

# GUILD OF EXPENDABLE DUNGEONEERS

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**A roleplaying game of dangerous idiots on fantasy adventures**

-Playtest Preview Document-

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## Drives

Boss

Glory

Greed

Redemption

Rivalry

## Keywords

Animals

Elements

Forms

Verbs

# Introduction

This is a playtest preview document for the tabletop roleplaying game **Guild of Expendable Dungeoneers** (or GED).

GED is a comedic fantasy RPG where the players take on the roles of adventurers working for the shadiest low-rent adventurer's guild in the Realm. All of them would be capable adventurers except for their Derp, their tragicomic failing that holds them back from greatness.

This game is focused on player-first narrative dungeoncrawling with players venturing into strange and perilous ruins to collect loot while dealing with their various foibles and neuroses. Players gain Experience through completing Beats, story events that guide them to a compelling character arc as they struggle to overcome their Derps and become the heroes they were meant to be.

This document contains the full base rules, but a limited selection of character options.

## Main Influences

- Blades in the Dark
- Heart: the City Beneath
- Maze Rats

# Core Resolution Mechanic

When you attempt an Action — something risky or with meaningful stakes — you declare your intended goal and roll the following dice, adding them together, and comparing it to the results table to see what happens.

## ROLL

1d20 + 0-3d6 (Bonus Dice - Difficulty)

**Bonus Dice:** Training - Mastery - Edge - Advantage

Remove 1 Bonus Die for each **Difficulty**

## RESULTS

|                                  |                         |                                                                               |
|----------------------------------|-------------------------|-------------------------------------------------------------------------------|
| <b>Natural 1</b>                 | <b>Critical Failure</b> | You <b>fail</b> to achieve your goal and take a <b>Critical Consequence</b> . |
| <b>1 to 9</b>                    | <b>Failure</b>          | You <b>fail</b> to achieve your goal and take a <b>Consequence</b> .          |
| <b>10 to 14</b>                  | <b>Pass</b>             | You <b>succeed</b> at your goal, but take a <b>Consequence</b> .              |
| <b>15 to 24</b>                  | <b>Success</b>          | You <b>succeed</b> at your goal.                                              |
| <b>Natural 20<br/>OR<br/>25+</b> | <b>Critical Success</b> | You <b>succeed</b> at your goal and gain an additional bonus.                 |

## Bonus Dice

Bonus Dice are **d6s** added to the main d20 roll for Actions. There are **4 kinds of Bonus Dice** and you **can only gain 1 Bonus Die of each type** on a single Action.

- **Training Dice** primarily come from having Training in the appropriate Skill for the Action, representing a baseline level of proficiency and familiarity with the task.
- **Mastery Dice** come from having relevant Skill Specializations or character features that provide expertise in more specific applications of skill.
- **Edge Dice** come from sources that boost your performance—having the right equipment, a beneficial Enchantment, or other effects that give you... an edge.
- **Advantage Dice** come from external circumstances being in your favor. You can create Advantage by using an Action to create an Opportunity.

If you would roll with **more than 3 Bonus Dice**, the Action **automatically succeeds**.

If you would roll with **fewer than 0 Bonus Dice** (i.e. the Difficulty is greater than the number of Bonus Dice you can muster), you roll 2d20 and take the lower result.

## Rolling with Magic

Some spells and effects allow you to **roll with Magic**. When you do so, you make the roll with Training, Mastery, and Edge for a total of **3 Bonus Dice (3d6)**. You can still gain Advantage on the Action if the magic effect is particularly well-suited for the Action.

You still subtract the Difficulty of the Action from the number of Bonus Dice rolled (see below).

## Difficulty

The GM sets a Difficulty from 0 to 3 for the Action based on how hard or dangerous it is. You subtract that many Bonus Dice from your Action roll.

*Example: You're taking an Action in a Skill you're Trained in and gain Mastery in and an ally's buff gives you Edge on the Action. Normally you would roll 3d6, but because the Action is Difficulty 2, you roll the d20 and just 1d6.*

If Difficulty is greater than your number of Bonus Dice, you roll 2d20 and take the lower result.

*Example: You have 1 Bonus Die on a roll, but the Difficulty is 2. You roll 2d20 and get a 5 and a 20. The GM pushes the 20 aside and tells you that you failed as a single tear rolls down your cheek.*

The GM may decide some Actions where the Difficulty is 2 or more greater than the number of Bonus Dice automatically fail.

## Results

Add the values of all the dice together to get the result of your Action.

If **the d20 rolled a 1**, regardless of the value of any Bonus Dice, you **Critically Fail**. You utterly botch it, failing to achieve the goal of your Action and taking a Critical Consequence (see Consequences section below).

If the roll is **between 1 and 10**, you **Fail**. You don't achieve the goal of your Action and you take a Consequence.

If the roll is **between 11 and 14**, you **Pass**. You achieve your goal, but take a Consequence in the process. This Consequence could be a Reduced Effect for your Action.

If the roll is **between 15 and 24**, you **Succeed**. You achieve your goal as planned and don't take any Consequence.

If **the d20 rolled a natural 20** or the result is **25 or greater**, you **Critically Succeed**. You achieve your goal and more, gaining an additional bonus such as dealing +1 Damage on an Attack.

## Success

When you succeed on an Action, you fully accomplish what you set out to do without any catch or qualification. You might even look cool doing it.

- Attack Actions deal normal Damage for the weapon used—usually Standard Damage (2).
- Defense Actions remove the Threatened state from the character.
- Create an Opportunity Actions create a standard Opportunity.

### Examples

- *You are attempting to pick the lock on a door and roll a 15. The lock pops open quickly and quietly.*
- *You attack an enemy with your longsword and roll a 19. The longsword deals Standard Damage (2), so you deal 2 Damage to the enemy.*
- *You're Threatened by an enemy who has disarmed you. You take a Defense Action to leap out of the way of their attack and roll an 18. You dive out of the way of their attack and retrieve your weapon. You are no longer Threatened.*

## Pass

When you pass on an Action, you more or less manage to do what you intended, but with a catch—you take a Consequence.

- Attack Actions deal -1 Damage for the weapon used—typically that means Reduced Damage (1)--in addition to incurring a Consequence.
- Defense Actions remove the Threatened from the character, but incur a different standard Consequence.
- Create an Opportunity Actions create a Fleeting Opportunity which is consumed after the first time it is used, in addition to incurring a Consequence.

### Examples

- *You are attempting to pick the lock on a door and roll an 11. The lock opens, but you take a Consequence as well. The GM decides to offer you two options: either your lockpick snaps off inside the lock just as you open it OR a scullery maid*



*notices you fiddling with the door and asks you what you're doing. You must choose one.*

- *You attack an enemy with your dagger and roll a 12. The dagger deals Standard Damage, so you deal 1 Damage to the enemy. They retaliate by tripping you and trying to drive their knife into your torso while you're on the ground. You are now Threatened.*
- *You're Threatened by an enemy who has disarmed you. You take a Defense Action to try to grab their arm and disarm them of their own weapon and roll a 14. You manage to make them drop the knife and kick it away, but not before they slash you for 1d6 Damage.*

## **Failure**

When you fail on an Action, you don't accomplish what you intended and things get worse as you take a Consequence. Failures should always change the situation and keep the story moving instead of making it stagnate.

### *Examples*

- *You are attempting to pick the lock on a door and roll a 5. At first, the GM thinks that a guard patrol will come around the corner before you can pick the lock, but that will divert from the more interesting story that will happen if you get into the room. Instead, you pick the lock, but are spotted before you can get the door open. You're in the room, but the alarm is being raised and you take a Consequence: you forgot to pick up the torch you set down while working the lock.*
- *You attack an enemy who is staggering drunk, an Opportunity you exploit, but only manage to roll a 9. They stumble backwards at the last second and quickly sober up as they realize the danger they're in. You deal no Damage and the Opportunity is lost as a Consequence.*
- *You're Threatened by an enemy who has disarmed you. You take a Defense Action to try to dodge their sword blows and roll a 3. You miscalculate a dodge and take a deep slash before managing to grab your weapon. Because you failed to escape Threat, you take 2d6 Damage, but you are no longer Threatened.*

## **Critical Success**

When you critically succeed on an Action, you accomplish your intended goal and more. The additional benefit should generally be about the value of +1 Damage on an Attack.

- Attack Actions deal +1 Damage for the weapon used—typically that means Critical Damage (3).
- Defense Actions remove the Threatened Condition and provide an additional benefit such as dealing 1 Damage to the enemy that Threatened you.
- Create an Opportunity Actions create a Lasting Opportunity that lasts longer than a standard one.

### *Examples*

- *You are attempting to pick the lock on a door and roll a 27. You discover a key is already in the lock from the other side. You push it out and pop the lock, grabbing up the key as you shut the door behind you. Who knows what else it opens?*
- *You attack an enemy with your quarterstaff and roll a 25. The quarterstaff deals Standard Damage (2), so you would deal 3 Damage, but you choose to sacrifice 1 point of Damage to perform a Maneuver and knock the enemy's knife out of their hand, creating a Fleeting Opportunity against them.*
- *You're Threatened by an enemy who has disarmed you. You take a Defense Action to dodge their attacks and roll a natural 20. You grab them by the forearm and pull the knife out of their hand. You are no longer Threatened and now they are the one without a weapon.*

## **Critical Failure**

When you critically fail on an Action, you don't just fail. You fail with catastrophic results, taking a Critical Consequence.

### *Examples*

- *You are attempting to pick the lock on a door and roll a natural 1. You pop the lock only to realize this isn't the door you thought it was. It opens directly into the guard barracks where they are in the middle of an armed training drill. They look at you in astonishment for a moment before sounding the alarm.*
- *You attack an enemy and roll a natural 1. The enemy lunges under your attack and stabs you twice in the torso. Even though you aren't Threatened, you take a Critical Consequence dealing 2d6 Damage to you.*
- *You're Threatened by an enemy who has disarmed you. You take a Defense Action to try to do a somersault past them and roll a natural 1. You fall flat on your face and they stab you after they finish laughing. You are immediately reduced to 0 Health and Downed.*

# Consequences

When you fail or partially succeed on an **Action**, you suffer a **Consequence**.

They represent setbacks, harm, or lost advantages and come most often from **Critical Failures, Failures, and Passes on players' Actions**.

When a player would take a Consequence, the GM may allow them to **choose from two or more offered options** for the Consequence.

While in combat, the GM may impose a **free non-Damaging Standard Consequence** on the party **at the end of each round** to reflect rising danger, time pressure, or environmental threats.

## Severity of Consequences

### Standard Consequence

These occur on a **Failure** or **Pass**.

Examples include:

- Taking **Damage** (1d6)
- **Partial Success** on the Action
- Becoming **Threatened**
- Losing an **item** such as a piece of Standard Equipment, Treasure item with Value of less than 3, or up to 3 Cash
- A ranged or thrown weapon runs **out of ammunition**.
- Losing an **Opportunity** or ending a **Conjuring** (see relevant sections below)
- The GM gains **Suspense** (see below)
- Anything else of similar severity or narrative cost

### Critical Consequence

These occur on a **Critical Failure**, or when you **fail to escape a Threat**.

Examples include:

- Taking **Critical Damage** (2d6)
- Suffering a **Condition**

- Losing a **Magic Item** or high-Value Treasure (3+)
- Up to 9 minions, 3 standard enemies, or an elite enemy arrive as **reinforcements**
- Suffering any other major setback that ruins the players' plans, seriously complicates their goals, or puts them on the defensive.

## Suspense

The GM may gain Suspense as a Consequence. When this happens, no other negative events occur right away, but **the GM may spend Suspense at any time to inflict a Consequence** on any players or to **upgrade the Consequence** of any other Action to a Critical Consequence.

The GM **cannot hold more than one Suspense**. They either have it or they don't. If they don't spend Suspense by the end of the session, it doesn't carry over into the next.

## Threatened

When you become **Threatened**, you are in immediate danger — hanging from a ledge, disarmed, in a monster's jaws, or otherwise moments from catastrophe.

- *You slip off the side of a ledge, only barely grabbing on to the edge where you cling for dear life.*
- *The monster scoops you up in its jaws. You manage to hold its mouth open but for how long?*
- *A blow to the head leaves you reeling. Your enemy stands over you, ready to finish the job if you can't come to your senses.*
- *You were almost spotted attempting to sneak into the castle. You've hidden under a table but the guard is coming right this way.*

You must resolve or escape the Threat by **your next Action**, or suffer a **Critical Consequence**.

You can escape from a Threat by:

- Succeeding on a **Defense Action** to escape or protect yourself from the Threat.
- Being **rescued by an ally's Defense Action** to protect you or give you a chance to escape.
- **Destroying, distracting, or removing the source** of the Threat (directly attacking what Threatens you typically has a higher Difficulty).

If your next Action is an attempt to escape the Threat that **Fails**, the Consequence you would normally take is **upgraded to a Critical Consequence**. If you **Pass**, you escape from the Threat first and only take a standard Consequence. If you **Critically Fail**, you are immediately reduced to 0 Health and **Downed**.

If your next Action doesn't do anything to get you out of harm's way, you take a **Critical Consequence** in addition to any other Consequences from the Action.

Any Actions you take while under Threat that would be hindered by the nature of the threat have a minimum Difficulty of 1. Below are a few examples of Actions you could take when an enemy Threatens you by knocking your weapon out of your hand:

- *Attacking them directly while unarmed means you'll deal Reduced Damage (1) and take +1 Difficulty on the Action. The Attack is already Difficulty 1 so no further penalty is needed.*
- *Trying to dash past them normally wouldn't be hard, but it's more dangerous without a weapon to defend yourself. The Difficulty of the Action is 1.*
- *If you have a spare weapon on you, you can use it for either of the above Actions to avoid taking a penalty as you fight or dodge your way out of the corner.*
- *If there is a trapdoor beneath you, dropping through it isn't any more difficult or hazardous without a weapon so the Action to do so remains Difficulty 0.*

## Health & Damage

Each character starts with **12 Health** by default.

When you take **Damage**, subtract the amount rolled from your current Health (to a minimum of 0). When you are **Healed**, increase your current Health by that amount (up to your maximum Health).

Players take Damage from Consequences. A Standard Consequence deals Standard Damage (1d6) while a Critical Consequence deals Critical Damage (2d6).

- **Standard Damage:** 1d6
- **Critical Damage:** 2d6

If your Health ever **drops to 0**, you are **Downed**—unconscious, incapacitated, or otherwise removed from action—and you take a Condition (see more below) from the injury inflicted. If you are Healed at all, you are no longer Downed. You get back up with as much Health as you were Healed for.

## Resistance & Vulnerability

Some specific sources of harm may be more or less effective against certain targets. This is represented by **Resistance and Vulnerability** and can come from equipment like armor or can be a natural quality of a creature.

Both Resistance and Vulnerability always specify **what kinds of harm they apply to**. A feature may say that it provides Resistance to Fire or a creature may have Vulnerability to piercing weapons.

- **Resistance** reduces incoming Damage from matching sources.
  - **For players:** add an extra d6 to the Damage and drop the highest value.
  - **For non-players:** reduce the Damage by 1.
- **Vulnerability** increases incoming Damage from matching sources.
  - **For players:** add an extra d6 to the Damage and drop the lowest value.
  - **For non-players:** increase the Damage by 1.

If a creature has **Armor** (including equipment and natural armoring like scales), it has Resistance to all physical attacks that don't specify that they are armor-piercing or ignore armor.

### *Examples*

- *Nikki wallops the hell out of a groady skeleton using her club and she rolls a 17 on her Attack Action. This would do Standard Damage (2), but because skeletons have the Brittle Bones trait, they have Vulnerability to harm from bludgeoning weapons. She deals 3 Damage to the skeleton.*
- *Marvin takes a Consequence and the GM tells him that he's been hit with a fireball thrown by a nasty pyromancer. It's a Standard Consequence, so it deals Standard Damage (1d6), but Marvin is wearing a fireproof cloak that gives him Resistance to harm from fire. Marvin rolls 2d6 and gets a 2 and a 5. He discards the 5 and takes 2 Damage.*

## Conditions

Some Consequences stick with you. A broken leg, a mummy curse, or a serious case of food poisoning aren't easily removed with a night's rest. These kinds of persistent long-term maladies are referred to as **Conditions**.

Conditions are most often applied to player characters as the result of a **Critical Consequence** and they **last until they are fully treated**.

Whenever you try to take an **Action** that your **Consequence** would reasonably make **more difficult**, **increase the Difficulty of that Action by 1**.

Conditions are most effectively treated by a **Healing Spell** which can remove a single Condition immediately (see Spells section below).

Otherwise, they must be given appropriate **medical attention in a Settlement as part of an Extended Rest** (see Resting below).

If the party can't take an Extended Rest, a medical care provider can instead take a Thinkiness Action to **patch someone up** enough to get them back in fighting shape. If they succeed, **mark the Condition**. A marked Condition does not cause any penalties to Actions, but **the mark can be removed as a Standard Consequence**, reflecting the patient's worsening state.

**NPCs don't use the Conditions system**. Instead, players may place **Opportunities** on enemies with their Actions or certain Features (see Opportunities section). Lasting Opportunities last until removed by a Consequence, so they could potentially reflect a long-term affliction on an NPC.

For most mundane injuries or illnesses, this is a **Man vs. Wild or Thinkiness Action that requires equipment like a Healer's Kit**. More fantastical ailments like curses might require more unusual equipment. Once treatment has been provided, the patient must **rest for at least a few days**, after which the Condition is removed.

## Resting

There are two types of ways players can rest to recuperate and refresh themselves: a standard **Rest** and a **Settlement Rest**.

A standard **Rest** just requires sufficient food, water, shelter from any inclement weather, and about 8 hours of non-strenuous activity, at least half of which should be sleep. It can be done in the wilderness and has no other costs outside of the requirements. A standard Rest provides the following benefits:

- Heal **1d6 Health**
- Restore all **per day Class resources** (any Feature that mentions getting fresh resources "at the start of each day")

- Medical care can **patch up Conditions**, but cannot cure them (see Conditions above)

A **Settlement Rest** involves a longer stay at a friendly and safe Settlement where players can secure room and board, restock on basic supplies, have their gear maintained, and get real medical attention. A Settlement Rest provides the following benefits:

- Heal to **full Health**
- Restore all **per day Class resources**
- **Resupply** all equipment and Class Features that need it (see Resupply in Equipment section)
- Receive medical attention to **remove Conditions**—Conditions with particularly rare treatments may cost an additional 1-3 Cash if they can be done at all.

All of this costs money, not to mention the regular recurring costs of the adventuring life such as licensing fees, taxes, sublicensing fees, subtaxes, paying off their various debts, sending money to dependents, and (of course) GED's cut of the loot. All of this is represented as Expenses.

To perform a Settlement Rest, the players must be at a friendly Settlement and they must incur Expenses. When this happens, the GM rolls 1d6. The players owe an amount of Cash equal to the number of characters in their party plus the value of die. Before they leave the Settlement, they must pay that amount of Cash or they go into Debt for an amount equal to the unpaid balance plus 50% (rounded up).

While the players are in Debt, they cannot Settlement Rest again and anyone aware of their financial status will not give them credit (and may not do business with them at all) until they pay off their Debt at any Settlement.



# Combat & Actions

When combat or other dangerous situations break out, play proceeds in **rounds**.

Each round represents a few seconds of action and tension where every character gets a chance to act.

## Rounds & Turns

All players act once per round, in **any order they choose**. There is no fixed initiative — players decide among themselves who acts when.

Each player can take **one Action** on their turn along with minor incidental things like moving (see Speed section below), opening a door, speaking, picking something up or putting it down, etc.

At the end of every round, the GM may impose a **free Consequence** on the party to show the situation escalating — collapsing structures, closing gates, oncoming reinforcements, and so on. This Consequence should typically not cause Damage, though it may Threaten one or more player characters.

## Speed & Range

**Speed** determines how far a character **can move** and what sort of **obstacles** they can traverse on their turn before they take a penalty of **+1 Difficulty** to their Action that turn from overextending, rushing, or splitting focus.

This penalty doesn't apply if their **entire Action** for the turn is trying to **get somewhere**. As a rule of thumb, the penalty only applies if the thing you're trying to do **would still be an Action** itself even if you didn't need to reposition to do it.

Your Speed value is one of five **Range** values which each provide an approximate distance you can move and what kinds of obstacles you can traverse in abstract general terms. You **don't need to precisely measure the distance**, as long as it is conceivably within Range of your Speed. Questionable cases that are on the borderline should generally be resolved in favor of the players.

- **\*Very Short/Immobile**

- Close enough to **grab onto** with **no obstacles** in the way. If this is your Speed, you are **incapable of moving at all** (you cannot move even if you take a penalty to your Action) until you remove whatever condition is keeping you in place.
- **Short/Slow**
  - Only **a few steps** away (about 10ish feet) with no more than **knee-high obstacles** in the way.
- **Medium**
  - Reachable in a few seconds at a **brisk jog** (about 30ish feet away) with no more than **waist-high obstacles** in the way.
- **Long/Fast**
  - Reachable in a few seconds by **sprinting** (about 60ish feet away) with no more than **chest-high obstacles** in the way.
- **\*Very Long/Very Fast**
  - Only reachable in a few seconds with **superhuman speeds** (up to about 150ish feet) with **obstacles no taller than yourself** in the way.

By default, most characters have **Medium Speed**. This can be increased or decreased by various Equipment and Features. You don't gain any benefit from more than one Feature that sets your base Speed.

The **lowest** and **highest** Speeds (marked with a \*) are **never permanent**—they are typically only caused by temporary bonuses or conditions.

Range is also used when making **Attacks at a distance**. If the target is **further away than the Range value** of the weapon or effect used for the Attack, you take **+1 Difficulty** on the Attack roll. If an Attack doesn't have a Range specified, assume it is Long Range.

Nonplayer characters and creatures also have Speeds. If you take an Action to outrun, escape from, or outmaneuver another character or creature, you gain **Advantage if your Speed is greater** than its Speed and take **+1 Difficulty if your Speed is lower**.

## Attacks

**Any Action that deals Damage is an Attack.** They typically involve a direct assault against one or more targets, but they can also include any type of effort to disable or incapacitate a foe. When you defeat an enemy with an Attack, unless the GM specifies otherwise, you can choose to either kill the foe outright, disable them, or force them to flee or yield.

When you make an **Attack**, roll an **Action** using an appropriate **Skill**.

- **Success:** Deal **Standard Damage (2)** to your target.
- **Pass:** Deal **Reduced Damage (1)** and suffer a **Consequence**.
- **Critical Success:** Deal **Critical Damage (3)** and create an Advantage or gain some other benefit.
- **Failure:** You miss and take a **Consequence**.

When you **reduce an enemy to 0 Health**, they are **Downed**. Generally, you can choose whether you slay them outright (the default when fighting with weapons), disable them so they can't fight anymore, or rout them, making them break and flee from the fight. The GM may also override your decision as a Consequence, picking whatever is the most inconvenient for your current goals.

- Most standard enemies have 3 Health.
- Elite enemies can have 4-12 (or even more) Health.
- Minions have 1 Health. Minions operate in groups and whenever you deal Damage to a group of minions, you Down 1 of them for each point of Damage dealt so long as you can reasonably reach that many with your Attack.

### Common Attack Modifiers

- If your target is Weak against your attack, roll with Edge.
- If your target is Strong against your attack, increase Difficulty by 1.
- If your target is Vulnerable to your attack, deal +1 Damage.
- If your target is Resistant to your attack, -1 Damage.
- If you are exploiting an Opportunity against your target, roll with Advantage.
- If you are unarmed, you deal -1 Damage and, if your target is armed (including natural weapons), increase Difficulty by 1.
- If your target is unarmed (and has no natural weapon), but you are armed, roll with Edge.
- If you are using an improvised weapon and your enemy is not, increase Difficulty by 1.
- If you are outnumbered, increase Difficulty by 1.
- If your enemy is outside your weapon's range or is behind cover, increase Difficulty by 1.

## Maneuvers

Whenever you deal Damage with an Attack, you can **reduce its Damage by 1** (which can bring an Attack to 0 Damage) to perform a **Maneuver** against the target.

When you perform a Maneuver, you force your enemy into a disadvantageous position, creating a **Fleeting Opportunity** against the target (see Opportunities below). The nature of the Opportunity depends on what you do to the target, which can include:

- Pushing, pulling, or otherwise repositioning the target
- Knocking the target prone or pinning them in place
- Disarming the target or damaging their armor
- Stunning or dazing the target
- Anything else that creates a temporary advantage you and your allies can exploit

You **can only ever perform one Maneuver** as part of an Attack, even if something lets you perform a Maneuver without sacrificing Damage.

## Area Attacks

Some Attacks or effects can target multiple targets.

By default, these affect **1d6 targets** and deal **Reduced Damage (1)** each. Other effects may modify the number of targets or damage.

As a Consequence when making an Area Attack, the GM can decide that you only hit a **single target**, instead of 1d6.

## Hazards & Indirect Attacks

Attacks don't need to involve directly hitting someone with a sharp object. Any time that enemies could take Damage because of something you did, that can be treated as an Attack.

When you try to force an enemy into an **environmental Hazard**, make an **Attack Action** (Brute Force to shove them in, Rad Moves to outmaneuver them, Creepin' to trick them, etc.), dealing **Standard Damage (2)** for standard Hazards and **Critical Damage (3)** for Deadly Hazards.

**Traps** which, unlike hazards strike suddenly and only once, can be **set as an Action** with no roll. Whenever any potential target(s) could set off the trap, make an **Attack Action** (typically using Man vs. Wild or Thinkiness) against them, dealing the **trap's Damage** on

success. If you are in combat rounds, this **doesn't use your Action for the turn**, but you can still suffer Consequences from it depending on the result of the roll.

Both hazards and traps can be destroyed or disarmed as a **Consequence** when appropriate.

## The Aid Action

You can use your Action to **Aid** another character's Action.

Describe how you're helping the other character achieve their goal. If the GM agrees this meaningfully improves the other character's chance of success, **your ally gets a Bonus Die** on their Action roll. **The type of the Bonus Die** depends on how you're helping your ally:

- If you're providing guidance, counsel, or assistance on an Action using a Skill that you're Trained in, you can give a **Training Die**.
- If you're helping them by adding your effort to theirs, protecting them while they act, or magically improving their performance, you can give an **Edge Die**.
- If you're helping by setting them up, making their job easier or creating circumstances favorable to them, you can give an **Advantage Die**.

Mastery Dice reflect deep personal... well, mastery, and cannot be given through the Aid Action.

If the character you are Aiding takes a Consequence from their Action roll, **you also take the same Consequence**.

## Opportunities

An **Opportunity** represents a moment of tactical or narrative advantage you create through your Actions — a weak spot in the enemy's guard, a tactically placed obstacle, a protective magical aura.

When a character uses an Opportunity to help them succeed on their Action, they roll that Action with **Advantage**. The nature of the Opportunity must actually help with the Action. An Opportunity from an enemy being knocked prone can't be used for an Action to solve a mystic sudoku puzzle.

You can take an **Action** to create an Opportunity:

- On a **Success**, the Opportunity lasts for the **rest of the scene** or until removed by a **Consequence**.
- On a **Pass**, the Opportunity is **Fleeting** — it disappears after the **first time it's used** by you or any of your allies. It can also be removed by a Consequence.
- Some effects can create **Lasting Opportunities**, which are only downgraded to a standard Opportunity by a **Consequence** (requiring a second Consequence to fully remove it). A **Critical Consequence** can remove a Lasting Opportunity outright.

You can also create a **Fleeting Opportunity** by sacrificing one Damage on a successful Attack Action to **perform a Maneuver** against the target.

## Spells

Some Character Features as well as Magic Items allow you to cast **Spells**, producing powerful but limited magic effects you can create as an Action.

Usually when an effect allows you to cast a Spell, it will provide a **phrase** or a set of **keywords** with which you can build a phrase. When combining keywords, you can change any of them to any other part of speech (like turning a noun into an adjective, a verb into a noun, etc.) and add the words “the” and “of” between any keywords to form a grammatical phrase.

This phrase is the **name of the Spell** and defines the nature of its effect. You can choose any of the following **mechanical effects** for the Spell so long as it reasonably could follow from the name of the Spell:

- Immediately deal 3 Damage to a single target without rolling.
- Immediately deal 2 Damage to 1d6 targets without rolling.
- Create a Lasting Opportunity or a Deadly Hazard (Critical Damage (3)).
- Create a Conjuring or Enchantment (see below).
- Heal 3d6 Health split up amongst any nearby creatures or remove a Condition.
- Roll with Magic on an Action, gain Advantage if the spell is particularly effective.
- Create any other custom magical effect subject to the GM's approval.

Spells that deal Damage are subject to enemies' Vulnerabilities and Resistances.

*Examples:*

- *Charlie is a Hedge Wizard who has the following Words of Power available to him: Electricity, Absorb, Pants. Here are a few Spells he could cast:*
  - *Electric Pants - Charlie conjures a pair of trousers made of arcs of electricity, a Conjuring that allows those wearing them to roll with Magic on Actions to run as fast as the lightning or to shock those nearby it with arcs of electricity.*
  - *Absorb Pants - Charlie invokes a pantaloons singularity that draws in all nearby legwear, creating a Lasting Opportunity against enemies pulled towards the gravity well. Alternatively, he could immediately deal 2 Damage to up to 1d6 targets as they are violently dragged by the pants.*
  - *Electricity Absorbing Pants - Charlie enchants his wizarding shorts to make them draw in electrical current. The GM agrees to a custom effect, giving him Immunity to harm from electricity for the duration as well as the ability to drain power from electrical devices.*

## Conjurings & Enchantments

Conjurings and Enchantments are temporary magical effects brought into being through a Spell that allow a character to **take empowered Actions through them, rolling with Magic**.

- A **Conjuring** is a tangible thing brought into the world. It may be a summoned creature, a wall of force, a conjured object, or any other phenomenon that can be physically interacted with.
- An **Enchantment** is a magical property applied to an existing creature or object. It provides them with some kind of new capability such as having the strength of an ox or being able to levitate or shoot lightning from their fingertips.

### Conjurings

When you create a Conjuring, describe its physical manifestation and magical nature. You have control over it (unless its form is an inanimate object and you relinquish it to another character) and can choose to **take your Action each round through the Conjuring**. This is your one Action for the round—you don't get to also take an independent Action, but can still move and do incidental things as normal.

When you **act through your Conjuring**, you can make it do anything its form is capable of doing. If it is something the Conjuring is intended for or well suited for, you **roll with Magic**. Otherwise, you roll with no Bonus Dice (just the d20). If you take an Attack Action through it and you roll with Magic, it deals **Standard Damage (2)**. Otherwise it deals **Reduced Damage (1)**. If the Conjuring is mobile, its **Speed is Fast** by default.

If the Conjuring is an **object or tool**, **any character that uses it may roll with Magic** when using it for a purpose that its magical nature empowers. Otherwise it simply acts as a normal version of the kind of object that it is.

### Enchantments

When you create an Enchantment, choose the subject of the enchantment and describe the nature of the magical effect it confers. If the subject is a person, they gain this magical effect. This may **improve Actions** they were already capable of or grant them the ability to perform **Actions that were impossible** before.

Whenever the subject takes an Action that is empowered or enabled by the Enchantment, they can **roll with Magic**. If the Enchantment would hinder their ability to take that Action, they take +1 Difficulty and do not roll with Magic.

If the Enchantment is on an **object or tool**, **any character can use it to gain the benefit of the Enchantment**. When they take an Action using the object that is enabled or empowered by the Enchantment, they can **roll with Magic**. If the Enchantment would hinder their ability to take that Action with the object, they take +1 Difficulty and do not roll with Magic.

### Duration of Conjurations & Enchantments

Maintaining a Conjuring or Enchantment through a Spell or any other effect unless specified otherwise **requires some level of concentration** on the magical effect. A character can maintain **only one active Conjuring or Enchantment at a time** for this reason.

Conjurings and Enchantments last for the **duration of the scene** in which they are created or until they are **ended as a Consequence**. This Consequence often involves breaking the caster's concentration on the effect, the effect being countered or dispelled, or the magic simply being exhausted or running out.

Like Opportunities, Conjurations and Enchantments can be **Lasting**, in which case a **standard Consequence only downgrades them** to a standard Conjuring or Enchantment and another Consequence is needed to actually end them. However a Critical Consequence can end a Lasting Conjuring or Enchantment immediately.



# Character Creation

This chapter is an overview of the process for creating a new player character.

## Steps for Creating a New Character

- Choose a **Class** and a **Derp** from that Class.
  - Your Class defines the source of your character's strength.
  - Your Derp is your character's tragicomic failing holding them back from greatness.
- Make any selections required for your **Core Features** from your Class.
  - Your Derp may change what options are available.
- Choose one other **Feature** from your Class.
  - Choose any one Feature from the main list for your Class. Note that some Features provide extra Training in Skills.
- Choose a **Skill** to be Trained.
  - If you already have Training in this Skill, choose one of its **Specializations**.
  - Note some Features also give you Training in a Skill.
  - If you want to be good at melee combat, make sure you get Training in Brute Force or Rad Moves. If you want to be good with ranged weapons, make sure you get Training in Man vs. Wild.
- Choose **Starting Equipment** for your Class.
  - If your Starting Equipment includes any **Cash**, you may spend it before the first session. 1 Cash is enough to purchase any 2 standard Equipment items (see Cash in Equipment section).
- Choose a **Drive**.
  - Your Drive is your motivation for adventuring.
- Optional: Answer the **questions and connections** posed by your Drive and your Derp.
  - These help define your character and gives them ties to the other members of the party. Filling them out gives starting Experience.
- Choose **2 Minor Beats** from your Derp and/or Drive you'd like to pursue.
  - Beats are events that shape your character's arc and provide Experience.
- Come up with a **name**.
  - Or don't. I'm not your mom.

Many Features will require you to randomly roll on tables for certain elements. When rolling on a small table (6 elements), roll 1d6 and take the element with the matching

number. When rolling on a large table (36 elements), roll 2d6 and take the element with the first number matching the first d6 and the second number matching the second d6.

Features that require multiple steps or other instructions for random selections will lay them out in their text.

## Class

Character Classes represent archetypes of skills and abilities possessed by adventurers. Choosing your Class determines what sort of adventurer you're going to be, whether you're going to focus on close combat, casting magic spells, transforming into various creatures, or other talents.

The Class you choose will provide you with all that class's Core Features as well as one of its regular Features to start with. When you Level Up, you can choose a new Feature from your class's list (or a handful of special Level Up selections detailed in the Advancement section).

Your Class also provides you with a number of choices for your Derp, your character's tragicomic failing holding them back from greatness (more details in the Advancement section). Choose one of your Class's Derps.

See the [Character Classes section](#) for more details on each Class including their list of Features.

See the [Derps section](#) in Experience including their establishing questions and connections and their lists of Beats.

### Critterkin

The druidic Critterkin commune with the spirits of the natural world, unlocking the magic of nature to transform into a variety of animal shapes.

Choose this Class if you want to change into animals or have all the versatility of nature at your command.

### Fightmaster

Top graduates of Fighter College, referred to as Fightmasters, are endowed with a shapeshifting artifact weapon that gives them the edge in any engagement.

Choose this Class if you want to hit stuff with a cool magic weapon that lets you always be at least decent in combat.

## **Hedge Wizard**

Shunned by the exclusionary mages of the Circle, Hedge Wizards pursue the study of arcane Words of Power on their own to varying degrees of success.

Choose this Class if you want to cast limited but powerful magic spells by creatively combining keywords.

## **Human-Adjacent (*Not present in this document*)**

Adventure calls to people from all walks of life, including those who are not quite human, but whose unusual biology and heritage gives them unique strengths and abilities.

Choose this Class if you want to be a non-human creature and pick a bunch of unique features.

## **Knight of Linda (*Not present in this document*)**

While the once-respected Order of Linda has fallen on difficult times, some Knights continue to travel the Realm righting wrongs in the name of their benevolent deity.

Choose this Class if you want powerful lasting support abilities that require you to be on your best behavior.

## **Loose Cannon (*Not present in this document*)**

The Lawman's Guild is a network of detective-bounty hunters who travel the Realm to enforce the law and maintain order with enchanted badges that connect to an arcane intelligence called Dispatch.

Choose this Class if you want to be a crime-solving, head-busting enforcer of justice.

## **Minstrel**

The most famous musicians across the realm are Minstrels, artists with the singular talent to weave actual magic into the beats and melodies of their performances.

Choose this Class if you want to use music-themed magic and be a charismatic social butterfly.

## **Mixologist (*Not present in this document*)**

Mixologists are alchemists trained by the Academy in the complex art of combining reagents to create potent chemical concoctions that rival the spells of mages in their power.

Choose this Class if you want to use alchemical supplies to mix up bombs, potions, powders, and elixirs.

## **Ne’erdowell**

Those who pursue a life of crime, some might call them Ne’erdowells, master roguish skills that are as valuable in dungeons as they are in the criminal underworld.

Choose this Class if you want to be a consummate breaker of rules and dodger of consequences.

## **Skills**

Skills represent the 6 broad categories of training and aptitude most important for the adventuring life.

Any Action that isn’t rolled with Magic will use a Skill. If you are Trained in that Skill, you roll with Training on the Action (add a 1d6 Training Die to the Action roll).

The GM is the final decider on what Skill is appropriate for any given Action. Some types of Actions prescribe a specific Skill to be used with them (like most Attacks), but the GM can call for a different Skill to be used when appropriate. When you propose an Action, you can say which Skill you think is best suited for it, but the GM decides if they approve this.

When you create a new character, they gain Training in a Skill of your choice (as long as it doesn’t conflict with your selected Derp). Some Classes also provide Training as part of their Core Features.

You can gain Training in additional Skills with your feature selections when you Level Up. Every Class has a selection of features that provide Training in a Skill plus an additional bonus. Characters of any Class can also choose to take Training in any Skill as their feature when they Level Up.

If you would gain Training in a Skill that you are already Trained in, you can choose one of the Specializations for that Skill. Specializations allow you to choose a subset of the types of Actions this Skill applies to and roll with Mastery whenever you take one of

those Actions (add a 1d6 Mastery Die to the Action roll). Specializations never apply to Attack or Defense rolls.

Below is a list of the 6 Skills. Each one first lists Attack and Defense rolls it applies to, then lists all the Specializations for that Skill, detailing all the types of Actions that Skill applies to.

## Believe in Yourself

Believe in Yourself represents your confidence, charisma, conviction, willpower, and ability to charm and entertain. It is used for Actions to:

- *Make someone important like you and get them to let you into their confidence.*
- *Tell a great joke or play a song that gets everyone singing along.*
- *Resist mind-altering or emotion-inducing enchantments.*
- *Help fearful allies find their courage going into battle.*
- *Find a knowledgeable contact through your network of friends and colleagues.*

### Specializations

- **Charm:** Charisma, leadership, social circle
- **Conviction:** Willpower, courage, focus, resisting mental threats
- **Performance:** Public speaking, performance art, theatricality

## Brute Force

Brute Force represents your physical strength, toughness, athleticism, endurance, and ability to hit stuff really hard. It is used for Actions to:

- *Make an Attack with a heavy melee or heavy thrown weapon or when unarmed.*
- *Take a Defense Action to protect yourself with a shield.*
- *Lift a portcullis that bars your way (or smash your way through it).*
- *Quickly scale a rocky cliff face or swim against a strong current.*
- *Intimidate someone with the promise of violence if they don't back down.*

### Combat

- Attack Actions with **heavy melee** and **heavy thrown weapons** or when **unarmed**
- Defense Actions using a **shield**

### Specializations

- **Athletics:** Leaping, climbing, swimming
- **Cardio:** Endurance, toughness, resisting poison and disease
- **Lifting:** Physical strength, smashing objects, intimidation

## Creepin'

Creepin' represents your cunning, sneakiness, stealth, underworld connections, deception, and skill in criminal activities. It is used for Actions to:

- *Make an Attack from hiding or when ambushing an unsuspecting target.*
- *Fast-talking your way out of trouble when caught somewhere you shouldn't be.*
- *Picking a lock, silently cutting a window, or disabling a trap or alarm.*
- *Sneaking through the shadows to get past watchful guards.*
- *Tricking an enemy into doing exactly what you wanted them to.*

## Combat

- Attack Actions taken **from hiding** or relying on the **element of surprise**

## Specializations

- **Deception:** Lying, trickery, fast-talking, distraction
- **Skulduggery:** Sneaking, hiding, stealing, pickpocketing
- **Thievery:** Lockpicking, burglary, navigating the criminal underworld

## Man vs. Wild

Man vs. Wild represents your wilderness survival skills, tracking, navigation, hunting, foraging, and knowledge of plants and animals. It is used for Actions to:

- *Make an Attack with a ranged weapon.*
- *Calm or train a wild animal or ride a horse at full gallop through difficult terrain.*
- *Navigate through dense wilderness, finding shelter and supplies along the way.*
- *Pursue an enemy who has gone to ground, following nothing but their tracks.*
- *Correctly identify helpful medicinal herbs and deadly poisonous mushrooms.*

## Combat

- Attack Actions with **ranged weapons**

## Specializations

- **Animals:** Animal handling, training, riding, creature knowledge
- **Hunting:** Tracking, pursuing, stalking, trapping
- **Survival:** Navigation, foraging, herbal medicine, plant knowledge

## Rad Moves

Rad Moves represents your agility, speed, balance, alertness, reflexes, and ability to dash and leap. It is used for Actions to:

- *Make an Attack with a light melee or light thrown weapon.*
- *Take a Defense Action to evade or escape from a threat.*
- *Race against an enemy to grab an important mcguffin before they can.*

- *Perform acrobatics like swinging from a chandelier or parkouring across rooftops.*
- *Leap and tumble through a gauntlet of deadly blade traps.*

### Combat

- Attack Actions with **light melee** and **light thrown weapons**
- Defense actions to **dodge or flee from danger**.

### Specializations

- **Acrobatics:** Leaping, climbing, balance
- **Agility:** Sprinting, dashing, tumbling
- **Awareness:** Reflex, quick reactions, danger sense

### Thinkiness

Thinkiness represents your knowledge, intellect, reasoning, memory, education, technical skills, and breadth of general lore. It is used for Actions to:

- *Make an Attack indirectly through a trap or other setup.*
- *Recall important knowledge about a famous figure a character references.*
- *Repair a clockwork defense system before another wave of attackers arrives.*
- *Identify the enchantment that is making the baron believe they are a chicken.*
- *Find the weak point in the foundation that can bring the whole building down.*

### Combat

- Attack Actions with **traps** or other **indirect attacks**

### Specializations

- **Arcana:** Knowledge of magic and the occult
- **Craftsmanship:** Crafting, machinery, construction
- **Lore:** General knowledge of history, law, religion, art

## Drive

Every adventurer on the GED rolls has a reason for risking their lives in creepy dungeons. Your Drive is the thing that set you on this path and is likely the reason you just can't get out of the business.

Select a Drive from the list below, answer its background questions, and form a connection with another player character. Whenever you choose Beats to pursue, you can select them from the lists for your Derp or your Drive.

For more information on each Drive, find it in the [Drives section](#) below.

## **Boss**

Someone holds your reins. Whether it's a debt, a duty, or someone you love that they hold in their clutches, when they say "Jump", you say "Hell yes, I love jumping, sir." So when they said pack up your kit and sign with GED, well that's just what you did.

## **Fascination *(Not present in this document)***

You are obsessed with the study of something—a lost civilisation, a famous historical figure, a forbidden science, a unique art form. This subject is endlessly engrossing to you and very few others. Once you learned everything about it you could at home, you signed with the first adventuring guild that would give you a chance to see more.

## **Glory**

You're going to be the greatest there ever was. You can feel it in your bones that you were destined for greatness, no matter what the naysayers claim. And what better way to get your name known across the Realm than by joining up with an adventuring guild?

## **Greed**

You need money and lots of it. Could be you're struck with a tendency to spend what you don't have, maybe you're intent on rebuilding a family fortune, or perhaps you just love coin more than the safety of a simple life. GED promises a means to that kind of cash, provided you survive to spend it.

## **Quest *(Not present in this document)***

A powerful person or organization has entrusted you with a sacred quest that you are honor-bound to pursue. Something, or someone, was lost and you've been tasked with bringing it (or them) back. So far you've found no leads, so you joined GED to help pay the cost of your travels in the meantime.

## **Redemption**

You really messed up this time. It doesn't matter if it was incompetence or selfishness, you let everyone down and lost their respect. With no prospect of forgiveness, you left and signed on with GED, hoping the adventuring life might lead you to a way to redeem yourself from your terrible screwup.

## **Retirement *(Not present in this document)***

You're getting way too old for this. It's about time you hung up your hat and enjoyed your golden years in peace. Whether you're a perennial grunt in the adventuring



business or you've just signed up to get these last few affairs in order, the list of "one last jobs" never seems to get any shorter.

## **Rivalry**

That snake thinks they're so great. They've been a constant thorn in your side since you both started this trade around the same time, always doing just a little better than you. You joined GED for the promise of an opportunity to wipe that smug smirk off their stupid face, whatever it takes.

# **Character Classes**

## **Critterkin**

The druidic Critterkin commune with the spirits of the natural world, unlocking the magic of nature to transform into a variety of animal shapes.

### **Core Features**

#### **Shapeshifting**

You have tapped into the core primal essence to transform at will into a variety of animal forms. You can change shape between your natural humanoid form and that of any of your currently known animal forms as part of any Action. All your clothing and equipment is subsumed into your animal forms for reasons that I really shouldn't have to explain to you.

When you assume an animal form, you ignore your Skills for all physical Actions that aren't entirely a function of your mental faculties. Instead, if the Action is something your current form would be good at, roll as if you were Trained in the relevant Skill. If the Action is one your current form would be bad at, increase the Difficulty by 1. Most Animal Forms have a natural weapon that deals Standard (2) Damage. Each category of Animal Forms also gives an additional benefit (which stacks with things your form gets Training for):

- Creeper: Roll with Edge on Actions to remain hidden.
- Dodger: Speed is Fast and roll with Edge on Defense Actions to dodge or flee.
- Grazer: Resistance to physical damage.
- Hunter: Roll with Edge on Attacks against surprised or distracted targets.
- Swimmer: Roll with Edge on Actions taken while in water.

### **Animal Forms**

You initially have the following categories of Animal Forms unlocked: Creeper, Dodger, Grazer, Hunter, Swimmer. Choose an Animal Form from any unlocked categories to be your Totemic Form. This is the animal form you most closely align with and you always have access to it.

When you rest, roll 2 random Animal Forms from the categories you have unlocked. Until the next time you rest, you can also transform into any of these forms in addition to your Totemic Form.

To roll a random Animal Form, roll 1d6 against the table below, then roll on the appropriate table for that animal category in the Keywords section:

1. Creeper
2. Dodger
3. Grazer
4. Hunter
5. Swimmer
6. Choose any unlocked category

## **Features**

### **Defensive Shifting**

Whenever you assume a smaller Animal Form as part of a Defense roll to escape physical danger, roll with Edge.

### **Elemental Form**

At the start of each day, roll a random Element. Once per day, you can assume an elemental form, a magical beast that resembles one of your Animal Forms empowered with the rolled Element. While in this form, you roll with Magic on any Action empowered by the Element. You can remain in this form until you choose to assume another or the scene ends, whichever comes first.

### **Flying Form**

You unlock the Flier Animal Form category. You may replace your original Totemic Form with a Flier Animal Form. There is no extra bonus for being in a Flier Animal Form—come on, you can fly, what more do you want?

### **Form of the Ancients**

You have learned how to assume the mighty forms of great ancient beasts not seen for eons. At the start of each day, roll a random Animal Form from the Ancients category (this does not replace your Totemic Form). You can assume that form once that day.

Ancient Animal Forms are large and powerful, rolling with Mastery and dealing Critical Damage (3) on Attacks and other Actions using their size and strength. They also have Resistance against attacks from any creature smaller than themselves.

To roll a random Ancient Animal, roll 1d6:

1. Dire Wolf
2. Giant Ape
3. Mammoth
4. Plesiosaur
5. Sabertooth Cat
6. Tyrannosaur

### **Hippie Magic**

You have learned how to perform nature magic while in your humanoid form. You can always speak with animals and, once per day, you can cast one of the below spells as an Action. You can cast an additional spell by exhausting one of your randomly rolled Animal Forms.

- Summon local wildlife to your aid as a Conjuring.
- Create a burst of entangling vines and roots that creates a Lasting Opportunity.
- Create 3d6 healing berries. Consuming one Heals 1 Health.

### **Menagerie of Forms**

At the start of each day, roll 3 additional random Animal Forms (5 instead of 2).

### **Totemic Alignment**

You have developed your bond with your Totemic Form and other creatures like it. You gain Training in a Skill based on its category and, whenever you are in any animal form of that category, you roll with Mastery on Actions that would use that Skill:

- Creeper: Creepin'
- Dodger: Rad Moves
- Flier: Rad Moves
- Grazer: Brute Force
- Hunter: Man vs. Wild
- Swimmer: Brute Force or Rad Moves (choose one when you take this Feature)

### **Verminkin**

Whenever you assume the Animal Form of a Creeper animal, you can instead take the form of a swarm of those creatures. While in the form of a swarm, you have Resistance

to single-target attacks, but are Vulnerable to Area Attacks and other dangers with a wide effect. You can squeeze through any space that the creatures constituting the swarm can fit through individually. You can engulf enemies as an Attack Action that deals Standard (2) Damage or an Area Attack that deals Reduced (1) Damage. You roll with Mastery on such Attacks.

## **Starting Equipment**

- Choose 3:
  - Camp supplies
  - Club
  - Dagger
  - Healer's kit
  - Hunting bow
  - Musical instrument
  - Net
  - Rope (50 ft)
  - Sling
  - Spear
  - Torches (3)
  - Trap Kit (snare)
- Rations (3 days)

## **Derps**

### **Wild at Heart**

You were born an animal, not a humanoid. Somewhere along the line you became intelligent and learned the shapeshifting secrets of the Critterkin with a human form becoming your Totemic Form. You still haven't quite got the hang of many aspects of human life, though. Your human form always appears like a slightly different person each time you assume it and your life experience frequently causes you to exhibit behaviors that make blending in difficult.

## **Fightmaster**

Top graduates of Fighter College, referred to as Fightmasters, are endowed with a shapeshifting artifact weapon that gives them the edge in any engagement.

## **Core Features**

### **Omniweapon**

You are bound to a shapeshifting magical weapon. Unlike more common magic items with a limited supply of magical power, your weapon is an artifact imbued with a soul. It has its own personality and speaks, either out loud or telepathically with you or anyone else that touches it.

The weapon is capable of limited motion on its own. When separated from you, it uses this ability to try to get back to you or to pursue its own aims. When you have it, it will guide your hand when you use it. You always roll as if you had Training in the appropriate Skill for any Attack or Defense Action you make using the weapon (note: this does not actually give you Training in any Skill, it just lets you roll as if you did when using your weapon). The weapon actively works against anyone but you who tries to wield it.

### **Weapon Forms**

Your weapon can transform at-will between several different forms. Choose one weapon type to be the weapon's preferred form. This form is always available. When the weapon is a ranged weapon, it conjures an infinite supply of ammunition. When the weapon is a thrown weapon, it always reappears back on your person after being thrown.

When you rest, roll 2 random Weapons (see Weapons in the Equipment section). Until the next time you rest, whenever your weapon is in your hand, you can change it into any of these forms or its Preferred Form.

### **Features**

#### **Armor Conditioning**

You have trained extensively in heavy armor. When you wear Armor, you don't take a Speed penalty from it.

#### **Bulwark**

Add Shield as a form your weapon can always take. You roll with Mastery on Defense Actions using your weapon in its Shield form. Whenever you succeed on a Defense Action against an enemy in melee while your weapon is in its Shield form, you can automatically deal 1 Damage to that enemy.

#### **Combat Training**

You gain Training in the Skill used for your weapon's Preferred Form (Brute Force for heavy melee and thrown, Rad Moves for light melee and thrown, Man vs. Wild for ranged). You roll with Mastery on Attacks using your weapon in its Preferred Form.

### **Elemental Weapon**

Choose an element from the table. An aura of that element ignites around your weapon whenever you wield it, making it deal Critical Damage (3) to targets Vulnerable to the element and Reduced Damage (1) to targets Resistant to the element. Once per day, you can use your weapon to cast a spell with the weapon's element and its current form as the keywords.

### **Independent Weapon**

Your weapon is capable of significantly more independent movement. You can release it to move on its own at any time, acting as a Conjuring, except instead of rolling with Magic, you roll using your traits as if you were taking a normal Action with it. The weapon can hover, fly through the air, attack on its own, and transform between any of its current forms. Until you end the Conjuring and return the weapon to your control, you can't use any of its abilities or gain any of its benefits.

### **Orkball Star**

You gain Training in Brute Force. Your time as the star razorback of your school's orkball team gives you Mastery on all non-Attack Actions to throw things very far, very hard, or very accurately. You can also treat any melee weapon as a heavy thrown weapon without taking a Difficulty penalty.

### **Snickersnacker**

Your weapon has a deadly sharp edge even if it's in a blunt form. You're not at all sure how it works, but anytime you down an enemy with this weapon, you slice off their head or one of their limbs. If you spend an Action sharpening your weapon, it takes on a manxome edge. When you Attack with it while it has a manxome edge, it ignores enemy armor and Resistances, deals Critical (3) Damage, and can cut through almost any non-magical objects less than half a foot thick. Whenever you deal Damage or cut something with it, it loses its manxome edge.

### **Valedictorian**

You gain Training in Believe in Yourself. Once per session, you can call upon the broad professional network you cultivated in Fighter College. You can declare that a soldier, guard, mercenary, or other warrior that you've just met is a connection or that one of your connections is working in a settlement you've just heard of or entered. Your connections are always cordial and will provide you with any information and supplies they are at liberty to give. You roll with Mastery on Actions to sway your connections.

### **Versatility**

At the start of each day, roll 5 random weapon forms instead of 2.

## Starting Equipment

- Your Omniweapon
- Choose one:
  - Armor
  - Shield
  - Any other weapon (you know, just in case)
- Artisan's tools (blacksmith or woodworker)
- Rations (3 days)
- 1 Cash

## Derps

### Fraudmaster

The omniweapon is meant to be the signature mark of a graduate of Fighter College—a sign that you're dealing with a highly trained warrior. So what are you doing with one? You didn't graduate from Fighter College. You either dropped out or didn't go at all, but somehow you've got your hands on a genuine omniweapon that does its best to make up for your complete lack of combat training or skill in battle.

## Hedge Wizard

Shunned by the exclusionary mages of the Circle, Hedge Wizards pursue the study of arcane Words of Power on their own to varying degrees of success.

## Core Features

### Spellcasting

You have learned how to use the Words of Power, words in an ancient magical language that can alter reality itself when spoken aloud. As an Action, you can cast a Spell by choosing 2 or 3 of your current Words of Power and combining them into a short phrase that is the name of the Spell (see Spells section for details).

Once you resolve the effect of the Spell, choose one of the Words used in the Spell besides your Signature Word. You lose access to that Word. If you don't have at least 2 Words of Power to assemble a phrase with, you cannot cast another Spell until your Words are replenished at the start of the next day.

### Words of Power

Choose one Word of Power to be your Signature Word. This is the one Word you have mastered and you always have access to it.

At the start of each day, roll 4 random Words of Power. You have access to these Words for the rest of the day. Any unused Words of Power except your Signature Word are lost when you roll new ones.

To roll a random Word of Power, roll on the table below to get a category of word, then roll on the large table for that category in the Keywords section.

- 1-2. Element
- 3-4. Form
- 5-6. Verb

## **Features**

### **Elementalist**

While you have an Element Word in your available Words of Power, you can create any of the following minor magic effects at will as an Action, rolling with Magic if needed:

- Control or reshape a small amount of the element.
- Conjure a handful of the element.
- Launch a projectile of the element as an Attack dealing Reduced (1) Damage.

### **Enchanter**

You gain Training in Believe in Yourself. You can enchant any person who doesn't have magical protection by gazing into their eyes. An enchanted person considers you a trustworthy friend and will do small favors for you. Convincing them to take more drastic Action requires an Action rolling with Magic. The enchantment lasts until the end of the scene, at which point they realize you used magic on them.

### **Illusionist**

You gain Training in Creepin'. You can create illusions at will that affect a single sense (silent images, ghostly sounds, etc.). Use a Creepin' Action to deceive others with your illusions. If anyone discovers that your illusions aren't real, they immediately see through any other illusions you create until the next day.

### **Kinesis**

You can telekinetically manipulate objects (but not creatures) you can see as an Action. Your telekinesis is as strong and dextrous as you are, using your normal Skills for any Actions taken telekinetically.

### **Vocabularist**

At the start of each day, roll 6 random Words of Power instead of 4.



## Word Games

You gain Training in Thinkiness. Once per day, you can change any one of your current Words of Power, including your Signature Word, into a different word (it doesn't have to be on any of the Word of Power tables, but must be a real word) by making one of the alterations below. The Word remains changed even after using it to cast a spell. If it is your Signature Word, it returns to the original Word at the start of the next day.

- Add a letter
- Remove a letter
- Move a letter to another part of the Word
- Replace a letter with a different letter.

## Starting Equipment

- Choose a weapon:
  - Dagger
  - Quarterstaff
- Books (any subject)
- Rations (3 days)
- 2 Cash

## Derps

### Wild Magic

Your control over your Words of Power is tenuous. Your Spells sometimes don't create the effects you intended and you often lose control of your Spells or create dangerous and chaotic backlash effects.

## Minstrel

The most famous musicians across the realm are Minstrels, artists with the singular talent to weave actual magic into the beats and melodies of their performances.

## Core Features

### Musical Mastery

You are a generational talent at music. Your songs are so potent, some of them can even create magical effects. You can start performing a Bardic Song as an Action. If the Song requires an Action roll, use Believe in Yourself (benefiting from your Specialization in performance art). You also roll with Edge if you are using an instrument that takes up both your hands. If the Song has ongoing effects, they continue until the end of the scene or you stop performing, whichever occurs first.

You gain Training in Believe in Yourself with the Performance Specialization (public speaking, performance art, entertaining). When Songs and Features below refer to a “Performance Action”, that means an Action using Believe in Yourself and the Performance Specialization. If you are playing a two-handed instrument, you gain Edge on Performance Actions. Trying to play a two-handed instrument at the same time you do something else with your hands increases the Difficulty of the Action (whether it is playing or other thing you’re trying to do) by 1.

### **Bardic Songs**

Choose a Bardic Song to be your Hit Single. You always have access to it. At the start of each day, roll an additional random Song that you are inspired with that day. You can perform either of those Songs at will until the end of the day. If you roll your Hit Single, roll again until you get a different Song.

While performing an ongoing Song, you can continue to take any other Actions while you perform. You can be forced to stop performing as a Consequence.

To roll a random Bardic Song, roll 1d6 on the table below:

1. Helpful Hoedown
2. Infuriating Limerick
3. Lugubrious Lullaby
4. Powerful Performance
5. Ragtime Rhythm
6. Soothing Serenade

### **Bardic Songs**

#### **Helpful Hoedown**

Perform the Aid Action to help an ally with any non-Attack Action at a safe distance. You do not share in any Consequences they take from the Action.

#### **Infuriating Limerick**

Infuriate a target that can hear you with a performance Action. If successful, the target becomes furious with you. They will attempt to attack you directly. Their single-minded fury gives one ally per round Advantage on an Action against them, but if they damage you or your allies, increase the Damage by one step.

#### **Lugubrious Lullaby**

Cause up to 1d6 targets that can hear you to fall asleep with a performance Action. The sleep is light and easily disturbed by loud noises or physical contact, but otherwise lasts

for the duration of the scene. Targets in excess of the 1d6 become drowsy but don't fully sleep.

### **Powerful Performance**

Deliver a masterful performance Action. If successful, anyone witnessing the performance for the first time is enraptured, giving you their full rapt attention until the performance ends. Keeping the performance going a long time may require multiple Actions.

### **Ragtime Rhythm**

Perform a lively jig that increases your or an ally's Speed by 1 step (Slow → Medium → Fast) and gives them Edge on non-Attack Actions requiring fast movement for as long as you are playing.

### **Soothing Serenade**

Perform a calming melody that relaxes and restores those who hear it. Anyone who can hear the song regains an additional 1d6 Health when Healed. You can perform this song while your allies Rest to improve the amount they Heal, but you cannot Rest at the same time.

## **Features**

### **Ballad of Battle**

Add the Ballad of Battle to your known Songs.

#### **Ballad of Battle**

Invigorate an ally that can hear you. They roll with Edge on all Attack and Defense Actions. You can change the ally this is applied to whenever you take an Action.

### **Bardic Lore**

You gain Training in Thinkiness. Once per session when you learn about a legend, story, or famous person, you can declare you are familiar with the tale. You may ask the GM two questions about it. They must respond truthfully to one and falsely or with an embellishment to the other.

### **Charming Rogue**

You gain Training in Creepin'. Add the Whispering Waltz to your list of known Songs.

#### **Whispering Waltz**

While you perform this song, you are invisible. However, you only remain invisible as long as you continue playing the song at least as loud as a whisper.

### **Extended Setlist**

Choose 2 additional Songs to add to your known Songs.

### **Limited Fame**

Your name is known far and wide. Well, maybe far, arguably wide, definitely not both. Once per session, you can declare that another person you've just met is a fan. They will happily do you a favor if you perform for them and you roll with Mastery on any other attempts to sway them. But if you badly mistreat, exploit, or disillusion them, they will despise you, increasing the Difficulty of any Action to sway them by 1 instead.

### **Pied Piping**

You gain Training in Man vs. Wild. Add Pied Piping to your list of known Songs.

Pied Piping

Play a song as a performance Action that causes animals that can hear it to stop what they're doing and calmly follow you for as long as you keep playing.

### **Power Chord**

You can produce a blast of sound with enough volume that it slams into foes like a brick wall. You gain the ability to make a concussive sonic Attack with your voice or musical instrument that deals Standard (2) Damage. Use a performance roll for the Action roll. You can use this Attack while performing another Song without interrupting it and you take no increase in Difficulty if you are using a two-handed instrument.

### **Song of Sorcery**

You have learned how to weave Words of Power into your music. Add the Song of Sorcery to your known Songs and choose 2 Words of Power. Unlike other Songs, you can only perform the Song of Sorcery once per day. When you perform the Song of Sorcery, cast a spell using the Element Sound or the Form Song, plus one or both of the chosen Words of Power.

### **Starting Equipment**

- Choose a weapon:
  - Any light melee weapon
  - Any ranged weapon
- Musical instrument
- Rations (3 days)

- 2 Cash

## **Derps**

### **Faded Glory**

Once, you were on top of the world. One of the most famous and sought after acts, you toured across the realm. Your rise was quick, but your fall was somehow even quicker. Now you live a life of ignominy, seeking a second chance at the spotlight.

## **Ne'erdowell**

Those who pursue a life of crime, some might call them Ne'erdowells, master roguish skills that are as valuable in dungeons as they are in the criminal underworld.

## **Core Features**

### **Professional Rogue**

Your life of crime has left you well-versed in all forms of sneaking, stealing, larceny, skulduggery, and general roguishness. You gain Training in Creepin'.

Whenever you take a Defense Action using Creepin', you roll with Mastery.

### **Tricks of the Trade**

You always carry a bag of tricks with you—all the equipment you might need for illicit activities. Your bag of tricks has 5 slots. You can mark a slot to retrieve any of the items from your list of Tricks. You can Resupply at any settlement with an operating thieves' guild or an active fence (you know how to identify them most of the time). When you Resupply, return all unconsumed items from the bag of tricks and clear all slots. Items retrieved from the bag never have significant resale value. Law enforcement will not look kindly on you if you are caught with the bag while it has any unmarked slots.

Tricks list: dagger, throwing knives, shuriken, crowbar, glass cutter, grappling hook (25 ft. rope), lockpicks, marked cards, pocket sand, smoke bomb, weighted dice.

## **Features**

### **Counterfeiter**

You are skilled in creating counterfeit coins and documents. You have Mastery on all rolls to create counterfeits or to pass them off as the real thing. Add the following items to your Tricks list: handful of counterfeit coins, counterfeit documents. These items are not your best work and won't stand up to scrutiny. Anyone you hand them off to will likely discover the truth within a day or two.

### **I Know a Guy**

You gain Training in Believe in Yourself. You have extensive connections in the criminal underworld. You roll with Mastery on Actions to find and contact someone based on their criminal reputation. Once per session, you can declare that you not only know just the right person, but that they owe you a favor (note: criminals are not known for consistently honoring their promises).

### **Rat Burglar**

You roll with Mastery on Actions to climb or traverse obstacles and you take no Difficulty penalty on other Actions performed while climbing.

### **Sack of Storing**

Your bag of tricks is a Sack of Storing, an artifact that resembles a mundane canvas bag but opens into a pocket dimension full of all manner of items. When you mark a slot on your bag of tricks, you can take out any standard equipment item as well as any of your Tricks of the Trade. You can also try your luck to find any of the items you can retrieve from the bag without marking a slot as an Action. When you do so, roll 1d6. If the result is greater than the number of unmarked slots on the bag, you take a Consequence. Special Consequences on this Action could include finding an item that isn't quite what you wanted or something dangerous coming out of the bag.

### **Safecracker**

You gain Training in Thinkiness. You roll with Mastery on Actions to pick locks, disarm traps, and disable security devices. Add the following items to your list of Tricks: acid vial, listening cone, tinker's tools.

### **Sneak Attack**

Whenever you make an Attack against an enemy with Advantage from having the element of surprise, the Attack deals Critical (3) Damage. This counts even if you are unarmed, in which case you can nonlethally choke the target out if you Down them.

### **Silver-tongued Devil**

You roll with Mastery on Actions to lie or deceive. Once per day, you can roll with Magic to fast-talk someone with an outlandish lie. You take no Difficulty penalty for the absurdity of the lie. If you succeed, they fully believe it until the end of the scene or until they see obvious proof of its falsity (whichever comes first). You take +1 Difficulty on the Action if the target remembers you using this ability on them before.

### **Sticky Fingers**

You roll with Mastery on Actions to steal things or pick pockets. Once per session, you can declare that you stole something from another character at some recent point where such pilfering could reasonably have occurred and would not have been noticed until now.

### **Street Brawler**

You gain Training in Brute Force. Add the following items to your list of Tricks: club, dragoon, hatchet, throwing axes. Once per scene when you deal Damage with an Attack, you can perform a Maneuver to fight dirty—throw dirt in their eyes, hit below the belt, use a dirty trick—without sacrificing Damage.

### **Swashbuckler**

You gain Training in Rad Moves. Add the following items to your list of Tricks: pistol, rapier. You ignore any penalty to Difficulty on your Actions that comes from swinging from or jumping off of something.

### **Starting Equipment**

- Choose a weapon:
  - Any light melee weapon
  - Any light thrown weapon
- A good luck Trinket (does nothing)
- Rations (3 days)
- 2 Cash

### **Derps**

#### **Liar, Liar**

Deception has become such a common part of your life that you're forgetting how to turn it off. Sometimes you just lie, even when you don't need to. Fake stories slip from your lips much more easily than you can remember them all and your many falsehoods have a tendency of catching up with you.

## **Equipment**

Equipment is key to being properly prepared for the dangers of dungoneering.

Standard Equipment is typical gear available in most towns and trading posts. When used on **Actions that can be done without special tools**, it gives **+1d6** on the roll.

Otherwise, it simply allows the character to **take the Action without increased Difficulty**.

**1 unit of Cash** allows a player to purchase up to **3 items of Standard Equipment** at normal prices.

## Standard Equipment

Below is a list of standard equipment items both common and useful in day-to-day adventuring life. Any of these items is likely to be available for purchase in most Settlements.

None of these items with the obvious exception of actual weapons themselves makes for a good weapon in battle. Some could be used in a pinch but count as improvised weapons (see Improvised Weapons below).

When you have to roll a random equipment item, roll 2d6 on the large table below:

1. Acid vial
  - a. A small vial of an acid strong enough to etch into stone or corrode metal. There's not enough of it to do real harm unless ingested for Reduced Damage (1) or thrown in the eyes to create an Opportunity.
2. Armor
  - a. A chain shirt, suit of ringmail, heavy breastplate, or even full plate armor. Wearing it gives you Resistance to physical Damage, but reduces your Speed by 1 step (see Armor section below).
3. Artisan's tools (profession)
  - a. A set of tools for a blacksmith, woodworker, jeweler, tailor, leatherworker, bookbinder, or any other artisan craftsman. Roll with Edge on Actions to create any of the products the tools are meant for.
4. Black powder (pouch)
  - a. A small pouch of black powder. Enough to blow out a lock or small piece of masonry, create a blinding flash, or leave up to a 15 foot flammable trail on the ground. Not enough to do harm just from the explosion, but could be used to fashion a bomb or grenade that deals Standard Damage (2).
5. Books (subject)
  - a. A set of books on a particular subject, defined by you or the GM when you acquire this item. Roll with Edge on Actions to research information relating to the subject of the books as long as you have time to consult them.
6. Camp supplies



- a. A canvas tent, pegs, flint and steel, cooking gear, and other odds and ends needed for safe wilderness camping.
- 7. Chain (15 ft.)
  - a. A 15 foot length of iron chain. May have a hook on either end.
- 8. Chalk/Paint
  - a. A piece of colored chalk or jar of paint that can be used to mark the environment for navigation or leaving messages.
- 9. Climbing gear
  - a. 20 feet of rope, pitons, chalk, and other equipment for climbing. Roll with Edge on Actions to climb when you have time to use the gear.
- 10. Crowbar
  - a. A length of iron with a toothed hook at the end. Roll with Edge on Actions to pry open locked or stuck doors, windows, chests, etc.
- 11. Disguise kit
  - a. Makeup, wigs, and other accessories that can be used to conceal your identity. Roll with Edge when trying to pass yourself off as someone else after using the kit.
- 12. Foldable ladder
  - a. A 15 foot tall ladder that collapses down to 3 feet tall.
- 13. Glue jar
  - a. A jar of strong adhesive. Once exposed to air, it hardens into a dense concrete within a few minutes.
- 14. Grappling hook
  - a. An iron grappling hook on the end of a 15 foot rope. Roll with Edge on Actions to climb with a secured rope.
- 15. Hammer and chisel
  - a. A wide-headed hammer and a chisel. Capable of chipping or breaking through stone or thin pieces of metal.
- 16. Healer's kit
  - a. Bandages, splints, tourniquettes, sutures, and a selection of herbal or alchemical medicines that can treat most common injuries and ailments. Required to make Healing rolls (see Healing in Consequences section). Can be used up as a Consequence until Resupply.
- 17. Lantern
  - a. A hand-held oil-burning lantern that provides bright light out to Medium Range. Burns for about 3 hours before needing more oil. Includes flint firestarter.
- 18. Lockpicks

- a. A set of tools for triggering the tumblers in a lock to open it without a key. Roll with Edge on Actions to pick locks.
19. Long stick
- a. A stick. Seven to twelve feet long, more or less sturdy. Good for setting off traps, holding things open, or poking stuff from a safe distance.
20. Manacles
- a. A set of iron manacles with two lockable cuffs connected by a short chain. Includes key.
21. Mirror
- a. A reflective surface that can be used to peek around corners, reflect light, or confirm you're still looking fabulous.
22. Musical instrument
- a. A portable instrument for making music or sound such as a lute, drum, trumpet, flute, horn, accordion, bagpipes, or theremin.
23. Net
- a. A corded net large enough to entangle a humanoid target. Can be dropped or thrown on a target as an Action creating an Opportunity.
24. Oil flask
- a. A flask of flammable oil. Can be used to refill a lantern, craft a torch, or leave up to a 15 foot flammable trail.
25. Pickaxe
- a. A pointed digging implement designed to break through rock. Roll with Edge on Actions to dig through rock or stone structures.
26. Poison vial
- a. A small vial of poison. Ingestion deals Reduced Damage (1) and creates an Opportunity as the target becomes violently ill. When applied to a weapon, it creates a Fleeting Opportunity from sickness after doing Damage.
27. Rations (1 day)
- a. Enough nonperishable (and equally nonpalatable) food to feed an adult humanoid for a day.
28. Rope (50 ft.)
- a. Fifty feet of hemp rope. Roll with Edge on Actions to climb with a secured rope.
29. Shield
- a. A metal or wood shield held by a boss grip or strapped to the forearm. Roll with Edge on Defense Actions against most physical attacks and anything else that can be stopped by a big piece of metal or wood.

30. Spade

- a. A digging tool with a tapered, scoop-shaped blade. Roll with Edge on Actions to dig through or move soil.

31. Spare ammunition

- a. Extra arrows, bolts, or bullets and powder. When you take a Consequence that your ranged weapon is out of ammunition, you can instead consume this item to cancel it out.

32. Spyglass

- a. A handheld telescope with glass lenses that magnify distant objects, giving 3-5 times farther visual range.

33. Tinker's tools

- a. A set of precision tools, parts, and optics designed for working with advanced mechanical devices like clockwork or advanced trap mechanisms. Roll with Edge on Actions to build, repair, or modify such devices.

34. Torches (3)

- a. 3 oil-soaked torches that each burn for about an hour, producing bright light out to Short Range. Includes flint firestarter.

35. Trap kit (trap type)

- a. Wire and mechanisms necessary to create a deadly trap of a type defined by you or the GM when you acquire this item. The trap deals Standard Damage (2). It can be a snare, beartrap, or other weapon, deadfall, or explosive set off by a tripwire or pressure plate.

36. Weapon

- a. Roll or choose a weapon from the Weapons section below.

## Weapons

By default, all Weapons deal **Standard Damage (2)**.

Some weapons are better or worse in different circumstances, against different enemies, or against different weapons or protections. This is listed in two sections below each weapon's description describing what it is "good against" and "bad against".

Whenever you are taking an Action (including Attacks, Defense Actions, or any other Action where the weapon is the central tool used) with that weapon:

- If any of the weapon's "**good against**" conditions are met, **roll the Action with Edge**. If the target **would have Resistance** to the Attack, you **bypass it** and do normal Damage.

- If any of the weapon's "**bad against**" conditions are met, **increase the Difficulty of the Action by 1**. An Action's Difficulty can't increase by more than 1 from these conditions.

**Both good against and bad against conditions can apply** to an Action at the same time. Both effects are applied—you roll with Edge, but also at +1 Difficulty.

Although enemies may use weapons, which will generally only cover what the weapon is and its size, **players only need to look at what their own weapon is good and bad against** to determine if their Action should get Edge or increased Difficulty.

Weapons also have a **size** of Small, Medium, or Large. This determines **how many hands they require** to use and **how easy they are to conceal**, and some weapons are good against other weapons of different sizes.

- **Small weapons** are wielded with one hand and their size makes them easy to conceal to anything short of a pat down search.
- **Medium weapons** can be wielded with one or two hands. They can be tucked into heavy clothing, but are otherwise too big to conceal.
- **Large weapons** require both hands to wield. It is always readily apparent when a character is carrying a Large weapon.

Most **melee weapons** require you to be at **no more than arm's length** from a target to Attack them (Very Short Range), though some weapons like spears or whips can be used as far out as Short Range.

**Ranged and Thrown weapons** by default can Attack a target within **Long Range** without penalty. Targets at **Very Long Range can be targeted, but at +1 Difficulty**. Many Ranged and Thrown weapons are particularly good or bad at specific ranges. Trying to throw a melee weapon that is not designated as throwable takes +1 Difficulty.

Below is a **list of standard weapons** most adventurers can expect to find relatively frequently. Any of these weapons is likely to be available for purchase in most Settlements. When you have to roll a random weapon, roll 2d6 on the large table below:

1. **Arbalest** - Ranged - Large
  - A heavy crossbow that fires large piercing bolts. Its draw is so heavy it uses a detachable winch to wind it back.
    - Good against large creatures and armored targets
    - Bad against targets within Short Range, and targets with Fast Speed
2. **Battleaxe** - Heavy Melee - Medium

- A large one or two bladed axe designed, as the name would suggest, for use in battle.
  - Good against shields and wooden objects, Small weapons
  - Bad in confined spaces
- 3. **Blunderbuss** - Ranged - Large
  - A flintlock carbine with a flared barrel that fires a wide spread of pellets.
    - Good against targets within Short Range, minion groups
    - Bad against targets at Long Range or farther
- 4. **Boomerang** - Heavy Thrown - Small
  - A curved blunt throwing weapon designed to arc through the air and return to the user's hand.
    - Good against flying targets, and in open terrain, returns except as a Consequence
    - Bad in confined spaces and against large creatures
- 5. **Broadsword** - Heavy Melee - Medium
  - A long arming sword with a wide blade designed to be used with one or two hands.
    - Good against Large weapons, large creatures
    - Bad against targets with Fast Speed
- 6. **Chakrams** - Light Thrown - Medium
  - A throwable metal ring with a sharpened outer edge. A skilled user can throw it in an arc and catch it on its return.
    - Good against flying targets and in open terrain, returns except as a Consequence
    - Bad in confined spaces and against armored targets
- 7. **Claymore** - Heavy Melee - Large
  - A two-handed sword with a massive cutting blade.
    - Good against Small weapons and when holding a position
    - Bad against targets with Fast Speed
- 8. **Club** - Heavy Melee - Medium
  - The granddaddy of all weapons; a blunt truncheon, cudgel, baton, or just a big stick that's good for hittin' stuff.
    - Good against unarmored targets
    - Bad against Large weapons
- 9. **Dagger** - Light Melee - Small
  - A long fighting knife or shiv; inconspicuous and throwable.
    - Good against grappled targets or in confined spaces, throwable
    - Bad against Medium and Large weapons

**10. Dragoon** - Ranged - Medium

- A flintlock cavalry pistol with a flared muzzle that fires a spread of pellets.
  - Good while moving faster than Medium Speed and against targets within Short Range
  - Bad against targets at Long Range or farther

**11. Flail** - Heavy Melee - Medium

- A heavy striking head on the end of a chain or rope with a handle.
  - Good against shields, bladed weapons
  - Bad in confined spaces and against targets within your reach

**12. Glaive** - Heavy Melee - Large

- A polearm with an axe-like cutting blade and a thrusting spear tip.
  - Good against minion groups and when holding a position
  - Bad in confined spaces and against targets inside your reach

**13. Hand Crossbow** - Ranged - Small

- A pistol-gripped crossbow small enough to be used in one hand.
  - Good against targets within Medium Range
  - Bad against armored targets

**14. Hatchet** - Heavy Melee - Small

- A short, one-handed, single bladed axe balanced for melee and throwing.
  - Good against shields and wooden objects, throwable
  - Bad against Large weapons

**15. Hunting Bow** - Ranged - Large

- A bow with moderate draw weight for a balance of speed and power.
  - Good against beasts and targets without cover
  - Bad against armored targets

**16. Javelins** - Heavy Thrown - Medium

- A bundle of light throwing spears capable of impressive range and penetration.
  - Good against armored targets, shields
  - Bad against targets within Short Range or with Fast Speed

**17. Light Crossbow** - Ranged - Large

- A standard two-handed crossbow emphasizing ease of use.
  - Good against targets at Medium or Long Range
  - Bad against targets within Short Range and minion groups

**18. Longbow** - Ranged - Large

- A large bow with exceptional power and range, but a massive draw weight.
  - Good against armored targets and targets at Long Range

- Bad against targets within Short Range and in confined spaces
- 19. **Longsword** - Heavy Melee - Medium
  - A lightweight arming sword, ubiquitously favored for its versatility.
    - Good against Small weapons and when dueling one-on-one
    - Bad against minion groups
- 20. **Mace** - Heavy Melee - Medium
  - A flanged impact weapon capable of devastating blows.
    - Good against armored targets and shields
    - Bad against Small weapons, targets with Fast Speed
- 21. **Musket** - Ranged - Large
  - A common two-handed flintlock firearm.
    - Good against armored targets
    - Bad against targets with Fast Speed and targets at Long Range or farther
- 22. **Pistol** - Ranged - Small
  - A one-handed flintlock firearm, often seen as a sidearm.
    - Good against grappled targets and in confined spaces
    - Bad against targets at Long Range or farther
- 23. **Quarterstaff** - Light Melee - Large
  - A humble but effective fighting staff.
    - Good against minion groups and Small weapons
    - Bad against Large Weapons
- 24. **Rapier** - Light Melee - Medium
  - A piercing sword with a light, thin blade often used for dueling.
    - Good against armored targets and when dueling one-on-one
    - Bad against blunt weapons
- 25. **Recurve Bow** - Ranged - Large
  - A curved bow with light draw weight favored by cavalry and skirmishers.
    - Good while moving faster than Medium Speed and in confined spaces
    - Bad against armored targets
- 26. **Rifle** - Ranged - Large
  - A new invention, a firearm with a grooved barrel improving long-range accuracy over smooth bore guns.
    - Good against targets at Long Range and targets without cover
    - Bad against minion groups, targets within Short Range
- 27. **Scimitar** - Light Melee - Medium
  - An elegant sword with a curved blade that gives it a longer cutting edge.

- Good against unarmored targets
  - Bad against blunt weapons
- 28. **Short Sword** - Light Melee - Medium
  - A small sword or long knife with a straight thrusting blade.
    - Good against Small weapons and in confined spaces
    - Bad against Large Weapons
- 29. **Shuriken** - Light Thrown - Small
  - A brace of small throwing projectiles with sharp radial points.
    - Good against minion groups, targets within Short Range
    - Bad against armored targets, targets at Long Range or farther
- 30. **Sling** - Ranged - Small
  - A flexible strap with a pouch that can fling stones or sling bullets at high speed.
    - Good against minion groups, large creatures
    - Bad against targets at Short Range
- 31. **Spear** - Heavy Melee - Large
  - A shafted weapon with a piercing tip; an oldie but a goodie.
    - Good against mounted targets, armored targets
    - Bad in confined spaces and against targets inside your reach
- 32. **Spiked Gauntlets** - Heavy Melee - Small
  - A pair of armored gauntlets with spiked or studded knuckles.
    - Good against grappled targets, bladed weapons
    - Bad against blunt weapons, Large weapons
- 33. **Throwing axes** - Heavy Thrown - Medium
  - A brace of small axes balanced for throwing.
    - Good against shields, targets within Short Range
    - Bad against targets at Long Range or farther
- 34. **Throwing knives** - Light Thrown - Small
  - A brace of knives balanced for throwing.
    - Good against minion groups, in confined spaces
    - Bad against targets at Long Range or farther
- 35. **Warhammer** - Heavy Melee - Medium
  - A heavy combat hammer that delivers powerful ringing blows.
    - Good against armored targets and wooden or stone objects
    - Bad against targets with Fast Speed
- 36. **Whip** - Light Melee - Small
  - A flexible braided lash that creates a loud crack and leaves deep cuts
    - Good against beasts, Small weapons not inside your reach



- Bad against armored targets, targets inside your reach

### **Improvised Weapons & Unarmed Attacks**

Sometimes a player has to make do without a real, purpose-designed weapon.

Using tools that weren't meant for combat or whatever other potentially dangerous implement at hand is an **improvised weapon**. Having an improvised weapon is better than nothing at all, but can't stack up to a real weapon.

An improvised weapon has a size based on how many hands are needed to wield it. It is **good against unarmed targets** and **bad against targets armed with real weapons**.

Attacking without any weapon at all, is an **unarmed** Attack. Unarmed Attacks are treated as using a **Small** weapon that **deals Reduced Damage (1)**. Unarmed Attacks are **good against nothing** and **bad against targets with any weapon**, improvised or otherwise.

### **Natural Weapons**

Some Features, like the Critterkin's shapeshifting, can provide a character with a **natural weapon** such as claws, a deadly bite, gigantic fists, or a poisoned stinger.

Most natural weapons are **Small**, though they can also be Large if the creature itself is very large. Natural weapons are **good against grappled targets and unarmored targets** and **bad against Large Weapons**.

### **Armor**

Armor includes any kind of defensive wearables at least as protective as a chainmail shirt.

When you wear Armor, you gain **Resistance to physical harm** (add 1d6 to Damage and drop the highest) that is not described as armor piercing, but your **Speed is reduced by 1 step** (Fast -> Medium, Medium -> Slow).

**Physical harm** includes injury from attacks, traps, Spells, or hazards that would pierce, cut, or crush you. It does not include Damage from things like fire, poison, or psychic effects.

**Enemies that are described as armored** do not automatically get Resistance to physical harm unless they have a trait that explicitly provides it, but weapons that are good or bad against armored targets roll with Edge or increased Difficulty against them (see Weapons section above).

## Magic Items

Most magic items are objects with a **single-use** disposable enchantment on them. Only artifacts that have been imbued with a person's soul can be used multiple times, but those are rare and typically only acquired by players as a Feature.

Using a magic item allows you to create an effect as though you'd **cast a Spell** (see Spells section below) thematically appropriate to the name of the magic item.

Once the magic item's effect has been used, it is **permanently destroyed** by the release of the magical energies contained within it.

When you have to **roll a random Magic Item**, first roll 1d6 on the table below to determine the base item type. Then choose or roll 2-3 Words of Power keywords (Element, Verbs, Forms).

1. Equipment
2. Potion
3. Scroll
4. Trinket
5. Trinket
6. Weapon

### Trinkets

- |                 |              |               |
|-----------------|--------------|---------------|
| 1. Amulet       | 13. Crystal  | 25. Pants     |
| 2. Bell         | 14. Dice     | 26. Ring      |
| 3. Book         | 15. Doll     | 27. Robe      |
| 4. Boots        | 16. Gloves   | 28. Rod       |
| 5. Bottle       | 17. Hat      | 29. Skull     |
| 6. Box          | 18. Helmet   | 30. Statue    |
| 7. Bracelet     | 19. Jewel    | 31. Symbol    |
| 8. Cloak        | 20. Lamp     | 32. Talisman  |
| 9. Codpiece     | 21. Mask     | 33. Timepiece |
| 10. Coin        | 22. Monocle  | 34. Totem     |
| 11. Contraption | 23. Orb      | 35. Trophy    |
| 12. Crown       | 24. Painting | 36. Wand      |

### Scrolls

Scrolls are a unique type of magic item. They record 2-3 Words of Power into a pre-recorded Spell that can be cast by anyone who reads aloud the words from the scroll.

## Resupplying

Some Class Features assume you always bring a supply of items, ingredients, or pieces of equipment with you, usually in a way where you don't declare what they all are up front.

These Features generally have some kind of **generic consumable item** (like the Catalysts in the Mixologist's mobile alchemy lab) or a **number of slots** that can be marked to take out any one item from a list provided by the Feature (like the Ne'erdowell's Bag of Tricks).

To refresh your supply of this stock that powers the Feature, you need to **Resupply**. Resupplying typically involves **acquiring or purchasing the supplies needed** for the Feature **from an appropriate facility** either discovered in the world or (more often) in a Settlement.

**When you Resupply**, you **clear out any remaining stock**, return any items you still possess from the Feature, and either **unmark all the slots** for the Feature or **roll a new set of items** for it as determined by the Feature itself.

This **doesn't mean you're throwing away perfectly good items** that are from the Feature. Assume that you're either putting the returned items back into the state they were in before you took them out (both packed and unpacked until you need them), or that you had to sell them, or reuse them in some way to get or produce the fresh supplies.

The Feature will always tell you what sort of facility you need to Resupply, but unless the Feature says otherwise, **you should find the facilities you need to Resupply any of your Features that require it at most Settlements**. Arriving at a Settlement where you can't Resupply should be a rare exception that should have something to do with the character of the Settlement.

Even when Resupplying narratively involves purchasing supplies, **you don't have to actually spend Cash to Resupply** unless the Feature says to, or if the GM has determined that what you need is particularly rare or hard to get in this Settlement (which, again, should be the exception, noteworthy for its rarity). Assume you get the cost low enough that it's not worth tracking or that you scrape together enough coin to get what you need.

## Cash

Items can be purchased with Cash, typically kept in the form of coinage.

1 point of Cash represents a small pouchful of coins.

Most of the incidental costs of the adventuring life—food, lodging, supplies, equipment maintenance, basic medical care etc.—are covered by the Expenses incurred when players take a Settlement Rest. Other items and services can be purchased for the following prices at normal market rate:

### 1 Cash

- 2 standard Equipment items
- Booking a day's passage by boat or wagon
- Hiring an unskilled laborer for a few days' work
- Hiring an expert for very basic information or services
- Medical care for a serious injury or requiring an uncommon cure
- A modest bribe or fine for a minor infraction (parking ticket)

### 2 Cash

- 5 standard Equipment items
- A typical quality riding horse
- Booking a few days' passage by ship or coach
- Hiring an expert for unique information or services
- Medical care requiring a skilled healer or a rare cure
- A considerable bribe or fine for a moderate infraction (light fraud)

### 3 Cash

- A magic item (see Magic Items above)
- Something stupid that rewards Experience (see Experience)
- Booking a week's passage by ship or caravan
- Hiring an expert for highly esoteric information or top-quality services
- Medical care requiring an incredibly skilled healer or a very rare cure
- An exorbitant bribe or fine for a serious infraction (assault)

## Treasure

Treasures are valuables that can be brought back from dungeons and sold in town for healthy profits.

Treasure items are always either coinage or a valuable Trinket.

All Treasures have a Value score of 1 or more. When sold at normal market prices, the Treasure is worth 1 Cash per point of Value.

## Experience & Advancement

**Experience** represents the mishaps, triumphs, and questionable decisions that shape adventurers into stronger—but not necessarily wiser—versions of themselves.

Once a character has accumulated **10 Experience**, they can clear all of it and **Level Up**, gaining a new Feature from their Class. If you gain enough Experience that you would have more than 10, you still gain the additional Experience after clearing the track and Leveling Up.

There are three ways players can gain Experience: **fulfilling Beats** from their Derp or Drive, **wasting money**, and overcoming the **effects of some Derps**.

### Beats

Players primarily gain **Experience** by fulfilling the **Beats** from their Derps and Drives. Some of these are negative and reflect the character giving in to their base impulses or being victim of bad fortune because of their foibles. Others are positive, instances where a character rises above their flaws to be good or noble. Both are equally valuable in terms of Experience.

At character creation, a player should **choose two Beats** that they'd like to pursue in the first session. You can take both from your Drive or Derp or take one from each. They may or may not come up, but the GM should do their best not to go too long without giving a player a chance to fulfill their Beats.

When a Beat is fulfilled to the GM's satisfaction, the player may mark that Beat.

- If it was a **Minor Beat**, mark **3 Experience** and **every other player** at the table marks **1 Experience**.
- If it was a **Major Beat**, mark **8 Experience** and **every other player** at the table marks **3 Experience**.

At the **end of each session**, players are free to **choose two new Beats** or **leave any unfulfilled Beats** for the next session. Players cannot choose a Beat that has already been fulfilled.

## Wasting Money

Players can also gain small amounts of Experience by **wasting Cash** on pointless, stupid, or wasteful excesses.

Whenever they are at a Settlement, a player can choose to **spend 3 Cash** on partying and carousing, making terrible investments, gambling (and losing), or buying useless crap to **gain 1 Experience**. They can define this waste of money however they want (connecting it to their Derp or Drive is best), but they must definitively lose the money with no hope of getting it back and they cannot receive any mechanical benefit from the expenditure.

This form of Experience gain is **deliberately small and inefficient**. Fulfilling Beats is the intended way for the players to make most of their Experience. This option just gives players something to do with their money if they somehow accumulate enough of it.

## Derp Effects

Some Derps have particularly onerous requirements that affect your Class resources, limit your abilities, or otherwise place additional burdens on you. These are all listed in the **Effects section** for the Derp.

Derps that have these additional requirements always provide a bit of a consolation prize by rewarding you when you overcome those limitations. If your Derp has an Effects section, one of the entries there will describe **something you can do once per session to gain 1 Experience**.

## Derps

**Derps** represent your character's tragicomic failing, the reason they need to take work with GED instead of being a real hero. It is always related to their Class, the source of their power and strength, and typically compromises it in some way or shows how they are their own worst enemy.

Each Derp has the following information:

- A **description** of what the Derp entails generally.
- Any **mechanical effects** or **character creation requirements** for the Derp.

- Once you have marked a Major Beat that the GM agrees is a significant milestone in overcoming your Derp, you may choose to remove all the Effects of your Derp (including the ones providing additional Experience).
- Three **questions about your character's background** (including random tables)
  - Answer all 3 to gain **1 Experience**.
  - Some questions will ask you to “roll or choose” from a table. Roll 1d6 on the table, select any option that calls to you, or make up your own. If it asks you to “roll or choose” 2 separate things, you can roll both, choose both, or any combination you like.
- Three possible **connections** between your character and another player character
  - Choose one and answer it with that player to gain **1 Experience**
  - If you help answer at least one connection another player makes with you, gain **1 Experience**
- A list of **Beats**, Minor and Major, for the Derp.
  - Choose two to pursue in the next session at character creation and the end of each session after.

## Wild at Heart (Critterkin)

You were born an animal, not a humanoid. Somewhere along the line you became intelligent and learned the shapeshifting secrets of the Critterkin with a human form becoming your Totemic Form. You still haven't quite got the hang of many aspects of human life, though. Your human form always appears like a slightly different person each time you assume it and your life experience frequently causes you to exhibit behaviors that make blending in difficult.

### Effects

You cannot roll with Training on Actions to use complex human tools (such as guns or artisan's tools) or that require acting like a normal humanoid socially.

Once per session when you pass or succeed on an Action to use human tools or socially influence humanoids, gain 1 Experience.

### Questions

Answer all 3 of the following questions to gain 1 Experience:

- What did you think about humans before you learned to live with them and how has your perspective changed?
- Roll or choose a druidic clan and their native environment. Critterkin from this clan taught you how to shapeshift (and possibly gave you intelligence in the first place).
  1. Clan Crowsfoot — Mountain cliffs
  2. Clan Fisheye — Coastal river delta
  3. Clan Harelip — Forested hills
  4. Clan Longhorn — Dry grassland
  5. Clan Shaggydog — Boreal forest
  6. Clan Snakeskin — Swampy bayou
- Roll or choose an animalistic behavior that you frequently exhibit without realizing how off-putting it is to humans. What was a time this behavior got you in trouble and why can't you stop doing it?
  1. Be aggressively territorial
  2. Be frightened by fire and loud noises
  3. Eat or chew anything you can get your teeth on
  4. Forget how to use human tools
  5. Make distressingly accurate animal sounds
  6. Publicly groom yourself

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- You had a run in with another player character before you learned to shapeshift. What happened and how has it shaped what you think of them?
- Despite your time amongst them, you still have trouble telling some humans apart. You always mix up two other player characters in particular. What is it about these two that makes them nearly indistinguishable to you?
- Another player character is fascinated with your experience as an animal. What do you think of their interest and what have you told them?

### **Minor Beats**

- Learn something truly new to you about human society or culture.
- Flee from a winnable fight because you saw fire or heard a loud noise.



- Get into a conflict with an animal that can tell what you truly are even while you're in human form.
- Forget how to use a simple tool at a crucial moment.
- Resolve a tense social situation with animal behavior instead of words.
- Establish a genuine rapport with an animal.
- Destroy something useful or valuable out of instinct.
- Track down an elusive target using the heightened senses of one or more of your animal forms.
- Find food, water, and shelter for your entire party or another group while in the wilderness.
- Find unexpected mystic insight into the natural world from a source in human society.

### **Major Beats**

- Oppose a powerful beast, spirit, or other Critterkin to prevent them from doing something perfectly natural but terrible to your developing human sensibilities.
- Give up an aspect of your freedom for someone else's sake.
- Save a natural place from widespread destruction.
- Witness the brutality of a "civilized" society you were just starting to truly respect and admire.
- Stake a claim to a coveted swath of abundant wilderness as your personal territory.

### **Fraudmaster (Fightmaster)**

The omniweapon is meant to be the signature mark of a graduate of Fighter College—a sign that you're dealing with a highly trained warrior. So what are you doing with one? You didn't graduate from Fighter College. You either dropped out or didn't go at all, but somehow you've got your hands on a genuine omniweapon that does its best to make up for your complete lack of combat training or skill in battle.

### **Effects**

You cannot roll with Training or Mastery on direct Attack Actions unless guided by your weapon.

Once per session when you pass or succeed on an Attack Action without your weapon, gain 1 Experience.

### **Questions**

Answer all 3 the following questions to gain 1 Experience:

- Omniweapons are normally given out only to top graduates of Fighter College. That's definitely not you, so how did you acquire your weapon?
- Roll or choose your weapon's name and personality. What does your weapon think of being wielded by someone like you?
  1. Agonarr the Cataclysm — Stoic, humorless
  2. Death's Right Hand — Mystical, indecipherable
  3. Griever — Noble, perfectionist
  4. Kairophax — Bold, belligerent
  5. Fire on the Mountain — Wise, pedantic
  6. Nyxabella — Glib, wisecracking
- Roll or choose a course that you actually did well in at Fighter College (or that you pretended to like if you never attended). What about it appealed to you?
  1. Amputation and Cauterization — Advanced Field Medicine
  2. Conflict Deescalation (Elective)
  3. History of Guisarmes
  4. Intro to Playing Flute in a Battle
  5. Shield Repair 101
  6. Theoretical Latrine Digging

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- You met another player character at a party on campus. How did they save you from complete embarrassment?
- One of the other player characters knows you're not trained in combat. Why have they agreed not to rat you out?
- Another player character is impressed by your "skill" and wants you to teach them. What have you told them so far?

### **Minor Beats**

- Defeat a powerful foe one-on-one.
- Have an honest conversation with your weapon, treating it as a person.
- Take credit for a victory that wasn't yours to claim.
- Do something dangerous to conceal your fraud.

- Fight on behalf of a powerful or influential person who would be shamed if your secret got out.
- Someone asks you to teach them your fighting techniques and you can't easily say no.
- Someone notices your weapon compensating for your lack of combat skill and becomes suspicious.
- Face a public challenger, large scale battle, or dangerous undertaking without your weapon.
- Save an ally from a fight they can't win.
- Go out of your way to do a favor that your weapon has asked you for.

### **Major Beats**

- Your secret is revealed to someone willing to exploit that knowledge.
- Prove yourself a hero to a community.
- Confess your fraud to someone who genuinely admires you for your supposed skill.
- Fail to save an NPC you've made a meaningful connection with.
- Learn something about who your weapon was when they were a person that changes your opinion of them.

## **Wild Magic (Hedge Wizard)**

Your control over your Words of Power is tenuous. Your Spells sometimes don't create the effects you intended and you often lose control of your Spells or create dangerous and chaotic backlash effects.

### **Effects**

Whenever you cast a spell, roll 1d6. If you roll a 1, you take a Consequence from your spell producing a wild magic effect.

Once per session when you cause a wild magic effect, gain 1 Experience.

### **Questions**

Answer all 3 of the following questions to gain 1 Experience:

- Roll or choose a stressful emotion and a wild magic effect. The first time you lost control of a Spell, you felt that emotion and caused that effect. What happened?
  1. Anger — Collateral damage harms yourself, allies, bystanders
  2. Confusion — Nearby things transmutate randomly

3. Embarrassment — Spell produces a comically weak effect
  4. Fear — Replace one Word of the Spell with any similar sounding one
  5. Loneliness — Inadvertently summon something dangerous
  6. Shame — Bizarre temporary bodily mutations
- What was the last straw — the final magical failure that caused you to be expelled from the Circle?
  - Roll or choose a Circle mentor and their magical specialization. This mage tried to train you. What did they say on your behalf at your expulsion tribunal?
    1. Artazina Andrestine - protective warding
    2. Bob Johnson - elemental conjuration
    3. Gessamere Poltergeist - illicit enchantments
    4. Proximar Portentus - dimensional teleportation
    5. Ossivander Quelch - transmutation (of/into ferrets)
    6. Waze Marklin - automated janitorial cantrips

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- Another player character was harmed by a Spell you lost control of. What happened to them and have they forgiven you?
- Another player character dislikes the Circle and glorifies Hedge Wizards. What do they expect from you that you haven't lived up to?
- You've fought alongside one of the other player characters before. What was the job and what Spell did you pull off (mostly) flawlessly when the chips were down to save their life?

### **Minor Beats**

- Cause considerable collateral damage with your magic.
- Create a useless magic effect at an inopportune time.
- Be mentored by a more stable wizard.
- Catch a bystander in the fallout of your magic.
- Accept help from a more disciplined magic user you find insufferably smug.
- Study the Words of Power in a real mage's library.
- Accidentally solve a problem with backlash from a spell intended to solve a completely different problem.
- Summon a hostile or troublemaking entity that you have minimal control over.

- Solve a significant problem without using magic.
- Face ridicule from established Circle mages.

### **Major Beats**

- Create a dangerous backlash on purpose to defeat a major foe.
- Inadvertently create a serious problem for a community that you are on the hook to fix.
- Learn a secret to controlling your magic from a humiliating spellcasting failure.
- Defeat a ranking Circle mage in a sanctioned wizard's duel.
- Make a significant discovery about the Words of Power and present your findings to the Circle.

### **Faded Glory (Minstrel)**

Once, you were on top of the world. One of the most famous and sought after acts, you toured across the realm. Your rise was quick, but your fall was somehow even quicker. Now you live a life of ignominy, seeking a second chance at the spotlight.

### **Questions**

Answer all 3 of the following questions to gain 1 Experience:

- All of this ultimately got started for the music. How did you learn to play and what was the moment you knew you loved performing?
- Roll or choose the old bandmate you blame the most for your act splitting up. You were on top of the world and then everything came apart in an instant. How did the split ultimately happen?
  1. The one who was always more talented than you and knew it
  2. The one who left for a solo career at the exact worst moment
  3. The one who started the rumor that ended everything
  4. The one who handled the money
  5. The one who gave up on music entirely
  6. Yourself, if you're being honest. Which you're not.
- Roll or choose the name of your Label and your current relationship with them. Your Label made you a star, but now things are more complicated. Are you still trying to make it work or are you trying to move on?
  1. Ye Olde Timey Tunes — They reluctantly dropped you after one too many scandals.

2. Lieutenant Tim's Management Co. — You have thoroughly burned that bridge beyond repair.
3. Lutelords — You're still signed with them in good standing, but they are in dire financial straits.
4. Mascarpone Artists — There is ongoing litigation about the ownership of your back catalogue unlikely to be resolved this century.
5. Mellow Mood Performing — You parted on genuinely good terms and they'd take you back tomorrow, which is somehow more humiliating.
6. Consolidated Music Inc. — They merged with a massive corporate Label and you disappeared in the shuffle.

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- Another player character was a huge fan that got to meet you in your prime. What did you do that totally disillusioned them?
- Another player character used to work as a roadie for your act and they've never seemed impressed by you. How has that relationship changed?
- One of the other player characters is a fan of an artist or type of music you hate. What music do they prefer and what do you hate most about it?

### **Minor Beats**

- Play something new for a crowd that wants to hear the hits.
- Mentor a promising younger artist.
- Encounter one of your old bandmates who now plays with a different group.
- Deal with a clingy fan.
- Be recognized by an enemy or bystander while trying to remain incognito.
- Turn down a valuable opportunity you consider beneath your status.
- Accept help from someone more relevant and famous than you.
- Find success with a creative style you've always hated.
- Learn a legendary song, the melody of which has been lost to time.
- Best an enemy in combat while playing a Song without interrupting the performance.

### **Major Beats**

- Play at a prestigious venue or for a massive crowd.
- Step back from the limelight to let someone else have the glory.
- Become widely known for something besides your music.
- Found a new school or artistic movement that attracts followers from across the Realm.
- Use your music to prevent a major conflict between two communities.

## **Liar, Liar (Ne'erdowell)**

Deception has become such a common part of your life that you're forgetting how to turn it off. Sometimes you just lie, even when you don't need to. Fake stories slip from your lips much more easily than you can remember them all and your many falsehoods have a tendency of catching up with you.

### **Effects**

You must succeed on a Believe in Yourself Action to tell the truth without omission, invention, or embellishment.

Once per session when you pass or succeed on an Action to tell the truth, gain 1 Experience.

### **Questions**

Answer all 3 of the following questions to gain 1 Experience:

- Roll or choose a seemingly harmless lie that got this habit started. What was the lie and how did it lead to ever more lies?
  1. A lie to avoid hurting someone you cared about
  2. A lie to get out of trouble that someone else took the blame for
  3. A lie about your experience or qualifications to secure a job or opportunity you felt you were good at
  4. A lie to protect someone from the consequences of their own actions
  5. A lie you thought was the truth but never corrected after you discovered you were wrong
  6. A lie you told just to see what would happen
- It's not like you haven't tried to be honest, but when you have told the truth, you've suffered for it. When was the last time you told the truth and it ended badly for you?

- Roll or choose an alter ego and their fictitious profession. You used this identity to great effect until recently. What was the con and how did it go wrong?
  1. Billie Lightquill — lawyer/judge
  2. First Lastname — wealthy widow/er
  3. Frankie Firefinger — Circle mage
  4. Jessie Coinpinch — art collector
  5. Mantis Toboggan — medical doctor
  6. Tonie Lamppost — undercover Lawman

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- Another player character has been unknowingly repeating one of your lies to other people as true. What is it and who are you worried might hear it?
- Another player character is the one person you find it genuinely difficult to lie to. What is it about them that throws you off?
- You met another player character as your alter ego. How have you convinced them your real self is the alter ego?

### **Minor Beats**

- Tell an absurd lie with real risk for no real gain.
- Tell the truth even though it will cause you harm.
- Try to help someone who has come to you believing you have qualifications you lack.
- Witness the consequences of one of your lies.
- Face even bigger problems when one of your lies turns out to be true.
- Defeat an enemy through deception without violence.
- Forgive someone for deceiving you.
- Successfully run a scam on someone involving at least one other player character.
- Talk your way out of a confrontation that threatens to turn violent.
- Get caught in a lie and get yourself out of it by telling another, bigger lie.

### **Major Beats**

- Come clean about a major lie or web of lies you were relying on.
- Tell an important truth that costs you more than any of your lies ever did.



- Pull off a seemingly impossible heist or con.
- Reveal that something major about you that everyone has assumed was true all along was an elaborate lie.
- Take down someone powerful and corrupt using their own methods against them.

## Drives

**Drives** represent the thing motivating your character to take up a life of adventuring despite your Derp making you somewhat less than ideal for the position. Any class can choose any Drive (though some Derps are prohibited from being combined with certain Drives), but your choice of Drive will say a lot about what your character is like as a person and why they've ended up here with the rest of the GED rabble.

Each Drive has the following information:

- A **description** of what the Drive entails generally.
- **Prohibited Derps** (if any) that you cannot combine with this Drive
- Three **questions about your character's background** (including random tables)
  - Answer all 3 to gain **1 Experience**.
- Three possible **connections** between your character and another player character
  - Choose one and answer it with that player to gain **1 Experience**
  - If you help answer at least one connection another player makes with you, **gain 1 Experience**
- A list of **Beats**, Minor and Major, for the Drive.
  - Choose two to pursue in the next session at character creation and the end of each session after.

## Boss

Someone holds your reins. Whether it's a debt, a duty, or someone you love that they hold in their clutches, when they say "Jump", you say "Hell yes. I love jumping, sir." So when they said pack up your things and sign with GED, well that's exactly what you did.

## Prohibited Derps

Dark Bargain (Hedge Wizard), True Believer (Knight of Linda), Scout's Honor (Loose Cannon)

## Questions

Answer all 3 of the following questions to gain 1 Experience:

- Roll or choose your boss's name and the faction they are aligned with. What do you know about your boss and how do they treat you?
  1. Alaric Dayne — an influential noble house
  2. Carmella the Weaver — an enormously wealthy corporation or mercantile consortium
  3. Dorian Warwick — a religious organization or growing cult
  4. "Kindly" Marcellus — a criminal syndicate or thieves' guild
  5. Presley Deepwater — the Lawman's Guild or a paramilitary organization
  6. The Thresher — a mysterious organization of possibly supernatural origin
- Roll or choose what source of leverage your boss has over you. How did your boss gain this power over you?
  1. A binding contract you signed without reading the fine print
  2. Blackmail material they have threatened to release
  3. A hostage — they can hurt someone you care about
  4. A magical form of control that can literally destroy you
  5. You are genuinely loyal and truly believe in what they're doing and want to see their goals come to fruition
  6. You owe them a deep debt in coin, blood, or favors
- Your boss ordered you to join GED and wait for further orders. What do you think are their larger goals and how does this factor into it?

## Connections

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- Another player character is an enemy of your boss. What's their connection to your boss and does your boss know you're working with them?
- One of the other player characters also works for or is connected to your boss. What's their connection and how do you feel about it?
- You're envious of one of the other player characters who seems completely unburdened by the world. In what way are they free that you aren't and how do you handle your jealousy?

## Minor Beats

- Receive orders that directly conflict with what the party needs right now.
- Complete a task for your boss that benefits them at real cost to yourself.
- Use your boss's name or resources to get something you wanted for entirely personal reasons.
- Find out something about your boss you were never supposed to know.
- Be contacted at the single worst possible moment.
- Do your boss's dirty work in front of someone whose opinion of you matters.
- Receive aid from someone reprehensible who is also in your boss's employ.
- Cover up something your boss did that you find genuinely uncomfortable.
- Invoke your boss's authority to get out of trouble you caused yourself.
- Be asked to bring someone into your boss's orbit who you'd rather protect from it.

### **Major Beats**

- Defy your boss openly and face the consequences.
- Complete a major multi-session objective for your boss.
- Turn something your boss wants against them.
- Discover the true scope of what your boss is actually trying to accomplish.
- Obtain something that meaningfully reduces the leverage your boss has over you.

### **Glory**

You're going to be the greatest there ever was. You can feel it in your bones that you were destined for greatness, no matter what the naysayers claim. And what better way to get your name known across the Realm than by joining up with an adventuring guild?

### **Prohibited Derps**

Faded Glory (Minstrel)

### **Questions**

Answer all 3 of the following questions to gain 1 Experience:

- Roll or choose a legendary figure's name and what they're known for. This person is what Glory looks like to you. What about them do you aspire to and how are you going to exceed them?
  1. Benj Haberforth — a Minstrel whose songs are still sung today
  2. Crash Thrasher — a warrior who took on a whole army by themselves

3. Fluenzio de la Oveja — an explorer who mapped the frontiers of the Realm
  4. "Mad" Marley Crane — a notorious outlaw who robbed the wealthy and was beloved by the common people
  5. Olarazha — an archmage of incredible arcane power and knowledge
  6. Serafina Vaughn — a ruler known for their wisdom and even hand
- Not everyone is as convinced of your destiny as you are. Who is someone who has told you you'll never amount to anything and why did it hurt particularly coming from them?
  - Roll or choose a failed attempt at glory you made recently. How did the consequences of that failure bring you here and what lesson have you learned (or ignored) from the experience?
    1. Attempted a dangerous feat unprepared and had to be rescued
    2. Badmouthed someone powerful and word got back to them
    3. Challenged someone you didn't realize completely outmatched you to a public contest
    4. Created or commissioned a song about yourself that was terrible, but caught on anyway
    5. Delivered a self-aggrandizing speech to a crowd that had no idea who you were
    6. Tried to take credit for something you didn't do in front of the people who did do it

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- Another player character was present for your recent failed attempt at glory. How were they involved and what do they think of you now?
- One of the other player characters claims that the legendary figure you aspire to was a fraud or did terrible things. What do they claim about that figure and how do you feel about their claims?
- You've convinced one of the other player characters of your destiny and they've become a hanger on to share in your glory. How are they making a nuisance of themselves and what do you think of the whole situation?

### **Minor Beats**

- Make a dangerous dramatic entrance that accomplishes nothing except making you look cool.
- Perform a genuinely impressive feat with no witnesses whatsoever.
- Rush into danger before anyone else.
- Convince someone important that you are more famous than you actually are.
- Waste 4 or more Cash on flashy clothes or public carousing.
- Refuse to do something terrible even though it would increase your profile.
- Attract unwanted attention because of your pursuit of fame.
- Get Downed because of your own reckless risk-taking.
- Take on a powerful enemy one-on-one.
- Have your name known in at least 3 different communities.

### **Major Beats**

- Have something cool (a drink, a fighting technique, a landmark, etc.) named after you.
- Walk away from a glorious opportunity because someone else needed it more.
- Be celebrated by a large group of people who have entirely the wrong idea about you.
- Discover that you've developed a reputation you don't want.
- Accomplish an incredible feat... and have it promptly attributed to someone else.

### **Greed**

You need money and lots of it. Could be you're struck with a tendency to spend what you don't have, maybe you're intent on rebuilding a family fortune, or perhaps you just love coin more than the safety of a simple life. GED promises a means to that kind of cash, provided you survive to spend it.

### **Questions**

Answer all 3 of the following questions to gain 1 Experience:

- Roll or choose how you learned the value of money. What happened and how did it shape your perspective about money?
  1. From a successful mentor who could never seem to have enough
  2. From a spendthrift parent who struggled to support your family
  3. From an adoptive guardian to whom you were just another mouth to feed

4. Growing up in a noble house where money was the only thing separating you from the common folk
  5. When someone scammed or stole something valuable or important from you
  6. When you gave all you had and it didn't make a difference
- Roll or choose what you do with money when you have it. Why is this what you spend your money on and what do you hope to gain from it?
    1. Buy extravagant luxuries and try to blend in with high society
    2. Gamble pathologically
    3. Give it away while basking in the adulation you receive for your "selfless" generosity
    4. Hoard it, never spend a penny you don't have to
    5. Invest it in increasingly ridiculous schemes that never turn a profit
    6. Live a life of idle hedonism or wild debauchery
  - You had made a decent amount of money not long ago, but then you lost it all and had to turn to adventuring. How did you make that money and what happened to it?

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- One of the other player characters seems genuinely unconcerned about money and you find you have complex feelings about this. What do you admire and what do you disdain about their magnanimity?
- You dragged one of the other player characters into a get-rich-quick scheme that ended disastrously. What happened and what, if anything, do they expect from you in recompense?
- One of the other player characters is always there when you're throwing money around. How do they enable your worst impulses and why do you keep them in your orbit?

### **Minor Beats**

- Waste 4 or more Cash gambling or buying useless crap.
- Pass up an easy score because it would hurt someone undeserving.
- Discover that something you thought was worthless is extraordinarily valuable, or vice versa.

- Acquire a one-of-a-kind luxury item that no one else has.
- Welch on a significant debt that you know will have consequences.
- Talk someone into a deal that's good for you, but bad for them.
- Give away something valuable to someone who truly needs it.
- Make a deal with someone you know is untrustworthy, but the upside is too great to pass on.
- Face judgment or ridicule for not having enough money.
- Experience something moving, but totally free.

### **Major Beats**

- Come into possession of 6 or more Cash all at once.
- Be offered an enormous sum of money, but you must do something terrible to get it.
- Lose a fortune with one terrible (or gracious) decision.
- Acquire a piece of land, ownership in a corporation, or another asset that provides regular income.
- Knowingly acquire a cursed artifact.

### **Redemption**

You really messed up this time. It doesn't matter if it was incompetence or selfishness, you let everyone down and lost their respect. With no prospect of forgiveness, you left and signed on with GED, hoping the adventuring life might lead you to a way to redeem yourself from your terrible screwup.

### **Prohibited Derps**

One Last Job (Ne'erdowell)

### **Questions**

Answer all 3 of the following questions to gain 1 Experience:

- What exactly did you do, how bad was it really, and who did it hurt?
- Roll or choose what caused your screwup. What, if anything, do you think you could do that would make you forgive yourself?
  1. Blinded by hubris, you were convinced you were making the right decision
  2. Fear got the better of you and you fled or froze
  3. Incompetence, laziness, or complacency on your part

4. A selfish desire that conflicted with what was expected of you
  5. You abandoned your duties to be with someone you loved
  6. It truly wasn't your fault — you were framed or just unlucky but no one will believe you
- Roll or choose the people you let down the most. What, if anything, do you think you could do that would make them forgive you?
    1. A friend group who depended on each other
    2. A large group of people you never met
    3. An organization you belong to
    4. An organization you aspired to join
    5. Your entire community
    6. Your family

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- One of the other player characters is one of the people that you let down with your screwup. How do they feel about the whole ordeal and your efforts to redeem yourself?
- Another player character is (openly or quietly) rooting for you to find redemption. What about your situation speaks to them personally and garners their sympathy?
- Another player character exhibits qualities that uncomfortably remind you of yourself when you made your screwup. What trait are they showing and how are you trying to guide them away from it?

### **Minor Beats**

- Be recognised by someone who knows of your screwup and has opinions.
- Help someone else avoid making the same mistake you made.
- Attempt to make amends to someone and make it way more awkward than it needed to be.
- Learn something or develop a skill that would have prevented your screwup.
- Try to move on by cutting ties with your past instead of seeking forgiveness.
- Forgive someone else for something they've done to you.
- Witness a previously unknown consequence of your screwup.
- Donate 4 or more Cash to a relevant charity.



- Get Downed and have someone come to your rescue.
- Be there for someone when they really need you.

### **Major Beats**

- Be publicly acknowledged as redeemed by someone whose opinion matters to you.
- Mess up badly. Again.
- Discover that the person or people you most need forgiveness from cannot or will not give it.
- Undo some significant part of the damage you caused.
- Learn information that recontextualizes your screwup.

### **Rivalry**

That snake thinks they're so great. They've been a constant thorn in your side since you both started this trade around the same time, always doing just a little better than you. You joined GED for the promise of an opportunity to wipe that smug smirk off their stupid face, whatever it takes.

### **Questions**

Answer all 3 of the following questions to gain 1 Experience:

- Roll or choose your rival's name and why (you think) they do better than you. How do you feel you are the opposite of your rival and how is that an important part of how you see yourself?
  1. Francine Farr — because they come from a wealthy or influential family
  2. Harris Newman — because they have no morals or standards
  3. James Romanesco — because they focus on broad soulless corporate appeal
  4. Mel Bartram — because they're a suckup that ingratiates themselves with influential people
  5. Octavia Primrose — because they're more likeable to the unwashed masses
  6. Shannon DeVries — they're just lucky and one day their luck is going to run out
- How did you first meet your rival and when did the relationship turn into a bitter feud?

- Roll or choose the most recent humiliation they inflicted on you. You've ended up here seeking a way to get back at them for it. What terrible revenge do you have planned?
  1. They publicly outperformed you at what you consider your specialty
  2. They received an award, recognition, or opportunity you were certain was going to you
  3. They apparently forgot about you or your rivalry for some time
  4. Someone important to you sided with them in some way
  5. You had to accept help from them
  6. Nothing, just looking at their stupid face fills you with rage

### **Connections**

Choose a connection and answer its question with one of the other players to gain 1 Experience. If you help at least one other player make a connection with your character, gain 1 Experience.

- Another player character knows both you and your rival and finds your entire rivalry ridiculous. What do they think of it and why are they wrong?
- One of the other player characters is a vocal fan of your rival. How have you tried to convince them of the error of their ways and why hasn't it worked?
- Another player character doesn't know anything about your rival, but loves a good bit of revenge. How have they agreed to help you destroy your rival?

### **Minor Beats**

- Acquire an advantage over your rival through underhanded means you don't feel quite right about.
- Lose out to your rival in a way that is particularly painful or humiliating.
- Meet someone who admires your rival and have to spend time with them.
- Do something dangerous or foolhardy purely to outdo your rival.
- Insult your rival to someone who turns out to be one of their close and loyal allies.
- Hurt your rival in a way that is personal and unrelated to what the two of you compete over.
- Do collateral damage to undeserving innocents.
- Try (unsuccessfully) to bury the hatchet and make peace with your rival.
- Witness your rival make a valid point or do something good and admit they are right or insist on denying it.
- Extend your rival assistance or a courtesy you doubt they would give to you.

## Major Beats

- Discover something that makes you feel genuinely sympathetic towards your rival.
- Definitively beat your rival at something you have been competing over.
- Let your rival win when you could have beaten them.
- Work with your rival towards a common goal and find, much to your dismay, you make a great team.
- Learn that your rival has never held ill-will towards you and values their relationship with you.

# Keywords

## Animals

When rolling a random Animal (but not for a Critterkin's Animal Forms, see Critterkin class section), first roll 1d6 to see which type of Animal it is.

1. Creeper
2. Dodger
3. Flier
4. Grazer
5. Hunter
6. Swimmer

## Creeper Animals

1. Beetle
2. Centipede
3. Chameleon
4. Cockroach
5. Ferret
6. Mole
7. Raccoon
8. Rat
9. Scorpion
10. Spider
11. Toad
12. Viper

**Flier Animals**

1. Bat
2. Bee
3. Crane
4. Falcon
5. Fly
6. Gull
7. Hummingbird
8. Owl
9. Pigeon
10. Raven
11. Sparrow
12. Vulture

**Dodger Animals**

1. Deer
2. Frog
3. Gecko
4. Greyhound
5. Horse
6. Kangaroo
7. Monkey
8. Rabbit
9. Roadrunner
10. Squirrel
11. Sugar Glider
12. Ostrich

**Grazer Animals**

1. Ape
2. Armadillo
3. Boar
4. Buffalo
5. Camel
6. Giraffe
7. Moose
8. Ox
9. Porcupine
10. Rhinoceros

11. Skunk
12. Yak

### **Hunter Animals**

1. Baboon
2. Badger
3. Bear
4. Cobra
5. Fox
6. Hyena
7. Jaguar
8. Komodo Dragon
9. Lion
10. Lynx
11. Python
12. Wolf

### **Swimmer Animals**

1. Beaver
2. Capybara
3. Crab
4. Crocodile
5. Dolphin
6. Electric Eel
7. Hippopotamus
8. Octopus
9. Penguin
10. Piranha
11. Shark
12. Turtle

### **Elements**

1. Acid
2. Bee
3. Bone
4. Cold
5. Darkness
6. Death

7. Earth
8. Electricity
9. Fear
10. Fire
11. Flame
12. Force
13. Frost
14. Heat
15. Ice
16. Life
17. Light
18. Lightning
19. Madness
20. Magma
21. Meat
22. Metal
23. Mind
24. Plant
25. Poison
26. Rat
27. Shadow
28. Smoke
29. Sparkles
30. Sound
31. Stink
32. Stone
33. Thunder
34. Time
35. Water
36. Wind

## **Forms**

1. Armor
2. Arrow
3. Aura
4. Ball
5. Beam
6. Blade

7. Blast
8. Bubble
9. Burst
10. Circle
11. Cloak
12. Cloud
13. Cube
14. Curse
15. Disk
16. Field
17. Gaze
18. Golem
19. Hand
20. Illusion
21. Line
22. Pants
23. Portal
24. Pulse
25. Ray
26. Shield
27. Song
28. Storm
29. Swarm
30. Touch
31. Trap
32. Vortex
33. Wall
34. Wave
35. Wings
36. Word

## **Verbs**

1. Absorb
2. Blind
3. Charm
4. Conceal
5. Conjure
6. Control

7. Crush
8. Curse
9. Deceive
10. Destroy
11. Duplicate
12. Enlarge
13. Ensnare
14. Explode
15. Hasten
16. Heal
17. Immobilize
18. Invigorate
19. Levitate
20. Nullify
21. Pierce
22. Protect
23. Regenerate
24. Repel
25. Restore
26. Reveal
27. See
28. Shrink
29. Silence
30. Summon
31. Teleport
32. Terrify
33. Transform
34. Understand
35. Warp
36. Wither