *hero* coming from a coastal city might have, let's call it '*Sea Legs*', as one of the recommended boons.

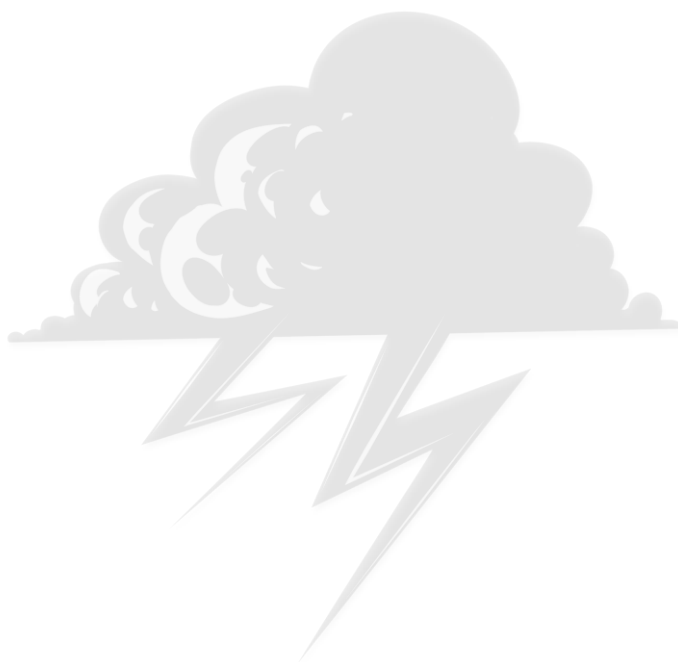
Gear in *Everywhen* can vary considerably depending on what setting you play. Don't get bogged down in creating equipment for every single eventuality. Remember that *heroes* always have the basic gear they need to conduct those tasks that are typical for their careers.

Don't overcook weapon damages. Stick to d6L/d6/d6H unless there's a very good reason. Remember that only a few points of damage can take out the average *rabble* opponent.

Decide what rules are relevant for your particular setting. We've included a lot of rules to capture most eventualities, but feel free to devise your own rules to suit any peculiarities of your setting. If you do come up with

new rules, gear, boons, flaws, careers, etc., be sure to share them with the community!

You may want to look at what the players would be allowed to spend Hero Points on in a given setting. Certain options may not sit well with the particular genre or tone.



True Brit Vampire Slayers

A quick Urban Fantasy setting

The following pages give a short example of the rules applied to a modern urban fantasy setting. Other setting books will be similar but give more depth / detail.

The joint decision of Charles, William and Harry to end the British monarchy with the death of Elizabeth II unfortunately had supernatural side-effects: abjurations that Dee bound to the Crown were now torn up; dark forces found it easy to enter into the former kingdom and prey upon its magically defenceless subjects...

Questions for the GM:

- Some people in the British Establishment must have known what would happen. Why did they not stop the enchantments from being broken?
- Is it just vampires and werewolves that are back? What other dark forces are trying to get in?

Character creation follows the core rules.

Available careers

Careers in True Brit Vampire Slayers aren't necessarily a chronological CV of your character's life, more a summary of your characters areas of expertise.

The career name hopefully provides an instant recognition of the type of profession being referenced and the short sentence expands on what it actually encompasses. Some of the careers are more focused than others and might overlap with similar careers not listed.

Feel free to rename a career into a similar one if it better fits your character concept, for example *Academic* to *Librarian*, *Engineer* to *Mechanic*, *Slayer* to *Occultist*, *Scientist* to *Lab Technician*, etc.

Note that in this setting, none of the careers are defined as *crafting*, as described in the section *Advancement*.

Academic

You excel at scholarly pursuits and activities.

Aristocrat

You have a title, but not necessarily power, money or respect.

Bureaucrat

You understand the correct procedures in the administration of businesses or organisations.



Crook

You go to work just like everyone else, but what you do is on the wrong side of the law.

Engineer

You design, make or repair everyday items.

Investigator

Private or government, you investigate unsolved mysteries. And that's just reading through the morning's emails.

Journalist

You report for local or national newspapers, magazines, television networks, websites, etc. Don't get stuck doing zany weather reports on TV though, you are a serious journalist!

Labourer

Fields or factory, your day is a tough grind on minimum wage.

Police

You are a member of the law enforcement community.

Priest

You are likely a preacher of your faith, either ordained or lay. Alternatively you may just be a devout believer.

Medic

You diagnose and treat physical illness and injuries.

Scientist

You study the structure and behaviour of the physical and natural world through observation and experiment.

Shrink

You diagnose and treat mental illness.

Slayer

Supernatural creatures are real and you hunt them! Just watch out for the law and the CCTV cameras.

Soldier

Soldier of the British Army, or now a mercenary for some other force, you fight in wars around the world.

Student

Just finishing high school, freshman or soon to be graduate, you've yet to embark on your chosen career (see *Students* on page 12).

Thief

You make your living by acquiring other people's possessions. Just one big score and you'll go straight.

Vagrant

You have no regular home or work and live by begging or handing out free newspapers.

Boons and flaws

All boons and flaws from the core rules are available, with any additions and exclusions shown below.

Setting boons

Arcanist – you have mastered the art of manipulating arcane powers. Treat this boon as having the *Arcanist* career as described in the core rules. Your rank in *Arcanist* is equal to the number of times you take this boon.

Alchemist – you are able to produce mystical potions and substances. Treat this boon as having the *Inventor* career as described in the core rules. Your rank in *Alchemist* is equal to the number of times you take this boon.

Excluded boons

Don't use:

False Avatar
Frugal
Magic of the Ancients
Meme Resistance
Power of the Mind

Psionic Sensitive
Race Friend
Telekinetic
Telepathic

Excluded flaws

Don't use *Spendthrift*.

Backgrounds

Bleak village

Whether lowland moors, highland fells, or former seaside resort, the village is located in a remote, barren part of the country. Beware of pubs named *The Slaughtered Lamb*.

Boons: *Alchemist, Arcanist, Nose for the Unnatural, Fear Resistance, Inured*

Flaws: *Country Bumpkin, Fear of ..., Haunted, Unlucky, Unsettling*

Farm village

A village that is the focus of the surrounding farming community. If only some city kid would move here and liven up the Young Farmers' dance with the latest street moves!

Boons: *Beast-Friend, Brawler, Environment-Born, Night Sight, Strength Feat*

Flaws: *Country Bumpkin, Lumbering, Simple, Slow to Act, Unsettling*

Inner city

The densely populated and generally run-down, central area of a major city. Whatever you want, you can get it here... for a price, but don't walk up any streets you can't walk down.

Boons: *Carouser, Contacts, Hard as Nails, Low-Born, Sneaky*

Flaws: *Addicted, Enemy, Notorious, Untrustworthy, Urbanite*



Quaint village

A picturesque village, popular with tourists. There will be at least one pub full of local 'characters', a church, possibly a village hall, and a cricket pitch. If TV detective shows are anything to go by, most premeditated murders in the UK happen here.

Boons: *Artistic, Detect Deception, Divine Blessing, Friend, Comforting Words*

Flaws: *Absent Minded, Country Bumpkin, Obsession, Out of Shape, Overly Modest*

Suburbs

The outer, more affluent, areas of a major town or city. It's the quiet places you need to watch the most. Mum and Dad are zonked out after the hectic commute, so only the kids biking round the streets with their mates know what's going on...

Boons: *Artistic, Boastful, Contacts, High-Born, Silver Tongued*

Flaws: *Arrogant, Greed, Out of Shape, Skeptic, Urbanite*

Sample entities and creatures

Each type of entity or creature has the listed supernatural boons and vulnerabilities, but can have additional supernatural boons, each costing an additional vulnerability.

Vampires

Vampire Thralls are the weakest form of vampire. They are created as per *rabble*-level NPCs and do *rabble*-level damage.

Damage 1d3 (claws) Lifeblood 3 (2)
Career they had before being bitten at 1 or 2

Supernatural boons: *Human Form, Unnatural Metabolism*

Vampiric vulnerabilities: *Sunlight*

Minor Vampires are created as per *tough*-level NPCs and their attacks cause d6L damage (+ strength). Their priority rating is that of *toughs*.

Strength 1 (2) Melee 1
Agility 1 (2) Defence 1 (2)

Damage (claws) d6L+1 (2)

Lifeblood 6 (2) Resolve 5

Supernatural boons: *Human Form, Unnatural Metabolism, Unnatural Ability (strength), Unnatural Ability (agility)*

Vampiric vulnerabilities: *Sunlight, Garlic, Holy Faith*

Lesser Vampires are created as per the *rival*-level NPCs. Their attacks cause d6 damage (+ strength). Their priority rating is that of *rivals*.

Strength 1 (2) Initiative 1
Agility 1 (2) Melee 2
Mind 0 Ranged -1
Appeal 2 Defence 2 (2)

Damage (claws) d6+1 (2)

Lifeblood 11 (2) Resolve 10

Supernatural boons: *Human Form, Unnatural Metabolism, Unnatural Ability (strength), Unnatural Ability (agility), Offspring*

Vampiric vulnerabilities: *Sunlight, Garlic, Holy Faith*

Greater Vampires are created as per *rival*-level NPCs and their attacks cause d6H damage (+ strength). Their priority rating is that of *rivals*.

Strength	1 (2)	Initiative	1
Agility	1 (3)	Melee	2
Mind	0	Ranged	-1
Appeal	2 (2)	Defence	2 (3)

Damage (claws) d6H+1 (2)

Lifeblood 11 (2) Resolve 10

Supernatural boons: *Fear*, *Human Form*, *Offspring*, *Regeneration*, *Seductive*, *Unnatural Metabolism*, *Unnatural Ability (strength)*, *Unnatural Ability (agility)* x2

Vulnerabilities: *Sunlight*, *Garlic*, *Holy Faith*

Vampiric supernatural boons

Fear – The vampire possesses the ability to cause instant fear amongst onlookers. The onlooker must make an immediate roll with the fear level of the vampire (1) as a negative modifier – failure causes the onlooker to take d6 normal *resolve* damage.

Human Form – The vampire can take the shape of a human, but if injured or caused to fight, will normally morph back into its original form – dark red eyes, fangs, deathly pale skin.

Offspring – The vampire can produce up to 1d6 vampire thralls every week. A vampire must feed to excess, causing its victim to die and then make a conscious effort to pass on some of its essence to produce a thrall. If a vampire continues to feed on the thrall, passing on a fraction of its essence each time, they advance to become Minor Vampires after one week, and then to Lesser Vampires in another week, stopping at one level of vampire lower than their sire – so Minor Vampires can only ever produce Vampire Thralls. If a vampire does not feed on its offspring, they remain at the level they were created (or when feeding stopped).

Regeneration – The vampire can regenerate a point of *lifeblood* damage every round, and Lesser or Greater Vampires can remove the effects suffered from a *Precision Strike* (p.25) in two rounds.

Seductive – The vampire has scale 2 *appeal* and can immediately make d6+6 *rabble* obey its orders to the letter. It can also attempt to seduce *heroes* (who must make a *mind*-based roll (against the scale 2 *appeal*) or become pliant to the vampire's requests). Characters can pay a Hero Point to briefly overcome this influence for one combat round.

Unnatural Ability – Any ability can be taken at scale 2 (scale 3 for 2 boons, etc.). See *Scale* on page 31 to see which abilities this can be used on.

Unnatural Metabolism – The entity's metabolism works differently to that of normal creatures. *Lifeblood* is scale 2.

Vampiric vulnerabilities

In return for an extra supernatural power, the vampire gains a weakness.

Sunlight – Whilst in sunlight (or UV light), the vampire takes d6 normal *lifeblood* damage per turn.

Garlic – If injected (by a weapon or hypodermic) or ingested, treat as a scale 1 poison, difficulty Tough (-2) resisted by *strength*. If the vampire fails the roll, it immediately takes d6 damage (scale 1) to *lifeblood*. No reoccurring effects occur, as the vampire's metabolism quickly neutralises the poison.

Holy Faith:

- **Holy symbol** – if a vampire is confronted by a symbol of faith held aloft by a *hero* with ranks in *Priest*, it takes *resolve* fatigue damage equal to d3 + the bearer's *Priest* rank.
- **Holy ground** – The vampire takes d6 *lifeblood* damage per round it stays on holy ground.
- **Holy water** – The vampire takes d6 *lifeblood* damage from contact with holy water

Unseelie

Unseelie are foreshadowed by the smell of sickly decay and the sound of beguiling music. They are slightly shorter than humans, although lithe and hauntingly attractive, and are dressed in tattered, antiquated clothing.

Unseelie Wanderers are created as per *tough*-level NPCs. Their priority rating is that of *toughs*.

Agility	1 (2)	Initiative	1
Appeal	1	Melee	1

Damage by weapon (favouring archaic weapons)

Lifeblood 5 Resolve 5

Supernatural boons: *Fear*, *Realm Walker*, *Unnatural Ability (agility)*

Unseelie vulnerabilities: *Cold Iron*, *Salt*

Unseelie Lords are created as per *rival*-level NPCs. Their priority rating is that of rivals. They have 2 supernatural or normal boons.

Strength 1	Initiative 1
Agility 1 (2)	Melee 2
Mind 1	Ranged 0
Appeal 1 (2)	Defence 1

Damage by weapon (favouring archaic weapons)

Lifeblood 11 Resolve 11

Supernatural boons: *Fear, Realm Walker, Seductive, Unnatural Ability (agility)*

Unseelie vulnerabilities: *Cold Iron, Salt*

Unseelie supernatural boons

Fear – while the unseelie are *in-between* and so ensures difficulty to be observed, it has the ability to cause fear from those aware of its presence (smells, music, fleeting glimpses). The onlooker must immediately make a roll with a –1 modifier – failure causes the onlooker to take 1d6 normal *resolve* damage.

Realm Walker – The entity comes from another realm and may travel freely between theirs and the mortal realm. When it shifts between the two it may remain *in-between* until *full observance* causes it to fully materialise.

Whilst *in-between*, if the entity maintains distance from an observer they appear in a character's peripheral vision, disappearing if focused on. This effect lasts while they maintain distance from the observer. The entity can be classed as *fully observed* once it has come close enough that it can no longer deceive the observer.

To travel back to its home realm it must enter a location where it:

- Cannot be seen by those not from the unseelie realm – travel is effortless and does not need a roll
- Can partially be seen by those not from the unseelie realm (e.g. in the shadows, in smoke, behind foliage, etc.) – travel is successful on a *mind* roll

Seductive – Unseelie have *appeal* (2) and can immediately make d6+6 *rabble* obey their orders to the letter. They can also attempt to seduce *heroes* (who must make a *mind*-based roll (against the scale 2 *appeal*) or become pliant to the entity's requests). Characters can pay a Hero Point to briefly overcome this influence for one combat round.

Unnatural Ability (agility) – The entity's *agility* is scale 2.

Unseelie vulnerabilities

In return for an extra supernatural power, the unseelie gains a weakness.

Cold Iron – weapons / ammunition inflict scale 2 damage

Salt – Unseelie cannot cross a line of salt. It must be pure salt – sea water, for example, would have no effect on them.

Werewolves

Werewolves are created as per the *rival*-level NPCs, and have a *rival* priority rating. Their *melee* attacks cause d6 damage (+*strength*). They have 2 supernatural boons.

Strength 2 (2)	Initiative 0
Agility 2	Melee 3
Mind 0	Ranged –1
Appeal 0	Defence 1

Career 2

Damage (claws) d6+2 (2)

Lifeblood 12 Resolve 10

Supernatural boons: *Human Form, Regeneration*

Vulnerability: *Silver*

Alpha Werewolves are created as per *rival*-level NPCs and their attacks cause d6H damage (+*strength*). Their priority rating is that of *rivals*. Two abilities are scale 2 (or one is scale 3) (see *Scale* on page 31 to see which abilities this can be used on) and they can have 4 supernatural boons.

Strength 2 (2)	Initiative 0
Agility 2 (2)	Melee 3
Mind 0	Ranged –1
Appeal 0	Defence 1 (2)

Career 2

Damage (claws) d6+2 (3)

Protection (thick hide) d6-2

Lifeblood 12 (2) Resolve 10

Supernatural boons: *Human Form, Regeneration, Enhanced Weaponry (claws), Armour, Unnatural Metabolism*

Vulnerability: *Silver*

Werewolf supernatural boons

Armour – The alpha wolf's thick hide provides *protection* of d6–2 (2) against physical attacks.

Enhanced Weaponry – The werewolf possesses claws and tearing teeth. Its *melee* attack is increased in scale by 1.

Human Form – The werewolf is normally human and has a career at rank 2. In human form they have the same abilities, but all at scale 1 and no supernatural boons. During a full moon, the werewolf changes every night (taking 1 combat round) unless he makes a Tough (–2) *mind* roll to resist the change. The werewolf can change at will (1 combat round) if he makes a Tough (–2) *mind* roll, otherwise the change takes 1d3+1 rounds. While the werewolf is changing, it can take no other actions or use its *defence* rating.

Regeneration – The werewolf can regenerate a point of *lifeblood* damage every round, and can remove the effects suffered from a *Precision Strike* (p.25) in two rounds.

Unnatural Metabolism – The werewolf's metabolism works differently to normal creatures, *lifeblood* is scale 2.

Werewolf vulnerabilities

In return for an extra supernatural power, the werewolf gains a weakness:

Silver – weapons or ammunition made from silver are stepped up a scale.

Arms and armour

Firearms, whilst available in Britain, are nowhere near as prevalent as they are in some other countries, and use of them will quickly bring down the full weight of the authorities. Farmers are likely to have double-barrelled shotguns.

The average police officer on the beat would carry a baton and wear a stab vest but is otherwise typically unarmed, although each regional police force has a specialist firearms unit.

Counter Terrorism Command (SO15) is a national police unit that operates in at-risk areas throughout the UK. Its officers wear helmets, ballistic vests and carry tasers, automatic pistols, sub-machine guns (or in some cases, assault rifles).

Setting-specific weapons

Name	Damage	Notes
Extendable baton	d6L	Concealable
Side-handled baton	d6L	Entangle

Setting-specific armour

Name	Protection	Notes
Police helmet	1	Distinctive
Stab vest	d6–3 /1	Concealable
Ballistic vest	d6–2 /2	

Everywhen rules

This setting uses the following optional rules or rules clarifications. Any other optional rules are at the discretion of the GM.

Resolve

The supernatural creatures that will likely be encountered by the *heroes* are fearful to behold. Therefore this setting uses the optional *Resolve* rules (see page 62).

Arcane Power

For regaining Arcane Power, refer to the section *Where magic is risky but neutral* on page 81.

Alchemy

Alchemy uses the *Project* rules on page 30 (not the *Downtime Project* rules). The GM can use the following as a guide for converting the CP cost of the invention.

- 1 Craft Point equals 1 Task Point
- Difficulties remain the same
- Time between rolls 4 hours

Inspirations

An American Werewolf in London (1981)
Attack the Block (2004)
Being Human (TV 2008-2013)
Buffy the Vampire Slayer (TV 1997-2003)
Cockneys vs Zombies (2012)
Dog Soldiers (2002)
Hot Fuzz (2007)
Kingsman: The Secret Service (2014)
Lock, Stock and Two Smoking Barrels (1998)
Shaun of the Dead (2011)
Supernatural (TV 2005-)
The World's End (2013)
Ultraviolet (TV 1998)

Broken Seal of Astarath

A quick High Fantasy setting

The following pages give a short example of the rules applied to a high fantasy setting. The setting books will be along similar lines but provide more depth / detail.

The intelligent races of the Land (in descending population order) are humans, orcs, goblins, dwarves, ogres and elves. Historically they have formed two factions that continually clash due to their different beliefs – humans, dwarves and elves on one side, with the orcs, goblins and ogres on the other.

[GM Question: What are those beliefs, and why are they at odds? You could come up with answers yourself, or ask the players during character creation.]

However, when the human Circle of Elders unintentionally broke the Demonic Seal of Astarath, the elves severed formal relations with the humans.

Now, out of necessity, all the races of the Land must fight in unison against the Demonic Horde that has been unleashed on their world.



Character generation

Note that because this setting uses specialisations rather than careers, and places great emphasis on ancestry, the character generation process has been specified here for clarity.

- 1 Imagine your character before you try to “build” them. Consider their background, where they are from. Is your character:
 - a. An adventurer? You have 4 combat ability points and 4 specialisation points to distribute below.
 - b. An *Apprentice*? As above, but for specialisations, you can only have apprentice 2. *Apprentices* also have two free *Apprentice* boons and find it easier to advance after an adventure.
 - c. A non-combatant? You have 2 combat ability points and 6 specialisation points to distribute below (you cannot take *Warrior* or *Marksman*).
- 2 Apply any ancestral modifiers to your *strength*, *agility*, *mind*, and *appeal*.
- 3 Divide 4 attribute points between *strength*, *agility*, *mind*, and *appeal*. No more than one attribute can be at –1 (unless dictated by your ancestry), the others must be 0 or higher. At this point the maximum is 3, but this can be increased by boons and ancestral modifiers.
- 4 Divide your combat abilities points between *initiative*, *melee*, *ranged*, and *defence*. No more than one combat ability can be at –1, the others must be 0 or higher. At this point the maximum is 3, but this can be increased by boons and setting-specific ancestral modifiers.
- 5 Choose three specialisations from those allowable by your ancestry. Take one at rank 2, one at rank 1 and one at rank 0. You can then take any specialisation at rank 1.
 - a. Non-combatants can add their extra points as they desire, as long as:
 - b. They have no specialisation higher than 3
 - c. They have no more than five specialisations

- 6 Apply ancestral boons and flaws.
- 7 Select boons and flaws (for quicker character creation, this can be done in-game).
 - a. Get one boon from any of your specialisations.
 - b. If you are an *Apprentice*, get two extra apprentice-only boons (see *Apprentice* on page 126).
 - c. If you take a flaw (from any of your specialisations) or permanently spend a Hero Point, gain a second boon (any).
 - d. If you take a second flaw (any) or lose another Hero Point, gain a third boon (any).
- 8 Choose your languages: your native tongue plus a language for each rank of *mind* (treat *mind* –1 as 0), chosen from the general list (or other lists as specified by your specialisations). You may also get an extra language as specified by your specialisations.
- 9 Derive the other points for your character:
 - a. Lifeblood (10 + *strength*)
 - b. Resolve (10 + *mind*)
 - c. Hero Points (normally 5)
 - d. Arcane Power (if possessing the *Arcanist* specialisation: 10 + *mind*)
 - e. Faith Points (if possessing the *Priest* or *Shaman* specialisation: rank in *Priest* or *Shaman*)
 - f. Psionic Points (if processing the *Mystic* specialisation: 10 + *mind* + *Mystic*)
- 10 You start off with your traveling clothes and a knife, plus any other specific gear provided by your specialisations. Each specialisation can be considered to have the basic gear required for that specialisation.

Ancestry

Note: in the attributes section for each ancestral type below, the non- scale-related attribute modifier can be nullified by taking the boon or flaw of the opposite type. For example, if a dwarf character took the flaw (*weak*, see page 19) he would have a normal *strength* attribute.

Elf

The elves are of the forest, at one with their natural surroundings. Said to be the first-born of the Land, protectors of the Land's creations.

Attributes

Your *strength* starts at –1, your maximum *strength* is 4 rather than 5, and your maximum starting *strength* is 2 rather than 3.

Your *agility* and *mind* are normal.

Your *appeal* starts at 1, your maximum *appeal* is 6 rather than 5, and your maximum starting *appeal* is 4, not 3.

Ancestral flaws

All of the following flaws must be taken:

Alien Mind, Arrogant, Delicate.

Ancestral boons

All of the following boons are received:

Forest-Born, Night Sight.

Choose one boon from the following:

Attractive, Elven Bow Master, Innate Magic, Keen Eyesight, Learned.

Ancestral specialisations

Alchemist, Apprentice, Arcanist, Outdoorsman, Leader, Marksman, Scholar, Scout.

Languages

Elves speak High Elvish.

Dwarf

The dwarves are of the mountain, miners and craftsmen of metals and minerals. Said to be the second-born of the Land, artisans of the Land's wealth.

Attributes

Your *strength* starts at 1, your maximum *strength* is 6 rather than 5, and your maximum starting *strength* is 4 rather than 3.

Your *agility* and *mind* are normal.

Your *appeal* starts at –1, your maximum *appeal* is 4 rather than 5, and your maximum starting *appeal* is 2, not 3.

Ancestral flaws

Choose three flaws from the following:

Arrogant, Greed, Taciturn, Temper.

Ancestral boons

All of the following boons are received:

Mountain-Born, Night Sight.

Choose one boon from the following:

Dwarvish Battle Axe Master, Strength Feat, Hard as Nails.

Ancestral specialisations

Alchemist, Apprentice, Dungeoneer, Smith, Priest, Trader, Warrior.

Languages

Dwarves speak Dwarvish.

Human

The humans are found all over the Land. Said to be the third-born – the unintended offspring of the union of elves and dwarves. With no responsibilities for the Land, they are said not to care for it.

Attributes

All attributes are normal.

Ancestral flaws

The human has no ancestral flaws.

Ancestral boons

The human has no ancestral boons.

Ancestral specialisations

Alchemist, Arcanist, Cityite, Dungeoneer, Entertainer, Face, Healer, Leader, Marksman, Outdoorsman, Scholar, Scout, Smith, Sneak, Priest, Trader, Warrior.

Languages

Humans have two main languages – High and Low Common.

A *hero* can choose which one is his “home” language (and might be a prerequisite for using some boons – e.g. *Contacts*, page 16).

Ogre

The ogres are of the hills, living in small extended clans. Said to be the fourth-born of the Land - offspring of the union of demons and humans.

Attributes

Your *strength* is scale 2

Your *agility* is normal

Your *mind* starts at -1, your maximum *mind* is 4 rather than 5, and your maximum starting *mind* is 2 rather than 3.

Your *appeal* is scale 0

Ancestral flaws

Choose two flaws from the following:

All Thumbs, Illiterate, Lumbering.

Ancestral boons

All of the following boons are received:

Strength Feat, Thick Skin.

Choose one boon from the following:

Brawler, Fearsome Looks, Grappler, Hills-Born.

Ancestral specialisations

Outdoorsman, Shaman, Warrior.

Languages

Ogres speak Goblinoid.



Orc

The orcs are of the steppe, fierce horse-riding nomads. Said to be the fifth-born of the Land, offspring of the union of ogres and humans.

Attributes

Your *strength* starts at 1, your maximum *strength* is 6 rather than 5, and your maximum starting *strength* is 4 rather than 3.

Your *agility* is normal.

Your *mind* starts at -1, your maximum *mind* is 4 rather than 5, and your maximum starting *mind* is 2 rather than 3.

Your *appeal* starts at -1, your maximum *appeal* is 4 rather than 5, and your maximum starting *appeal* is 2, not 3.

Ancestral flaws

Choose two of the following flaws:

Illiterate, Temper, Ugly & Brutish.

Ancestral boons

All the following boons are received:

Horseman, Night Sight.

Choose one boon from the following:

Fearsome Looks, Hard as Nails, Horseman (second option), Orcish Sabre Master, Orcish Composite Bow Master, Steppes-Born, Thick Skin.

Ancestral specialisations

Apprentice, Entertainer, Healer, Leader, Marksman, Outdoorsman, Scout, Sneak, Trader.

Languages

Orcs speak Orcish.

Goblin

Goblins are of the mountains, scavengers and filchers. Their lineage is not counted as it is not entirely understood.

Attributes

Your *strength* starts at -1, your maximum *strength* is 4 rather than 5, and your maximum starting *strength* is 2 rather than 3.

Your *agility* starts at 1, your maximum *agility* is 6 rather than 5, and your maximum starting *agility* is 4, not 3.

Your *mind* is normal.

Your *appeal* starts at -1, your maximum *appeal* is 4 rather than 5, and your maximum starting *appeal* is 2, not 3.

Ancestral flaws

Choose three of the following flaws:

Delicate, Timid, Thin Skinned, Untrustworthy.

Ancestral boons

All the following boons are received:

Low-Born, Night Sight, Sneaky.

Choose one boon from the following:

Escape Artist, Keen Sense, Mountain-Born.

Ancestral specialisations

Dungeoneer, Entertainer, Healer, Marksman, Outdoorsman, Scout, Sneak, Trader.

Languages

Goblins speak Goblinoid.

Specialisations

This setting uses the following specialisations rather than careers.

<i>Alchemist</i>	<i>Mystic</i>
<i>Apprentice</i>	<i>Outdoorsman</i>
<i>Arcanist</i>	<i>Priest / Shaman</i>
<i>Burgher</i>	<i>Scholar</i>
<i>Dungeoneer</i>	<i>Scout</i>
<i>Entertainer</i>	<i>Smith</i>
<i>Frontman</i>	<i>Sneak</i>
<i>Healer</i>	<i>Trader</i>
<i>Leader</i>	<i>Warrior</i>
<i>Marksman</i>	

Alchemist

An *Alchemist* is adept at preparing volatile cocktails, potions, unguents, etc., and so counts as a crafting career as described in the section *Advancement*. He or she will have a number of craft points equal to his rating in *Alchemist*.

Cannot have the *Illiterate* flaw.

Bonus – Receives extra ‘between adventure’ activities for creating or repairing non-mundane items.

Additional starting gear – Start with a number of items equal to your rank in *Alchemist*+1 from the following list:

- Common inventions
- Uncommon invention (2 points)

Languages – If you create your character with *Alchemist* at rank 2 (or higher), you gain an arcane language.

Specialisation boons

Excellent Facilities, Knowledge, Nose for the Unnatural, Savant, Tools of the Trade.

Specialisation flaws

Combat Paralysis, Disease Resistance, Out of Shape, Unsettling, Urbanite.

Apprentice

The *Apprentice* is indentured to a professional/master of some specialisation, either a *hero* or NPC. See paragraph 1b in the *Character Generation* section above.

Bonus – No bonus.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Environment-Born (any), Friend, Low-Born, Silver Tongue, Positive Attitude.

Specialisation flaws

Combat Paralysis, Country Bumpkin, Slow to Act, Timid, Urbanite.

Arcanist

The *Arcanist* is adept at harnessing the powers of the Void. Whilst the mystical energies contained with the Void are powerful beyond belief, if harnessed correctly they are not overly onerous on the caster.

Cannot have the *Illiterate* flaw.

Bonus – Receives Arcane Points.

Additional starting gear – None.

Languages – If you create your character with *Arcanist* at rank 2 (or higher), you gain an arcane language.

Specialisation boons

Magic of the Ancients, Nose for the Unnatural, Power of the Void, Savant, Ward.

Specialisation flaws

Addicted, Arrogant, Memorable, Unlucky, Urbanite.

Burgher

The *Burgher* has spent most of their life in a city or large town and know their workings intimately.

Bonus – No bonus.

Additional starting gear – None.

Languages – If you start with *Burgher* rank 2 (or higher), you gain a general language.

Specialisation boons

Artistic, Carouser, Contacts, High-Born, Knowledge.

Specialisation flaws

Addicted, Enemy, Greed, Obsession, Urbanite.

Dungeoneer

The *Dungeoneer* is at home in underground caves, caverns and corridors, whether natural or crafted by hand (or claw).

Bonus – No bonus.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Blind Combat, Born Athlete, Mountain Born, Night Sight, Sneaky.

Specialisation flaws

Addicted... (mytir root – its juice enhances night vision), Fear of ... (open spaces), Feels the Heat, Taciturn, Unsettling.

Entertainer

At the end of a tiring day, there is nothing more relaxing than listening to the songs or stories of the *Entertainer*.

Bonus – Can heal *resolve* damage.

Additional starting gear – A musical instrument or book of tales, etc.

Languages – If you start with *Entertainer* at rank 2 (or higher), you gain a general or ancestral language.

Specialisation boons

Carouser, Comforting Words, Inspire, Positive Attitude, Striking Appeal.

Specialisation flaws

Boastful, Combat Paralysis, Overly Modest, Overly Sensitive.

Frontman

The *Frontman* is a hustler who can talk the hind legs off a donkey and make money from doing it!

Bonus – No bonus.

Additional starting gear – None.

Languages – If you create your character with *Frontman* at rank 2 (or higher), you gain a general language.

Specialisation boons

Carouser, Detect Deception, Master of Disguise, Race-Friend (any), Silver Tongue.

Specialisation flaws

Boastful, Country Bumpkin, Enemy, Memorable, Untrustworthy.

Healer

When bones are broken or blood is flowing, it's to the *Healer* that the *heroes* turn.

Bonus – Can heal *lifeblood* damage.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Deft Hands, Field Medic, Friend, Tools of the Trade (healer's bag).

Specialisation flaws

Addicted, Haunted, Out of Shape, Pacifist, Slow to Act.

Leader

When indecision reigns, the *Leader* takes charge. *Leaders* excel at coordinating the party to achieve the objective.

Bonus – The *Leader* can assist on rolls even if he's not present, as long as the character is working to his previous instructions.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Friend, Contacts, High Born, Inspire, Tactician.

Specialisation flaws

Boastful, Enemy, Memorable, Overly Modest, Urbanite.

Marksman

Whatever the weapon, as long as it's fired or thrown, the *Marksman* will strike the target.

Bonus – Can deduct his rank in *Marksman* from any range penalty modifiers.

Additional starting gear – Start with a number of items equal to your rank in *Marksman* + 1 from the following list:

- Light armour
- d6 ranged weapon
- d6H ranged weapon (2 points)

Languages – This specialisation grants no extra languages.

Specialisation boons

Alert, Keen Sense (sight), Legendary Weapon (ranged or thrown), Mighty Shot, Sneaky.

Specialisation flaws

Arrogant, Country Bumpkin, Bounty, Enemy, Hatred of

Mystic

The *Mystic* has learned to harness the powers of the mind.

Bonus – Can use Psionic Points.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Powers of the Mind, Telekinetic, Telepathic.

Specialisation flaws

Haunted, Unsettling.

Outdoorsman

The *Outdoorsman* is at home in the wild lands, far from civilisation.

Bonus – No bonus.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Alert, Beast-Friends, Environment-Born (any), Keen Sense (any), Horseman.

Specialisation flaws

Country Bumpkin, Illiterate, Obsession, Taciturn, Ugly and Brutish.

Priest / Shaman

This specialisation has two versions, the *Priest* and the *Shaman*, and only one can be taken. The *Priest* is typically the man of faith for the educated and as well as having a divine connection to his God (i.e. can use Faith Points), he has a knowledge of priestly matters for most of the popular religions. The *Shaman* on the other hand is the spiritual leader of the barbaric (and able to use Faith Points), with little knowledge of religion outside his immediate domain, with that knowledge being passed down verbally from the elder shaman. The *Priest* cannot have the *Illiterate* flaw, but the *Shaman* can.

Bonus – Can use Faith Points.

Additional starting gear – None.

Languages – If you start with *Priest* or *Shaman* at rank 2 (or higher) you gain a divine language.

Specialisation boons

Divine Blessing, Fear Resistance, Grounded, Inspire, Striking Appeal.

Specialisation flaws

Arrogant, Naivety, Out of Shape, Overly Modest, Pacifist.

Scholar

The *Scholar* is a fount of knowledge on the lore of the Land.

Cannot have the *Illiterate* flaw.

Bonus – No bonus.

Additional starting gear – None.

Languages – You gain a language (dead or general) for each rank in *Scholar*.

Specialisation boons

Excellent Facilities, Friend, Knowledge, Linguist, Savant.

Specialisation flaws

Absent Minded, All Thumbs, Combat Paralysis, Frail, Out of Shape.

Scout

The *Scout* is the master of reconnaissance, whether in the wilds or the city.

Bonus – No bonus.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Alert, Cat-like-Agility, Escape Artist, Night Sight, Sneaky.

Specialisation flaws

Addicted... (mytir root – its juice enhances night vision), Country Bumpkin, Bounty, Slow to Act, Urbanite.

Smith

If you need it, the *Smith* can make it. If it's broken, he can repair it!

Bonus – Receives extra 'between adventure' activities for creating or repairing mundane items.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Artistic, Deft Hands, Excellent Facilities, Strength Feat, Tools of the Trade.

Specialisation flaws

Boastful, Feels the Cold, Illiterate, Obsession, Temper.

Sneak

The *Sneak* is adept at being undetected especially when conducted activities that most would consider unlawful.

Bonus – No bonus.

Additional starting gear – None.

Languages – This specialisation grants no extra languages.

Specialisation boons

Alert, Deft Hands, Keen Sense (any), Marked by Fate, Sneaky.

Specialisation flaws

Boastful, Bounty, Enemy, Greed, Untrustworthy.

Trader

Buying, selling, appraising – when going for a good deal, the *Trader* can't be beat!

Bonus – No bonus.

Additional starting gear – None.

Languages – If you start with *Trader* at rank 2 (or higher) you gain a general language.

Specialisation boons

Artistic, Detect Deception, Linguist, Nose for the Unnatural, Silver Tongue.

Specialisation flaws

Boastful, Greed, Memorable, Slow to Act, Urbanite.

Warrior

The *Warrior* is knowledgeable in the arts of warfare, specifically fighting up close and personal.

Bonus – You can add your *Warrior* rank to Priority Rolls.

Gear – Start with a number of items equal to your rank in *Warrior*+1 from the following list:

- Light armour
- Degraded medium armour
- d6 melee weapon
- d6H melee weapon (2 points)
- Small shield

Languages – This specialisation grants no extra languages.

Specialisation boons

Brawler, Fearsome Looks, Grappler, Hard as Nails, Legendary Weapon.

Specialisation flaws

Boastful, Enemy, Hatred of ..., Temper.

Boons and flaws

Boons

All boons in Chapter One can be used apart from:

False Avatar
Frugal

Master Gunner
Meme Resistance

Setting-specific boons

Innate Magic – If you don't have the *Arcanist* specialisation, take it at zero with half (rounded up) of your *mind* in Arcane Points. If you have the *Arcanist* specialisation, roll a bonus die when casting spells.

Ancestral Weapon Master – you have mastered the weapons of your ancestors, gain a bonus dice when using them.

Flaws

All core flaws can be used, except for *Spendthrift*.

Setting-specific flaws

Pacifist – You abhor violence, take a penalty die on all attack rolls. If you willfully initiate an attack, take d6H lasting *resolve* damage.

Languages

Note, these are not definitive lists and the GM (or players) are encouraged to add their own.

General languages

These languages can be found throughout the land:

- High Common, related to Low Common and Ancient Common
- Low Common, related to High Common
- High Elvish, related to Ancient Elvish
- Goblinoid, related to Orcish
- Orcish, related to Goblinoid
- Dwarvish, related to Ancient Dwarvish

Arcane languages

- Dracis

Divine languages

- Demondous
- Valos

Dead languages

- Ancient Common, related to High Common
- Ancient Dwarvish, related to Dwarvish
- Ancient Elvish, related to High Elvish

Related languages

Speakers of both can understand the other if they both speak slowly and in pidgin. If one was to try to understand another when speaking normally, this would be a Tough (–2) roll. If the speaker was making an effort to *not* be understood then it would be Demanding (–4).

Everywhen rules

The following optional rules or rules clarifications are assumed to be used for this setting. Any other optional rules are at the discretion of the GM.

Resolve

The demonic hordes that will likely be encountered by the *heroes* are fearful to behold. Therefore this setting uses the optional *Resolve* rules (see page 62).

Arcane Power

For regaining AP, refer to the section *Where magic is risky but neutral* on page 81.

Between adventures

Smiths can conduct a downtime project, and another activity from the downtime list of options if the downtime project is creating or repairing mundane items.

Alchemists can conduct a downtime project, and another from the list if the downtime project is creating or repairing mystical items.

Apprentice

The *Apprentice* specialisation uses the *Student* career rules (see page 12).

Arms, armour and gear

The *heroes* start off the adventures as penniless and with minimal equipment. They have one light melee or ranged weapon, their travelling clothes, and any extras detailed by their specialisations.

Setting-specific weapons

The core melee weapons are all applicable, along with the following:

Weapon	Damage	Properties
Orcish Sabre	d6H + <i>strength</i>	1h, slash
Orcish Bow	d6H + $\frac{1}{2}$ <i>strength</i>	2h, ranged (20m)
Elven Bow	d6 + $\frac{1}{2}$ <i>strength</i>	2h, ranged (30m)
Dwarvish Battleaxe	d6 + <i>strength</i>	1h

Sample NPCs and creatures

Horse

Whether draft, riding or war, the horse can be ranked as either *rabble* or *tough*.

Rabble

A *rabble* horse has a lifeblood of 2 (3 if a large draft horse), and can make an attack of 1 damage.

Tough riding horse

Agility 2
Attack: 1 damage
Lifeblood 5

Tough war horse

Strength	1	Initiative	0
Agility	1	Melee	1
		Defence	1

Attack: d3 damage
Lifeblood 6

Undead

The Demonic Horde breathe (un)life into the dead to serve as their foot soldiers. As they sweep across the settled world, the ranks of zombies and skeletons swell with the recently killed.

The undead are made up of zombies (recently killed) and skeletons (older dead) of all the races and creatures of the Land. All undead have the *Undead* boon.

Rabble

The vast majority of the undead hordes are *rabble*. Undead of the intelligent races have 1 lifeblood, except undead ogres which have 2. Undead creatures vary between 1 to 3 *lifeblood* depending on their size. Undead creatures with a size scale in excess of 1 will have a similar size scale and hence *lifeblood*. Individual rabble undead inflict 1 damage if unarmed, or 1d3 if armed or predatory creatures. Whilst *rabble* undead might be clothed in scraps of armour, it offers no benefit. Undead follow the normal *horde* rules (see page 63).

Toughs

The Demonic Horde provide some undead with extra power to give a semblance of leadership to the rest. These undead are classed as *toughs*, generally having the *Warrior* and *Leader* specialisation and occasionally the *Arcanist*.

Typical tough undead warrior

Strength	1	Initiative	0
Agility	1	Melee	1
Mind	0	Ranged	0
Appeal	0	Defence	1

Careers: Leader 1, Warrior 1

Attack: sword, d6+1 damage

Protection: medium armour d6–2 (or simply 2)

Lifeblood 6

Demonic Horde

Grem - demonic "cannon fodder"

The grem are the demonic "cannon fodder" of the Demonic Horde. They are ranked as critters, each having 3 *lifeblood* and doing 1d3 damage (from claws, teeth, tails, etc.). Whilst they come in all shapes and sizes, they tend to form hordes with those of a similar nature, i.e. they all have similar supernatural boons, which are typically: *Armour, Enhanced Weaponry, Fear or Poison*.

Vrex - demonic foot soldiers

The vrex are the more powerful foot soldiers of the Demonic Horde. They are ranked as minor entities. Again they come in all shapes and sizes with their supernatural boons being similar to the grem.

Typical Vrex

Strength	1	Initiative	0
Agility	1	Melee	2
Mind	0	Ranged	0
Appeal	0	Defence	1

Specialisations: *Warrior 2*

Attack: d6L damage

Protection: d6-2

Lifeblood 6

Supernatural boons: typically one of: *Armour, Enhanced Weaponry, Fear or Poison*.



Skinwalker

The skinwalker is named by the races of the Land, due to its ability to blend in with the intelligent races. Ranked as a *tough*, it gathers information and scouts defences for the Demonic Horde.

Strength	0	Initiative	1
Agility	1	Melee	0
Mind	1	Ranged	0
Appeal	0	Defence	1

Attack: d6L damage in demonic form, otherwise by weapon

Supernatural boons: *Human form* (any intelligent race)

Specialisations: *(Any) 1, (Any) 1*

Lifeblood 5

Daelas - Horde leader

A typical leader of the Horde, ranked as a *lesser entity*.

Strength	2 (2)	Initiative	1
Agility	2/0 in armour	Melee	2
Mind	1	Ranged	1
Appeal	1	Defence	2

Specialisations: *Dungeoneer 1, Leader 1, Outdoorsman 0, Warrior 2*

Attack: d6L damage in demonic form, otherwise by weapon

Protection:	Inherent	d6-4 (thick skin)
	Heavy armour	d6 (including thick skin)

Supernatural boons: *Fear 1, Unnatural Strength*

Lifeblood 12

Boon: *Thick Skin* – Leathery skin adds +1 to their total *lifeblood* damage reduction (or d6-4 if no other armour is worn).

Key Terms

<i>Abilities</i>	The attributes, combat abilities, and careers (or specialisations) that define a <i>hero</i> .
<i>Action</i>	Any activity by a player character that requires a dice roll.
<i>Adventure</i>	A single quest or mission that the characters engage in. Each single adventure makes up a part of a much larger story arc, called a campaign.
<i>Arcane Power</i>	Used to determine how much raw power is available to a character who can use mental or strange cosmic abilities to cause change.
<i>Armour</i>	A property that defines how much incoming damage to a person or object is reduced by. Also known as <i>protection</i> .
<i>Attributes</i>	These are four abilities that define a character's raw potential in <i>Everywhen</i> : <i>strength</i> , <i>agility</i> , <i>mind</i> , and <i>appeal</i> , and the values of these are added to die rolls to determine the character's success or failure in some attempted action.
<i>Attack Roll</i>	This is a specific type of dice roll made when you strike or shoot at your opponent during combat.
<i>Bonus Die</i>	An extra die that is rolled along with the roll – the lowest die result is discarded. On a regular roll adding two d6 together, (2d6) a bonus die would let you roll three dice and keep the best two. Having two bonus dice would mean you roll two extra dice (four dice in total) and discard the lowest two, etc.
<i>Boons</i>	Special benefits that help to define a character, typically providing a bonus die in a specific situation.
<i>Calamitous Failure</i>	When you fail a roll, things go badly wrong. But you can deliberately make them worse! You can choose to convert your failure into a Calamitous Failure and be awarded a bonus Hero Point for later use.
<i>Campaign</i>	A series of adventures involving the <i>heroes</i> , that link together form an epic tale.
<i>Careers</i>	Past or present vocations that the character has engaged in. A career value is used as a modifier to a roll (not an attack roll).

<i>Combat Abilities</i>	Ranks that rate how good a character is in various means of combat. Two of the combat abilities – <i>melee</i> and <i>ranged</i> – are used to add to Attack Rolls, <i>initiative</i> is used to determine the order of combat, and <i>defence</i> is used as a modifier when opponents are attacking you.
<i>Damage Roll</i>	This is made when one character hits another in combat, to see how serious a wound has been dealt.
<i>Disposition</i>	Points used in mass battles to determine the total damage a side can take before it's defeated. Can also refer to the damage inflicted against this total.
<i>Downtime project points (DP)</i>	Used in projects to determine how long it takes to undertake a project.
<i>Engagement Roll</i>	This is a specific type of dice roll made to determine whether one side has a <i>tactical advantage</i> on the other.
<i>Experience Points</i>	These Experience Points (XP) are awarded by the GM at the end of a campaign and can be used to improve your character, raise followers, etc. See the section on Advancement on page 98.
<i>Fatigue damage</i>	Temporary damage to a <i>hero's</i> (or <i>rival's</i>) <i>lifeblood</i> or <i>resolve</i> , marked in boxes on the appropriate track with a 'f'.
<i>Flaws</i>	Special hindrances or challenges that the character must face, that reduce his abilities or limit his options. Typically, a penalty die is imposed on related rolls.
<i>Hero Points</i>	An in-game currency that represents the luck and determination of a <i>hero</i> . Spend Hero Points to make good things happen, or to prevent bad things from happening!
<i>Horde</i>	Two or more <i>rabble</i> -level NPCs acting together.
<i>GM</i>	Short for "Game Master", the GM is a combination of director, screenwriter, and referee. The GM is the person who "runs" the game, plays all the NPCs, and makes the rulings.
<i>Lasting Damage</i>	Damage to the <i>lifeblood</i> or <i>resolve</i> track, marked in boxes as a 'X', that remains after a combat. Some rare types of attack might deal this damage directly.
<i>Legendary Success</i>	This is when things go spectacularly well. To get this, roll two sixes and spend a Hero Point.

<i>Lifeblood</i>	The vitality of a character. When characters are wounded, the damage is subtracted from their <i>lifeblood</i> . When <i>lifeblood</i> is reduced to zero or lower, they are unconscious and possibly dying, if not dead.
<i>Mighty Success</i>	This is the result of things going very well. It is achieved by rolling two sixes on your roll or by spending a Hero Point on a normal success.
<i>Normal Damage</i>	Damage to a character recorded on his or her <i>lifeblood</i> or <i>resolve</i> track (and their respective critical tracks), marked in boxes as an 'X'.
<i>NPC</i>	Non-player character – a character portrayed by the GM. There are several different types of NPC: <i>rabble</i> , <i>toughs</i> and <i>rivals</i> .
<i>Occupation</i>	These are careers in a setting that can be described in more detail for a character by using <i>specialisations</i> .
<i>Opposed Roll</i>	A roll-off between two characters, used where typically only one can succeed. For example, who wins a foot race.
<i>PC</i>	Player character. The fictional <i>heroes</i> of our story who are portrayed by the players.
<i>Penalty Die</i>	The opposite of a bonus die, a penalty die is an extra die that is rolled where the highest die is discarded. If two penalty dice are added to a roll, the two highest dice are discarded, etc.
<i>Priority roll</i>	A type of roll made to determine the order of actions in a round of combat.
<i>Protection</i>	A property that defines how much incoming damage to a person or object is reduced by. Also known as 'armour'.
<i>Psionic</i>	A character with the <i>Psionic</i> career.
<i>Psychic</i>	The term refers to both <i>Psionics</i> and <i>Sensitives</i> .
<i>Rabble</i>	These are lesser, unnamed NPCs. Individually they are no challenge in combat – in battle, they make up a horde of opponents, where by their sheer numbers they might bring down a <i>hero</i> .

<i>Resolve</i>	(Optional) Mental fortitude. Acts in the same way for mental damage as <i>lifeblood</i> does for physical damage.
<i>Rival</i>	A named NPC who is built the same way as the <i>heroes</i> , or possibly even more powerful. Possibly evil but certainly looking out for themselves.
<i>Round</i>	In combat, this is the time it takes for each character involved to move and take their action, usually representing the span of a few seconds, though the duration is not exact. A combat may comprise of several rounds.
<i>Scene</i>	A period of time in which one or more characters are all at one place for a given duration of time. A combat counts as one scene, but most scenes are not combat related. An effect that lasts for an entire scene will go on until the GM says that the scene ends. A series of linked scenes make up an adventure.
<i>Sensitive</i>	A character with at least one psionic boon but without the <i>Psionic</i> career.
<i>Session</i>	A continuous period of play. One or more of these go to make up the current adventure.
<i>Specialisation</i>	An alternative to careers, used in settings where there are few careers, or where <i>heroes</i> do not often change careers.
<i>Tactical Advantage</i>	A term used to describe the results of an <i>engagement roll</i> to see whether one side has surprised the other.
<i>Task</i>	Any activity by a player character that requires a dice roll.
<i>Toughs</i>	These are NPCs, often named, that are capable of providing something of a challenge to the <i>heroes</i> , especially if there are two or three of them.
<i>Villain</i>	A term that is used in <i>Barbarians of Lemuria</i> for rival-level NPCs. In <i>Everywhen</i> it is used in as a descriptive term rather than an NPC classification.
<i>XP</i>	See <i>Experience Points</i> above.

Charts and Tables

The core roll

The core roll = 2d6 (total of 9+ to succeed)
 If non-combat: + attribute + career
 If combat: + attribute + combat ability
 + task difficulty modifiers
 + bonus or penalty dice, if relevant

If the result is:

9 or higher: Success – hurrah!
 8 or lower: Thwarted – curses!

Task difficulties

Difficulty	Modifier	Target Number*
Very Easy	+2	7+
Easy	+1	8+
Moderate	+0	9+
Hard	–1	10+
Tough	–2	11+
Demanding	–4	13+
Formidable	–6	15+
Heroic	–8	17+

*Optional

Mighty Successes

- **Carnage** – Immediately make another attack against the same or a different target (can't spent a Hero Point on this second attack).
- **Combat Advantage** – Gain a bonus die if you attack them next combat round; they suffer a penalty die against you on their next attack.
- **Disarm** – Target loses weapon for the combat.
- **Grappled** – Target is *restrained*.
- **Knockdown** – Target one size larger than you is floored and takes a penalty die on their next action.
- **Mighty Advantage** – You did something that provides you with a temporary advantage. Gain a bonus die on your next roll involving this advantage.
- **Precision Strike** – Target suffers permanent flaw.
- **Rabble Slayer** – Your damage result is the number of rabble opponents taken out.
- **Stunning Move** – Improve your priority rank by one level (e.g. Failure to Success). If you improve your rank to Mighty or Legendary, this only prevents *toughs* and *rabble* from acting on the *first* round of combat after making the stunning move. See *Initiative – making the priority roll* on page 34.
- **Yield!** – If they don't surrender, your attack hits, increase the damage roll by one step!
- **Vital Blow** – Increase damage by three steps.

Legendary Successes

- **Legendary Advantage** – You have achieved something that confers a lasting advantage. You and your allies have a bonus die on all rolls involving this advantage.
- Choose two different Mighty Success options.

Success at Cost (option)

If the total roll modifier was:

- +5 (or higher), success costs one complication.
- +3 or 4, success costs two complications.
- +1 or 2, success costs three complications.
- Negative – no success at cost, a fail was likely.

Hero Points

- **Beginner's Luck** – Attempt any career-based roll at rank 0.
- **Boost Success** (Normal > Mighty > Legendary).
- **Defy Death** – Remove all critical damage, or if critical track exceeded, stabilise with a full critical track.
- **Foresight** – Cancel the action that lead to a roll.
- **Luck of the Gods** – Roll one or more dice again or set one of the rolled dice to a 4.
- **Shake Off Wounds** – On taking damage, recover 6 points total of normal or fatigue damage.
- **Splintered Shield, Shattered Sword** – Break a carried weapon or shield instead of taking damage.
- **That Was Close!** – Apply damage just taken to *resolve* rather than *lifeblood*.
- **Twist of Fate** – Make a small narrative change.
- **With My Last Breath** – Stay conscious and able to act until the end of combat, although all other *lifeblood* damage rules apply.

Engagement roll

Engagement roll = 2d6 (total of 9+ to succeed)
+ *mind*
+ appropriate career
+ modifiers

Engagement roll modifiers:

- Subtract modifiers for bad weather, smoke, darkness, dense foliage or rough terrain, poor detection equipment, enemy is using camouflage or has stealth capability, etc.
- Subtract the highest rank in *mind* or *appropriate* career noted for any NPCs acting against the *heroes*.
- Add modifiers for exceptionally clear or bright conditions, clear terrain or calm seas, or good detection equipment, etc.

Engagement roll result:

- *Calamitous Failure* – The enemy gains a **tactical advantage** on the spotter's party, plus the entire party take a penalty die on their priority rolls (see below).
- *Failure* – The enemy gains a **tactical advantage** on the spotter's party.
- *Success* – The spotter's party and the enemy notice each other, normal combat ensues.
- *Mighty Success* – The spotter's party detects and gains a **tactical advantage** on the enemy, who have not noticed the spotter's party.
- *Legendary Success* – As Mighty Success but with a bonus die on the priority roll (below).

Priority roll

Priority roll = 2d6 (total of 9+ to succeed)
+ *mind*
+ *initiative*
+ modifiers

Priority roll modifiers (include any bonus or penalty dice from the engagement roll):

- The enemy has a **tactical advantage** (Hard -1)
- You have a **tactical advantage** (Very Easy +2)

- Subtract the highest *initiative* noted for any *rivals* or *toughs* acting against the *heroes*.

If there is time for a short rest after combat, make a new set of priority rolls.

Consult the table below to see how to apply the priority roll result. If several *heroes* get the same result, they can decide who goes first, or whoever achieved the highest priority roll total goes first, then in order of highest *agility*. Finally, if *agility* is even, then their actions are effectively simultaneous.

Priority	Characters who act
1	Heroes with a Legendary Success – In the first Combat Round after getting a Legendary Success (that is, in the first round of combat, or after spending a Hero Point on <i>Stunning Move</i>), only <i>heroes</i> and <i>rivals</i> may act. You personally gain +1 to all attack rolls during this combat.
2	Rivals who (a) have the Diabolical Plan boon and (b) spend a Hero Point
3	Heroes with a Mighty Success – In the first Combat Round after obtaining a Mighty Success (that is, in the first round of combat, or after spending a Hero Point on <i>Stunning Move</i>), only <i>heroes</i> and <i>rivals</i> may act.
4	Rivals who (a) have the Diabolical Plan boon, or (b) spend a Hero Point
5	Heroes with a Success
6	Rivals
7	Toughs – If <i>toughs</i> are on both sides, the <i>heroes</i> pick one, then the GM, etc., until all <i>toughs</i> have acted.
8	Heroes failing their priority roll
9	Rabble – If <i>rabble</i> or hordes are on both sides, the <i>heroes</i> pick a <i>rabble</i> or a horde, then the GM, etc., until all <i>rabble</i> or hordes have acted. Hordes directly led by <i>heroes</i> , <i>rivals</i> or <i>toughs</i> will act when their leader acts.
10	Heroes with a Calamitous Failure – In the first Combat Round you are unable to take any action at all and, if you have a shield, you are unable to use it to add to your defence.

Weapons

Weapon	Damage	Weapon properties
Dagger	d6L + <i>strength</i>	1h, concealable, thrown (10'), short
Whip	d6L + <i>strength</i>	1h, concealable, disarm
Dress Sword	d6L + <i>strength</i>	1h
Broadsword	d6 + <i>strength</i>	1h
Scimitar	d6H + <i>strength</i>	1h, slash
Greatsword	d6H + <i>strength</i>	2h
Hatchet	d6L + <i>strength</i>	1h, unobtrusive, thrown (15')
Battle Axe	d6 + <i>strength</i>	1h
Great Axe	d6H + <i>strength</i>	2h
Spear	d6 + <i>strength</i>	2h, long
Javelin	d6L + <i>strength</i>	1h, thrown (20')
Cudgel	d6L + <i>strength</i>	1h, unobtrusive
Mace	d6 + <i>strength</i>	1h
Maul	d6H + <i>strength</i>	2h
Net	d6L + <i>strength</i>	1h, entanglement 2, fatigue damage only
Pick	d6L + <i>strength</i>	1h, penetration 1
Polearm	d6H + <i>strength</i>	2h, long

Some weapons have boons that can allow special effects when wielded. These are described below, or within the rules for a particular setting.

- **1h** – This weapon requires one hand to use.
- **2h** – This weapon requires two hands to use.
- **Concealable** – The weapon can be concealed, requiring a roll to be noticed.
- **Disarm** – Can disarm an opponent on a normal success instead of causing damage.
- **Entanglement X** – Target *restrained* (see *Grappling* on page 40) instead of suffering damage. X is the difficulty modifier applied to the roll to attempt to break free.
- **Long** – You have a bonus dice when fighting a person with a 'short' weapon.
- **Penetration X** – This weapon can ignore X points of armour protection.
- **Short** – You have a penalty dice when fighting a person with a 'long' weapon.
- **Slash** – This weapon inflicts increased damage, but the victim's armour protection is doubled.
- **Thrown (x)** – The weapon can be thrown, but only add half strength as a damage bonus. The number in (brackets) is the range band in feet – see *Ranged weapons* on page 54.
- **Unobtrusive** – Can be considered a work implement so does not overly alarm.

Ranged combat

Range band	Difficulty	Modifier	Target Number	Optional Modifier
Gunpoint (3' or 1m)	Very Easy	+2	7+	+1 bonus die
Point Blank (6' or 2m)	Easy	+1	8+	
Listed range	Moderate	+0	9+	n/a
2 x listed range	Hard	-1	10+	+1 penalty die
3 x listed range	Tough	-2	11+	+2 penalty dice
4 x listed range	Demanding	-4	13+	+3 penalty dice
5 x listed range	Formidable	-6	15+	+4 penalty dice
6 x listed range	Heroic	-8	17+	+5 penalty dice

Ranged weapons

All weapons are assumed to cause normal *damage* (see page 45) unless otherwise stated. Range bands are given in metres/yards. See *Combat options* on page 38 for rules covering the various notes for each ranged weapon.

Weapon	Range	Damage	Recoil	Notes
Ancient				
Blowgun	6	1	–	1h, fatigue damage, scratch
Bow	20	d6H + ½ <i>strength</i>	–	2h
Dart	6	d6L + ½ <i>strength</i>	–	1h
Sling	10	d6L + ½ <i>strength</i>	–	1h
Staff-sling	13	d6 + ½ <i>strength</i>	–	1h
Javelin	6	d6 + ½ <i>strength</i>	–	1h
Medieval				
Hand crossbow	16	d6	–	1h
Arbalest	30	d6H	–	2h, two combat rounds to reload
Firearms				
Black powder pistol	10	d6	–	1h, renaissance
Black powder musket	15	d6	–	2h, medieval or renaissance
Pocket pistol	10	d6L	–	1h, holdout
Revolver	15	d6	1/–	1h, repeating fire, can be holdout
Semi-auto pistol	15	d6	1/–	1h, semi-automatic fire, can be holdout
Sub-machine gun	30	d6	1/2	2h, burst or automatic fire
Shotgun	15	d6	1/–	2h, see <i>Combat options</i> , page 40, pump-action versions can do repeating fire, some may be semi-auto.
Rifle	60	d6H	2/3	2h, some may do repeating (lever- or bolt action) or semi-auto fire
Assault Rifle	50	d6H	2/3	2h, semi-auto/burst or auto fire
Machine gun	70	d6H	2/3	2h, burst or automatic fire, bipod
Heavy machine gun	80	d6 (2)	3/4	2h, burst or automatic fire, bipod
Sniper rifle	90	d6 (2)	3/–	2h, aimed, bipod, repeating
Elephant gun	40	d6 (2)	3/–	2h, aimed, repeating
Grenade	5	d6+2	–	1h, indirect, area
Molotov cocktail	5	d6L	–	1h, indirect, area, flame
Flamethrower	5	d6H	–	2h, area, flame
Taser	2	1	–	1h, fatigue damage, scratch, shock does d6H+2
Tranquiliser Pistol	10	1	–	1h, scratch (see <i>Combat options</i> , p40)
Tranquiliser Rifle	30	2	–	2h, scratch (see <i>Combat options</i> , p40)
Future				
Police stunner	5	d6	–	1h, fatigue damage
Police stun rifle	10	d6H	–	2h, fatigue damage
Laser pistol	25	d6H	–	1h, semi-auto fire, can be set to fatigue damage
Laser rifle	90	2d6L	–	2h, burst or automatic fire
Plasma pistol	15	d6	1/–	1h, semi-auto fire, flame
Plasma rifle	40	d6H	–/3	2h, automatic fire, flame

Armour

Armour	Protection*	Penalties	Modifier***
No Armour	0	n/a	
Light	d6-3 /1 off damage taken	1 step Social**	
Medium	d6-2 /2 off damage taken	1 step Social	-1 <i>agility</i>
Heavy	d6-1 /3 off damage taken	2 step Social	-2 <i>agility</i>
Complete	d6 /4 off damage taken	2 step Social	-3 <i>agility</i>
Helmet	1 off damage taken	n/a	-1 <i>initiative</i>
Small Shield	+1 to <i>defence</i> vs one attack in a round	n/a	
Large Shield	+1 to <i>defence</i>	-1 <i>agility</i>	

*Maximum environmental protection is equal to the static protection value in (parentheses). See Constant environmental threats on page 69.

**If not concealed.

***If not using powered armour.

Chases and vehicle actions

Driver actions

These actions are used if you attempt to move yourself or your vehicle with respect to your opponents.

If you fail one of the 'Driver action' rolls shown below, an opponent of your choice gains a CD.

- **Manoeuvre** (0 PD) – On success, gain a CD. The GM may allow assistance to this roll from co-pilots, navigators, sensor operators/lookouts, tractor beam operators, etc.
- **Evasive Action** (0 PD) – On success, due to the evasion, all ranged attacks from, to and on or within (and all boarding actions involving) your vehicle get a penalty die until your next action.
- **Keep It Steady** (0 PD) – On success, all ranged attacks from, to and on or within (and all boarding actions involving) your vehicle gain a bonus die until your next action.
- **Block** (0 PD) – On success, give a CD to a friendly driver.
- **Ram** (2 PD) – On success, each vehicle takes damage as per *Crashes* on page 75.
- **Escape** (2 PD) – On success, the driver, his vehicle and all passengers escape from the vehicle combat or chase.
- **Halt** (2 PD) – On success, both you and the opponent stop and enter normal personal combat. In their next action, any other participants can stop as well. The

GM might now rule that stopped vehicles are in a different scene to moving vehicles.

- **Formate** (0 PD) – Join up to become a wingman of a leader's vehicle. Performing any other *driver* action will drop the vehicle out of formation.

Occupant actions

These can be performed by anyone in or on a vehicle:

- **Board** (2 PD) – On success, change vehicles. This may result in personal combat between yourself and other occupants.
- **Operate** (1 PD) – Use vehicle equipment.
- **Order** (0-2 PD) – Instruct some or all vehicle crewmembers to perform an action (e.g. **shoot**), using *appeal* + the appropriate career.
- **Repair** (1 PD) – Attempt to restore Frame points to your vehicle (see *Repairing vehicles* on page 75).
- **Shoot** (1 PD) – Fire a weapon. This is the only action that requires an Attack Roll. Only the driver can fire fixed forward-mount vehicle weapons. A driver can ignore the 1 PD but an opponent of his choice will get a CD. If firing at a vehicle that has one or more wingmen, a successful roll that comes up with an odd numbered total on the dice will hit one of the wingmen instead of the target vehicle. Wingmen also assist their leader's shoot action by each providing +1 to the Attack Roll.
- **Support** (0-2 PD) – A catchall action that allows others to assist by providing CDs or narrative effects.

Infiltration actions

Intruder actions

These actions are used if you attempt to infiltrate the system.

If you fail one of the 'Intruder action' rolls shown below, a sentinel of your choice gains a CD.

- **Activate Program** (0 PD) – Activate a pre-prepared program. The nature of these programs is setting-specific, but will initiate a specific action or activity.
- **Block** (0 PD) – On success, provide a CD to an intruder of your choice.
- **Deploy Countermeasures** (0 PD) – On success, all attacks to or from you get a penalty die until your next action.
- **Infiltrate** (0 PD) – On success, gain a CD. The GM may allow assistance to this roll from appropriate sources.
- **Neutralise Sentinel** (1 PD) – Target and attempt to neutralise a sentinel (the sentinel is in some way rendered out of action in this infiltration).

- **On The Spot** (2 PD) – Similar to Activate Program but the character is quickly trying to solve a problem.
- **Support** (0-2 PD) – A catchall action that allows others to assist the intruders by providing CDs or narrative effects. They may or may not be present in the system.

Sentinel actions

These actions are used by the sentinels present in the system being infiltrated. Sentinels only conduct Search actions until an intrusion is suspected (i.e. it gains a CD).

- **Activate Defences** (0 PD) – The target must have been designated with a successful Tag Intruder action.
- **Neutralise Intruder** (1 PD) – Target and attempt to neutralise an intruder.
- **Search** (0 PD) – Maintain active searches for intrusions.
- **Tag Intruder** (0 PD) – Actively designate the intruder.
- **Terminate Connection** (2 PD) – Attempt to terminate the connection of an intruder.

Adversaries

NPC Type	Attribute Points	Combat Ability Points	Career Values	Lifeblood	Damage	Special Rules
<i>Rabble</i>	0	0	0 – 1	1 – 3	1 or d3 (if armed)	Hordes**
<i>Toughs</i>	0 – 2*	0 – 2*	2	5+ <i>strength</i>	by weapon	n/a
<i>Rivals</i>	0 – 4*	0 – 4*	4+	10+ <i>strength</i>	by weapon	Hero Points**

*These values can be as low as –1 as per hero characteristics.

**See page 63 for an explanation of these rules.

Social task rolls

Enemy	Hostile	Cold	Neutral	Receptive	Warm	Friend
See below	Penalty Die	–1	0	+1	Bonus Die	See below

Example biological, chemical, and other hazards

Hazard	Vector	Resistance	1st Incub'n.	1st Effect	2nd Incub'n.	2nd Effect
Curare	Injection	Tough (–2) vs strength	Instant, lasting to end of combat /15 mins	Success means victim suffers a penalty die on actions involving mind and agility; failure results in paralysis	Instant, lasting to end of combat /15 mins	1pt normal <i>lifeblood</i> damage per combat round if not being treated by medic (no roll required)
Cyanide	Airborne or contact	Formidable (–6) vs strength	Instant	d6H lasting <i>lifeblood</i> damage per combat round	n/a	n/a
GB (sarin) nerve agent	Airborne or contact	Demanding (–4) vs strength	Instant	1pt lasting damage per combat round	n/a	n/a
Influenza (pandemic)	Airborne or contact	Normal (0) vs strength	Two days	1pt lasting damage per day; infectious	n/a	n/a
Memetic Rot	Perception	Tough (–2) vs mind	Instant	Take penalty die on <i>mind</i> -related tasks	1 day	Lose a point of <i>mind</i>
Plague	Contact	Normal (0) vs strength	d6 days	d3-1 lasting <i>lifeblood</i> damage per day; infectious	n/a	n/a
VX nerve agent	Contact, persistent	Tough (–2) vs strength	Instant	1pt lasting damage per combat round	n/a	n/a

Environment Threats

Environmental threat	Damage per round
Drowning/suffocation/radiation	1 pt Normal
Vacuum, cold, electrical	2 pts Normal
Small, local fire	1 pt Lasting
Surrounded by flame	2 pts Lasting
Acid, high pressure/heat/cold	3 pts Lasting

Travel Incidents

Roll 2d6 and consult the table below. If travelling through a densely populated area, include a bonus die. If travelling through a wasteland, include a penalty die.

Roll	Incident
2	Supernatural encounter or unknown phenomena.
3	Natural disaster, of the sort the location is prone to.
4	Threatened by local predators!
5	Ambush! By pirates, bandits, or even a military patrol if in a disputed zone.
6	Mechanical breakdown, mount injured, or other frequent travel problem.
7	False alarm! (or was it...?)
8	Pull over, the authorities want to speak with you.
9	Thieves pickpocket or ambush you.
10	Caught up in a popular uprising!
11	Cultists attack!
12	Caught up in a full-blown war!

Falling

Approximate height of fall		Damage suffered
Metres /Yards	Floors	
2	–	1
3	1	d3
5	–	d6L
6	2	d6
8	–	d6H
9	3	2d6L
11	–	2d6
12	4	2dH
16	5	3d6L
18	6	3d6
21+	7	3d6H

Arcana

Arcana Magnitude	Difficulty	Mod.	AP	Min AP
Cantrip	Automatic	n/a	1 or 2	1
	Very Easy	+2		
	Easy	+1		
First	Moderate	0	5	2
	Hard	–1		
Second	Tough	–2	10	6
	Demanding	–4		
Third	Formidable	–6	15	11
	Heroic	–8		

Quick character creation

Each part of this creation process has been discussed in greater detail above, but provided below is a summary of the steps involved in character generation:

- 1 Imagine your character. Consider their background, where they are from. Are they non-human?
- 2 Is your character:
 - a. An *adventurer*? You have 4 combat ability points and 4 career points to distribute below.
 - b. A *student*? As above, but for careers, you can only have *Student 2*. Students also have two free *Student Boons* (see page 19) and find it easier to advance after an adventure (see *Advancement* on page 98).
 - c. A *non-combatant*? You have 2 combat ability points and 6 career rank points to distribute below (see *Non-combatants* on page 10).
- 3 Divide 4 attribute points between *strength*, *agility*, *mind*, and *appeal*. No more than one attribute can be at -1, the others must be 0 or higher. At this point the maximum for an attribute is 3, but this can be increased by boons and setting-specific ancestry modifiers (for an example of this, see the example setting *Broken Seal of Astarath* on page 122).
- 4 Apply any ancestry modifiers to your *strength*, *agility*, *mind*, and *appeal*.
- 5 Divide your combat abilities points (determined in step 2) between *initiative*, *melee*, *ranged*, and *defence*. No more than one combat ability can be at -1, the others must be 0 or higher. At this point the maximum for a combat ability is 3, but this can be increased by boons and setting-specific ancestry modifiers.
- 6 Choose 4 careers (or specialisations, depending on the setting) and divide your career rank points (determined in step 2) between them so that all careers are at least at rank 0 and not higher than rank 3. Careers may never have a negative rank value. Ordering your careers chronologically helps tell your character's story.
- 7 Select boons and flaws (for quicker character creation, this can be done in-game).
 - a. Get one boon based on your place of origin.
 - b. If you are a *Student*, get two extra student-only boons (see *Student Boons* on page 19).
 - c. If you take a flaw (from your origin) or permanently spend a Hero Point, gain a second boon (from origin or career).
 - d. If you take a second flaw (any) or lose another Hero Point, gain a third boon (any).
- 8 Choose your languages: You can speak your native tongue, plus 1 language for each positive point in *mind*, and plus 1 per rank in careers that would involve speaking other languages.
- 9 Derive the other points for your character:
 - a. *Lifeblood* (10+*strength*)
 - b. *Hero Points* (normally 5)
 - c. *Arcane Power* (if possessing an *Arcanist* career, 10 + *Arcanist* career rank)
 - d. *Faith Points* (if possessing a career in the divinities, equal to *Priest* career rank)
 - e. *Psionic Power* (if possessing the *Psionic* career, 10 + *mind* + *Psionic* career rank)
 - f. [Optional: Credit Rating (*mind* + *appeal* + current career rank)]
 - g. [Optional: Resolve (10 + *mind*)] for settings using the *Resolve* rules (see page 62)

Choose weapons, armour and tools suitable to your career choices as appropriate, and agree with the GM any other equipment you might have. For more information, see *Chapter Three: Equipment*.

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