

The Threeverwood D20 Ruleset v2.0

Additions to and variations on D&D 3.5 edition. Assumes working knowledge of d20 core mechanics (difficulty class, attributes, experience, etc.) but includes a short primer on some key d20 concepts, including those that have been modified for this ruleset. These rules are designed for characters roughly equivalent to levels 1-6 in D&D 3.5. Other influences include D&D 5e, Warhammer 40k: Rogue Trade, Savage Worlds, FATE, GURPS.

Mechanics are setting agnostic but have mostly been developed over the course of 30 one-shots, adventures and campaigns in the Aeldrum setting. Earlier versions of this ruleset have been used to run four different campaigns outside the setting.

Contents

Version Change Notes:	2
A Short Primer on D20 Mechanics	3
Critical Successes and Failures:	7
Aiding Another and Dividing Labor:	8
Actions	8
Passive Checks	10
Tiers and Experience:	11
Standard Character Point Allocations and Balancing Formulae:	12
Attributes:	12
Generating Attribute Scores:	13
Changing Attributes Post-Generation:	14
Attribute-Dependent Traits:	14
Attribute Checks	15
Skills:	15
Using Skills to Achieve Broad or Long Term Objectives	20
Oppositional Skill Checks:	21
A Special Case: Combat	21
In order to make an attack, a character rolls the relevant skill (melee, ranged attack, psionics, etc.) against either a character's resistance (typically evasion) or against the character's relevant defensive skill (e.g. melee defense). The attack either fails or	

succeeds (critical failures/successes confer an immediate hit/miss with a degree of failure), with results described in the following table:	21
Combat Table of Degrees of Success:	21
Resistances:	23
Resiliencies:	24
Hit Points, Wound Points and Healing:	24
Bleeding, Injury and Death:	24
Sanity and Madness:	25
Special Abilities	27
Background Points:	30
Appendices:	31
Appendix A: Tier Caps	31
Appendix B: Magic:	32
Appendix D: Attribute Inheritance	37
Appendix F: Aeldrum Racial Modifiers	45
Appendix G: Example Background Points	49
Appendix H: Campaign Special Rules	50
Spires of Aeldrum/Legacy War BP Variant:	50
Corsairs and Deep Ether Random Encounter Tables:	53
Appendix I: Aeldrum Arms, Armor and Assets	53
Appendix J: FATE Supplement	53
Appendix K: Reading Etheric Maps	53
Appendix L: Aeldrum-Specific Skills List	54
Appendix M: Mass Battles Rules	57
Operational Engagements:	57
Theater of War Level Battles:	57

Version Change Notes:

This version of the Threeeverwood Ruleset seeks to streamline and minimize the number of core mechanics from the set used in Version 1. Whereas Version 1 was focused on maximum customizability from a D20 starting point, Version 2 seeks to preserve customizability while simplifying the rules system, allowing for reduced awkwardness in comparing across character traits and easier character build optimization – the atomization of composite character bonuses

like Base Attack Bonus seeks to introduce more variety into character builds by encouraging specialization, while still allowing paths for generalist builds to survive.

Character creation rests on three essential features: character points (CP), attribute distribution and background points (BP). Attribute distributions and character points are determined by campaign conditions, while background points are typically determined by a more ad-hoc balancing process, and the magnitude of a characters background pool (the number of positive BP spent) can vary significantly within the same party.

All characters have traits that fall into the following categories, with further situational modifiers possible from environment, equipment and other factors:

- Attributes: the inherent abilities, physical and cognitive, of a character
- Skills: the training of a character in specific areas
- Resiliencies: the ability of a character *withstand* specific kinds of harm (physical, mental)
- Resistances: the ability of a character to *avoid* specific kinds of harm
- Special Abilities: modify or create applications of the preceding traits or relationships among those traits; they may interact with background traits, but less often
- Background: traits related to a character's experience and upbringing that are not trained or (typically) innate

A Short Primer on D20 Mechanics

The d20 system uses the roll of a 1d20 to model the outcomes of actions that have some probability of failure. Most often, such actions are undertaken under high pressure conditions, such as limited time, against opposition, in distracting circumstances or in circumstances where minor mistakes will lead to failure with limited corrective opportunities. Higher roll results will correspond to greater degrees of success. Most 1d20 rolls are modified by one or more character attributes, related at the DM's discretion to a skill or resilience type applicable to the action or reaction being attempted.

When an action is not opposed by another character or entity but remains somehow pressured, the Difficulty Class (DC) of an action reflects how hard it is for an average person to successfully attempt it. A simple benchmark to consider is that an untrained, typical human is usually just rolling 1d20 without any modifiers; DC is typically graded in increments of 2 or 5, with 10 representing a common baseline (the average human can achieve a DC 10 action 55% of the time). Some examples of difficulty classes and modifiers are supplied in the following tables:

Table 1 Difficulty Class Benchmarking

DC	Average, untrained human Benchmark	Reliability Benchmark	Examples
----	------------------------------------	-----------------------	----------

5	Average human should be able to accomplish this task almost every time	An average, untrained person should be able to accomplish this task reliably with minimal instruction	Making a sandwich under time pressure; applying a bandage; loading a gun
10	Average human has a slightly-better than half chance of completing	A person with basic training should be able to accomplish this task reliably	Cooking a multistep but technically modest meal under time pressure; stripping a gun
15	Average human can accomplish this task about a third of the time	A skilled person should be able to accomplish this task reliably	Shooting a stationary target with a modern rifle at 100 yards; performing emergency aid to suture a wound
20	Only extreme luck or favorable circumstances will allow an average human to accomplish this task	A highly skilled person should be able to accomplish this task reliably	Shooting a fast moving target with a modern rifle at 100 yards; performing a demanding surgery
25	Even extreme luck is unlikely to get the intended result and more likely only to prevent catastrophic failure	A top person in their field should be able to accomplish this task reliably	Performing a novel and complex surgery.
30		World class talent should be able to accomplish this task reliably	Devising and performing an experimental emergency surgery with kitchen tools.
35		Only an historic talent should be able to accomplish this task with any reliability.	Devising and performing an experimental emergency surgery with kitchen tools, while drunk, with a struggling patient. Shooting a pistol from the back of a charging horse, at a moving target, aiming using a mirror.

40+		Even an historic talent will accomplish this task only with at least a little luck.	Devising and performing an experimental emergency surgery with kitchen tools, while drunk, with a struggling patient of an alien species.
-----	--	---	---

Note that modifiers to rolls are described separately from difficulty class because they may also apply to opposed rolls (e.g. lying to another character or trying to overpower an opponent in combat).

Table 2 Example Conditions

Condition	Modifier to Roll
<i>Rest</i>	
Exhausted	-6
Tired	-4
Weary	-2
Well Rested**	+1
<i>Time Pressure</i>	
Immediate (if not already immediate)	-10 (if physically possible)
Extremely High (1/4 as long as usual)	-8
Very High (1/3 as long as usual)	-6
High (1/2 as long as usual)	-4
Moderate (2/3 as long as usual)	-2
2x Time (if task can be performed over time without adverse consequences)*	+2

3x Time (if task can be performed over time without adverse consequences)	+4 (may take 10 rather than rolling)
5x Time (if task can be performed over time without adverse consequences)	+6 (may take 10 rather than rolling)
10x Time (if task can be performed over time without adverse consequences)	+8 (may take 10 rather than rolling)
<i>Intoxication and Injury</i>	
Drunk: high concentration task	-4
Hungover: high concentration task	-2
<i>Distractions</i>	
High (e.g. shellfire)	-6
Moderate (e.g. anxiety episode)	-4
Low (e.g. ambient conversation)	-2
<i>Equipment</i>	
Improvised tools	-4
Poor quality tools	-2
High Quality Tools (given sufficient training)***	+1
Very High Quality Tools (given sufficient training)***	
Masterwork Tools (given sufficient training)***	+3
<i>Skill Training</i>	

Untrained or unfamiliar: unusual or highly complex task (e.g. surgery)	≤-6
Untrained or unfamiliar: complicated task (e.g. using weapon, driving)	-4
Untrained and unfamiliar: simple task (e.g. making rice)	-2
<i>Social</i>	
Wildly Improbable Claim or Foundationally Contradictory to Beliefs	-15
Improbable Claim or Strongly Contradictory to Beliefs	-10
Dubious claim	-5
Suspect claim	-2
Documented claim	+2
Obvious or widely accepted claim (“preaching to the choir”)	+5
Enthusiastic Audience	+5
Friendly Audience	+2
Neutral Audience	0
Unfriendly Audience	-2
Hostile Audience	-5
<i>Combat</i>	
Blind fighting	-10 (if position reasonably known); -20 (if position poorly known) Natural critical failure range increases by 1

Opponent in high cover	-5
Opponent in low cover	-2
Opponent on high ground	+2
Opponent on low ground	-2
Opponent at extreme range	-6
Opponent at long range	-4
Opponent at middle range	-2

*e.g. a bleeding patient cannot be helped with a 2x time check without incurring harm.

**the well-rested modifier should apply only until the first strenuous activity that a character undertakes

***Bonuses from the quality of tools require 2 ranks in the relevant skill to realize (e.g. 6 ranks for masterwork tools).

Critical Successes and Failures:

Critical failures on an attribute, resistance or skill check occur when a result of 1 is rolled on a d20 (or on the lowest possible value for alternate dice arrangements equivalent to a d20). In such cases, the attempt automatically fails, with all appropriate consequences. Some instances of critical failure, particularly involving social skills (i.e. bluff, diplomacy, sense motive, intimidate) may produce extremely adverse results, at the DM's discretion (e.g. a natural 1 on a knowledge check produces a deep conviction in false knowledge, rather than the simple absence of information). Critical successes when performing attribute, resistance or skill checks always occur on a result of a natural 20 (or the highest possible value for alternative dice arrangements equivalent to a d20): if at all plausible, these should result in achieving the character's original goal as well as some bonus (the critical success may be thought of similarly to adding two degrees of success (see skills section) to a skill check) or if the original goal was infeasible (i.e. if $20+10$ (as per degrees of success)+character modifiers < DC), should result in a gentler failure or a qualified but beneficial success, at the DM's discretion.

Aiding Another and Dividing Labor:

Characters may sometimes attempt to aid each other in performing a task, resulting in a bonus for the character making the "primary" roll. The maximum bonus from such assistance is twice the decile of the primary roll, to a minimum of 1 (i.e. maximum +1 for rolls <10, +2 for rolls 10-19, +4 for rolls 20-29, +6 for rolls 30-39 etc.). Every aiding character whose check result is within twice the decile of the primary roll may add +2 to the primary roll, or +4 to the primary

roll if within one decile. When multiple characters are assisting the primary roller, do not include the bonus from one aid roll when determining if another aid roll brings any benefit: e.g. a character rolling 23 for a primary check and aided by checks of 11, 19 and 20 receives no bonus from the 11, a +2 from the 19 and a +4 from the 20, but can only receive a total bonus of +4, capping the bonuses from the 19 and 20 aid checks.

At the DM's discretion, if there is no particular reason for one character to be the primary performer, the primary roll may be chosen from whichever result is highest (e.g. when pushing a heavy object).

If characters choose to divide their labor rather than aiding a primary attempt, such as by building separate parts of a wall, they may instead create the conditions for reduced time pressure (effectively increasing the bonus to an attempt from dividing the work). The total value of the final check is the median of the rolls by all performers (rounded up). This mechanic should also apply in cases where it is not possible to aid a primary attempt: for instance in the case of perception. As an example: three characters choose to divide their efforts in searching a room for a lost object, and by dividing their work they can add +4 to each of their rolls. They roll final results of 14, 19 and 8: the 14 is now the result of their collective check. The characters could also have taken 10, thereby allowing the median of their modifiers to apply.

Actions

Time Pressure:

When the order or timing of actions matters, characters will take turns performing actions (see initiative, below): each turn consists of one standard action, but characters may compose their turn from a variety of actions that make up a standard action. The duration of different types of actions is outlined in Table 3.

Some checks that are not naturally instantaneous can be made so, or nearly so: an instantaneous check is analogous to a free action in the 3.5 rule set, and only *one* instantaneous check may be made in a given round, after which all checks that *would* be instantaneous become $\frac{1}{4}$ actions.

Some checks must be made instantaneously, such as blocking a rolling boulder, while others are treated as instantaneous by default.

Table 3 Tactical Scale Actions

Action	Duration	Restrictions
Walking 30ft/Running 60ft/Sprinting 90ft*	Standard Action	May take fractions of a standard action to move a commensurate fraction of these distances, at no penalty. Moving <i>faster</i> by taking a less-than-commensurate

		<p>fraction requires an athletics check (DC 13 + situational modifier for time restriction -- at most a character can move twice as fast as the schedule described in the action column).</p> <p>Roll fortitude (DC 12+1/round) to run or sprint for more rounds than Con score.</p> <p>Roll athletics (DC 13 + 2 per change) to change direction while sprinting</p>
Attacking a Target	Standard Action	
Establishing overwatch or setting up another contingent action	Standard Action	Must be the final action a character takes in a turn.
5ft-step	Instantaneous	
Making a Knowledge Check	Instantaneous	
Making a Charisma-Based Check	Instantaneous for ~1-sentence or less; otherwise, Standard Action	
Making a Craft or Heal Check	Standard Action	

*Based off of typical human landspeed (30ft movement)

An Example of Time Pressure in Action:

A character in combat sees an opening in an enemy formation (instantaneous). They rush out from cover to get a better angle, moving 15ft (a quarter action as they are running (sprinting on a curve would require an athletics check)) before opening fire. They decide to take one shot (and choose to do it in one half action) before running back the way they came (another quarter action). Taking half an action to line up their shot imposes a -4 penalty to hit, but they do not

need to make any checks for running, as they used a commensurate fraction of their turn ($\frac{1}{4}$ action) for each movement they made (15ft).

Initiative

During a time pressured situation in which the sequence of events matters and is not unanimously determined (e.g. combat or racing against a natural event), characters will determine the sequence of their actions through initiative checks (either opposed to each other or against a DC set by the course of a natural event). This divides the sequence of events into overlapping blocks of activity: by default, it is the *outcome* of actions that is not simultaneous. For instance, two characters may both be drawing weapons on each other, but if one draws and strikes a fatal blow “first” in the action order, the action of the other is interrupted and, at the DM’s discretion, not competed.

These initiative checks are modified by certain attributes depending on the object of the *primary* action that a character intends to commit, outlined in the following table. Further action objects can be described and assigned a different initiative attribute at the discretion of the DM: all action objects also have a corresponding skill (e.g. Social Initiative), which can be used for related initiative checks.

Table 4 Action Objects and Initiative

Action Object	Initiative Attribute	Example
Social	Charisma (Wisdom)	Seizing the narrative in a political debate
Physical	Dexterity	Drawing before an opponent in a duel
Organizational	Wisdom (Charisma)	Mobilizing an army first
Cognitive	Intelligence (Wisdom)	Knowing the answer to a trivia question first

Passive Checks

All attributes or skills may be used as part of a declared action, applying at the DM’s discretion. If it would be appropriate for a skill or attribute to apply unwittingly to the character (e.g. making a perception check to notice an object without having actively looked for it, or evading a bullet from a hidden ambusher), the DM may apply a “passive check” – take 10 and add half of any positive modifier (rounded up) and all of any negative modifier. Hence, a character with 4

ranks and an ability modifier of 2 in Perception has a passive perception of $10 + ((4+2)/2) = 13$ meaning that any object which could be observed with a perception of 13 or less can be declared to character even if they do not ask for it. A character with 4 ranks in perception and an ability modifier of -1 has a passive perception of $10 + (4/2) - 1 = 11$. A strength check to resist being slammed by surprise could also be a passive check.

At the DM's discretion to resolve, a character may also *declare* a passive action as a free action (e.g. to count the number of people in a room) and if their passive value is insufficient to obtain desired information, they may move on to taking a regular action. Under non-time pressured conditions, it is more optimal to "take 10" by taking more time.

Tiers and Experience:

Characters are ranked within tiers, with thresholds based on the number of character points (CP) that they possess.

The standard number of character points is 36/tier, though higher ratios could be used to create higher powered campaigns in which starting character attributes are less relevant (attribute distribution based tier adjustments are balanced for a 36/tier system). See Appendix A for a discussion of Tier Caps as a way of limiting character progression beyond certain thresholds of power level.

When a character purchases 36 additional character points, they progress to the next tier and gain all associated benefits.

Characters gain experience points (xp) for successfully completing actions (sometimes for failing in a novel fashion). Experience points are awarded at the discretion of the DM, typically once per session. The principal function of xp is to redeem them for character points: these are available at a cost of Tier * 85xp per CP. Thus, a character will need more experience points to advance from Tier 2 to 3 than from Tier 1 to 2.

Another use of experience points is to increase the natural roll of a d20 by +1 (i.e. turning a roll of 18 into a roll of 19): this mechanic is called *inspiration*. Each +1 to a natural d20 from inspiration costs 25xp. Inspiration can be used to increase a roll's result as many times as desired, and it can be used to create critical successes (nat 20) but increasing from 19 to 20 costs twice as much as regular boosts (i.e. 50xp). However, critical failures (natural 1s or equivalent) cannot be broken by inspiration: they are unavoidable.

For campaigns with short, discrete installments, it may be appropriate to allocate character points at the end of each adventure rather than maintaining a running experience point total from one session to the next.

Standard Character Point Allocations and Balancing Formulae:

The following tables describe standard options for spending character points during character creation and with subsequent experience:

Table 5 Allocations and Character Point Costs

Allocation	Character Point Cost and Progression
Attribute score increase +1	9CP, max increase per attribute is +3
Additional Attribute for Bonus Skill Points	18 CP for second attribute; 27 CP for third attribute (not allowed if bonus skill points are from Int mod)
Skill	1 CP up to 5 ranks, +1 to CP cost per additional 5 ranks (i.e. 2:1 up to 10, 3:1 up to 15 etc.)
Resiliency	2 CP per rank up to Tier 3 CP per rank after (reimburse after gaining a tier)
Resistance	2 CP per rank up to Tier 3 CP per rank after (reimburse after gaining a tier)
Special Ability	Typically 2 CP to 15 CP*

*See Special Ability table for details

Attributes:

Attributes are the innate characteristics of an individual, divided into Strength (physical power), Constitution (physical resilience and/or size), Dexterity (physical precision), Intelligence (intellectual reasoning, learning and memory), Wisdom (intuition, judgment and mental resilience) and Charisma (strength of personality and ability to influence others). Strength, constitution and dexterity are physical attributes while intelligence, wisdom and charisma are cognitive attributes.

A raw attribute score also determines a character's attribute modifier (mod), given by rounding down half the difference between a score and 10: more formally, the formula is given by

$$mod = \lfloor \frac{Score-10}{2} \rfloor$$

For example, a score of 10-11 has a mod of 0, but 9 is a -1 mod. After character creation, scores influence the mechanics of the game through the modifiers that they represent rather than their raw value. From such a perspective, each modifier may be taken to represent approximately one standard deviation from the human norm.¹

¹ This interpretation is not statistically valid, of course, even when using the 3d6 distribution meant to represent "normal" abilities. Random generation of attribute scores is generally

Certain actions attempted by characters may depend primarily on raw ability rather than skill (e.g. an intelligence roll to remember an item of plot information, or a strength roll to open a barred door). In order to account for the bearing of ability in these circumstances and the relatively large spread of a d20 roll relative to most attribute modifiers (even among heroic characters), attribute checks consist of a d20 roll modified by *twice* the relevant attribute modifier; this also applies to negative modifiers and opposed Attribute checks.

Generating Attribute Scores:

Several arrangements of dice may be employed to generate Attribute scores:

Prodigious: These methods are recommended for generating improved base results for high-powered campaigns or exceptional individual characters. For balance purposes, they increase the capability of a character by the equivalent of 12 CP;² these methods are recommended for high-powered campaigns. These can also be used to create individuals of exceptional talent but limited experience.

- 5d6 drop lowest two – this approach yields safe results and with a range from 3 to 18 and an average score of around 13.43.
- 3d8 – this approach yields more volatile results but a range from 3 to 24 and an average score of 13.5

Heroic: These methods may be used in any combination of six to generate a character's Attribute scores; they represent the range of Attribute levels of most adventurers.

- 4d6 drop lowest – roll four six-sided dice and add the three highest values together (i.e. “drop” the lowest). This approach yields “safer” results with an upward-skewed spread and a range from 3 to 18 with an average score of around 12.24.
- 2d6+1d10 – roll two six-sided dice and one ten sided die and add all three. This approach offers higher risk and reward, with a distribution over a range of 3 to 22 and an average score of 12.5

Above Average: These methods are recommended for generating reduced base results for extraordinary creatures (i.e. characters with very high racial Attribute bonuses); they represent a

reserved for player characters and their companions. Such individuals are always exceptional, even if only in the high variance of their abilities; such characters should use the notion of standard deviations in comparison to an assumed general population, rather than to each other.

² Using the high-risk method, this approach generates ability scores that are, on average, one point higher than the heroic system; in effect, this produces a nominal expected value of $6 \times 3 = 18$ character points, based on the cost of a +1 increase to an ability score. However, because the distribution of these values cannot be controlled in the same fashion as a selective increase and will sometimes produce low-utility increases (i.e. odd-numbered ability rolls), the character point adjustment has been revised to 12.

balance adjustment of 12 CP³ and can also be used to start characters at a higher tier (if playing with a tier cap, this also raises the cap accordingly) or offset adjustments due to various natural bonuses. These are still “above average” relative to the human baseline but expected to result in somewhat lower attributes scores than a typical heroic character.

- 5d4 drop lowest – this approach yields safer results and a range from 4 to 16 with an average score of around 11.23.
- 2d6 + 1d8 – this approach yields more volatile results but a range from 3 to 20 with an average score of 11.5.

Normal: These methods are recommended for generating the base results of unexceptional, human-level individuals. They are not recommended for heroic characters, but they represent a balance adjustment of 18 CP which may be helpful in rebalancing exceptional racial bonuses.

- 4d4 - this approach yields a range of 4 to 16 and an average score of 10.
- 3d6 - this approach yields a slightly larger range of 3 to 18 with an average score of 10.5.
- 8 + 1d4 – this approach produces a very narrow and entirely uniform spread from 9 to 12 with an average score of 10.5.

Changing Attributes Post-Generation:

As described in the standard points allocation table earlier in this document, attributes may be increased by spending character points. They may also be decreased by certain forms of permanent damage (see the Wound Table)

Attribute-Dependent Traits:

At each tier (including tier 1), characters receive a number of character points equal to their intelligence modifier multiplied by 3: these character points may be spent just like the character points derived from starting tier. However, characters may spend CP to change the attribute governing their bonus CP (see Table 1) –bonus CP from a non-intelligence attribute may be spent only on skills, resiliencies or

Attribute bonuses to character points are not retroactive, meaning that gains at Tier N do not also confer bonus points from prior tiers. Likewise, losses in attributes are not retroactive.

and a number of hit points equal to their constitution modifier. In the event of a negative modifier to intelligence or constitution, characters must invest a number of character points equal to their Attribute penalty before gaining hit points or skill points; this investment must only be made once in the life of a character (and not at all if the player chooses not to increase the

³ Following the high-risk method, this approach generates ability scores that are, on average, one point lower than the heroic system. This adjustment value is symmetric with the “prodigious” ability generation methods.

character's skill or hit points)⁴, but it cannot be recouped if a character subsequently increases his or her relevant attribute such that the modifier is 0 or greater.

Constitution also determines a character's wound points (WP), addressed later in this document; characters receive WP equal to their constitution score regardless of tier, and the only way to increase WP is by increasing constitution.

Wisdom determines a character's sanity score (sanity mechanics are addressed throughout this document), which is equivalent to a character's sanity multiplied by five. This multiplier may be adjusted to account for the greater or lesser resilience of a character's sanity, either as a natural characteristic or a feature of the setting.

Attribute Checks

Certain actions undertaken by characters are not appropriately modified by any trained skill, nor do they represent any form of reflexive reaction. Rather, they are the exercise of attributes, for instance remembering a detail (intelligence) or pushing a heavy object (strength). In such cases, add double the relevant attribute modifier to a character's d20 roll.

Skills:

Skills represent the training of a character to accomplish certain classes of tasks. Characters may purchase ranks in skills, adding the value of those ranks to relevant d20 rolls (skill checks); the attribute modifiers of characters may also apply to skill checks. Negative modifiers always apply, while positive modifiers apply depending on the level of training (ranks) that a character has in the skill. These limitations also apply to any positive situational modifiers (e.g. extra time).

The results of skill checks are not only measured by meeting Difficulty Class but by the extent to which the result *exceeds* or falls short of DC: these are degrees of success or failure. Typically (barring special abilities, described later), degrees of success and failure occur are incremented for every five points by which a DC is failed or exceeded. For example, a character makes a skill check against a DC of 15, resulting in a 23, which constitutes two degrees of success. A result of 15 would have been one degree of success, a result of 14 one degree of failure. Greater degrees of success and failure correspond to more positive and negative results, at the DM's discretion. Some guidelines are outlined in the following table. Note that these do not apply to *opposed* skill checks, which have their own rules for degrees of success and failure.

Table 6 Degrees of Failure

Degree	Guideline
--------	-----------

⁴ While low intelligence characters can fulfill relevant party roles and maintain a high degree of survivability, it is not generally advisable to play a character without hit points (see rules regarding wound points for better illustration of this comment). Note also that brain dead or unconscious characters still make excellent improvised cover.

3 Degrees of Failure	The check should fail utterly and, if possible, with catastrophic unexpected consequences.
2 Degrees of Failure	The check surely fails, and it may carry unexpected second order consequences.
1 Degree of Failure	The check may still succeed but with modest drawbacks or some parts of the objective unsatisfied. Otherwise, the check should fail with only modest consequences outside of those directly stemming from failure.
1 Degree of Success	The basic objective of the check is achieved. Expected outcomes should mostly hold unless compelling outside reasons apply.
2 Degrees of Success	The check succeeds, possibly yielding better results than would be expected.
3 Degrees of Success	The check is a complete success, easily exceeding all reasonable expectations.

The following tables give a guideline for the translation of ranks to level of training, a list of setting agnostic skills, and a list of example skills from the Aeldrum setting.

Table 7 Skill Level Guideline

Ranks	Skill Standard
1-2 ranks	trained
5 ranks	professional

10 ranks	expert
15 ranks	renowned expert
20+ ranks	cosmic tier

Table 8: Skills (setting agnostic)

Name	Description: Application	Training Requirements*	Attribute (Alternative attributes)**	Other Rules	Common Synergies
<i>Combat Skills</i>					
Melee Attack	Using weapons to strike without disconnecting weapon from body	Basic	Strength (Dexterity)		Parry
Ranged Attack	Using weapons to strike from a distance greater than the reach of weapon in hand	Basic	Dexterity (Wisdom)		
Parry	Using weapons or tools to block attacks	Basic	Dexterity (Strength)		Melee Attack
Evade	Avoiding attacks by bodily movement, using cover, etc.	None	Dexterity		
Initiative	Speed to act in a combat situation	None	Dexterity		

Grapple	Physically overpowering and immobilizing an opponent	Basic	Strength		
<i>Healing Skills</i>					
Heal	Performing maintenance care and providing other support	Basic	Wisdom		First Aid, Surgery
First Aid	Performing topical or limited invasion emergency care (stitching, applying bandages, etc.)	Basic	Wisdom		Surgery, Heal
Surgery	Performing physical interventions to correct urgent or chronic issues	Advanced	Wisdom (Dexterity)	If Dexterity mod is negative, include in total skill mod	First Aid, Heal
Diagnosis	Judging medical conditions to gauge the best response	Advanced	Wisdom (Intelligence)	Can be subdivided into internal, epidemiological or mental health skills	
Therapy	Providing emotional care and support	Advanced	Wisdom	If Charisma mod is negative, include in total skill mod	
<i>Social Skills</i>					

Diplomacy		Basic	Charisma		
Bluff		None	Charisma		
Oratory		Basic	Charisma		
Perform ()		Basic			
Taunt		Basic	Charisma		
Intimidate		None	Charisma (Strength)		
Sense Motive		Basic	Wisdom (Intelligence)		
Translation	Understanding concepts in one language and expressing them in another	Basic	Intelligence (Wisdom)	If wisdom and/or charisma modifiers are negative, apply them	
Intrigue		Basic	Charisma/Wisdom (whichever is higher)	If wisdom and/or charisma modifiers are negative, apply them	
<i>Leadership and Business Skills</i>					
Command		Basic	Charisma (Wisdom)		
Strategy		Basic			
Politics		Basic	Wisdom		
Finance		Advanced	Intelligence		
Management		Advanced	Wisdom		
Logistics		Advanced	Intelligence (Wisdom)		
Acquisition		Basic	Wisdom		

			(Intelligence)		
<i>General Skills</i>					
Athletics					
Sleight of Hand			Dexterity (Charisma)	If Dexterity mod is negative, include in total skill mod	
Escape Artist			Dexterity		
Search			Intelligence (Wisdom)		
Perception	The ability to see, smell, hear or otherwise sense objects and physical characteristics		Wisdom		
Stealth					
Empirics		Advanced	Intelligence		
Knowledge ()		Basic or Advanced	Intelligence		
Craft ()		Basic	Intelligence (Wisdom)		
Profession ()		Advanced	Wisdom (Intelligence)		
Survival		Basic	Wisdom (Intelligence)		

*None = apply attribute modifiers regardless of skill ranks. Basic = apply half positive modifier without training, apply full positive attribute modifiers after one rank. Advanced = attribute modifier to skill cannot be greater than ranks in skill.

**If using an alternate attribute, also apply the original attribute modifier if it is negative.

Using Skills to Achieve Broad or Long Term Objectives

Sometimes a character will attempt to achieve an objective that requires a long term of operation or repetitive but distinctly separable actions governed by a single skill: both of these cases represent multiple installments of activity. Rather than chart out every relevant use of a skill in such cases and having a character roll every single time, it is sometimes more expeditious to ask for a small number of checks to determine the overall course of an effort.

There are two approaches available to describe these long-term efforts:

Skill Test:

The first approach is a skill test, rolling a relevant skill check until either three degrees of success or three degrees of failure are realized (the delicateness of the effort may require more successes or fewer failures), after which the effort has either succeeded (3 degrees of success) or failed (3 degrees of failure). This approach is useful for determining how long the totality of an effort takes to achieve (using the number of checks made before a final determination of success or failure -- each roll could represent a day, an hour, month, etc.). This approach is best used when an effort has a clear and fairly binary success/failure state which can be realized in the course of around a session.

Progress Check:

If an objective has a wide range of possible success states which may be realized, or which may require limited resources (time, money) to attempt, each attempt can be captured using the roll of three dice (possibly more with more resources). The sum of the successes and failures determines the progress of a project or other effort.

Oppositional Skill Checks:

Rolling against another character (or other entity) may mean rolling against that character's resistance or against the result of their roll(s). If rolling against a large number of opponents, a player character may roll against the most capable opponent with all others aiding. Degrees of success and failure are realized as usual.

A Special Case: Combat

In order to make an attack, a character rolls the relevant skill (melee, ranged attack, psionics, etc.) against either a character's resistance (typically evasion)⁵ or against the character's relevant defensive skill (e.g. melee defense). The attack either fails or succeeds (critical failures/successes confer an immediate hit/miss with a degree of failure), with results described in the following table:

Combat Table of Degrees of Success:

Degree of Success	Effect vs. Resistance	Effect vs. Skill
-------------------	-----------------------	------------------

⁵ Psionic attacks will typically be rolled against will rather than evasion, however.

3+ Degrees of Failure: Bad Miss	Miss and adverse secondary effects	Counterstrike/Disarm
2 Degrees of Failure: Miss	Miss, possibly strike wide and threaten another	Counterstrike
1 Degree of Failure: Near Miss	Miss (possibly indirect damage from area of effect)	
1 Degree of Success: Glancing Hit Attacker exceeds defender's value by 0 to 4	If rolling damage vs. HP, roll base damage (no ability bonus) If rolling damage vs. wound points, deal 1 damage per die of base damage. Poisons etc. still apply	
2 Degrees of Success: Direct Hit Attacker exceeds defender's value by 5 to 9	Apply base and full damage to HP or WP	
3 Degrees of Success: Critical Hit	Apply base and ability damage twice	
Each additional degree of success	Apply base and ability damage again	

The number of degrees of success that an attack can realize is limited by the weapon used to make that attack. A simple conversion from the basic 3.5e and ThreeverWood version 1 rules is that the damage multiplier from a critical hit on a weapon gives the allowable degrees of success (firearms differ slightly, as outlined in the following table of examples). The modifier to an attack roll also depends on the type of weapon used, with the sophistication of the weapon limiting the bonus to attack that can come from a wielder's skill. Converting from the earlier ruleset, this allowable bonus is +5 per point of crit-range that a weapon had under the old rules (note that "critical hits" outside of a natural 20 no longer exist and are now expressed as degrees of success). Enhancements such as the "keen" trait now increase the allowable skill bonus by 5.

Weapon Archetype	Maximum Allowable Skill Bonus	Maximum Degrees of Success	Damage Progression (S/M/L/H)	Special Rules
Rapier	15	2	1d4/1d6/1d8/2d6	One-handed

Longsword	10	2	1d6/1d8/2d6/3d6	One-handed
Axe	5	3	1d6/1d8/2d6/3d6	One-handed
Polearm	10	2	1d8/1d10/2d8/3d8	Two-handed, 10ft reach
Poleaxe	5	3	1d8/1d10/2d8/3d8	Two-handed, 10ft reach
Pistol	10	2	2d4/2d6/3d6/4d6	One-handed
Rifle	10	2	1d10/2d8/3d8/4d8	Two-handed
Scattergun	5	3 (-1 per range increment)	2d6/3d6/4d6/6d6	Two-handed; targets all in cone of fire (-1d6 damage per increment)

Resistances:

Resistances are numbers that help determine whether a type of damage or adverse effect will apply to a character.

Each resistance is typically calculated by adding the relevant attribute score to the number of ranks invested in a resistance (see CP allocations, prior), and then typically added to a base value of 10 to get the “Resistance Score.” All attempts by another character, environment, etc. to affect a character adversely and that do not involve a competition (e.g. opposed strength in grapple) will typically need to overcome one of the character’s resistance scores. Other modifiers to resistances may come from equipment, character racial modifiers, etc.

When a character’s resistance determines whether an action that they perform is successful, the character will roll a d20 and modify that roll by the value of their resistance score (modified as appropriate) minus 10. Thus, it is possible for characters to perform a “Resistance Check.”

Resistance Type	Attribute ⁶	Applications/Sub-Cases	Common Modifiers
Fortitude	Constitution (Wisdom)	Poisons/Toxins Disease Fatigue Death	Bonus to fortitude vs. disease from medicine

⁶ Alternate attribute in parentheses, may be used with a special ability, but restrictions may apply.

Will	Wisdom (Charisma)	Sanity Damage / Madness Compulsions/Revolutions Psionic Attacks	
Evasion	Dexterity (Intelligence)	Physical Attacks/Direct Damage Area of Effect	Bonus to evasion vs. damage from armor
Social ⁷	Charisma (Wisdom)	Resisting status attacks	Social rank may improve social resistance

Resiliencies:

Resiliency Type	Attribute	Special Rules	Common Modifiers
Hit Points (HP)	Constitution	Absorb damage before Wound Points	Armor ignores first X points of damage to HP/WP
Wound Points (WP)		When damaged, roll on Wound Table	
Stress Points	Wisdom	Absorb damage before Sanity Points	
Sanity Points		When damaged, roll on Table of Madness	

Hit Points, Wound Points and Healing:

A character's hit points represent a combination of his or her situational awareness and short-term physical resilience, allowing him or her to turn potentially serious blows into grazing injuries, essentially "rolling with the punches." Hit points regenerate at a rate of 1d8 every 12

⁷ Most likely appropriate only for intrigue campaigns.

hours, or fully after an 8 hour rest. Any time a character is attacked by surprise or while immobilized, he or she is reduced to a base AC of 5 (no Dexterity or BAC bonus)

A character's wound points represent his or her physical integrity – essentially the “meat” of one's body. Wound points regenerate at a rate of 1 each day, assuming an 8 hour rest; medical care (requiring a DC 15 first aid check from *another* character; DC 18 if the aid is self-administered) increases this rate to 1d4 each day. Without the 8 hour rest, a character must make a DC 15 fortitude check or lose 1d4 wound points. With medical care, a failed save results in only one point of wound damage, and a success allows the character to regain 1 WP as if he or she had rested.

Bleeding, Injury and Death:

If a character's wound points are reduced to the negative of his or her constitution score, or less, he or she is instantly killed. If reduced to less than 0 hit points, a character instantly suffers a bleeding effect (-1 WP per turn, no roll on wound table (see below), DC 15 Fortitude or First Aid (full round action) to resolve). This is added to any existing bleed effects, and a character may only reduce his or her bleeding damage by one per round (i.e. a character bleeding at -2/round would need at least two rounds to stop bleeding and might die in the meantime).

If a character takes damage to his or her wound points, he or she performs a roll on the “Wound Table” at $d100 + 5 * (\text{Wound Damage} - 1)$, where wound damage is the damage inflicted by the most recent action (i.e. a character's turn (including the affected character's own if appropriate)). Wound damage resets as new characters take their turns. Please see Appendix I: Table of Wounds for more.

If a character rolls 100 on the wound table, he or she must decide between taking a permanent injury and rolling a DC 15 fortitude save against instant death. If the character rolls greater than 100, he or she rolls again, adding the prior roll minus 100; any further effects (including yet more rolls on the wound table) are cumulative.

If the character elects to suffer a permanent injury, he or she rolls on the Table of Permanent Injuries. See Appendix II for more.

If a character suffers direct damage to his or her extremities (arms, legs or head), any wound damage still causes a roll on the wound table. However, “internal damage (-2 to all rolls)” has no effect; bleeding still occurs as normal, a “crippling” effect disables the limb (DC 15 Fortitude save to remain conscious if the affected extremity is the head) and a permanent injury either destroys the limb or, in the case of head damage, requires a DC 15 save against death.

See “Targeted Strikes” for more on damage to extremities.

Sanity and Madness:

Table 10

Threshold	Effect
-----------	--------

<=0 Wound Points	Fortitude save vs. DC 10 + 2* WP every round On failure, fall unconscious
Wound Points = -Con	Instant Death

Table 11 Table of Wounds

Table of Wounds (D100 + 5 * (Wound Damage -1))		
Result	First Order Effect	Cumulative Effects
1 to 64	No effect	None
65 to 85	Bleeding Wound (-1 WP / Round) (DC 15 Fortitude Save or DC 15 First Aid Check to Staunch Bleeding)	None
86 to 90	Winded (increase a fatigue level) (DC 15 Fortitude save negates)	Bleeding Wound
91 to 99	Injury (as if permanent injury, but can be healed) or roll vs. Unconsciousness (DC 15 Fortitude or 18 Will to Negate: if failed, recover consciousness in 2d6 hours – Con Modifier, min 1 hour, unless revived exogenously (e.g. by adrenaline shot))	Bleeding Wound, Winded
100	Permanent Injury Table or Save Against Death (DC 15).	Bleeding Wound, Winded
101+	As if 100, and an additional roll at D100 + Previous Result - 100	

Additional rolls are indefinite until a result of 100 or less is achieved. Non-permanent injury can be healed with three degrees of success on DC 15 Surgery checks (DC 18 if self-administered), made once every eight-hour rest.

In addition to random outcomes from taking wound damage, falling below certain thresholds of wound points can also have specific effects, outlined in the following table:

Threshold	Effect
------------------	---------------

<=0 Wound Points	Fortitude save vs. DC 10 + 2* WP every round On failure, fall unconscious. May only take half an action per turn (take time penalties appropriately).
Wound Points = -Con	Instant Death

Table of Permanent Injuries

Effect Category: 1d3	Roll to determine sub-table
Roll	Result
1	Limb Loss
2	Physical
3	Cognitive

Limb Loss Table: 1d20	Determine left/right, even odds	
Roll	Result	Effects
1-2	Full Hand	Loss of all ability with hand without prosthetic, -4 to one-handed tasks/-2 to two handed tasks with primitive prosthetic, -2 one-handed/no penalty two-handed with mechanical limb
3-5	Forearm below Elbow (3-4), above (5)	Loss of all ability with hand without prosthetic, -6 to one-handed tasks/-3 to two handed tasks with primitive prosthetic, -2 one-handed/-1 two-handed with mechanical limb

6-7	Full arm below shoulder (6), above (7)	Loss of all ability with hand without prosthetic, No primitive prosthetic possible, -2 to all one/ -1 two-handed tasks with mechanical limb
8-9	Foot	-10 base landspeed, -2 to reflex saves, move silently/swim/climb/jump/tumble with primitive prosthetic, -5 base landspeed no reflex/skill penalty with mechanical foot
10-12	Foreleg below knee (10-11), above (12)	-10 base landspeed, -4 to reflex saves, move silently/swim/climb/jump/tumble with primitive prosthetic, -5 base landspeed, -2 reflex/skill penalty with mechanical leg
13-14	Full leg	-15 base landspeed, -6 to reflex saves, move silently/swim/climb/jump/tumble with primitive prosthetic, -5 base landspeed, -2 reflex/skill penalty with mechanical leg
15-16	Eye	-3 to spot checks
17-18	Ear	-3 to listen checks
19-20	Ear & Eye	-3 to spot and listen checks

Physical: 1d6		
Roll	Result	Effects
1	Gut Blow	-2 fortitude
2	Muscle Damage	-1d3 strength

3	Fine Tissue Damage	-1d3 dexterity
4	Organ Damage	-1d3 constitution
5	Full Body Trauma	-2 all physical skills (Dex/Con/Str based)
6	Roll Twice	(additional 6's mean penalty assignment at DM's option)

Cognitive: 1d6		
Roll	Result	Effects
1	Nerve Damage	-2 Reflex
2	Stutter	-1d3 Charisma
3	Higher Functions	-1d3 Intelligence
4	Lower Functions	-1d3 Wisdom
5	Memory Loss	-2 all knowledge
6	Roll Twice (can explode/stack)	(additional 6's mean penalty assignment at DM's option)

Table 12 Table of Madness

	Table of Madness (D100 + 5 * (Sanity Damage -1)	Cumulative Effect
Result	Effect	
1 to 64	No effect	
65 to 90	Roll DC 15 will or experience a temporary affliction (last 2d4 hours)	
91 to 95	Roll DC 15 will or experience temporary insanity at the DM's discretion (lasts 2d3 rounds)	Roll DC 15 will or experience a temporary affliction (last 2d4 hours)
100	Develop a permanent affliction or roll vs. complete and permanent insanity (DC 15 will)	If rolling vs. permanent insanity, roll DC 20 will vs. temporary affliction If rolling vs. permanent affliction, roll DC 15 will vs. temporary insanity (2d3 rounds)
101+	As if 100, and an additional roll at D100 + Previous Result - 100	

Threshold	Effect
<=0 Sanity Points	Will save vs. DC 10 + 2* WP every round On failure, temporary madness (1d3 rounds).
Sanity Points = -Wisdom	Instant and permanent madness

Table of Madness: 1d10

Roll	Result
1	Hallucination

2	Delusion
3	Emotional Effect
4	Compulsion
5	Memory Recovery/Flashback
6	Paranoia
7	Phobia
8	Self-Alienation
9	Amnesia
10	Roll Twice (can explode/stack)

The interpretation of all insanity results is at the discretion of the DM, but Appendix N contains a set of optional subtables for various outcomes.

Special Abilities

Table 13 Generic Special Abilities

Special Ability Name, Effect	Character Point Cost	Other Requirements
Old Hand: May roll 3d6 or 4d4 instead of 1d20	12 CP	-
Skill Expertise: Nat 1s are not instant failures	3 CP per skill	At least five ranks in the relevant skill

<p>Skill Consistency: May always take 10 on skill check</p>	<p>2 CP per skill 15 CP all skills</p>	<p>At least five ranks in the relevant skill (if buying per skill)</p> <p>Required to be trained</p>
<p>Skill Attribute Dependency Change (change which attribute modifier is added to a skill check)</p>	<p>6 CP for attribute of same type (e.g. physical attribute switched to another physical attribute)</p> <p>9 CP for attribute of different type (e.g. physical switched to cognitive).</p>	<p>At least five ranks in the relevant skill or resistance</p> <p>Attribute switches must have a valid justification and are <i>always at DM's discretion</i></p> <p>Attribute switches must also impose some limitation on application.</p> <p>Original attribute modifier still applies to skill if negative</p>
<p>Resistance Attribute Dependency change (change with attribute modifier is added to a resistance roll)</p>		
<p>Create a Skill Synergy: 5 ranks in one skill gives +2 to rolls in second skill</p>	<p>3 CP for skills using same attribute; 4 CP for skill using different attributes</p> <p>attribute switches must have a valid justification (often situational) and are <i>always at DM's discretion</i></p>	
<p>Specialize in a Skill: Full skill ranks apply only to one application of the skill, otherwise apply half ranks (rounded down). Skill cost progression begins at 10 ranks, not 5.</p>	<p>2CP per specialized skill</p> <p>3CP per additional specialty</p>	
<p>Expanded critical success</p>	<p>4 CP 19-20 8 CP 18-20</p>	<p>At least five ranks in the relevant skill</p>

(does not apply to oppositional checks)	12 CP 17-20	(for 19-20 crit) At least ten ranks in the relevant skill (for 18-20/17-20 crit)
Expanded degree of success: Decrease the number by which you must exceed a difficulty class to achieve a degree of success	5 CP +1 to difference 10 CP +2 to difference 15 CP +3 to difference	
Defensive opposition: Increase the number by which an opponent's opposed skill check must exceed yours to achieve a degree of success	6 CP +1 to difference 12 CP +2 to difference 18 CP +3 to difference	
Overwhelming opposition: decreases the number by which your skill check must exceed an opponent's skill check to achieve a degree of success	6 CP -1 to difference 12 CP -2 to difference 18 CP -3 to difference	
Skill Cross-training	1 CP (counts as 2 ranks) 2 CP (counts as 5 ranks)	Allow a skill's ranks to count for training purposes in a different skill
Create an Advantage or Disadvantage		

Table 14 Example Special Abilities outside General Structure

Special Ability Name, (Character Point Cost), Effect	Other Requirements
Death Defying (12 CP) Re-roll failed saves vs. death. Does not stack with other re-roll effects, may only re-roll once per injury (i.e. if a	

wound table result requires two saves against death, you may only re-roll one)	
Lucky Strike (9 CP) - May re-roll damage on a critical hit (may not re-roll individual dice)	
<p>Borrowed Luck (8CP)</p> <p>The player may re-roll any d20 rolled for an action by his own character (including saves), but, on any subsequent d20 roll (not including future rolls made with borrowed luck), the DM may require a re-roll. The only other protected rolls are those made after a declaration of "Reversal of Fortune" (see below) or re-rolls made under "Death Defying."</p>	Protected rolls may not be re-rolled with borrowed luck (i.e. a player cannot re-roll borrowed luck indefinitely). If a character "borrows" more than three re-rolls at any given time (i.e. the DM has three re-rolls banked), there may be severe penalties at the DM's discretion (e.g. all natural 20's are now critical failures, or the character is pursued by cosmic forces). To offset this, the DM must spend down one banked roll (if any are available) every two days.
Reversal of Fortune (6 CP) - Once per day, after rolling, the player may declare use of this special ability and treat a natural 1 on his next d20 as a natural 20; this effect does not include re-rolls of any kind.	
Superb Fortune (15 CP) - A character with Reversal of Fortune may take this special ability to apply reversal of fortune to all d20 rolls, except re-rolls	Requires Reversal of Fortune
Better Lucky than Good (6 CP) - Once per day, before rolling d20 for a skill in which he has no training, the character may decide to add +5 to that roll.	
Natural Edge (12 CP) - The character has 10 points which he may distribute as modifiers over any d20 roll throughout	

the day. These are added <i>after</i> the roll is made, but not before failure or success is announced by the DM.	
Superb Edge (12 CP) – Natural Edge points apply to natural rolls (i.e. they can create critical successes)	Requires Natural Edge Cannot break critical failures
<i>Combat</i>	
Rapid Lock-On (9 CP) -- As a half action, aim a ranged weapon at your target, gaining +4 on your next attack roll. If you spend the rest of your action on attacking, ignore the time-pressure penalty on your first attack roll.	
Improved Rapid Lock-On (9 CP) --	

Background Points:

At character creation, characters may take mechanical or story drawbacks in order to receive special equipment or roleplaying bonuses (e.g. connections to a powerful institution). These drawbacks should be negotiated between the DM and the player, but they may include psychological compulsions, permanent injuries (see injury table in the appendix) or powerful enemies. In return, characters can spend their background point on magic items (usually +1 for a BP and +2 for 3 BP in a low-magic campaign), specialty items, lump sums of cash, NPC followers or other allies. In certain campaigns, it may be appropriate to allow characters to start out with one or more free background points. In this respect, Background Points give the DM and the player the ability to customize a character's starting resources without keeping track of precise monetary value. Examples of BP and implications for balance are provided in the appendices.

As a balance note, practical experience suggests that larger BP pools tend to lead to more “powerful” characters if adverse BP (in the sense of being able to effect change) are optimized not to undermine the core competencies of a PC (this guided tradeoff is essentially a form of min-maxing).

Appendices:

Appendix A: Tier Caps

Certain campaign styles may benefit from a Tier Cap, to reflect a smaller spread in mortal ability than the conventional waif-to-demigod progression. Given that Intelligence and Constitution

provide bonus skill points and hit points respectively on a per-tier basis, Tiers 6 and above make it optimal to increase raw attribute scores by a full +2 instead of investing CP into skills or hit points (e.g. 10 -> 12 Con costs 6 CP; provides +1 modifier, which amounts to $1 * 6 = +6$ HP; since the increase also provides +2 WP, +1 to Fortitude and +1 to relevant Con-based skills, the raw increase is preferable); consequently, the suggested Tier Cap is 4 or 5. Once a character reaches the Tier Cap (i.e. has character points equal to Tier Cap * CP per Tier), he or she can no longer increase in tier or receive any associated benefits.

The Tier Cap may be interpreted in two fashions:

Hard Cap: Once a character has the requisite number of character points to trigger the cap, he or she can receive no further CP, though he or she can accrue XP for other purposes (e.g. restoring lost sanity points).

In order to provide some measure of flexibility, a character may still accrue experience points and spend these, as if purchasing CP at his or her current tier; however, he or she must forfeit a prior CP purchase or purchases (except for ability increases, which are permanent) of equivalent cost.

Soft Cap: Once a character has the requisite number of character points to trigger the cap, he or she can continue to accrue XP and spend it on CP as usual. The XP cost of CP will also scale with prior CP (i.e. increasing when a character would normally increase in tier), though characters will receive none of the benefits of an increase in tier (i.e. additional will/fort/ref or bonus skill or hit points from intelligence or constitution).

In order to reflect a steeper curve for the improvement of character capability, the character point cost progression beyond the soft cap can be adjusted to a smaller CP to tier ratio. In effect, a character's cost per CP becomes $(\text{current Tier} * 1000) / (\text{CP per Tier} - n)$ where 'n' is some adjustment factor; 3 is a recommended value. Example:

After the soft cap at Tier 5, an 'n' of 3 is applied to a progression with an initial rate of CP-per-tier of 12; for the same volume of experience points (in this case, 5000 XP), a character increases to Tier 6 for cost purposes but receives only 9 CP over the course of that increase.

In the extreme case, this method could be used as the ramp-up to a hard cap, with 'n' increasing tier-on-tier after the soft cap. Example:

A soft cap at Tier 5 might impose an 'n' of 3 on a progression with an initial CP-per-tier of 12 (i.e. 9 CP to Tier 6); the n increases by 3 tier-on-tier (i.e. 6 CP from Tier 6 to Tier 7) until Tier 8, when the hard cap is finally imposed.

This approach also means that, the higher the initial CP-per-tier, the greater the distance (in terms of CP) between the soft cap and the hard cap.

Level adjustments are potentially problematic when paired with tier caps, as characters with the same number of character points may possess vastly different natural attributes and special abilities; it is therefore recommended that level adjustments adapted into this system be applied to all tier caps, effectively lowering the cap by the appropriate level adjustment.

Appendix B: Magic:

In campaigns with non-ritual player spellcasting, characters may purchase magic points according to the following mechanics:

+1 Magic Point (MP): 3 CP

Magic Points may be used to cast spells under any one of the following archetypes of magic; distinct magic point totals should be recorded for each magic source.

Arcane Magic – Arcane Magic Point (AMP) (as cast by wizards, sorcerers, etc.)

Divine Magic – Divine Magic Point (DMP) (as cast by clerics, favored souls, etc.)

Nature Magic - Natural Magic Point (NMP) (as cast by druids, rangers, etc.)

Magic Points may be recovered every 24 hours, with an eight-hour rest; without ample rest, a character must make a will save equal to $6 + MP + 4 * \text{days without rest every 24 hours}$; for every point by which a character fails this DC, his or her MP total for the day is reduced by one (this does not affect a character's permanent MP total). This becomes the new maximum MP for the character until he or she rests.

Character must allocate their magic points among their known spells at the end of each rest period. Alternatively, characters may take the “innate caster” special ability for 4 CP in order to cast at-will from the spell pool.⁸ At-will casting requires that the caster succeed on the sanity check (described below) in order to cast the spell; failure means that the character takes sanity damage and the spell is not cast, but the Magic Points are returned to the character's pool.

Magic Point Cost Table by Spell Level:

0th Level – 1: Sanity DC --

1st Level – 1: Sanity DC 12

2nd Level – 3: Sanity DC 14

3rd Level – 5: Sanity DC 16

All spells require a sanity check against $DC 11 + \text{Magic Cost of Spell}$; failure deals sanity damage equal to $\text{Spell Level} * d4$. Consequently, 0th level spells do not deal any sanity damage (this advantage is reflected in their cost equivalence with 1st level spells). However, innate casters must still pass the relevant sanity check in order to successfully cast a 0th level spell.

All spell effects based on caster level are determined by the following schedule (all MP values include ability-based bonus MP):

1st Level: 1 MP / Day

2nd Level: 5 MP / Day

3rd Level: 10 MP / Day

⁸ As a balance option, this cost figure may be adjusted to 1/3 the CP per tier for the campaign.

4th Level: 15 MP / Day

5th Level: 25 MP / Day

6th Level: 40 MP / Day

7th Level: 60 MP / Day

8th Level: 85 MP / Day

9th Level: 115 MP / Day

10th Level: 150 MP / Day

For 5th level and beyond, this progression follows the formula $MP_L = MP_{L-1} + (L - 2) * 5$, where “L” is the given caster level, and MP_L is the magic point threshold for level L. This approach creates a function that better approximates the dramatic increase in the power of spellcasters relative to non-spellcasters in vanilla 3.5

Learning New Spells:

Characters may learn additional spells using the following mechanics:

1. For the duration of learning, character foregoes as many spell points as would be require for casting the spell in question. E.g. one SP for the duration of learning a 1st level spell.
2. The character must devote 8 hours a day to studying the spell (this period does not count as that character’s daily 8-hour rest), making the appropriate skill check at the end of each day to determine if progress is made.
3. The duration of the learning process is determined by the character’s daily success on skill checks to learn the spell; spells are made using the relevant spellcraft skill for the source of magic (i.e. divine, arcane, natural) against a DC of $10 + 3 * \text{Spell Level}$. One such check must be made per level of the given spell; 0 level spells are treated as 1st level spells in this respect, and they also require a DC 13 check to learn.
4. While studying the spells, the character must make a sanity check for each successful spellcraft check, as if he or she had cast the spell in question. The final successful spellcraft check imposes a sanity check of $DC 14 + \text{Magic Cost of Spell}$. As usual, however, 0th level spells do not cause sanity damage.

Higher Level Spells:

The same cost progression may be applied for spells up to 9th level (i.e. +2 MP cost per additional spell level). When using tier caps (whether soft or hard), however, spells should follow the preceding mechanics only up to the maximum spell level that could be cast by an appropriate spell-caster (wizard, cleric, druid) of equivalent tier/character level to the tier cap.⁹

⁹ Note that there is a 1:1 conversion between tier and character level for a progression of 15 CP per tier. For high-powered campaigns using the 18 CP / tier progression, it may be appropriate to adjust upward accordingly in order for spellcasters to remain competitive with the challenges facing the party; a downward adjustment is not recommended for a low-powered progression (i.e. 12 CP / tier), as the reduced number of magic points for a typical caster will already

All higher-level spells should be associated with dedicated rituals and other strategic rather than tactical-level mechanics.

Caster Level and Spell level:

Caster level is a function of number of magic points possessed (through character points and ability modifiers combined):

$$\text{Caster Level} = \text{Round down}[(\text{Magic points})^{.5}]$$

e.g. a character with 27 MP has a caster level of 5.2 which rounds down to level 5.

All spells have a spell level (0-9) that is independent of caster level. Note, however, that a character's caster level determines the maximum spell level they can cast without rituals; characters can cast spells of level = $\text{roundup}((\text{caster level}+1)/2)$. Thus a character with 27 MP has a caster level of 5 and can cast spells of up to $\text{roundup}(5+1)/2 = \text{level } 3$, while a character with 36 MP has a caster level of 6 and can cast spells of up to spell level $\text{roundup}(6+1)/2=4$

To help understand the distinction: caster level is a measure of how good you are at all spells (many spells have effects that depend on caster level) while maximum spell level is a measure of the maximum power of a spell that you can cast.

Prepared vs. spontaneous casting:

All spellcasters have the ability to cast spells with daily preparation: that is, you must specify how you plan to allocate your magic points at the beginning of every day, re-setting every 24 hours (though without rest, you will temporarily lose some MP). However, as a 4 Character Point (CP) special ability, you may instead cast spells spontaneously, meaning that you can burn magic points on spells without deciding in advance how to allocate them.

Armored Casting: armor typically interferes with the complex hand signs and other physical elements of spellcasting (it does not affect ritual casting, see below) and imposes a failure chance (5% for the lightest armor, 35% for the heaviest) on any spell that is cast while wearing it. As a 4 CP special ability you may become an armored caster and ignore the spell failure chance caused by armor.

Unsilvered Casting (setting specific): typically, spellcasting requires silver of a value equal to 2 gold pieces [^] (spell level -1) (note that you should multiply the GP value by 0.2lbs to get the

establish a tradeoff between a high-volume of low level spells and a low volume of high-level spells.

quantity of silver required -- thus, a 1st level spell requires a paltry 0.2 lbs of silver, but a 5th level spell requires a more considerable 3.2 lbs); the silver is turned to worthless and slightly radioactive slag by the process of casting. For 2 CP you may ignore this requirement; if your power is divine or otherwise exogenous in nature, you get unsilvered casting for free but will surely pay other prices. Probably not an issue for your characters most of the time if you have pack horses with silver on them, but you may find a lack of silver quite difficult to overcome if you are, e.g., held captive. Characters without unsilvered casting who do not use silver to cast spells have a chance of $5\% * \text{spell level}$ of spell failure (and a built-in $1\% * \text{spell level}$ chance of catastrophic failure).

Spells with material components (e.g. gold, gems) worth more than their silvered cost under the above mechanic have the cost of said components converted into silver, which must be expended to cast.

Ritual magic and spells: some spells are very difficult to cast, requiring either a great number of magic points or a level of power beyond your characters. As a 4 CP special ability, you may become a "ritual caster" with the ability to build magical rituals over time. This works as follows:

Each day, you must spend a fixed cost equal to $\max(2, 2 * (\text{the level of the spell} - \text{the maximum spell level you can cast}))$ [note that you may use rituals to cast spells that you could cast otherwise; there might be strategic reasons for doing this]. You may then invest any amount of MP you wish. Once a number of MP has been invested equal to $\max(\text{spell cost}, (\text{spell level} - \text{caster level}) * \text{spell cost})$, you may cast it (holding off on instantly casting a completed ritual requires a will save every minute): this investment may be done over any number of consecutive days that you perform the ritual and pay the fixed cost. For every MP of fixed cost you pay, you must spend one hour each day on the ritual, outside of your normal rest hours. If you perform the ritual without a fixed location (e.g. crafting a ritual while on the road), double the fixed cost. If the ritual is interrupted (i.e. it is discontinued for more than 24 hours) all investment is lost and the ritual fails.

e.g. A 7th level caster with 50 MP can cast spells up to 4th level but wants to cast a 7th level spell. He has the ritual magic ability and chooses to create a ritual: every day that he performs the ritual, he must pay a fixed cost equal to $2 * (7 - 4) = 6$ magic points. A 7th level spell costs $(7 * 2) - 1 = 13$ MP to cast; however, the spell is 3 levels above the maximum spell level for the cast and thus would cost three times as much with a ritual (i.e. 39 MP). Thus, the caster could spend 6 hours and $39 + 6 = 45$ MP to cast a 7th level spell in one day, or could spread the spell investment over multiple days. A 9th level spell would cost $((9 * 2) - 1) * (9 - 4) = 85$ MP and have a fixed cost of 10 MP per day; our level 7 caster with a max spell level of 4 could thus complete a 9th level spell with a ritual in at minimum 3 days (10 MP fixed cost, 40 MP invested day 1 and day 2, 5 MP invested day 3).

Multiple casters can help each other to prepare a ritual by adding MP toward the spell total required, but each participant beyond the first increases the fixed cost by (level of spell -

maximum spell level participant can cast); the lead caster's maximum spell level sets the spell cost, however. Thus, in our example above two level 7 mages with 50 MP and a max spell level of 4 could collaborate on a 9th level spell ritual: doing so would bring a fixed cost of 15 MP and require 85 MP invested -- spending all of their MP for the day, the two mages could complete the 9th level ritual during just one day. To aid in a ritual, all casters must have the ritual magic ability.

Metamagic: some feats (9CP) in the d20 srd are call "metamagic feats." (see this comprehensive list: https://dndtools.net/feats/categories/metamagic/?page_size=1000) These change features of spells, such as their duration or the number of dice rolled for effects such as damage. Metamagic feats increase a spell's level when applied. Ritual magic can be used to cast spells with metamagic, taking into account the effective spell level. Only the ritual leader needs to know the metamagic feats associated with the ritual, but they *must* know those feats. Otherwise, two characters can co-lead the ritual, but rather than the fixed cost mechanics above, they *each* add a fixed cost to the ritual of $[(\# \text{ of co-leaders})^2 * (\text{spell level} - \text{caster's max spell level})] / (\# \text{co-leaders})$.

Spells known: you begin play with knowledge of as many spells as you could cast (each spell once) with twice your starting magic points (i.e. a caster with 30 MP can know a total spell list that would cast at most 60 MP to cast each once). Do not worry about class restrictions: you may cast any spell from the d20 SRD and may run any spells from outside that spell list by the DM. Spells that increase in level, such as "summon monster I,II,III..." can all be grouped for spells-known purposes under the highest level version of that spell known (e.g. Summon Monster III also covers I and II).

Appendix D: Attribute Inheritance

For the attribute inheritance tool please see:

Characters whose parents have defined attributes (e.g. PCs or NPCs from prior campaigns) may have their own attribute scores generated based on their parents' scores. The attribute inheritance mechanic is based on a simplified regression to the mean, similar to the regression formula for heritability of IQ.

Appendix E: Wealth Rating Mechanic

For the wealth rating adjustment tool please see:

<https://drive.google.com/file/d/1TpQOrH4jwWxWoreqXb9zO9Q61HP9O3oz/view?usp=sharing>

Whether in the latter days of the Mage Imperium or the modern age of mercantile empires, power and wealth are inextricable. Mere enumerations of princeps or crecibles are inadequate to represent the prodigious and diffuse wealth of the great organizations and magnates that orchestrate high intrigue. Rather, at a scale where wealth is often illiquid, utilizing wealth is less a matter of spending cash than it is a complicated function of income streams, legal and personal obligations and strange, often-difficult to value assets. To approximate this process, we heavily

modify the “profit factor” mechanic of the Rogue Trader system, adapting it with a title more accurate to the Aeldrum setting: “wealth rating.”

This system is not normally meant for typical adventurers (though lower wealth ratings on our scale offer reasonable approximations) but rather for highly affluent characters, especially in high intrigue campaigns (e.g. the Mage Imperium trilogy). Such characters have a wealth rating which is used to modify 1d100 “acquisition” rolls. The following scales are suggested:

Wealth Rating	Examples
0	Destitute laborer living payday to payday
5	Modest Artisan
10	Well-to-do professional
15	Country squire, prosperous merchant, senior military officer, veteran adventurer
20	Knight Mercantile of a moderately prosperous chapter, lesser noble house
30	Industrialist, Fialta Grand Captain
40	Successful ATC governor of a large colony
50	Aeldman noble house, major industrialist
60	Lesser Saldanese academic department, Yakuza boss
70	Greater Aeldman noble house, titan of industry, the Genoese Mafia
90	The Triad, Major ATC Shareholders, Great Knights Mercantile
100	Saldan Occult Department
120	The Fialta Emperor
150+	The Bank of Valdos

To acquire a good or service, characters make a 1d100 acquisition roll against a target of 100, modifying their roll by their wealth rating and the availability and scale modifiers detailed in the

following table. If the modified roll meets or exceeds 100, the character can acquire the desired good or service (at individual and trivial scales, this will typically also include any needed supply for that item (so for instance acquiring an automobile means also fueling it indefinitely).

If the total modifier to a roll is 100 or greater, there is no need to roll. **If the modifier is 0 or less, the acquisition cannot be made.** In cases where characters do not have a total modifier greater than 100, they may make acquisition rolls a number of times per week given by Wealth Rating / 10 (rounded to the nearest whole number).¹⁰

Guaranteed Acquisition:

When an acquisition roll is feasible but not guaranteed to succeed, characters may instead allocate acquisition rolls over time, **not rolling to acquire**, and be guaranteed a completion of the acquisition when $Acquisitions\ Allocated \geq \frac{1}{P(\text{Success per allocation})}$. Thus, a character with a 10% chance of success acquiring a desired item could allocate one acquisition roll per week and be guaranteed the item after ten weeks. This is suboptimal in expectation relative to rolling, but may be desirable if predictability is at a premium or as a mechanism to save players' time.

Acquisition Modifiers	Modifier	Example
Availability		
Ubiquitous	+80*	Gruel
Abundant	+60*	Worker's clothes
Plentiful	+40*	Fine meal
Common	+20*	Simple pocket watch
Average	+10*	Unskilled labor~
Scarce	0	Portable radio
Rare	-10 (scale adjustment 1)	Hydrogen Pistol
Very Rare	-20 (scale adjustment 2)	Light Cavalry Horse
Extremely Rare	-40 (scale adjustment 3)	Difference machine
Near Unique	-60 (scale adjustment 4)	Adamantine Armor

¹⁰ Thus, by construction, characters with a wealth rating less than 5 cannot make acquisition rolls of any kind.

Unique/Artifact	-80 or less (scale adjustment 5)**	Eye of Falamar
Scale***		
Individual	+30	One unit
Negligible	+20	3-9 units
Trivial	+10	10-50 units
Minor	+0	51-100 units
Moderate	-10	101-1000 units
Major	-20	1001-5000 units
Significant	-40	5,001-20,000 units
Vast	-60	20,001-100,000 units
Vaster	Further -20 per order of magnitude	

Scale adjustment: beyond individual scale, increase scale progression by X (e.g. with scale adjustment 1, treat negligible scale as trivial scale)

*At scales greater than trivial, the availability benefit is capped by wealth rating (e.g. a WR 50 character wanting to acquire a significant quantity of ubiquitous goods would only get a +50 availability bonus).

**No bonus for individual scale.

*** For scale matters related to capacity (e.g. a vehicle), treat units as the capacity of interest (possibly to be capped). [For instance, a typical automobile has negligible capacity and is scarce, giving it a +20 acquisition modifier. An etheric vessel is a rare item and begins at a minor scale (up to 50 people crammed like sardines), giving a -20 acquisition modifier (-10 for rare, scale adjustment 1 meaning -10 for scale) (though the soul who boards such a tub surely takes his life into his own hands). Housing is an average good, but the quality of a great Aeldrum manse is very rare, and such a home surely needs space for some servants (minor scale), making it a -40 acquisition.]

~Labor goods represent one week of work, but labor can be acquired for longer contracts using the scaling mechanic (e.g. a 50-week labor contract is of trivial scale).

Quality adjustments: high quality or masterwork goods decrease the availability rank by 1, and each additional quality improvement reduces availability rank by 1. Hence, a masterwork +3 hydrogen pistol goes from being Rare to "Near Unique."

If an acquisition check fails but a lower scale of acquisition would have passed, a character may always acquire the lower scale. (This is equivalent to allowing characters to roll without the scale modifier, then checking the scale table to see *how much* they can acquire).

Scaling Adjustments:

If a desired scale is infeasible or improbable, a character may choose to “stock up” on that good by spending acquisition rolls to acquire it a smaller, more feasible scale over time. This cannot make a good instantaneously acquirable (i.e. by raising the acquisition modifier to 100+) at the original scale however, however: instantaneous acquisitions cannot be rescaled. An intuition for this is that the “instantaneous acquisition” reflects owning the good already or having immediately at hand up a quantity: going out and acquiring more is an activity.

Straining wealth to its limits (Burning Wealth):

Characters may wish to acquire an item that is simply beyond their normal means. If a character wishes to do so, they may *double* their effective wealth rating after rolling an acquisition check if doing so would push them above a modified roll of 100. However, doing so permanently reduces their wealth rating by 1. A character may choose to increase their wealth modifier again by reducing their wealth rating by another 2, then doubling the marginal loss of wealth rating for each additional increase.

This approach may also be used to raise an effective acquisition modifier above 0 to attempt an acquisition roll in the first place (the attempt does not reduce wealth rating except in special cases (e.g. dispatching agents to scour a ruined city for a lost artifact)).

This approach may also be used to increase the number of acquisitions checks allowed (thus, a character with wealth less than 5 could burn a point or more of WR to make an acquisition): as above, the attempt does not reduce wealth rating except in special cases.

Gaining wealth:

Income from investments and other assets is already factored into wealth rating, so wealth rating does not naturally change over time unless a character’s income and assets become significantly more valuable (e.g. a farmer’s wealth rating might increase if his crop survives a blight that destroys the local food supply). However, characters may increase their wealth rating by acquiring (and perhaps selling) assets (e.g. a factory) that satisfies the following equation:

$$100 - (Scale + Availability) > \max(2 * Wealth Rating, 10)$$

In calculating the WR equivalent for goods that produce value continuously (e.g. a factory), calculate the weekly scale of production and increment it by 3. If the “WR Equivalent” $100 - (Scale + Availability)$ is more than twice $\max(2 * Wealth Rating, 10)$, increase WR by 1, subtract *Wealth Rating* from $100 - (Scale + Availability)$ and repeat the operation with the new Wealth Rating.

This equation is almost symmetric with the conditions for losing wealth through acquisition, except that the good must have a minimum value. For example, this constraint prevents a destitute character who by chance comes into an individual, abundant good from selling it to

become wealthy, buying it again, selling it again etc. but would allow this destitute character to do precisely that with a trivial quantity of the abundant good, up to a very limited point.

To continue the factory example: suppose a character with WR 15 (let's call him Hans) has acquired a factory through dubious means. After paying the right bribes, scavenging and repairing some broken machinery and hiring some moderately sober dockhands (all requiring some mix of expenditure and good old-fashioned ~~violence~~ entrepreneurial grit), Hans has a small production operation underway that generates a supply of pistols. Pistols are scarce items, but these are of rather poor quality, being mass-produced on old steamship equipment, making them an average good. The factory puts out 80 units per week, which is a minor scale but, because this is a continuous process, is incremented by 3 to significant scale in our calculations. Thus, the WR equivalent of the factory is $100 - (-40 + 10) = 130$. We repeat the operation as displayed in the following table:

WR Equivalent	Wealth Rating	Operation
130	15	Increment Wealth
115	16	Increment Wealth
99	17	Increment Wealth
82	18	Increment Wealth
64	19	Increment Wealth
45	20	Increment Wealth
25	21	Increment Wealth
4	22	Stop Incrementing Wealth

Thus, having satisfied the algorithmic conditions seven times, Hans' modest pistol production operation increases his wealth rating from 15 to 22.

If by a series of unlikely events our friend Hans should end up as a preferred arms dealer to a grateful monarch, sell his factory for shares in a state trading company and move to a new site that puts out 2000 normal-quality pistols each week (major production scale), the effective wealth rating of the factory would be $100 - (-80 + 0) = 180$, and repeating our operations would leave the industrious Hans with a wealth rating of 29. Suppose the monarch also grants Hans a title of nobility and a modest attendant income, pushing his wealth rating to 30. Hans can

enjoy the fruits of his labor by trivially acquiring any plentiful objects for himself and quite easily obtaining finer objects: for example, using only one of his three acquisition checks per week, Hans could use the acquisition guarantee mechanic to obtain a new, very high-quality automobile for himself every two or three months without breaking the bank.

The story of Hans also helps give an interpretation of just what high wealth ratings mean: if the owner of a major arms factory and a titular annuity has a WR of 30 and can build a fleet of fancy cars, a character with a WR of 70 could spend a fraction of their wealth (WR -1) to commission a fine warship on the spot, and a character with a WR of 90 could slowly raise a war-fleet without denting their wealth.

Losing Assets: Losing Wealth

If a valuable asset is lost (such as a factory being destroyed in a sudden and unaccountable of arson), calculate its equivalent wealth rating and repeat the algorithm above to subtract iteratively from character wealth rating (i.e. subtract first if the asset's equivalent wealth rating is at least twice the character's wealth rating, then iterate). This is not quite symmetric with wealth rating gained from an asset (though the difference in wealth rating change will be nonexistent or very small), as the iterations get tighter, not wider (because wealth rating declines rather than increases): this may be seen as a disproportionate loss from the sudden removal of an income source and the scrambling of remaining wealth to cover various expenses. Clever characters might consider acquiring insurance at some fraction of output value...

Another example: Raising an Army in 6 steps

A warlord wishes to raise an army. To this end, he chooses to call up a regiment of 1000 men each for a contract of 50 weeks (soldiers will not accept a week-to-week contract in a warzone): suppose these men are not conscripts or feudal troops who might be summoned by the warlord's authority or mercenaries who come with their own equipment. These men are not hardened veterans, but they are held to a standard slightly above the common rabble and will expect a measure of hazard and hardship pay: let us consider them as low-skill labor (increment availability from average for unskilled to scarce for low-skilled).¹¹

One thousand men on a 50 week contract represent 50,000 week-units, putting the acquisition at a "vast" scale and make the scale and availability modifier -60.¹² Thus, the warlord must have a WR of at least 61 to attempt to recruit such a force. Suppose he has a WR of 51:¹³ the warlord chooses to burn a point of his WR to give himself an acquisition-specific wealth modifier of 102,

¹¹ A conscript might be paid as a low-skilled laborer week-to-week, making him considerably cheaper for the warlord to hire.

¹² One might ask why the Fialta warlord would not optimize and hire two thousand men (hence 100,000 unit-weeks, capping out at vast scale): this could be limited by recruitment laws or local population capacity (after all, at this scale, there may be an adventure just in recruiting such a force, even if the warlord can afford it). The assumption of the wealth rating system is that once the funds are mobilized, a factor of two difference is fairly trivial: the inertia of the warlord's assets is the greater challenge.

¹³ Note that if the 1000 men were conscripted and treated as unskilled labor (basically paid subsistence), the warlord's acquisition modifier would be +0 and he could spend two of his weekly acquisition rolls to keep them on-hand indefinitely.

which gives him a net modifier of 42 and leaves him with a WR of 50. Using the guaranteed acquisition mechanic, he could spend three of his five weekly acquisitions to raise the regiment within a week.

Before raising men, the warlord also needs to acquire arms, ammunition, armor, equipment and food.

Suppose that the warlord chooses to supply his men with a pair of scarce arms (bayoneted-rifle, auto- pistol) and wants a 50% surplus to cover inevitable battle damage: he thus needs 3000 scarce arms, placing him at major scale and an acquisition modifier of 31: he can guarantee the weapons supply with four acquisitions. Arms acquisitions at this scale do not include ammunition supply, but ammunition is plentiful (+40): assuming 2000 weapons under active use in a warzone, the warlord needs 100,000 war-weeks of ammo:¹⁴ thus his acquisition rating is 31: he can guarantee the ammo stock with four more acquisitions.

Food of decent quality and low perishability is plentiful (+40): the warlord needs 1000 rations per week for 50 weeks, so 50,000 units of rations. He can build this stock in four acquisitions.

The warlord decides that his men need decent equipment, which is scarce, but each man only needs one piece of kit (the assumption is that the men can scavenge and cannibalize these better than weapons). He can build this stock (scarce, moderate) in three acquisitions.

Suppose the warlord only wants his men to have the most basic padded armor: they're here to soak up bullets, not deflect them. Such armor is common (+20) and at a moderate scale: the warlord can obtain the armor he needs in two acquisitions.

Thus, the essential supplies for the men can be he had in 17 acquisitions, and the regimen can be raised with a wealth-burn in three. Thus, the warlord can have his army in four weeks.

Raising an Army: Technical Note

The warlord could choose to instead raise ten companies of 100 men over time, in a more staggered fashion: this would give him a scale and availability modifier of -40 and hence a modifier on his acquisition roll of 11. Thus, spending all of his acquisition rolls, he could raise a company in two weeks, and in 91 acquisition rolls (just over 18 weeks), he could have his regiment. Of course, the men hired in the first weeks won't just wait around without pay, and if (as a somewhat generous simplifying measure) we assume that the warlord shuffles contracts around so that all men serve the same amount of time, he will ultimately set out on his march with:

$$10 \text{ co.s.} * 50 \text{ weeks} - 85 \text{ idle weeks} = 415 \text{ company weeks}$$

This means that the "regiment" will serve 41.5 weeks, not 50. Of course, the warlord could increase service time to 585 company-weeks without going over into a new scale tier, and as a simplifying assumption, the DM may choose to assume away all idle time under this logic even where not mathematically correct. The value of burning a point of wealth rating then becomes

¹⁴ The warlord is gambling that lost or damaged ammo will be made up for with time spent not firing: e.g. transit, lulls in fighting.

having men for a regiment within one week rather than within 19, which may make the difference in seizing the initiative.

Week	Fractional Companies	New Company?	Weeks Inactive	Cumulative Idle Weeks
1	0.550055	0	18	0
2	1.10011	1	17	17
3	1.650165	0	16	17
4	2.20022	1	15	32
5	2.750275	0	14	32
6	3.30033	1	13	45
7	3.850385	0	12	45
8	4.40044	1	11	56
9	4.950495	0	10	56
10	5.50055	1	9	65
11	6.050605	1	8	73
12	6.60066	0	7	73
13	7.150715	1	6	79
14	7.70077	0	5	79
15	8.250825	1	4	83
16	8.80088	0	3	83
17	9.350935	1	2	85

18	9.90099	0	1	85
19	10.45105	1	0	85

Appendix F: Aeldrum Racial Modifiers

Race	Tier Adjust	Mechanical Modifiers	Other Characteristics*
Kobold	-1	+2 Con, -2 Str, -2 Int, -2 Cha Small size (-4 Grapple, -3/4 carrying, -4 Intimidate +4 Stealth, +2 Defense) Reptilian Metabolism: ½ Healing time +4 vs. poisons	
Gecko	0		
Human	0	Gain 9 bonus character points	
Witch-folk	0		
Celestial Mutant	0		
Fialta	0-1		
Riverfolk	0		
Brass Cities Drone	0		
Chameleon Men	0		
Mage Dynast	0	+1 Int, +1 Wis, -2 Cha	

		Pick one Int-based skill: that skill counts as being 5 ranks lower (min 0) for purposes of character point cost progression	
Trobe Child	2-3	Trobe's children always roll 3d10 (Tier +2) or 3d12 (Tier +3) to determine their attributes Trobe's children may re-roll failed reactions Trobe's children take double damage modifiers on sanity table rolls	
Perfect Prince	2		
Halfling	0		
Goblin	0		
Dwarf	0		
Gnome	0		
Umbran	0		
Elf (Enclave Elf; Aeldman Elf)	0	+2 Dex, -2 Con, +2 Perception, +2 vs. Psionics	Sleep 4 Hours/day Almost no psychics
Aeldman High Elf	0	+2 Int, +2 Dex, -2 Str, -2 Con, +2 vs. Psionics	Lifespan: (a/m/o/v/x) 30/100/200/250/300

		+2 Perception, +2 vs. Psionics	
Wild Elf	0	+2 Str, +2 Dex, -2 Con, -2 Int +2 Perception, +2 vs. Psionics	
Enclave High Elf	0	+2 Wis, +2 Dex, -2 Con, -2 Str +2 Perception, +2 vs. Psionics	
Mirror Elf	0	+2 Dex, -2 Con, +2 Perception +2 Perception, +4 vs. Psionics	
Shantaran Elf	0	+2 Cha, +2 Int, +2 Dex, -2 Con, -2 Wis, -2 Str +2 Perception, +2 vs. Psionics, +2 vs. Occult, -2 to saves vs. insanity	Sleep 4 Hours/day Almost no psychics Lifespan: (a/m/o/v/x) 30/100/200/250/350+
Half-Elf	0	+1 Dex, -1 Con, +2 Perception	Lifespan: (a/m/o/v/x) 25/55/85/115/150
Orc	0	-2 Int, -2 Cha, -2 Wis, +4 Str	
Half Orc/Directorate Orc	0	-1 Int/Cha/Wis, +2 Str	
Wild Orc	0	-4 Int, -2 Cha, +4 Str	

Ogre	2		
Half-Ogre	1		
Gnoll	1		
Gul'Dan	2		Reptilian
Gul	1		Reptilian
Dan	0		Reptilian
Constructs			
Golem	1+		
Android	0+		
Giant	1		
Yeti	1		
Troll	2		

* **Lifespan:** (a/m/o/v/x) = (adult/middle aged/old/venerable/max), years

Special Races

Angel			
Naga			

Templates

	Restrictions	Tier Adjustment	Mechanical Effects
Skinchanger	Character must be ensouled and organic	2	
Enlightened of Shantara	Character must be an elf	1	
Soulless	Character has no soul	0	
Gene Edited	Character cannot be an already genetically modified race; character must be organic	0	
Veiled			
Unnamed			

Appendix G: Example Background Points

Boons (cost points)

NPC companion: 1 BP

The character has a devoted NPC companion; this companion has the “normal” ability distribution and is considered Tier 1 (or Party Tier – 2 (paid for with lower tier and worse distributions)). The character can be raised to Tier 2 (or Party Tier - 1) for an additional BP (this can be an “effective” tier 2, meaning that the character may be of higher or lower tier with appropriate offsetting level adjustments from race or ability distribution).

Ignore Prerequisite: 1 BP

If the DM is playing with pre-requisites for certain feats or special abilities, he may agree to waive them for a character who spends a background point in addition to the character points normally required for that specific ability (but not its prerequisites).

Drawbacks (generate points):

Ruthless Enemy: 1 BP

The character has earned the ire of a particular person, group or society at large. Whatever the enemy in question, it will devote resources equal to the starting resources of the PC (or the average resources of the party, whichever is higher) each month to undermining the PC and his allies (e.g. by hiring assassins to kill the PC or bribing law enforcement to harass the party). As an alternative, the enemy may not know where to find the PC or even that the PC is his enemy but, should he found out, his ability to hinder the party should draw from a trove of resources whose vastness is at the discretion of the DM. This may also involve the DM colluding with other PCs.

Combined Background Packages (self-offsetting):

Psychic Sensitivity: characters with the dubious gift of psionic ability gain access to psionic powers. More potent powers can be unlocked with character points, but any psychic sensitive can detect magical phenomena at will and may be able to detect intense emotions or psychic afterimages of significant events at the DM's discretion. These basic powers and the other abilities they may unlock are offset by widespread fear and hatred of "witches" (especially in low-magic campaigns, though even high-magic societies may be hostile to psychics for their unpredictable and dangerous powers) and vulnerability to predation by cosmic evils.

Appendix H: Campaign Special Rules

Spires of Aeldrum/Legacy War BP Variant:

Suited for political campaigns, assumes use of the wealth rating system

Character Creation

When characters are all finalized, each Primary PC must have at least one public affiliation and one rivalry with another Primary PC. Primary PCs, as their name implies, are the main leaders of factions, corporations and great dynasties

Characters may trade character points for background points, but not the other way around, at a rate of 1 CP per 2 BP. Thus, for example, a PC could drop a tier for 24 BP or drop to Tier 3 gifted (2d6+1d8) for 48 BP.

Agents, Allies and Rivals:

Primary PCs inevitably require trusted and able agents to effect their will. An agent starts at a cost of 1 BP for a Tier 3 Gifted Character and follows a geometric cost progression, doubling in BP value for ever increase in Tier *or* Tier-equivalent (e.g. increasing attribute distribution or taking a high tier race), resulting in the following progression:

Table 15 Agent Cost Schedule

Tier Equivalent	BP Cost
Tier 3 Gifted	1

Tier 3 Heroic / Tier 4 Gifted	2
Tier 4 Heroic / Tier 5 Gifted	4
Tier 5 Heroic / Tier 6 Gifted	8

Agents use their patron's wealth rating, but they may have BP-worthy boons of their own which must be compensated either by the patron or by their own flaws. However, an agent's flaws (including the option to drop character points for BP), if known, are worth only half as much as they would be for a major PC and, except by DM approval, may only be used to defray the BP cost of the agent and their boons, and an agent must always cost the primary PC at least one net BP (except again by DM approval). (e.g. a Tier 3 Gifted agent drops to Tier 3 Normal for $4/2=2$ BP, has a minor drug habit ($1/2$ BP) and has politically dangerous anarchist connections ($3/2$ BP) -- this gives the agent 4 BP to defray the upside of their anarchist connections -- cheap guns and explosives ($1/2$ acquisition time for small arms, 3 BP) and allies in the anarchist movement (1 BP)). **Note that unpaid BP liabilities may be offset by the DM by giving secret flaws and liabilities to agents (doubled in value for secrecy, making them equivalent to a known flaw in the primary PC).**

In addition to agents, Primary PCs and their subordinates have allies and rivals. "Allies" encompass a broad swathe of relationships: they may be old friends, patrons or, indeed, subjects of blackmail or other pressure. Whatever the relationship, allies are autonomous (e.g. they have their own wealth rating) and while supportive are not necessarily loyal: they will help the Primary PC or agent to whom they are allied where they can, but will not severely compromise their own interests without compensation. An allied character costs 1 BP and starts play (like a Primary PC) with 3 free BP; allies may be more powerful, worth 1 BP per additional 2 BP that they get free. Hence, being the ally of the Doge of Neveth (a 6 BP title) is worth 2 BP (because he is an NPC, the Doge's primary title is assumed to be free, not offset by the Doge's own background points (i.e. contributing to his cost as an ally) except for the free BP that all major characters get to put toward a political title (Doge, Member of Parliament, Baron, etc.), and we assume that the Doge's own wealth, allies and agents are immaterial to the alliance (i.e. he will not make them available to the PC with whom he is allied)). Allies cost the same amount whether their alliance is with a Primary PC or their agents (because, unless extremely wronged or pushed by their own BP, agents are assumed to be fully loyal to Primary PCs). Allies may or may not be public (and giving an agent allies can help keep a distance between the PPC and unsavory or controversial types), but they must be known to the Primary PC.

Alliances between player characters are encouraged and do not cost background points. The abolition of BP cost is meant to account for the high degree of backstabbing among PCs in political campaigns. **Note that unpaid BP liabilities may be offset by the DM giving secret motives to NPC allies (offsetting BP at double the price paid for an ally).**

Rivals are characters whose interests clash intensely or systematically with those of a PC, such that they will actively work to oppose the PC's goals or undermine their status. A Rival worth 1 BP starts with 3 free character points (like a PC) and is worth an additional BP for every 2 free BP they receive at start. Blocs of political opponents may be constructed in this manner: if a PC has political opponents who will almost always choose to vote against them in Parliament on principle or out of personal disdain, the PC receives BP equivalent to 1 per 7 rival-votes. The value of a BP rival, as with an ally, is driven by the assets they will use in the course of the rivalry (e.g. members of a political bloc will use their votes against a rival but not necessarily their wealth or other assets).

Some rivalries are so intense as to border on the obsessive: a *sworn rival* will oppose or undermine a PC frequently and ruthlessly, either using a significant share of their own resources or being willing to harm themselves in the process. Such rivalry is worth an additional 2 BP.

For example: a PC has earned the ire of Auric Vintel (or earned it in a hypothetical campaign sometime before Vintel's death in 374). Vintel's main assets in his endeavor against the PC are his wealth (WR 115 = 16 BP) and his ATC directorship (3 BP (his attendant vote in Parliament is free as part of his status as a major NPC)). His terrifying agent/associate ("agent" is a mechanical term and with some appropriate BP structuring could also refer to a very trusted partner), Cassander Crowley (worth 8 BP) and any secondary assets are assumed to be offset by Vintel's own considerable BP (crippling anxiety, mania, KM death warrant). Thus, Vintel is worth "effectively" 19 BP (16 BP after his 3 free BP), and hence as a rival is worth 1 BP + 8 BP = 9 BP.

Rivalries may apply to Primary PCs or their agents, but the BP value of a Rival for a PC Agent is halved (appropriate exceptions may be negotiated with the DM).

Player characters may designate each other as rivals. While PC rivals only ever have 3 free BP (thus making them worth 1 BP under NPC rules), the inherent danger of facing another PC is worth an additional 2 BP (for a total of 3 BP). Designating a PC as a sworn or primary rival (i.e. a necessary opponent for achieving campaign-level goals or indeed, a campaign-level goal in themselves) is worth an additional 3 BP (for a total of 6 BP).

The value of a rivalry (PC or NPC) is halved (round down) if the target rival is unaware of their rivalry status (making them just a target). It is doubled if the Primary PC is unaware that *they* are a target — **note that unpaid BP may be offset by secret rivals.**

The rivalry mechanic may also be used to construct debts and other obligations: a creditor (political or economic) is worth 1 BP, 2 additional BP if their leverage is significant and quite likely to be called in, 3 additional BP if the debt is embarrassing, secret or otherwise severely compromising.

Aeldrum and Imperium Specific Rules:

In building parliamentary coalitions, the Allies mechanic may be used to mass-purchase friendly votes at a rate of 1 BP per 7 votes (equivalent to a PC or PCs with 1 free vote and an aggregate

vote offset of 3 BP to get to 7 votes): while names and titles are irrelevant in this case, it is worthwhile to specify the party or faction to which these abstract voters belong, as they may not vote strongly against their general interests, even for friends or benefactors. One reasonable strategy for characters with their own political parties is to build a “core following” of party members that are also allies.

Corsairs and Deep Ether Random Encounter Tables:

Appendix I: Aeldrum Arms, Armor and Assets

Appendix J: FATE Supplement

Appendix K: Reading Etheric Maps

There are currently two standards for etheric maps depicting the ley lines and worlds of the Aeldrum Setting. The “Master Map”¹⁵ reports actual distances across all etheric ley lines as well as linkages across the lines, while the “Betancourt Projection” (cfe https://aeldrum.fandom.com/wiki/Imperial_Space) simplifies all ley lines into a two-dimensional projection reporting connections across lines and planets but not the magnitude of distances within lines.

¹⁵ https://drive.google.com/file/d/1m2OGlOrfW6AnIs5W7Lz_vFM3d3ZLh1W/view?usp=sharing

Map of the Imperial Lanes

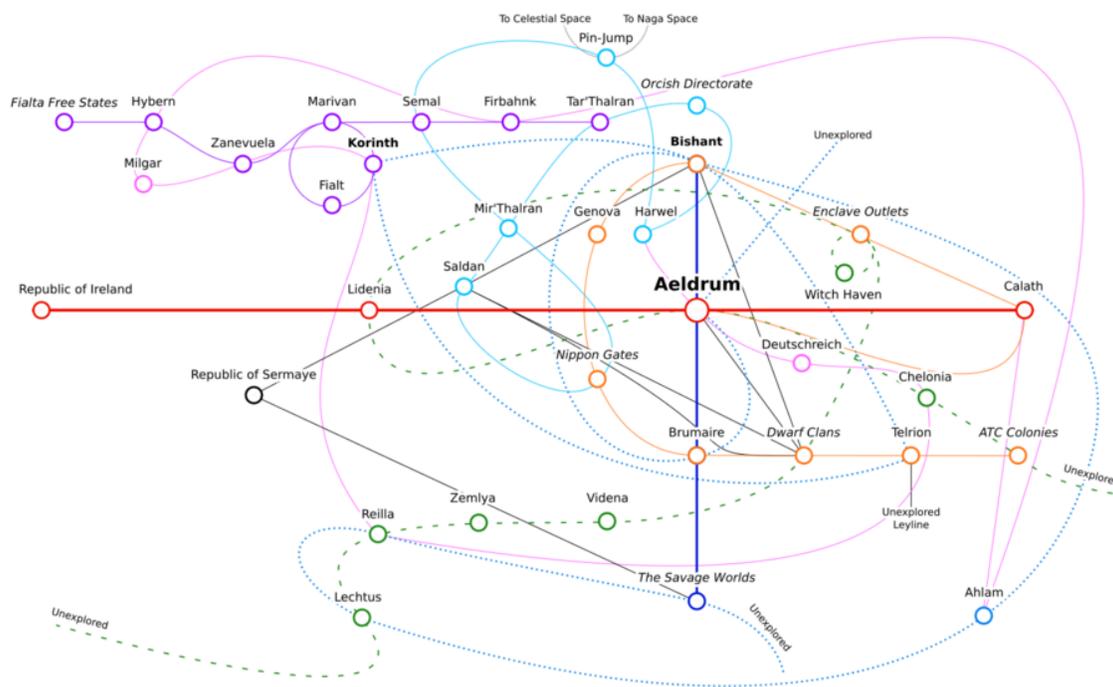


Figure 1 Bentancourt Projection of the Imperial Lanes

Appendix L: Aeldrum-Specific Skills List

Table 9 Aeldrum Skills: examples subject to expansion

Name	Description:	Training Requirements	Common Synergies	Other Rules
<i>Knowledge</i>				
Occult		Advanced		
History		Basic		
Etherics		Advanced		
Cosmology				

Chemistry				
Biology				
Mechanics				
Automation				
<i>Profession</i>				
Teacher				
Accountant				
<i>Language</i>				
Elder Script				5 Ranks in K: Occult required to learn, or 5 Ranks in K: Religion required to learn a script other than Elder
Kirvan Script				
Adalnan Script				
Idolmarite Script				
Pentacle Script				
Volune Script				
Baradun Script				
Narim				
Outremer				

Celestial	Trade language of the old Celestial Confederacy, still widely spoken			
High Nipponese				
Nipponese				
Imperial Vedlys	Tongue of the Mage Princes			
Saldanese Vedlys	“Modernized” Vedlys spoken on Saldan			
Velsian	Devolved Vedlys spoken by the Perfect Princes			
High Elvish				
Mirror Elvish				
Shantaran Elvish				
Kobold				
Episurian	Dead tongue of the Episurian dwarves			
Gecko				
Dwarfish				

Dan'ish	Fragmented language of the Gul'Dan			
Directorate Cant	Artificial language of the Directorate			
Bloodspeak	Tongue of the wild shamans			
Aeldman	The language of Aeldrum and its subjects			
Thalranian	Language of the Empire of Thalran, still spoken by some Thalranian priests			
Fialta	Language of the Fialta clans			
Shantine	Language of the Shantine Empire and of the Kirvan church			
Alushantine	Dialect of Shantine spoken by Alusians			
Sermaine	Official language of Sermaye			
Hybernan Elvish	Elvish dialect of the free elves of the Hybern expanse			

Irish	Regional Languages			Characters may receive one regional language as a bonus language for free if appropriate
Russian				
German				
Spanish				
Italian				

Appendix M: Mass Battles Rules

Operational Engagements:

Theater of War Level Battles:

Planetary Sieges

Logistics

Appendix N: Insanity Subtables

Hallucination Subtable: 1d6	
Roll	Result
1	Talking objects (furniture, weapons, etc.)

2	Imaginary beasts/enemies
3	Monstrous Overlay to actual Characters
4	Changes to own physique
5	Weather Effects
6	Roll Twice (can explode)

Delusion: 1d6	
Roll	Result
1	False Knowledge
2	Conspiracy
3	Imagined Personal History
4	Grandeur/Identity
5	Secret Purpose
6	Roll Twice (can explode)

Compulsion	
Roll	Result
1	Insomnia - Cannot become well-rested
2	Kleptomania
3	Substance Consumption
4	Eating
5	Hoarding
6	Gambling
7	Lying or Honesty
8	Ordering/Organization
9	Ritual
10	Self-Mutilation

Phobia	
Roll	Result
1	Nyctophobia

2	Fear of Violence/Blood
3	Fear of Others
4	Cosmic Horror
5	Fear of Species
6	Fear of Spaces

Emotional Effect: 1d5	
1	Rage
2	Crushing sadness
3	Lust
4	Fear
5	Euphoria

Appendix O: Sample Character Builds

Sergio Morricone, Viscount Tarantella:

Race: Human (+9 CP)

Tier: Campaign Tier 3 Heroic: Rolled Normal Distribution (+1.5 tier), dropped to Tier 2 for BP (72 base CP, 81 total)

Base Attributes: 7 Str, 8 Dex, 11 Con, 14 Int, 4 Wis, 13 Cha

Core attribute: Intelligence (Free skill points from Int: 12)

Allocations:

HP +2: 4CP

Evasion +2: 4CP

Con +1: 9CP

Cha +1: 9CP

Special abilities:

Peripatetic 9CP: Select a number of knowledge areas equal to the absolute value of Viscount Tarantula's wisdom modifier. These, collectively, form the Viscount's current obsession, and all checks related to these add both his intelligence and his charisma.

Consummate Dilettante 9CP: Uses Charisma on Profession Checks.

Skills:	Ranks
Knowledge: History	5
Knowledge: Occult	5
Profession: Film-maker	0
Diplomacy	5
Bluff	5
Knowledge: High Culture	5
Profession: Vinter	0
Knowledge: Architecture	5
Knowledge: Religion	5
Knowledge: Engineering	5
Profession: Doctor	5
Knowledge: Entomology	3

Knowledge: Chemistry 3

Background Points		Description
Underqualified Dilettante	10	Traded 2.5 tiers for 10 BP
La Fortuna di Tarantula	-4	Scorsese: It is a truism of the eccentric Casa di Morricone that the wealth of Tarantula always stays just ahead of their infamous expenses.
Basic Companion: Martin Coppola	-1	Martin! This scene calls for explosives! Get to it.
Basic Companions: Roberto Pacino & Monica Magnani	-2	What a talent!
Advanced Companion: Francisco Scorsese	-3	Depending on Viscount Tarantula's fancy of the month, I've been his valet, his production assistant, his aide de camp. Once, during his religious phase, I was apparently his prophet. I liked my robe.
Amphetamine fiend	1	I cannot sleep when there is so much to be done!
Advanced Companion: Clint Wallach	-2	A true gunslinger: Roberto, pay attention to everything he says. Martin, try not to sleep with him.
Consummate Dilletante	-1	Uses Charisma on Profession Checks. Two free professions. Bonus languages equal to charisma mod.
It's all so frightfully dull.	4	Starts at 0 sanity, manifesting as random and absurd flights of fancy. "I met an angel once, you know. Tried filming him, and he didn't like that. Three men vaporized, and he didn't even show up on film!"
Projector Array	1	
Force of Personality	-1	How else did he stay sane for as long as he did?

I MUST KNOW!	1	Will spend blood, treasure, souls to learn about the subject of his most recent obsession.
Grand drinker.	-1	Add +4 to fortitude saves vs. alcohol, drugs, poison.