

Overview

This document outlines instructions with necessary information for creating mod additions for the Forge System. It also includes examples of mod additions. It should be noted that the character sheets, skills, play rules, conditions, and terminology will never have mod additions unless it is part of an extension.

Mod Additions

Short for modular additions, these are add ons or limiting rules that set parameters for game play based on a specific world or game as directed by the Game Master.

Extensions

Represent large, full system additions. Currently there are only two extensions on the Forge System: Fantasy and Steampunk. Future extensions might be considered.

Simplicity

When building mod additions, it is highly recommended to use as many pre-existing rules as possible to simplify edits and make it easier for character creation.

Heritage

When a mod involves heritage it narrows down the allowed heritage options for playable characters, more clearly defines ancestries for that world, or changes the starting basics.

World Example: the world is covered with oceans – not a single island – and all the people have the ability to swim and breathe underwater.

Basic Heritage Options

Characters start with [basic stats](#). If you are looking at heritage, make sure to consider if the basic stats need to be changed by reviewing what is currently given:

- Hit Dice: d8
- Speed: 30 feet
- Vision: Normal
- Size: Medium
- Charm Score: 0

In your world, is the average person healthier, faster, has better vision, is a different size, or starts with a different level of physical attractiveness? Are there abilities that every person has? If any of this is true **for the average person** then make the necessary adjustments to the basic options.

Example: since every person has the ability to swim and breathe underwater, then those should become part of the basic package. As per the recommendation of simplicity, every character takes the [Tail](#) aspect. Since water breathing is only given as a spell (with a limited time use the spell makes little sense for this underwater world), a creation of an aspect to allow water breathing is necessary. When creating this, consider any limits, nuances, or variations of water breathing. Another change to the basics might be an average water depth that a person can go.

Ancestry

Ancestry describes the most common types of people that can be found in a region, continent, or world. Most ancestries only list one type of influence that typifies members of that ancestry and then, more importantly, go on to discuss that ancestry in detail – from society and religion to physical appearance.

Always check that the ancestry or ancestries you want are not already included or that a similar ancestry does not already exist. If it does exist, use that as a template to modify.

Example: Merfolk is an ancestry that would likely exist, but might need to be modified. This could

Aspects

Aspects represent two types of starting features to a character: innate abilities (i.e. what a character is born with) or learned abilities (i.e. what a character learns as a child from the culture they grew up in).

First consider, do you want to limit the character's aspects? You might want to limit them if not all the aspects fit your world, such as those that include spells or supernatural outcomes or certain types of skills if they are not applicable to your game world. You might also limit them if not all the aspects fit with the ancestries available (see above) but be careful with this route since some aspects are more cultural based than innate.

Example: while the entire world is underwater, the [Seaborn Influence](#) in its entirety makes little sense as every person already has a [Tail](#) and [Amphibious Living](#) is not necessary due to a created aspect to allow underwater breathing. However, [Scaly Skin](#) might stay or go – it depends on your vision of the world. If this world does not have magic or supernatural abilities, such aspects as [Angelic Spells](#), [True Shape](#) (and thus [Partial Form](#) and [Realistic Likeness](#)), [Dark Immunities](#), [Dark Spells](#), etc, should be removed.

Before considering completely new additions, are there any aspects that might be changed to fit the mod addition? This might look like changing the numbers, adding additional benefits, removing parts of an aspect to better fit the game world. Consider as well that aspect names might not be accurate but that what they do still fits within your game world.

Example: in the underwater world, [Swamp Stride](#) is not the most accurate name for difficult underwater terrain, but the ability to move through such areas is still useful to characters.

Finally, are there aspects that need to be added? When considering this, are there innate abilities or cultural skills that a character can have that are not already included on the full list yet?

Example: in an underwater world, water pressure becomes a very dangerous feature for some. The addition of an aspect, maybe built similar to [Charm](#) or [Health Boost](#), with various options for the depth a person can swim before encountering dangerous pressures from the water.

Traits

Equipment

Magic

Additional

More

Not to be Changed

Certain features of the Forge System remain the same