

The Chaos Engine

Chosen uses a system called Chaos Engine (CE), which was designed specifically for the game. The system supports narrative gameplay with tables and charts while focusing on the chaotic nature of combat. To play, the system requires a dice pool, a pencil, and paper.

Time:

Time in Chosen is measured in two metrics: real-time and days. Furthermore, the way time is calculated depends on the character's location.

- **Locales** (villages, cities, lairs, etc.) – real-time
- Contract Pursuit/Open Exploration – days and weeks

Open Exploration

At the beginning of the session, choose a season: Planter, Summer, Harvest, or Winter.

- Alternatviely, the player can roll 1D4 for a random selection.

Next, choose what kind of weather is taking place: clear, windy, rain, storm, or severe storm. Snow is possible during Winter.



- This changes over time. If a player needs to, they can use 1D6 for a random selection. However, keep in mind that the narrative is more important than mathematical accuracy here. For example, a storm that brings lightning and rain to wherever the characters are and lasts for two days gives the setting a challenging and dark boost.

As a player explores, it's important to be aware of the season, what kind of terrain they're trekking through, and what sort of weather the character is experiencing.

- For example, trying to hike (or ride a mount for that matter) through the desert during a sandstorm is a very dangerous and difficult task.

Players will want to include what they've seen during each leg of their journey in their journal. If a player gets stuck on a detail, use the journey tables for assistance.

When traveling between **locales** (MagLev not included), pick a direction or roll 1D8 (N, NE, E, SE, S, SW, W, NW).

Then, pick a number between 1 and 7 or roll 1D6 to determine how many days or weeks (players decide the size of the map) the character travels in that direction before camping. If the roll result is a six, the player chooses whether to push through the 7th or make camp on the 6th.

- Use the map's scale to see how far the Chosen travels.



When traveling, players track their journey on the map.

- The first trip a character makes between the 4 Strongholds of Humanity is considered the “main road.” It is up to the player to determine how they want this to look. Is the road a straight route that follows the coast or does it wind through the countryside, snaking a path from stronghold to stronghold? If the player can’t decide, feel free to let the dice choose.
- The player also needs to determine where the **MagLev** is located. It’s protected by the Order, specifically House Gehennavos, and runs East/West in Northern Udditha. The player can find stations to access and ride the MagLev as a “quick travel-esque” method of transportation.*
- MagLevs in Chosen can travel at speeds up to 200 mäjö per hour (unit of speed). In comparison, horses travel up to around 60 mäjö in a day.

*Note: **MagLev Stations** must be on accessible land. Most consider the forests of The Shadowreach to be a severe hazard and too dangerous to inhabit. MagLev Stations that were once there are decrepit and no longer in use.

Camping:



When a player reaches their camping location, answer the Campsite Questions (pg.) If a player needs assistance with the Campsite Questions, use the Open Travel Table (pg.)

Locales/Finding Work:

Every locale with 2 or more shops has an Order representative that serves Chosen with new contracts. The first step of every locale is to determine its size.

- Roll 1D10 and use the result to determine how many shops the locale has.
- A locale with 1-2 shops is an outpost.
- A locale with 3-4 shops is a village.
- A locale with 5 or more shops is a town.

When the player's character settles in for the night, an Order representative will come visit them to pay them any money owed and reveal any open contracts at the locale.

- To determine what contracts are offered, players roll on the Contract Table (pg.). Once a Chosen has their contract, they must explore the world to discover the monster's lair.

Encounters

The world of The Shadowreach is perilous, but there are also treasures to be found. Most people in Udditha/The Shadowreach never leave the **locales** in which they are born. However, the quiet life isn't really an option for Chosen,

destined to live lives of chaos and constantly on the move. With that said, encounters are a regular part of traveling and a key part of the Chosen experience.

There are 2 types of encounters:

1. Wild Encounters take place in the wilderness surrounding locales and off of the main road.
2. Road Encounters are exactly that. The player may come across NPCs as they travel. Typically, only the most brave or those seeking a profit are willing to travel long-distance.

Anytime a player leaves a **locale**, they must roll high/low on 1D10.

- The player will have an encounter in that many days of travel.
- The die can be used as a tracker to count down the days.
- When the encounter die reaches zero, the player rolls on the Road Encounter Table to determine what type of encounter they have (unless they have stepped off the main road to camp or pursue a side venture).
- Once one encounter is resolved, repeat the encounter roll process to determine when the next encounter takes place.



Note: A player may change the direction they're traveling at any given time. This is, in fact, encouraged when exploring the map.

Contract Pursuit

Unless the contract specifies the lair location, pick or roll 1D8 for a direction the same as if you were leaving a **locale**.

- Roll high/low on any die or use a D2/coin. *
- If the roll is low, the player searches for 1D6 days with no result.
- They must then roll high/low again to determine if they have an encounter in the wild.
- If the result is high, the player rolls on the Wilds Encounter Table to determine what they find (or what finds them) while searching for the lair.

Once the encounter is resolved, repeat the search in a different direction. Continue until the lair is found, and mark it on the map with an X. *Don't forget to record your findings in your journal.*

***Exception:**

Pursuing a contract that is the same level as your character and is your House's specialization does NOT require a high/low roll. Your expertise in tracking such targets overrides the chances of them eluding you.

Contract targets follow a classic “boss battle”-style action routine, complete with special move thresholds. Unless the player wants to change these for narrative purposes, these thresholds are at 2/3 and 1/3 health.

When discovering a lair for the first time, the player first answers questions about what their character sees, then rolls for 2D6 for the **Battle of Wits**.

- The Battle of Wits uses the **cunning** stat and only takes place in lairs. It represents the tactical advantage an enemy has for a character being unfamiliar with their territory/home.
- If the monster makes a higher cunning roll than the player, they can make a surprise attack that does **+1 damage** if they choose.
- If the player wins the Battle of Wits, they’ve entered the lair undetected and may initiate combat when they’re ready.

Each turn not started in combat is considered exploration.

Combat Rules

The Chaos Engine uses a “**dual action**” mechanic for resolving combat.



- Players roll 2D6 for combat, unless performing narrative combat.*
- 1 die represents the player, the other their enemy.
- Add any bonuses or detractions from the characters combat stat, and the highest result scores a hit. Damage is then calculated and the fight continues until one combatant remains alive or one flees.

*** Narrative combat is always allowed. Just remember that a hero needs real challenges to truly make them a hero.**

Example:

*The **Acolyte** Udine is a human Blade of House Deofolbenn with a **Medium Body Type** and **Brute Mindset**. Since brute allows a character to carry a weapon one size larger than their body type, Udine chose a standard greatsword (1D6+2 dmg) as their main weapon. They have a rating of 3 in combat (+2 Aggression/Agility). Udine's only armor is a single shoulder pauldron, so there is no armor bonus.*

*Wanting to get the upper hand on the 2 bandits blocking their path, Udine takes a point of **Veil Poisoning** and uses their veil ability of **Demonic Anticipation** (provides a +1 to combat roles for the next 1D6 rounds). The anticipation roll result is a 3. Setting the die aside to use as a counter, Udine initiates combat. The **weapon expert** bonus Udine gets for having a human **Origin***

*provides **+1 to their combat roll**, bringing their total combat bonus to **+4**.*

*Udine's player chooses to take veil poisoning to increase their number of attacks. Deciding on a more narrative approach, they simply roll 3D6 (one for each combatant), instead of addressing one combatant at a time. Udine's result is an 8 after their bonus. That beats the bandits' rolls of 5 and 1. Bandit #2's roll of 1 counts as a **folly**. Follies are moments where something completely unforeseen happens and presents an attacker with an **unguarded hit**, which inflicts an **automatic 3 Vitality Points of damage** and leaves Bandit #2 with 7 VP.*

The player rolls 2D6 for Bandit #1 and 2D6 for Bandit #2. With the greatsword's damage bonus, the results are 6 and 4 with the second bandit receiving 3 and 3. The bandits are low-level, human thieves with no armor, so 10 dmg is enough to take out Bandit #1.

*However, Bandit #2 is still alive with 1 VP but is **dazed** from losing more than half of their VP in one round. Because of the bandit's **condition**, Udine gets the opportunity to take an extra action. **Any attack made against a dazed opponent is an automatic hit**. Udine decided to go for the kind of kill that gets you a reputation and uses their greatsword to dispatch the bandit and end combat.*

The player then makes the following journal entry:

Hafka (Week): 49

Randun (Day): 391

Season: Winter

Time: Dusk

Location: Main Road, Not far from Fort Shadowraven

Type of Encounter: Bandits

Description:

I met 2 bandits on the road, today. Humans really shouldn't pick fights with things they don't understand. It didn't go well for them. I've been looking forward to a warm bed in Fort Shadowraven, so I didn't waste any time to just tap into the veil and make quick work of them. Demonic Anticipation is such an excellent skill. My encounters have gone much smoother since learning it.

Bandit #1 was still mouthing off when I gutted them with one swing of Ole Gildanna. That sword may be simple, but it's been good to me. I used her weight to propel me from one swing into the next and hacked their right leg off on my way to the other unfortunate soul.

Bandit #2 didn't fair any better. I shoved Gildanna straight through that man's abdomen. He deserves credit for staying on his feet after a blow like that. However, he just stood there and stared at me all dumbfounded, so I drove him to his knees with

an overhead swing to his clavicle. Then, I decapitated that asshole for making me work up an appetite, after I just ate breakfast. Serves them right!

Stalemate

If a tie is rolled, the combatants are considered to be locked in a **Stalemate** and **must roll again to break free**.

- The highest result of the break scores 1 point of damage and stuns their opponent for one round.

Damage

Weapons come in the same sizes as body types (small, medium, & large). The typical chart for standard damage goes as follows:

Small Weapons: 1D6

Medium Weapons: 1D6+1

Large Weapons: 1D6+2

X-Large Weapons: 1D6+3 (extremely rare and requires training)

Some weapons also deal supplemental damage. These damage types come in the same forms as that of the magic that exists in The Shadowreach. The Order has found that all contract monsters have a weakness to one of these types of damage. The following list shows supplemental damage types and the creatures they are most effective against:

Void – Demons

Hydro – Vampires

Silver – Werewolves/Evigbo'ri

Light – Eldritch Creatures

Necrotic - Witches

Infernal – Abyssal Creatures

Poison – Fiends

Folly

As mentioned in the combat example, a roll of a “1” during combat counts as a **folly**.

- Follies are moments where something completely unforeseen happens and presents an attacker with an **unguarded hit (UH)**.
- **UHs automatically do 3 VP of damage.** This can be compounded by a difference in dice values.

Deadly Blow

- Any time a combat roll results in a natural 6, it counts as a **deadly blow**. A deadly blow requires the player to roll 2D6+3 and take the higher number as damage output. This damage is added to the Chosen's current weapon bonus.

Example: *If a Chosen uses a **standard longsword (1D6+1)**, then they would roll 2D6 and take the higher number. Then, their +1 weapon bonus would combine with the deadly blow's +3 bonus, resulting in a +4 to damage dealt.*

PCs fighting creatures that are the focus of other Orders receive a **-1 penalty to all rolls**.

- When a PC gains enough experience to be considered a Master, this penalty is negated.
- Any entity engaged with a creature lower than itself receives a **+1 bonus to hit, per level difference**.