



# **SOMEWHERE**

**THE ROLE PLAYING GAME**

**CORE RULES**

**GREG JOHNSON  
ALLEN LEWONSKI  
JERRY JOE SELTZER  
MICHAEL BETANCOURT**

compatible with all other *Genres Game System* games

*Toonzy! The Cartoon Role Playing Game*

*Boy Band of Brothers*

*Atomic Age Adventures*

# COIN **SOMEWHERE**

## THE ROLE PLAYING GAME

CREATED BY  
GREG JOHNSON, ALLEN LEWONSKI,  
JERRY JOE SELTZER & MICHAEL BETANCOURT

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• **GENRES GAME SYSTEM** •

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## **DIGITAL EDITION**

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# INTRODUCTION

*Going Somewhere* is a fantastic, exciting, and imaginative role playing game (RPG) for adults 12 years and older based on Michael Betancourt's avant-garde movie serial of the same title. Stills from his movies appear throughout this book. This game allows players to play with the same "narrative tropes of Sci-Fi"—space travel, magical technologies, and fantastic alien worlds—that film critic David Finkelstein talked about in his discussion of the movie serials, including the powerful-but-imaginary technologies that every Sci-Fi story has. The play of this game is both conceptual, with the conventions and stories of Sci-Fi movies and literature, and literal, when players assume the roles of the heroes from those stories and engage their fictional worlds as participants rather than observers!

In the game, each player creates a character whose role they assume, making their decisions and playing-out their actions in the imaginary game world. The characters are then plunged into an adventure run by another player: the referee, called the "CGO" or Chief Game Officer. They could encounter anything, since in *Going Somewhere*, the universe is filled with fearsome machineries, fabulous treasures and frightful dangers. As the players engage in game play their characters grow in power and skill! The game is only limited by your imagination.

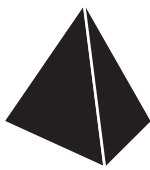
*Going Somewhere* takes science fiction author Arthur C. Clark's observation that advanced technology and magic are interchangeable to heart—after all, *Science Fiction is Fantasy!* The difference between magic and the technologies that make Sci-Fi work are not that different. That allows this game to be played as either a fantasy game in the tradition of Robert E. Howard, J.R.R. Tolkien, and Jack Vance or as Sci-Fi adventure like those of Robert Heinlein, Isaac Asimov, Clark Ashton Smith, or E.E. "Doc" Smith. Sorcery and technology in RPGs are really only defined by the effects they have—this principle should be kept in mind when playing this game. It allows the combination and play with genres and their conventions, much as the movie serial, *Going Somewhere* plays with its filmed source materials. Feel free to mix physics and magic, science and superstition in crafting your adventures.

*Enjoy!*

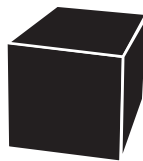
# NAME THOSE DICE!

*Role playing games use a wide range of polyhedral dice.  
This chart will help you identify them.*

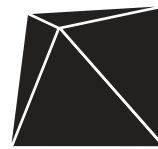
Roll 2d10 for d100 (or percentile) rolls.



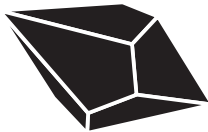
d4



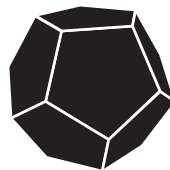
d6



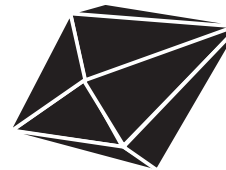
d8



d10



d12



d16



d20



d24



d30



d60

# CHAPTER 1

## CREATING YOUR CHARACTER

### WHAT IS A CHARACTER?

Your character is the persona you will adopt while playing the game. It doesn't have to be anything like your real life. You decide how the character looks and acts. But in order to play the game, you will need to define a few specific details about your character. Things such as how strong, fast, or smart the character is will be determined by various statistics that you roll up using dice. How the character acts depends on your choices and what you want the character to do in any given situation. The whole game will be played through discussion with all the game's players and the CGO who is acts as the referee.

### MAKING YOUR CHARACTER STEP-BY-STEP

Character creation is a hybrid of assigning "character points" and rolling basic statistics. Combining a "point buy" system with the randomness of dice retains an element of chance in the creation of characters, while at the same time enabling players a high degree of control and flexibility in they play in the game.

The steps to making your character are as follows:

- STEP 1: What's Your Type?**
- STEP 2: Roll Your Ability Stats**
- STEP 3: Assign Your Character Points**
- STEP 4: Filling in the Blanks . . .**
- STEP 5: Identify Your Skills**
- STEP 6: Equip Your Character**
- STEP 7: GO!**

**Ready to begin?**

You'll need to have your set of dice ready, but the process starts with a d4 . . . .



## ROLLING DICE

Playing a role playing game involves you rolling a lot of oddly shaped dice to generate various sets of random numbers. The *Genres Game System* is a “tiered success” RPG where the higher your roll is always means your action was more successful than with a lower roll. Very few successful rolls are ‘all or nothing.’ To play this RPG you will need a four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), sixteen-sided (d16), twenty-sided (d20), twenty-four sided (d24), thirty-sided dice (d30) and sixty-sided (d60) die. (See page 14 if you need help identifying your dice.) You may also need a coin to occasionally flip or just a die roller app.

It is a bit cumbersome to say “Roll a six-sided die” all of the time, so everyone uses an abbreviation such as “1d6.” This notation indicates that you should roll one (1) die (d) that is six-sided (6)—thus, *1d6*. The number in front is important, since it tells you how many dice you need to roll. If it is just one die, we’ll leave off the “1” and just say “d6.” For instance, it could be 2d6 for two (2) six-sided dice or 4d6 for four of them. The second number tells you the type of die to roll. For instance, 2d12 means roll two (2) twelve-sided dice, whereas 5d4 would indicate that you should roll five (5) four-sided dice. Saying “Die Roll” is equally cumbersome, so we abbreviate it “DR.”

Sometimes you will need to roll a percentile (d100) or generate a random number between one and one hundred. To do this you will roll two (2) differently colored ten-sided dice. First you should determine which of the two colors represents the tens and which is the single digits. Now roll the dice. Each ten-sided die gives you a number between zero and nine. Simply place the “tens” in front of the number generated on the other die to get a number between one (01) and one-hundred (00). Do the same thing, but with three dice for d1000 or higher rolls. Any DR you make can only be used once. Simple!

## DIE RANK

The “Die Rank” (not to be confused with “DR” which means “die roll”) corresponds to the maximum that die can roll and its relationship to other dice. The order progresses from smallest to highest as follows: d4, d6, d8, d10, d12, d16, d20, d24, d30, d60, d100, d1000, etc. *Die Rank* is a key part of game place since advancing in power means moving up in the Die Rank from lower ranked dice to higher dice, and thus to higher powered results.

## DIFFICULTY LEVEL (DL)

How hard it is to do something is the Difficulty Level for that action. Some rolls use a *Target DL* that changes based on the particular context, such as seeing through someone’s disguise, while for others, such as *Resistance Rolls*, rolls are made against a more standard DL, that must be overcome for the effect to be avoided. Passing the DL is enough for success.

When in doubt, the generic *Target DL* is 15 for most success, but the CGO may modify it to make it harder or easier depending on the situation.



## PLAYERS

**You** (unless you’re the CGO). Players each control a character and collaborate with each other and the CGO to create the story.

So, the first step toward playing this game is to roll up your character!

## CGO (CHIEF GAME OFFICER)

The CGO is the Referee, responsible for running the Game, managing the NPCs and everything else that happens.

*What the CGO decides is the Law.*



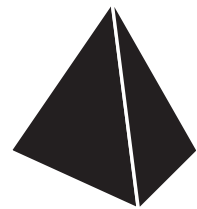


## STEP 1: WHAT'S YOUR TYPE?

Characters can be almost anything—the universe is a vast, amazing place. While there are many non-humanoid races, anything that you might encounter, both Non-Player Characters (NPCs) and Player Characters (PCs) use the same tables and have Abilities, Skills and Magic powers within the same range (1 to 20). Start by rolling d4 to see what kind of character you're playing, then roll up your *Ability Stats* according to the instructions for that type:

### CHARACTER TYPE TABLE (START HERE)

<i>Roll d4</i>	<i>result</i>	<i>Now roll these dice</i>
1	<b>Animal</b>	5d4 per <i>Ability Stat</i>
2	<b>Plant</b>	2d10 per <i>Ability Stat</i>
3	<b>Mineral</b>	1d8 + 1d12 per <i>Ability Stat</i>
4	<b>Machine</b>	2d20 per <i>Ability Stat</i> , and take the higher DR



d4

- **Animals** are just like Humans, so you know what they're like and how they work. That doesn't mean that your character needs to be anything like who you are in real life. You can be any type of person you can imagine. Feel free to exaggerate, parody or over emphasize.

- **Plants** are animated plants, they work just like plants, but they walk around and do things like animals.

- **Minerals** are intelligent and mobile rocks. They can walk, talk and act just like Animals and Plants, but they aren't.

- **Machines** are robots, AIs and all manner of electronic or mechanical life-forms.

## STEP 2: ROLL YOUR ABILITY STATS

Once you know what your character is, animal, plant, mineral or machine you are ready to roll up some abilities. Which dice you use are determined by your character type.

There are seven total *Ability Stats*, and you roll each one up separately. These numbers determine your character's physical traits in the game by representing a fundamental physical or mental quality innate to your game character. They describe the *innate* capacities of your character: how smart, strong, charming, etc. your character *really* is, not how they *think* they are.

**Roll the appropriate dice for your type and add them together to get a final result ranging from 1 to 20.** Repeat six more times, writing down each total separately. You now have seven numbers. Assign a number to each of your seven *Ability Stats*. You can only use each number once. There is flexibility! You can (and should) arrange your totals to fit your character concept. So if you think of your character as being strong, but not too smart, then you can put the highest die roll into STR and a low roll into INT.

Use the *Character Sheet* to record your Character's Ability Stats. **No Ability, Skill, Combat or Magic Bonus can ever be higher than 20.**

# THE ABILITY STATS

- **ACC** (accuracy) determines the nimbleness, kinesthetic skill and innate dexterity of the character's movement through the world.
- **CHA** (charm) determines the impact your character's personality has on those around him/her/it. Do other characters naturally look to you as a leader, or do they ignore everything you say? Charm is a measure of your innate physical beauty and attractiveness
- **INT** (intelligence) determines how smart the character actually is, not how intelligent they think they are. "Animal intelligence" is 5; average human intelligence is 11.
- **PER** (perception) determines your ability to perceive the world around you. More than just good eyesight or hearing, it also describes your innate capacity to engage with the world.
- **SPD** (speed) determines how fast the character moves and responds to things happening around them.
- **STR** (strength) determines the physical prowess of the character. How much they can carry, lift, or throw all depends on how strong they are.
- **VIT** (vitality) determines how healthy the character is.

## ABILITY CHECK ROLLS

(SEE PAGE 42)

*Ability Check* rolls determine the results of either a character using their abilities to perform some action where success or failure would be significant to the game. *Ability Check* rolls determine the results of using these Ability Stats. They have a variety of results, depending on what the character does. These are not DRs that can be readily modified by players, except through rerolls.

An *Ability Check* is an *Action Roll*: **roll d20 and add your Ability Stat.** Compare the result to the *Tiered Success and Failure Table*.

### STEP 3: ASSIGN YOUR CHARACTER POINTS

*Keep track of the total CP a character has, assigned or otherwise.* Players assign “Character Points” (CP) into some (but not all) of their character’s attributes. Character points are assigned to their Magic Bonus, buying higher DRs, additional Health, or to improve Ability Stats and Skills. All characters automatically begin with the base number of Character Points set by the CGO for that game, or for a more dynamic game, **Players roll 2d30, and take the higher DR as their starting CP.**

*Optional rule: instead of rerolling 1s for CP, reroll anything under 15.*

**Note:** For most games, characters starting with 25 CP is recommended.

#### • GAINING CP

Players receive more CP at the end of adventures as “experience” for a successful completion. The amount received is determined by the CGO. Characters receive CP once they complete an adventure as a way of recognizing their increased experience in the game setting. **Typical adventures should provide 3 to 5 additional CP per session of game play.**

The number of CP provided comes as a result of the players taking risks: they do not simply perform actions that are easily within their success range. For example, a player who only uses Powers fully within their success range (i.e. those that fail only if they roll a 1) takes no risks and should not receive more than 1 CP for an adventure, while another player who takes many risks should receive 2 or 3 points for the same adventure. New CP can be allocated at the start or end of an adventure, but not during it.

#### • REROLLS & AUTOMATIC SUCCESS

Players may spend 1 CP for a reroll of any DR once, or may spend 2 CP for an automatic success (but not a crit) in place of making a DR, but a failed DR cannot be replaced by success by spending 2 CP. The player cannot buy a success for 2 CPs if they have already rolled.



#### • THE 3/5 RULE FOR ASSIGNED CHARACTER POINTS

When initially allocating Character Points into a character, no more than 3/5 of the total CP can be allocated to buy DRs, Resistances and Bonuses in a single category such as Health, Skills, or Magic Bonus. A character starting with 25 points can thus allocate no more than 15 into one category. ***This rule only applies while making characters.***

#### • MAGIC & MAGIC BONUS

The Power Level for performing Magic is equal to the total number of unused Character Points a player has: if they spend a character point on a reroll, they now have less power to use for any Magic they might perform. Thus, being able to perform Magic depends primarily on how many CP a character or NPC has. Spending CP to buy Skills or for rerolls reduces the amount of power available to perform Magic. This limitation is important. It keeps Magic dangerous and rewards players who choose to accept the severe limitations that come from focusing on Magic rather than other skills.

Characters have two scores for Magic: (1) their Power Level (equal to Unused CP) which determines the scale of Magic they can produce, and (2) their *Magic Bonus* which they add to their DR when attempting to create effects. **Every Magic Bonus begins at 5. Additional points of Bonus can be purchased for 5 CP, but the Bonus can never be higher than 20.**

(see Chapter 3, page 57)

## STEP 4: FILLING IN THE BLANKS . . .

Characters aren't just made up of some *Ability Stats*. They have other qualities too:

### 1. MAX DR

**Each Ability Stat has its own, individual MAX DR and MAX Q limit.**

The **MAX DR** is the highest rank that can be rolled for *Effects DRs* related to those Abilities, and the **MAX Q** is the largest quantity of dice to roll; however, even a character with a 20 score can never roll more than 5 *Effect DRs*, excluding any additional DRs provided by Magic. To have an *Effect DR* higher in rank than the limit, Players must purchase either a boost to their Ability Stat, or buy higher ranked dice (see *Ability Score Boosts & Higher DRs*).

These limits do not impact the DR used for ranged weapons or chosen when using Magic: for example, if a ranged weapon or Magic *Effect DR* uses a d24 Damage, then it always does d24 in all *Damage DR*.

The **MAX DR** and **MAX Q** limits also apply to *Skills*; *Damage Resistance* and *Resistance to Magical Damage* both use the limits for VIT. Only DRs granted by Magic or Magic Items are not limited by **MAX DR** and **MAX Q**.

### 2. ABILITY SCORE BOOSTS

#### & HIGHER DRs

Ability scores can be improved. **Players can add +1 to one Ability Stat by spending 5 CP.** This boost cannot improve any score beyond 20, but higher powered dice can be purchased once the Ability Stat reaches 20.

Access to higher DRs (d24, d30, d60, d100) beyond the character's **MAX DR** is possible, but the character must already have the *Ability Stat* they wish to raise in DR at 20. They can then purchase the next higher rank die above their **MAX DR** for double the *Die Cost* (see page 58), and must move up the DR progression in order (no skipping to higher DRs). Thus, to purchase the d24 (die cost: 13 CP) the character must spend 26 CP; to then purchase the d30 (die cost: 16 CP) they must spend an additional 32 CP, etc. Any CP spent on lower-ranked DRs cannot be used as a "credit" towards the next higher rank: each rank must be purchased separately in its entirety, making advancing in **MAX DR** expensive (as it should be).

## MAX DR & MAX Q TABLE

<i>Ability Stat</i>	<i>MAX DR</i>	<i>MAX Q</i>
1	1 point maximum	1 point
2–4	d2 (flip a coin)	1
5–6	d3	1
7–8	d4	1
<b>9–11</b>	<b>d6</b> (average)	<b>1</b>
12–13	d8	1
14–15	d10	2
16–17	d12	3
18–19	d16	4
<b>20*</b>	<b>d20</b> (MAX)	<b>5</b>

\* 20 is the absolute maximum for any Ability, Skill, or the Combat and Magic Bonuses.

**Note:** The **MAX Q** remains at 5 even with **MAX DRs** larger than d20. Only Magic can roll more than 5 dice.

### 3. HEALTH

**All characters and NPCs begin with 30 Health.**

Anything and everything related to Health depends on the VIT Stat. Once a character has reached 0 or less Health, or loses 50% or more of their Health as the result of a single *Damage* roll, that character needs to make a successful *Shock Check* (*Effect DR*) adding their VIGOR Skill to their d20 Action Roll against a *Target DL* of 15, or *die* (see *Zero Health*, page 52). If the roll succeeds, the character is merely unconscious. They must lose an additional quantity of Health equal to their VIT to die. A character with a VIT of 15 who fails their *Shock Check* would die immediately, while a character with a VIT of 8 who makes their *Shock Check* would need to lose 8 more Health before they would die. Characters never make a second *Shock Check*.

***Health is the only stat other than Power Level (CP) that can ever be higher than 20.***

#### • INCREASING HEALTH

Everyone wants to be healthier. **Characters can purchase more Health on a per-DR basis (no buying single points) once for every 15 total CP they have.** Costs for smaller DRs cannot be applied to buying larger DRs. The total *quantity* of DRs the character has purchased is only limited by the CP total, but the *rank* of the DR is limited to the *MAX DR* for VIT.

The CP cost for additional DRs of Health are as follows:

<i>CP cost</i>	<i>for DR</i>
2 CP	1d2
3 CP	1d4
4 CP	1d6
5 CP	1d8
6 CP	1d10
7 CP	1d12
9 CP	1d16
11 CP	1d20
13 CP	1d24
16 CP	1d30
31 CP	1d60
51 CP	1d100

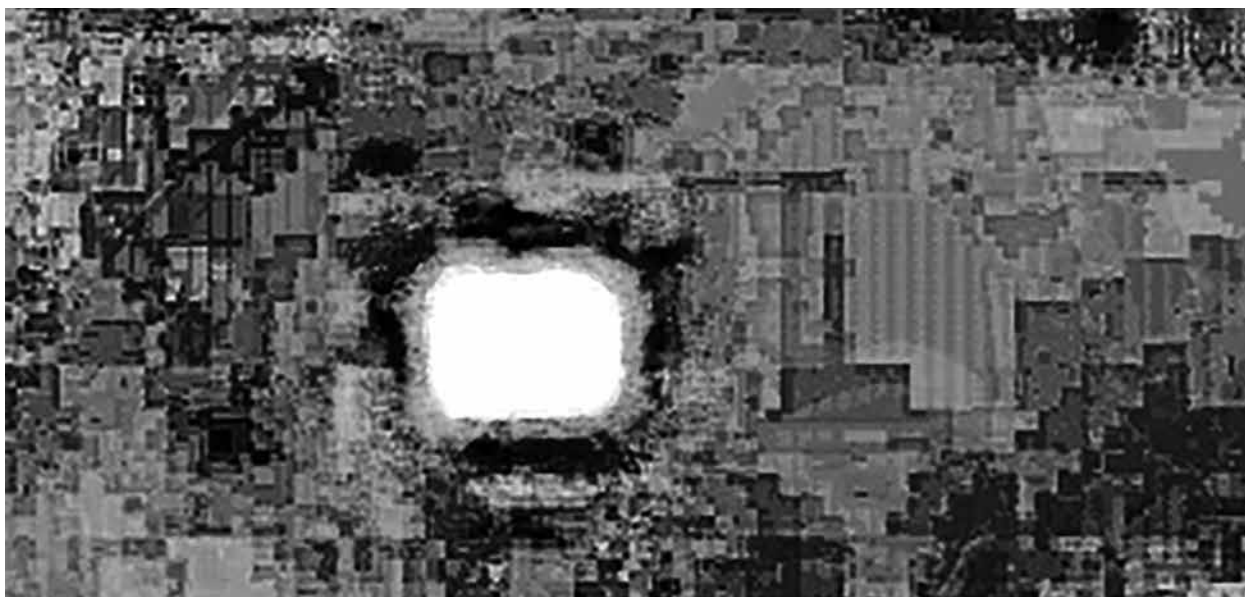
#### • DAMAGE RESISTANCE

*Damage Resistance* is an additional DR that acts like the protection of Armor, but without needing the Armor. When a character or NPC would receive *Damage*, roll *Damage Resistance* first and subtract that from the *Damage* they would otherwise receive. This is a powerful defense, so it isn't cheap, but costs for smaller DRs can be applied to larger DRs.

Characters spend CP to buy particular DRs of *Damage Resistance*, limited by the *MAX DR* (die rank) and *MAX Q* (quantity) for VIT. The costs are as follows. DRs smaller than d6 cannot be purchased:

<i>CP cost</i>	<i>for DR</i>	<i>per Additional DR</i>
18 CP	1d6	+8 CP each
20 CP	1d8	+10 CP each
22 CP	1d10	+12 CP each
24 CP	1d12	+14 CP each
28 CP	1d16	+18 CP each
32 CP	1d20	+22 CP each
36 CP	1d24	+26 CP each
42 CP	1d30	+42 CP each
71 CP	1d60	+51 CP each
112 CP	1d100	+102 CP each





### • RESISTANCE TO MAGICAL DAMAGE

Both Resistance to Magical Damage and Immunity to Magic are expensive for characters to purchase, and should only be used in high-powered campaigns with very experienced characters. Similarly, these should only be used for NPCs/monsters in such campaigns.

Any character with a VIT 15 can purchase the ability to resist a specified DR of Magic Damage for the additional CP cost specified per DR. DRs smaller than d6 cannot be purchased:

<i>CP cost</i>	<i>per DR</i>	<i>Total Cost for Each DR of Resistance to Magical Damage</i>
8 CP +15	d6	23 CP for each 1d6
10 CP +15	d8	25 CP for each 1d8
12 CP +15	d10	27 CP for each 1d10
14 CP +15	d12	29 CP for each 1d12
18 CP +15	d16	32 CP for each 1d16
22 CP +15	d20	37 CP for each 1d20
26 CP +15	d24	41 CP for each 1d24
32 CP +15	d30	46 CP for each 1d30
62 CP +15	d60	76 CP for each 1d60
102 CP +15	d100	117 CP for each 1d100

### • IMMUNITY TO MAGIC

Characters with Magic Damage Resistance can also purchase a level of immunity against Magic. This *Effect DR* requires that the character/NPC have at least **1d8** of *Resistance to Magical Damage* first. The costs of Immunity reflects its total cost at each level. Once the initial 20 CP are invested in Immunity to Magic, for another 20 CP this defense can be upgraded, so the character always gets a *Resistance Roll* for no effect *without* ever having to use an *Action Roll*:

<i>Spend</i>	<i>Result</i>
20 CP	Always get a <i>Resistance Roll</i> for half damage versus Magic.
40 CP	Always receive a <i>Resistance Roll</i> for no effect if successful.
80 CP	Always receive a <i>Resistance Roll</i> ; only take half damage if the DR fails.
160 CP	Always receive and succeed on a <i>Resistance Roll</i> . (This makes the purchaser <i>completely</i> immune to <i>all</i> Magic.)

#### 4. TEMPERAMENT

All characters have one of four basic temperaments. These provide a foundational guide for how the character will react in most situations, and are especially useful to the CGO when deciding how well a player handled their character and performed during game play; being able to role play according to temperament should be considered when awarding character points. Players may either select a temperament, or can roll d4 for a random result:

Roll d4	result
1	<b>Introvert</b>
2	<b>Extrovert</b>
3	<b>Melancholic</b>
4	<b>Narcissist</b>

**Both players and NPCs must have a temperament.** While temperament is not necessarily fixed for all situations, it should provide a guide for making judgements about how a character will respond in any particular situation.



##### • INTROVERT

Introverts have a rich inner life, but often appear socially awkward, ponderous and clumsy. They tend to speak before thinking and so may be considered stupid or dumb whatever their actual intelligence may be. Often the Introvert is a perfectionist, never satisfied with their actions and behavior, a tendency that causes them to become less active and adventurous over time. *Introverts receive a +1 Bonus to their Analysis and Precision skills.*

##### • MELANCHOLIC

Melancholiacs are traditionally serious, introverted, cautious or even suspicious to the point of paranoia, and are susceptible to depression and moodiness. They may be focused and conscientious, but they are not sociable and tend to prefer keeping to themselves. *Melancholiacs receive a +1 Bonus to their Analysis and Reflexes skills.*

##### • EXTROVERT

Extroverts are traditionally associated with lively, sociable people who are carefree, talkative, and pleasure-seeking to the point of foolishness, finding the positive within even the worst situation and recognizing humor where there may be none for others. They are often optimistic and social, making new friends easily, but may struggle with finishing what they start and will accept established social hierarchies without question. *Extroverts receive a +1 Bonus to their Guile and Vigor skills.*

##### • NARCISSIST

Narcissists are traditionally associated with egocentrism, impulsivity, and may seem sociopathic with their need to instill make others follow their lead. They are task-oriented and can be ambitious or strong-willed. They tend to demand respect, but do not necessarily acknowledge their place in existing hierarchies. *Narcissists receive a +1 Bonus to their Guile and Brawn skills.*

## 5. ENCUMBRANCE

Encumbrance (ENC) is measured by the quantity of slots an item occupies, not just weight carried, but describes its bulk and difficulty in handling. The maximum volume that can be carried is determined by STR:

$$\text{MAX ENC} = \text{STR Ability Stat}$$

**Characters have 8 basic slots.** Equipment placement is part of game play: in front, one in each hand, one under each arm, and their head; in back they have one over each shoulder and one crossing in between. The total number of available slots can be increased by carrying a bag, or wearing a backpack, they can carry more than 20 slots worth, but the MAX ENC cannot ever be higher than 20. To carry additional possessions or equipment, players need either porters (NPCs or pack animals/robots), or a vehicle.

Item	ADDs to ENC	Additional Slots Granted
Belt	0	3
Boots/Gloves	0	2 (per pair)
Clothes	0	1
Pocket	0	1 (each)
Backpack	1	8–16 (by size)
Small sack	1	2–4 (by size)
Large sack	1	4–6 (by size)
Armor	<i>see below</i>	0
Helmet	1	0
Shield	2	0
Weapon	<i>no. of hands</i>	0
clothes	1	(bundle)
boots/shoes	1	(carried)
heavy items	3–4	(usually stationary)

Typical items have an ENC of 1–2. 20 small items such as coins or shot together equal 1 ENC. Anything that requires more than 1 person to move takes 5 or more slots—each person moving the object would be fully encumbered by at least 1 even if their ‘share’ of the total is 2 or less. Always round fractions down: ENC 2.5 would be ENC 2.

Carrying a body of comparable size and bulk to the character doing the carrying has an ENC of 3 + the ENC that body has from any armor worn. For example, moving a fallen comrade wearing d6 armor out of combat might require 2 characters to work together since the ENC is (3 for the body +3 for the armor) for a total of 6 ENC. Objects requiring the full (or more) STR stat in slots cannot be moved without help, no matter how light it might be.

### • MOVEMENT

The unencumbered, maximum movement in squares (5 feet, meters, or hexes) is equal to SPD + STR. Movement is steadily reduced by ENC, but can only drop below 0 as a result of the terrain being moved through (for example, by sliding backwards on a hill):

$$(\text{SPD} + \text{STR} - \text{ENC}) - \text{Terrain}$$

**A character who is fully encumbered has filled all their slots for ENC. Their movement is reduced by 2 units for each extra slot occupied above their MAX ENC.** *Any item requiring 3 or more slots (but not armor) automatically makes the character fully encumbered, even if they have open slots.* For example, carrying a chair takes 3 slots, making them fully encumbered by 1, thus reducing their movement by 2; carrying a giant book that takes 4 slots means the character is fully encumbered by 2, thus reducing their movement by 4; with anything requiring more than half the STR stat in slots, or when full encumbrance reduces movement to 0, a successful STR Check will give a movement of 1.

### • ARMOR

**Armor has an Encumbrance equal to half its protection DR.** For example, armor with d6 protection has an encumbrance of 3; armor with d12 protection has an encumbrance of 6. *Any armor providing d20 or higher protection makes its wearer fully encumbered (not including a helmet/shield carried, or the weapon held in-hand).* **Magical armor has an ENC of 2, no matter what DR of protection it provides.**



## • MAGIC ITEMS IN USE

Characters can only carry and use a limited quantity of Magic items. At any one time they have slots for items equal to **21 minus their Magic Bonus**. The higher Magic Bonus is, the fewer Magic Items they can use. These items can be in any combination; however, temporary Magic items, Magic weapons, and Magic armor must be included in the total. If a character wants to wear ten Magic rings, that's fine, so long as they have the slots for them.

## • TRANSPORTATION & MOUNTS

A mount (whether a living animal or a robot) is encumbered when carrying 50% of its MAX ENC, and will reduce range by an amount equal to its Encumbrance: a mount 60% encumbered will reduce range by 60%, preferring to walk. There are several general classes of mount, each with their own capabilities and specialized functions. Individual animals vary within the range of their type:

### • LIGHT

Light mounts are fast and agile and are used in hunting or racing.

Their MAX ENC is 22.

### • GAITED

Gaited mounts are used for long-distance travel for long durations.

Their MAX ENC is 30.

### • WAR (DRAFT)

Draft mounts are designed for strength, and are used for both war and work.

Their MAX ENC is 40.

### • VEHICLES

Vehicles and other transport have variable MAX ENC capacity, depending on their size and cargo space. Typical bicycles and motorcycles, have a MAX ENC of 60, while cars, trucks, and large ground vehicles have a range of 200–10,000 MAX ENC.

(see Chapter 5, page 83)

## 6. LANGUAGES

Each character begins knowing how to speak (but not read/write) their own local language. Additional languages (as well as reading/writing) can be purchased by spending 1 CP. This purchase allows the character to learn a specific new language. However, this 1 CP only covers learning it as a spoken or written language, *not* both.

Taking an additional language once means they can speak it, taking it a second time means they can read it. This acquisition of a new language requires that they have encountered another character within the campaign setting who already speaks (and/or reads) that language. Language selection requires CGO consent and reflects the demands of specific game settings.

These costs apply to computer programming languages as well.

**Don't be racist!** *There's no such language as "Human" so why are "alien" or non-human languages named for the people that speak them and they all speak the same language?* That's racist—but it's also really lazy and makes for an unimaginative game. Plus, having multiple languages for different peoples makes for more complex stories and possibilities for role play.



## 7. SOCIAL STATUS

$$1g = 10s = 1,000c = 100,000t$$

1 <i>sovereign</i>	=	1g	=	1 <i>gold</i>	=	\$ 1,000
1 <i>sterling</i>	=	1s	=	1 <i>silver</i>	=	\$ 100
1 <i>shilling</i>	=	1c	=	1 <i>copper</i>	=	\$ 1
1 <i>penny</i>	=	1t	=	1 <i>tin</i>	=	\$ 0.01

Income level and starting money are determined by social position. Roll on the *Social Status Table* to determine the your character's *Rank* in society. Money and currency are organized in base units which can be "credits," or "calories," or "gold" or anything else the CGO chooses. The daily salary (*per diem* income) is listed after each social position; use this value to calculate *Starting Money*. Feel free to add paper money or any other system of currency you like, or have money be accepted based on what country you're in . . .

## SOCIAL STATUS TABLE

<i>Roll d100</i>	<i>result</i>	<i>Rank</i>
1–5	Roll on <b>Nobility Table</b>	<b>8</b>
6–15	Roll on <b>Sorcery Table</b>	<b>7</b>
16–25	Roll on <b>Clergy Table</b>	<b>6</b>
26–55	Roll on <b>Laborer Table</b>	<b>5</b>
56–65	Roll on <b>Professions Table</b>	<b>4</b>
66–75	Roll on <b>Husbandry Table</b>	<b>3</b>
76–85	Roll on <b>Mercenary Table</b>	<b>2</b>
86–00	Roll on <b>Freemen Table</b>	<b>1</b>

## • NOBILITY TABLE

<i>Roll d60</i>	<i>result</i>	<i>per diem</i>
1–20	Squire	1g
21–40	Courtier/Knight	5g
41–45	Lord/Lady	50g
46–49	Count/Countess	75g
50–54	Viscount/Courtesan	100g
55–57	Duke/Duchess	200g
58–59	Prince/Princess	500g
60	King/Queen	1,000g

## • SORCERY TABLE

<i>Roll d6</i>	<i>result</i>	<i>per diem</i>
1	Carnival Magician	2s
2	Wandering Mystic	1c
3	Librarian	4s
4	Scholar	1g
5	Hermit	1t
6	Court Magician*	10g

## • CLERGY TABLE

<i>Roll d4</i>	<i>result</i>	<i>per diem</i>
1	Wandering Mystic	1c
2	Congregational Chaplain	3s
3	Hermit	1t
4	Court Priest	10g

## • LABOR TABLE

<i>Roll d4</i>	<i>result</i>	<i>per diem</i>
1	Unskilled	1s
2	Apprentice	2s
3	Trained	3s
4	Master	5s

\* Being a Court Magician requires the character to have a *Magic Bonus* of +8 or higher.

## • PROFESSIONS TABLE

All Professionals *must* pay a guild fee of 6s to 60s (6d10) to work in their field. If they can't afford it, they must reroll for a different Profession . . .

Roll d24	result	per diem
1	Armorer	1g
2	Artist	1g
3	Astronomer	1g
4	Builder	3s
5	Chemist	5s
6	Clerk	3s
7	Cook/Chef	8s
8	Detective	5s
9	Driver/Pilot	5s
10	Doctor	8g
11	Engineer	7s
12	Farmer	1s
13	Gamer	3s
14	Lawyer	4g
15	Musician	4s
16	Researcher	1g
17	Sailor	3s
18	Scribe	6s
19	Surveyor	4s
20	Potter	4s
21	Professor	4s
22	Programmer	2s
23	Troubleshooter	3s
24	Waiter	3s

## • HUSBANDRY TABLE

Roll d4	result	per diem
1	Shepherd	1c
2	Huntsman	5s
3	Fisherman	2s
4	Trapper	5s

## • MERCENARY TABLE

Roll d10	result	per diem
1	Archer	1s
2	Archer, Mounted	2s
3	Cavalryman	4s
4	Captain	3g
5	Ensign	8s
6	Infantry, light	4s
7	Infantry, armored	12s
8	Knight	1g
9	Lieutenant	1g 5s
10	Squire	1g

Mercenaries also expect a share of any loot and plunder, so add 10% to their total starting money.

## • FREEMEN TABLE

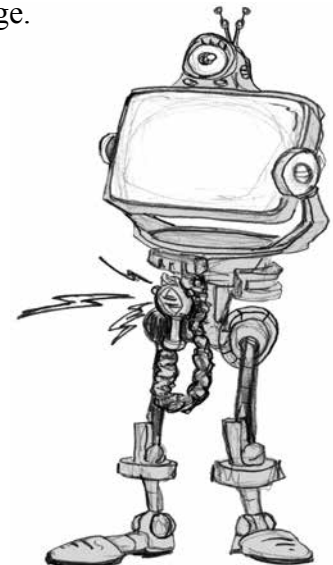
Roll d4	result	per diem
1	Gifter, Brigand, or Thief	1s
2	Prostitute or Gigolo	2g
3	Thug	3s
4	Assassin	5g

## • CALCULATE YOUR STARTING MONEY

Once you have determined your social position, roll d4 and add your Rank to the DR, then make the appropriate result DR and multiply *that* DR by your *per diem* wage.

This is your character's starting money:

Roll d4 + Rank	Starting Money
2	<i>per diem</i> x d6
3	<i>per diem</i> x d8
4	<i>per diem</i> x d10
5	<i>per diem</i> x d12
6	<i>per diem</i> x d16
7	<i>per diem</i> x d20
8	<i>per diem</i> x d24
9	<i>per diem</i> x d30
10	<i>per diem</i> x d60
11	<i>per diem</i> x d100
12	<i>per diem</i> x d1,000





## STEP 5: IDENTIFY YOUR SKILLS

Skills are modeled in groups related to the character's physical abilities. These are things that require some degree of practice to do well, however minimal that skill might be. Examples include lifting something, holding your breath, playing a guitar, hiding from someone, communicating with someone who doesn't speak your language, making coffee, and so on. Each Skill type describes general knowledge that the character has learned how to do and that anyone living in the character's world might know without being a specialist in that particular area.

**Characters automatically begin with each Skill equal to the *MAX Q* for the corresponding Ability Stat; no Skill can ever be higher than 20.** Only after a Skill reaches 15 may characters purchase a Bonus DR. Each Bonus DR must be purchased individually for **10 CP + the cost of that DR**; thus a d6 Bonus costs 14 CP. Each additional DR must be purchased separately. The Bonus DR rank is limited by the *MAX DR* for the corresponding Ability Stat.

**Skills can be each be improved by spending 1 CP per 1 point, per Skill, up to the maximum, 20.** Skills cannot be higher than the corresponding Ability Stat; rank and quantity of Bonus DRs is also limited by both *MAX DR* and *MAX Q* for that Stat. DRs smaller than d6 cannot be purchased:

<i>Cost</i>	<i>per DR</i>	<i>Total Cost per DR of Skill Bonus</i>
4 CP	d6	14 CP for each 1d6
5 CP	d8	15 CP for each 1d8
6 CP	d10	16 CP for each 1d10
7 CP	d12	17 CP for each 1d12
9 CP	d16	19 CP for each 1d16
11 CP	d20	21 CP for each 1d20
13 CP	d24	23 CP for each 1d24
16 CP	d30	26 CP for each 1d30
31 CP	d60	41 CP for each 1d60
51 CP	d100	61 CP for each 1d100

*Skill Checks* are *Action Rolls* (see Chapter 2) done by rolling d20 and adding the *Skill* and *Bonus DRs* together to get the total. Use the *Tiered Success and Failure Table* to determine the result.

## • ANALYSIS

(USE MAX DR & MAX Q FOR INT)

Analysis describes the character's ability to gather information, their knowledge of the physical processes and empirical understanding of their world. Breaking codes, solving puzzles and figuring out problems are all situations addressed by an *Analysis Check*.

### ANALYSIS AS A SHORT-CUT TO PROBLEM SOLVING

Analysis can be used to resolve **any** in-game conundrums, figure out solutions, apply logic to various situations, and come up with inspiration. Problems resolved by using an *Analysis Check* are not used to calculate experience at the end of the game. *Using this Skill Check to solve a problem can address situations where players are "stuck" and require the CGO's assistance, so doing that is not something the players will receive CP for later!*

**Note:** *The Analysis Check should never be used as a substitute for good role-playing.*

## • BRAWN

(USE MAX DR & MAX Q FOR STR)

Brawn describes the character's ability to use their strength to lift and carry things, break things, and otherwise leverage their physical prowess to resolve problems.

A *Brawn Check* should be reserved for those situations where the result required more than just a physical strength. Kicking down a door would be a *STR Check*, while safely lifting a heavy item would be a *Brawn Check*. The difference between the two checks has to do with how breaking a door is primarily a matter of force applied, while lifting depends as much on doing the action properly as the strength required.

## • GUILLE

(USE MAX DR & MAX Q FOR CHM)

Guile covers the evaluation of instructions and hierarchies. Knowledge of law, protocol and diplomacy, as well as rank insignia, heraldry, etc. are covered by Guile. This skill includes translation and communication generally: the character's knowledge and ability to use communications technology as well as evaluating communiqués received. The operation of common communications tools, whether telephones, email or video chat as well as communicating with someone who doesn't speak the same language.

If communicating is the goal, then this is the Skill to use.

**Note:** *When evaluating communications, Guile only applies to common knowledge that would be familiar within the character's native society, and would not apply to foreign societies.*

## • INSPECT

(USE MAX DR & MAX Q FOR PER)

Inspect addresses *applied* observation and detailed study, it is not a substitute for a *Notice Check*. This requires active focus from the character. It is concerned with knowing which parts of something being examined are significant, and which parts can safely be ignored. More than just recognizing details or being aware of something, Inspect is concerned with actively looking for something. This is used for tracking and searching. Inspect does not help with Surprise. Inspect is most often used by a character in conjunction with another Skill: they make observations first, before acting on what they have found.

## • PRECISION

(USE MAX DR & MAX Q FOR ACC)

Precision set describes the character's ability to leverage their natural level of dexterity and accuracy to complete tasks. Situations such as disarming a bomb, suturing a wound or conducting surgery, picking a lock, taking aim, or completing any other task that calls for delicate and precise handling should use this skill.

## • REFLEXES

(USE MAX DR & MAX Q FOR SPD)

Reflexes describes the character's speed of reaction. Use this skill whenever a character's reflex speed is paramount. Driving a car, piloting a spacecraft, or riding a horse are prime examples as is avoiding a trap's effect once it has been set off (although you'd have been better off just noticing the tripwire in the first place!).

## • VIGOR

(USE MAX DR & MAX Q FOR VIT)

Vigor describes the character's ability to use their vitality to endure duress, remain steadfast, focus their willpower, and succeed in situations where fortitude and resilience are critical. When a character is in a life-threatening situation, a *Shock Check* may alleviate that danger, as when they are at *Zero Health* (see page 52).

## • SPECIALIZED SKILLS

(USE MAX DR & MAX Q FOR INT)

Crafting an item using Magic requires specialized skills that are assigned at the CGO's discretion. These skills are highly limited in use, but allow the character to create whatever the item (or class of items, i.e. potions) might be. This crafting must be specified and purchased as its own set of skills specified by the CGO. *Specialized Skills* do not begin with any score (they start at 0)—all points in a *Specialized Skill* must be purchased. They cannot impact any *Opposed Rolls*.

The *Skill Check* for a Specialized Skill follows the same *Action Roll* and the results are compared to the *Tiered Success and Failure Table* just like any other Skill.



## STEP 6: EQUIP YOUR CHARACTER

**Decoration is an additional cost: *multiply the basic cost by Rank.***

The addition of decoration to equipment costs is a necessity—undecorated objects are either of inferior quality, or simply unfinished. The additional charges for decoration have no upper limit: the decorated possessions of Royalty are exceptionally expensive not only because of the materials, but because of their decoration which is a required cost modifier. These are basic, recommended costs; actual cost is at the CGO's discretion.

Additional equipment may be offered by the CGO. *You should ask!*

### CLOTHING

(TAKES UP ENC 0)

2c	Belt
2c	Cloth, wool, yard
80g	Clothes, fashionable for nobles, one set
2g	Clothes, fine for wealthy merchants, one set
8c	Clothes, peasant quality
5c	Cloak (with hood)
1g+	Dress, fashionable, for nobles
3c	Gloves
1g	Jacket, fine
4s	Jacket, hunting
4g	Jacket, silk, for nobility
3c	Poncho
5t	Scarf
8c	Shirt, linen
3c	Shirt, wool
5t	Socks, one pair
25g	Spacesuit
1c	Trousers
2c	Tunic, plain
5g	Wetsuit
3g	Winter furs
1g	Winter fur hat

### LUGGAGE

4c per ENC capacity	Box/Crate
6c	Barrel, small (ENC capacity 15)
9c	Barrel, large (ENC capacity 30)
5s	Pack, small (ENC capacity 8)
10s	Pack, medium (ENC capacity 12)
20s	Pack, large (ENC capacity 16)
5s	Pouch/Purse (ENC capacity 1)
6c	Sack, small (ENC capacity 2)
2s	Sack, large (ENC capacity 4)
30s	Saddle Bag (ENC capacity 5)
15s	Satchel/Duffel (ENC capacity 5)
1g	Suitcase, small (ENC capacity 4)
2g	Suitcase, large (ENC capacity 10)
5g	Trunk, small (ENC capacity 6)
10g	Trunk, large (ENC capacity 14)

**Note:** ENC for box, sack, suitcase, & trunk is half its capacity; ENC for all Packs is 2.

### CANOPIES

(TAKES UP 1 ENC PER PERSON)

10g	Tent, small (for 2 people)
20g	Tent, medium (for 5 people)
75g	Tent, large (for 20 people)
100g	Tent, grand (for 25 people)

### FOOTWEAR

(TAKES UP ENC 0)

6c	Boots, walking
1g	Boots, riding
2g	Boots, magnetic
1s	Boots, waterproof
3c	Sandals
5c	Shoes
2g	Slippers
5t	Thong (or Flip-Flop)
1g	Waders (waist high)

### COOKING GEAR

(TAKES UP ENC 1-2)

3t	Bowl, small
6t	Bowl, large
2t	Cup/Mug
1t	Spatula
1t	Spoon
8s	Portable stove
4s	Small pot & lid (1.5/2 quart size)
2c	Large pot & lid (2.5/3 quart size)
1c	Frying pan
5t	Steel skewers, small (kebab)
2s	Steel skewer, large (roasting)

**FOODSTUFFS**

1g	Beef, per pound
1c	Cheese, per pound
1c	Eggs, per dozen
15t	Flour, per pound
5c	Salt, per pound
8c	Grain, per bushel
1c	Feed (livestock) per pound

**FRUITS & NUTS**

1c–5c	Common
1s–1g	Unusual or Rare

**HERBS**

1c–5c	Common
1c–2g	Unusual or Rare

**FIELD RATIONS**

(TAKES UP 1 ENC/DAY)

5c	Dry/Preserved (per day)
7c	Meals Ready-to-Eat (per day)

**DRINK**

1c	Ale
1t	Beer
1s	Brandy
2c	Mead
5s	Raki (Moonshine)
2g+	Wine, good, one bottle
1s+	Wine, one bottle
5c	Wine, cheap, one bottle
3c	Water, one bottle

**PREPARED MEALS**

4g	Feast
4s	Meal, good
1c	Meal, poor

**ANIMALS**

1c–1g	Pet (Hamster, Rat, Rabbit, etc.)
8g+	Dog, Guard
5g+	Dog, Hunting
50g	Camel
30g	Donkey or Mule
50g	Draught
40g	Llama
40g	Pack Horse
20g	Pony
60g	Riding (Gaited) Horse
150g	War Horse

**TACK & HARNESS**

5s	Bit, Bridle & Spurs	ENC 1
5c	Horse Whip (d3)	ENC 1
4s	Horse Collar	ENC 2
1g	Reins, set	ENC 1
50s	Saddle	ENC 3
5s	Yoke	ENC 2

**LIVESTOCK**

2g	Alpaca
9g	Buffalo
7s	Chicken/Rooster
1s	Calf
18g	Cow/Bull
8s	Duck
8g	Goat
5c	Goose/Gander
5g	Lamb
20g	Ox/Muskox
3s	Pig
10g	Sheep
9s	Turkey
6g	Yak



**DRY GOODS**

(TAKES UP ENC 1-2)

5c	Blanket, wool
10g	Book, blank, 50 pages
1s	Bottle
5c	Bucket
3c	Cask
1c	Chain (by the foot)
2t	Comb
5g	Compass (navigation)
1s	Ewer, metal
5t	Hammock
2g	Ink
3c	Knife
1s	Mirror, small
5g	Net, fine weave
5s	Net, medium weight
5c	Net, large weave
1c	Paper (per sheet)
3c	Parchment
5t	Pen
1c	Pole, 10 ft. long, wooden
5c	Rope, 50 ft. long
2s	Soap
1c	Towel, small
6c	Towel, large
3c	Water/Wine Skin
1s	Wire (by the foot)

**RELIGIOUS OBJECTS**

(TAKES UP ENC 1-2)

1s	Blessing
10g+	Holy Symbol, gold
4s	Holy Symbol, silver
1c	Holy Symbol, wooden
1g+	Holy Relic
6s	Holy Water (1 vial)

**FURNITURE**

(TAKES UP ENC 3-6)

720g	Bed, noble's
2g	Bed, featherbed
3c	Bench, seating or work
5c	Chair or Stool
3g	Desk, writing
5s	Ottoman
3g	Sofa, 2 person
5g	Sofa, 3 person
5s	Table, portable, small
5g	Table, portable, large
50g	Table, ornate

**LIGHTING**

(TAKES UP ENC 1-2)

8t	Candle, tallow
1s	Candle, wax
3s	Flask of Vegetable Oil
8s	Flash of Lamp Oil
1g	Flash of Mineral Oil
3t	Flare
2s	Flaregun (fires d3 Signal Flares)
9t	d3 Signal Flare (for Flaregun)
4t	Glowstick
1g+	Lamp, small
5g+	Lamp, large
5s	Lantern, small
5g	Lantern, large
20g	Lantern, signal
2s	Light Strip/Rope, 5 ft. long
1c	Matches, box of 25
1t	Tealight
7t	Torch/Flashlight, small
2s	Torch/Flashlight, medium
1g	Torch/Flashlight, large



## TOOLS

(HAND, PORTABLE, TAKES UP ENC 1–2)

4s	Axe, fireman's
1s	Axe, wood
8c	Chisel
10g	Chronometer
1c	Compass (draws circles)
200g+	Computer, portable
5c	Crowbar/Prybar
2s+	Drill & Drill Bits
1s	Hammer
4t	Iron spike
10g+	Laser (industrial)
5c	Layout Square
2s	Level
10g	Lock picks
8t	Nails (1 pound)
3s	Pliers/Tongs
5g+	Powered tool (hand)
2s	Saw, Hack or Rip
1–3s	Screwdrivers, set
50g	Sextant
6c	Shovel
1g	Sliding Bevel
4s	Solder & Soldering Iron
1s+	Tape Measure (per 25 ft.)
2c	Whetstone

(NOT PORTABLE, TAKES UP ENC 4+)

100g+	Armorer's tools, complete set
25g+	Powered tool (industrial)
1c–5g	Primitive (blacksmith)
6g+	Mechanic's Set
100g+	Computer



## AMMUNITION

Costs for Ammunition for hand-held weapons is in pennies, per round, by DR: ammo for a *d4* weapon costs *4t* per round; ammo for a *d6* weapon costs *6t* per round, etc.

20 rounds	1 ENC
10 arrows/bolts/signal flares	1 ENC

## ARMOR

Armor and the protection it provides is not cheap. The cost for armor depends on how much protection it provides. **Multiply the maximum protection it *could* provide by 10g for the *minimum* cost of the Armor.** That is the lowest possible cost for that armor: d20 Armor costs 200g because it provides a maximum of 20 points of Damage protection, while d4 armor would cost 40g because it only provides up to 4 points of protection. Magic armor should be exponentially more expensive. Use your imagination.

Armor can be supplemented by the following equipment. This bonus is in addition to the protection gained from armor:

shield	+2 protection bonus to <i>Damage Resistance DR</i>	cost: 20g
helmet	+1 protection bonus to <i>Damage Resistance DR</i>	cost: 10g

A character with a shield cannot use any two-handed weapon.

Wearing a helmet gives a –2 penalty to any *Notice Check*.

**Armor has an ENC equal to half its protection DR.** For example, armor with d6 protection has an encumbrance of 3; armor with a d12 protection has an encumbrance of 6. Non-Magical Battle armor provides d20 or higher protection, but makes its wearer fully encumbered. The encumbrance of anything else they carry (other than clothing or the weapon held in-hand) reduces their movement by 2 units of movement for each slot used.

## WEAPONS

**Base melee weapon cost is the average for the Damage DR times 10s; crewed weapons cost the average for the Damage DR times 10g.**

<i>Cost</i>	<i>Damage DR</i>	<i>Weapon Type examples</i>
30s	d4	Dagger, Small Knife (box cutter), .22 Derringer
40s	d6	Short Sword, Butcher's Knife, Short Bow, Pistol, Submachine gun
50s	d8	Sword (Foil or Rapier), Spear, Long Bow Assault Rifle, Machine pistol
60s	d10	Long Sword, Crossbow, Rifle,* Machine gun (30 caliber)*
70s	d12*	Two-Handed Sword, Heavy Crossbow, Shotgun, Heavy Machine gun
90s	d16*	Pike, Flamethrower
110g	d20	Canon (40–50mm)
130g	d24	Canon (75–120mm)
160g	d30	Canon (200mm)
310g	d60	Canon (480mm )

\* These are two-handed weapons; their ENC is 2; one-handed weapons have an ENC of 1.

Additional costs should be assessed based on the decoration appropriate for the social standing of the owner: add 2 days income to the cost. Artillery and other mounted/crewed weapons have costs and availability at the CGO's discretion. Hand-held weapons have a Crew of 1. *Cost: multiply the weapon's Damage DR by 10g and add 10g for each additional person required to crew them.*

<i>Damage DR</i>	<i>Projectile Weapon Type</i>	<i>Crew Required to Fire (min ENC)</i>
d4	.22 Derringer, thrown knife	1
d6	Pistol, Submachine gun	1
d8	Assault Rifle, Machine pistol	1
d10	Rifle, Machine gun (30 caliber)	1
d12	Shotgun, Heavy Machine gun	1
d16	Flamethrower/RPG	1
d16	Light Canon (20mm)	2
d20	Canon (40–50mm)	2
d24	Canon (75–120mm)	2
d30	Canon (200mm)	3
d60	Canon (480mm )	4
d100	Canon (800mm) (use 2 d10s)	5
d1,000	1 Kiloton Bomb (use 3 d10s)	10
d10,000	1 Megaton Bomb (use 4 d10s)	15
d100,000	1 Gigaton Bomb (use 5 d10s)	15
d1,000,000	Mass Extinction Event (use 6 d10s)	20
d10,000,000	Destroys Planet (use 7 d10s)	40

*Weapons doing d16 or higher in Damage are mounted weapons and cannot be carried in-hand, except for a Flamethrower/RPG; Machine guns doing d10 or higher Damage are also mounted weapons and cannot be carried in-hand without making a STR Check each round they are used. Weapons doing d24 or higher Damage can only be fired by crews of two or more. Firing crewed weapons requires a successful Guile Check before the Combat Roll.*



**STEP 7:  
GO!**

*Your character is ready!*



# CHAPTER 2

## PLAYING THE GAME

Playing an RPG is not quite like playing any other kind of game. Game play is a combination of play-action and rolling dice to see if what you tried to do actually worked out as you wanted. That means you roll dice. *Lots of Dice*. Rolling dice is fun. It's a basic part of what makes an RPG an RPG. Anything you want to do that has a chance of failure depends on how well you roll your dice. That element of potential failure and uncertainty is what makes RPGs exciting to play and the adventures they offer challenging: there should always be a potential for things to go badly, making both player's decisions and chance an important part of how game play proceeds.

### TYPES OF DIE ROLLS

There are three types of die roll (DR) made while playing *Going Somewhere*: the *Action DR*, which describes the character doing something; the *Opposed DR*, where one character interacts with something else—either another player or an NPC; and the *Effect DR* that determines the results of the other two types of rolls, such as the Damage they have done during Combat, or how much to Heal from using Magic. The *Effect DR* uses a variety of dice, has no crits, and is not subject to the *Tiered Success and Failure Table*, while the *Action DR* is always a d20 and its results are determined by the *Tiered Success and Failure Table*. The *Opposed DR* is always a d30, but success depends on the difference between the various characters/NPCs DRs. Both *Action* and *Opposed DRs* are subject to Critting. Make an *Action Roll* only when the character's own actions will determine their success, and make an *Opposed Roll* when what happens depends on them interacting with the intelligent actions of someone/thing else they engage.



### DIE RANK

The “Die Rank” corresponds to the maximum that die can roll and its relationship to other dice. The order progresses from smallest to highest as follows: d4, d6, d8, d10, d12, d16, d20, d24, d30, d60, d100, d1000, etc.

## DOING THINGS MEANS ROLLING DICE

Every action you take that might fail requires a die roll (DR); its results are another DR, the *Effect DR*. Higher total rolls are always more successful. In fact, the element of uncertainty that rolling dice adds to the game is a big part of what makes an RPG fun.

*If you're unsure which die is which, consult the **Name Those Dice!** diagram on page 14.*

### CRITTING: ROLLING A '1' OR '20' ON THE d20, OR A '1' OR '30' ON THE d30

Any time you roll either a '1' or a '20' on a d20 or a '1' or a '30' on a d30 die, it means you have either a 'critical fail' or a 'critical success.' One or the other will happen 10 percent of the time you're playing, so be ready for it!

Crits require an immediate d20 roll, even if the Crit was on a d30, to determine the effect. You should use these tables to see what happens:

#### CRITICAL FAILURE TABLE

You rolled a natural '1'.

*Roll a new d20, but don't add anything to it*

*Resulting Failure*

1	<b>Catastrophic Fail!</b>	Whatever the worst case was, it just happened. To you.
2-3	<b>It rebounds on you!</b>	You are stunned and lose d6 rounds of action.
4-5	<b>Horrible Fail!</b>	You hurt yourself instead. Take double Damage to your Health.
6-7	<b>Serious Fail!</b>	Your action backfires and you take regular Damage to your Health.
8-9	<b>Hit your head!</b>	Take half Damage & suffer a -5 modifier to your next DR.
10-11	<b>Obvious Fail!</b>	Trip & fall. Lose your movement for the next round as you get up.
12-13	<b>Humiliating Fail!</b>	It has minor repercussions, mostly to your Ego.
14-20	<b>Simple Fail!</b>	Maybe nobody noticed since nothing happened.



#### CRITICAL SUCCESS TABLE

You rolled a natural '20' or natural '30'.

*Roll a new d20, but don't add anything to it*

*Resulting Success*

1-4	<b>Simple Success!</b>	It has the maximum result with no extra-special bonuses.
5-8	<b>Obvious Success!</b>	It does double the normal Damage Rolled.
9-12	<b>Notable Success!</b>	It has a positive effect (knock your opponent down).
13-15	<b>Amazing Success!</b>	It does double maximum Damage.
16-17	<b>KO's Opponent!</b>	Your opponent is stunned and loses d6 rounds of action.
18-19	<b>Devastating Success!</b>	It does triple maximum Damage.
20	<b>Perfect Success!</b>	It does four times the maximum possible Damage.

**NOTE:** *CGOs should always adjust and adapt from these suggestions for the results of a Critical Fail or Critical Success roll according to the situation and game-play context of the Crit.*

## TIERED SUCCESS AND FAILURE TABLE

The *Tiered Success and Failure Table* is used to determine success or failure for any *Action Roll* a character takes that has a possibility for failure. The threshold for a *Minimal Success* should not be confused with *Average Success*. A *Minimal Success* does the least amount of effect possible for whatever was being attempted.

<b>Natural '1'</b>	=	<b>Critical Fail!</b>	<b>(roll on <i>Critical Failure Table</i>)</b>
Total of 3 to 4	=	Total Fail	
Total of 5 to 9	=	Average Fail	
Total of 10 to 14	=	Minimal Fail (nothing happens)	
<b>Total of 15 to 19</b>	=	<b>Minimal Success</b> (it worked, sort of)	
Total of 20 to 24	=	Average Success (it actually worked!)	
Total of 25 to 29	=	Good Success	
Total of 30 to 34	=	Great Success	
Total of 35 to 39 *	=	Amazing Success	

<b>Natural '20'</b>	=	<b>Critical Success!</b>	<b>(roll on <i>Critical Success Table</i>)</b>
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\* Also, any total over 40 that wasn't a crit.

**Critical Fail:** An unmodified 1 on *any* d20 roll means a catastrophic, critical failure. If you were doing Magic, roll on the *Magical Miscalculation Table*. **Never** make a *Resistance Roll*.

**Total Fail:** A total roll of 3 to 4 indicates a complete miscalculation. If you were doing Magic, roll on the *Magical Miscalculation Table*, a *Resistance Roll* can only negate 50% of the effect.

**Average Fail:** A total roll of 5 to 9 means it was a typical failure. If you were doing Magic, the *Effect DR* rebounds on the caster, a *Resistance Roll* can fully negate the effect

**Minimal Fail:** A total roll of 10 to 14 indicates a minimal failure, where nothing happens.

**Minimal Success:** A total roll of 15 to 19 meets the bare minimum requirement for success. If the *Action Roll* (such as Magic) has an *Effect DR*, roll two dice and take the lower result.

**Average Success:** A total roll of 20 to 24 is an average success. It worked as desired!

**Good Success:** A total roll of 25 to 29 is an exceptional success. It worked perfectly. If the action has an effect, roll two dice and take the higher result (except for Combat-related Magic such as Damage or Healing). A successful *Resistance Roll* negates 75% of the effect.

**Great Success:** A total roll of 30 to 34 is an exceptional success. If the action has an *Effect DR*, roll two dice and take the higher result (except for Combat-related Magic i.e. Damage or Healing). The Power worked more strongly, but a *Resistance Roll* negates 50% of the effect.

**Amazing Success:** A total roll of 35 to 39 is an exceptional success. If the action has an *Effect DR*, roll two dice and take the higher result (except for Combat-related Magic such as Damage or Healing). The Power worked perfectly, but a *Resistance Roll* negates 25% of the effect.

**Critical Success:** Any natural, unmodified roll of '20' on *any* d20 roll is a critical success and always does something extra: roll on the *Critical Success Table*. No *Resistance Roll* is possible.

# THE ACTION ROLL



d20

*Action Rolls* involve attempts to perform an action of some type. **Success depends on the character's own actions, rather than a response from an opponent:** use a skill, lift a heavy object, build something, use Magic, and Resist things such as Magic, Poison, or Disease:

## d20 + STAT

Which *Ability* or *Skill* is added to the roll depends on the situation and will be decided by the CGO who makes the ultimate choice about what to do. To determine success or failure, please consult the *Tiered Success and Failure Table* to see how well the action has gone. Always use the *Critical Failure* or *Critical Success* tables when the d20 roll is a '1' or a natural '20.'

## NOTICE CHECK

**(d20) Action Roll: add PER; add any Bonus DR for INSPECT.**

*Notice Checks* add the Perception Ability Stat, but the CGO may add modifiers to the roll. The *Notice Check* is an *Action Roll* that determines how observant and successful the character is at becoming aware of something that is peripheral to what they're doing; for conducting a search, use an *Inspect (Skill Check)* roll instead. A *Notice Check* is typically rolled frequently during game play when characters enter a new space or encounter a new NPC:

## (d20 + PER)–Impairment

It describes the character's ability to spot something out of the ordinary, recognize hazards, and notice an ambush before walking into it.

There are a variety of situations that can (and often do) arise in role playing that cannot be easily addressed. For example, a player is handed a drink in a bar/tavern/saloon is uncertain if it is drugged/poisoned, and so wants to taste it before drinking: this situation requires a degree of imagination on the part of the CGO. The result is inevitably capricious since it is not matchable to established parts of most game mechanics. The *Notice Check* specifically allows the CGO to make a determination of what the character's sensory capacities are, and can help resolve these situations by providing not only a reference point for resolving these situations, but also creating new opportunities for role playing that do not fall back on idiosyncratic or capricious choices by the CGO—by providing a die roll and a metric to measure that roll against, resolving situations dependent on other types of action than combat. It should be used as a metric to decide how much information to tell them about their environment and any dangers or other notable things in that space. A group of characters that consistently roll poorly on the *Notice Checks* are going to have a very different game than a group who roll well. Notice has many modifiers called "Impairments" which are subtracted from the *Notice Check* before consulting the *Tiered Success and Failure Table*.

The *Modifiers and Impairments to Notice Checks Table* provides some common environmental factors that make perception difficult. CGOs can and should add these adjustments together to raise the difficulty of any *Notice Check*.



## MODIFIERS AND IMPAIRMENTS TO NOTICE CHECKS

CGOs should add to and expand this basic collection of impairments as needed:

### • SIGHT

(blindness)

<i>Conditions</i>	<i>Impairment</i>
Darkness, complete	–40
Blinding Light	–15
Darkness, new moon	–10
Darkness, quarter moon	–8
Darkness, half moon	–5
Darkness, full moon	–3
Flashing light	–2
Afterimage	–2

### • HEARING

(deafness)

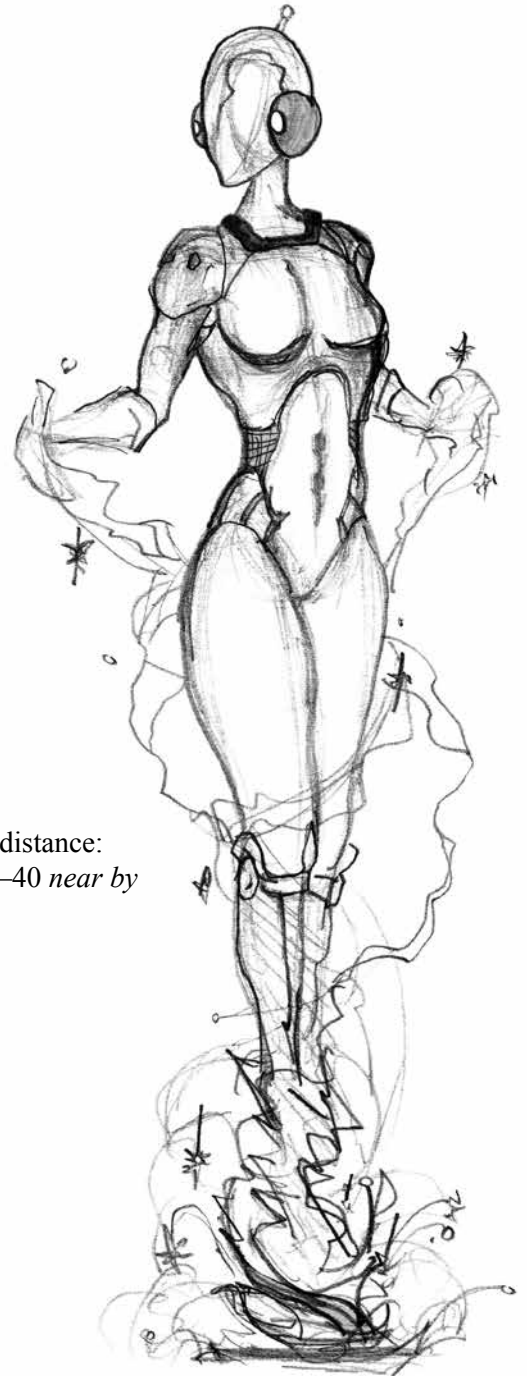
<i>Conditions</i>	<i>Impairment</i>
Ringin in Ears	–3 to –10
Hat Over Ears	–3
Helmet Covers Ears	–5
Whisper	–2
Quiet Sound	–3
Quiet Ambient Noise	–5
Medium Ambient Noise	–10
Loud Ambient Noise	–15
Explosion	decreases over distance: –1 <i>far away</i> to –40 <i>near by</i>

### • SMELL/TASTE

<i>Conditions</i>	<i>Impairment</i>
Congestion	–15

### • TOUCH

<i>Conditions</i>	<i>Impairment</i>
Thin Gloves	–2
Thick Gloves	–6
Cold Hands	–4
Gauntlet	–10



Keep in mind that rolling an unmodified ‘1’ on a d20 *always* indicates failure, while rolling a natural ‘20’ is *always* a success, but with a *Notice Check*, the results should be a misperception or misunderstanding of the situation—the catastrophic results of a *Critical Fail* come from that failure to know what’s happening...

**NOTE:** *Skills and Magic effects that impact perception, such as hiding or invisibility function as impairments to Notice Checks.*

## ABILITY CHECK ROLLS

**(d20) Action Roll: add the appropriate *Ability Stat*.**

*Ability Check* rolls determine the results of either a character using their abilities to perform some action where success or failure would be significant to the game. *Ability Check* rolls determine the results of using these Ability Stats. They have a variety of results, depending on what the character does. Most rolls are successful when they pass a *Target DL* of 15.

*These are not DRs that can be readily modified by players, except through rerolls.*

## ANALYSIS

**(d20) Action Roll: add ANALYSIS.**

Using an *Analysis Check* to solve a problem is determined by the difficulty of the problem:

$$\mathbf{d20 + ANALYSIS \geq TARGET DL}$$

A successful *Analysis Check* will **never** reveal the Magical Powers of a Crafted Item of any type. Success depends on the character's skill with Analysis for its result, which is compared to the Difficulty Level (DL) of the task, determined by the exclusivity of the information:

<i>Target DL</i>	<i>Type of Knowledge</i>
DL 5	Very common, everyone knows it.
DL 10	Common, most people know it.
<b>DL 15</b>	<b>Uncommon, but well known. (generic Target DL)</b>
DL 20	Obscure, hard to come by, known by a minority.
DL 25	Exceptional, only known by only few people (legendary).
DL 30	Special knowledge only the brilliant understand.
DL 35	Unique, spectacular discovery.
DL 40*	Secret Knowledge, known only to initiates.

\* natural '20' on the d20 roll

The everyday understanding and comprehension that people living in that world would have varies based on the "flavor" of the game. Remember that "science" in this game is specifically setting dependent: in a world with Magic, elves, dragons and flying carpets, the "science" knowledge a character would have is radically different than in a Sci-Fi game with FTL space ships, black holes and Einsteinian relativity.

## CROWD CONTROL

**(d20) Action Roll: add GUILLE.**

A character can attempt to use their skills with Guile to manipulate and control a mob. This is *only* possible if the character is **not** already engaged with the mob in *any* way (such as negotiations, melee, etc.) This action requires 2 DR: first, the group must make a *Notice Check* to pay attention to the character doing the Crowd Control, then the character must make a *Crowd Control Check*:

$$\mathbf{d20 + Guile + Modifier \geq Total\ size\ of\ Mob}$$

For every 5 additional people in the group the character gets a +1 mod to their attempt at Crowd Control. If they fail this roll, the character becomes the focus of that mob's actions (whatever they may be). Crowd Control cannot be used to stop Combat, but can be used to incite violence.

## DISGUISE, STEALTH, CONCEALMENT

**(d20) Action Roll: add INSPECT.**

A disguise is only as good as the DR used to make it. When creating or using a disguise, make note of the total DR rolled to create (or put on) the disguise. This is the *Target DL* for anyone trying to see through the disguise; a *Notice Check* cannot unmask a Disguise (see *Unmasking a Disguise*).

## PERFORMING MAGIC

(See Chapter 3, page 57)

**(d20) Action Roll: add MAGIC BONUS.**

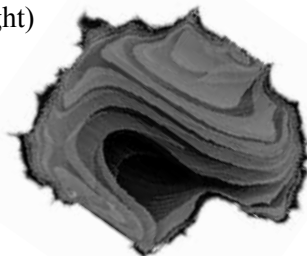
***Make this roll for all Magic, whether cast or from using a Magic Item.***

If a character has enough Power equal to or greater than the required *Power Level* to create the Magic (see page 58), then they should make their *Action Roll*, adding the Magic stat and comparing the results to the *Tiered Success and Failure Table*. If they were using Magic in Combat, then their *Combat Roll* determines whether their Magical Attack hit their Opponent.

When things go for wrong for Magic, they can have strange results. For **Critical Fails** and **Total Failures** when using Magic, roll d30 on the *Magical Miscalculation Table* to see what the malfunction causes. For all effects that have a duration other than instant, roll on the *Duration Table*.

### MAGICAL MISCALCULATION TABLE

Roll d30	result
1	Incinerate self for 3d30 damage
2	Explode self for 3d20 damage
3	Drown on dry land for d16 rounds
4	Teleport possessions in random direction (line-of-sight)
5	d12 items catch fire for 2d12 damage each
6	Items freeze in a block of ice
7	Age d24 +/- d16 years (no change is possible, as is growing younger)
8	Teleport self (but not possessions) random direction (line-of-sight)
9	Hallucinate (incapacitated)
10	Area effect (1d8 radius) Hallucinate
11	Sense Impermanent (–5 to Notice)
12	Drop one Ability Stat (as appropriate to Magic effect) by d10
13	Hallucinate monsters around self
14	Everyone becomes a friend
15	Caster's equipment turns incorporeal
16	Amnesia; roll twice on <i>Duration Table</i> and add together
17	Narcolepsy (must roll a <i>VIT Check</i> every 10 minutes to stay awake)
18	Summon a monster that attacks
19	Entangle self into the ground
20	Become drunk: –5 to all DR
21	Caster has uncontrollable flatulence
22	Caster smells like a skunk
23	Animal appears and will follow caster around; roll on <i>Animal Table</i>
24	Incorporeal (must pantomime all communication)
25	Spot light eyes
26	Gender swap (Male to Female, or Female to Male)
27	Caster changes color to random color
28	Grow animal attribute (non functional); roll on <i>Animal Table</i>
29	Turn into animal (not gear); roll on <i>Animal Table</i>
30	All caster's hair burns off for d4 damage



## • DURATION TABLE

Roll d16	Duration
1	4 turns (1 minute)
2	d4 rounds
3	d6 rounds
4	d8 rounds
5	1 hour
6	2 hours
7	3 hours
8	4 hours
9	6 hours
10	8 hours
11	10 hours
12	12 hours
13	18 hours
14	1 day
15	2d4 days
16	3d4 days

## • ANIMAL TABLE

Roll d16	Animal
1	CGO's Choice
2	Rabbit/Hare
3	Donkey/Mule
4	Fish
5	Roll on <i>Alien Tables</i> (page 87)
6	Dog/Cat
7	Mouse/Rat
8	Elephant/Hippopotamus
9	Roll Twice and Combine
10	Snail/Slug
11	Duck/Goose/Swan
12	Deer/Moose/Elk
13	Roll on <i>Alien Tables</i> (page 87)
14	Beaver/Squirrel/Chipmunk
15	Octopus/Squid
16	Roll Again & Get the Attributes of



## RESISTANCE ROLLS

**(d20) Action Roll: add REFLEXES; roll is made against a Target DL.**

When to use a *Resistance Roll* is the CGO's decision. Reaction time is a factor. These rolls are made against a Difficulty Level (DL) that must be overcome for the effect to be avoided. Passing the DL is enough for success.

The standard *Resistance Roll* is a conscious use of will power made in response to an *Action Roll* (such as Magic) that allows a character to resist its effects. Avoiding harm from poisons, toxins, or other physical things that do harm but are not impacted by will power requires a *VIT Check*. The *Resistance Roll* is made to determine the degree of injury they receive, if any:

$$d20 + \text{REFLEXES} \geq \text{TARGET DL}$$

The generic *Target DL* is 15; for Magic, it is their Opponent's DR that created the effect. A failed roll means the character takes the full effect of whatever they were attempting to resist. If the *Resistance Roll* is equal to or higher than the *Target DL*, then they have successfully resisted. This is an all-or-nothing DR.

## • FAILING THE ROLL

(OPTIONAL RULE)

If the character/NPC fails the *Resistance Roll*, they are under the influence of what they were trying to resist that round. If it is still active in the following round, they get a second *Resistance Roll* with a DR +5 MOD. If they fail that second roll, they are under its effect for its duration. This second roll cannot be used to resist the results of Magical Miscalcuations.

## RESISTING & REPELLING MAGICAL ENTITIES

**(d20) Action Roll:** add VIGOR.

Resisting, repelling or controlling Magical Entities such as undead beings, ghosts, demons, devils, or Entities that are visitors from some other realm of existence may be restricted to only certain characters, or to those meeting prerequisites established by the CGO. Much like Magic, the role and presence of Magical Entities has a wide range of possibilities, from undead coming to prey on the living, to invisible servants who clean up and do maid work around the house. These encounters do not always have to be based in conflict.

The player's *Action DR* determines their impact on any Entities around them during this round. Any entities within 60 feet, whether they can be seen or not are impacted by the character's DR:

### d20 + VIGOR

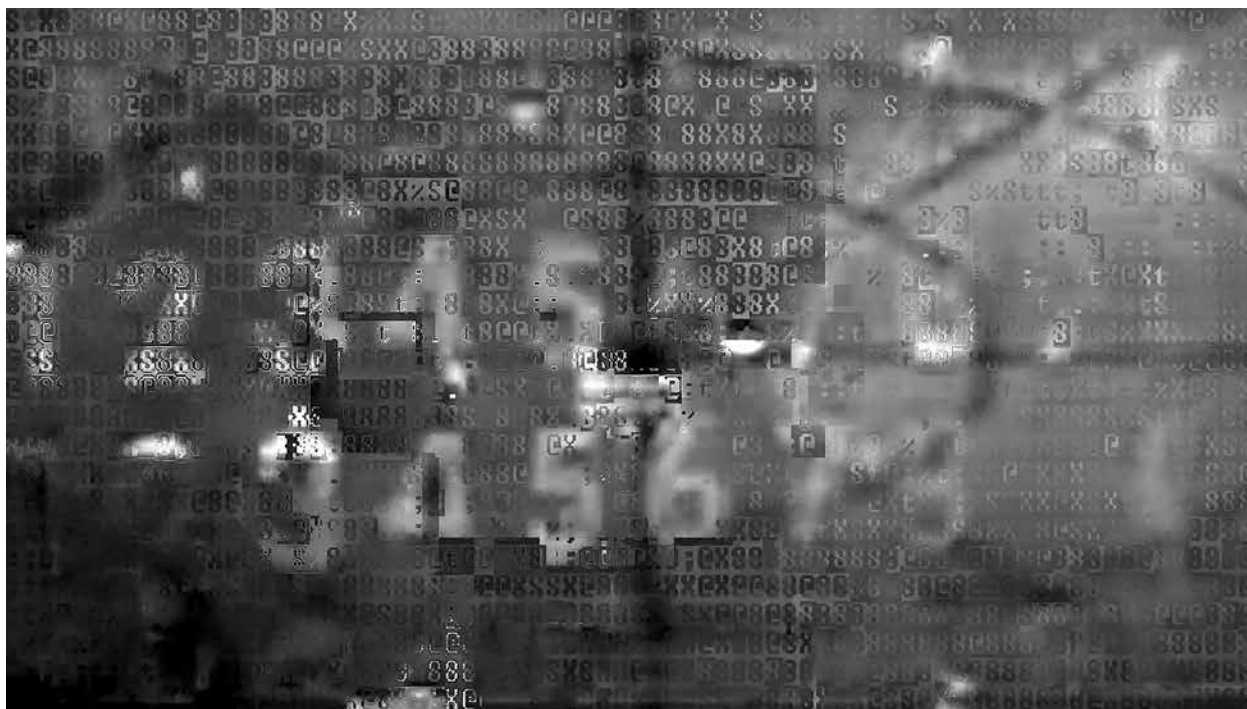
Each Entity makes a *Resistance Roll* adding their CHM to resist the character; if they cannot be seen, they receive a +5 bonus to their *Resistance Roll*. Use this table to determine the results of the Entity's *Resistance Roll* to the player's *Action Roll*. The Entity must overcome the player's DR:

<i>Entity's Resistance Roll is</i>		<i>The Player's action has this result:</i>
<b>Natural 1 on the d20 roll</b>	=	Entities are destroyed or must return to their place of origin and cannot return.
Player's DR -20 or less	=	Entities must return to their place of origin for d4 days.
Player's DR -10 to DR -19	=	Entities must withdraw for d12 rounds.
Player's DR -1 to DR -9	=	Entities must withdraw for d6 rounds.
<b>Player's DR to DR +14</b>	=	Entities are not affected. The character may try again in the next round.
Player's DR +15 or higher	=	Entities cannot be affected by the character in future attempts for d8 rounds.
<b>Unmodified 20 on d20 roll</b>	=	Entities cannot be affected by the character in future attempts for d4 days.

## SETTING, REMOVING, OR DISABLING TRAPS

**(d20) Action Roll:** add PRECISION; roll is made against a *Target DL*.

Picking locks and removing traps requires a *Action Roll* for its success. The target Difficulty Level (DL) to disarm or set a trap that the check must equal or surpass is determined by starting by adding DL +5 for each element of the trap that is concealed from view, and DL+10 for each element that is inaccessible, and then adding the trap's range and damage using the same modifiers as the Power Level for Magic (see Chapter 3, page 58). When uncertain, use DL 20 as the base difficulty level for a trap, but may be much higher depending on the particular trap; any Magic that may accompany the trap should be added to this basic value to create a difficult challenge.



For example, a simple “pit trap” with spikes in the bottom, obstructed from view would be Difficulty Level (DL) 20, but the same trap equipped with a hidden trigger (that only opens it when it has been stepped on for example) would be DL 25. Adding a jet of fire doing (d6) Damage adds DL+4 (the DR cost) for a total target of DL 29. How close the roll gets to that target determines success or failure, compare the difference between the DR and the DL target to the *Tiered Success and Failure Table* for the result.

## TAKING AIM ON RANGED ATTACKS

**(d20) Action Roll: add INSPECT; made against a Target DL.**

A character or NPC who uses a ranged weapon can spend a round to aim it for a bonus to their *Combat Roll*. Taking aim requires the full rounds actions—the character/NPC cannot take any other action while aiming a weapon. The *Aim DR* uses the same environmental mods as a *Notice Check* and each unit of Distance is a +1 Mod to the *Target DL*:

$$\text{TARGET DL} = 15 + \text{Environmental Mods} + \text{Distance}$$

Aim must equal or surpass the *Target DL* to be useful, The *Target DL* for *Aim* grows increasingly difficult at greater distances. A target 5 units away has a DL of 5, while a target 20 units away has a DL of 20. A successful Aim DR gives a +10 bonus to the *Combat Roll*, but requires a full round of action to take aim. *Any Bonus DR can be used only once: either for Aim or for Damage.*

## UNMASKING A DISGUISE

**(d20) Action Roll: add PER; roll is made against a Target DL.**

A disguise is only as good as the DR used to make it. To penetrate a Disguise, compare the *Action Roll* to the *Target DL* established for the Disguise when it was made; if the *Action Roll* is higher than the *Target DL*, the Disguise didn’t work. This is the *only* an all-or-nothing DR in *Going Somewhere*. A very high *Notice Check* might suggest that there is a disguise, but will never allow a character to see through it, even with a Critical Success.

## SKILL CHECKS

**(d20) Action Roll: add the appropriate Skill.**

The *Skill Check* is situational, determined by the CGO on a case-by-case basis. Most of the time a *Skill Check* is not necessary, such as when just riding a horse down the street, or making a horseshoe. It is when the result can change the game that *Skill Checks* should be made—for example, riding a horse in the middle of a vicious combat, or when trying to make a magical horseshoe. Characters should only make a *Skill Check* when failure matters:

### d20 + Skill

The Difficulty Level (DL) describes how hard the task is to accomplish. As long as the total is above the *Target DL*, it worked! Most things have a DL of 15. *When in doubt, use DL 15 as the universal benchmark for typical success:*

<i>Target DL</i>	<i>Task Difficulty</i>
DL 5	Simple task
DL 10	Easy task
<b>DL 15</b>	<b>Typical task (Standard Skill use)</b>
DL 20	Difficult task requiring concentration or luck to succeed.
DL 25	Very difficult task is nearly impossible for the untrained.
DL 30	Heroic task, retold in legends
DL 35	Epic task, told in myths.
DL 40*	God-like task, unknown to mere mortals.

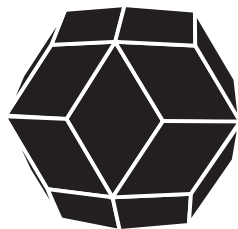
\* natural '20' on the d20 roll

## • USING YOUR SKILLS

The CGO may assign a penalty of –5 (or worse!) for attempting to use *Specialized Skills* that the character does not know. Use these guidelines to decide which Skill to use when you need to make a *Skill Check*:

<b>ANALYSIS</b>	Remembering obscure things or knowing a trivial bit of information; using science and book learning to figure out a puzzle or operate a complex piece of machinery. Any situation where how educated you are determines your success.
<b>BRAWN</b>	Lifting things, shoving something, climbing a tree, doing <i>Hand-to-Hand Damage</i> , etc. Any situation where physical training (not just strength) determines your success.
<b>GUILE</b>	Communicating with someone who doesn't speak your language, giving a rousing speech, any time force of personality matters more than physical beauty. Make a <i>Persuade Roll</i> to gift or con someone.
<b>INSPECT</b>	Active searching, identifying a <i>smell</i> , or any other time a systematic investigation determines your success. Use a <i>Notice Check</i> for more passive awareness.
<b>PRECISION</b>	Hiding, juggling, playing darts, playing a musical instrument, or drawing a picture. Basically anything where practiced dexterity determines your success.
<b>REFLEXES</b>	Dodging something, resisting Magic, winning the juggling contest, waiting tables, or any situation in which training and response time determines your success.
<b>VIGOR</b>	Holding your breath, repelling a Magical Entity, running a marathon, making a <i>Shock Check</i> (see <i>Zero Health</i> , page 52). Use whenever focusing will power is the goal.

# THE OPPOSED ROLL



d30

The **Opposed Roll** is used for any character interaction with another character or NPC/monster. It includes Combat and Persuasion—any action where success depends on their opponent's conscious response, including detecting sleight of hand, grift and trickery. In *all* these cases, both sides have a roll-off. Everyone rolls d30 and adds their appropriate Ability to their roll which seeks to counter their opponent's total:

$$\text{d30} + \text{STAT} + (\text{any Bonus})$$

The victor in an *Opposed Roll* must win by at least 10 for their action to have any effect, such making a Damage *Effect DR*. In situations such as Grifting or Persuasion where success or failure might be in doubt, compare the size of the victory to the *Tiered Success and Failure Table*. In general, players should win ties unless the narrative demands otherwise.

## THE COMBAT ROLL

**(d30) *Opposed Roll*: add STR for Melee; add ACC for Ranged & Magic Attacks.**

The *Combat Roll* is an *Opposed Roll*.

All characters participate in the *Combat Roll* if they are in range of the fighting, even if the action they take is to flee or otherwise avoid Combat. If they are not attacking, their success simply indicates that they successfully evaded being injured; they do not roll Damage. Characters only make one *Combat Roll* per round. This roll is used for any attack that does damage, including using Magic. This DR is an abstraction of all the things a character might do during the combat round, rather than describing each feint, movement or attempt to hit their opponent and their defensive responses to those actions; *a Combat bonus from Magic only affects the quantity of Damage DR*.

### • GROUP ATTACKS

Since attacks can be lop-sided, when 2 or more opponents engage on either side ganging-up on a single individual, players in a group or NPCs in a group, each group-member gets a bonus equal to how many attackers are on their side: 8 attackers get a +8 bonus, while a group of 2 would get a +2 Bonus.

### • HAND-TO-HAND COMBAT

Hand-to-hand combat does not do life threatening Damage unless characters purchase a Damage Die to roll like a weapon for 10 CP + the DR cost. Otherwise Damage is from *Unarmed Combat* (see below) and anyone reaching Zero Health is unconscious (no *Shock Check* required).

### • UNARMED COMBAT

Attacks made without a weapon only do BRAWN damage—if the opponent reaches Zero Health, they are unconscious (no *Shock Check* required). Damage from BRAWN alone is never life threatening. Instead of additional DRs, multiply BRAWN by the quantity of DRs for the amount of Damage done.



## • RANGED & MAGICAL ATTACKS

Making a Ranged or Magical Attack on a target engaged in melee with a friendly character has a  $-5$  *Combat Roll* modifier; some Magical Attacks may have additional or different modifiers assigned by the CGO. Magic Attacks are limited to line-of-sight (whether immediate or in a crystal ball...). Ranged Attacks (but *not* Magic) also have situational modifiers to the *Combat Roll*:

Range	Modifier	Distance*	
Close/Melee	+5	under 5 feet	(~1 square)
Short	0	5–30 feet	(2–6 squares)
Medium	$-5$	31–75 feet	(7–15 squares)
Long	$-10$	76–150 feet	(16–30 squares)
Extreme	$-15$	151–300 feet	(31–60 squares)
Out of Range	n/a	301+ feet	(61+ squares)

\* These are the default values for ranged weapons.

## • SPLASH ATTACKS

**Splash Attacks receive an automatic +5 Bonus to the *Combat Roll*.**

Making an attack using a liquid follows the same to hit parameters as a thrown weapon, but does **1 point of Damage + the liquid's effect**, depending on what that liquid is. Armor will protect the character from this 1 point of Damage, but they may still be susceptible to the liquid's effects. A successful *Combat Roll* with a *Splash Attack* has two simultaneous results:

(1) The 'splash' effects all directly adjacent squares. Anyone occupying the target squares must make a *Notice Check* to be aware of the attack; if they make this check they receive a *Reflexes Check* to avoid being splashed. All those failing the *Notice Check* are splashed.

(2) The 'collateral' effects of the spray. Attacker rolls (1d4  $-1$ ) to determine the size of the spray cone behind the target. This DR can be modified for spray weapons (flame throwers) following the Range/Area/Volume/Speed cost (see page 58). This is the number of squares affected by the collateral spray behind the target. For example, a target is hit, and the attacker rolls a 3 (1d4  $-1$  = 3). The spray cone extends three squares back from point of impact, and is one square wide. Anyone occupying these squares is also hit by the attack, unless they make their *Notice Check* with a  $-2$  modifier (they do not have line-of-sight on the attacker). Only if they make the *Notice Check* do they then receive a *Reflexes Check* to avoid the attack.

## • SNEAK ATTACK, BACKSTAB, OR ATTACKING FROM COVER

Sniper attacks, backstab attacks, surprise attacks from cover and concealment are special cases for *Combat Rolls*. **This type of attack does Damage using the next Die Rank in Damage, and Defenders do not make an Opposed Roll for attacks of this type.** For example, attacking with a weapon that would normally do d6 for Damage does a d8 instead.

Making this type of attack requires two DR checks: the attacker must win a Surprise roll, and the defender must *fail* a *Notice Check* prior to the *Combat Roll*.

## • ENCUMBRANCE IN COMBAT

Encumbrance may change the *Combat DR* at the CGO's option. Being fully encumbered or carrying lots of things, or having them in a less-than-optimal location (such as under the arm or on top of the head) may impede Combat effectiveness, so adding a penalty of  $-1$  or  $-2$  (or higher) may be appropriate, depending on what or where the encumbrance is. That's what makes keeping track of ENC important to game play!

## THE COMBAT ROLL: PART 2, ROLLING DAMAGE EFFECT DRs

**Damage is an *Effect DR* made only after winning a *Combat Roll* by at least 10, or as a result of Magic, or a trap being triggered.**

Combat Damage only happens by winning the *Opposed Roll* by a multiple of 10 over your opponent's roll; the success or failure of the *Opposed Role* determines how much Damage each combatant's attacks did in that round: **Add one (1) Damage DR to the quantity of Damage DRs rolled for every 10 you win over your opponent's DR in the *Combat Roll*.** If you win by 9 or less, you didn't do any damage. You have one (1) Damage DR if you win by 10–19; you have 2 DRs if you win by 20–29, and so on, up to your *MAX Q*. A temporary Magical Combat bonus only affects the quantity of Damage DRs from a *Combat Roll* (up to the *MAX Q*). The maximum quantity of DRs that can be rolled for Damage from a *Combat Roll* is 5. *Only Magic can require rolling more than 5 DRs for Damage.*

The amount of Combat Damage to roll is determined by the difference between the *Opposed Rolls*. For example, in a *Combat Roll*, one player rolls 18 and their opponent rolls 6. The difference is 12. So the player would roll 1 Damage DR for that round. In the next round, they win by 26, so they roll 2 Effect DRs. **Add any DRs for Magical Damage to this base number of Effect DRs.**

### • DAMAGE FROM MELEE WEAPONS

**Non-Magical Weapons only do DR of the appropriate type for the weapon used.**

Damage from Melee Combat is calculated as follows, rolling the appropriate number of DRs:

#### **Weapon's Damage DR(s) + (Damage Bonus)**

The number of Damage dice rolled when a character hits is limited in quantity by the character's *MAX Q* (a range of 1 to 5 maximum for player characters) and die type by the weapon used: to do d10 damage requires a d10 weapon. Any Bonus DRs for BRAWN are rolled as a Damage Bonus.

The maximum quantity of DR that can be done by any particular weapon by a character is determined by the *MAX Q*: thus, a character using a d4 weapon with a STR of 20 can do 5d4 damage with that weapon. Only certain ranged weapons, powerful NPCs, and Magic items grant the use of the following damage dice: d12, d16, d20, d24, d30, d60, d100 or higher. Weapons automatically do 1 DR of whatever their Damage die is:

Small weapons (ENC 1)	d4 damage
One-handed weapons (ENC 1)	d6 or d8 damage (by type)
Two-handed weapons (ENC 2)	d10 or d12 damage (by type)

A character's MAX DR has nothing to do with the Damage DR they roll. Using two weapons produces the same Damage as a Two-handed weapon; only when using two Magic weapons should you roll their Damage individually and take the higher result (do *not* add them together). **No weapon does more than 5 DRs of Damage.**

### • DAMAGE FROM RANGED ATTACK

If a Ranged attack roll hits, it only does the Damage appropriate for the Weapon itself. The Bonus DR for INSPECT can be used to increase Damage by using AIM. The Damage for Projectile Weapons is a function of weapon size and for large amount of Damage, has additional restrictions:

Splash Weapons	1 point damage + effect of liquid
Thrown Objects	(d6 –3) points damage ( <i>may do 0 Damage</i> )
Projectile Weapons	by weapon type (see page 35)



### • DAMAGE FROM MAGICAL ATTACK

If a *Combat Roll* using Magic succeeds, it does the DR of Damage specified by the Power Level used for the Magic. The number of DRs is determined by the Power Level: *any* victory on the *Combat Roll* will do the full Damage specified by the Power Level, even if the victory is only by 1.

### • DAMAGE FROM EXPLOSIONS

Any explosion impacts an area effect equivalent in size to half its *Damage DR*. For example, a d4 of Damage impacts an area within a 2 square radius, while a d16 does Damage to anything within an 8 square radius. Bomb Damage is evenly distributed for the radius of effect. Only those characters whose Initiative is ahead of the Explosion in the Turn Order can make a *Reflexes Check* to dive out of the way to receive only half damage.

## THE COMBAT ROLL: PART 3, DAMAGE RESISTANCE & REDUCTION

The harm caused by *Damage DRs* are countered by the protection afforded by Armor or Magic. Before taking any Damage, roll the appropriate *Damage Protection DR* and subtract any the total of any *Damage DR* from that result. This remainder is the amount of Damage to subtract from Health. For example, a character wears Armor that provides d4 protection. Their opponent does 5 points of Damage; the player wearing the armor rolls a 3, leaving them to lose 2 points of Health. Until they are Healed or they have slept for 6 hours which restores all lost Health.

### • WEARING ARMOR

Armor can be made from almost anything, what matters is how much it protects the person inside—the a specific DR of defense against Damage it provides determines its effectiveness. Normal clothes provide no damage protection, which starts with heavy coats or furs that give (d4) protection. When a character receives damage during combat, the player rolls the DR for their Armor to remove that amount of damage before the character subtracts any damage from their Health. The value of armor is determined by the DR of protection it provides.

Someone with armor and a shield is immediately protected from a *minimum* of 3 points of Damage (1 point for the Armor +2 for the Shield). This is a Bonus to the *Damage Resistance DR*:

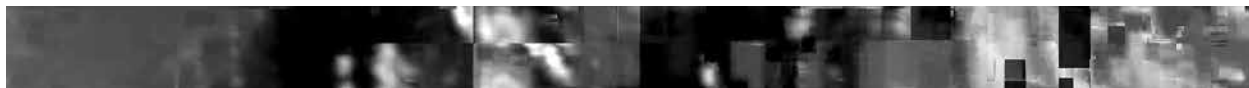
add +2 Bonus to *Damage Resistance DR* for carrying a shield

add +1 Bonus to *Damage Resistance DR* for wearing a helmet

## THE COMBAT ROLL: PART 4, ZERO HEALTH: DEAD OR KNOCKED OUT?

**(d20) Action Roll: add VIGOR.**

Once a character has reached 0 or less Health, or loses 50% or more of their Health as the result of a single *Damage* roll, that character needs to make a successful *Shock Check* adding their VIGOR to their d20 *Action Roll* against a *Target DL* of 15, or die. If the roll succeeds, the character is merely unconscious. They must lose an additional quantity of Health equal to their VIT to die. A character with a VIT of 15 who fails their *Shock Check* would die immediately, while a character with a VIT of 8 who makes their *Shock Check* would need to lose 8 more Health before they would die. Characters never make a second *Shock Check*.



## THE PERSUASION ROLL

**(d30) Opposed Roll: add CHM; add any Bonus DR for GUILF.**

The *Persuasion Roll* is an *Opposed Roll*.

Character attempting to persuade, cajole, grift, or command NPCs make an *Opposed Roll* to see how well they succeed in convincing them. When the rolls are equal, the person resisting wins. Any attempt by a character to convince another character or NPC, even when it is not a specific skill, requires an *Persuasion* roll. Specific responses in NPCs only produce their desired effect through a dynamic interaction. Success for these interactions depends on the response. The Influencer uses the skill; the Influenced respond to the Influencer's action.

Critical Success and Critical Failure are relative for *Persuasion* rolls; a Critical Success for the Influencer is also Critical Failure for the Influenced. The result of the *Persuasion DR* has different responses based on whether the Influencer succeeds or fails, and by how much:

### • INFLUENCER WINS INTERACTION DR

<i>Succeeds by</i>	<i>Effect</i>
0–5	Influenced is listening, but not actively dismissive
6–14	Influenced is considering what Influencer proposes
15–19	Influenced agrees to what Influencer proposes
20+	Influenced is an active party to what Influencer proposes

As long as Influencer wins the *Persuasion DR*, they can continue attempting to get the Influenced to agree with their proposal. When an Influencer loses their *Persuasion DR*, by less than 5 they get one chance to recover on a second *Opposed DR* adding + 1 bonus for their second attempt. If they fail again, then consult the table for failures on the *Persuasion Roll*:

### • INFLUENCER LOSES INTERACTION DR

<i>Fails by</i>	<i>Effect</i>
1–5	Influenced is listening, but not agreeably
6–16	Influenced is actively dismissive of Influencer
15–19	Influenced objects to Influencer
20+	Influenced is a actively opposing Influencer

When used prior to a *Combat Roll*, the Influencer gains a +1 Bonus to any *Surprise rolls* when they win the *Persuasion Roll* by 15 or greater.

# IN-GAME TIME

Game time is fluid, depending on player actions as much as in-game character action. If there is little happening, feel free to speed things up by having players make a series of Notice DRs. If they don't notice anything, jut forward. Let 20 minutes or an hour pass quickly with just a *Notice Check* or two. Keeping the game play moving is more important than playing out each individual second, so it is not especially important that you keep a close watch on the clock. When not engaged in Combat, game time can be divided into increments of ten or fifteen minutes, or organized into hour-long blocks for more rapid development when nothing especially noteworthy is happening (such as standing watch, uneventful travel, making short trips from one location to another in a known area, etc.).

For *Action Rolls* and *Opposed Rolls* such as Combat and other interactions with NPCs, one 'turn' typically lasts 15 seconds of time in the game world. A turn continues until every character and NPC who can perform actions has gone. Four turns is one minute of time in the game world.



## THE ROUND

A *Round* presents an opportunity for each character involved to make an action, and represents roughly fifteen seconds worth of time in the game. When a Combat round begins, decide if it is appropriate to check for *Surprise*; if no *Surprise* DR is needed, then begin the Round. Each round begins with the character with the highest initiative result and then proceeds to the lower results in descending order. Every Round during the same encounter uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of action.

The *Round* follows a predictable sequence that determines the order for players and NPCs to each take their actions:

**Part 1: START—CHECK FOR *SURPRISE*!**

**Part 2: TURN ORDER—DETERMINE INITIATIVE**

**Part 3: DECLARE ACTIONS FOR THE ROUND**

**Part 4: MAKE THE ACTION & COMBAT ROLLS**

During the *Round*, there is no need to repeat Steps 1 or 2. Simply repeat Steps 3 and 4 for each round until whatever it is they're trying to do is finished.

## PART 1: START—CHECK FOR SURPRISE!

When a *Round* starts, if you are not aware of your opponent(s) but they are aware of you, then you're surprised. To determine who is aware of a threat, have the players roll a *Notice Check* (see page 40) for each character. **Anyone whose total for Notice is 15 or higher is *not* surprised. Everyone whose total is under 15 is surprised.** Surprise is resolved before initiative, since a surprised character automatically loses their initiative. They go last, in descending order of their *Notice Check* total.

## PART 2: TURN ORDER—DETERMINE INITIATIVE

*Initiative determines the order of characters performing actions in the Round.*

### d20 + SPD

At the start of a Combat Round, each character makes an *Action Roll* adding their SPD. This is the Initiative Roll. It determines whether Fleeing characters can escape before receiving Damage. The CGO will roll a single, group initiative for the NPCs/monsters.

To determine turn order, the highest DR goes first, followed by each lower DR until everyone has a place in the sequence. In every turn that follows, the characters Act in the same order (unless a character takes an action that results in his or her initiative changing). If two or more Initiative Rolls tie, they make their action in order of their SPD modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

## PART 3: DECLARE ACTIONS FOR THE ROUND

A *Round* presents an opportunity for each character involved to make an action, and represents roughly fifteen seconds worth of time in the game. Each round begins with the character with the highest initiative result and then proceeds to the lower results, in order, from there. Every *Round* during the same encounter uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of action.

Each character can do one of the following in a round:

- Perform an *Action Roll* or a *Combat Roll* and move 1 unit before or after.
- Switch/Draw weapons and make an *Action Roll* or *Combat Roll*.
- Move up to half their maximum amount and make an *Action Roll* or *Combat Roll*.
- Move up to their maximum amount (if not engaged in Combat).
- Miscellaneous action, not requiring a DR (open a door, drink something, or pick it up, etc.).
- Flee (use their *Combat Roll* to flee) moving up to half their maximum amount.

### • TYPES OF ACTION (WHEN TO MAKE AN ACTION OR OPPOSED ROLL)

Characters can engage in Combat, Flee, do Magic, use a Magic Item, Resist, Heal themselves or another character, or Help someone perform some task. All actions whose success or failure is important *always* require an *Action Roll*, an *Opposed Roll*, or *both* to determine the result.

### • MOVE & ACT

Characters can move up to half their maximum Movement and still make one action or use Magic. If you move next to an opponent you must stop moving.

### • MOVING

Characters can move up to their maximum Movement. If they move next to an opponent they must stop. If they begin your round next to an opponent they can only move 1 unit unless Fleeing.

Characters or NPCs can move through a space occupied by an ally, but cannot share the space with the ally at the end of the round or both will lose the option to act in the next round.

In a normal encounter each unit represents one grid tile on a game map. With typical characters and NPCs this unit equals a 5-foot square area.

The maximum movement a character can make in a round is not an effect of the character's Ability Stats, but the result of several factors interacting. **Characters have a base movement in squares (or meters, or hexes) equal to their SPD + STR.** This distance is the maximum the character can move in a single action. Base movement cannot be below 1.

### (SPD + STR–ENC)–Terrain

Difficult terrain, obstacles, and poor visibility can also hamper movement. The CGO should assign a Terrain modifier to movement in these instances:

<i>Modifier</i>	<i>Type of Terrain</i>
–1	unstable footing
–2	unseen obstacles
–3	dense fog/smoke
–4*	shallow pits, trip holes
–5*	moving uphill, steep slope, or unstable grade
–6*	vertical surface
–6*	moving uphill, slippery surface
–7*	moving uphill, loose surface material on a gradient
+3	moving downhill
+5*	moving downhill, smooth surface
+6*	moving downhill, slippery surface
+7*	moving downhill, loose material on surface

\* requires *Ability Check* adding ACC to retain footing under these conditions

**If there is a question about their ability to move, use a *STR Check* to see if they can stand; if they can stand, their movement is 1.**

### • HELPING SOMEONE

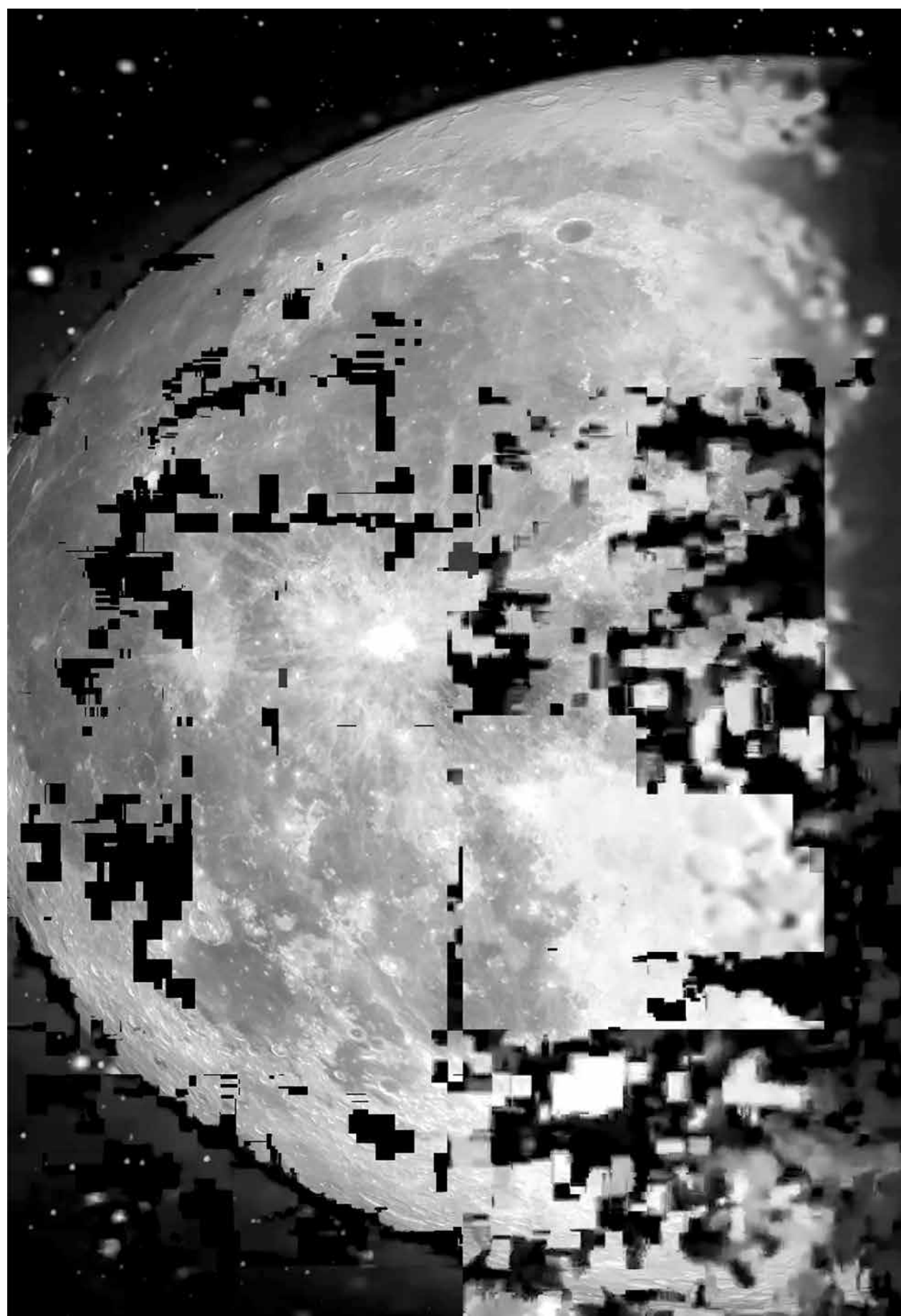
It is perfectly possible for one character to aid another in making a roll. Have the primary character roll for the effect or Magic that he/she/it is trying to achieve. Have the helping character roll *Action Roll* adding the appropriate Ability Stat the CGO deems most appropriate. The helper aids the primary character by giving them a +5 to their *Action Roll*. There is no bonus to the *Action Roll* when combining Bonuses from a Power Site for Magic.

### CRITTING WHILE HELPING

Getting help is not without its hazards. If the helpers crit with either a '1' or a '20' for their d20 roll, it's the same as if the one getting helped had a critical failure or critical success.

## PART 4: MAKE THE ACTION & OPPOSED (COMBAT) ROLLS

Only after declaring actions does anyone roll dice. Everyone makes the Opposed *Combat Roll*, as all the actions in a round happen simultaneously. Damage is given out based on the Initiative Roll: characters winning initiative who *Flee* in the first round do not receive Damage, even if they lose the *Combat Roll*, unless it is Damage from a Ranged or Magical attack. Fleeing characters who lost initiative must win the *Combat Roll* to avoid Damage while fleeing.





# CHAPTER 3

## MAGIC

As Science Fiction author Arthur C. Clark recognized, *any sufficiently advanced technology is indistinguishable from Magic*. So we have “magic” in *Going Somewhere*. Incidentally, this inclusion also allows the game to be played as a fantasy game, in both mediaeval, contemporary and Sci-Fi settings. Magic is a surrogate in the game for psychic powers, super technology and the uncanny or unexplainable results that make these games fantasies. What forms Magic can take are only constrained by the imagination. Actually doing it is a different story. As these are non-linear and unexplainable effects, their use and cost is dangerous and prone to disaster. Magic is not a replacement for rolling well, thinking through problems or good role playing your character. Magic is an additional tool for you to succeed at doing those things.

### PERFORMING MAGIC

**(d20) Action Roll: add MAGIC BONUS.**

Characters have two scores for Magic: their Power Level (CP) which determines the scale of Magic they can produce, and their Magic bonus which they add to their DR when attempting to create effects. **Every Magic Bonus begins at 5. Additional points of Magic Bonus can be purchased for 5 CP per point, but the Magic Bonus can never be higher than 20.**

#### • POWER LEVEL

The *Power Level* determines how much effect the Magic has. It is equal to the total number of character points a player has: if they spend a character point on a reroll, they now have less power to use for any Magic they might perform. Thus, being able to perform Magic depends on how many CP a character or NPC has. Spending CP to buy skills or for rerolls reduces the amount of power available for Magic. This limitation is important keeps Magic dangerous and rewards players who choose to accept the severe limitations that come from focusing on Magic.

**To perform Magic, the player first announces what they want to have happen**, after comparing the Power Cost of that action to their Power Level. If they have enough Power, they make an *Action Roll* (d20 + Magic Bonus) during Part 4 of the Round and use the *Tiered Success and Failure Table* to determine the result. If they are engaged in Combat with an opponent, they only need to win the *Opposed Roll* by at least 1 to do Damage.

## DETERMINING THE REQUIRED POWER LEVEL

There are three variables for the Power Level required to perform Magic:

**DR** (how many *Effect DRs* it has)

**Range/Area/Volume/Speed** (how much it impacts)

**Duration** (how long it lasts)

Add these costs together to determine the Power Level required. If a character has the Power Level required to perform the Magic, either from their own total CP or from power gained from an external source, they can make their *Action Roll*. Add the appropriate values for each variable together (plus any additional modifiers) and that is the Power Level required to perform that Magic. *Magic Items do not require a Power Level Check, just a successful Action Roll.*

### • COST PER DR

The DR cost follows a generic progression; add +5 to each base DR cost when there are more than 5 DRs. To have an *Effect DR* created by using Magic, that DR cost must be included in the *Power Level* calculation:

<i>add</i>	<i>per DR rolled</i>
+3	d4
+4	d6
+5	d8
+6	d10
+7	d12
+9	d16
+11	d20
+13	d24
+16	d30
+31	d60
+51	d100

If there are no DRs included in the Power Level calculation, the DR Cost is 0 and the Magic has no *Effect DRs* at all.

### • RANGE/AREA/VOLUME/SPEED COST MODIFIERS

The size of these units is at CGO's choice:

<i>scale affected</i>	<i>size</i>	<i>add</i>
SMALL	up to 10 units	+1
MEDIUM	11–20 units	+5
LONG	21–40 units	+10
	per each additional +40 units	+10

For Magic affecting only one Target add +1 up to the size of the caster, otherwise it is determined by volume. To affect more than one Target, add +5 per Target after the first.

### • DURATION COST

How long an effect lasts increases in a steady progression. *There are no “permanent” effects.*

<i>add</i>	<i>duration</i>
+1	1 round or less (instant)
+2	2 rounds
+3	3 rounds
+4	1 minute (4 rounds)
+5	2 minutes
+6	4 minutes
+7	8 minutes
+8	10 minutes
+12	15 minutes
+15	30 minutes
+20	1 hour
+23	3 hours
+25	6 hours
+28	9 hours
+30	12 hours
+35	18 hours
+40	1 day
+43	3 days
+47	5 days
+50	1 week
+53	2 weeks
+57	3 weeks
+60	1 month (4 weeks)
+63	2 months
+67	3 months
+70	4 months
+73	6 months
+77	9 months
+80	per 1 year*

\* For each year after the first, add another +80 to the Power Level required.

## INCREASING POWER

*Doing Magic requires a lot of Power. Increasing Power is not easy or cheap.*

Characters can get access to additional power other separate from their own CP in a variety of ways. The ability to draw power from something outside the character is essential for some Magic, such as Crafting. The Power Site provides this bonus—such as a ley line, fusion reactor, or other source of energy. Guilds typically control access to Power Sites, giving them the ability to lower the CP costs for their members and initiates. Without guild membership to reduce the costs, use of such power can be purchased for 15 CP + the cost of the DR of power being drawn from the site:

DR	Total CP cost for first DR of Power	Cost for Each Additional DR
d4	18 CP for 1d4	+5 per d4
d6	19 CP for 1d6	+7 per d6
d8	20 CP for 1d8	+9 per d8
d10	21 CP for 1d10	+11 per d10
d12	22 CP for 1d12	+13 per d12
d16	24 CP for 1d16	+17 per d16
d20	26 CP for 1d20	+21 per d20
d24	28 CP for 1d24	+25 per d24
d30	31 CP for 1d30	+31 per d30
d60	46 CP for 1d60	+61 per d60
d100	66 CP for 1d100	+101 per d100
d1000	100 CP for 1d1000	+101 per d1000

Characters are limited by the *MAX Q* (quantity of DRs) for VIT in drawing power from a Power Site, and must individually purchase each additional Power Site Bonus DR at the full cost for that DR (for example, the second d4 costs +5). If a character chooses to buy a higher rank die, their earlier purchase can be used as a “credit” to offset the higher DR costs, so moving from the d4 to the d6 costs 2 CP more. Groups of casters can combine their Power Site Bonuses (see *Helping Someone*, p. 55) to do Magic with higher Power Level restrictions than they can do alone. After buying a connection to a Power Site, roll d100 to see what percentage of the CP cost is returned to the character.

When drawing power, a character rolls their Power Site Bonus to see if they have the power to do the effect, adding it to their total. **The Power Site Bonus DR is not subject to critical success or failure.** If they have enough power, they can make their *Action Roll* ( $d20 + \text{Magic Bonus}$ ) and see the result in the *Tiered Success and Failure Table*.



### • EXCLUSIVITY OF POWER SITE

Characters can only draw power from one site at a time. CP expended in this way are invested in the connection to a particular site and are non-transferable. Changing sites requires spending the CP again for the new site, and entails a loss of any earlier investment.

### • RANGE OF POWER SITE'S INFLUENCE

Characters are bonded to that site and can only draw power from it when they are physically near the site itself (they cannot go on a distant adventure and continue to draw power from the site, but if the site is located “in town” while they are in town or immediately outside it, they can draw on the power. Precise range is up to the CGO.) Characters can only be bonded to one site at a time, and these sites are *not* portable.

# DOING MAGIC

## OK, SO THERE'S MAGIC. HOW DOES THAT WORK?

Game play with Magic, especially in a Sci-Fi game, seems like a counter-intuitive proposition. But the rules for doing it shouldn't be.

Magic in *Going Somewhere* is highly open-ended; however, there are a variety of common situations where players will want to do things that take more thought than just adding up the three variables. That's where these rules come in: these are guidelines for applying Magic to make game play easier and faster. While there is a broad range of imaginary effects possible with Magic, understanding how these would work for game play can be a daunting task. The following common situations illuminate how to employ Magic and use it with the rest of these game rules: these are specific things that players commonly want to do, but which are more complex than simply hitting an opponent for damage with a Magical Attack. These guides should also reduce any confusion and debate over how to do something. Just remember: Magic is inherently dangerous. There are no guaranteed results; *however, if in doubt . . .*

***The CGO's decision is always final on how to interpret the rules!***

## AUGMENTING ABILITIES

Augmentation is concerned with making changes to Abilities or Skills. Magic cannot be used to increase Power Levels for Magic. The amount of change is determined by adding a DR to a Duration: roll each DR once and the result is the boost given for the duration of the Magic. To effect a character or NPC doing Damage means you are Augmenting Abilities—thus, to increase the amount of Damage or the *Combat Roll*, enchant the weapon; augmenting Abilities or Skills will *not* change *Opposed Rolls*.

### • INVISIBILITY

Magical “invisibility” works by creating an Impairment to *Notice Checks*—anyone encountering the character must make a *Notice Check* with a Negative Mod equal to the DR result, or be completely unaware of the “Invisible” character unless that character does something to attract attention, such as engage in Combat or make an Action (even though their location will remain unknown). Knowledge of an invisible presence does not negate the Impairment. The character who becomes aware of an invisible character is only able to do so as long as the hidden character remains within the line-of-sight of their detector; this is true even if they attack: once out of sight, the “invisibility” hides them and a new *Notice Check* will be required to find them again.

### • TEMPORARY BONUSES TO COMBAT & DAMAGE

Calculated by **Combat DR cost + Damage DR cost + Duration cost +5 per weapon.**

Giving a temporary bonus to *Combat* only affects the quantity of Damage DRs from a winning *Combat Roll* (up to their *MAX Q*), but does not alter the outcome of the *Combat Roll* itself. All Bonuses must be cast on the weapon being used at the same time. Unlike Magic items, a temporary Bonus has a fixed value: roll the DR once and the resulting Bonus is constant for the duration of the Magic; it is only added if the user wins the *Combat Roll* by at least 10. Bonuses cannot be doubled up on the same weapon in later rounds. In a *Catastrophic Fail*, the effect rebounds on the caster, causing the weapon's Damage DR + Bonus every round whether it is being used or not.

## CLAIRVOYANCE

Clairvoyance is concerned with identification, recognition and searching for items as well as information about artifacts and Magic. Use this table to determine the results of the *Action Roll* when using Clairvoyance to identify an item or object:

Total of 3 to 4	Caster cannot identify object, may try again in 1d6 days.
Total of 5 to 9	Caster cannot try to identify object again for 1d6 hours.
Total of 10 to 14	Caster knows what it is, but not anything more.
<b>Total of 15 to 19</b>	<b>Caster knows what it is, but not anything more.</b>
Total of 20 to 24	Caster knows 1 power or general information.
Total of 25 to 29	Caster knows 2 powers or its Bonuses.
Total of 30 to 34	Caster knows 3 powers and something of its history.
Total of 35 to 39	Caster knows all of its powers and all Bonuses.

**Natural 20 on the d20 roll**

**Caster knows everything about the item.**

These results are provided as guidelines, giving the CGO a framework to decide on what and how much to provide depending on the success of the DR.

### • DETECTION

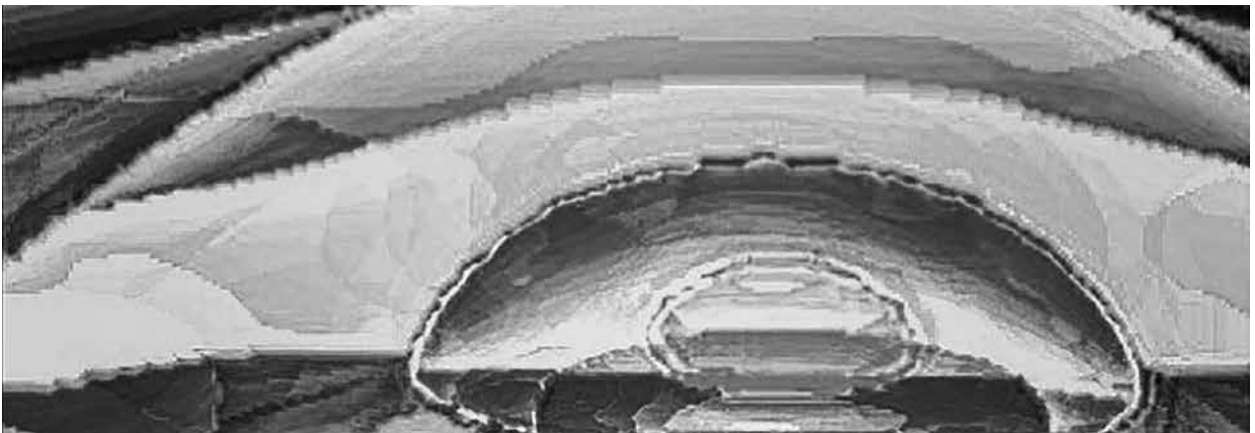
Using Clairvoyance for detection of any kind uses a special set of additional modifiers. If the caster is attempting to detect an entity or other thing that is hidden (as with “invisibility”) in their immediate line-of-sight, these Modifiers do not apply to the DR:

<i>Type of Detection</i>	<i>Power Level Modifier</i>
Known to caster	add +10
Unknown, with talisman	add +20
Unknown, without talisman	add +30

A “talisman” used in performing a search of this type is any kind of object that is directly connected with the entity being searched for: a lost shoe, dagger, or other personal possession is the ideal talisman to use in making a search for an entity that is *unknown* to the caster.

### • PSYCHIC SEARCHES

Clairvoyance can be used to identify for removal all traps, alarms, wards and other barriers, both physical and created with Magic that might be in an area, but when characters are attempting a *physical* search of an area, they should purchase DRs of Bonus to roll with their *Inspect DR*.





## CONSTRUCTION

The creation of a bridge over a chasm using nothing but magical power depends on how high the DR Success is: Higher DRs create things that are more physical, while lower DRs create things that look real, but have no more substance than smoke.

The creation of light is the most basic example of this effect. It must be anchored to something physical such as a portable object, a wall, etc. This effect is reversible, producing either an area of light or an area of darkness. The pure light it creates acts like sunlight for any Entities sensitive to the sun; or if reversed, an area of total darkness where no light can penetrate, protecting Fantastic Entities from the effects of sunlight during the day. When two opposing effects (illuminate and de-laminate) overlap, their range is divided equally between the effects: for example, when they are 40 feet apart, there is an area of 20 that is lit and 20 feet that is in darkness. There is no zone where they are at 50% effectiveness—it is all or nothing.

Construction is always about making something from nothing. The issue is how real it seems. If used to produce a barrier, such as a straight wall of fire, the starting and ending points of the wall must both be within range and visible. Any obstructions along the line will cause the wall to flow around them, leaving objects embedded in the flames. Any creature attempting to pass through the wall will only take damage if a DR for damage was included.

## COUNTERING OR DISPELLING MAGIC

Countering the effects of Magic only disrupts the effect for a limited time. **The Duration cost is double for countering existing Magic:** the casting costs one for the duration of the Magic being cast, and a second time to counter the existing Magic's effect. The targeted, specified Magic will only be interrupted for this duration. If the duration of the effect being disrupted is longer than the duration of the counter-magic, that effect will return unless the Magic being disrupted would have ended its effect while countered. For example, Magic that turns a character into a toad for a year would not be ended unless the counter-effect was cast to last longer than the time remaining for the original Magic that transformed the character—otherwise, once the counter-effect wears off, the character would change back into a toad once again.

## CRAFTING & MODIFYING ITEMS

Creating and transforming normal items (without a Magical effect) requires only the standard DR and the physical materials; depending on what is being crafted or modified, there may be an additional Mod as follows:

- Crafting “raw” Materials: add Power Level +0
- Crafted or manufactured object: add Power Level +5
- Color: add +0 for a simple color change, +5 for complex patterns and colors plus you will need to have some level of artistic skill in order to get fancy.
- Smell: add +0 for a simple color change, +5 for complex scents (Odor, not the intensity)
- Temperature: add Power Level +2 per 5°
- Magnetism: add Power Level +20 to double or half magnetic force; +40 to fully nullify magnetism or magnetize an iron or steel object; +60 to make a non-ferrous material magnetic.
- Related material: add Power Level +10 to change to material with similar density, melting or boiling point, weight, and tensile strength. For example, changing gold into lead.
- Unrelated material: add Power Level +20 to change the material into any other material in the same phase of matter and at the same temperature (solid, liquid, or gas). Ex. change gold into wood or water into mud.
- Radically different material: add Power Level +50 to change one material into a radically different substance but at the same temperature. For example, change gold into whale oil, or water into rock, or chocolate coins into gold coins.

**Note:** *Transforming normal items with Magic does **not** give them magical properties.*

### • CRAFTING ITEMS WITH MAGIC POWERS

*Only Crafted items with Magic Powers can change the outcome of an Opposed Roll.* To craft an item with Powers requires two different *Action Rolls*:

(1) A *Specialized Skill Check* to make the item (this skill must be purchased separately in consultation with the CGO). A critical fail on the *Skill Check*, and the item just doesn’t work—the Magic cannot be attached to the item and all costs expended in its production are lost and cannot be recovered.

(2) An *Action Roll* to attach the Power to the crafted item. If successful, roll d16 +4 to determine the Magic Bonus; Magic Items have a Magic Bonus ranging from 5 to 20.

The total Power Level required for Crafting has an additional +5 (the Crafting cost) + the Duration the Power will last once attached to the item + the Power Level for the Magic itself:

### **5 + (Crafting Duration) + (Power Level for Magic Effect itself)**

The Power Level required for creating an item such as making a potion that lasts 1 hour, thus has a Power Level of 50: 25 for the Power +20 for the 1 hour of Duration +5 for Crafting. The durations for the Magic placed on an item (potion, ring, sword, etc.) follow the standard duration table. **There are no permanently Magical items, but crafted items can be re-charged.**

### • CRAFTING ITEMS WITH COMBAT BONUSES

*Only Crafted Items can have a Combat Bonus.* The Power Level required for Crafting items with Combat bonuses remains constant; however, Combat bonuses are additional DR rolled during the *Combat Roll*, rather than unchanging bonuses uniformly applied. For example, when using a d4 weapon with a Magical d10 *Combat Bonus*, instead of the character rolling their normal *Opposed Roll* they roll two dice: d30 and d10, adding them together. The additional d10 is the bonus added to the d4 weapon, which hits its opponent more often than a normal d4 weapon, but still only does d4 Damage. Giving this weapon a *Damage Bonus* is an additional cost to Crafting.

### • CRAFTING ITEMS WITH DAMAGE BONUSES

The Power Level required for Crafting items with Damage bonuses remains constant; however, Damage bonuses are additional DR rolled during the *Damage Roll*, rather than constant bonuses uniformly applied. For example, when using a d4 weapon with a d6 Damage bonus, instead of the character rolling their normal d4 Damage Roll they roll two dice: d4 and d6, adding them together with their Brawn. The additional d6 is the bonus added to the d4 weapon, which more Damage than a normal weapon would. Giving this weapon a *Combat Bonus* is an additional cost to Crafting.

### • CRAFTING AUTOMATONS & INTELLIGENT ARTIFACTS

The character must include separate *Power Level* costs for the 1d20 DR (+11 per DR) for each of the creation ability stats. (Note: A non-character automaton does not necessarily require a full set of ability stats. For example, an intelligent sword may only have two stats: an INT stat and a PER stat—the PER is required for it to be aware of its environment.) *Ability Stats* for a created artifact or automaton are then rolled using the rules for Automata.

Once rolled, additional points for the stats may be purchased by the crafter by spending 1 CP per point, deducted from the crafter's available CP up to the maximum 20 for each stat.

**Note:** *The Magic Bonus for crafted items only applies to those where an Action Roll is required for their effect to happen. Bonuses to **Combat** and **Damage Rolls** do not require an Action Roll.*







## DEFENSIVE MAGIC

Defensive Magic works by providing a DR of Damage Resistance for a specific Duration time, limited by *MAX DR* and *MAX Q* for caster's VIT. To protect an area containing multiple targets (rather than the targets individually), as with an Energy shield or other protective field, use the standard costs for Range. Add +5 per target to affect each target instead of the area they occupy.

## FLIGHT

Using Magic to fly uses the Speed cost to describe the distance travelled in one round, while the Duration cost is for how long the effect lasts.

## HEALING/HARMING

Calculated by **DR cost for Healing; DR cost + Range cost for Harming.**

**Healing only requires a successful *Action Roll*; Harming requires winning a *Combat Roll*.**

Healing is limited by the *MAX DR* (die rank) and *MAX Q* (quantity) for the caster's VIT; Harming is not. Regeneration and restoration of physical damage, such as regrowing a lost limb, or restoring sight to blind eyes will not restore lost Health or other impacts from the injury. Any failure on a regeneration is absolute as it cannot be done on the same subject again.

### • ANIMATING THE DEAD

The caster must touch it to bring it back to life. Anything animated has base Ability Stats at 5 if the body is in complete, good preservation; animated parts have *Ability Stats* of 1. These Abilities can be increased by the caster for Power Level +1 per point up to a maximum of 20 per stat (for well preserved bodies, adding a total cost of +105 to the Power Level will bring all the *Ability Stats* to the maximum 20). The appropriate *MAX DR* and *MAX Q* restrictions apply as normal.

### • AS AN AREA AFFECT

Any number of dead things (or parts of the dead such as bones) will be slightly animated within the specified volume for Power Level +5 per unit affected (to animate 3 squares would add +15) in addition to the Volume cost.

## MESMERISM & TELEPATHY

Add the proximity modifiers for *Teleportation & Instantaneous Travel* to the Range cost.

Mind Control, or mesmerism, is concerned with the mental reality, with sensation versus actuality, thus with mind control, persuasion, telepathy, and hypnosis. This power affects the mind but cannot read thoughts or memories, but can project the thoughts of the caster. For example, the Mesmerist can project a field of lethargy and apathy centered on their person causing everything (all people, animals, plants and machinery including allies) to slip into a catatonic state, or use Mesmerism to immobilize a person, machine, or anything that is otherwise in motion, including both physical and incorporeal Entities.

All attempts at mind control *always* receive a *Resistance Roll*. Depending on how successful the Magic *Action Roll* is determines the degree of control the Mesmerist has over their subject, providing they fail their *Resistance Roll*:

**Total of 15 to 19**

Total of 20 to 24

Total of 25 to 29

Total of 30 to 34

Total of 35 to 39

**Target becomes suggestible, not fully controlled**

Target will answer questions and aid Mesmerist

Target will do things agreeable to their character

Target has no will of their own, but will not kill

Target will do anything, but not kill themselves

**Natural 20 on the d20 roll**

**Target will do anything, even kill themselves**

The greater the Mesmerism *Action Roll*, the more the Caster can telepathically take control of the mind of a target individual or animal. To initially make contact, the target must be in immediate line-of-sight, but once controlled, the character will “become” the target, seeing, hearing, feeling anything that they encounter, and will have a –5 *Notice Check* Modifier for the duration of the Magic *per* Target under their control. This control is physical only and does not extend to things the target knows. A Mesmerist’s control cannot ever become permanent.



## SUMMONING ENTITIES & OTHER CREATURES

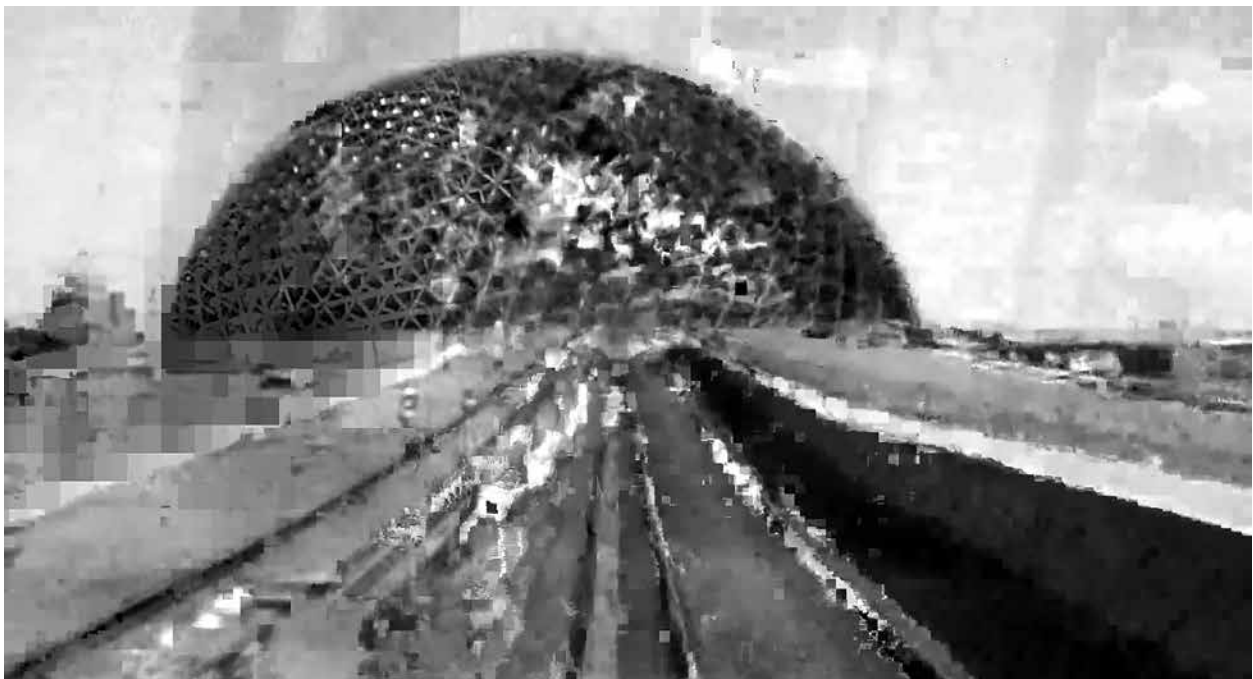
Using Mesmerism to summon entities of any kind uses a special set of additional modifiers:

<i>Type of Summoning</i>	<i>Power Level Modifier</i>
Known, but unseen	add +10
Unknown, but observed	add +20
Unknown, unobserved	add +30

For example, to summon the Character’s transport from town would be a +10 Modifier, while summoning a random vehicle would be a +25 Modifier, in both cases this Modifier is in addition to the range. The summoned will then stop whatever they are doing and travel to the caster, even if across a great distance for the duration of the Power’s effect. If the effect wears off before they arrive, the summoned will be confused about what they’re doing and attempt to return home.

### • MAGICAL ENTITIES

Magical Entities such as undead beings, ghosts, demons, devils, or other entities that are visitors from some other realm of existence behave and impact characters just like any other NPC. The kinds of Damage they do is no different than Damage from any other source.

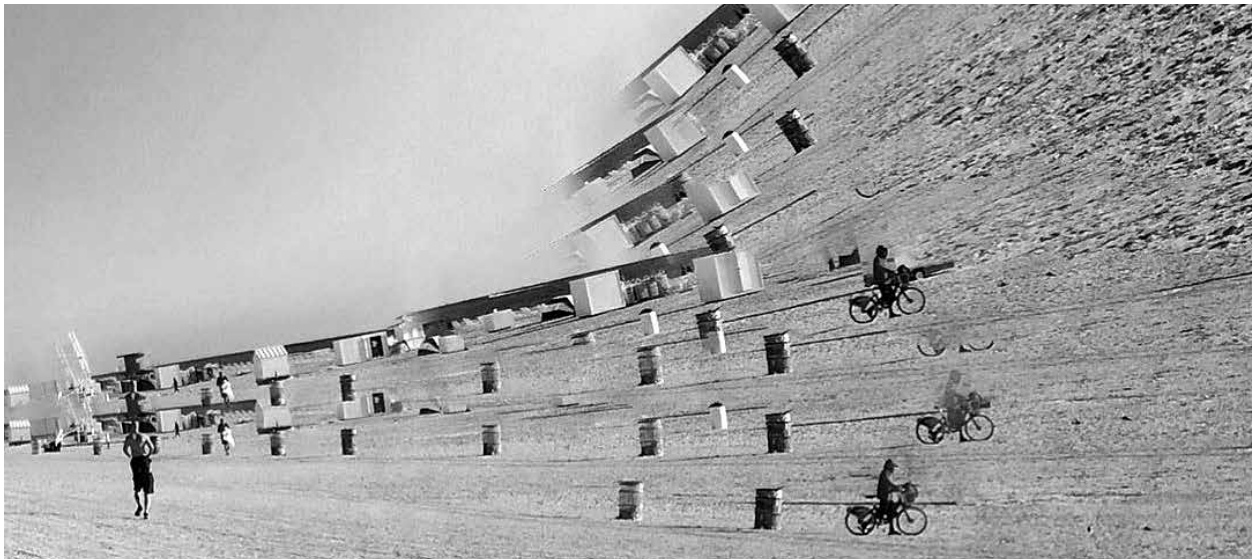


TELEPORTATION & INSTANTANEOUS TRAVEL

Instantaneous movement of all types, such as Teleportation, is dangerous and has a special set of proximity modifiers that add to the Range Modifier:

Type of location	Power Level Modifier	
Known, Line-of-sight	add +1	
Unknown, Line-of-sight	add +5	
Known, but unseen	add +10	(i.e. around a corner, etc.)
Known, but obstructed	add +15	(other side of door, inside a building)
Unknown, but obstructed	add +20	(other side of door, inside a building)
Known, but distant	add +30	(other location, not in vicinity)

Teleportation is not easy. Travel over greater than line-of-sight (close by) distances requires power from a Power Site: to teleport to a location 1 mile away is Power Level 27 for the Range (27 x 40 squares = 1 mile), plus Power Level 30 for a *Known, but distant* location for a total Power Level of 57 for the caster to teleport to that location *without* any companions.



## TRANSMUTATION

Transmutations can take many forms, but always alter the physical world in some fashion, whether it is to create a bridge out of raw timber, fashion a staircase up a stone cliff face, or create items with their own Magic such as potions and magical weaponry. When employed to change the shape of something living, such as turning a character into a toad, Magic affects the appearance of their entire being. Character's shape and size changes to that of another creature type, from as small as a toad to as large as a whale.

Assuming another form has the following effects:

- The character's race does not change. A human in the form of a dog is still 'human'.
- The character's Abilities, Skills, and Magical Powers do not change. However, unless the animal form has opposable thumbs or equivalent, they cannot do anything requiring that capacity: for example, a fish cannot carry or use a sword, but an octopus could.
- Characters retain their own senses, even if the new form does not have equivalent sense organs. The character does not gain any of the senses of the new form. For example, a Human in the form of a bat would *not* have echo location.
- Character can still speak and employ Magic as if they were still in their original form, even if the new form should not have any ability to make sounds.
- While in the new form, the character is effectively camouflaged as a creature of its new form, and it gains a +10 Mod since it acts as a disguise.
- While in the new form, the character is especially vulnerable to silver, taking 1d6 extra damage from silver weapons or even any contact with the metal such as silver coins.
- The character gains the movement modes (flight, burrowing, etc.) of its new form along with the ordinary attack forms of the new form (claw, bite, etc.) No extraordinary attack forms are gained such as breath weapons, gaze attacks, mind attacks, venoms, constrictions, etc.
- The character can survive in the new form's native environment and also in the character's normal environment. For example, a fish could breathe on land or in water. A penguin could swim in icy cold water without freezing. A squid could withstand tremendous water pressure.
- Any equipment worn or carried by the character melds into the new form. Continuing effects from wearable items continue to function normally. All items that are melded into the new form cannot be activated, such as wands. When the character reverts to their true form, any objects previously melded into the new form reappear in the same location on their body that they previously occupied. Any new items worn in the assumed form fall off and land at the character's feet.

## USING A CRAFTED ITEM

To employ a Magic item requires making an *Action Roll* and adding the Magic Bonus for that item in the same fashion as any other use of Magic. It is possible for Magic items to suffer critical fails just like anything else. Things with immediate or on-going effects like potions, armor, or a Magic weapon do *not* make an *Action Roll*—these items make new *Effect DRs* each time they are used, for example, by adding a DR of harm to a *Damage Bonus*. Only crafted weapons with a Damage Bonus will do their Magic DRs of Damage in every round its user wins, even if they only win the *Combat Roll* by 1.

# RESISTING MAGIC

The results of Resisting Magic is determined by the Success of the *Action Roll* that creates that Magical Effect. Not all Magic automatically receives a *Resistance Roll*, unless the character/NPC has purchased *Immunity to Magic*, (see page 22). Use this guideline to determine when to allow a *Resistance Roll* (which is an *Action Roll*) and what impact it should have, if any:

## Total of 15 to 19

Total of 20 to 24

Total of 25 to 29

Total of 30 to 34

Total of 35 to 39 \*

**Minimal Success** (it worked, sort of)

Average Success (it actually worked!)

Good Success

Great Success

Amazing Success

**Natural 20 on the d20 roll**

**Critical Success!**

\* Also, any total over 40 that wasn't a crit.

The more successful the casting *Action Roll*, the harder the Magic is to Resist:

**Minimal Success:**

A successful *Resistance Roll* completely negates any effect.

**Average Success:**

A successful *Resistance Roll* completely negates any effect.

**Good Success:**

A successful *Resistance Roll* negates 75% of the effect.

**Great Success:**

A successful *Resistance Roll* negates 50% of the effect.

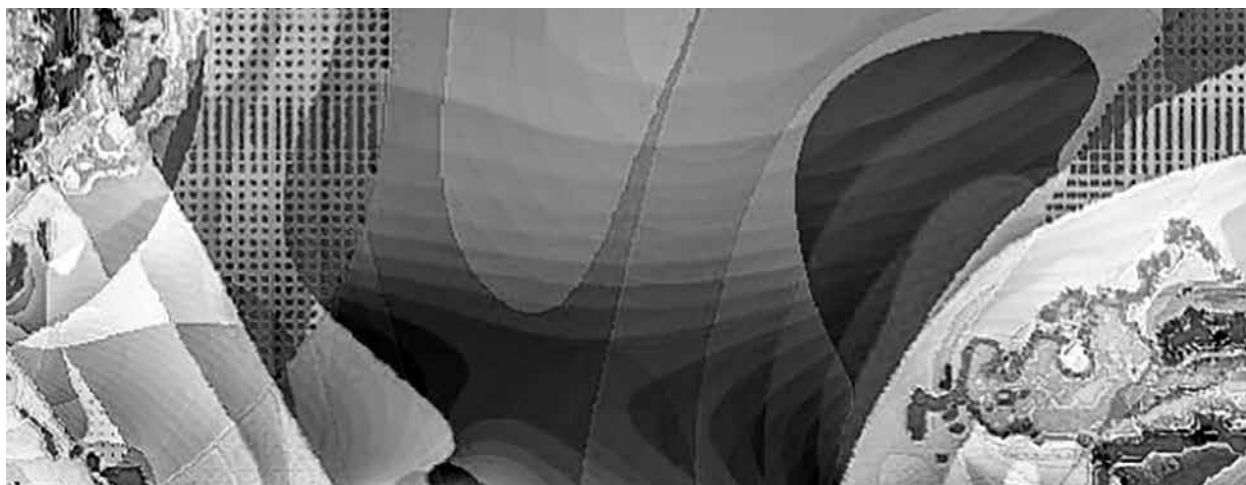
**Amazing Success:**

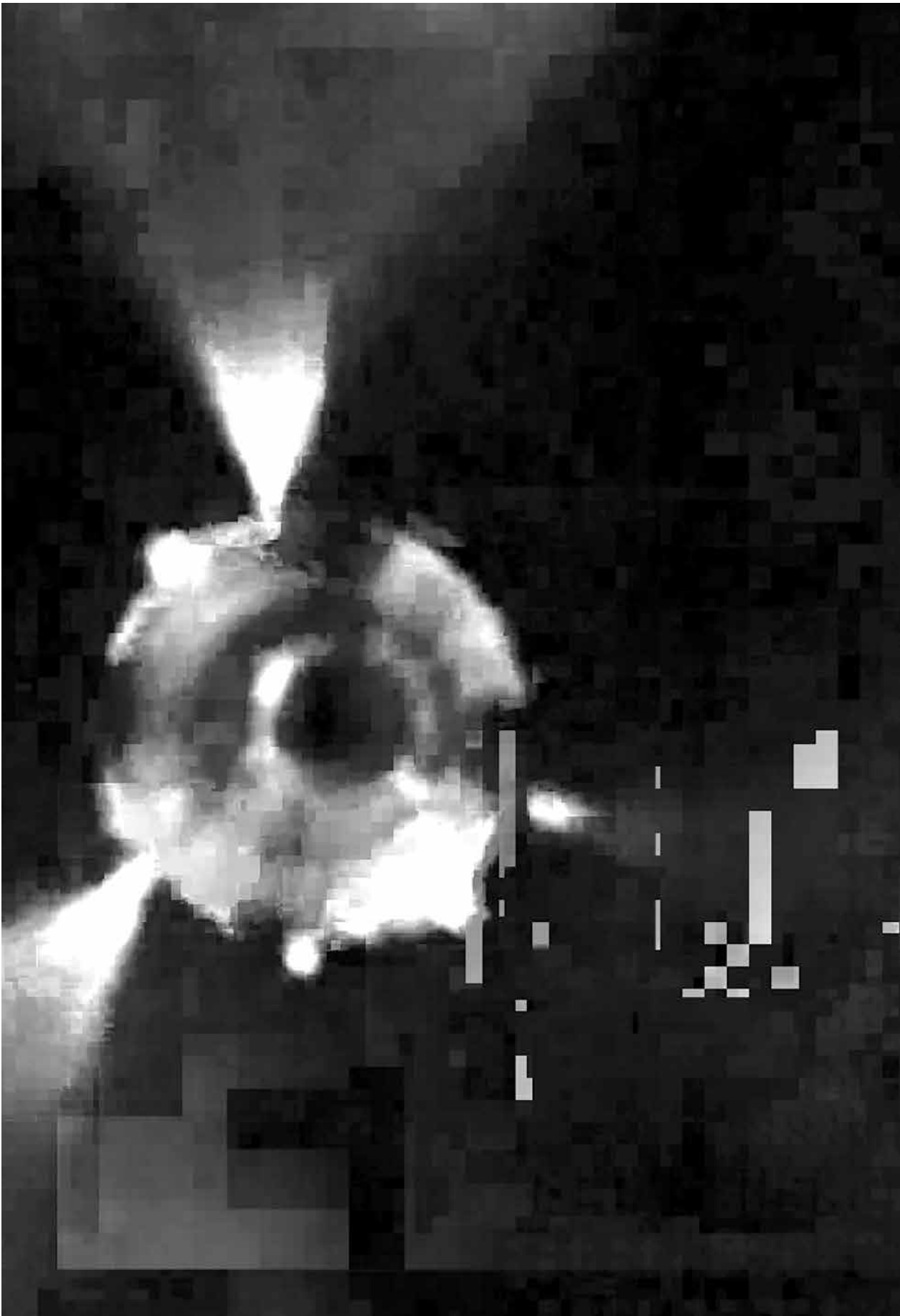
A successful *Resistance Roll* negates 25% of the effect.

**Critical Success:**

No *Resistance Roll* is possible.

The *Resistance Roll* for Magic requires a conscious effort (it is an Action). Only the *Resistance Roll* granted by *Immunity to Magic* do not count as Actions, allowing Immune characters/NPCs to continue making *Combat Rolls*. Characters/NPCs get *Resistance Rolls* per Magical effect as appropriate for the Success DR. This includes the Magical effects created by crafted items.





# CHAPTER 4

## BEING THE CGO

### THE CHIEF GAME OFFICER (CGO)

The CGO in *Going Somewhere* is the person who creates different Episodes for the players to act in and who describes the events in the game and maintains continuity. The CGO sets the rules of the game and arbitrates all disputes that arise during game play. The CGO assumes the roles of the player character's friends and foes. The CGO decides and describes how these non-player characters (NPCs) act during the game play as well as what the player characters see and hear during the game. *The CGO should never have a player character of their own in the game.*

- **NON-PLAYER CHARACTERS (NPCs)**

Any character you encounter in the game that is played by the CGO is a “non-player character.” This includes animal companions, familiars, friends and henchmen or minions hired by the players. These other characters are there for the players to interact with as the game develops.

*The CGO should never have a player character of their own in the game.*

### THE CGO'S PREROGATIVE

What the CGO (known in other role playing games as a “Game Master” or GM) chooses for the game is the rule. **The CGO is the final arbiter on all things for the game.** Their decision is law; however:

***The CGO DOES NOT control the player's characters.  
Each player decides how their character will act and what they will do.***

Remember that a role playing game is a cooperative game in which the CGO and the players must work together to create a fun and memorable experience.

## THE 12 TASKS OF GOOD CGOS

Keep these rules in mind, and both you and your players should have a lot of fun.

1. **FUN:** The game always has to be fun. Even when bad things happen, the players should still feel like they had a fair chance at succeeding, whatever happens.
2. **FANTASY:** The game is about adventure and doing things you can't really do in real life, not following the tedious procedures of bureaucracy.
3. **FRIENDS:** It works best when characters cooperate toward a common goal. If the characters start fighting among themselves, then no one will end up having a fun time. The enemy should never be one of the players, and the players should never be at odds with each other.
4. **EMPATHY:** Empathy is essential to making role playing games work. Your players need to understand the motives of the NPCs, even if they don't agree with them.
5. **PARODY:** The *Going Somewhere* movies are a parody of traditional Sci-Fi narratives. Feel free to build adventures that parody movies and Sci-Fi your players would know.
6. **SUPERNATURAL:** Sci-Fi is not the real universe we live in. If you want to have teleportation and faster-than-light travel, have it. *Don't worry about the physics—it's fantasy anyway.*
7. **MURPHY'S LAW:** Whatever can go wrong will go wrong—use that as a way to keep the game moving forward!
8. **PARABLE:** While optional, a lot of stories have a moral parable that can be included if it fits the story. However, the parable should never come at the expense of the fun or humor.
9. **CONSISTENCY:** Each universe has rules that must remain consistent in order to be believable and encourage a sense of immersion in the players. Even though it is a fantasy, the rules of its universe should stay the same throughout the game.
10. **FAIRNESS:** Always try to keep things fair, and if you have to be biased, be biased in favor of your players. That keeps the game moving along and insures everyone has fun.
11. **GUIDELINES:** This basic rule set is designed for everyone to have fun playing the game rather than arguing over minute details of how the rules should be applied. Keep that in mind! The idea of the game is to play the game, not argue about what you can and cannot do.
12. **COLLABORATE:** The CGO should always work with the players in order to make the game as enjoyable as possible. Always keep in mind the nature of the characters that your players are playing and try to create stories that leverage their strengths and weaknesses. The goal of the game is fun and enjoyment—work with your players to achieve this.



## CHALLENGE

“Game balance” means that the players encounter and continue to encounter foes and problems that are within the realm of their character’s various capacities to succeed. Nobody likes to play a game where they can’t lose, just as a game you can’t win isn’t fun either. Maintaining an appropriate level of challenge depends upon a clearly defined protocol for creating challenges.

*Going Somewhere* treats both NPCs and Monsters in exactly the same way as player characters: they spend character points to improve themselves, or hoard them for use in Magic. The amount of points to use in constructing opponents for encounters is a function of the total CP value of all player characters in the party encountering the NPC/monster: its CP value should match the total amount of CP that all the player characters encountering it have. The best encounters for game play are those where the players are evenly matched by their opponents’ capabilities. Challenging encounters are devised based on the total CP pool of the player characters: four characters with 25 CP each should be encountering monsters no more than double the average of their CP (which is 25), for a total of 50. For example, a party of 3 characters each built with 60 CP should be challenged by an encounter built with 120–130 CP, but would be overwhelmed by an encounter built with 300 CP. *Planning for these encounters in advance of game play is the CGO’s job.*



## ENCOUNTER/MONSTER GENERATION TABLES

You can also use the *Meet the Natives Tables* (see page 87). Aside from a standard set of stats, the things encountered will have other characteristics, determined by the following tables:

### • TYPE OF CREATURE

Roll d10	result
1	Sentient *
2	Predator
3	Herbivore
4	Symbiotic
5	Parasitic
6	Cybernetic *
7	Mechanical *
8	Saprophytic (Fungus)
9	Immaterial (Mental Energy) *
10	Roll Twice & Combine
* roll on Civilization Table	

### • NUMBER MET

Roll d12	result
1	d4
2	d6
3	d8
4	d10
5	d12
6	d16
7	d20
8	d24
9	d30
10	d60
11	d100
12	1

### • SOCIAL ORGANIZATION

Roll d6	result
1	Hive
2	Herd/Pack/Swarm
3	Solitary
4	By Den/Nest/Residence
5	Migratory
6	Of One Mind in Many Bodies

### • PEAK ACTIVITY TIME

Roll d8	result
1–2	Day
3–4	Dusk
5–6	Night
7–8	Roll Twice & Combine

## • CIVILIZATION TABLE

<i>Roll d10</i>	<i>result</i>
1	Paleolithic
2	Mesolithic
3	Neolithic
4	Bronze Age
5	Iron Age
6	Steel Age
7	Light Industrial (cottage industry)
8	Heavy Industrial (factory)
9	Electronics
10	Advanced/Ultra Tech (Sci-Fi)

## • TYPICAL HABITAT

<i>Roll d12</i>	<i>result</i>
1	Jungle
2	Swamp
3	Subterranean
4	Aquatic
5	Steppe
6	Mountains
7	Arboreal
8	Arctic
9	Desert
10	Sky (air)
11	The Vacuum of Space
12	Inside the Computer

## • MODE OF MOVEMENT

<i>Roll d12</i>	<i>result</i>
1	Flight
2	Phase
3	Teleport
4	Jump/Pounce
5	Shambling
6	Slithering/Crawling
7	Walking
8	Rolling/Sliding
9	Swimming
10	Gliding
11	Floating/Hovering
12	Brachiating

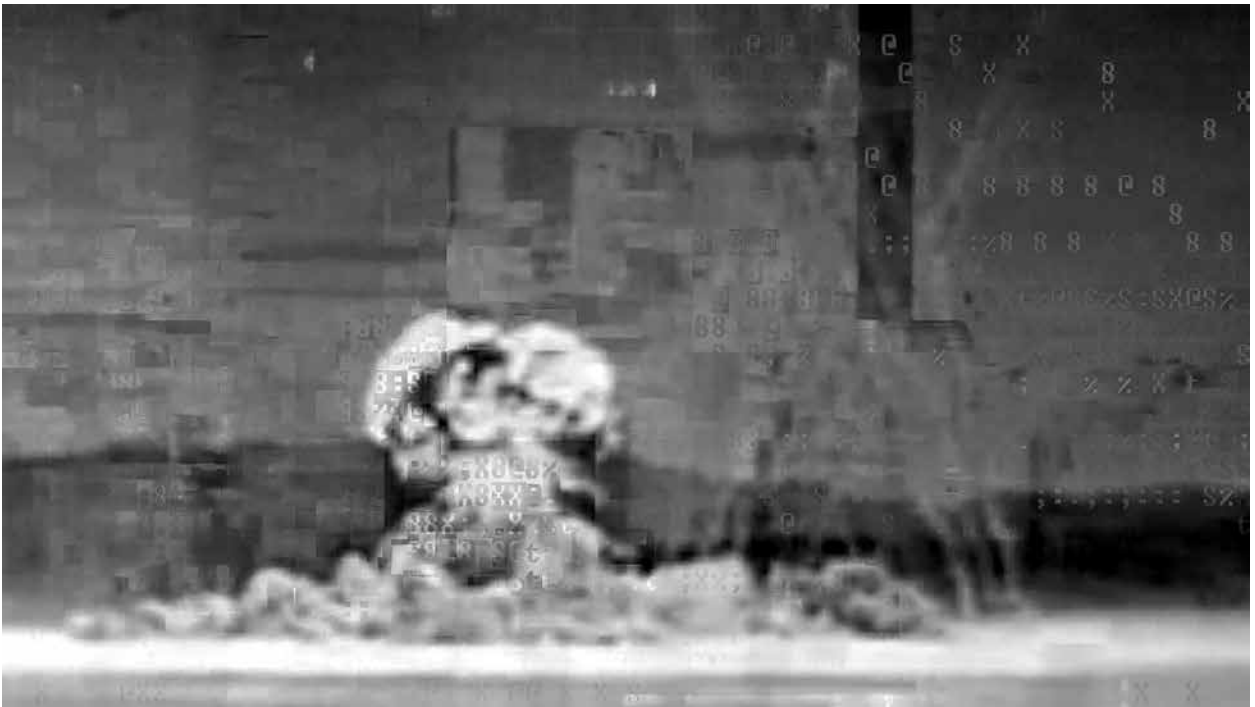
## • ENCOUNTERS: BASE DR TABLE

<i>Roll d60</i>	<i>result</i>
1–10	d4
11–20	d6
21–30	d8
31–40	d10
41–48	d12
49–53	d16
54–56	d20
57–58	d24
59	d30
60	d60

## • POWERS: QUANTITY

<i>Roll d24</i>	<i>result</i>
1–2	1 Defense
3–4	1 Defense & 1 Combat
5–6	2 Defense & d4 Combat
7–10	d4 Defense & d6 Combat & 1 Special Ability
11–14	d6 Defense & d6 Combat & 2 Special Abilities
16–20	d6 Defense & d6 Combat & d4 Special Abilities
21–22	d6 Defense & d6 Combat & d6 Special Abilities
23–24	d6 Defense & d6 Combat & d8 Special Abilities





• **POWERS: COMBAT (TYPE)**

<i>Roll d6</i>	<i>result</i>
1–2	Ranged
3–4	Melee
5–6	Both

• **POWERS: COMBAT (RANGED, METHOD)**

<i>Roll d6</i>	<i>result</i>
1	Reach
2	Projectile
3	Beam
4	Cone
5	Cloud (area)
6	Line (or sequence)

• **POWERS: COMBAT (RANGED, EFFECT)**

<i>Roll d6</i>	<i>result</i>
1	Flame
2	Psy
3	Cold
4	Wind
5	Heat
6	Roll Twice & Combine

• **POWERS: COMBAT (MELEE)**

<i>Roll d12</i>	<i>result</i>
1	Weapon (held)
2	Claws (slash)
3	Bite
4	Stomp/Trip
5	Sting
6	Pummel
7	Grapple
8	Buffet/Slap
9	Body Slam
10	Crush
11	Throw
12	Gorge

• **POWERS: DEFENSE**

<i>Roll d6</i>	<i>result</i>
1	Camouflage
2	Armor (Natural/Fabricated)
3	Stealth
4	Magic Immunity (roll on BASE DR Table)
5	Immateriality
6	Misdirection (disguise, ventriloquism, etc.)

## • POWERS: SPECIAL ABILITIES

<i>Roll d60</i>	<i>result</i>		
1	Drooling	31	Incorporeal
2	Secretions	32	Weather Control
3	Invisibility	33	Animal Control
4	Obnoxious Body Odors	34	Plant Control
5	Gigantism	35	Telekinesis
6	Mesmerism (stun)	36	Organic Projectile Attack
7	Dwarfism	37	Energy Attack
9	Speed	38	Incendiary
10	Energy Blast	39	Frosty
11	Mind Control	40	Cold Tolerant
12	Absorption	41	Breathe Under water
13	Ooze	42	Electrical Discharges
14	Turn into (different) Animal	43	Acidic/Caustic
15	Sonar	44	Jumping/Acrobatics
16	Thermal Vision	45	Hide/Sneak Attack
17	UV Vision	46	Paralyzing Touch
18	Scent Tracking	47	Rot
19	Entanglement	48	Age
20	Breath Weapon	49	Apathy
21	Gaze Weapon	50	Summon Minions
22	Sonic Weapon	51	Illusions
23	Touch Weapon	52	Mimicry
24	Poison/Venom	53	Dissemble
25	Flying	54	Exceptional Sight
26	Swimming	55	Exceptional Hearing
27	Burrowing	56	Exceptional Smell
28	Phase Through Matter	57	Exceptional Taste
29	Walk on Walls/Ceiling	58	Natural Armor
30	Teleport	59	Tool Use
		60	Change size



# NARRATIVE GAME PLAY

Role playing games can be (and often are) organized to follow a narrative progression. While the narratives in the earliest RPGs are often based in simulated fantasy adventures—a reflection of their origins with both modeling Sci-Fi and fantastic literature as in novels by A. Bertram Chandler, Edgar Rice Burroughs, Jack Vance or J.R.R. Tolkien, and their foundations in the kriegsspiel war gaming rules created in the nineteenth century and formalized by H. G. Wells in *Little Wars*—adventure narratives are not the only possibility for this type of game.

The narrative framework used to formulate the ‘flavor’ for the game determines what happens, what can happen, and what the players might expect to happen. These horizons of possibility are then supported by the core rule set which provides an apparatus for resolving all in-game actions, not just combat.

*Plots require motivation.* Motivation is an integral part of narrative as the players will naturally engage with the immediately obvious requirements the story imposes: if it is a mystery, they will engage in detection; if a raid on an abandoned dungeon in search of treasure, they will do that; if it is concerned with interpersonal relationships, then they will focus on role playing. Establishing specific motivations for what happens in the narrative will give the players clear objectives (even if they are not explicitly stated) to guide their behavior and actions.

## SETTINGS

Every science fiction game needs an appropriate setting where that provides a foil and excuse for the various things that happen in game play. The *Going Somewhere* game is designed for open-ended game playing using familiar feudal models for the social and political structures. This allows the game to be played as either a “sword & spaceship” space opera (common to pulp Sci-Fi and its many movie incarnations) as a historical fantasy game, or as some hybrid of these.

### • SAMPLE SCI-FI SETTING

Space is organized by its proximity to Planet Earth, the origin of humanity, creating a separation between “Core,” “Rim,” “Outer” colonies, and the unexplored “Grim” worlds. No intelligent aliens of any consequence have been encountered, but there are many bio-engineered and synthetic life forms scattered through the explored parts of the galaxy. The Core worlds were the first planets and moons to be colonized. These worlds provide the economic and military power that keeps order. The Core retains its control over the Rim and outer colonies by controlling the food supply and industrial production. The Rim/Outer colonies ship raw materials and resources back to the Core and receive in exchange finished technology, processed goods, and food. All these worlds are ruled a neocolonial political regime/party organized in a feudal system of ranks and titles, but using nationalism emphasizing the Earth and the golden age of humanity to keep control over the population and the corporations that run the outer colonies. The older worlds and Earth occupy a central position both socially and politically that matches the European conquests of the Americas and Asia in the sixteenth and seventeenth centuries: the colonies are all kept dependent on their sponsors, rather than being made self-sufficient since self-sufficiency leads to thoughts of independence. In consequence of these colonial relations, the Core is the most sophisticated of

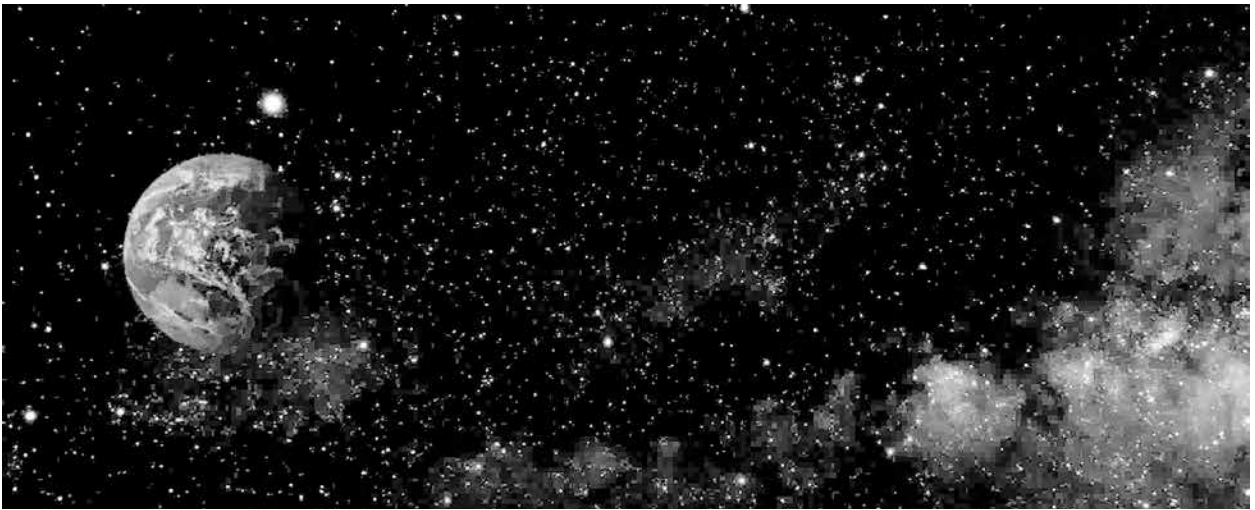


all the territories. In the Core, any imaginable technology is both possible and often easy to get. Royalty and most of the Nobel class live in these systems and rarely leave them; encounters with them outside the Core is unusual, unless they are in an official position as provincial governor.

The noble houses of the Core are ruled by the House of Unicorn who have controlled the government for generations. Each of the houses descends from a military general in the war that liberated humanity from enslavement to a pair of intelligent machines called ‘the Sovereign’ that controlled society and made all the decisions about life and death. This ancient enemy was composed from two distributed artificial intelligences called the Arti-lect and the Arti-life. They enforced their rule using semi-autonomous synthetic life forms called “Pawns” that provide hostile monsters for players to fight because as the war ended, and the Arti-lect and Arti-live scattered their creations and hid them throughout the universe. The war ended hundreds of years ago, but its left-overs are still active and occasionally appear to cause trouble. There are autofactories for building Pawns throughout the galaxy that survived Wars, as well as technology and other machines hidden in ruined and abandoned colonies, or on the unexplored, “Grim” planets. The long-term effects of this conflict between human and machine lies with finding the remaining factories, balanced between the necessity and the inherit mistrust of technology.

Surrounding the Core are the Rim worlds that were settled during and immediately after the war is a wide range of development and underdevelopment on the Rim. Some colonies are older and more established, but tend to be ruled either in a corrupt or incompetent fashion. There are great disparities in wealth and technology, both world to world, and social class to social class. It is possible, but more difficult to get anything thru official protocols with a lot more bureaucratic paperwork and bribing. On the outer edges of the Rim colonies are more independent due to their distance and isolation from the authorities and their control. The more distant the colony, the more likely it is there to exploit only a single, unique resource, importing everything and living in corporate servitude. The farther one gets from the Core, the more difficult it is to purchase goods, services and tech. Typically only the basic necessities are accessible in official stores, and everything else must be purchased from the black market and privateers.

The unexplored and uncolonized “Grim” worlds lie outside the sphere of human influence. These worlds are barely known, and not included on any official chart. The colonies located on “Grim” worlds are unofficial and undocumented, often built as pirate utopias where laws and government are entirely absent. These worlds offer the most danger and opportunity for adventure. Players are more likely to encounter hidden Pawns or other, weirder technology than what they normally would find in the Core or Rim. These worlds all have their own rumors about hiding machines and left-overs from the Sovereign wars, as well as rumors of actual aliens.



## MODELS FOR MOTIVATION

There are many models that provide guidance in considering character's actions. The psychologist Abraham Maslow proposed the "*Hierarchy of Needs*" in 1943 and expanded it into his book *Motivation and Personality* as a way to describe psychological health, but for storytellers, it makes understanding character motivation easy. Adventures and campaigns can be made by addressing this list of things that everyone needs to be a healthy, happy person: the characters need something, what that might be can be found by considering the elements Maslow identified. Maslow's *Hierarchy of Needs* is a list of requirements that build on each other:

### PHYSICAL

Food, Air, Water, Warmth

### SAFETY AND SECURITY

Personal Safety (not in a dangerous place that itself is harmful)

Economic (have money to pay for basic needs)

Health (not somewhere that is diseased, not being sick)

### LOVE AND BELONGING

Having a family that cares for you

Having friends

Having a supporting group of associates

### RESPECT

Having self-esteem, as well as being respected by others

### SELF-ACTUALIZATION

Maslow described this as, "What a man can be, he must be."

The opportunity to meet one's personal potential

This listing of personal needs provides an immediate framework for both character motivation and the development of plots: when someone doesn't have these things, they will seek them out. Constructing an adventure or campaign where the characters don't have one or more parts of the *Hierarchy of Needs* means they will naturally seek them out.

## CRIME

The motivations for crime are related to Maslow's hierarchy, but require some specific discussion. If you are constructing a mystery or other plot based on a criminal activity, it is useful to keep in mind that there are only three motivations for crime. In their most pronounced version, the demands of ego, power and sex all end in murder, in lesser forms, they are recognizable as bullying, blackmail, rape, and theft. While crimes may be prompted by some immediate need that cannot otherwise be met (such as being hungry and having to steal food or starve), the crimes that most commonly become the focus of stories are not about meeting immediate, life-or-death needs. Instead, these crime stories are focused on some other, less obvious psychological need.

- **EGO**

Crimes happen because someone's sense of personal worth, 'honor,' or through the belief that they are exceptional—that the rules and laws that apply to others just don't apply *to them*.

- **POWER**

The desire for *more*—money, authority, social status—all can be recognized as aspects of the desire for personal power. Crimes committed to gain, protect, or advance position and status are examples of power as a motivation.

- **SEX**

Love and lust, in all their forms, (not just jealousy and unrequited desire), form powerful motivations for crimes as well, and are the easiest to understand.

## PROBLEM-CENTRIC STORIES

In constructing an adventure focused on crime, the plot develops around the characters attempts to collect enough information to solve the problem--to discover who the criminal(s) are. This plot can form the foundation for a longer campaign focused on redemption. Otherwise, it is an example of the Quest plot line (i.e. the Quest to find the criminal). "*Round up the usual suspects...*"

## TRAGEDY

Tragedy and comedy are most often used in conjunction with the five more basic plot archetypes as they are both particular modes in these plots as well as story forms in themselves: the Tragic or Anti-Hero is often someone of high social position who is brought low by their own actions and egotistical over-reach. Tragedies tell the story of an Anti-Hero who becomes progressively more evil and whose death is a happy, positive end to the story. The essential nature of the tragic Anti-Hero's failure comes from their own personality: they do it to themselves, rather than being a result of hostile the actions by an antagonist; they are their own worst enemy.

## COMEDY (SATIRE OR PARODY OF FAMILIAR STORIES)

Comedy is a satirical or parodic variation on the other plots where the triumph is often over the banal struggles of everyday life, and which has a happy ending. It is the transformation of the quotidian and insignificant into epic struggles that characterizes comedy. A quest to buy a hamburger that follows the plot of Homer's *The Odyssey*, becoming a struggle against oppression and evil is a prime example of a comic plot.





## ARCHETYPAL PLOTS

The five basic plot archetype can be, and often are, combined to create more complex stories, but the schematic outline for each is simple and offers direct possibilities for crafting either a single adventure or an entire campaign:

- **TO DEFEAT THE MONSTER**

The characters embark on an heroic battle to defeat a monster that threatens their home. The battle can be as simply as defending themselves and their town against an invading army, to travelling cross country and battling a dragon.

- **FROM RAGS TO RICHES**

The characters work hard and become successful (whatever that means for the setting). This is not a journey, but an process of labor and industry to become successful; often by the end of the story the characters have lost everything.

- **THE QUEST**

The characters go on a mission, often to acquire some powerful object/person/place that is difficult to accomplish, far from home, or both. As they make their journey, they encounter both allies and enemies and have many small adventures along the way. This is the most familiar type of narrative employed in RPGs as it is intuitively understood as a directed framework with specific objectives and goals.

- **THE VOYAGE OF DISCOVERY**

The characters go on a journey to some distant place and return having overcome obstacles and difficulties in their travels. This type of plot is not driven by some serious need, but instead reflects more mundane activities--trade, tourism, pilgrimage--which distinguish it from The Quest plot archetype.

- **THE SEARCH FOR REDEMPTION**

The characters, who begin as villains, go on a difficult journey that results in their being redeemed as heroes. Often this journey begins as a selfish quest, but becomes instead a series of actions that serve the common good.



# CHAPTER 5

## VEHICLES & TRAVEL

This game is called *Going Somewhere*. If there were no rules or guidelines on how to handle vehicles and travel it would be like a bad joke.

How spaceships work and get from place to place is one of those things that has a vast range of solutions because the reality of space travel is much less exciting. Space is really big, really cold, and filled with things that will kill you almost instantly. Radiation, vacuum, lack of oxygen are just the most obvious dangers, and free fall opens up interesting possibilities for drowning in your spilled coffee. The reality isn't what you see in movies or in books. That's why science fiction is really fantasy. It makes the horrors and dangers of space into something familiar and understandable. How much real physics the CGO wants to put into their game is up to them. It is possible to play this game without Magic, just as it is possible to play it as a medieval fantasy game.

How you get from place to place will change what flavor of game you have.

### LIGHT SPEED!

Going faster than light isn't possible in the real world. But a game isn't reality. So spaceships and other vehicles that travel through space should be able to travel faster than light (FTL). It's up to the CGO to decide if this gives an advantage to space war scenarios since even with FTL, light still moves at the same speed. It's one of the reasons that adding real physics to space war fantasy games isn't such a good idea: you can use your FTL drive to jump 5 light-minutes distance ahead of your enemy, see where they are, and do a surprise attack before they (literally) see you coming.

### VEHICLES

Vehicles are just machines. Big, powerful machines that characters and NPCs can ride around in, but they are still just machines. In this regard, they are no different from the machines that Players might have as their character--but with a difference. They need a set of all seven Ability Stats just like anything else, but where characters and NPCs have an INT score of at least 1, a vehicle can have 0 INT.

- **HEALTH**

*All vehicles have a maximum of 30 Health.*

### • ZERO HEALTH: BROKEN DOWN OR WRECKED?

**(d20) Action Roll: add VIT.**

Once a vehicle has reached 0 or less Health, it needs to make a successful *VIT Check* adding their VIT STAT to their d20 roll against a *Target DL* of 15, or be wrecked/unreparable (see *Ability Check*, page 42). If the roll succeeds, the vehicle is merely broken down. They must lose an additional quantity of Health equal to their VIT to be wrecked. Vehicles never make a second *VIT Check*.

### • MAKING REPAIRS

Vehicles that are broken down can be repaired. This depends on having an appropriate Specialized Skill to do the repairs. Roll d4 and add the vehicle's scale to see how long it takes to fix:

<i>DR</i>	<i>repair time</i>
2–3	d4 hours
4–5	d6 days
6–8	2d6 days
9–13	d8 weeks
14	2d8 weeks
15	d12 months
16	d12 years



### • MOVEMENT

Movement for vehicles is calculated in exactly the same way as movement for characters/NPCs: it is the total of **SPD + STR**. This number gives the maximum number of units it can move in a round. What distinguishes a vehicle is the size of its units. Increase the cost by a power of ten for each shift in scale: whether in feet, miles, light seconds, light minutes, light days, light years.

### • ENCUMBRANCE

Vehicles have encumbrance just like everything else, they just have a lot more of it than characters or NPCs. A fully encumbered vehicle loses movement in the same way that characters and NPCs do. **Multiply a vehicle's STR stat by 10 for each point of scale to find the MAX ENC.**

Exceeding the MAX ENC for a vehicle results in loss of speed. However, instead of coming to a stop or having their movement reduced towards zero, they move down in scale from a larger unit to a smaller unit. For example, a heavily loaded car might drop from doing 10 kilometers an hour to doing 100 meters an hour if it was exceptionally overloaded. Thus a vehicle will always move faster than an encumbered character or NPC; however, when all this additional encumbrance has been exceeded, the vehicle will stop moving. How many levels an encumbered vehicle can drop is determined by its scale: a vehicle with scale 2 can drop 1 level before coming to a stop, while another vehicle with a scale of 6 can drop 5 levels before coming to a stop.

## VEHICULAR COMBAT

Shooting at things! Dog fights and broadsides! No matter what the Combat is, it works just like any other *Combat Roll*, but add the vehicle's **Scale –1** as a *Combat Bonus*.

### • DAMAGE RESISTANCE FOR VEHICLES

*Size really does matter.* Vehicles take Damage (such as from Combat) based on their Scale. Bigger craft are harder to hurt. Subtract the scale of the vehicle from the scale of the weapon that hits it. If the difference is more than 6, the weapon cannot Damage the vehicle.



## SCALE: VEHICLES & WEAPONS

In addition to the Ability Stats, The most important factor for any Vehicle is its Scale. This number determines the size of the units it moves, how much it can carry (and how many passengers it can hold), how fast it can go and how much Damage it can take:

<i>Passengers</i>	<i>type</i>	<i>Scale</i>
1–2	bicycle, or motorcycle	1
4–6	horse-drawn cart or automobile	2
10–20	bus or delivery truck	4
20–40	small air or space-ship	6
50–100	medium air or space-ship	8
100–500	large air or space-ship	10
1,000–10,000	colony ship, small battlestation	11
10,000+	large battlestation	12

***The Scale of a weapon = how many crew are needed to fire it.*** Vehicles cannot carry weapons with a Scale higher than the vehicle itself unless it is a battlestation:

<i>DR</i>	<i>weapon</i>	<i>Scale</i>
d16	Light Canon (20mm)	2
d20	Canon (40–50mm)	3
d24	Canon (75–120mm)	4
d30	Canon (200mm)	5
d60	Canon (480mm )	6
d100	Canon (800mm)	6
d1,000	1 Kiloton Bomb	8
d10,000	1 Megaton Bomb	10
d100,000	1 Gigaton Bomb	15
d1,000,000	Mass Extinction Event	20
d10,000,000	Destroys Planet	40

TRAVEL: GOING SOMEWHERE!

Travel, they say, broadens the mind. It is also expensive.

• COMMERCIAL BERTHS

Travel costs when taking a commercial bus, airplane or starship are the same. They are determined by two factors: (1) how fast you can get there, and (2) how comfortable you are going there. Multiply the cost for the commercial berth by the character’s *Rank* (see page 26). A Noble’s berth should *always* cost eight times as much as a Freeman’s berth on the same spaceship—no matter what that actual price is. *The CGO should price gouge characters and make travel costly.*

• PRIVATE TRANSPORTS

Owning your own transport is also costly. *The cost for buying transport is always open to negotiation and should be role played.* In addition to the cost of the transport, private transports have on-going costs for upkeep and fuel, in addition to the costs of food, water, air, and energy. Use the scale of the vehicle to determine it’s on-going daily costs. These costs cover *all* the expenses required for the upkeep and operation of the vehicle:

<i>scale</i>	<i>daily cost</i>	<i>example</i>
1	1g	horse, bicycle or motorcycle
2	10g	cart, or automobile
3	12g	pick-up truck
4	15g	bus or delivery truck
5	20g	hot air balloon
6	25g	small air or space-ship
7	35g	zeppelin or derigible
8	50g	medium air or space-ship
9	70g	cargo plane
10*	100g	large air or space-ship

\*multiply the 100g cost by one power of 10  
for each scale point above 10.



## MEET THE NATIVES: ALIENS & OTHER NPCs

Not all Aliens have to be your mosters or villains. They can be cuddly, friendly, and scared of their own shadow. It's all a matter of how you play them. Use characters from other GENRES SYSTEM games, such as *Toonzy!* or try these tables that will allow you to create some very weird, alien aliens! Roll once on each of the tables below to determine just how strange that alien is:

### • BODY TYPE

Roll d6	result
01	Blob or Amoeba (flip a coin)*
02	Snake-like (No Legs)
03	Roll for Arms Only
04	Roll for Arms & Legs
05	Roll for Legs Only
06	Roll for Tentacles

\* You're done!

### • NUMBER OF ARMS & LEGS\*

Roll twice...

Roll d100	result
01-05	1
06-20	2 or 3 (Flip a coin)
21-30	2d4
31-40	2d6
41-50	2d8
51-60	2d10
61-70	2d12
71-80	2d16
80-90	2d20
91-95	2d30
96-98	2d60
99-00	d100

\* also Tentacles

### • NUMBER OF EYES, EARS & MOUTHS

Roll three times...

Roll d100	result
01-10	1
11-20	2
21-30	2d4
31-40	3d4
41-50	3d6
51-60	3d8
61-80	3d10
81-85	3d12
86-90	3d16
90-95	3d20
96-98	3d30
99-00	d100

### • NUMBER OF HEADS

Roll d100	result
01-20	1
21-40	2
41-60	d8
61-80	d10
81-85	d12
86-90	d16
90-95	d20
96-98	d30
99-00	d100

### • SKIN TYPE

Roll d6	result
01	Bumpy/ Spiky
02	Leathery
03	Scaly/ Warty
04	Slimy
05	Smooth
06	Transparent



. . . OR

### SOME MORE FAMILIAR ALIENS

These aliens are well-known tropes from Sci-Fi stories and media:

Roll d16	result
01	An Amorphous Ball of Light
02	Big-Brain Alien
03	Giant Bug or Bug-Eyed Monster
04	Green Man or Woman
05	Human Outside, Alien Inside
06	Human with Weird Forehead
07	Insectoid Alien
08	Martian
09	Mind-Controlling Parasite
10	Mole, Moon, or Mushroom Man
11	Reptoid
12	Robot or Android (Alien Machine)
13	Starfish Alien
14	Tiny Blue Alien
15	Tall Thin Grey Alien
16	Roll Twice & Combine





# CHAPTER 6

## SWAG & TREASURE

### LOOTING VERSUS PRIVATEERING

The difference between being a looter and a privateer is simply a matter of legal right to theft: the looter is a criminal stealing from others, while the privateer is legally licensed to steal from others (usually the enemies of the government). This distinction is important: characters who are looters may find themselves in trouble with the law and authorities who wish to confiscate what they have found; Privateers would not have this problem, although they would need to pay tax on their treasure . . . .

These tables provide guides for quick generation of interesting and unusual treasures. Feel free to revise, add to and otherwise adapt them to fit the needs of the particular game or campaign.

Roll 1d6 for each 10 CP the encountered NPC/monster had, and compare the result to the *What was Found Table*: for an encounter with three 30 CP NPCs/monsters, roll 3 times for each NPC/monster. This is how much treasure they had with then when the encounter began. This is in addition to any weapons or equipment they used during the encounter itself.

### WHAT WAS FOUND?

<i>Roll d6</i>	<i>result</i>
1	roll on <b>Magic Item Tables</b>
2	roll on <b>Money Tables</b>
3–4	roll on <b>Everyday Item Tables</b>
5	roll on <b>Armor &amp; Weapons Tables</b>
6	<b>nothing of value</b>

### MAGIC ITEM TABLES

These are magical non-weapon items. Their effects are primarily utilitarian and functional, rather than combat-oriented. Start by determining what type of item it is, then roll on the *Magical Effects Tables*.

<i>Roll d8</i>	<i>result</i>
1	Ring, Bracelet, or Jewelry
2	Helmet
3–5	roll on <b>Clothing Table</b>
6	Potion
7	Wand or Staff
8	roll on <b>Everyday Item Table</b>

## MONEY TABLES

## • QUANTITY OF MONEY

Roll d8	result
1	d4 x10 for total
2	d6 x10 for total
3	d8 x10 for total
4	d10 x10 for total
5	d12 x10 for total
6	d16 x10 for total
7	d20 x10 for total
8	d24 x10 for total

## • TYPE OF MONEY

Roll d4	result
1	Gold
2	Silver
3	Copper
4	Tin

## EVERYDAY ITEM TABLES

These are non-magical, non-weapon pieces of equipment. Their effects are utilitarian and functional, rather than combat-oriented.

Roll d24	result
1	Tool belt (adds 4 ENC slots)
2	Belt or Holster
3	Sheath (small)
4	Sheath (medium)
5	Sheath (large)
6	Backpack (adds 8 ENC slots)
7	roll on <b>Clothing Table</b>
8	Cape (adds 1 ENC slot)
9	Bedroll
10	Blanket
11	Sack, small (adds 2 ENC slots)
12	Sack, Large (adds 4 ENC slots)
13	Purse
14	Multitool kit (ENC value 2)
15	Flashlight
16	Compass, navigational
17	Pencil
18	Pack of Chewing gum or candy
19	Travel or legal documents
20	Computer, portable
21	Canteen
22	Keys
23	Tissue (for nose)
24	Pair of eye glasses

## • CLOTHING TABLE

Roll d8	result
1	Socks or Underwear
2	Pants
3	Undershirt
4	Shirt
5	Scarf or Sweater
6	Boots
7	Gloves
8	Roll Again: the item is <i>dirty</i>

## ARMOR &amp; WEAPONS TABLES

Roll d6	result
1	only roll on <b>Armor Table</b>
2	roll on <b>Armor Table</b> & <b>DR Table</b> to determine the <i>Magical Damage Resistance</i>
3	roll on <b>Armor Table</b> & on <b>Magical Effects Tables</b>
4	only roll on <b>Weapon Table</b>
5	roll on <b>Weapon Table</b> & <b>DR Table</b> to determine the <i>Combat or Damage Bonus</i> (flip a coin to see which)
6	roll on <b>Weapon Table</b> & on <b>Magical Effects Tables</b>

## • ARMOR TABLE

Roll d20	result
1	d4 Damage Resistance
2	d6 Damage Resistance
3–4	d8 Damage Resistance
5–6	d10 Damage Resistance
7–10	d12 Damage Resistance
11–13	d16 Damage Resistance
14–16	d20 Damage Resistance
17–18	d24 Damage Resistance
19	d24 Damage Resistance
20	d24 Damage Resistance

## • WEAPON TABLE

Roll d6	result
1	d4 Weapon
2	d6 Weapon
3	d8 Weapon
4	d10 Weapon
5	d6 Weapon
6	d4 Weapon

## MAGICAL EFFECTS TABLES

Use these tables to determine any magical effect that the treasure has.

Consult Chapter 3 for further explanations of effects and how to calculate them

- **MAGIC ITEM POWER LEVEL**

Roll d16 and add +4. This the *Magic Bonus* for the Item to create its effect and should be added to any *Action Roll* that uses the Magic Item. The *Magic Bonus* will be between 5 and 20.

- **MAGIC ITEM POWER TABLE**

These are suggestions based on the rules included in this book. Setting up the power will require more rolls on the **DR Table**, **Range/Area/Volume/Speed Table**, and **Duration Table** as appropriate:

Roll d12	result
1	Augments an Ability/Skill
2	Clairvoyance
3	Construction
4	Intelligent Artifact
5	roll on Defensive Magic Table
6	provides Combat Bonus
7	Heals wearer
8	Animates the Dead
9	Telepathic Communication
10	Summon an Entity
11	Flight or Teleport
12	Transmutation

- **RANGE/AREA/VOLUME/SPEED TABLE**

Roll d16 and add +4 to determine the quantity of units it impacts (between 5 and 20).

- **DR TABLE**

The DR of effect the Magic item has:

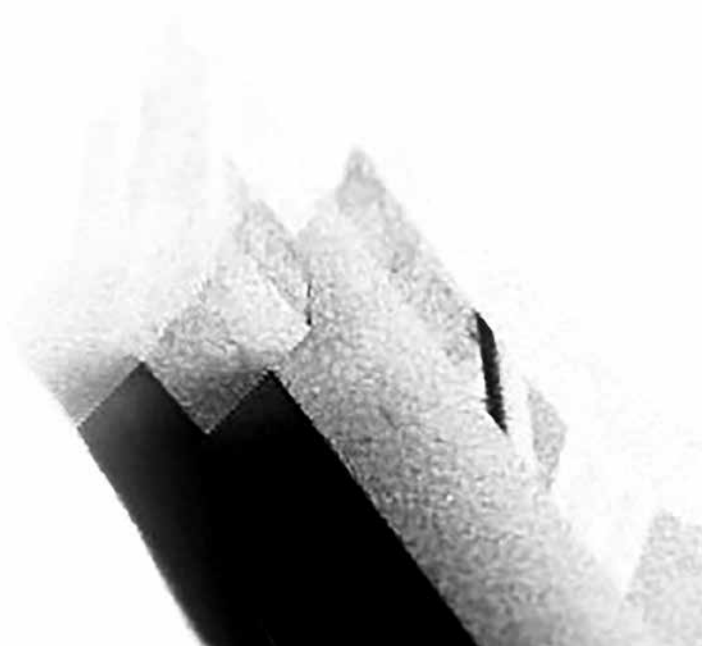
Roll d24	result
1	1 point
2–6	d4
7–10	d6
11–14	d8
15–16	d10
17–18	d12
19	d16
20	d20
21	d24
22	d30
23	d60
24	d100

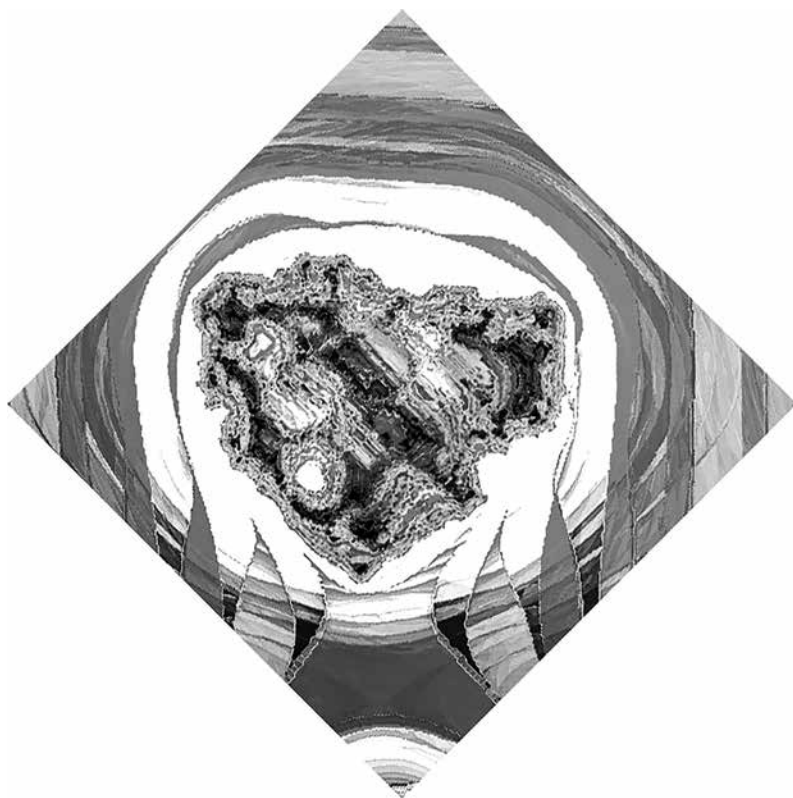
- **DURATION TABLE**

How long the Magic item's effect lasts:

Roll d16	result
1	1 round or instant*
2	2 rounds
3	3 rounds
4	1 minute (4 rounds)
5	2 minutes
6	4 minutes
7	8 minutes
8	10 minutes
9	15 minutes
10	30 minutes
11	1 hour
12	3 hours
13	6 hours
14	9 hours
15	12 hours
16	18 hours*

\* Shorter or longer durations as appropriate to the effect are the CGO's choice.





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## DOING MAGIC

## • POWER LEVEL COST PER DR

The DR cost follows a simple progression; add +5 to each DR cost when there are more than 5 DRs. For Magic to have *any* DR effect, that DR cost must be included in the calculation:

<i>add</i>	<i>per DR rolled</i>
+3	d4
+4	d6
+5	d8
+6	d10
+7	d12
+9	d16
+11	d20
+13	d24
+16	d30
+31	d60
+51	d100

If there are no DRs included in the Power Level calculation, the Magic is simply an illusion, without any physical impacts at all.

• RANGE/AREA/VOLUME/SPEED  
POWER LEVEL COST MODIFIERS

The size of these units is at CGO's choice:

<i>scale affected</i>	<i>size</i>	<i>add</i>
SMALL	up to 10 units	+1
MEDIUM	11–20 units	+5
LONG	21–40 units	+10
	per each additional +40 units	+10

For Magic affecting only one Target add +1 up to the size of the caster, otherwise it is determined by volume. To affect more than one Target, add +5 per Target after the first.

## • POWER LEVEL DURATION COST

How long an effect lasts increases in a steady progression. *There are no “permanent” effects.*

<i>add</i>	<i>duration</i>
+1	1 round or less (instant)
+2	2 rounds
+3	3 rounds
+4	1 minute (4 rounds)
+5	2 minutes
+6	4 minutes
+7	8 minutes
+8	10 minutes
+12	15 minutes
+15	30 minutes
+20	1 hour
+23	3 hours
+25	6 hours
+28	9 hours
+30	12 hours
+35	18 hours
+40	1 day
+43	3 days
+47	5 days
+50	1 week
+53	2 weeks
+57	3 weeks
+60	1 month (4 weeks)
+63	2 months
+67	3 months
+70	4 months
+73	6 months
+77	9 months
+80	per 1 year*

\* For each year after the first, add another +80 to the Power Level required.

## • MONEY

$$1g = 10s = 1,000c = 100,000t$$

1 <i>sovereign</i>	=	1g	=	1 <i>gold</i>	=	\$ 1,000
1 <i>sterling</i>	=	1s	=	1 <i>silver</i>	=	\$ 100
1 <i>shilling</i>	=	1c	=	1 <i>copper</i>	=	\$ 1
1 <i>penny</i>	=	1t	=	1 <i>tin</i>	=	\$ 0.01

## QUICK REFERENCE

# TIERED SUCCESS AND FAILURE TABLE

The *Tiered Success and Failure Table* is used to determine success or failure for any *Action Roll* a character takes that has a possibility for failure. The threshold for a *Minimal Success* should not be confused with *Average Success*. A *Minimal Success* does the least amount of effect possible for whatever was being attempted.

Natural '1'	=	Critical Fail! (roll on <i>Critical Failure Table</i> )
Total of 3 to 4	=	Total Fail
Total of 5 to 9	=	Average Fail
Total of 10 to 14	=	Minimal Fail (nothing happens)
<b>Total of 15 to 19</b>	=	<b>Minimal Success</b> (it worked, sort of)
Total of 20 to 24	=	Average Success (it actually worked!)
Total of 25 to 29	=	Good Success
Total of 30 to 34	=	Great Success
Total of 35 to 39 *	=	Amazing Success

Natural '20'	=	Critical Success! (roll on <i>Critical Success Table</i> )
--------------	---	--

\* Also, any total over 40 that wasn't a crit.

**Critical Fail:** An unmodified 1 on *any* d20 roll means a catastrophic, critical failure. If you were doing Magic, roll on the *Magical Miscalculation Table*. **Never** make a *Resistance Roll*.

**Total Fail:** A total roll of 3 to 4 indicates a complete miscalculation. If you were doing Magic, roll on the *Magical Miscalculation Table*, a *Resistance Roll* can only negate 50% of the effect.

**Average Fail:** A total roll of 5 to 9 means it was a typical failure. If you were doing Magic, the *Effect DR* rebounds on the caster, a *Resistance Roll* can fully negate the effect

**Minimal Fail:** A total roll of 10 to 14 indicates a minimal failure, where nothing happens.

**Minimal Success:** A total roll of 15 to 19 meets the bare minimum requirement for success. If the *Action Roll* (such as Magic) has an *Effect DR*, roll two dice and take the lower result.

**Average Success:** A total roll of 20 to 24 is an average success. It worked as desired!

**Good Success:** A total roll of 25 to 29 is an exceptional success. It worked perfectly. If the action has an effect, roll two dice and take the higher result (except for Combat-related Magic such as Damage or Healing). A successful *Resistance Roll* negates 75% of the effect.

**Great Success:** A total roll of 30 to 34 is an exceptional success. If the action has an *Effect DR*, roll two dice and take the higher result (except for Combat-related Magic i.e. Damage or Healing). The Power worked more strongly, but a *Resistance Roll* negates 50% of the effect.

**Amazing Success:** A total roll of 35 to 39 is an exceptional success. If the action has an *Effect DR*, roll two dice and take the higher result (except for Combat-related Magic such as Damage or Healing). The Power worked perfectly, but a *Resistance Roll* negates 25% of the effect.

**Critical Success:** Any natural, unmodified roll of '20' on *any* d20 roll is a critical success and always does something extra: roll on the *Critical Success Table*. No *Resistance Roll* is possible.



## • CRITICAL FAILURE TABLE

You rolled a natural '1'.

*Roll a new d20, but don't add anything to it*

*Resulting Failure*

1	<b>Catastrophic Fail!</b>	Whatever the worst case was, it just happened. To you.
2–3	<b>It rebounds on you!</b>	You are stunned and lose d6 rounds of action.
4–5	<b>Horrible Fail!</b>	You hurt yourself instead. Take double Damage to your Health.
6–7	<b>Serious Fail!</b>	Your action backfires and you take regular Damage to your Health.
8–9	<b>Hit your head!</b>	Take half Damage & suffer a –5 modifier to your next DR.
10–11	<b>Obvious Fail!</b>	Trip & fall. Lose your movement for the next round as you get up.
12–13	<b>Humiliating Fail!</b>	It has minor repercussions, mostly to your Ego.
14–20	<b>Simple Fail!</b>	Maybe nobody noticed since nothing happened.

## • CRITICAL SUCCESS TABLE

You rolled a natural '20' or natural '30'.

*Roll a new d20, but don't add anything to it*

*Resulting Success*

1–4	<b>Simple Success!</b>	It has the maximum result with no extra-special bonuses.
5–8	<b>Obvious Success!</b>	It does double the normal Damage Rolled.
9–12	<b>Notable Success!</b>	It has a positive effect (knock your opponent down).
13–15	<b>Amazing Success!</b>	It does double maximum Damage.
16–17	<b>KO's Opponent!</b>	Your opponent is stunned and loses d6 rounds of action.
18–19	<b>Devastating Success!</b>	It does triple maximum Damage.
20	<b>Perfect Success!</b>	It does four times the maximum possible Damage.

## • WHEN TO MAKE RESISTANCE ROLLS TO MAGIC (SEE PAGE 69)

The more successful the casting *Action Roll*, the harder the Magic is to Resist:

<b>Minimal Success:</b>	A successful <i>Resistance Roll</i> completely negates any effect.
<b>Average Success:</b>	A successful <i>Resistance Roll</i> completely negates any effect.
<b>Good Success:</b>	A successful <i>Resistance Roll</i> negates 75% of the effect.
<b>Great Success:</b>	A successful <i>Resistance Roll</i> negates 50% of the effect.
<b>Amazing Success:</b>	A successful <i>Resistance Roll</i> negates 25% of the effect.
<b>Critical Success:</b>	No <i>Resistance Roll</i> is possible.

## • ENCUMBRANCE & MOVEMENT

The unencumbered, base movement:

$$BASE\ MOVEMENT = SPD + STR$$

$$MAX\ ENC = STR\ Ability\ Stat$$

Actual movement is calculated based on Encumbrance and Terrain:

$$(SPD + STR - ENC) - Terrain$$

## • ARMOR

**Armor has an Encumbrance equal to half its protection DR.**

*Magical armor has an encumbrance of 2, no matter what DR of protection it provides.*

## QUICK REFERENCE

### • RANGED & MAGICAL ATTACK MODIFIERS

Making a Ranged or Magical Attack on a target engaged in melee with a friendly character has a *-5 Combat Roll* modifier; some Magical Attacks may have additional or different modifiers assigned by the CGO.

Ranged Attacks (but not Magic) also have situational modifiers to their *Combat Roll*:

<i>Range</i>	<i>Modifier</i>	<i>Distance default values</i>	
Close/Melee	+5	under 5 feet	(~1 square)
Short	0	5–30 feet	(2–6 squares)
Medium	-5	31–75 feet	(7–15 squares)
Long	-10	76–150 feet	(16–30 squares)
Extreme	-15	151–300 feet	(31–60 squares)
Out of Range	n/a	301+ feet	(61+ squares)

---

### • DAMAGE FROM MELEE WEAPONS

Non-Magical Weapons *only* do DR of the appropriate type for the weapon used:

**Weapon's Damage DR(s) + (Damage Bonus)**

### • BASE MELEE WEAPON DRs

Base weapon cost is the average for the Damage DR times 10g.

<i>Damage DR</i>	<i>Hand-Held Weapon Type</i>
1 point	Splash Weapon (liquid effect should be rolled separately)
d6 -3	Thrown Object ( <i>may do 0 Damage</i> )
d4	Dagger, Knife (box cutter), .22 Derringer
d6	Short Sword, Butcher's Knife, Short Bow, Pistol, Submachine gun
d8	Sword (Foil or Rapier), Spear, Long Bow Assault Rifle, Machine pistol
d10	Long Sword, Crossbow, Rifle,* Machine gun (30 caliber)*
d12*	Two-Handed Sword, Heavy Crossbow, Shotgun, Heavy Machine gun
d16*	Pike, Flamethrower

### • COSTS FOR AMMUNITION

Costs for Ammunition for hand-held weapons is in pennies, per round, by DR: ammo for a *d4 weapon costs 4t per round*; ammo for a *d6 weapon costs 6t per round*, etc.

---

### • ZERO HEALTH: DEAD OR KNOCKED OUT?

(d20) *Action Roll*: add VIGOR.

Once a character has reached 0 or less Health, or loses 50% or more of their Health as the result of a single *Damage* roll, that character needs to make a successful *Shock Check* adding their VIGOR to their d20 *Action Roll* against a *Target DL* of 15, or die. If the roll succeeds, the character is merely unconscious. They must lose an additional quantity of Health equal to their VIT to die. A character with a VIT of 15 who fails their *Shock Check* would die immediately, while a character with a VIT of 8 who makes their *Shock Check* would need to lose 8 more Health before they would die. Characters never make a second *Shock Check*.

# SOMEWHERE

## THE ROLE PLAYING GAME

Player: \_\_\_\_\_

Name: \_\_\_\_\_

TEMPERAMENT: \_\_\_\_\_ GENDER: \_\_\_\_\_

SOCIAL STATUS: \_\_\_\_\_ RANK: \_\_\_\_\_

PROFESSION: \_\_\_\_\_

HEIGHT

WEIGHT

AGE

LANGUAGES:

### CHARACTER POINTS

STARTING

TOTAL RECEIVED

SPEND 1 CP FOR A SINGLE REROLL  
SPEND 2 CP FOR AN AUTOMATIC SUCCESS (BEFORE YOU ROLL)

POWER LEVEL

POWER SITE BONUS

MAGIC BONUS

### ENCUMBERANCE

MAX ENC

CURRENT

MOVEMENT  
(SPD + STR - ENC)

MAX  
(SPD + STR)

CURRENT

### HEALTH

TOTAL

CURRENT

ARMOR DR(s)

DAMAGE RESISTANCE

MAGIC RESISTANCE

Quantity of Bonus DRs: \_\_\_\_\_

do not require conscious action

### ABILITIES



ROLL d20



ROLL d30

DIE RANK  
MAX DR

QUANTITY  
MAX Q

d30 RANGED

ACC

d30 PERSUADE

CHM

d20 KNOWLEDGE

INT

d20 NOTICE

PER

d20 INITIATIVE

SPD

d30 MELEE

STR

VIT

require conscious action

### SKILLS

USE MAX DR & MAX Q FOR CORRESPONDING ABILITIES

PRECISION

BONUS

GUILE

BONUS

ANALYSIS

BONUS

INSPECT

BONUS

REFLEXES

BONUS

BRAWN

BONUS

VIGOR

BONUS

#### SPECIALIZED SKILLS

USE MAX DR & MAX Q FOR INT

MAGIC EFFECT

POWER LEVEL

WEAPON/ARMOR

DR

BONUS

MELEE DAMAGE: Weapon's Damage DR(s) + (Damage Bonus)  
HAND-TO-HAND DAMAGE: BRAWN x Quantity of Damage DR(s)

# PLACEMENT OF EQUIPMENT

ON HEAD

RIGHT ARM

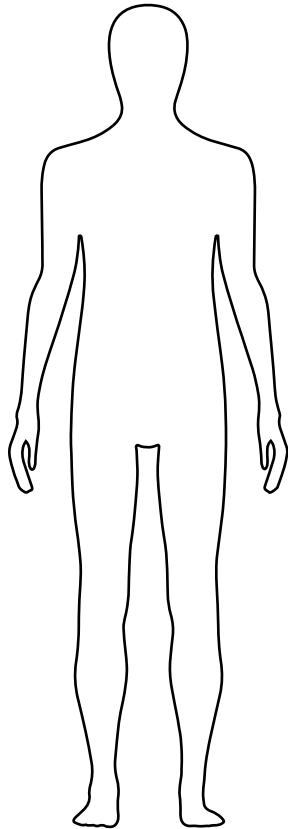
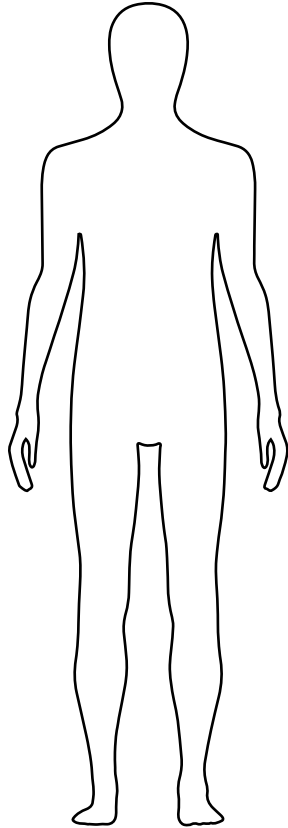
RIGHT HAND

FRONT  
BACK

LEFT SHOULDER

CENTER BACK

RIGHT SHOULDER



MAX ENC	
CURRENT ENC	

## ENCUMBERANCE BREAKDOWN

FROM ARMOR	FROM MONEY CARRIED	ADDITIONAL SLOTS	ADDITIONAL USED	TOTAL STILL AVAILABLE

CLOTHING WORN:

SLOTS

CARRIED ON PERSON:

LOCATION

SLOTS

## MAGIC ITEMS

TOTAL SLOTS EQUAL TO  
(21 - MAGIC BONUS)

MAX	
CURRENTLY USED	

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GOLD

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COPPER

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SILVER

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TIN

## MONEY CARRIED

20 coins = 1 ENC

CURRENCY CONVERSION:  
1g = 10s = 1,000c = 100,000t

## IN BACKPACK

CAPACITY: \_\_\_\_\_

USED: \_\_\_\_\_

ITEM

SLOTS

OTHER PROPERTY, NOT CARRIED: