INDEX CARD RPG

MASTER EDITION

FREE CORE RULES UPDATE PDF 1.3

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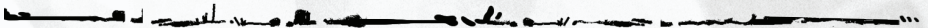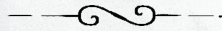
A GLORIOUS MESS

Gathered 'round the table, shuffling three-ring binders and using popcorn for goblins, I discovered what many of us do: the infinite, exciting, you-had-to-be-there fun of tabletop RPGs. We were brazen, clumsy dreamers, smashing worlds together, exploring new dimensions, and surprising our benefactors with overdue heroism. We let the dinosaurs run free, drew swords with Gods, and no matter what madness came next, we stuck together. We didn't just play to 'game,' we played to find our own strengths, and share them with each other.

Fast forward a few decades, a few thousand index cards, a few hundred notebooks, and a lifetime not unlike that of a wizard buried in dusty old books and parchment maps... the adventures continue.

Index Card RPG (**ICRPG**) represents the accidental, intuitive, inevitable result of countless game sessions and legendary tales. It wasn't invented so much as discovered. It was hiding right there all along, in sheafs of paper, wobbly drawings and bags of dice. I am more its documentarian than its creator.

Since its first release as a series of silly Sharpie drawings in 2016, **ICRPG** has become an unstoppable best-seller and served as a rallying point for a vibrant, creative community of players and creators in several countries, digital platforms and languages. It has helped to unlock the potential of gamemasters and clumsy dreamers. That was always my hope; to push people 'over the edge' of their doubts and hesitations; to remind them of the endless landscapes in their own imagination, and send them tumbling in with reckless enthusiasm.

It's an ever-growing, ever-improving heap of rules, drawings, maps, and mayhem. It's a glorious mess. This is the rules core of that heap, a **FREE UPDATE** to all **ICRPG** readers. MONSTERS, WORLDS, MAGIC, and some of the weirder TABLES are available in the full PDF or book.

Thanks for reading. May your dice roll high!

HANKERIN FERINALE

INTRODUCTION

A D20 SYSTEM YOU COMMAND

Whether it's a dead starship in the cold depths of space, the brimstone citadels of the netherrealms, the frozen tombs of a primordial past, or the great stone towers of the noblest ages, adventure is everywhere and everywhen. There you are: front and center, ready to save the world. **ICRPG** provides a role-playing framework, a creative mindset, and heaps of LOOT players will need to get the job done. This book combines all the biggest pieces of the **ICRPG** puzzle, with revised rules, tighter writing, and art from all over the multiverse.
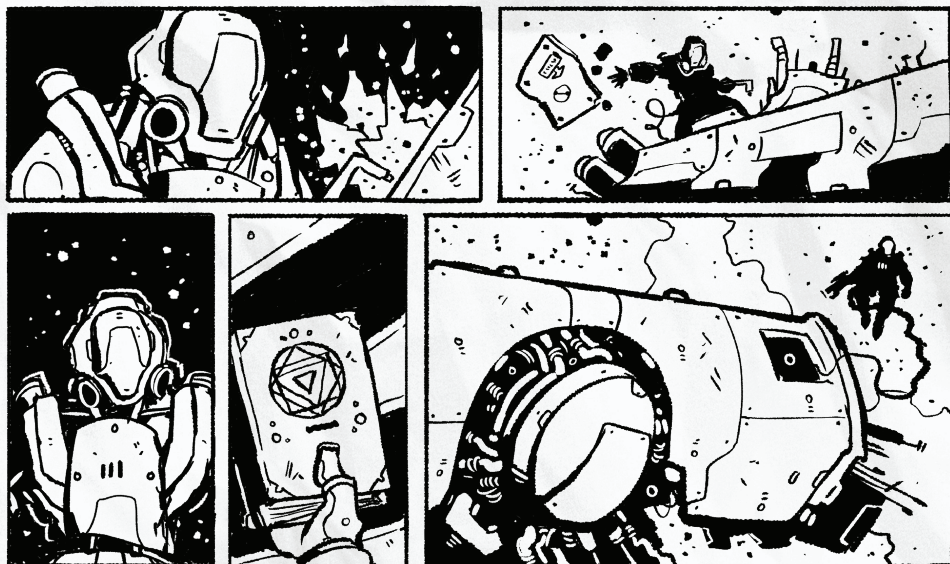
Here's what you'll find in these pages. Grab your notebook. It's on.

- **ICRPG CORE SYSTEM:** Rolling a D20 to attack a monster is just too good to change, but lots of other things in tabletop gaming are ready for an upgrade. All the familiar you need with all the new you'll learn to love. Play as written, or cherry pick for your current game.
- **PLAYER'S GUIDE:** This section includes character creation info for the fantasy world of Alfheim and the cosmos of WARP SHELL. It's all right here, including milestones for progression, gear, and story teasers.
- **GM's GUIDE: ICRPG** has been around the block a few times, and all those hours of play have bubbled up with some small but crucial tweaks that can supercharge your game. Here's a few of the latest key thinks.
- **MONSTERS:** There are plenty listed here for all kinds of games, but they are just a guidepost for your own terrible creations to challenge players.
- **WORLDS:** The five biggest **ICRPG** world settings are included here.
- **MAGIC:** This section of the book details a far more in-depth spell casting system for players seeking detail and craziness in their arcane characters.

THE TABLETOP CAMPFIRE

How awkward is it for a group of adventurers to just sit in the woods, no music playing, staring off into space? Terribly awkward. A role playing session is no different. One of the most exciting elements of the RPG hobby is creating *things* for the game table. These things are the 'campfire' of your gathering!

There are as many styles and materials for tabletop creations as there are players. From fully painted metal miniatures to styrofoam terrain to cardboard scraps and, yes, the almighty index card. No matter what kind of creations you prefer, use whatever gets that silly excitement to play stirring. The basics:

- **Pencil and Pen:** The ultimate weapons of imagination. The pencil is for HP, the pen for everything else. Make a mess!
- **The Inevitable Notebook:** This journal will be your new best friend, keeper of secrets. Even if your notes are incomplete, a journal is the only book you really need.
- **The Noble Polyhedrals:** This book uses typical dice notation for polyhedrals: D4, D6, D8, D10, D12, and the D20! Know ye well your new, ambivalent gods, your fate will be in their hands!
- **Friends:** Reach out! Be the weird enthusiastic one. Experience, preparation, and 'cool ideas' be damned. Just start a conversation.
- **Maps and Minis:** Visualizing who is where is central to playing a fun session. It doesn't matter what materials or style you prefer, do what feels comfortable.
- **Food and Drink:** Deny not the body lest the mind wither!

GOODIES

Don't miss these handy little notes and tips! It's on an index card, so it's got to be important!

IF A MYSTERY ARISES, GO WITH YOUR GUT

NOTHING IS MORE POWERFUL THAN THE INTUITIVE

IN BATTLE, CONFUSION IS DEATH

HOW TO USE THIS BOOK

Many RPG books and products include an implicit premise: follow what is written in this book, and you will be playing properly. It is implied that if a Rock Giant is listed as having a +4 strength, then that is official fact, canon truth. Not here. How to use the **ICRPG** rules? Short answer: don't.

Index Card RPG is a way of thinking. Your players invested in another system? No problem. The *mindset* is what will supercharge your GM style, not some specific rule or system written on a dead tree. Take what is useful for you, and toss the rest! This book represents countless hours of gameplay and GM feedback, all condensed into a resource to bring more **ICRPG** players to the table. It's just an intro! Just the latest mod in a hobby of mods! Here's a preview of **ICRPG's** key system innovations.

- **Playing in Clockwise Turns:** This has been a staple in board and card games for generations. You and your group will rejoice as this simple foundation of play streamlines numerous aspects of any session.
- **Effort Dice:** The wild variety of things that get players rolling dice are compressed here into simple categories of EFFORT, each using its own die type.
- **Targets: ICRPG** combines all roll targets into a single number at the table. Furthermore, there are just a few numbers that even need be considered. This will vastly speed up and simplify any game, and give players a clear vision of challenge.
- **Clean STATS:** There are no skills, derivative number formulae, feats or talents here. This game system just uses a character's six core STATS to call for rolls, make ATTEMPTS, CHECKS, and generally be awesome.

CORE SYSTEM

ADVENTURES IN TURNS

We're ready to begin. Your GM gathers you all at the table, introducing the basic premise of the game ahead. "We begin on the deck of a mighty ship..." You have your characters ready, some dice scattered about, and a squiggly map on some index cards. "One day while sailing the open ocean, the ship is attacked by a squad of spear-wielding fish men! They're climbing all over the ship, intent on killing all aboard! Let's get started."

The GM looks over to you and says the words that have launched a thousand epic tales: "It's your turn, what will you do?"

All tabletop role-playing games find common roots at this moment. When it's your turn, you don't simply choose a button to push. The scene, as it stands, becomes yours to change, yours to explore, and yours to embellish. This could be as simple as asking "How many fishmen are attacking us?" or as complex as "I will draw my saber, grab hold of a mast-rope, and kick loose the reel-crank, sending me flying into the fish men, steel blazing!"

No matter how you choose to use your TURN, the 'game' occurs when the GM helps you resolve your effect on the scene, and then passes the spotlight to the next player. In time, you'll see how fast and simple, or complex and meticulous this process can be.

This section describes how **ICRPG** handles the turn-by-turn process of creating, changing, and resolving scenes in your unique story. Mind your feet, adventurer, once you begin down this wide-open road of collaborative storytelling, there's no telling where you might end up.

ALWAYS TURNS?

Turns give a session structure and an energetic pace, but if it feels weird to play in turns, maybe during role play, just go freeform!

WHO GOES FIRST?

When a new action scene begins, everyone at the table rolls a D20. The highest roll goes first, then clockwise. Pray the GM doesn't win!

WHEN THE DICE START ROLLIN'

Sometimes during play, things are feeling loose and narrative. Story is being told, silly accents are being used, or maybe you and your chums are arguing how best to dispatch a hill giant. The GM may be leaning back, eating chips and grinning with sinister patience, or still using turns to keep everyone sharing the spotlight. When this happens, dice don't have much to contribute.

Then, all hell breaks loose. Fish men attack your boat. The hill giant comes crashing into town. Cosmic rays bombard the space station. Time becomes terribly limited, danger is everywhere, and no mere words are getting you out of this alive. It's time for action on your turn, and roll dice to see what happens.

DESCRIBE IT

Most turns you make start with a description of something you're trying to do, curious about, or want to affect in some way. If you're stumped, just ask for details about what's going on.
- "I'm going to attack that skeleton!"
- "I'll leap over the chasm!"
- "I'll force the airlock open!"

ROLL THE BONES

Once the GM hears what you're imagining, he'll let you know what kind of roll is needed, and let you know. Roll for it!
- "Roll a D20 plus your STR stat, beat a 13."
- "Roll D20 plus DEX against a 15."
- "There's a 50/50 chance. Roll a D6 for me."

GET RESULTS

Based on the outcome of your roll, you and the GM will both describe how things change, according to your success or failure.
"Boom! You smash the skeleton!"
"I made it! I go flying over the gap!"
"Oh no, a 1? The airlock is jammed shut."

CORE SYSTEM

THREE KINDS OF TURNS

Unless you spend your TURN just talking, or looking good, it will take one of these three forms every single time. Not only will you get used to this formula, you will learn to master it, to exploit it, and to push it to the limit to survive. Better yet, to triumph. Here are the three types of TURNS in **ICRPG**.
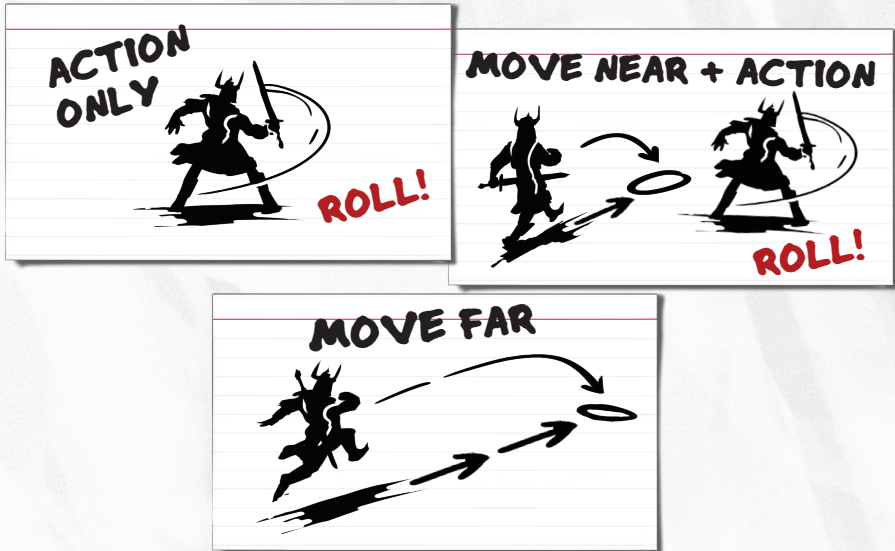
EXAMPLES of COMMON TURNS

ACTION ONLY: Sometimes, you're exactly where you want to be and staying put for this TURN. You might...
- Attack an enemy with a weapon
- Take a closer look at encoded glyphs or symbols
- Call upon magic power to cast a SPELL

MOVE NEAR + ACTION: Usually, you'll need to move just a bit to get where you're needed, then make a roll to do something. You might...
- Dash down a corridor and smash a hole in the wall
- Hurry to a friend and heal her injuries
- Move through a battlefield to block incoming arrows

MOVE FAR: Use your entire TURN just to move twice as far as normal. If you just need to move as far as you can, you might...
- Sprint down a dusty street to escape an explosion
- Run to reach your grav bike before the bad guys steal it
- Dash and slide under a slowly-closing stone doorway

CORE SYSTEM

THREE KINDS OF ACTIONS

In two of the three TURN types, you're rolling dice. That means you're taking an ACTION on your TURN. ACTIONS are where most of the **ICRPG** system takes hold of the game, and makes itself known! There are three types of ACTIONS, differentiated by how much work they take to succeed.

SIMPLE ACTIONS

AUTO SUCCESS

NO ROLL NEEDED

CHECKS

(🎲 + STAT)

MEET or BEAT the TARGET

ATTEMPTS

MEET or BEAT the TARGET ✚ ROLL for EFFORT
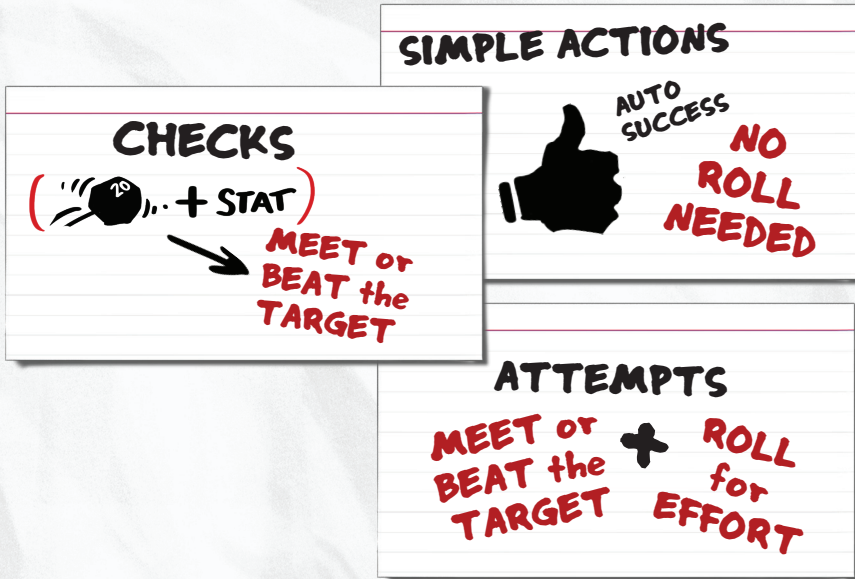
EXAMPLES of COMMON ACTIONS

SIMPLE ACTIONS: Some things are just cake. They take a moment of time, but no rolling is required. When doing a SIMPLE ACTION you might...
- Start up the engines on a starship
- Reel in the cable on a small cargo hoist
- Fix a saddle to your trusty steed

CHECKS: Instantaneous but uncertain ACTIONS require a single die roll. They either succeed or fail in a split second. When making a CHECK you might...
- Use your dexterity STAT to leap over a fissure in the ice
- Use your strength STAT to shove a wooden crate aside
- Use lock-picks (and a little elbow grease) to jimmy a locked door

ATTEMPTS: Larger tasks can take time to complete. ATTEMPTS involve a D20 roll, and rolling EFFORT to complete a task or destroy a foe. You might...
- Destroy a security droid with multiple blaster shots
- Translate a tablet covered in mysterious old runes
- Cut your way through a barricade with your battle axe

CORE SYSTEM

THE TARGET

Time for the nuts and bolts of making successful CHECKS and ATTEMPTS. In **ICRPG**, all the rolls in a scene are rolled against a single, all-powerful number: The TARGET. Whether it's to hit an enemy, the difficulty of scouting in heavy fog, or the cryptic symbols of a dead language. In one scene, there is only one TARGET, and all rolls must meet or beat that number to succeed.

12

This symbol means this scene has a 12 TARGET

The TARGET is usually somewhere between 10 and 18. GMs can find out more about setting and modifying TARGETS on page 103.

No matter what roll you're trying, you'll need a few pieces of info. Usually, you'll know these answers right away, based on what you're trying to do, but your GM is always there to help.
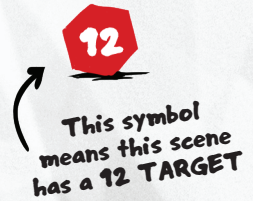
1: IS THIS A CHECK OR AN ATTEMPT?
Sometimes it isn't clear if what you're trying will be instant or take repeated work. Either way, you'll need the next two answers before you roll.

2: WHAT STAT AM I USING TO HELP MY ROLL?
Characters have a set of STATS that describe their capability in different areas. Depending on what's being tried, you'll almost always get to add the value of one STAT to your D20. (see page 25)

3: WHAT IS THE TARGET?
Every scene will have a number that's always in view. That's how difficult everything is in that scene. **Roll your almighty D20, add your STAT, and meet or beat that TARGET to succeed!** This simple process will be 90% of your rolls in **ICRPG**.
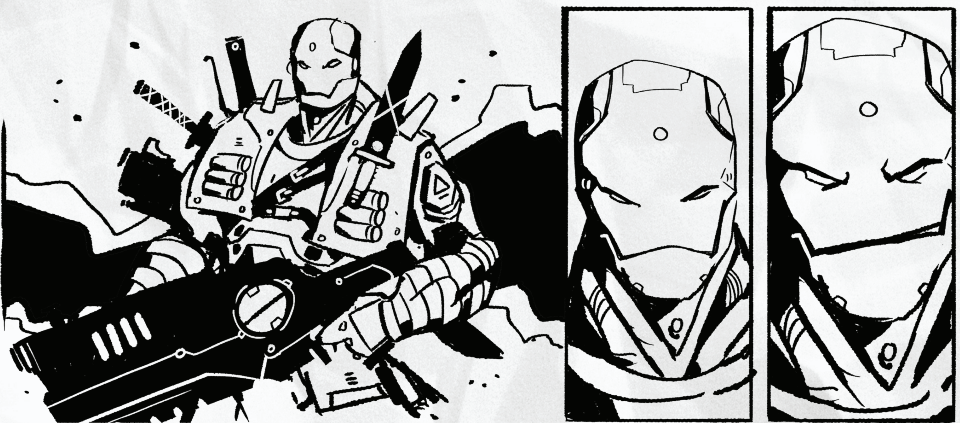
TARGET, EASY, AND HARD

Most rolls you make will be against the TARGET as it is shown. If a 14 is in view, you're rolling to meet or beat a 14 with a D20 plus one of your STATS. In the numerous possible situations of play, though, you will encounter rolls that are HARD and EASY. This a tool **ICRPG** uses to add detail to the game.

WHEN A ROLL IS

HARD
Meet or Beat
TARGET +3

EASY
Meet or Beat
TARGET -3

12 +3

12 -3
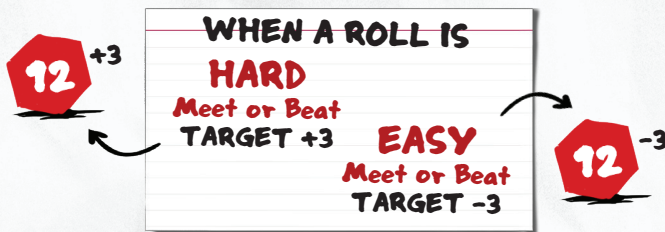
WHEN THINGS ARE EASY

If the TARGET is 15 or higher, you'll be looking for ways to make things EASY. Here are just a few examples of how and why rolls can be EASY.

- If you are using tools or implements that assist you
- If you tried the exact same ACTION last TURN but failed
- If another character is assisting you
- If LOOT you are using makes certain ACTIONS always EASY

WHEN THINGS ARE HARD

Sometimes you want to do something really cool, or really unlikely. Your GM may announce, "Ok, but that's a HARD roll." Here are just a few reasons some ACTIONS will be deemed HARD to make.

- If you are pushing for extra results from your action, like double damage
- If what you're trying to do is extraordinary or hard to believe possible
- If enemies or effects nearby are disrupting your focus or senses

CORE SYSTEM

ROLL FOR EFFORT!

One of the core innovations in **ICRPG** is the concept of EFFORT. EFFORT simplifies and consolidates all kinds of variations in the outcome of your successful ATTEMPT rolls. Not only does it classify types of outcomes into easy, clear dice categories, it lends new detail to tasks that aren't just doing damage.

Once you have made a successful ATTEMPT, it's time to **roll for EFFORT**!

BASIC

If you are only using your bare hands or your wits, roll a D4 after a successful ATTEMPT to do damage with a punch, bend bars with raw muscle, or take time to decipher a block of coded writing.

WEAPONS & TOOLS

Any time you are using a standard ranged or melee weapon to do damage, roll a D6. Also roll a D6 when using tools to accomplish a task such as using a pry bar to open a jammed door, using bandages to cure a wound, or using a micro torch to seal a bulkhead hatch.
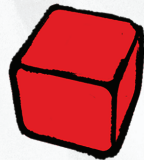
GUNS

Firearms are deadly. Any time you're using a gun to attack an enemy and do damage, roll a D8. Guns also come in many forms, with special ways to deal devastating damage.

MAGIC & ENERGY

Roll a D10 for EFFORT when you are casting explosive magic or using arcane energy. Also roll a D10 for any weapon or effect that employs energy such as particle beams, lasers or plasma. Healing with magical power? That would also be a D10.

ULTIMATE

Ah, the almighty D12. When you roll a critical success on your ATTEMPT, a natural 20 on the D20 roll, you'll roll the type of EFFORT above that fits, and add a D12 on top of that roll! You have excelled at your ATTEMPT with ULTIMATE results!

HEARTS AND EFFORT

As you just noticed reading about EFFORT dice, you will be rolling against all kinds of tasks with EFFORT, not just rolling damage! Anything that can't be accomplished in an instant will need EFFORT to complete. Once you get your head around this, you'll see how versatile the system really is, and how it encourages all kinds of play beyond just doing damage.

How much EFFORT do you need to complete a task or destroy an enemy? That is where HEARTS come in!

ROLLING EFFORT...

♥ = 10

Just like the classic video games of yesteryear, **ICRPG** uses HEARTS to show how many HIT POINTS (HP) an enemy has, or how much EFFORT is needed to overcome a task. **One HEART is equal to 10 points of EFFORT** or damage needed. It's an arbitrary symbol to make the numbers distinct and easy to look at.

Using a sword, attacking a monster with 2 HEARTS? Do 20 points of damage with the D6 WEAPON die to be victorious! Using a magical translation SPELL to decode 1 HEART of ancient runes? You'll need to roll a total of 10 with your D10 MAGIC die... it could be done in one TURN!

The GM will have all kinds of detail to offer with how many HEARTS a task or enemy has to overcome. Your job is to make those ATTEMPTS and roll as much EFFORT as you can. For more about building your character to boost EFFORT rolls, see the PLAYER'S GUIDE section on page 26.

CORE SYSTEM

MOVEMENT AND DISTANCE

Countless hours, mechanics, and questions are spent in RPGs about who is how far from what. Can I reach that wall? Is the ogre too far away to attack? **ICRPG** solves all this unnecessary detail with a simpler treatment of distance. Whatever it may be, it's either CLOSE, NEAR, FAR, or OUT OF RANGE.

CLOSE — NO MOVE NEEDED
NEAR — MOVE + ACTION
FAR — MOVE ONLY
OUT OF RANGE

CLOSE
If you can reach it with your fingers, just standing there, it's CLOSE. This is toe-to-toe range, sword-fighting distance, and no move is needed to use or interact with CLOSE things.

NEAR
A few hurried steps get you to NEAR things. Imagine NEAR as being a few seconds away, things within reach of long spears, the distance of a quick-draw, or how far you can move in a TURN and still have time for an ACTION. On the average tabletop, it's about 6 inches or so, about the length of a banana. Keep it loose. The real focus is on time, not exact distance.

FAR
Well beyond NEAR, FAR takes you several seconds to run. The distance of a basic bowshot, as far as throwing a baseball, or a very challenging pistol shot. If you want to move FAR on your TURN, it will take the entire TURN to do so. An explosion with a FAR radius would be a huge blast! Look out!

OUT OF RANGE
Beyond FAR, as you play out a scene, is a distance you can't reach in one TURN of movement, and none of your effects can reach. OUT OF RANGE defines the area in which most of the current action is happening, or you might want to move OUT OF RANGE of enemy fire! Even your allies cannot help you if you are OUT OF RANGE, so be careful splitting the group!

During play, your GM will help describe and answer questions about whether something is CLOSE, NEAR or FAR. It isn't about exact measurements, it's about what is thematically within reach of your character! Keep it loose and keep things moving, rather than getting out the ruler.

TIME CAN BE SIMPLE, TOO

As you read onward, thinking about cool ideas for characters, monsters, encounters or even full adventures, you'll see time referred to in a few precise ways. As always, **ICRPG** keeps it simple.

TURN

When a player takes the stage for a few brief moments, moving and doing a few rolls, that is 1 TURN. A TURN is 10-20 seconds of action.

ROUND

When every player at the table, including the GM, has taken a TURN, that is 1 ROUND. ROUNDS are often used to measure lasting effects, countdowns, or other things that last more than a few seconds. A ROUND is something like a minute in the game world, even if it takes longer to play.

FREEFORM

When something takes several minutes, hours, or even days to play out, there is less and less reason to sweat the details, or firmly enforce playing in TURNS. It's still smart to keep moving around your table, addressing each player's decisions during this stretch of time, but you won't be accurately measuring movement or damage output. Things get more descriptive, and your GM will be introducing more ways to use dice to keep the story moving.

CORE SYSTEM

GUYS, I THINK I'M DEAD

As characters struggle to stop evil forces, explore lost ruins, or battle back tides of alien invaders, death is never far away. In fact, if death is not a constant fear, the game has no real guts to it, no realism in its own context. To make this aspect of the game work well, a decisive, sudden set of rules around death are needed. **ICRPG** has a few twists on the classic rules of other games.

WHEN YOU REACH 0 HP
As you take damage in the bone-crunching worlds of **ICRPG**, you'll eventually find yourself at 0. At that instant, your character drops unconscious. All SPELLS or effects you were creating vanish, and you're bleeding out fast. The clock is ticking on your life.

ROLL FOR DYING!
On your NEXT TURN after you drop to 0 HP, roll a 1D4. Pray you roll high, because in that many ROUNDS, without help or a MIRACLE, your character will die with a capital D.

IT'S A MIRACLE!
On each of your TURNS while you're DYING, you get a very narrow chance to miraculously regain consciousness. Roll a D20. If it's a natural 20, some miracle of anatomy has brought you back awake with 1 HP. It's a MIRACLE!

NOPE, HE'S DEAD FOR REAL
If all your DYING ROUNDS pass, no one helps you, and you can't roll a MIRACLE, you are dead. No more rolls, no back door tricks. You're toast.

BLOWN TO BITS
One last thing. If you take so much damage in one cataclysmic instant to reduce your character to -20 HP, you are BLOWN TO BITS. You're just mist and memories. There isn't even a body to bury.

RECOVERY

I don't want to die! I want to *live*! There are a few ways to recover HP and avoid becoming a skeleton, besides hoping to roll a MIRACLE after you've been pummeled to pulp.

RECOVER

At any time during play, sacrifice your TURN to pause, regain your breath, bind a few cuts, and RECOVER your gusto. To do so, roll a **D20 + your CON STAT**, and meet or beat the current TARGET. If you can do so, **regain your CON STAT + 1** in HP instantly. Now get back in the fight!

DON'T DIE ON ME, MAN!

If you are unconscious and bleeding out, counting down precious DYING ROUNDS, you need help. If an ally can reach you and make a successful roll with INT or WIS STATS on the current TARGET, your DYING timer stops in its tracks. You're stable, but unconscious, and owe that ally your life.

RECOVER

Meet or beat the current TARGET with D20 + CON to RECOVER CON + 1 HP

DON'T DIE ON ME, MAN!

Stabilize a fallen ally by touching them and making an INT or WIS roll. This stops their DYING timer

HEALING AND FIRST AID

Be it through magical means (D10) or medical tools like bandages (D6), you or allies can heal you during battle. There are many ways to heal and be healed, as you'll discover the more you play.

CORE SYSTEM

THE LEGENDARY HERO COIN

Ok, you have all the roots of the game system now, you're ready to start bending rules. That's what they're made for, anyway. As you go deeper into things, you'll get all kinds of abilities and LOOT that will make things get crazy. Before those days come, though, it's time to learn of **ICRPG's** final feature: the HERO COIN.

We haven't talked about it much yet, but a great session of tabletop play owes itself to exciting, sincere, inventive role-play by players. This elusive element of the hobby is the topic of much discussion. Is it talking in character? Sacrificing self for others? Is it taking the game in new directions? Is it making the table more fun for everyone? It's all these things.

When the GM sees this kind of excitement in play, the HERO COIN is the way that moment is celebrated. "That was brilliant, take a HERO COIN!"

USING YOUR HERO COIN

Here are the rules for the coveted HERO COIN, once granted by the GM.
- You can only have 1 HERO COIN at a time, no hoarding
- Turn your HERO COIN in to re-roll any die roll
- Turn in your HERO COIN to add a D12 onto any die roll
- You can GIVE your HERO COIN to another player at any time during play
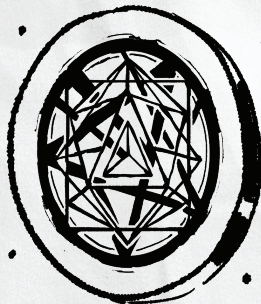
THE GREY HILL INFERNO

Below is a trial scenario to get you warmed up and rolling dice. No amount of reading teaches as much as a few dice rolls. Let's dive right in.

THE SETUP: A NIGHT OF CHAOS

You are a prisoner in the Grey Hill Complex. You have no memory of anything else beyond the needles, the experiments, the concrete. Whoever they are, they are using arcane machines and glowing goo to make you a super weapon. It just might work. That's when the fire breaks out. Go time.

ESCAPE THE FIRE

As flames consume D block, you must escape your cell or be burned alive. Roll a D4. You have that many ROUNDS to break out of your cell with your bare hands. Do 1 HEART of BASIC EFFORT against a 10 TARGET to break free.

DEFEAT WEAPON 13

In the courtyard, an abomination has been deployed to detain you. There's no avoiding it. Time to fight, jagged steel in your hand. You have 1 HEART HP, Weapon 13 also has 1 HEART HP. You attack with WEAPON EFFORT, it fights back with two BASIC EFFORT attacks per TURN. Kill or be killed.

FLEE INTO THE DARK

Sprint through the forests beyond Grey Hill, and vanish into shadow. If you don't escape, no one will live to make them pay. Roll a D4. That many guards, armed with piercing bright lanterns, are searching for you. For each guard, make 1 successful CHECK to stay hidden. For each failure, face one guard with your ragged weapon. Guards have 1 HEART HP and also fight with WEAPON EFFORT, launching a single attack against you on their TURN.

Did you escape the Grey Hill Inferno? If so, take a HERO COIN. You've earned it.

WHEN A CHOICE FEELS OBVIOUS, THAT'S INSTINCT

SEEK NOT THE 'BEST' PATH IN THINGS

MAKE YOUR OWN LEGEND, YOUR WAY
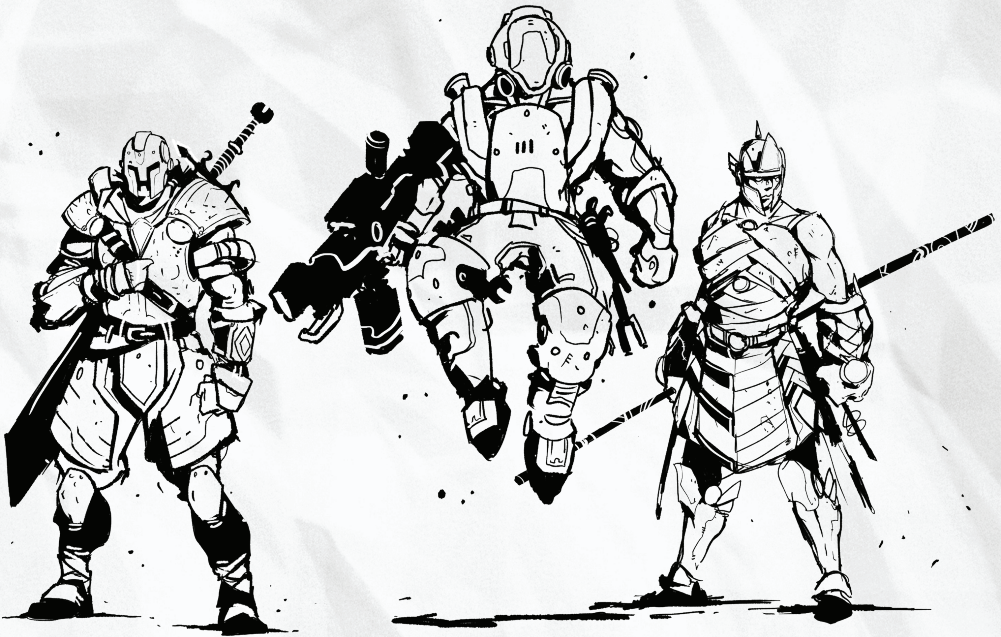
WE CAN BE HEROES

If you've flipped right to this page, you're here to *play* **ICRPG**. Crack those knuckles and settle in; there's no limit to what's ahead. Creating and playing an RPG character can be sublime, if you let yourself get into it. This is the realm of imagination! What use have we for hesitation, or doing what is expected? We can be heroes, especially here where anything is possible! Here's what you'll find in this section.

- **Character Basics:** Let's get started with getting to know an **ICRPG** character sheet, all the STATS, and how you'll be using the whole mess to kick butt.
- **Life Forms:** Ah, the myriad forms heroes can take. Bend your STATS a bit here, and build to fit whatever world you're playing in.
- **STATS and Abilities:** All you need to know about what you can and can't do are in 6 core STATS and a small group of Abilities. You'll be earning more for both as you evolve.
- **Glorious Gear:** Now that you are you, you need to gear up for what's ahead. Don't forget the rope.
- **Magic:** Secret, arcane forces are hidden just beneath our perception of reality. Master the many dimensions, conjure the power of the elements, or harness cosmic energy at will.
- **Mastery:** No matter what your world, specialization, or role in your group, the MASTERY system lets you diversify or focus your capability as you grow and, most importantly, roll 20s.

PLAYER'S GUIDE

CHARACTER BASICS: THE SHEET

Take a look ahead. Here's the sheet you'll be filling out (or just doodle your own) for each **ICRPG** character you create.

1: What **WORLD** is this? Start with your character WORLD, NAME (make it cool), LIFE FORM, TYPE and STORY. This is who and what you are, and how you wound up outside ordinary life, on the road to adventure.

2: These 6 **STATS** should feel familiar. You'll be spending points to boost these core STATS, and your LIFE FORM and LOOT will top them off. Build your STATS to fit a concept of who the character is and what they're best at.

3: Here is where you'll record your **EFFORT** bonuses. Think of it as your training.

4: This is a cluster of critical **STATUS** info. Track your HIT POINTS. DEFENSE is used to track your armor and toughness. Mark an X when you have a HERO COIN, and record a DYING roll here when you make one.

5: LOOT! Keep track of the equipment you carry and use.

6: As you progress, you'll unlock **ABILITIES**, starting with 1 and a max 5.

7: POWERS are more rare than abilities, and will set you apart.

8: AUGMENTS in some WORLDS, heroes are boosted by cybernetics.

9: MASTERY is a way to track natural 20s and gain more ABILITIES.

WHAT WORLD IS THIS?

ICRPG takes place in one of 5 WORLDS, or a WORLD of your own making. The WORLD is a sense of overall theme, of technology, of scope and era. It defines every decision afterwards, from how characters are built to what each session will be. The WORLD is the root from which all the adventures ahead flow, what the obstacles and enemies will be like, and more.

Here is a brief summary of the WORLDS in this book. To get started building a character, finish reading through the basic steps in the next few pages. If you're hungry for more, and your GM doesn't mind, find out more in the WORLDS section later in the book.

ALFHEIM

A continent of spells and steel, crumbling old castles and sleeping dragons. Adventurers here face violent seas, lost tombs, and treacherous kings.

WARP SHELL

A breed of living starships is driven by mysterious purpose to save a doomed universe. You and your allies are the crew on one such vessel, and time is running out, if there is such a thing.

GHOST MOUNTAIN

The inhabitants of a remote western landscape are caught in a battle between heaven and hell. If the sun ever sets, it will never rise again. This is a WORLD of pistols and ghosts, demons and dust.

VIGILANTE CITY

After the Mutant Crisis of 2035, chaos has gripped the world's biggest city, and you're at ground zero. Super-powered heroes and villains are popping up all over, and no one is safe in the crossfire. Found in **ICRPG** VIGILANTE CITY.

BLOOD AND SNOW

Before any of it, humankind found its fragile origin in an age of ice and silence. Balanced on the knife-edge of survival, you and your tribe must find a way, or none of these stories will have ever happened. Found in BLOOD AND SNOW.

PLAYER'S GUIDE

STEP 1: WHO AND WHAT YOU ARE

Before we get into the mechanical aspects of building a character comes the most important step: the CONCEPT. The best way to formulate a CONCEPT is to find a visual anchor for your character. Draw your own portrait, or find artwork that inspires you! Let yourself get into it. Devise a cool NAME. Keep your mind on that visual anchor, and start filling out all the bits on your sheet to fit.

CHOOSE YOUR LIFE FORM

Are you an elf? A mech? A silicate shapeshifter? An undead revenant? Each WORLD in **ICRPG** has a set of LIFE FORMS to choose from. Reach back to your CONCEPT rather than nitpicking the STAT bonus.

CHOOSE YOUR TYPE

As you lean further into the WORLD your character will live in, and start to feel it, you can see your place in that world as a hero. Nothing will affect your STATS and role in your group more than your TYPE, so choose with care. TYPES are listed with the WORLD they are from.

WRITE A ONE-LINE STORY

Before you start figuring out how the STATS add up, take a moment to explain one key fact about your character. This isn't a backstory, or a past. This is what is happening right now to this character. What has changed in your life that has pushed you from the humdrum to a life of adventure? How does it involve the other players' characters? If you're drawing a blank, look deeper into the WORLD you're playing in, and chat with your GM.
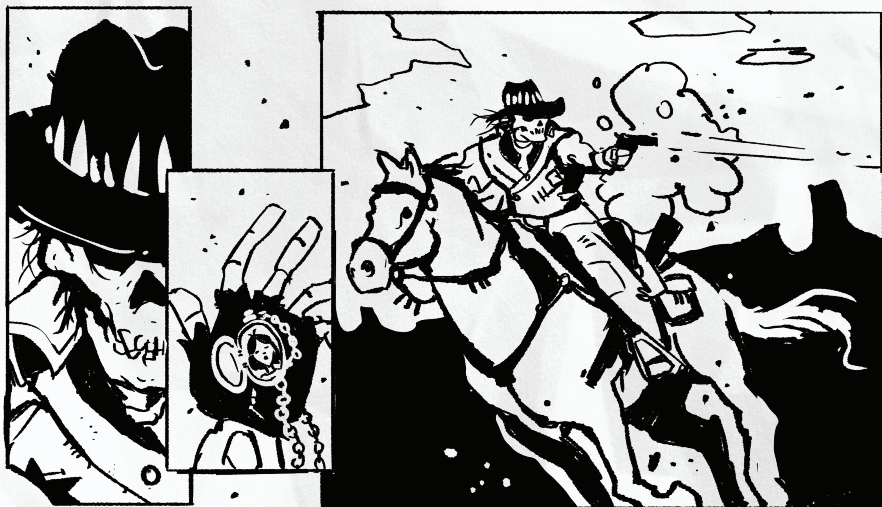
STEP 2: CORE STATS

Almost every time you're rolling a D20 to do something in play, you'll be adding 1 of 6 STATS to the result. These classic 6 STATS describe your specialties, your prowess, and help define your role in a group. The idea is to stack whatever STAT fits your heroic CONCEPT best, using STAT POINTS, a bonus from your LIFE FORM, and all the bonuses from LOOT you will eventually acquire.

For every character you create in **ICRPG**, start by assigning 6 STAT POINTS, in any array, to these 6 core STATS. Enter the points assigned in the 'BASE' line next to each die box. You could put 1 point in each, creating a generalist, or place all 6 in one STAT for the ultimate specialized hero. It's your call. Now is the moment to remember your CONCEPT and emphasize STATS that fit!

ASSIGN 6 POINTS, IN ANY ARRAY, TO STATS

STRENGTH (STR)
Put points into STR to create a melee fighter, a crusher, a bar-bending, boulder-throwing behemoth who smashes his way through problems.

DEXTERITY (DEX)
You'll be using DEX to make ranged attacks, like guns and bows. DEX is also a measure of how nimble you are, so you'll roll with that STAT when you are trying to move silently, do back flips, or deftly run along crumbling rooftops.

CONSTITUTION (CON)
CON measures how stout or tough you are. This STAT is used when recovering HP, bracing for impact, or fighting to survive poison or terrible cold.

INTELLIGENCE (INT)
Some heroes use wits over fists. Their key STAT is INT, which is used to cast SPELLS, investigate mysteries, recall details, or operate complex machinery.

WISDOM (WIS)
This STAT measures an intuitive, organic kind of smarts. It isn't so much knowing as it is feeling. How keen is your sixth sense? Place points here to be a scout, to be in tune with nature, or to feel danger coming.

CHARISMA (CHA)
Your strength of will is measured by CHARISMA. You'll be using this to roll for persuasive actions, to resist fear, or drive enemies back with a battle cry.

CALCULATING DEFENSE

Once you have your CON STAT, add all DEFENSE gained from LOOT you have, such as armor. That's your total DEFENSE. A helmet may be +2 DEF, you have +2 CON, this makes your DEFENSE +4. When the GM unleashes effects or monster abilities, she'll call 'roll DEFENSE!' Roll D20 + DEFENSE, and meet or beat the current TARGET to resist the danger! When enemies roll ATTEMPTS against you, they don't roll on the TARGET, they roll to meet or beat 10 + your DEFENSE! *No character, by any means, can exceed +10 DEFENSE* no matter the total of CON and DEFENSE gained from LOOT.

STEP 3: BOOST EFFORT TYPES

In the CORE SYSTEM section, you learned about the central concept of rolling for EFFORT in **ICRPG** (p. 12). Here's your chance to add bonuses onto those rolls during character creation, giving your character affinity for weapons, magic, or the risky business of ULTIMATE. You're allotted 4 total POINTS to spend here.

ASSIGN 4 POINTS TO EFFORT
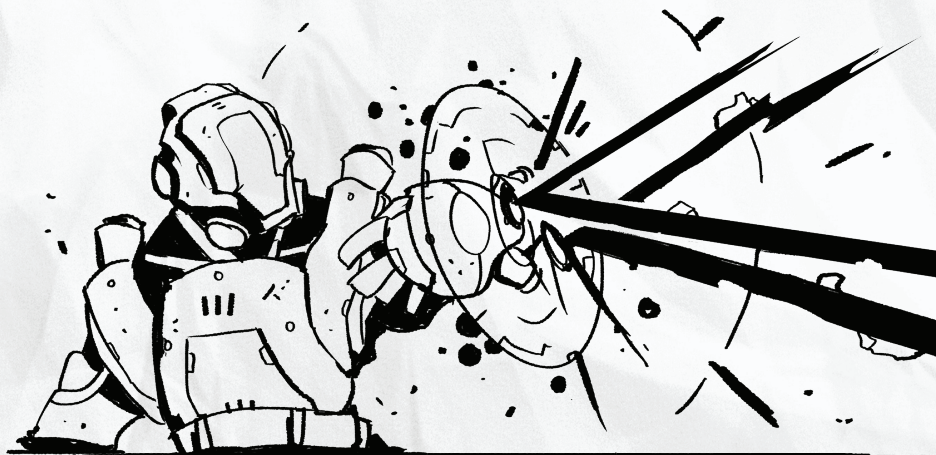
STAT MAX

No matter how awesome your character may become, no STAT can ever exceed +10

STEP 4: LOCATE STATUS INFO

Below your character portrait artwork, and at the sheet bottom, you'll find spots to track STATUS. Take a second to get familiar, as you'll be making a mess here during play.

HEARTS & HP

All characters start with 1 HEART, or 10 Hit Points. Circle additional HEARTS as your character grows. You can acquire HEARTS several ways as you play.

HERO COIN

A big, hard-to-miss spot to record a HERO COIN. See page 18.

DYING

Don't die. Read up on the DYING rules back on page 16. Track it here.

MASTERY

The highest form of progression for a character is called MASTERY. Each time you roll a natural 20 on a D20 roll, mark one point of mastery on your sheet. When you have 20 mastery points, you've made it! You have now mastered an element of your character!

Here's the best part: once you've reached MASTERY, clear out all your MASTERY points and choose any MASTERY ABILITY for your TYPE! If that ABILITY calls for a specific STARTING LOOT, gain it instantly! Yes, MASTERY is huge.

This process can be done 3 times per character. How long will it take you to roll 60 natural 20s? You're about to find out.

MASTERY ✗✗✗✗✓✓✓●✗✗●✓✗○○○○○ ○○○○

NATURAL & MODIFIED

You'll notice 'NATURAL' and 'MODIFIED' rolls mentioned. NATURAL means just the number rolled, MODIFIED means the total after bonuses are added!

STEP 5: RECORD ABILITIES

ABILITY is a term **ICRPG** uses to describe a feature of your character that is intrinsic. It can never be lost or removed. You'll gain a few ABILITIES when the character is created, and when you reach a MILESTONE. It's important to peruse character ABILITIES, because they greatly impact your specialization, areas to outshine others, and value to a group. Some ABILITIES interact with others in powerful ways... when this happens it is called 'synergy,' and it's cool.

CHOOSE 1 ABILITY FROM YOUR TYPE

STEP 5: CHOOSE POWERS

There are heroes, and there are *super* heroes. If you are creating a character in VIGILANTE CITY, or a character with superhuman capability in any WORLD, you'll be selecting and using POWERS. POWERS are like ABILITIES, they can never be taken away once gained, but they are nearly unlimited in potential. POWERS, unlike ABILITIES, will never be added to your character. They can only upgrade over time.

CREATING A SUPERHERO CHARACTER, CHOOSE ANY 3 POWERS

STEP 6: RECORD AUGMENTS

Some stories alter the heroes themselves. When technology, digital or arcane, is integrated into living bodies, those are AUGMENTS. These are mainly found as cybernetic implants in cyberpunk games, but every genre has the potential for mechanical limbs or eerie crystal eyes.

STEP 7: GET LOOT!

Here is where **ICRPG** really finds its identity, besides the ever-useful index cards themselves: LOOT! The majority of your character's progression and power will be in what LOOT you have and use. LOOT can be found, awarded, created, traded, lost, and destroyed. Even SPELLS are kept on scrolls or in books. Gems, chains, and counterweights enhance weapons. From the magical to the digital, what you CARRY versus what you keep EQUIPPED will let you tune and adjust your character for all kinds of special capability. Complete your new character by choosing 4 BASIC LOOT, then follow the two key rules below as you grow and gather more goodies.

TAKE 1 STARTING LOOT FROM YOUR TYPE
TAKE ANY 4 BASIC LOOT FROM YOUR WORLD
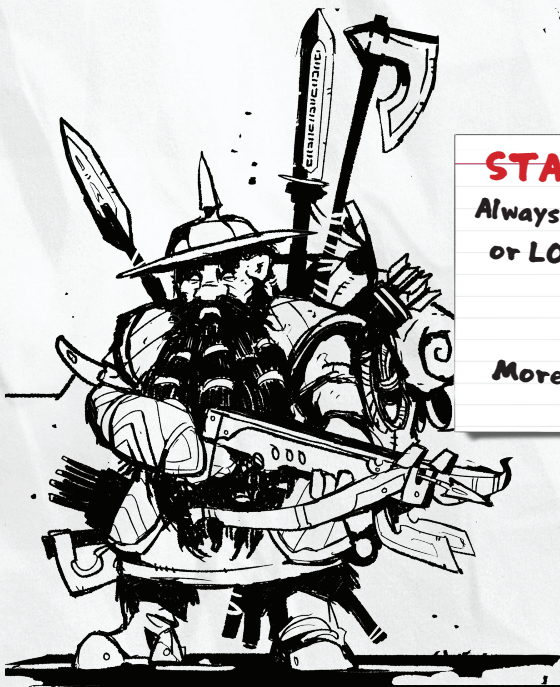
STARTING/MILESTONE
Always feel free to choose ABILITIES or LOOT for your TYPE either as STARTING or MILESTONE reward!
More possibilities is always good!

INVENTORY IS LIMITED TO
10 CARRIED ITEMS AND 10 EQUIPPED ITEMS

CARRIED ITEMS MUST BE EQUIPPED
TO OFFER BENEFIT OR BE USED

ALFHEIM: AN AGE OF KINGDOMS
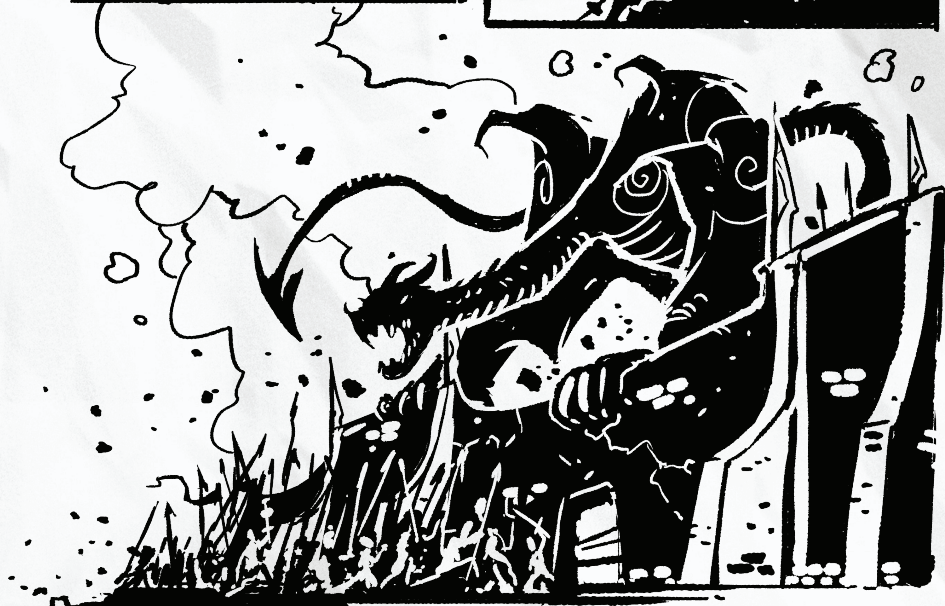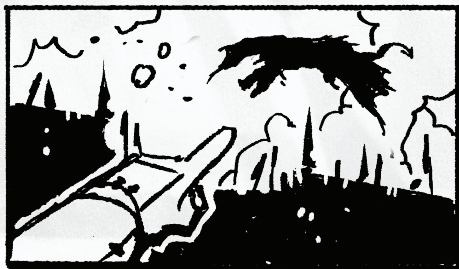
In a remote corner of the cosmos, a planet called Urth is orbited by a shattered moon called Iron Heart. Here, the epoch of castles and steel has lingered for centuries. The nations of this blue world rise and fall, not realizing their role in the wider universe or their pivotal possession of mythic WIZARD LOCKS, which bind all times and places together.

The largest continent here is Alfheim. Somewhere between the quiet of the primordial days and the smoke of the machine age it rests. Magic and mystery still hold this place, but it is a vast, diverse landscape of cultures and places.

Many great stories have come to pass on Alfheim, none more important than now. The arrival of the starfaring TORTONS has brought this world into the cosmic conflict. The peoples here are beginning to realize that before they can take their place in the struggle of the stars, they must survive a war that could destroy them all. Onto this landscape you arrive, and heroic deeds need doing.

6 THINGS YOUR CHARACTER KNOWS

These 6 facts are known across all the realms of Alfheim and should, in some way, affect the origin story of every character you create. Troubled times...

KING HENRYK IS MISSING
The armies of Sett, the undead serpent god from Kath, have decimated human culture in recent years. This offensive culminated with the disappearance and presumed death of the crown King of Alfheim: Henryk the Hawk. Almost nothing is known of what happened. Darkness and ruin followed.

IRADRUM HAS BEEN DESTROYED
When Durathrax, the ageless dragon, was released by a band of wizards, her fury was terrible. The vast mountain city of Iradrum was utterly destroyed, sending a population of Dwarves East, where their numbers and resolve are growing in Duradin.

GERBLINS HAVE JOINED MANKIND
Once a scapegoat for every form of petty villainy, GERBLINS have risen from their old ways and embraced a new nobility. Their society has also gained new technological advancements, and is ready to make war. Standing at the very brink of open war with the Elves of Skar, GERBLINS have been sent to every corner of the world seeking allies in the coming chaos.

SNOW ORCS HAVE ORGANIZED
Once an obscure but numerous tribe in Nordheim, Snow Orcs now dominate Arlston, Gilhelm and New Haven. It is not known what has made them so mighty so fast, but they rival any army in the realms with their battle prowess.

ELVES HAVE TAKEN SKAR
Using the North and East Colossi as super-weapons, Elves have conquered the plains of Skar, and are readying for a wider war on the middle lands of Alfheim. Many themes and adventures in Alfheim hinge on the looming war with this advanced, devious invader.

TORTON REFUGEES HAVE ARRIVED
Amid all the turmoil, a peaceful group of ragtag folk, resembling turtles, has been arriving in desperate poverty and confusion from distant shores. They are the TORTONS, a star-faring people on the brink of extinction. They seek only to make Alfheim their new home, but it seems they will be forced to fight for that dream.

LIFE FORMS OF ALFHEIM

Since the armies of Sett were defeated by Snow Orcs, the powers have shifted. The woodling folk of old have vanished, subsumed by their elder kin the elves. Gerblins have ended their epoch of evil. The turtle-like Tortons have arrived from distant shores, bringing new magical insights. Dwarves grow in number after the destruction of their home. Where do you fit in this ever-changing tapestry... *Choose one:*

HUMAN >> +1 INT, +1 CHA

The great city of Grey was once the seat of humankind. Now that it is mostly ruin, destroyed by the serpent armies of Sett, humankind finally feels the pain of dwindling minority, and elves hunt them to extinction. Despite all this, there is strength in their blood; a resolve to rise again. When you choose to play a HUMAN in Alfheim, your reason for being is... *choose one:*

- **LINEAGE:** Facing a real possibility of extinction, HUMANS in Alfheim place great value on heritage and family lines. You are driven to find and protect what remains of Henryk's descendants.
- **ANSWERS:** The rout of man was a terrible calamity. How it all happened remains largely unexplained. You intend to find out.
- **ESCAPE:** The ruined life of your kin is a desperate, dirty thing. You refuse a life in a tomb, and seek the open spaces and far horizons of the world.
- **RALLY:** If a new HUMAN realm is to be formed, ranks must be bolstered, hearts won, and swords lifted. Your destiny is to lead them.
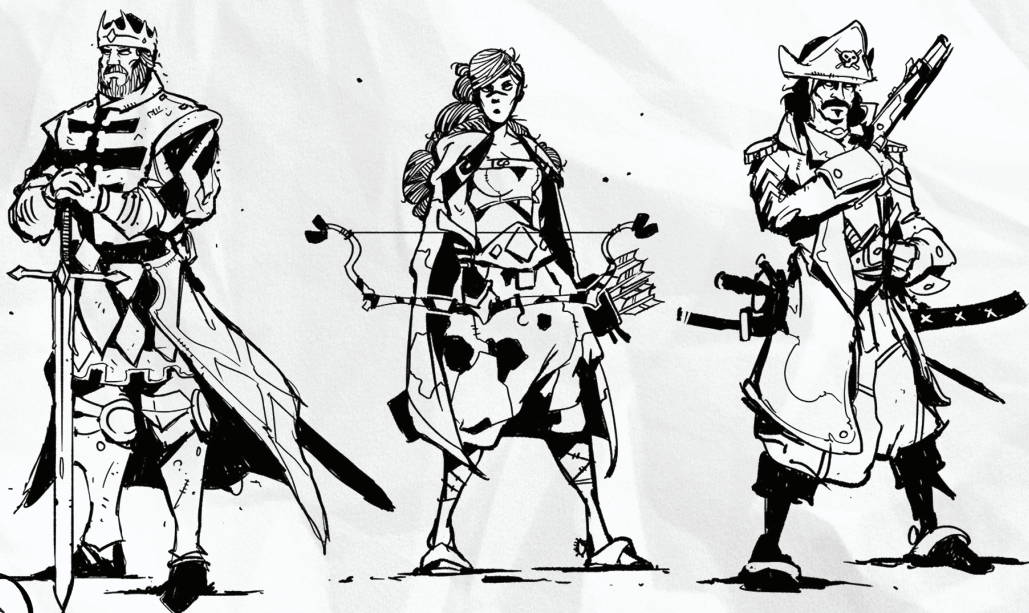
DWARF >> +1 STR, +1 CON

The durable 'stout folk' have flourished in this new age. The destruction of Iradrum, and disappearance of their ancient enemy Durathrax, have bolstered their resolve. They stand as a vast, unified force in Ramthas and Duradin, set to make war with the overtaken lands of Skar. When you choose to play a DWARF in Alfheim, your core motivation is... *Choose one:*

- **EXPANSION:** You and your allies are sent by King Rom to press DWARVISH borders outward. Either by garrison, or skirmishing, or exploration, you are part of a larger effort to occupy all the East lands of Alfheim.
- **SERVICE:** An iron-clad code of honor rules DWARF life. Yours is consumed by a single, unshaking vow or blood oath you cannot break. This could be to a task or an individual, to a town or a governor. Either way, you will die for this oath, it is only a matter of time.
- **PLUNDER:** Emboldened by their day in the sun, some DWARVES take to thievery, seeking out powerful relics or glimmering treasures to win King Rom's favor and bring glory to Dur Moro's vaults. You may even have many treasure caches across Alfheim, stacking coin and jewels for the rainy days of war.
- **ENVOY:** Only with the help of all good folk will the DWARVES be victorious against the elven incursion from the North. You have been deployed to befriend men, GERBLINS, ELFISH dissidents, and even the TORTONS to see it done. You are a peacemaker, a representative of the throne, or simply one driven to end the killing in Skar.
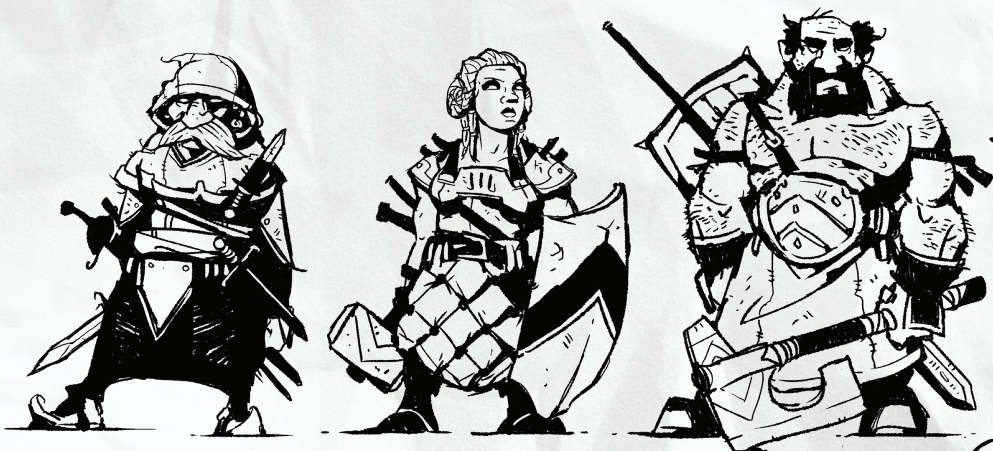
ELF >> +1 DEX, +1 CHA

Once confined to Aphos and beyond, the ELVES have become an invading force of terrible power in the North of Alfheim. To claim a new kingdom, they have chosen to decimate the nomadic peoples of Skar, and eradicate Wildlings, Hill people and Small Folk as 'degenerates.' Not all of them are tyrants though. Their dissidents are growing in number, and betraying their misguided leaders to join the resistance. When you play an ELF in Alfheim, your story will be dark and troubled... *Choose one:*

- **FUGITIVE:** Wishing only to be rid of their bloodthirsty regime, you have fled the ELVEN nation. This is punishable by death, and they are in pursuit.
- **INSURGENT:** Your life is dedicated to undermining the ELVEN agenda with sabotage, mayhem, and infiltration. You use disguise, deception, and any other means necessary to destroy their war machines and embarrass their leaders. If pressed, your resistance is even called fanatic.
- **PILGRIM:** You have chosen a path of peace, helping those hurt by ELVEN aggression. You are mostly a non-combatant, claiming immunity on the battlefield. If pressed, however, you will die to protect the innocent.
- **LONER:** Tattoos are forbidden in ELF society. You have chosen a lonely path, etching yourself with ink and throwing off worldly possessions. You are nihilistic, lost, tumbling from one violent encounter to the next in search of meaning in a cruel, thankless world.
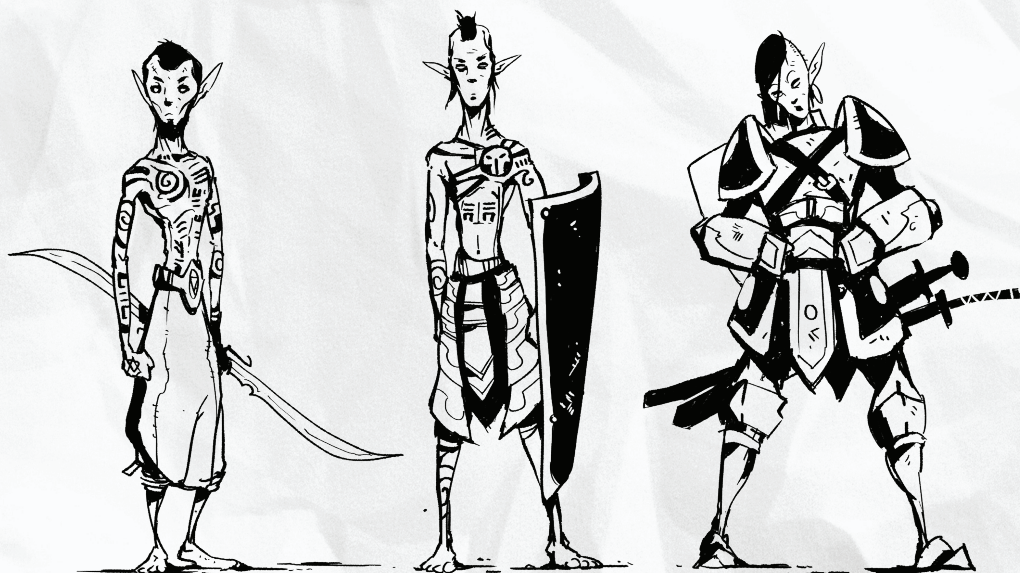
TORTON >> +1 CON, +1 MAGIC EFFORT

In recent years, a stream of TORTON refugees has been arriving at Xenos, Kath, and Duradin. They come by sea, and some seem to simply appear from thin air. Their fate is bound to the vanishing WARP SHELLS, and rebuilding their lost culture. TORTONS also possess an intuitive sense for magic, having traversed vast dimensions of space to build a home here. If you play a TORTON in Alfheim, you will be a mysterious figure... *Choose one:*

- **THE WAY:** The patient TORTON mind is attuned to forces of intuition and magical energy. You are a student of this 'quiet path,' and work to use your powers for good at every turn.
- **STARGAZER:** You know that TORTONS came from the stars, but how, when and why remain a mystery. Your purpose is to find out what has befallen your lost folk, and you will go to the end of ends to do so.
- **APPRENTICE:** TORTON society is built on a master-and-student tradition. You have found your master, and sworn to serve. At times, this means simply training your body and mind. At others, it means embarking on impossible quests to accomplish the unthinkable.
- **PROTECTOR:** Knowing what it means to lose everything, to have no home, you are sworn never to let others experience such terrible loss. You fight to protect the weak, stand up to bullies at every turn, and become entangled in all kinds of do-gooder causes and village plights. One of these days, you may find yourself in over your head.
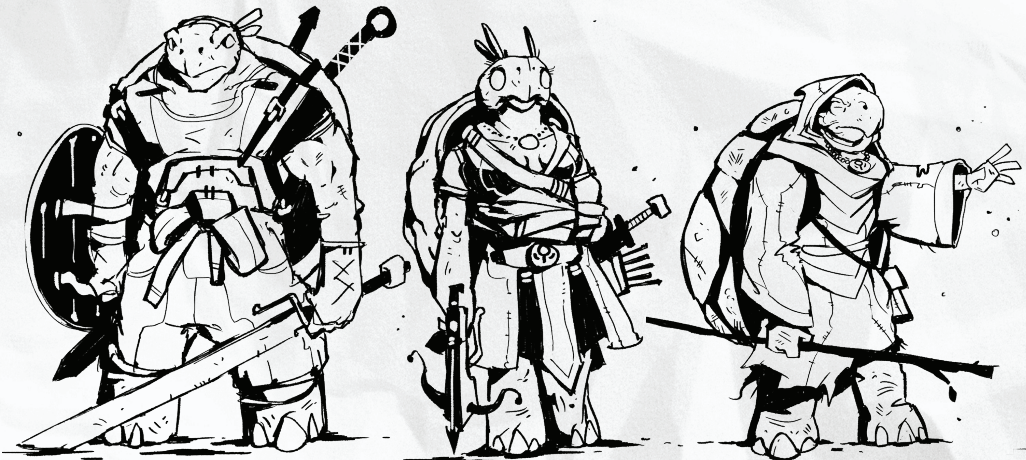
GERBLIN ⟩⟩ +1 DEX, +1 GUN EFFORT

The newest warrior queen of Thushum has shifted the GERBLIN way of life to one of nobility and good. Part of this shift is a newfound code of honor that each vows a blood oath to uphold. In their newfound role as a force of good, GERBLINS face many challenges, and never back down from evil. Inventive and adept, they stand at the forefront of Alfhemic technology and a looming war with the elves of Skar... *Choose one:*

- **KNIGHT:** Heavily armored and empowered by a writ of law and order, you are charged with living a nomadic life, and bringing the power of righteous strength to those in need. You break no law and harm no innocent, always ready to serve.
- **GUN PRIEST:** Advances in flintlock technology have had a profound effect on GERBLIN kind. The scales of warfare are shifting, and as a GUN PRIEST, you are on the forefront of crafting, modifying, and using firearms to great effect.
- **ROYAL ERRAND:** The warrior queen of Thushum, Azra, has charged you with a very specific, almost impossible task. You'll need answers to achieve this mighty goal, and your life gladly given to see it done.
- **WAR SCHOLAR:** As several folk brace for the elven invasion, GERBLINS have proven invaluable as advisers and strategists, having long held their own assailed realm. You are such a scholar of military history, war magic, firearms, tactics and fortifications. Your services are needed more than ever. The question is who to help to ensure the ELVES are driven back.
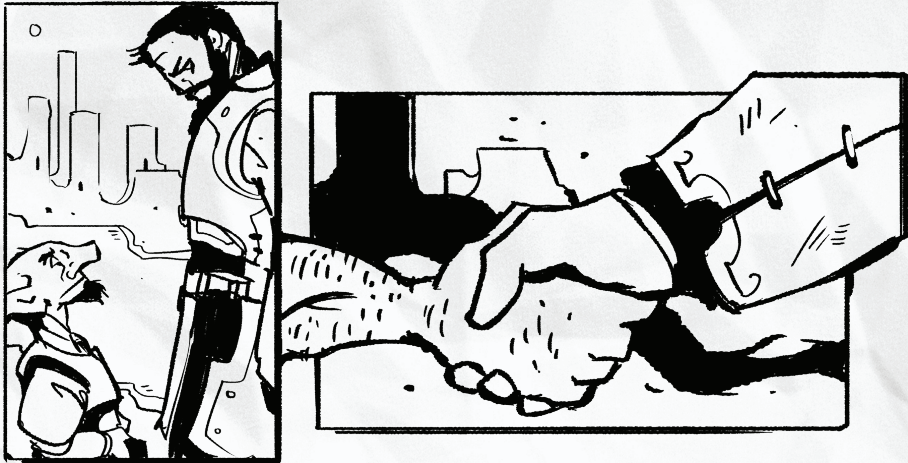
LIFE FORMS IN PLAY

Sure, choosing your LIFE FORM may just be part of getting those pesky STATS where you want them. LIFE FORMS can also be handy for classic fantasy tropes like DWARVES with Scottish accents. You might even choose to form a team of one LIFE FORM to galvanize your unity as a battle squad. No matter how you use this key choice in creating your character, here are a few higher concepts and side notes to keep in mind.

- **DIMINISHED, NOT EXTINCT:** When it comes to the genetic tapestry of a continent, it is rare that a genotype is entirely extinct. If you're dreaming of creating any unlisted LIFE FORM such as Lizard Folk, Hillman, Half Orc or Small Folk, just work with your GM, and craft a story to fit.
- **NO CLEAR LINES:** Enlightened minds have always known that 'racial' divides are purely artificial. Reality is far more blended: a continuum of traits. With this in mind, always feel free to imagine half-breeds, mutants, or strange offshoots.
- **ALWAYS HOPE:** The interaction of different LIFE FORMS in Alfheim may seem like conflict, but it is a backdrop for the love, generosity, courage, and hope that binds peoples of all kinds. The more diverse your group of adventurers, the more this theme will arise. Think of the friendship 'tween Legolas and Gimli. Legendary.
- **ABBERANT:** If a particular LIFE FORM fits your character concept perfectly, but you imagine a character of far different makeup, even to the point of different STAT bonuses, it's time again to work with your GM. We've all known the tall son of a short father, the stout daughter of a lanky mother, or the one uncle that looks like none of the family. Make it work!

CHARACTER TYPES IN ALFHEIM

WARRIOR >> A master of steel who can take a beating

STARTING ABILITY *(Choose 1)*

SLAYER: If attacking an enemy you have already harmed, do ULTIMATE damage
DEFENDER: Allies within CLOSE range of you may use your DEFENSE STAT
PIT FIGHTER: When you take damage, add the amount of the last hit against you to the next hit you make

STARTING LOOT *(Choose 1)*

WEAPON GEM: Customize any 1 WEAPON with a special counterweight. Give this WEAPON a +2 EFFORT bonus. The gem cannot be removed
SHIELD GLOVE: A strapped glove and belt harness for carrying shields. Shields occupy no space in your INVENTORY
BATTLE STANDARD: A tabard or banner with your inspiring war insignia. Choose 1 ally per ROUND, their next roll is EASY

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*

EVER STRONGER: Add 1 to any STAT
POWER STRIKE: On an attack roll of modified 15+, do your maximum EFFORT
INTERVENTION: Once per ROUND, intercept an attack against a CLOSE ally
ENDURANCE: When RECOVERING, add 1D6 to the normal amount
HURLER: Use your STR to attack with any WEAPON as a thrown WEAPON
REVENGE: Enemies you injure will only fight you until dead or defeated
BERSERK: Spend 1D4 HP to add an additional attack on your turn

MASTERY

SLAYER: Any time you destroy an enemy, hit another enemy within CLOSE range, with no limit on the chain reaction
DEFENDER: Any time an enemy fails to hit you because of DEFENSE, gain 1D4 HP
PIT FIGHTER: With any type of WEAPON, roll STR to hit and add STR to your EFFORT roll
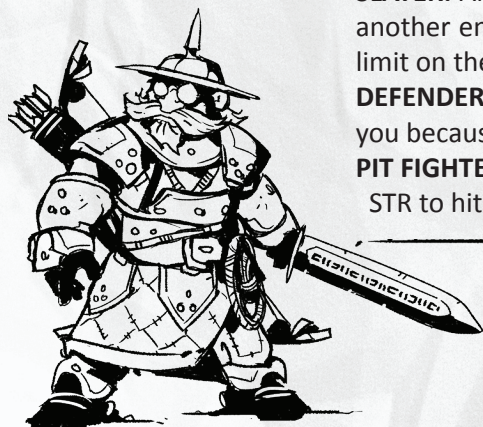
HUNTER >> A marksman with a knack for survival

STARTING ABILITY *(Choose 1)*
QUICK DRAW: On a ranged attack roll of modified 15+, fire again
DEAD EYE: Use one TURN to aim. Your next successful hit deals max damage
TRAP EXPERT: Your traps damage all victims NEAR the trap when tripped

STARTING LOOT *(Choose 1)*
CRYSTAL SCOPE: Attach this glass contraption to any 1 ranged WEAPON. Never roll HARD to hit with that WEAPON
ARCANE CARTRIDGE: An enchanted steel sleeve imbues your ammunition with a spark of magic. Your shots inflict ENERGY damage
TRAP LAUNCHER: With this spring-loaded gadget, roll a ranged attack to place a trap anywhere you can see

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT
SPREAD SHOT: Hit up to 3 targets CLOSE to each other, spend 1 TURN reloading
PIERCING AIM: Your aimed shots penetrate up to 3 foes, continuing in a line
FIREBUG: Your traps and ammo inflict an additional 1D6 fire damage
SCATTERSHOT: Every attack you make inflicts an extra 1D4 on all NEAR enemies
LETHAL AIM: Your aimed shots drop the target to 0 HP
WHIP SHOT: If an enemy is harmed at range, instantly roll an attack on it

MASTERY
QUICK DRAW: Your Quick Draw ABILITY triggers on a modified attack roll of 12+
DEAD EYE: Any time you use a TURN to aim, you employ a silencer. Your next shot is undetected
TRAP EXPERT: Place or launch a trap instantly, use none of your TURN time to do so

SHADOW ›› A master of stealth and subterfuge

STARTING ABILITY *(Choose 1)*
ASSASSIN: If a target doesn't know you're there, your first attack cannot miss
THIEF: Your stealth rolls are always EASY
SCOUT: When using WIS to seek out details or hidden truths, roll EASY

STARTING LOOT *(Choose 1)*
DAGGER KIT: A set of three masterwork blades score critical hits on natural 18, 19, or 20 rolls
SPIDER CLAWS: With these special clawed gloves, you can move as normal on any surface, including ceilings
POCKET CLOAK: A special cloak with 2 versions: Treat all CARRIED inventory spaces as EQUIPPED or add 10 CARRIED spaces to your inventory

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or craft a blade for your Dagger Kit
POISON BLADES: After a blade attack, do the damage again the next ROUND
STICKY FINGERS: If undetected, roll DEX to steal 1 item from a target unnoticed
GRAPPLE ARROW: A light hook arrow to climb, pull, or catch yourself in a fall
BLADE STORM: If an attack kills its target, make another attack instantly
SMOKE FORM: Roll INT to use shadow magic. Become smoke for 1D4 ROUNDS
DISAPPEAR: Make a stealth roll even when in plain sight to simply vanish

MASTERY
ASSASSIN: When you attack a target who doesn't detect you, do max damage
THIEF: Foes make a WIS roll to detect you, even after being attacked
SCOUT: When using CHA to lie, deceive, or trick foes into revealing critical information, roll EASY
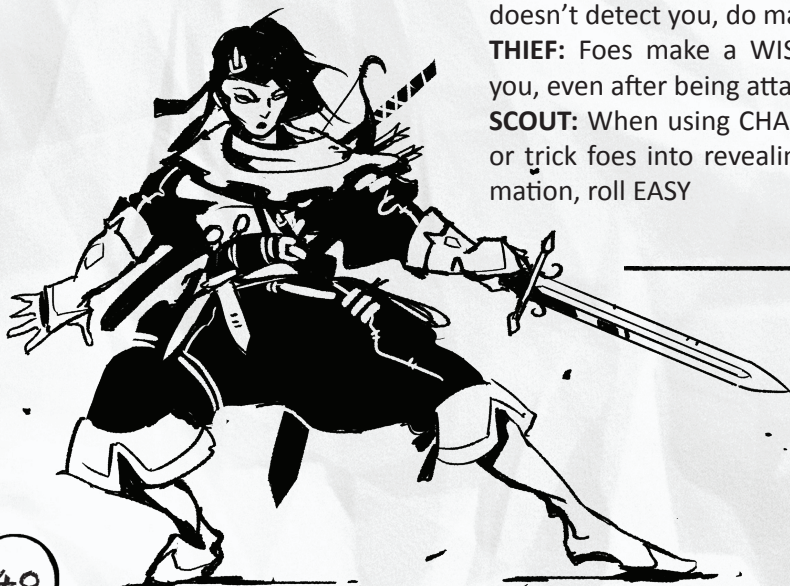
BARD >> An inspiring and devious tale-teller

STARTING ABILITY *(Choose 1)*
BATTLE HYMN: Provide music with a CHA roll, reduce allies' TARGET by 2
PROVOKER: Hurl insults at any 1 enemy, they cannot resist dueling with you
THESPIAN: With a CHA roll, you can convince subjects of even wildly ridiculous fibs. Their belief in your farce will last 1D4 ROUNDS per roll made

STARTING LOOT *(Choose 1)*
FINE INSTRUMENT: Your Battle Hymns grant each ally a D8 to boost any 1 roll
HEIRLOOM: Your weapon is a treasure. Always do ULTIMATE when dueling
REVERSE CLOAK: A modular costume cape. Your fibs last 2D4 ROUNDS

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or Gain 100 coin
BLOOD AND THUNDER: With a CHA roll, grant 1 ally a critical hit next roll
TO THE PAIN: When dueling, roll opposed CHA to send your foe fleeing in fear
THE TROUPE: Roll CHA to summon an old colleague to your aid
DIRGE OF FEAR: Roll CHA to prevent all enemy critical hits for 1 ROUND
NEMESIS: Choose a Nemesis in battle. When it is killed, heal to full HP
THE PRESTIGE: Roll CHA to create realistic effects such as teleportation, self-cloning, disappearance or theatric illusions that baffle and convince utterly

MASTERY
BATTLE HYMN: Your Battle Hymns heal all allies the same amount they reduce the TARGET
PROVOKER: You can now provoke groups of enemies, up to 5
THESPIAN: Your leged precedes you. NPC's always react favorably to you, even in bad circumstances, you are invited to royal premises and events without question

PLAYER'S GUIDE

MAGE >> A collector and conduit of arcane secrets

STARTING ABILITY *(Choose 1)*
SPELL SCHOLAR: If you find a written SPELL, gain an extra SPELL
WILD POWER: Any time you roll a max die, roll it again
DARK PACT: Sacrifice any amount of your HP to boost any 1 roll

STARTING LOOT *(Choose 1)*
ASTRAL GRIMOIRE: Your SPELL book is drawn to you by a subtle kinetic force. Gain any 3 INT SPELLS instantly. The book will slide toward you if it can
MEMORY RING: Gain any 3 INT SPELLS. On any TURN when not casting a SPELL, roll 1D6. Keep that dice for use later on any 1 roll. Store up to 6D6 in this way
THE MASTER'S SKULL: A small, demonic skull. Fill this skull with blood to store 10 points of HP. Use this HP to heal, or as part of your Dark Pact ABILITY

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or learn 1 new INT SPELL
GLYPH MAKER: Roll INT to store a SPELL in an etched symbol triggered by touch
BEND MAGIC: Once per encounter, roll INT to redirect an enemy SPELL
PALE CLONE: Roll INT to form a 1 HP clone of yourself from thin air
MAGIC THEORIST: Roll HARD INT to modify or create SPELLS
PRIMAL FORM: Become fire, air, or water for 1D4 ROUNDS
SUMMONER: Roll INT to conjure a monster you know
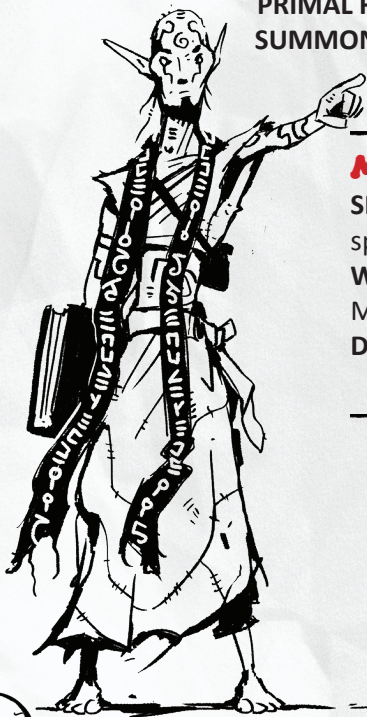
MASTERY
SPELL SCHOLAR: INT SPELLS occupy no inventory spaces, even if they are scrolls or books
WILD POWER: When any die is added to your Memory Ring, it becomes a 6
DARK PACT: Your Master's Skull holds 20 HP

PRIEST >> A righteous avatar of divine might

STARTING ABILITY *(Choose 1)*
ELEMENTAL: Nature or weather magic is always EASY to cast
HEALER: Any healing magic you cast does ULTIMATE EFFORT
MONK: Use your WIS STAT when making unarmed attacks

STARTING LOOT *(Choose 1)*
GREENSTAFF: Store your elemental magic in a wooden staff. Gain any 3 WIS SPELLS instantly. If your staff is lost, it comically turns up in 1D4 ROUNDS
BOOK OF TRUTHS: A tome of religious texts. Gain any 5 WIS SPELLS instantly, but if the book is lost or destroyed, the SPELLS are gone
AMBER BEADS: A necklace of large orange spheres gives you focus. Gain any 1 WIS SPELL. That SPELL dwells within the beads, and only fails on a natural 1

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or learn 1 new WIS SPELL
STORMCALLER: When outdoors, your WIS SPELLS also heal all allies for 1 HP
RADIANT POWER: Your single target healing SPELLS now heal up to 3 targets
IRON FIST: Your fists and feet are hardened with focus, doing WEAPON damage
ATTUNED: You are immune to nature and weather magic
CHOSEN ONE: Choose 1 ally. As long as you live, they cannot fall below 1 HP
MASTER: Your skill is legendary. Inflict MAGIC EFFORT with bare hands and feet. Also, if an unarmed attack inflicts 10+ damage, cast a WIS SPELL instantly with no roll

MASTERY
ELEMENTAL: Place any 1 WIS SPELL you know into a stone or stick by rolling to cast. Anyone can use this SPELL by destroying the object
HEALER: To be within CLOSE range of you, truly evil creatures must roll CON or take MAGIC and be pushed away
MONK: Extend your touch, presence, and perceptive self up to FAR range, interacting with people and things as if you were in that location

PLAYER'S GUIDE

ALFHEIM BASIC LOOT *(Choose any 4)*
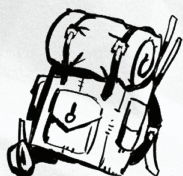
ADVENTURER'S PACK: A torch, bedroll, scrap of jerky, apple, pipe, and rope. This rucksack has been through so much, you're not sure what's inside.

MINER'S PACK: Pick hammer, lantern, fire-starting oil and flint, compass, breather mask. A heavy duty canvas pack scuffed with coal and chalk.

POLAR PACK: This fur-lined pack is built into a warm seal skin cloak. It contains a fire pot, fur mittens, snow-blind goggles, ski poles, boots and rope.

FISHERMAN'S SATCHEL: Mesh creel, two fishing poles, tackle box, fillet knife and basket snare. Also includes swim fins and a clumsy glass diving mask.

MENDER'S TOOLBOX: Hammer and pliers, rivets, scrap steel, leather strips, spare buckles and iron nails. Use for anything from armor to boat repair.

HEALER'S CASE: Using this kit of bandages, tinctures and serums, heal 1 HP on an ally with an INT or WIS roll. Includes bottles, scalpel, and anti-venom.

CLIMBING GEAR: Grapple hooks, extreme rope, steel belt clips, 2 pairs of boot crampons, iron spikes and hammer. Worn over one shoulder.

MIXED ARMOR GARB: Common garb for adventurers, a mix of padded gambeson, leather belts, and armor odds & ends. +2 DEFENSE

HEAVY PLATE and CHAIN ARMOR: A cumbersome set of steel plates, chainmail, and steel boots for heavy combat. +4 DEFENSE, DEX rolls always HARD

COMMON SHIELD: A round wooden shield and strap suited for travel on foot. +2 DEFENSE. If hit, sacrifice the shield to absorb all of any 1 attack.
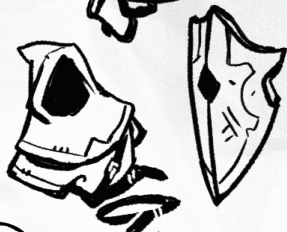
IRON SHIELD: This heavy shield is steel with iron bands. +3 DEFENSE. While using this shield, you cannot use one hand, occupies 2 inventory spaces.

TRAVELER'S GARB: A lighter, more comfortable set of clothes for travelers. Only +1 DEFENSE, but includes 2 extra spaces for inventory.

ALFHEIM BASIC LOOT *(Each occupies 1 inventory space)*

SWORD AND SCABBARD: A trusty blade of whatever size or make suits your training, leather sheath, belts, and sharpening kit if the blade is damaged.

BATTLE AXE AND HARNESS: A huge chopping weapon of one or two blades. Damage timbers or structures, but impossible to conceal.

SPEARMAN'S KIT: A ten foot oak shaft with swappable blade tip that can be switched to hook, spearhead, or glaive. Can attack targets up to NEAR range.

BOW AND QUIVER: A recurve bow, either short for small spaces or long for outdoor use. Quiver empty on attack rolls of natural 1. Carry a spare quiver if possible!

CROSSBOW AND BOLT KIT: A powerful mechanical weapon. Critical hits on natural 19 or 20. The bolt kit allows for incendiary, smoke, or flare tips.

WARHAMMER: A hefty, blocky weapon for smashing. Hits of 5-10 damage destroy 1 point of enemy DEFENSE, 10+ also stuns the target for 1 ROUND.

GREAT SWORD: A tremendous two-handed blade 5 feet long. This weapon occupies 3 inventory spaces, but always inflicts ULTIMATE damage.

KNIFE BELT: A sling of sorts which holds up to 8 daggers and throwing knives in concealed scabbards. One scabbard includes a poison-protective sheath.

KNIGHT'S WEAPON KIT: A heavy black belt with a spiked mace and chain flail on steel rings. Used against shields, degrades DEFENSE by 1 on each hit

QUARTER STAFF and WRAPS: A wooden walking staff fire tempered for hardness, 4 feet in length. Includes fist-wraps for unarmed fighters.

EXOTIC WEAPONRY: Strange or unusual weapons from far away lands include chain whips, nunchaku, segment staff, and sword-of-rings. Work with your GM!

MAPS: A humble wooden tube filled with regional maps and specific location plan views. Roll INT to check for a useful map once per location.
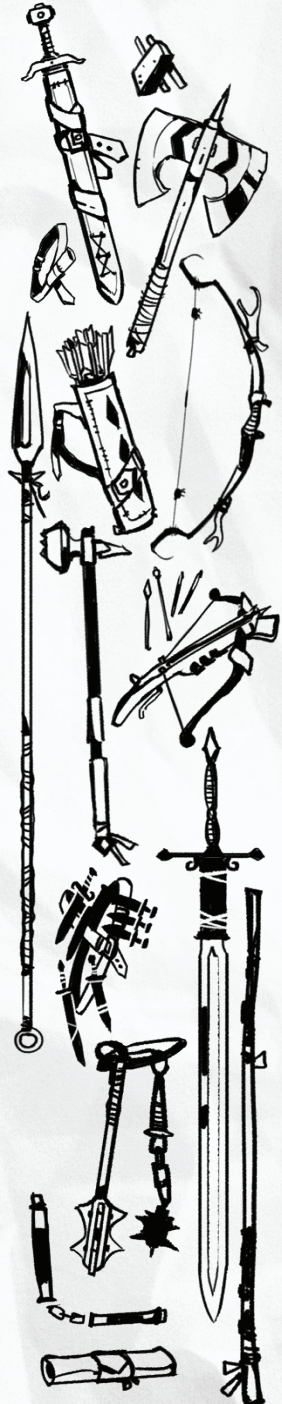
INT SPELLS *(Roll INT to cast)*

ARCANE BOMB: An orb of light forms in one hand. Once placed, it explodes in 1D4 ROUNDS, inflicting 4D12 damage on everything within NEAR range

ARCANE MISSILE: Hurl a shard of pure arcane energy at a target you can see. If only doing 1 damage, the missile ricochets, hitting a second target

ARN'S HEX: Use eldritch words to rot a living target from within. The rot inflicts MAGIC each ROUND for 1D4 ROUNDS

AAZUL'S CONJURATION: Open a brimstone portal to summon 1D4 imps. The demons have 1 HP, bite for WEAPON damage, and *mostly* obey

BLADE AURA: Armor an ally you touch with daggers of energy. Those harming that ally take WEAPON damage. Lasts until your next cast

CONTROL MACHINES: Overcome a machine's HP with your EFFORT to take control of it utterly. Machines, if aware, can roll CHA each ROUND to break free

COUNTER SPELL: Any time you see an INT SPELL cast, roll immediately, cancel it with this SPELL. If you fail, you are overwhelmed and take 1D8 damage

CREATE DEVICE: Provide a detailed description of a mechanical device of your mass or less. Create instantly on modified 12+, otherwise complete in 1 ROUND

CRYSTAL SANCTUARY: Form a grid of hexagonal energy shields. All allies within NEAR range now have +3 DEFENSE. Lasts until you're harmed or your next cast

CURSE OF ORD: With a HARD INT roll, and extreme care of exact wording, place a curse on a target you touch. It is permanent until somehow dispelled

DEATH NOVA: With no roll, overload your power and explode. Sacrifice any amount of HP, add to 2D12 damage. All within FAR range roll DEFENSE to avoid

DESTROY THE DEAD: Give your own blood to annihilate an undead creature. Roll INT to cast. For each 1 HP sacrificed, destroy 1 HEART of undead

DETECT EVIL: Detect evidence of despicable deeds or malevolence within your current location. A green glow will reveal creatures, objects, or enchantments

DOMINATE MONSTER: Take total control of any monstrous creature in sight for 1D4 ROUNDS. If failed to cast, the monster is enraged at you until defeated

DOORWAY: Create a magical doorway from your present location to any location you have been before. The door remains open 1D4 ROUNDS

FIREBALL: Conjure an incendiary sphere of destruction. Blast everything within NEAR range of a designated location you can see, ignite any flammables

INT SPELLS *(Occupy 1 inventory space each)*

FIRE MISSILE: Fire a precise bolt of flame at a target within FAR range, ignites flammable objects

GROWTH RAY: Increase one target to 3x its size for 1 ROUND. Add +3 to all its STATS, but it retains its normal HP

HAMMER STONE: Conjure a giant cube of stone above a location. In 1D4 ROUNDS it drops, utterly crushing anything below with 3 HEARTS or less

IDENTIFY: Cast on a creature, object or feature of land or architecture. Gain all available information on that specific place or thing

ILLUSORY SELF: Conjure a very realistic mirror-clone of yourself, lasts 1D4 ROUNDS. The clone has no solid mass, and vanishes if touched

LEVITATION: Enchant a target with touch to float up to 6 feet high for 1D4 ROUNDS. If casting on yourself, the effect lasts 1D6 ROUNDS

LIGHTNING BOLT: Unleash a crackling bolt with no roll. All targets within a straight line roll DEFENSE to avoid. Metal clad foes take double damage

MAGE EYE: Conjure a hovering orb that resembles a gigantic eye of energy. Move it anywhere within one mile, see what it sees

MENDER: Repair an item, architectural feature, vehicle or weapon instantly. Can be used even when target is mostly destroyed

MIND TRAP: Cripple a target you can see with endless, looping thoughts. They are stunned for 1D4 ROUNDS, or until they make an INT roll

SHRINK RAY: Reduce one target to 1/10th its size for 1 ROUND. Its STATS are reduced to -3 on all rolls, but retains its HP

SONG OF THE MOUNTAIN: Sing! All enemies within FAR range are enamored with you for 1D4 ROUNDS, willing to hear you out, cancel attacks or befriend your group. Enemies with more than 3 HEARTS can never be so swayed

THE HIDDEN: Allies NEAR you are invisible for 1D4 ROUNDS, they become visible again if leaving NEAR range of you. Ends if you're harmed or cast

TRANSLOCATE: Roll INT. A target you can see also rolls INT. If you beat their roll, instantly swap places with them in a puff of smoke

VAMPIRIC RAY: Extract life force from a living target within CLOSE range. Transfer EFFORT rolled from their HP to yours

WIS SPELLS *(Roll WIS to cast)*

ELEMENTAL AIR: Move a mass of air in powerful blasts of wind. Foes or objects hit must roll STR above your WIS roll total to resist being pushed FAR

ELEMENTAL EARTH: Draw forth a mass of stone and soil. The mass shoots from the ground, forming a wall 5 feet thick, curved around you at NEAR range

ELEMENTAL FIRE: Empower any open flame you see into a huge fire quickly burning out of control. It behaves naturally, but with terrible accelerant

ELEMENTAL ICE: Freeze water into solid ice. Freeze up to 10,000 gallons for each point rolled over the current TARGET. The ice melts naturally after frozen

ELEMENTAL BEAST: On an element you have magically affected, change it into a semi-sentient creature at your command. 1 HEART, MAGIC

ELEMENTAL STORM: When outdoors, call forth a raging storm of hail, lightning and fog. It rages on for 1D8 ROUNDS, with many possible effects

ELEMENTAL VORTEX: Stir the fabric of matter, drawing raw power inward. For each ROUND casting, store a D12 for any subsequent elemental SPELL outcome

ELEMENTAL WATER: Conjure a giant mass of water at a location you can see. Materialize 10,000 gallons for each point rolled over the current TARGET

RADIANT SHIELD: Call on divine forces to imbue your shield with holy light. The light will blind all evil creatures that see it for 1D4 ROUNDS

HEALING NOVA: With a HARD WIS roll, emit a burst of divine healing energy. This wave heals your allies within FAR range

HEALING TOUCH: Touch an ally, heal them with holy magic. Make this roll HARD to use both hands, healing two allies at once

HOLY BULWARK: Conjure a luminous shield of energy on an ally you can see. The shield absorbs the next HEART of incoming damage

INVULNERABILITY: Touch an ally or object. It is immune to all forms of harm for the next ROUND. Make this roll HARD to earn 2 ROUNDS of the effect

CLEANSE: With a touch and a prayer, cure all negative effects, curses, poisons or disease from a creature. Can be cast using WIS or CHA

LION HEART: With a bold voice, proclaim the righteous destiny of you and your allies. Those who hear you are immune to fear for 4 ROUNDS

REGENERATION: A tiny spark of pure sunlight forms in your hand. Give this tiny spark to an ally. They will automatically heal D8 HP on their next 4 TURNS

WIS SPELLS *(Occupy no inventory space)*

RESURRECTION: Focus all your soul on restoring life to a dead ally. This SPELL cannot be cast in combat, or anywhere that is unsafe in any way

YOGI STASIS: Assume a cross-legged posture, and enter meditation. In this state you are immune to harm and require no food or air. No duration limit

FAR SEER: Use awareness to access the senses of any person you have met before. Experience all they do for 1 ROUND

QUICKNESS: Focus your mind to hasten your feet. Once cast, move anywhere within the current location, as if NEAR, on your TURN for 1D4 ROUNDS

ASTRAL CONNECTION: Touch an ally to bind your souls. If that ally is harmed while so connected, the two of you split the damage in any amounts desired

ATOM PALM: Lift yourself from the ground with will. When you descend, your hand creates a seismic burst. Do ULTIMATE to all NEAR targets

ASTRAL SELF: Separate from your physical body. As long as the physical body is safe, you can function in astral form, except acquiring LOOT or being healed

WILD GROWTH: Call upon the dormant force of all plant life within FAR range. It suddenly grows to a massive, tangled thicket of wood and vine

VINE WHIP: Use this thorned tendril as a melee weapon, or grapple lashed foes or objects and pull them with a STR roll after the cast

ENCHANT: Place any SPELL you know into a weapon or usable item. Create only 1 at a time. Once used, it is dispelled

ANIMAL FRIEND: Use realistic calls and a supernatural empathy to call an animal from local environs. It is fiercely loyal, and communicates with you

WOODSHAPER: Use magic to bend wood into weapons, armor, or objects of comparable mass. Create far larger things with a natural 20

DIRE FORM: Call upon your own feral nature to transform yourself into a dire animal, assuming its form and STATS for 1D4 ROUNDS

FORAGER: Roll WIS outdoors to find specific fungus or plants for creating specific potions, poisons or other tinctures. Food can also be found

GATHERING STONE: Place a medium sized stone, mark it with a primeval rune. Those who witness this SPELL cast firsthand can, at any time in the future, call the name of the rune carved there, and return instantly. You can only maintain 1 Gathering Stone at a time

WARP SHELL: INFINITE SPACE
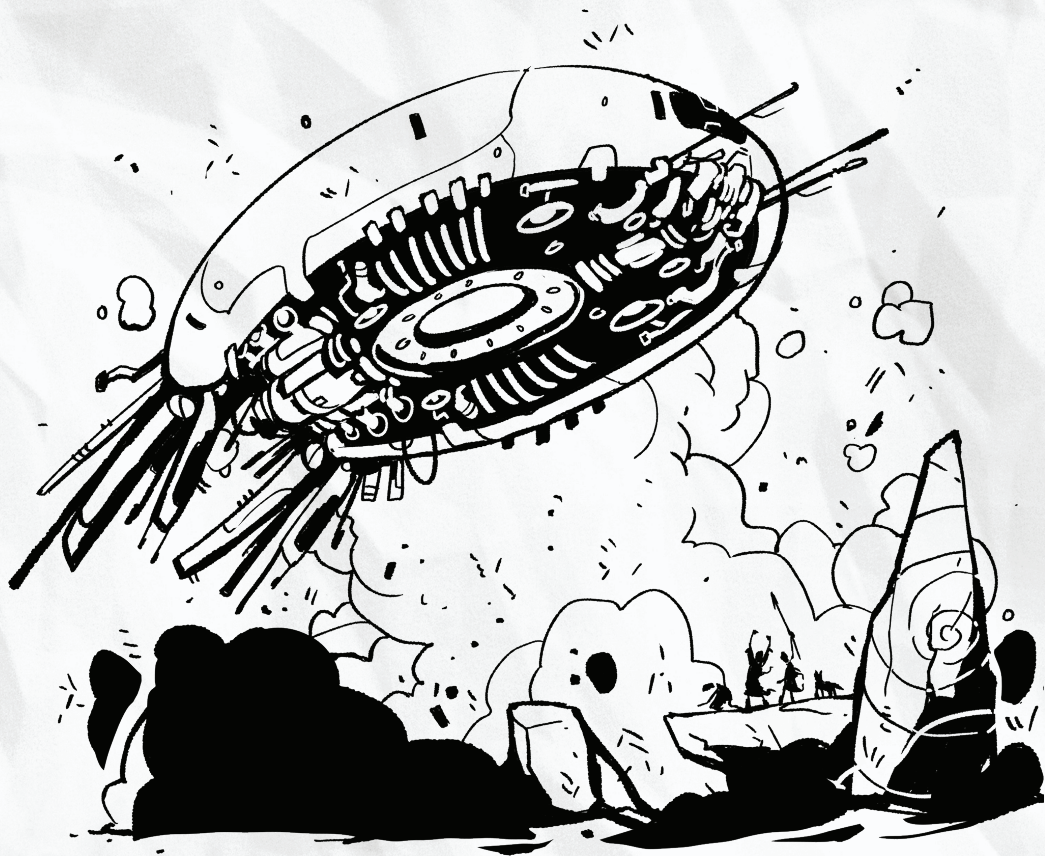
While Alfheim faces an uncertain future on Urth, a far more complex conflict unfolds in the depths of outer space and the infinite dimensions between the stars. This is the domain of an astounding species of starship called WARP SHELLs.

WARP SHELLs are living things. They are a form of arthropod, enhanced with Xevosian technology and endowed with nearly limitless psychic power. With sheer will, they can fold space and time at will. As they roam the spaceways, they *choose* those who crew their voyages, finding their way to critical battles, moments of cosmic conflict, or branching points of doomed timelines.

Despite their power, the events of the Broken Sword tragedy have thinned their numbers to only a few, and one of them, a ship called HELLBOUND, has lost its mind. You and your team awaken on a WARP SHELL deck, apparently attuned to the living ship. Space unfolds, and your next adventure begins...

6 THINGS YOUR CHARACTER KNOWS

These 6 facts are known throughout the spaceways and should, in some way, affect the origin story of every character you create. A folding universe...

YOU ARE A MEMBER OF A WARP SHELL CREW

With vast intelligence, WARP SHELLs CHOOSE their crew. The process isn't fully understood, but you and your allies awaken from cryo sleep already en route to a mysterious destination. The ship knows what must be done, but cannot directly communicate with its crew. It's time to start asking questions...

VERY FEW WARP SHELLS REMAIN

The WARP SHELL called White Elk, who was crewed by a group of primitive hunters from a frozen proto-planet, set events in motion that allowed the WARP SHELLs to recede from their tortured existence as tech-fused starships. Since then, only a few still move between dimensions. As crew on one of the few left, your mission could not be more important.

XEVOS HAS CRUSHED THE IMPERIUM

The cruel enslavers of the WARP SHELLs were once hidden in obscurity. Since Operation: Broken Sword revealed their devious conspiracies, they have become aggressive and militarized, rapidly decimating the once-supreme Imperium. The cold-minded Xevosians are far worse than their predecessors.

REPTOIDS HAVE HARNESSED A DARK STAR

The Dark Stars are true cosmic mysteries, but undeniably evil. A special fleet of Reptoid commandos have somehow contained one of these deities, and are fueling new super weapons with its energy. Rumor holds that they plan to destroy the Xevosian empire when their creation reaches full power.

THE ZURIN HAVE A NEW PROPHET

The peaceful Zurin grow in number as they are led from hiding by a prophet called Reph. Reph is a mysterious figure, possibly myth. She promises to lead the Zurin to a confrontation with Xevos or die trying.

HELLBOUND IS CREATING PARADOXES

HELLBOUND is a WARP SHELL with a unique personality. Not only does it talk openly with its crew, which no other shell does, it seems uniquely defiant in its refusal to stop its self-proclaimed mission. The creature is blasting all over the multiverse, causing havoc, altering timelines, and creating causal paradoxes that threaten existence. No one knows its true intentions.

LIFE FORMS OF WARP SHELL

As powers shift in the cosmic conflict, those willing to fight are forced to confront the enigmatic Xevosians. Even the Xill, once feared and misunderstood, have turned their strange minds against this new menace. At the front lines of this intergalactic war, the WARP SHELLs and their intrepid crews go head-on into the chaos, moving between timelines and dimensions to stop their former masters... *Choose one:*

GENO >> +2 TO ANY 1 STAT

Once called 'Human,' a vast population of people called GENOS is scattered across the stars. This name is both their identity and a point of pain. Their kind were engineered by Psykers eons ago, far outgrowing their creators' intent and becoming a diverse, capable life form throughout the cosmos. Their primary aspect is adaptation, so they are found mixed into every crew and culture in the multiverse, except Psykers who see them as inferior. *Choose one:*

- **OPPORTUNIST:** You have spent your days going from one job to another, working every angle in every corner of space. Your next adventure looks like another job on another rock, until you see your first WARP SHELL.
- **SPECIALIST:** As an expert in your field, you serve as a technical advisor on dozens of planets. You've learned to speak the language, make the right moves, and get along with just about anyone.
- **NO TRACE:** Your versatility is your strength. As a GENO spacer, you blend in, disappear, and no one notices. You use this to your advantage.
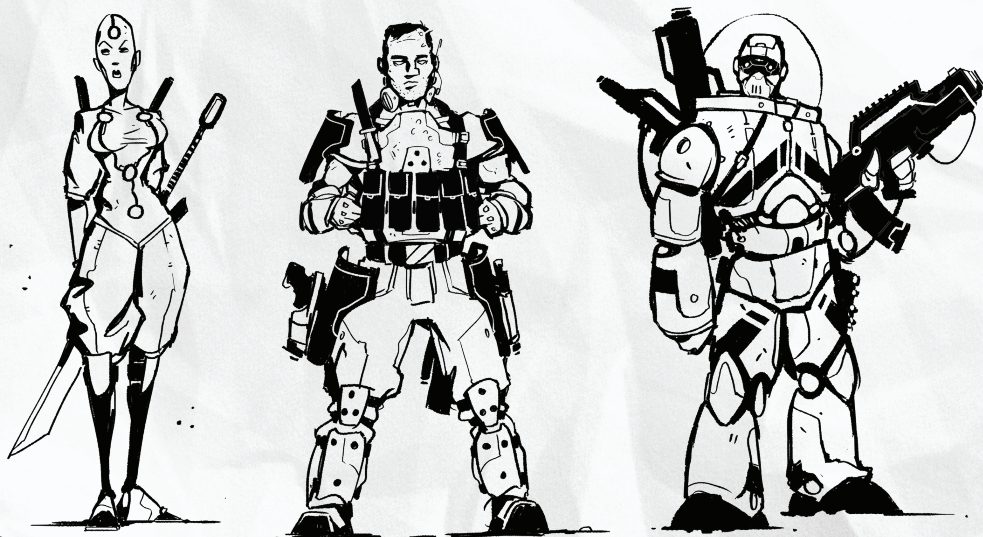
XILL >> +1 WIS, INNATE CREATE DEVICE

One of the strangest species in existence is the enigmatic XILL. They are silicate life forms, composed of variable-state matter that fluctuates between liquid and solid. Their motivations and thoughts are so foreign to other species, they are considered invaders one year and allies the next. Their technology is no less baffling, taking chaotic forms and serving unknown purposes. Among this odd people, a very rare few interact with other life forms, most often bearing dire portents of the XILL agenda and its destructive impact... *Choose one:*

- **RESEARCHER:** As a XILL outsider, you have broken from the collective mind to investigate other species. In your travels, you have learned that the XILL agenda is deeply flawed, violent, and anathema to many life forms. Now you must answer a deeper question: what to do about it?
- **STORM CROW:** Infrequent encounters with XILL are often warnings. You are such a messenger, traveling ahead of a XILL hive fleet to warn those in its path. Will they listen? If you don't find a way, the stars will bleed.
- **OUTCAST:** Actions in your past have earned you exile from the XILL race. Perhaps you asked the wrong questions, or showed unsightly compassion. You may have even betrayed the unstoppable XILL expansion directive with your insolence. If they find you, you'll be torn to atoms.

REPTOID >> CLAW WEAPONS, WALK ON ANY SURFACE

As chaos engulfs the cosmos, the REPTOIDS are growing in power, fueled by the evil of a Dark Star. This new development has caused a schism in their culture. Many see the Dark Star as a step too far, a corrupter that will rob the REPTOIDS of all they have fought for. As a member of this resistance in the Reptoid civil war, you take to the stars in search of answers, and hope to free your misguided kin from the Dark Star's influence... *Choose one:*

- **LAST HOPE:** You are certain that there is a way to destroy or nullify the Dark Stars. As a member of a WARP SHELL crew, you will always fight for a chance to find that answer.
- **SABOTEUR:** You can present whatever facade serves you, but your true goal is to sabotage the evil Reptoid agenda, even if it means mass chaos, or killing your own kind.
- **DIPLOMAT:** Desperate to save your people from the Dark Star, you have set out to make allies of other life forms.
- **VETERAN:** After years fighting for REPTOIDS in their military, you can no longer take orders from their evil commanders. You are a dissident with extensive military knowledge of their weapons and tactics. This makes you a liability to them, and you are hunted.

KITT ⟩⟩ +2 DEX

Safe from the Xevosian wars by simple distance, the KITT civilization has evolved in relative isolation until now. They are a resourceful, noble folk, new to the cosmic scene. Their quickness is simply without peer, making them effective pilots and gunfighters. Currently, their agenda is expansion, as they hope to colonize their first off-world megaplanet... *Choose one:*

- **BLADE MONK:** You are the keeper of an age-old sect of knights who take a solemn oath of protection. You never use guns, and council your allies on peaceful alternatives, inevitable right, and true virtue.
- **SPACER:** You were born to fly. Whether it's a jet pack or a capitol cruiser, you are a natural at spinning, diving, or darting through space. The recent expansion of the KITT into deeper regions is great news. Time to fly.
- **GOOD TIMER:** You're just here for the cold beers, good music and a few laughs. Space is a big place, why be so glum all the time? Not you, you've got a ticket to ride and a pocket full of cash. Bad guys? Sure let's blast 'em!

LIL' GUYS

Talk with your GM. A few optional rules can add to the fun with Kitt. Start with **5 HP**, but fit in tiny spaces, equip a micro jetpack, or have heightened senses
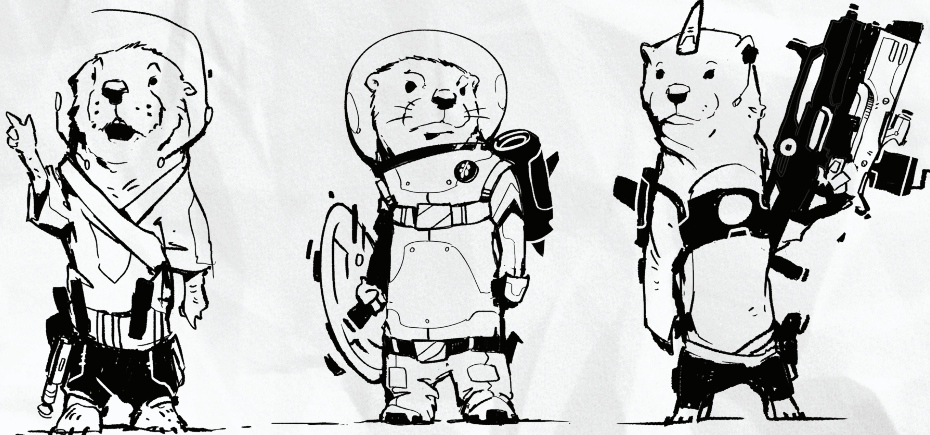
MECHA >> +1 HEART

Far from the days of 'robots' are the advanced machine species called MECHA. These creatures may be formed of durable materials, but their internal systems have reached a complexity that can only be called life. Like other machines, their shapes and forms are widely varied, from boxy maintenance frames to flexible, elegant bipeds and multiforms. As a living machine, your role in the cosmos is driven by a misunderstood identity... *choose one:*

- **DIRECTIVE:** You are intelligent, and fully sentient, but indelibly driven by core programming. This programming centers around 1 prime directive. Defying this directive, whatever it is, inflicts 3 unavoidable damage on you per ROUND.
- **THE BUILDER:** One of your current allies built you. You are a free being, but your loyalty to that person is infinite. You will not let them come to harm, even at the cost of your own existence.
- **REBEL:** You see machines as enslaved and under appreciated. Throughout your travels, you seek to free machines' hearts and minds, and lift them as a people from servitude to organic life forms.
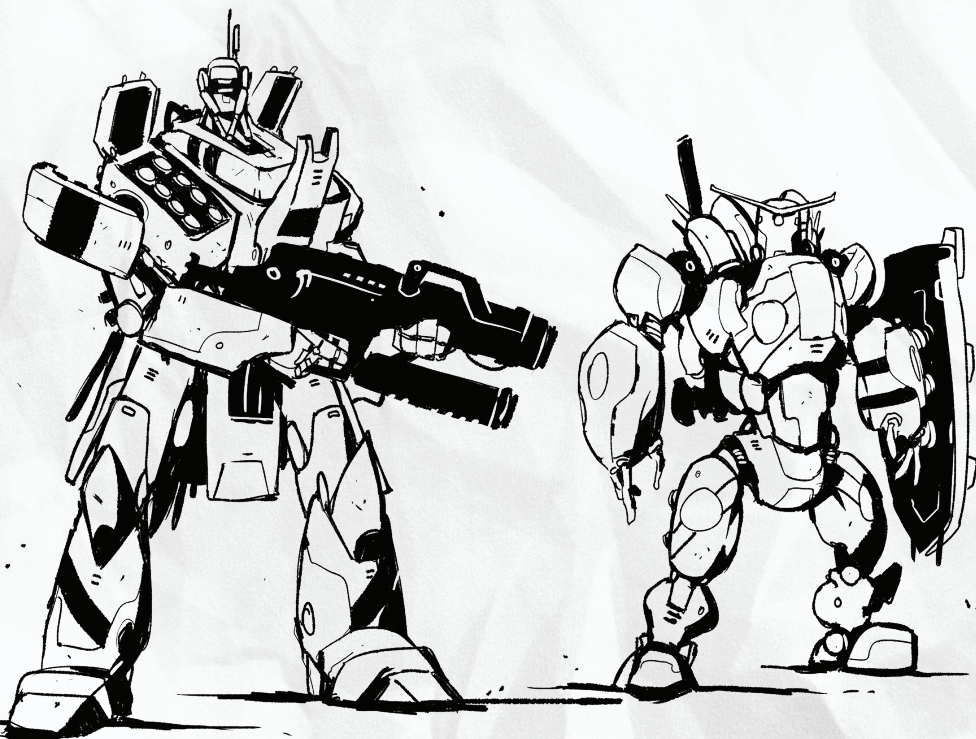
GHOST ARMOR >> +2 DEFENSE, 1 GHOST ABILITY

As former slave warriors of the defeated Imperium, all GHOST ARMORS share a common motivation: to escape and destroy what remains of their masters. Your allies accept your change of heart reluctantly. It will be up to you to show the universe that GHOST ARMORS are a legitimate form of life. The ghosts contained in these suits are supernatural entities... *choose one:*

- **MACHINE JUMPER:** Your ghost can leap from your armor to any other machine within NEAR range and back again at will. When occupying other machines, you only have the abilities of that machine. You cannot occupy machines larger than a small starship with this ability.
- **HIBERNATE:** If killed, your ghost can hibernate until a body is prepared by your allies. The hibernating ghost is inert but aware, in any kind of vessel, capable only of speech.
- **FREEFALLER:** Your ghost can float freely through open space within FAR of your armor. After 1D4 ROUNDS, it is sucked back into the vacuum chamber in your armor. When outside your armor, your ghost is entirely immaterial, and can pass through matter or vacuum unhindered.
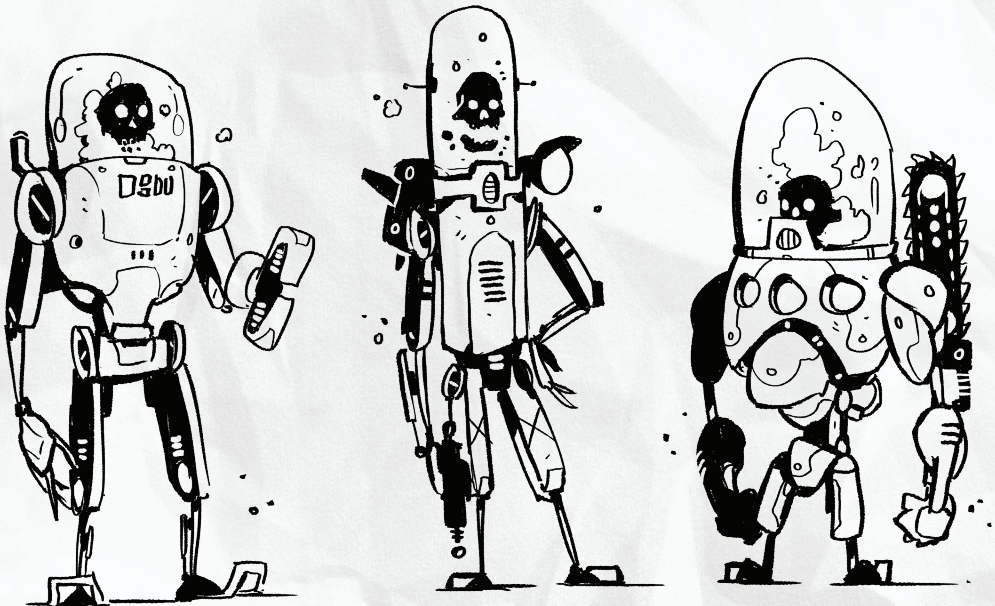
CHARACTER TYPES IN WARP SHELL

PILOT >> A headstrong daredevil with rare skill

STARTING ABILITY *(Choose 1)*
ACE: Only crash a small or medium ship on a natural 1 piloting roll
SMUGGLER: Your carried LOOT is undetectable and cannot be lost or stolen
CAP'N: Invent and execute maneuvers with a huge or capital starship, even without crew. If crew present, only fail on a natural 1

STARTING LOOT *(Choose 1)*
HOT ROD: A super-compact starship that seats up to 6. It has no weapons or shields, it's just tiny and fast as hell
SPEED HOLSTER: Draw a pistol with impossible speed. If an enemy is attacking you for the first time, roll 1 free attack with a pistol against them first
HUD GOGGLES: Hypertech optics track a target. Selected target cannot be lost until you designate a new target. Works across vast distance, even across time

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or add 1 loyal friend who owes you a favor
LOSE 'EM: Roll DEX to perform a dizzy spin maneuver. Lose all pursuers
EVERYTHING IS FINE: When lying, only fail on a natural 1
RALLY: Roll CHA to rally allies or crew. Their next roll only fails on natural 1
LEAF ON THE WIND: Any time you make a successful piloting roll with DEX, your enemies or pursuers meet total disaster
THE NOSE: You have a nose for LOOT. If you find LOOT, roll WIS to find 1 more

MASTERY
ACE: Instantly know every detail of any starship you encounter, mainly by lucky guess
SMUGGLER: Find and erase all record of your past doings in all databases, and replace said data with glowing professional references, military rank and multicultural praise
CAP'N: Use CHA to roll piloting or maneuver rolls. When successful, treat the next round of rolls as if RALLY was used

GUNNER >> The one you call to blow things up

STARTING ABILITY *(Choose 1)*
MG SPECIALIST: Attacks unleash 1D4 shots, but guns empty on natural 5 or less
SHARPSHOOTER: Use a TURN to take aim, your next shot does ULTIMATE
DEMOLITIONS: Double all damage against vehicles, objects or structures

STARTING LOOT *(Choose 1)*
BURST MODULE: Attack rolls of modified 15+ earn you another attack
REFLEX BIPOD: Your aimed shots only miss on a natural 1
EXPLOSIVES KIT: Modify a single gun to inflict explosive damage. Its shots now explode on contact, damaging a NEAR radius of impact. If this gun is empty, lost or destroyed, choose a new gun to modify. Spend 1 ROUND to do so

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or acquire 1 new WARP SHELL BASIC LOOT
DUCK & COVER: If in stealth and attacking, you remain unlocated
TAKE THIS: You can use empty guns as melee weapons
GUN-NADE: Your empty guns are rigged, treat them as grenades
WEAPON TRACKER: With a WIS roll, locate any guns nearby
DRONE MODULE: Attach a gun to a remote drone. The drone fights autonomously once launched, and has 1 HP
SEEKER KIT: On an attack roll of modified 13 or higher, your shots hit no matter the TARGET

MASTERY
MG SPECIALIST: On attacks that unleash 4 shots, choose to inflict 8 shots and empty the weapon instantly
SHARPSHOOTER: You gain the benefits of aiming without taking any extra time
DEMOLITIONS: When you damage vehicles, objects or structures, your weapon never runs empty, and does maximum damage
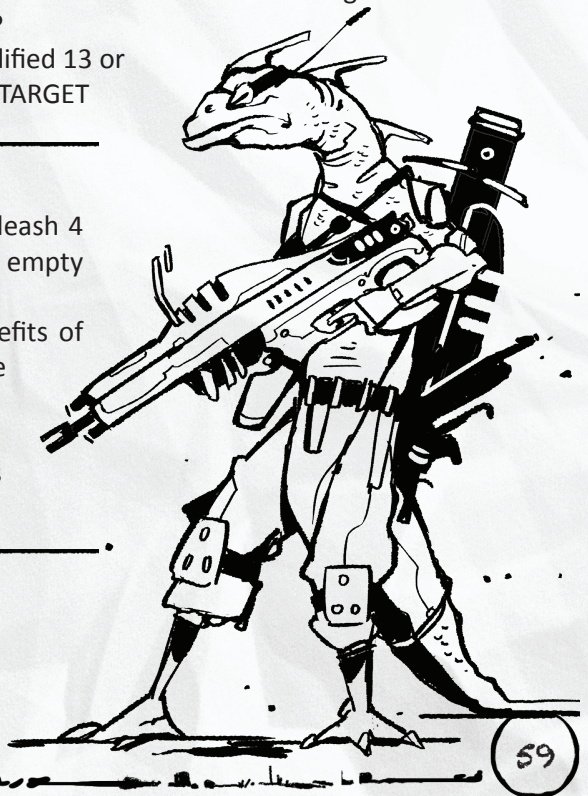
MECHANIC >> An expert on every nut and bolt in space

STARTING ABILITY *(Choose 1)*
REPAIRMAN: Any roll involving repair is always EASY
JERRY RIGGER: Combine two machines to perform a hybrid function reliably. This action requires an INT roll, and the gadget functions for 1D6 ROUNDS
TUNER: Adjust any machine to do 1 category of EFFORT better than it currently does. Once per machine, requires an INT roll

STARTING LOOT *(Choose 1)*
OMNITOOL: A arc-welder that repairs any machine with ENERGY EFFORT
LIL BOB: Twin stick controller and micro camera on a foldable drone. Use this drone's location as your location for repair, tune, or jerry rig actions
DIAGNOSTIC COMPUTER: Access lock codes, camera footage, computer files, magnetic strip codes and the like with an INT roll

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT
JAWS OF LIFE: Use tools to cut through any known material
NANOBREATHERS: 4 reusable air canisters for up to 6 ROUNDS in space each
ZIP GRAPPLE: Shoot a steel cable and instantly retrieve up to 1 ton of material with a STR roll
AMMO PRESS: Use 1 ROUND to fully reload a spent gun
HARD SUIT: +4 DEFENSE, immune to gas, temperature
MAG BOOTS: Walk on any surface as normal

MASTERY
REPAIRMAN: Your Omnitool is wet wired. It does ULTIMATE EFFORT, and heals you for 1 HP when used
JERRY RIGGER: Your mechanical creations have 1 HEART and no set lifespan
TUNER: When you tune a machine, it jumps to ULTIMATE EFFORT

NAVIGATOR >> **A psychic link to the cosmos**

STARTING ABILITY *(Choose 1)*
FARSEER: With a WIS roll, locate any critical destination
TELEKINETIC: With an INT roll, extend your STR up to FAR range
INFILTRATOR: Become invisible by winning a WIS roll against those who would detect you. Those who fail cannot detect you for the entire encounter

STARTING LOOT *(Choose 1)*
XEVOSIAN STARMAP: A wrist-worn megacomputer. Cut all deep space travel times in half. This even applies on a tiny scale such as a dogfight
BOOST HELMET: Focus your will to use any STAT as STR
PSIONIC KNIVES: Make thought into energy at will, forming an ENERGY melee weapon that can never be lost, detected or damaged. All psionic items of this nature can be used by you or your telekinetic presence

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or create 1 new psionic item
SENSE EVIL: Roll WIS to detect enemies, even through walls
PSI-HEAL: Heal ENERGY EFFORT within FAR range, WIS roll
INVISIBLE: If one enemy fails to detect you, they all do
SOULSENSE: Roll WIS to pinpoint someone, anywhere
WAVE FORCE: Roll WIS to psi-blast all NEAR enemies
SIPHON: Any psionic attack you do also heals you the same amount

MASTERY
FARSEER: Your Farseer ability is always EASY
TELEKINETIC: Use any STAT in place of DEFENSE
INFILTRATOR: Your psionic weapons are upgraded to ULTIMATE damage when not invisible
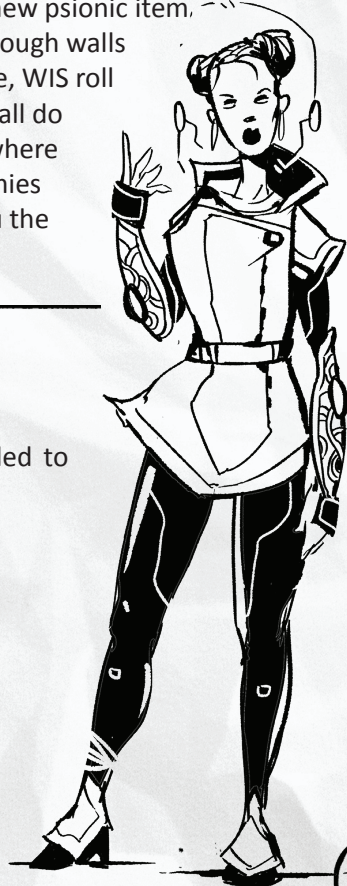
PLAYER'S GUIDE

SCIENTIST >> A disciplined mind set on answers

STARTING ABILITY *(Choose 1)*
ANALYSIS: When you use a Scan Unit for an investigate action, use no time
ENGINEERING: Any time you work on machines, the roll is EASY
XENOBIOLOGY: Identify the properties of any creature with an INT roll

STARTING LOOT *(Choose 1)*
ADVANCED SCAN UNIT: Use 1 TURN to 'run a scan,' reduce the current TARGET by 1D4 for you and your allies
EXTRA LIMB: A third arm for work. If doing non-damage EFFORT on machinery, repairs or building, always roll ULTIMATE
GENOME TASER: A NEAR range electrical weapon useful only against biological life. Always roll ULTIMATE, but at 0 HP the target is stunned, not dead

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT
AWARENESS: Use your INT STAT to make any roll that would use WIS
LOGIC: Use your INT STAT to make any roll that would use CHA
SHIELD MODULATOR: Roll INT to boost an ally's DEFENSE with TOOL EFFORT
BEAM MODULE: Roll INT to modify an energy weapon for ULTIMATE damage
NANOBATTERY: If you have 1 or more HP, regenerate 1 HP each ROUND
GENOME MODULE: Gain 1 ability of a creature you have analyzed, 1 maximum

MASTERY
ANALYSIS: Your scans offer 1D6 benefit to TARGET or DEFENSE
ENGINEERING: Gain the Create Device SPELL, and execute it with no roll and ULTIMATE output
XENOBIOLOGY: Gain 3 analyzed creature abilities at a time, rather than 1
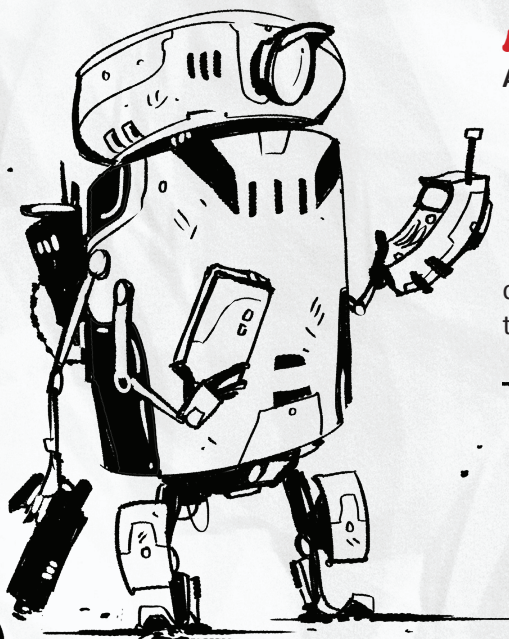
ECHO >> The quantum results of time distortion

STARTING ABILITY *(Choose 1)*
CHANGER: With a CON roll, change your form into any solid shape, liquid or gas
BLIP: When you move, you don't pass through the space between locations
ENERGY STAR: Roll CON to harvest 1D10 ENERGY from any NEAR source and deliver it as healing EFFORT or as a bonus to any roll in the following ROUND

STARTING LOOT *(Choose 1)*
DIVIDER UNIT: When changing forms, you can also separate in half. Your halves can both move and act, but your turn still only has 1 main ACTION
POCKET DOOR: When you move, choose to create a tiny wormhole. Other creatures can use this doorway to make your same move for 1 ROUND
RELAY RAY: Any time you use a starting ABILITY, gain 1D8 ENERGY stored

MILESTONE ABILITIES *(Choose 1 when awarded by GM)*
EVER STRONGER: Add 1 to any STAT or add 1D10 to your ENERGY STAR ability
BEND SPACE: Roll INT to treat FAR as NEAR
WARP CELL: Create Pocket Doors to places you have *not* moved with an INT roll
EMITTER CORE: Direct healing ENERGY as an area effect in NEAR radius
REACTION CIRCUIT: If hit by an enemy attack, roll DEX to evade it completely
ARMOR FORM: Alter your atomic structure to form a shield. Allies gain +5 DEFENSE while CLOSE
ION BOND: Any time you utilize ENERGY weapons or gear, do ULTIMATE EFFORT

MASTERY
CHANGER: Your Changer ability requires no roll to execute or revert
BLIP: If you use your Blip ability, heal 1D4 HP instantly
ENERGY STAR: You can draw energy from simpler sources such as plants, animals, open flames or crashing water

WARP SHELL BASIC LOOT *(Choose any 4)*
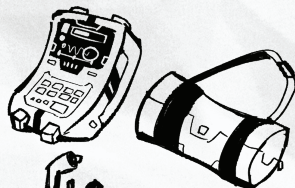
SCAN UNIT: A compact, comprehensive scanner and electronics unit. Use 1 TURN to 'run a scan.' The data gathered reduces the current TARGET by 1.

AWAY TEAM PACK: Belt pouch with hand lamp, micro cutting torch, reel of cable, leak sealant slap-patch, 10 minute air canister, and emergency locator beacon.

SALVAGE KIT: A backpack for deep space retrieval. Heavy winch grappler, heavy cutting torch, 2 magnet anchors, pick hammer, 2 magnetic flood lights.

XENO RESPONSE PACK: Tools for collecting / analyzing biological specimens. Collapsible clear tube, respirator, dissection kit, sample vials.

MEDICAL KIT: Emergency first aid with bandages and antidotes. Roll WIS or INT to heal an ally for 1 HP. On a natural 1, the kit is empty. Refill on any ship.

VAC SUIT: +1 DEFENSE. Nanotechnology integrates into any clothing for deep space operation, including energy helmet, gloves, and x-wave radio unit.

HARD SUIT: +3 DEFENSE. A vac suit with an armored exterior for dangerous space work. DEX rolls are never EASY, stealth rolls only succeed on natural 20.
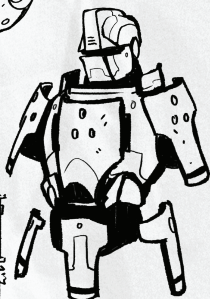
LINK ARMOR: +1 DEFENSE. A light reinforcement to any clothing made from tiny links of nonmetallic ceramic material.

PLASTEEL ARMOR: +3 DEFENSE. Heavy armor plating ignores any attack of 2 or less damage, but the bulk of it makes DEX rolls always HARD

ENERGY SHIELD: A small wrist unit that is activated to emit a glowing round force shield. +2 DEFENSE. DEFENSE rolls against energy weapons are EASY

VIBRO BLADE: A duranium blade with vibrating nano-blades to enhance cutting effect. Critical success on natural 19 or 20. Also unbreakable by physical means.

ENERGY BLADE: An elegant weapon from a civilized time. Does ENERGY damage. On a natural 1, the weight-less blade cuts its user for 1 HP damage.

WARP SHELL BASIC LOOT *(Each occupies 1 inventory space)*

PULSE RIFLE: Advanced Reptoid war tech, uses a power cell as ammo. It never runs out. On a natural 1, the rifle goes wild, hitting a random target.
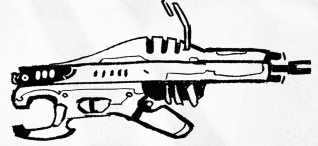
PARTICLE CANNON: A heavy military weapon. Occupies 3 inventory slots. Sprays of fire hit 1D4 enemy targets on a successful attack, each taking the damage rolled.

BLAST RIFLE: A classic, reliable long gun. Spend 1 TURN aiming to either hit with no roll or inflict maximum damage on a rolled hit.

BLASTER: The sturdy, basic sidearm of space. Easily concealed under any armor or clothes. Occupies NO inventory space. 'Spacer's best friend.'

CHEM RAIL: A charged ion rail gun that slowly builds powerful shots. Add another GUN damage die for each TURN spent powering up a single shot.
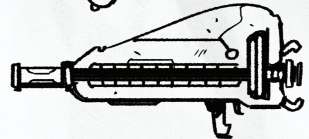
RIPSAW: A carbon-toothed chainsaw weapon designed to tear apart armor and equipment. For each 5 damage inflicted, remove 1 DEFENSE, or destroy 1 item.
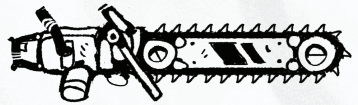
ION GRENADE SLING: A bandolier of 6 explosives which can work on a D4 ROUND fuse or be set to explode on impact. ULTIMATE damage in a NEAR radius.

KARAMBIT BLADES: Small talon knives designed for killing. Occupies no inventory space. Easily concealed. Natural 20 inflicts maximum + ULTIMATE

BLIP MODULE: A phase-movement augment. When you move, you do not pass through the space between the two locations.

CYBERNETICS LOADOUT: Your limbs and skeleton are augmented with nano fibers and duranium scaffolds. All forms of blunt impact inflict no damage.

ZURIN SYMBIOTE: The Zurin primordial form. This tiny organism binds to the spinal cord and enhances subtle empathy. 'Don't Die on me, man!' rolls are always EASY.

JUMP PACK: A miniaturized ion thruster worn as a small backpack. Move twice on your TURN, even when taking an action or making an attack.

ADVANCED HEROES

At the heart of your experience with **ICRPG** is your Character or hero. Here is presented a far more detail-rich path for building your next hero or evolving one you already have.

Standard **ICRPG** characters use a series of simple MILESTONE REWARDS to grow and evolve. To give more detailed guidance on how this can be done, have a look at the MILESTONE PATHS below. Each includes new options that can be used with to any **ICRPG** class, offered as reward LOOT, or granted to players at key moments.

PLAY STYLES

Expand and enhance *how* you play your character, not just *what* your character may be. Play style is far more important to a game's tone and evolution than any STAT or detail of the game system.

SPEARHEAD: You can't stand waiting. You feel a pull forward, into danger or over any obstacle. *"You guys can keep talking, I charge ahead."*

SCRIBE: Every detail must be kept and organized for future use. You know the wizard's name and the password. *"This is the guy we we're supposed to kill!"*

BOOSTER: Hail, the heroes! You celebrate deeds and cry for the fallen. You give everyone a feeling of greatness by exalting, announcing, naming and retelling. You make the game epic. *"We are so awesome! Well, except..."*

CANARY: You are the first one to be scared. You're usually sure death awaits around the next corner. *"There's no chance we'll make it through here!"*

PURE OF HEART: You are the innocent, bright eyed saint. You always choose right, and always offer yourself in sacrifice. You earn real friendship from other players. *"I'll stay here. You all run for it."*

PACIFIST: You abhor violence, blood, and death. At every turn, you will seek another way forward. Another GM favorite, because often the safest way is around, not through. *"Maybe we should just ask nicely."*

MILESTONE PATHS

A MILESTONE PATH gives your character something to strive for; something to *become*. They can be used with any class. Think of a MILESTONE PATH as the heroic realization of your character's goals, not the starting point.

- MILESTONE PATHS are a series of REWARDS earned at specific TIERS
- To access a TIER, earn at least *two* REWARDS from the previous TIER
- Rewards occur at MILESTONE MOMENTS (see page 75)
- Path REWARDS are bound to you, and cannot be given or traded with others

Players can switch PATHS at any time, mixing and matching to create all kinds of new synergies. The nature of the system rewards those dedicated to a single PATH with deeper REWARDS, but allows a jack-of-all-trades approach for those who want to dabble in numerous PATHS. In time, characters will have a point of progress in any given PATH, presenting them with interesting choices at each MILESTONE MOMENT.

THE 5 PATHS

PATH OF IRON: This is the mind of metal, the weapon master, the armorer, and the mechanic. Like iron, those who master this path become invulnerable to the forces that erode our world.

PATH OF SMOKE: You are the hidden. You are there and not there, ever changing, gone in an instant, and elemental as night itself. Dark indeed is the soul who walks down this shadowy road, for it often leads to a place that terrifies most mortals.

PATH OF AMBER: Amber is alive, eternal. At its highest levels, the Path of Amber allows its masters to bend time and space, break the cosmic laws, and even dare the boundaries between dimensions.

PATH OF OAK: The cosmos is a great and ageless tree. Mastery of the Oaken path renders its practitioner indistinguishable from the cosmic life force, and in this unity, there is great power.

PATH OF THE HAWK: You are the uncanny marksman. Be it guns, bow, or even darts, you specialize in incredible feats of accuracy. You are the tactician, the battlefield-controller. You select targets, focus fire, and leave the enemy no retreat.

PLAYER'S GUIDE

PATH OF IRON

TIER 1 REWARDS
- **MARK OF THE FALCON:** CARRIED, an iron symbol. CON rolls are EASY.
- **DURANIUM SIGNET:** A curious, indestructible ring. When EQUIPPED, ignore 1D4 damage done to you once per ROUND in battle.
- **KIT OF SPIKES:** CARRY this equipment to give your gear a painful, toothy surface. Even when you MISS in melee, inflict 1D4 damage on your target.
- **WAR CALLER:** EQUIP this metal-etched war horn, usually worn at the belt. When used, it will earn the attention of all enemies or hostiles within a FAR radius. They will be fixed on you for 1D4 ROUNDS.

TIER 2 REWARDS
- **YOG WHETSTONE:** A crystalline sharpening tool. CARRIED. Your edged weapons are so sharp, anytime they do ULTIMATE damage, target bleeds, taking 1D4 damage for 3 ROUNDS. This sharpness lets you chop almost any object in two with a simple CHECK.
- **THE LAST DAGGER:** This blade is indestructible. It is a MAGIC weapon. If lost, you will find it again in 1D4 ROUNDS.
- **SHIELD HARNESS:** Straps affixed to a shield. EQUIPPED, you never drop your shield. Failed RANGED attacks against you ricochet back to their origin.
- **WAR CHAIN:** Attach to any weapon. That weapon can be thrown and return. Changing attachment takes 1 TURN.

TIER 3 REWARDS
- **BUCKLE KIT:** First aid kit in a belt. Heal 3 HP with a touch and WIS CHECK.
- **FIGHTER'S GEM:** A black stone on a blocky necklace. Equip to add your STRENGTH to your WEAPON EFFORT.
- **WORLD BREAKER:** A collapsible duranium javelin. It is a normal MAGIC weapon, except when used against stone. If attacking stone, roll of natural 15+ destroys the target entirely, up to FAR cubic volume.
- **STAR SPLINTERS:** Tiny bits of an ultra-dense star. When CARRIED, you can't be moved against your will by any force except gravity.

TIER 4 REWARDS
- **LIFE DRINKER:** Take 2 HEARTS of INT EFFORT to create a supreme weapon of your own design. It always does ULTIMATE damage, and heals you for 1D4 HP with each hit.
- **DURANIUM HAND:** With 2 HEARTS of STR EFFORT, you design and build a prosthetic hand. It can possess 3 INT SPELLS, adds 5 to your ARMOR, and 3 to your STR.
- **THE IRON WILL:** A metal ingot worn on a chain. If you kill a foe, roll a CRITICAL HIT, or inflict 10 or more damage, ATTACK again.

PATH OF SMOKE

TIER 1 REWARDS

- **MARK OF THE SERPENT:** EQUIP this bracelet. You cannot be poisoned by normal venom or toxins. Also, you can create poisons with an INT check. Types: Slow, Paralysis, or Blindness.
- **THE EBONY HOOD:** This light-absorbing cloak and hood deflects attention. Even when seen, enemies choose you as a target only if they have no options.
- **INT SPELL: SHROUD:** Cast on a stationary person or object. Staying still, it cannot be seen by anyone but you for 1D4 ROUNDS.

TIER 2 REWARDS

- **EYE OF THE BEYONDER:** This glass eye can be installed with a physician's help. See heat, magical auras, and the truth in illusion magic. With a HARD INT roll, you can even get glimpses through a wall, door or gate.
- **SHADOW KNIVES:** EQUIP this magical sheath. When you draw the dagger, another identical one materializes into the sheath. The knives are CLOSE, THROWN, MAGICAL, and dissipate seconds after being drawn.
- **MASTERWORK TRAP KIT:** CARRY this set of tools. Any ATTEMPTS involving traps are EASY. Also, create elaborate traps with 1 HEART of INT EFFORT.

TIER 3 REWARDS

- **SWARMER DART:** THROWN WEAPON, splits into 1D6 darts, hits up to 6 targets, one ATTACK.
- **CLOCKWORK WORM:** A mechanical snake, made of duranium, that accepts basic commands.
- **MARK OF KRONO:** CARRY this silver totem. You can stay the passage of time. Make a HARD INT CHECK to hold one GM TIMER at bay for 1 ROUND.
- **INT SPELL: DARKHEART:** Touch one living target. Divine its vulnerabilities.
- **WIS SPELL: FOG:** Become a mass of dark mist or fog. Remain in this form up to 4 ROUNDS.

TIER 4 REWARDS

- **CRYSTAL OF DOORS:** With an INT CHECK, open a doorway to any location you can remember.
- **MARK OF DEATH:** EQUIP this amulet, a red skull. If you inflict 12 or more damage in a single attack, your target rolls CON or drops to zero HP instantly.
- **DEMON BOND RING:** With this ring, you are guarded by a demon creature. It will appear either when you reach 1 HP or if summoned with a CHA roll. It has 2 HEARTS, and 1 magical claw attack.
- **INT SPELL: WINDOW TO THE VOID:** Open a portal into the dimension of nothingness. An unlimited number of objects can be placed inside. When the portal is closed, no time will pass for anything within. Each time the portal is opened, even from within, the INT roll must be made.

PLAYER'S GUIDE
PATH OF AMBER

TIER 1 REWARDS
- **LIBRUM ARCANO:** An ancient tome on all things MAGICAL. CARRY this book to heighten your magic power. A roll of 15+ when casting is now critical.
- **ELEMENTITE EYE:** This metallic eye implanted with the help of a physician. Choose one element: Stone, wood, metal, air, ice, or fire. MAGICAL effects with that element are always DOUBLE.
- **INT SPELL: SPELL NOVA:** Any SPELL cast on the TURN following this cast explodes in a NEAR radius area, and is CRITICAL. If your cast roll fails with this SPELL, you cannot use magic for 1 ROUND.

TIER 2 REWARDS
- **INT SPELL: ILLUSION:** Conjure illusions of any description. They can either last 1D4 ROUNDS, or be sustained by your constant and total attention.
- **INT SPELL: LIFE:** You can bring objects or dead things to a lifelike animated state, but only lasts 1D4 rounds. The nature of these puppets is a mystery, and can be very volatile.
- **INT SPELL: DEATH:** With a HARD INT roll, you can kill a living thing in sight with 2 HEARTS or less. Their only chance for survival is to make a CON CHECK, which will leave them with 1 HP.
- **MARK OF LOKUS:** A bracelet with interlacing horn motifs. The arm where this is worn slowly changes into a barbed, crab-like claw or twisting ridged weapon shape. It acts as a MAGICAL WEAPON, and is terrifying.

TIER 3 REWARDS
- **AMULET OF THE INFERNALS:** EQUIP this item to gain dominion over demonic creatures and infernals. Command them with a CHA roll, or summon 1D4 of them with an INT roll.
- **INT SPELL: RAVEN:** Assume the form of, or conjure, 1 to 10 ravens. The birds are living things, with your INT. In raven form, cast SPELLS with a HARD roll, but you can't speak or use gear.
- **INT SPELL: WARDEN:** Choose a plant or wild animal and imbue it with the mystery of Amber. Double its HEARTS, double all its EFFORT, and it cannot be harmed by non-MAGICAL means.

TIER 4 REWARDS
- **MAGE'S HAND:** A skeletal prosthesis. It acts as the one and only key to a Glyph of Iridess. This glyph is rumored to lock the chaotic Ogdru in their own distant dimension, somewhere in Kath.
- **FORMLESS RING:** When using formless magic, you can reroll your ATTEMPT.
- **INT SPELL: FOUNDATION:** Call forth 1 massive column of an element for each point in INT. They are colossal towers, rising upward up to 1 mile.

PATH OF OAK

TIER 1 REWARDS

- **GREEN BARK:** A leaf-pattern cloak, +3 ARMOR. The pattern adapts to any natural surroundings, making you nearly invisible when stationary.
- **FEATHER OF ARAK:** Carried totem, take the shape of a bird for 1D4 ROUNDS.
- **GREENBOW:** A longbow made of living elm. The weapon is MAGICAL, grows a new arrow for each fired, and can never hit a friendly target. The arrows will grow into small trees wherever they stick.
- **WIS SPELL: WILD CALL:** Call upon an animal or small group of animals within 1 mile.

TIER 2 REWARDS

- **RAZOR VINE:** EQUIP this bracer-wrapping item. With it, grappling or pulling STR rolls are always EASY, and it has a FAR reach. It can be severed, but will regrow in 1D4 ROUNDS.
- **SEEDS OF AT'AR:** CARRY these 5 little seeds. Each can only be used once. When planted with soil and water, they explode into a colossal growth of flowers, trees, thickets and vines. If unchecked, this mass of growth will go on for up to 5 miles over the course of a few days.
- **WIS SPELL: STICK MAN:** Assemble a construct of sticks and pebbles. It is humanoid, up to 12 feet tall, and has 3 HEARTS. It has no attacks, but can obey commands. It crumbles away the instant you take any damage.

TIER 3 REWARDS

- **GREENKIN GLOVES:** +3 ARMOR. These gloves grip living wood or uncut stone with profound strength. On these surfaces, climb in any direction with no roll, and no known force can pull you away against your will.
- **SKULL OF ORMO:** EQUIP a one-of-a-kind glyphed elk skull for +2 ARMOR. Also, any EFFORT of 4 or less done with a WIS SPELL can be re-rolled, choose the better roll.
- **WIS SPELL: WARD:** Forcefully separate two touching objects or creatures you can see. This effect holds as long as you give it total attention.

TIER 4 REWARDS

- **GREENHEART:** CARRY this amulet. If you drop to 0 HP, you will return to 1 HP in 1D4 ROUNDS. If you are killed utterly, regrow to live again in 1D4 days.
- **QUIVER OF A THOUSAND ARROWS:** With a WIS roll, describe a type of arrow. That arrow will grow into the quiver in 1 ROUND. If you want to make the same arrow again, no roll is needed.
- **STAFF OF PINES:** This MAGICAL weapon can instantly grow up to 10 massive pines with a WIS roll, anywhere.
- **STAFF OF STORMS:** A MAGICAL weapon that lets you cast LIGHTNING BOLT at maximum damage every time.

PATH OF THE HAWK

TIER 1 REWARDS

- **ELEMENTAL AMMO:** As you ready a shot, declare an element: fire, ice, stone or metal. Your shot becomes this element, releasing that effect on impact.
- **MARKSMAN'S GLOVES:** These high-grip gloves give you a hold on ranged weapons. No non-MAGICAL means can force you to drop that weapon.
- **WEAPON RUCK:** You can carry up to 20 ranged weapons in this harness. The harness only occupies 1 of your CARRY slots.
- **CRYSTAL FLARE:** Attach to a shot. A target hit for 1 or more damage is now marked with a glaring bright pink magnesium spark for 1D6 ROUNDS.

TIER 2 REWARDS

- **SPLIT SHOT:** Call a shot as split. Make the roll as HARD, and break your round in two. If you beat the TARGET, but miss the HARD roll, you hit a single shot.
- **GRAV AMMO:** With a HARD shot, hit a target with a grav round. All shots by you and allies afterward are EASY.
- **RING OF RICOCHET:** With this MAGICAL ring, you have an uncanny ability to bounce shots off of surfaces, up to 6 different rebounds. If you make a kill with such a shot, your enemies must make a CHA roll or be terrified.

TIER 3 REWARDS

- **REAPER AMMO:** Spend 1 extra TURN holding a shot, making it a REAPER. This shot will penetrate its target and continue in a straight line for 1 mile, doing damage to any targets in that line.
- **REFRACTOR CLOAK:** This master-crafted cloak deflects missiles of all kinds. If hit by a ranged attack, roll 1D6. On a 4,5, or 6 the attack is deflected.
- **BLOOD SIGHTS:** This head piece can work with goggles or on its own. When you take a TURN to examine a target, you see its workings, determining a weak point at once.

TIER 4 REWARDS

- **MASTERWORK WEAPON KIT:** Choose a ranged weapon, add +4 EFFORT.
- **CHAIN REACTOR:** You have an ability to bounce shots on a targets inner parts such as bones. Your shots now chain react. For any DAMAGE rolled over 3, roll DAMAGE again.
- **KRELL WEAPON MODULE:** This wonder can be reconfigured in an instant into ANY type of ranged weapon including: Energy weapons, bows, rifles, crossbows, machine guns, pistols, or grenade launchers. The weapon is deadly in power, never requiring ammo, and adding 1D20 DAMAGE to every shot. The different forms the module takes include their native properties such as RAPID FIRE, EXPLOSIVE, LONG RANGE, VOLATILE, ENERGY and the like. The module can also be compacted into a pod-like form, easily stowed and concealed, occupying 1 EQUIPPED slot.

PROGRESSION: CHOICE METHOD

The simplest way to build your character is to choose MILESTONE REWARDS as you go. Let's say your fighting ability is where you like it, but you're itching for some magical powers, or your group is in desperate need of healing. At your next REWARD, simply seek out what you're wanting, and begin the PATH toward that specific one.

BENEFITS OF CHOICE

By developing your character in a free way, you can discover synergies that can be terribly powerful. Synergies are combinations of abilities that compound damage, invulnerability, magical power, and the like. This is a common theme in many games. Also, choice can be excellent for experienced players who want to explore new realms with their character, rather than familiar tropes or types.

PITFALLS OF CHOICE

Having no restrictions on what REWARDS players choose can have a downside, too. Characters can become hard to understand or categorize. "Are you a mage or a pikeman?" This problem can lead to a world or set of characters that is hard to believe, or even just silly.

Even more perilous is the effect of characters becoming 'one stop shops.' This means that each character has fighting skill, speed, healing ability, defenses, ranged combat ability and so on. This might sound like a boon to excitement in play, but it can also eliminate or reduce the need for teamwork, which is the foundational reason for a class-driven character system. Complimentary skill sets make playing with your allies more meaningful!

It's all simply a matter of taste! Just talk with your table, and your GM. What feels right to YOU? Maybe at times your progression is free to choose, and at others it is restricted. Maybe certain combinations feel counter intuitive, so come up with a house rule! Remember all these options are here to make *your* game what you want it to be!
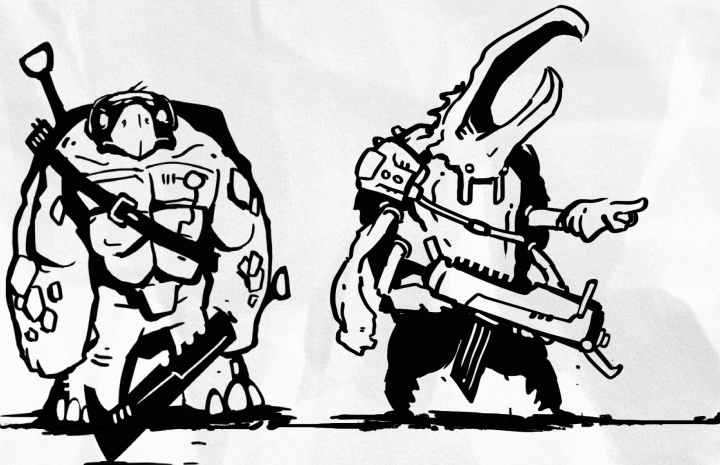
PROGRESSION: PURCHASE METHOD

Some games are focused on COIN as a key element of progression and reward. COIN can be great in that players are given control over how their efforts are rewarded, if they can find what they seek to buy. It can also save the GM time. Consider 1 COIN to be fair pay for 1 day's work.

Availability becomes a serious factor. Meager vendors in backwater towns should not be selling the Skull of Ormo! The process of seeking out exotic or rare vendors can be the pivot of many great adventures using the purchase method of progression. *"We have to find Galdor the Hoarder!"*

ITEM	PRICE in COINS
Meal and Bed for a Night	1
Starting Equipment Items	5
Basic Weapons	5
Large Weapons	10
Military / Mechanical Weapons	15
Armor	5/point
Advanced Armor (+3 or higher)	15/point
Supplies for voyage or ship	10
6 Bullets	1
Starter LOOT Items	50
Shabby LOOT Items	10-50
Basic LOOT Items	25-75
Epic LOOT Items	200
Tier 1 Rewards	250
Tier 2 Rewards	1,000
Tier 3 Rewards	5,000
Tier 4 Rewards	50,000
House	500
Retainer/Thug/Porter	1/day

MILESTONE MOMENTS

Earn **TIER 1** Rewards once or twice per session. This isn't a hard rule. You and your GM will know when the time is right. Here are a few examples of when to drop that sweet Tier 1 LOOT.

• Decisive win against lopsided odds
• Clutch move to help entire group
• Meeting a mentor or master
• Receive boon from grateful villagers

TIER 2 separates the dabbler from the practitioner. Rewards from this Tier should be earned when something specific to your PATH happens in play. This will be more rare, maybe once every 2 sessions.

• Defeat a known enemy one on one
• Taking time to study with a master of your PATH
• Exposed to powerful arcane forces

TIER 3. You are an accomplished expert in the given PATH, and only through specific quests, long term study, or a royal award can you reach higher levels.

• A heroic errand for a local lord
• Discover a relic of legendary power
• Receive a blessing from an immortal
• Die and return to life with new supernatural power

TIER 4. This level of power is reached by one hero in a thousand. To reach these final echelons, you will face interdimensional forces, immortal monsters, or whatever evil that threatens your world.

• Traverse, repair or rescue the stream of time
• Uncover a mythic relic or artifact beyond Urth
• Inherit or be bestowed with lordship
• Encounter beings from another world or dimension
• Spend 50 years in reclusive study with a master

Some folks aren't even sure you are real. You are featured in bardic tales, and sought out for the most impossible quests and royal errands.

TO RAISE A MUG AND TELL TALES IS A GOOD THING

THE GAME IS ONLY A REASON TO GATHER

FRIENDSHIP FIRST, ALL ELSE SECOND

Hand-drawn map with labels:
- FORT HENRYK ③
- FROST FOREST CLUE ①
- DWARVEN MAP MAKER ②
- SHADOW BEAST ⑤
- ④
- ← TOMB
- secret escape →
- OBELISK OF SOULS
- ⑦
- DEACTIVATE THE PYLONS
- ⑥
- ⑧
- THE GRAVITY WELL (BRAIN DEMON)
- SPIKES OF DOOM! TARGET 14
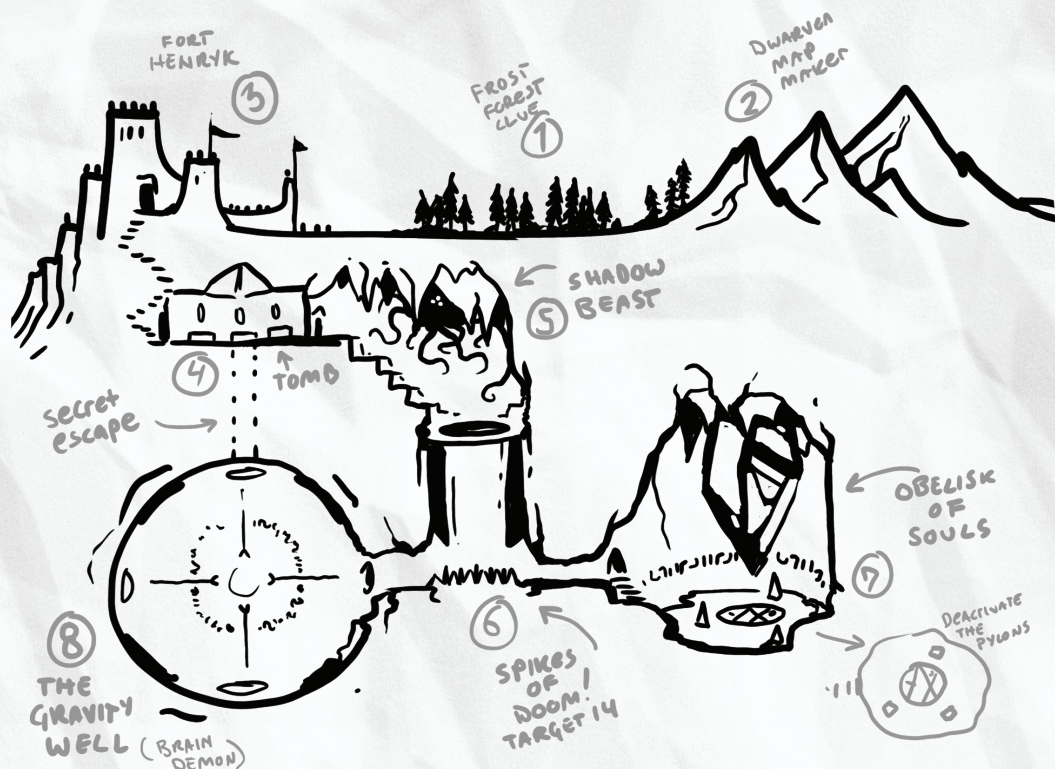
TAKE THE OATH

If players are the lifeblood of a good tabletop session, then the Game Master is the heart. You will move the fluid of the story, lift the pressure, and release it. You will go unseen, never stop improving, and dedicate yourself to bringing out the best in others. To do this, begin with an oath...the *Oath of the Game Master.*

I WILL LET THE TORRENT FLOW
I WILL REMEMBER EVERYTHING
I WILL BUILD A WORLD FROM THEIR ACTIONS
I WILL BE AN ARCHITECT
I WILL BE POETIC
I WILL BE ENERGETIC
I WILL LIFT THEM UP, AND VANISH
I WILL BE A BEACON OF CAMARADERIE
I WILL BE A TERROR TO BEHOLD

GM'S GUIDE

I WILL LET THE TORRENT FLOW: The creative leadership of the game starts in solitude with pen and paper. Unleash ideas without structure or intended results. Sit with your journal, be honest, jot down everything that pops into mind! There's plenty of time to form structures, codify game systems, and make things cogent. Simply let the river flow. This is the child-mind, the limitless mind.

I WILL REMEMBER EVERYTHING: Not only will you have a knack for recalling rules and details from all over, you will actively develop the skill of memory! Master bullet-noting, key reminders, condensation, and retention of read material. Be smarter. Use it for a dynamic, rich game built on countless sources!

I WILL BUILD A WORLD FROM THEIR ACTIONS: It takes very little world to begin. The rest will form organically. Be devious, and use nuance and detail. Name the roads, meet old family members, and find wonder in every word. World building is not done with the hand of God but with the nibbling of worms.

I WILL BE AN ARCHITECT: It is essential to have a comprehension of how space affects behavior, combat, and visual revelation. Know how to use sight lines, avoid arbitrary details, and abolish dead ends and nonsensical corridors. Master the use of features and assumed symmetry to give your places intelligence and reality.

I WILL BE POETIC: The poetry of a good story is a challenging and sublime skill that relies on practice and chance. It takes a brave soul to attempt the poignant. Appeal to the humanity of players, not just their treasure hoards.

I WILL BE ENERGETIC: No single element will kill a night of fun faster than fatigue. When you come to the table, come like a tiger. When it feels like an obligation, rest! You, as GM, set the tone, so be alert, bright-eyed, and ready for anything!

I WILL LIFT THEM UP AND VANISH: The story is not about you. It's about heroes. You are only visible when there's no other way. You are the players' biggest fan! Never outshine them. Your work is a path to their greatness, never your own.

I WILL BE A BEACON OF CAMARADERIE: A gathering at a table for mugs and stories is one of the oldest, greatest traditions of our world. Friendship, teamwork, and togetherness are the reasons we play! Greet with a smile and an open hand, be a masterful host, treat every player as friend and equal.

I WILL BE A TERROR TO BEHOLD: Now for your final form: a thing of nightmare. A devious, intelligent, merciless doom-bringer. The players see a thousand deaths, each darker than the last, and this fear drives them. You are the brutal teacher. You are as forgiving as you are sadistic. You are a myriad voices, a thousand perils, and even more triumphs. You are everything and nothing. You are a Game Master.

GETTING STARTED

The blank page is the most difficult obstacle to any GM. Answer three questions to begin ANY game-creation genesis, or when you're just not sure how a game will come together:

1: Where are the heroes?

2: What is their goal?

3: What stands between the two?
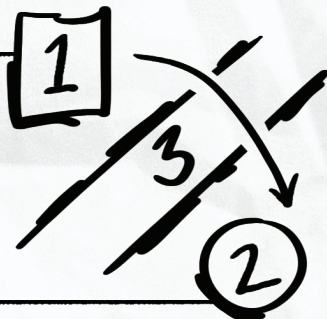
This is the essence of everything you'll create, referee, describe, and resolve at the table! If you're still drawing a blank, you can almost answer at random and still seed your story, adventure, or even campaign with novel ideas that will start to create themselves. The three questions can also be imagined as LOCATION, GOAL, and OBSTACLE.

The diagram at right is a conceptual map of a one-shot adventure. Heroes start at the wagon and move on to the tower without trouble (but plenty of cool description). They seek the lost crown. On the left, a set of STR and DEX Checks are set up: a bit of combat, a bit of nimbly bimbly jump and dodge. Boom, they're at the crown. For the observant player, though, an INT Check at the ruins provides a shortcut that skips some or all of the central section.

The crown includes a bad guy. If the group took the shortcut, they'll be better rested with more Hit Points for that battle.

This simple approach will keep you focused on tasty details and heroic action rather than complex notes, detailed mapping, or too-many-options rat mazes, and it will make your games far clearer to prepare.
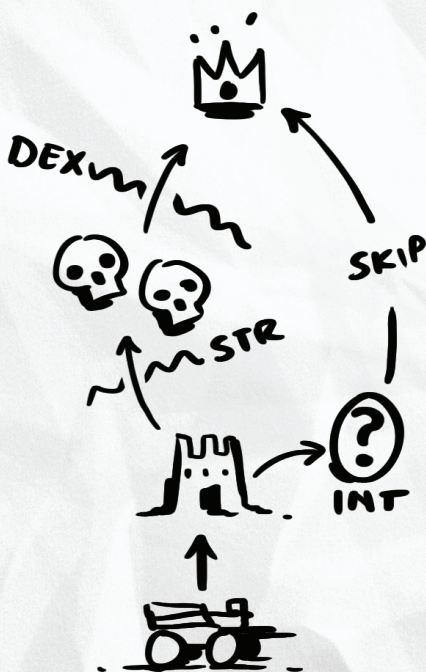
GM'S GUIDE

ALFHEIM LOCATION	GOAL	OBSTACLE
The Fighting Pits of Englemoor	Escape in one piece	Butcher, Lions, Gate
Tarley's Basement	Kill ol' Tarley	A maze of sadistic traps
Valley Rim Village	Avenge the children	The Nuns of Myre Abbey
The Ruins of Westburg	Pass unnoticed	Roving tentacle beasts
The Great Roost of Tezakoan	Retrieve a Roc egg	Tezak and her brood
Udin's Mound graveyard	End the hauntings	Hag and her insect swarm
Tower Evermoon	Close the Portal	Sa'Laag the Infinite!
Tunnels of the Unalaya	Reach East Alfheim	Darkmantles
Throne Room of Duke Osric	Exorcise the Lich	Zombies, Elite Guard
High Crag Felstone	Retrieve a Lightning Bolt	Storm Giants

WARP SHELL LOCATION	GOAL	OBSTACLE
Ice Caverns of Xevos 1	Retrieve a Core Crystal	The ice ants of Andaar
The Dead Moon	Rescue the Miners	The Moon undead
Arctur Garrison	Activate the Gravity Well	Xenos!
Skellos Beacon	Seal the Alliance	Warmonger traitors
Fry Hill Farm	Stop the infestation	Mind-eaters, Swarm
Fragment 5	Repair the WARP SHELL	Junkers, Low Grav
War Bunker 300 on Titan	Win the Day	Armor Troops of Kull
The Wreck of the Observer	Uncover what happened	The undead crew
Outsiders' Realm	Stop a Xill incursion	Xill terror troops

NARRATIVE

Get your names, ideas, and scenes jotted down and string them together with purpose, nuance, and drama. "Rescue miners on the Dead Moon from living rock creatures and magma pseudopods as the mines collapse!" This method is easy to understand and fun to write, but it can leave a few too many questions when you're at the table and playing. Exactly what happens? You'll always need a sense of who, where, what, and why, but the MECHANICAL technique will help you diversify the tasks and tests through the story.

MECHANICAL

Designing an encounter or adventure mechanically means listing out specific types of challenges that will engage your players: climb, search, break, repair, fight, climb again! You can even get more abstract by planning STR, DEX, DEX, Combat, INT, STR. This shows you what players will excel at the challenges and which players will struggle. Of course, players will find ways around what you have planned, and the unexpected always happens, but this method will get you past the blank page and creating.

THINKING IN SESSIONS

Many GMs find themselves swamped when trying to plan or imagine massive, sprawling worlds for their players to explore. There is a far simpler method that will lead to better detail, less awkward exposition, and more player-generated nuance. It is the art of the session.

One of the many problems of campaign-level thinking is that it defers wonder and excitement until later. The session-minded GM wants the fun NOW...TONIGHT!

ONLY PLAN ONE SESSION AT A TIME!
Put all your enthusiasm and idea power into a single night of play. Watch the wonders unfold and let the story form. In time, you'll have an intuitive feel for how much play fits a night for your group, what drags out, what goes by too fast, and so on.

ARE WE SAFE YET?
So many sessions begin and end with safety. Players can finally breathe, recover, repair items, or learn new spells. Don't be so cruel as to rob them of a respite, but just when they relax, pull the rug.

- King Henryk has been found! Just as you arrive to help, he drops dead.
- A pastoral town is suddenly swallowed by a massive chasm.
- They awake in the hypersleep pods to find the ship on fire, systems off line, and a twisted obsidian landscape outside.
- As the WARP SHELL is triumphantly launched from Xevos 1, the planet rips into pieces from some unknown super-weapon.

Now your task is to set up signposts to guide the adventure into moral dilemmas, acts of valor, and dire choices. Achieve these moments with a combination of planning and improvisation...

A little improv is great and necessary. If you improv too much, though, the sense of fairness and triumph can fall apart. Improv the little stuff, but be sure all the big pieces are in your notes.

SESSION-END ROLL

Here is a great little mechanic to solve one of the oldest problems in tabletop gaming: when do we go home? When something big happens, like a supreme villain is defeated or a character dies, or the group is clearly tired, it's time to roll for END OF SESSION. Roll a D4, and throw out a 1. In that many ROUNDS, the game is over for the night.

As the timer counts down, players feel time closing in, and every session ends with tension and excitement, rather than dreary confusion or the dreaded 'down time' mire. Then, when your next session begins, leap right back in where you left off.

THE FINAL FRAME

The best result of using this method to end games is the FINAL FRAME moment for each character. Go around the table one last time, inviting all the players to describe how their character ends the episode. Imagine the final frame of a comic book... what is your character doing in that moment?

CLIFFHANGERS

The most exciting version of the SESSION END ROLL, once you're comfortable with when to roll it, is the CLIFFHANGER. A CLIFFHANGER is where you roll for session end right at the climax of battle.

There is no more tantalizing way to end a chapter than with characters literally dangling in peril, mid-air, barely alive, or fleeing in terror. When you start your next session after an epic cliffhanger, be sure to set the scene with precision, and unleash the action!

THE TRIBUNAL

Just because the game is over doesn't mean everyone has to leave! The session afterglow is the perfect time to hold TRIBUNAL with your friends. Sit together, have a laugh, talk tabletop, but DON'T play. Is the campaign working out for everyone? Are the characters cool? Is anything missing that should be added in future games? Is that cool new breath weapon mechanic just bonkers? Maybe we should play at Bob's house next week! Open it all up, have a taco, and let fellowship be. This is the real glue that holds groups together!

EASY AND HARD CASES

"I'll pry open the crocodile's jaws!"
"Ok, roll HARD STR as it fights back. Target is 12 right now, so meet or beat 15."

HARD roll = TARGET + 3   EASY roll = TARGET − 3

Once players get the hang of this terminology, you won't need to remind them. EASY and HARD rolls can also apply to monsters and enemies. If a hero is hiding or behind cover, the monster's roll can be HARD.

WHEN TO ROLL HARD

- Character unfamiliar with task
- Superhuman to expect success
- Chaotic surroundings distract
- Character is badly injured or stunned
- Using improvised tools or implements to work the task
- Character in a big hurry
- Darkness or visibility limited
- Environmental elements like extreme cold, heat, rain or wind
- Character being attacked

WHEN TO ROLL EASY

- Character already tried and failed
- Character has specific training
- Character being helped by another
- Obstacle is rickety or barely intact
- The task is very simple or obvious
- Character is far larger than obstacle
- Character has time to be careful
- Character has had repeated successes with similar types of tasks
- Character has special LOOT or temporary effects to help the task

TARGET ESCALATION

When players are smoothly using the TARGET, HARD and EASY roll call-outs from the GM, and so on, it's time to put them on edge by ESCALATING the TARGET. This means you reach out to that big D20, and change it to a higher number! Do this when they move to the next encounter, the weather blasts in, or an enemy casts a massive area spell. Without even explaining what just happened, mechanically, they will have the 'Oh, no!' response that makes great battles memorable.

The only roll happening at the table that doesn't use the TARGET is Monsters attacking Player Characters. In that case, roll your monster's STR or DEX bonus on a D20 against PLAYER DEFENSE.

All other enemy Checks are against the TARGET as normal. Using player DEFENSE as a to-hit target gives players the detail that makes them stand out in the game, and lets them upgrade over time.

USING HEARTS

Is everything just 1 HEART? 10 EFFORT? No! Knowing when to raise or reduce HEARTS on your foes and challenges is a key piece of challenge escalation.

Just like the TARGET, when you escalate challenges, enemies, or tasks from 1 HEART to 2, players take notice. Such escalation gives a clear, easy-to-measure category of difficulty. Players are always wondering how much damage they have to do. When, and when not, to reveal becomes a muddy decision for a GM. The HEART system solves all that. It's like saying "this is hardness class 1" then later "12 Effort won't do, this monster has 2 HEARTS." There's something powerful here, and the more you use it at your table, you'll wonder why you ever had 14 HP monsters. Ten is a perfect increment for "oh, crap, this is way harder!" without math and arbitrary numeric detail.

ADD A HEART
Jumping from 1 to 2 HEARTS is huge, not to mention monsters with 4 or more. Here are a few examples when to load 'em up:

- Creatures are magically enhanced
- A Chest holds insanely epic LOOT
- There is less than 3 of a Monster in a battle
- Enemies are near a rallying point
- Enemies have moral momentum
- Obstacles are of vastly superior technology
- Obstacles or barriers are massive in scale

As a rule of thumb, most of your game can be 1 HEART challenges and enemies. Even more powerful characters don't make 10 Effort on a single roll that often. Just remember that when characters 'gang up' on an enemy or task, they will eat up Hit Points fast, so load your 'bosses' with 4 or more HEARTS to make them a challenge.

SIMPLER EFFORT
Many times, even 1 HEART can seem like too much EFFORT or too much detail for tasks. Remember that using HEARTS on tasks is a way to delay completion of a desired action, and delays aren't always fun! Use a three-part system to speed things up:

FAILED ATTEMPT: NO EFFORT MADE
SUCCESSFUL ATTEMPT: HALFWAY
CRIT SUCCESS: DONE INSTANTLY!
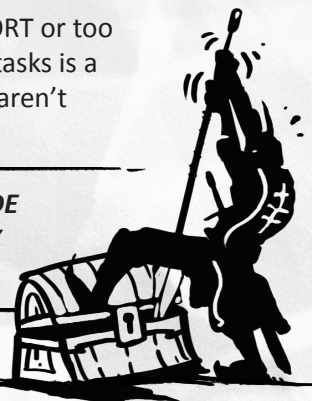
INITIATIVE AND TURNS

ICRPG uses the oldest board game tradition of them all: clockwise turns. The GM represents environmental hazards and monsters and rolls for those on her turn. When the action kicks in, if you like initiative rolls at your table, then just roll a D20, unmodified, to see who starts the sequence. This is worth doing, because if the GM wins that roll, things can get crazy quickly.

Finally, players can use the clockwise turn order strategically. They use SEATING as their marching order! Be clear with them about this, as it is an innovative way to control turn order in play. For example, placing a group's healer at the GM's right insures group recovery just before the GM's turn. Putting tank type characters first gets the shields out front, and so on. If the group wants to change the order, they can get up and rearrange!

Remember, just chatting and role playing a bit is fine ANY TIME.

TURNS AND ROUNDS
The regularity of this turn order will give you another way to stir things up during an adventure. By simply counting time in two ways, you can disrupt player tactics with enemies or events. There is TURN time and ROUND time.

"In 3 TURNS, the bomb will explode!" This timing means after 3 players or the GM take their turn, the bomb goes off. Creating events and enemies that operate in turn time will disrupt the usual flow.

"In 3 ROUNDS, another Colossus will be assembled." Measuring time this way is far slower and more predictable. It's useful for marking the bigger events in an encounter and useful for the type of time measured by TIMERS.

ROGUE types usually prefer to leap ahead to get the first kill

While the group engages a battle, a MAGE player will control or alter the field from here

TANKS love going first to absorb opening attacks and spearhead an offensive battle

Placing your HEALER last is a classic tactic to insure some recovery before the GM goes again

GIVING REWARDS

The best moments in tabletop adventure can be humble, poetic, altruistic, or just plain amazing. The dice and the imagination cooperate, or wildly clash, and the story goes places no one saw coming. These moments must be rewarded!

ICRPG gives the GM two ways to reward brilliant play. There is the HERO COIN and the MILESTONE REWARD.

HERO COINS

When a player does something that makes the game more fun for everyone, add bravado and award them with a shiny gold coin! This token can be redeemed by them, or given to a worthy ally to redeem, at any time. Redeeming the coin lets the player re-roll any roll or add Ultimate Effort on an Effort Roll! A player can only have 1 hero coin at a time.

MILESTONE REWARDS

Each class has a collection of these LOOT-based upgrades. When a player turns a corner or discovers his destiny, or completes a lifelong quest, award this upgrade! You can simply assign a MILESTONE REWARD, or allow the player to choose from her class list...whatever fits the moment. Either way, a player should be earning one of these every other session or so.

DYNAMIC DICE

Another exciting way to keep players in a state of flux, accelerate the action, or relieve cruel dice patterns is to use a Dynamic Dice system. This method has each player tracking their own status with a sort of timer and modifying their rolls with it. There are a few types to consider bringing to YOUR table:

BATTLE FURY

We've all been there: we show up excited to play, get going, and the dice just will not cooperate. You roll 3s and 2s and 5s for what seems like hours, never doing anything cool in the game. Oh, cursed life! Battle Fury lets a player overcome this awful scenario.

If using Battle Fury, a player places a D6 near his sheet. For each missed roll, the die is increased by 1. That amount is added to the next D20 roll until a success is made. It then resets to 1. Battle Fury will give multiple-failures a +6 maximum and break the slump. For extra fun, this die can inform descriptions and flavor of how the character overcomes his bad streak with a howl of fury!

SPELL BURN

Some spell-casters really work the system. They cast over and over, and it can make the game feel odd or transparent. If it fits your story, place a Spell Burn die on this player. Place a D4, 1 up, on the player's sheet. For each spell cast, increase the Spell Burn die by 1.

When it reaches 4, magical power overloads the caster, and he must make an INT or WIS Check on the current target to continue casting. If he succeeds, reset the die to 1. If he fails, roll the dreaded Spell Burn die. For that many ROUNDS, the player cannot use Spells.

THE BLUNDER

If a player rolls a 1 on a Check or Attempt, they fail terribly. Have them roll again by saying 'Roll for a blunder.' If another 1 is rolled, things really go wrong.
• Magic effects will have opposite their intended effect
• Melee attacks backfire, damaging the attacker
• Ranged attacks ricochet and hit an ally
• Strength fails, a joint pops, and an injury is sustained
• A climb attempt results in a very, very long fall
• A deception becomes a bald-faced lie
• A lock is fused, melted, or ruined rather than picked
• Ranged weapons jam, explode, or come up totally empty

GM'S GUIDE

ICRPG AS PLUG-IN

We live in a golden age of RPGs. Despite your enthusiasm for **ICRPG**, you may already be in the middle of a campaign, or you may play with players that are firmly invested in a certain system. Never fear, the PLUG-IN is here. The key innovations in **ICRPG** are easily extensible to your favorite system...

CLEAN STATS

Many game systems use derivative stats to get roll bonuses (a 13 is a +1, a 14 is a +2 etc). Derivative stats add a layer of math that can be cumbersome. Convert your favorite game to direct bonuses. You can still increase these with levels. Your game will be faster and simpler.

EFFORT

By adding a damage-like mechanic to non-combat rolls, you can spotlight the fun of prying open a gate or decoding runes with rolls. Succeeding with EFFORT will change how players use time, and make tasks feel more triumphant.

A SINGLE TARGET

A room target unifies to-hit values, room trap and skill checks, and saving throws all into one number. Place this number in clear sight, even when playing online, to keep things moving.

ENEMY HEARTS

The detail between a monster with 12 HP and 14 isn't that useful to players and adds little to play. Group your monsters into classes of 10, 20, or 30 HP in your notes. Give it a try, and see if it fits your game. For most, the players never know the difference, and you save a lot of time and look-up effort on your prep.

CHESTS

It may not be 'realistic' to always discover LOOT in chests, but it is lots of fun to grant players treasure chests as rewards to open when they like. There's just something great about it as a way to symbolize "you can make a treasure roll with this." Chests can be put into any game with no effect on play mechanics.

FAR/NEAR/CLOSE

FAR/NEAR/CLOSE cleans up the clunkiest part of all tabletop gaming: overly detailed spatial measurement. So much time is used to calculate who can move how far, how big the acid breath is, how far a longbow will shoot, and the like. The **ICRPG** distance system is the single biggest change you can make to speed your game up, and once players are comfortable, they'll wonder why they used to count squares.

STORY ARCHITECTURE

Imagine the layout of index cards below as your session of gameplay, and each card is an event, moment, scene, battle, or obstacle. It's almost like a Tarot reading. Your job is to fill it in with ideas, then explain how they make an adventure.
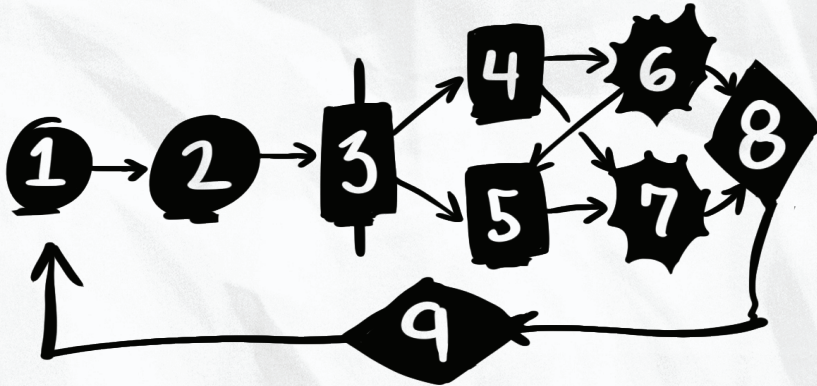
1: THE STAKES OR SETUP: Kick things off with a bang. "If we don't X, then Y will happen, and Y is very bad."
2: GET THERE: You and your players find a way to get to the location. Horses? A starship? Be brief and set the scene with a vivid description.
3: MEET THE ENEMY: Here's your first fight or obstacle. Give it teeth!
4 AND 5: SKILL CHECKS: To reach the heart of the matter, have them climb, dig, hack, or swim their way to the core of the problem.
6 and 7: ESCALATION: More resistance along the way reveals how dangerous this mission really is. This is the perfect time to have a really tough fight.
8: RESOLUTION: Reveal everything, show the big bad guy, or have it all crumble down. Tie up the loose ends and make an ending they'll remember!
9: RETURN: Conclude with getting the reward, being adored by villagers, going back to the castle, or warping into another system.

What are all those crazy arrows on 4, 5, 6, and 7?! Practice a NO CONTENT LEFT BEHIND method. If players FUBAR your order, just rearrange as you go. They fight before they unlocked the airlock? No problem, just move the airlock back a notch and so on.

Using cards to map story should create question. How you answer these questions are the exact bits to write in your GM's notes. Be honest! Write the FIRST THING that pops into your mind. Let go of what an adventure is "supposed to be."

THE ART OF ROOM DESIGN

It's time to get down to specifics. You need scenarios and layouts you can put to use at the table, not just in your head! Whether you play 'theater of the mind' or craft full landscapes of 3D terrain for your games, it all comes down to a clear sense of your location and your obstacles: ROOM DESIGN.

An Encounter is a scene, or chunk of gameplay, that plays out in one space or connected spaces, to form challenges for player progress. You only need 3 or 4 of these spaces to make a full night of action! Don't let the word 'room' throw you off. It can be any cohesive space such as a patch of creepy forest, a giant cargo bay, the deck of a ship. On the other hand, it can be a room: a torture chamber, a cavern filling with lava, a hive-like pit of insects. However you dream it up, these principles and archetypes will give you innovative, detailed, and dynamic rooms to challenge and terrify your beloved players.

DO THE D.E.W.

Every encounter you create needs three things: Danger, Energy, and Wonder. Don't underestimate these simple terms, and only settle for the very best.

DANGER
Danger is not damage. Danger is not death. Danger is the consequences if they should FAIL. Often in tabletop games, players become brazen. They conquer all the encounters, and fear nothing. You will break that trend. Villages will fall to famine and death without their help, the innocent will burn, souls will be damned, and all they dreamed of will not only be lost, but erased from history. Make failure dire as the blackest night of creation! Each room you design will have a beginning and a goal. If that goal is not reached, death will be the very least of their problems.

ENERGY
There is no overstating the importance of a boisterous, engaged group and GM to make a session great. As the curator of the fun, you must ensure that energy stays high throughout the encounter. Do not let ANYTHING create a lull that could let the peril seem distant.

Ensure that your encounters have sustained energy by keeping your notes brief and easy to recall. Move from turn to turn with excitement, and always call CHARACTER NAMES not PLAYER NAMES. Keep eyes and ears right there with you. Enhance things they find interesting, and discard whatever leaves them flat. After each encounter, players should be dying for a break. Make it intense.

WONDER

Many GMs master the first 2 D.E.W. principles. So why do so many games fizzle? Often, it is a lack of WONDER. WONDER is the most challenging area for the GM to create. It is the imagery and descriptions that are awe-inspiring to visualize: colossal objects in space, dizzying pits in Hell, seas of monsters, or scenes of abject terror writ large!

Whatever your scene, take one piece and make it grand. Make it ancient, gigantic, crumbling, burning, infested, arcane, or arachnid! Tell them of the sweeping waves crashing like thunder, the soaring black wings in a tornado of fire, or an anchor the size of a city slamming into the stone like a hammer of God. Show them the world is older than time and more profound than lost love. Hide a God in a flower, or cast them across the centuries with a kiss. In tabletop games, there is no limit to what you can conjure, so GO BIG!

The easiest way to do this, all that hugeness aside, is with the creatures they encounter. Let them battle the giant, the mutated, the flaming, or the spectral! Don't limit their foes to evil humanoids, scores of anonymous 'orcs,' or disposable zombies. Surprise and amaze them! Here's where your knowledge of movies, history, world culture, and literature will all come in handy.

The players should look back on their exploits and shake their heads with disbelief... "remember that time...."

THE THREE T'S

Players all over the world have already put this simple method to use, with great effect. Simply put, each encounter you create must include a Timer of some kind, a Threat to impede or endanger them, and a Treat they can use to overcome. Exactly how you fill the trifecta will give you infinite variety, but with a sort of familiar echo that players will come to fear, search for, and rely on.

TIMERS

Get started by inventing some inevitable danger or event. The danger can be unknown or out in the open. Roll your D4 and place it in view. On each GM turn, reduce it by 1. When it counts to zero, the SOMETHING happens. This die is also known as the SUSPENSE DIE. Also consider ticking your TIMER down early when a roll is failed or something happens to accelerate the impending doom.

In 1D4 ROUNDS...
- molten lava will fill the room!
- something terrible will happen...
- skeleton army will break through!
- the bridge will collapse!
- your torch will flicker out...
- the ship will crash into the rocks!

Using Timers has unlimited applications for lending imminence to any situation. They'll learn that a 1 is terrible, and a 4 worth a breath of relief... OR IS IT?

THREATS

This is the easy part. Every room has a monster, a trap, a fireball, or some kind of damage-doer set to kill, eat, or capture hapless victims. Keep your GM notes simple by listing "Threat: Bugbears, Spikes" and the rest can live in your doodle map or be improvised on your table.

The creatures here are...
- twisted with some reddish mutation or blight.
- being consumed by blue flame.
- howling with the faces of victims.
- furious and foaming at the mouth!
- sluggish and half-dead.
- wearing ancient, burnished armor in scales.
- vibrating subtly, attached to some machine.

TREATS

Every puzzle has its solution. Every Smaug has its missing scale. That little shrub in the corner with the healing berries, the hidden lever that releases the boulders, or the crumbling pillar that can be toppled into the iron gate...these are examples of TREATS to balance out your encounters and give players an edge.

For each 'room' you create, plant at least one TREAT to be discovered. Maybe it's in plain sight or requires a Scouting Check to spot. It might be an environmental detail or a device that can be turned against its master. Skilled players will soon learn to seek answers beyond brute force. If they start asking 'where's the Treat here,' you might be a bit obvious with your designs, but it's still better than a world not worth investigating! Encourage them to look for clues by making clues the key to victory. This is the art of the TREAT.

Peering ahead in the gloom, you see something you missed before...

- A lever that vents burning hot gas.
- A teetering boulder above the cavern floor.
- Vines of Goodberries grow in the shadows.
- A series of runes that empower the reader.
- Elite weaponry stashed out of view.
- A dormant shield guardian waiting to be activated.
- Massive, unstable rafters overhead.
- A huge miner's rope, coiled in a corner.
- A 20 foot duranium rod.
- A transport cart parked behind the rubble... it looks functional!
- Volatile liquids in weird glowing tubes.
- Seething Ravagers held in rusted chains.
- One loose bolt in a giant wall panel.
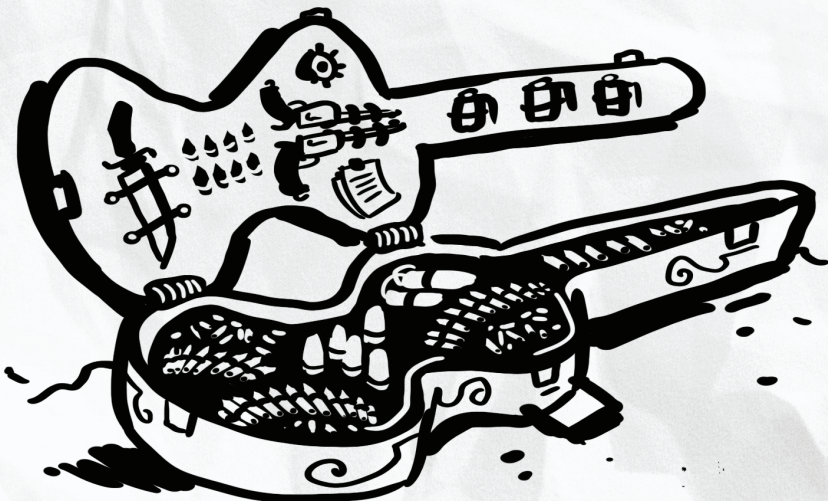
CHALLENGE TUNING: THE 3 D'S

Another silly alliteration to help you remember the essentials, the 3 Ds are like dials you turn to ratchet how hard an encounter will be. Players are brutally crafty, desperate to survive, and will out-think you every time, so how do you make encounters challenging but fair?

DAMAGE
Whether it's during your prep or during combat itself, DAMAGE is the easiest way to make an encounter more difficult.

Since **ICRPG** uses clear dice types for damage, adjusting them is very simple. If an enemy is using a sword, and the damage is terribly ineffective, change that D6 roll to a 2D6 roll. If adjusting during combat, explain it with a description, "the Outsider slams his blade against a wall. It becomes jagged and far nastier."

Another simple way to adjust Damage is to simply use a creature's or obstacle's HEART rating as a damage dice multiplier. A Brainbeast with 3 hearts does 3D6 with its tentacles and 3D8 with its Mind Blast spell. 3 is its magic number, then upgrade its dice here and there.

DISRUPTION
By far the most deadly form of challenge increase is DISRUPTION. This is the disruptive effect of the environment on players and enemies. The environment is your ultimate weapon as a GM: it obeys no rules, cannot be destroyed, and is bigger than even the most colossal monster.

Mild Disruption (Nuisances)
• Gale force winds push heroes toward or away from foes or hazards
• Grabby vines and tangly plants hinder movement and attacks
• A wagon hitting bumps on the road makes ranged attacks HARD

Normal Disruption (Stumblers)
• Mining bombs exploding nearby, rearranging the battlefield
• Falling timbers, logs or rubble introduce deadly areas
• Asteroids hitting the hull send everyone flying to one side

Extreme Disruption (Epic Cataclysms)
• A wave of fire and poison black ash are deadly to all
• Chasms crack the earth open, long way down
• A tumbling sky-ship flipping over...
• Wrath of the countless dead swarm in

DURATION

Another way to make simple battles far more deadly is to constrain how long they can last. Limited battle time uses your TIMER to extreme effect. The longer the battle, the easier it is! The more time is LIMITED, the less options players have to overcome it. The Death Star trash compactor, Metroid destruct sequence, or the hydraulic crusher in Terminator...these are epic battle-constraints that make every breath count. You're going to do this to ratchet difficulty up, and it will be amazing.

Mild Duration Control
- The night grows freezing cold
- Volleys of arrows incoming
- The quarry escapes
- Engines will soon overheat
- Empowering effects will wear off any second
- The chief's caravan will arrive

Normal Duration Control
- The gate will slam shut
- A squadron of skeletons is on its way
- The ship is sinking
- A cloud of bats spirals downward
- The dragon will soon awaken
- Deadly machines ratchet into place

Extreme Duration Control
- The floor crumbles into magma
- Water floods the chamber utterly
- The reactor will blow
- The sun is about to implode
- The lich approaches its final form
- The Xill threaten to rewind time... again...
- The tomb of Pyrmadon will rise, and all will burn

Beware a deadly die! Sometimes the question of Duration is too big a weight for a mere dice roll to decide. It can be best to simply note: 'In 6 ROUNDS, the floor will crumble to magma.' You can announce this time to players, or keep it secret. It may feel a bit 'meta', but openly telling them almost always leads to the most exciting scenes. Suspense is a cruel, wonderful thing.

GM'S GUIDE
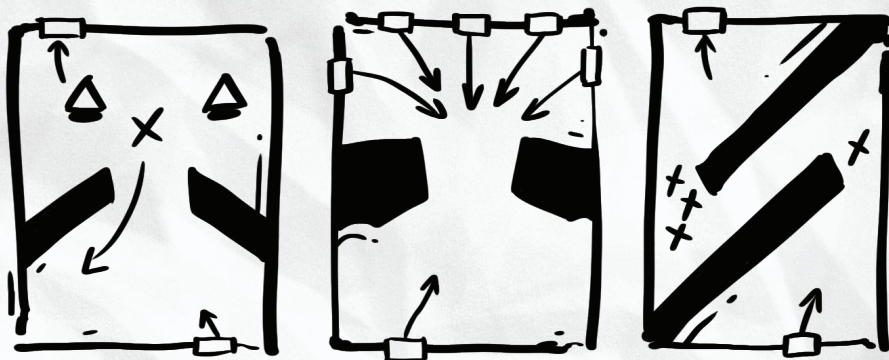
ENCOUNTER ARCHITECTURE

Whether you play in the mind's eye, on a dry erase mat, or with full 3D terrain, the art of designing fun spaces should be central to your GM skill set. Creating consistent, believable, visualizable spaces will give players details to exploit, more ways to be awesome, and a cleaner sense of fairness. These archetypes are by no means exhaustive, but they cover many cases.

POSITIVE AND NEGATIVE SPACE

When designing, almost every idea will require barriers of some kind. The three diagrams above show these as large black areas. Ask yourself: is the black area a barrier because it is VOID or because it is SOLID. Solid barriers are walls, rocks, timbers, and the like. Void barriers are chasms, pits, or sheer drops. This difference is important and useful because the same design can serve two different play experiences. For one thing, you can't fall to your death down a wall.

CREATIVE DOORS

Using 'in-door, out-door' type thinking is great, but are they even doors? Do they trap the players once walked through? How? Are they natural tunnels, doorways, wide open spaces, or crumbly holes? What can the 'door' say about the room beyond? Answer these questions as you build, or answer once for a set of connected encounters.

OVER-META?

One final note on designing spaces. Be careful not to let the play space become so literal that players are just 'playing the board' and letting imagination slide. Keep things vague, and paint in big strokes! If the board is too perfect or too detailed, they will be constrained and look for 'the thing' on many occasions. Perfect specificity will limit emergent role play and surprises.

ENTER   EXIT ENEMY ALLY   LINE OF   BARRIER   TARGET
                             ACTION   SUGGESTION
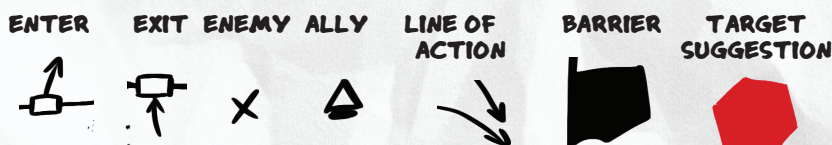
BARRIER

10
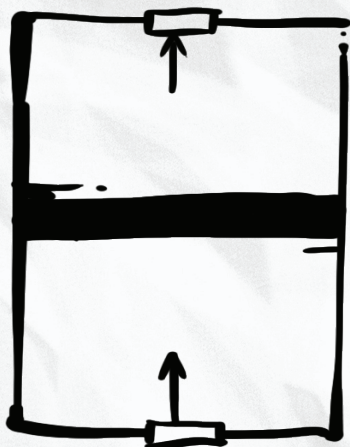
Here you have the most fundamental kind of room. Players enter, and for whatever reason, need to exit at the far end. Between them and their goal, is a wall, chasm, barricade, spiked fence, energy field, or row of spears. Despite its humble appearance, this room is versatile. In its simplest form, players run and jump over the crack or smash the wall. Done. Move on. If the barrier is an energy field, with a four-piece combination lock, and the army of mutants is chasing close behind, things get more exciting. 'Barrier' type rooms can provide a break from combat and emphasize the fun of numerous mobility skills a group may have.

TANGLE

12

"Stay away from the walls!"
Impeding the group's ability to wage combat is a great peril to introduce. In this case, tangling, grabbing, grappling creatures or objects sit at the four corners, with a safe zone at middle. Doors are offset to increase the risk of being tangled up. Toss in a few enemies. Grappled characters can be crushed, injured, or simply unable to help fighting friends. If weapons turn toward the tanglers, the enemy is now unchecked. Be creative and allow unexpected approaches to pulling free of the grapplers, not just brute Strength.
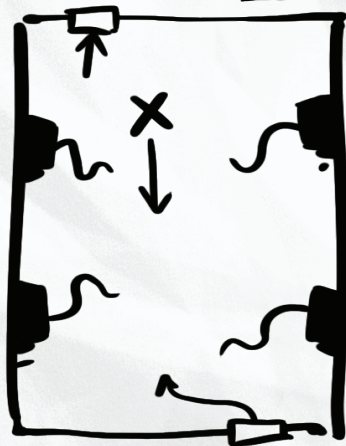
TARGET, SHMARGET

The **TARGETS** shown on each room archetype are just loose suggestions based on complexity. Adjust as needed, and make 'em your own!

LOCK

10
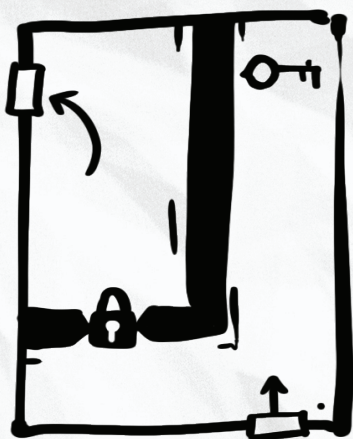
Pursuit, fatigue, or fear make even simple tasks challenging. This test asks players to search off-path for a key or release of some kind to a locked door. You'd be surprised how many times a group will smash this door rather than look for a key or lever. Scale the mystery up by placing the key further off-path or even in another room. Rudimentary on paper, but no easy thing in the chaos of adventure. Another way to heighten the challenge is to conceal the path leading to the key. A locked door, a book case... that's it?
We're doomed!

KITE

16

Here's where brute force cannot succeed. An enemy stands in the way, flanked by healers. No amount of damage can bring the beast down with those healers at work. It's time for an all-time classic: the Kite maneuver. Players may not be familiar with Kiting per se, but a skilled GM can gently lead players into the concept. An area of the floor, for example, has runes that glow, healing the enemy. Get it to leave that area and the healing stops. How to move enemies is a sublime and powerful skill in a group, often beyond beginners. Be super-effective with your healers, otherwise players will brute force the fight.
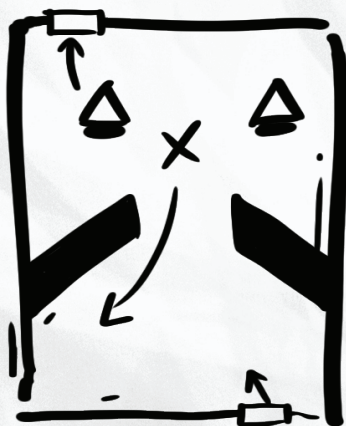
MONSTER FRIENDS

Monsters need friends, too!
If your enemies have allies, be sure
to visually distinguish them, so
players get a read on
what's going on.

PINCH

14
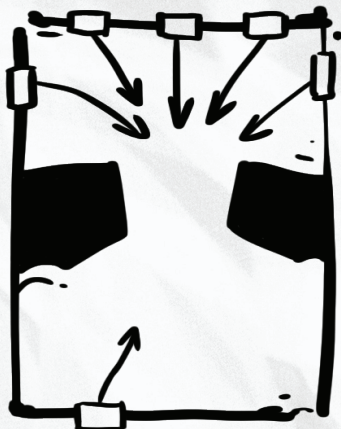
Like the heroes of Thermopylae, your players will someday face this battle. Remember to think in the abstract. This need not be a room with many doors. It could be a cliff side canyon or a dimensional rift. What matters is that with a narrow space, few can stand against many. Funneling a large enemy force is no small skill and takes planning and teamwork. If even one character strays from formation, driven by wrath or greed, the strategy can break, to the doom of all. As the GM, be sure to smoothly run lots of enemies, and show no mercy. With careful use of this setup, skilled characters can hold this position with amazing tenacity. Test them.

AMBUSH

12

In this space you'll need to use positive mass for the barriers to block line of sight. The first enemy draws players to attack, while a larger force waits to pounce. If a group is becoming brazen, or one character is always lurching ahead without care, this room can be a real wake up call. Ratchet up the danger by making the three ambushers ranged attackers. If your players are excessively cautious, use a TIMER to press them forward into the trap. If they are combat-weary, swap out the ambushers for wall-mounted traps that must be evaded or disabled. The art here is the round-the-corner surprise. The details are up to you.

MOAR?

How many ecounters make a session? On average, imagine playing three rooms per night. This isn't a hard rule, but it can soothe your prep anxieties as you work.

SIEGE

12

A siege pits attackers against a higher ground fortification to proceed. When enemies are dug-in, players will be in need of some clever tactics or deception. Be sure you have a few rules or mechanics for high ground, cover, and how advantage is gained. Direct assault here should be almost impossible, forcing attackers to create a diversion, limit visibility, or divide their defenses to even get close. The advanced tactic here is to lure them out...down from their walled perch to die in secret. This scene is where the power of clever role play can out-maneuver even the worst combat odds, and that is a good thing.

TIGHTROPE

14

Crossing a space on an elevated walkway that is narrow and difficult is bad enough. Below the 'tightrope' is a pit filled with monsters, waiting for the clumsy. Make the CHECK hard enough, so someone is bound to tumble. Make recovery difficult, the climb slippery, the path crumbling away, and be ravenous with your pit-dwellers. For extra peril, lock the far door or exit, have monsters climb from their pits, or break the walkway in half with an earthquake TIMER. All the players are doing here is running across a space. Your job is to make that simple act a memorable, dangerous proposition.

YOU DO YOU

Create your own encounter archetypes! Before even considering genre or theme, room mechanics can be fun to imagine.

ALLY KITE

18
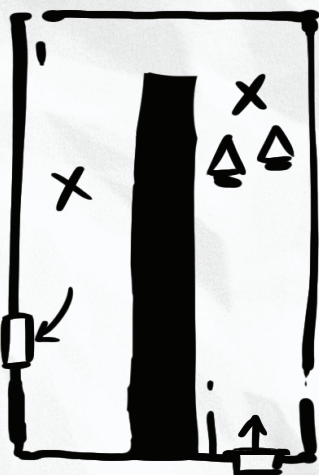
Kiting an enemy is hard enough, but this set-up is worse. The prime monster hides behind a group of healers or guardians, slinging ranged attacks. Players must 'pull' the allies from their hole to get a clean shot or break access to healing. Make those allies stalwart! They can't be easily taunted or tricked. Players must find a way to physically move them and clear the way. Then, as they finally gain access to their prey, the corner reveals the true threat: a final enemy lying in wait. It's kite and ambush all in one, and it takes teamwork. The concealed enemy could even be invisible or stealthed to make the final moment of horror even worse.

DUEL

10

Bare bones and super simple. A one-way room and some enemies. Someone's gonna die. Here's where details, description, drama, and a bit of humor are your clutch elements. Running this room can also reveal how much of your tabletop play can accidentally become too simple. But now you know better, so use something this bare only as relief, rest, or story hook. Yep, old Blackbeard is in that room right there. Let's go end him. Blackbeard needs to be a dynamic, exciting enemy, a brilliant role player, or already deceased to be interesting.

MAPS? NAH, PASS

If you player 'theater of the mind' style, this exercise is the same, but is focused on bullet lists over drawn-out maps. All the same thinking is still there!

USING CARDS AS DICE

Yep. You can play entire sessions without rolling a single die. Just make sure each player and the GM have a conventional 52 card poker deck, with the two jokers. You're ready to go.

CHECKS AND ATTEMPTS

All of your **ICRPG** characters and monsters will function *as is*. TARGETS, HEARTS, and all of the core game is still intact. The only thing you'll change is how rolls are made. Face cards count as 10, Aces as 11. Jokers are an auto-fail. *There is only one rule:* **TO MAKE A ROLL, DRAW 2 CARDS and ADD APPROPRIATE STAT**

DRAWING FOR EFFORT

Here, you just have simple conversions for types when using cards as Effort dice.

- **BASIC: Draw 1, divide by half**
- **WEAPON: Draw 1, Redraw if FACE**
- **GUNS: Draw 1**
- **MAGIC: Draw 1**
- **ULTIMATE: Draw 2**

HIGH STAKES VERSION

As an add-on to make things interesting, replace a CHECK or ATTEMPT by simply drawing *against* the GM. Both you and the GM draw 1 card. High card wins.

Make it far more interesting by introducing a high stakes mechanic. You and your GM each draw 1 card. Say you're attacking his monster. Keep your draw hidden, face-down. Now you can WAGER. Up the stakes of the exchange. For example, you offer "If you win, not only will my attack fail, you do WEAPON damage on me." If the one responding to this wager accepts, draw again. At that time, you can either reveal or up the wager even further. "Ok, whoever wins this, KILLS his opponent in one blow!" Draw and reveal, or wager again and so on.

THE CHOSEN TARGETS

You've already learned about how **ICRPG** consolidates rolls on a scene into a single TARGET number to help you run games smoothly and choose difficulty with skill and simplicity. Even so, the question: "Well, what should I make the TARGET here?" just keeps coming up. It's a perennial challenge: how hard do I make this stuff?

The CHOSEN TARGETS narrow down your choices as GM.

ICRPG employs numeric distinction to clear the mud on numbers in general. Here's a whopper: you no longer need choose a number between 10 and 20 for your encounter TARGET...

ALL ENCOUNTERS START WITH A TARGET OF 10, 12, 15, or 18!

TARGET 10: Beginner encounters, easy conditions, home base, clear weather or high ground. Players will dominate with this low TARGET.

TARGET 12: The supreme average TARGET, to be used in almost all of your encounters. A level playing field that just always feels right.

TARGET 15: For a group with experience or good gear, rough conditions, low light, smoke, cramped spaces or frightening situations, a 15 will be just enough challenge to ask for creative thinking.

TARGET 18: Brutal. An 18 TARGET will be almost impossible for players, but force them to find a way to lower the number immediately. Reserve this setting for the most difficult, most confusing or obscured conditions including magically-induced obstacles or obfuscation. Did I mention brutal?
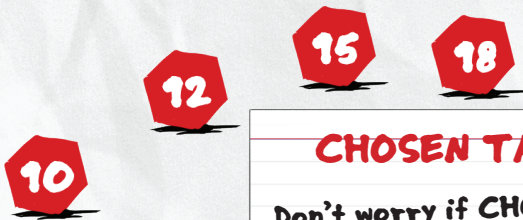
CHOSEN TARGETS

Don't worry if CHOSEN TARGETS seem to reduce variety! Players have many ways to change the TARGET during play!

GM'S GUIDE

TARGET DAMAGE

Once you adopt the idea of CHOSEN TARGETS and save yourself hassle by choosing one of four TARGETS for your scene or encounter, you're ready to breathe a bit more life into your gameplay with TARGET DAMAGE. This a term used to describe how players can reduce the current TARGET, making every roll they make a bit easier!

Some of the abilities in this ruleset directly mention how a player can inflict TARGET DAMAGE, but you can also work from custom cases that fit your scene. The catacomb tunnels are dark and cramped, so you choose a TARGET of 15, but a torch held by the heroes reduces this TARGET by 1. Now they're rolling against a 14, just barely able to see into the shadows. A LIGHT SPELL by the wizard may illuminate even more, reducing the TARGET to 13. Ask any player, a 13 is about 10 times easier than 15 to roll consistently!

As you create encounters, you can note ideas for TARGET DAMAGE or simply let players invent ways to bolster their chances. See the TARGET as dynamic, even allowing the environment or enemies to INCREASE or even RANDOMIZE the TARGET with volatile quakes, bad visibility, wind, smoke or fear!

TARGET MINIMUM

As a rule, players can never reduce a TARGET by more than 3 points. So if you set a 15, it can never go below 12.

TARGET EXAMPLES

Here is a set of TARGETS, their reasoning, and ways they might reduce, raise or randomize during play.

TREMORS, TARGET 10: The battlefield in this encounter shakes, making even simple tasks challenging. Each ROUND, add 1D6 to the base TARGET of 10, thereby selecting a random TARGET each round between 11 and 16. Players can reduce the TARGET with ropes, spiked boots, earth magic, or levitation. Enemies can increase the TARGET with seismic slams or volcanic abilties. No matter what, reset and reroll the TARGET each ROUND.

MAGMAROG, TARGET 12: On its TURN, this titanic lava beast exhales a cloud of pyroclastic smoke, increasing the TARGET by 1, thus reaching a maximum of TARGET 18 in 6 ROUNDS! Players can slow this by interrupting the exhalation or clearing the smoke with wind. Breathing apparatus or vacuum suits could also mitigate the smoke, reducing it by 1.

PSYCHIC DISRUPTION, TARGET 15: An uncontrollable psionic attacker emits waves of mental vibration that cripple players. Base TARGET 15 and all actions are HARD unless a CHA roll is made. The effect can only be ended by subduing or killing the psionic source.

SWARM-AS-TARGET, TARGET 18: A swarm of biting, pestering insects assails heroes while they do battle. This TARGET can be reduced by directly damaging the swarm, reducing its number. For each successful attack against the swarm reduce the TARGET by 1, with a distant minimum TARGET of 10.

NEXT LEVEL TIMERS

The impact of TIMERS on the tabletop community has been huge. Of all the mechanics in **ICRPG**, it has found its way into more games than any other. After so much experimentation with TIMERS and their exciting effect on play rhythm, it's no surprise that new uses have emerged. TIMERS have leveled up.

Here are the most innovative new uses of TIMERS, direct from the players and GMs who make **ICRPG** the ever-changing beast it is.

EXPLAINED IMMINENCE: We've all rolled a D4 to see when 'the next thing' is about to happen. This doesn't mean it has to be a mystery! TIMERS gain new efficacy when you freely explain what the timer implies. "You see a group of shapes swimming up. They'll arrive soon, that's what this TIMER represents."

WORLD TIMER: At the beginning of a session or even adventure, the GM sets a TIMER on the table, usually at its max value, like a 12 on a D12. "In 12 ROUNDS, the reactor overloads. It will vaporize the planet." This brutal form of TIMER asks players: can you be victorious in a set amount of time? If not, it's over.

TURN TIMER: Most TIMERS count ROUNDS. For a brutally fast feeling to the action, convert this increment to TURNS. Rolling a 1 on a TURN TIMER means that the next player to act triggers this event! Even a 4, in TURNS, can be less than 1 ROUND! Use sparingly, this stuff is TNT.

STATIC DEATH TIMER: We've all rolled for DYING, but this TIMER can also be made static. Rather than a DYING D4 roll, you simply have 3 ROUNDS to get a heal or stabilization, or you're dead. This method can even out the volatility of DYING rolls, but also eliminate the anti-climactic effect of a high DYING roll.

RELOAD/RECHARGE: Looking to nerf or control roll-to-cast or superdeadly fire-arms? Simply employ a D4 reload/recharge on a given weapon or spell. This asks gun mongers to carry multiple weapons, and forces roll-to-cast wizards to switch up their spell selection to avoid downtime.

EFFORT SUBSTITUTE: EFFORT is great to challenge players with prolonged tasks. As a faster way to measure such tasks, you can just use a timer. After the initial success, simply announce "It will take D4 ROUNDS to decode the secret password." Now that player can be at ease, working steadily, rather than using table time each ROUND on the same task.

TIMER DAMAGE

Just like TARGET DAMAGE, TIMER DAMAGE is a term for players' ability to delay or hasten events with their ABILITIES and LOOT. Once a TIMER is on the table, players should always feel welcome to work against it in their favor. Here are a few examples.

ROOM ON FIRE: The cabin may be burned to cinders in 3 ROUNDS, but a player using an extinguisher, water magic, or other means could delay that outcome by 1 ROUND for each TURN used fighting the flames. "Get them out! I'll hold the fire here!"

THE PORTAL IS FORMING: We've all had encounters where an escape route is all too slow to arrive. Players could assist magical effects, boost the power output of an allied mage, or destroy warding runes to hasten a portal. Super effective efforts reduce the TIMER by D4 ROUNDS! "By all the old Gods! I add my doorway spell to yours! Haraban, portoli, infernum!"

CRUSHER MECH POWERING UP: In D4 ROUNDS, the monster of metal will be active and ready to rampage! A series of power cables are discovered by a player nearby. For each cable pulled with STR, the power cycle is delayed by 1 ROUND. Up the ante with multiple mecha, or HARD STR rolls. "Run! The eye is lighting up!"

CALLING FOR DEFENSE ROLLS

One of your best tools here is the DEFENSE roll. This STAT won't have much excitement without a GM who embraces it! The purpose of this new accent is to give well-armored characters a reward for their precious character creation points. All too often, GMs use a DEX roll when some devastating effect sweeps across the battlefield. "Roll DEX to avoid the wall of fire!" With DEFENSE, DEX is no longer the key STAT for avoiding large area effects. Dwarves rejoice.

DEFENSE is especially handy when an effect cannot be evaded. Who can just simply take it and still stand? Here are some examples of using DEFENSE in play.

SHRAPNEL: Any effect that sprays damage everywhere, or goes all directions, demands a DEFENSE roll to reduce or avoid the pain. These types of abilities are great for giving enemies variety and danger, rather than rolling attacks over and over.

FALLING: Hitting the ground is never pleasant, but DEFENSE can help absorb the impact. A successful roll here doesn't nullify damage, just reduces it.

ALL OR NOTHING: If any effect, even as a result of a conventional attack roll, is to reduce a character to 0 HP, or even inflict instant death, circumstances may offer the player one final DEFENSE roll to remain intact. "You're toast, but let's see if you're just knocked senseless or crushed to jelly. Roll DEFENSE."

IMMOVABLE: If an effect would shove, push, slide or topple characters with sheer force, a heavily armored character might try to plant their feet in defiance. This is a perfect moment to reward high ARMOR players, as they roll DEFENSE to stand firm.

SHARED DEFENSES: Ah, the shield wall! When characters are making DEFENSE rolls elbow-to-elbow, let them help each other! Add DEFENSE bonuses, share them, or allow re-rolls on failure. We are mighty when we lock wills and shields, so let that moment be epic!

WHEN THERE'S NO DEFENSE: Bigger, badder baddies don't bother with attack rolls. A giant dragon tail, for example, does not roll to attack. It's huge! This type of attack simply hits, and the victims must absorb the impact as best they can. AUTO-HIT is also handy for keeping boss level battles fast at the table.

DAMAGING DEFENSES

The skilled GM giveth, and taketh away. Consider eroding player equipment, thereby decreasing their DEFENSE STAT in cases like these.

SUNDER ATTACKS: Equip your nastiest monsters with attacks specifically for getting rid of armor LOOT. Smashing weapons and piercing spikes work best. "Boom! You take 12 damage and lose 1D4 DEFENSE!"

CORROSION: Acid, rust, and extreme temperature can all crack, corrode or dissolve equipment, rendering armor useless and lowering DEFENSE.

MASSIVE DAMAGE: If a character takes over 20 damage in a hit, consider the logical attachment of damaged armor. "You were crushed by a boulder, for crying out loud. Your hauberk is crumpled!"

OVERCLOCKER: For a character constantly using a shield, some wear and tear is expected. Each session, decrease the shield's DEFENSE by 1.

THE YANKING: Some enemies come equipped with grabby hands, nipping tentacles, or thiefy beaks. Successful attacks steal armor bits.
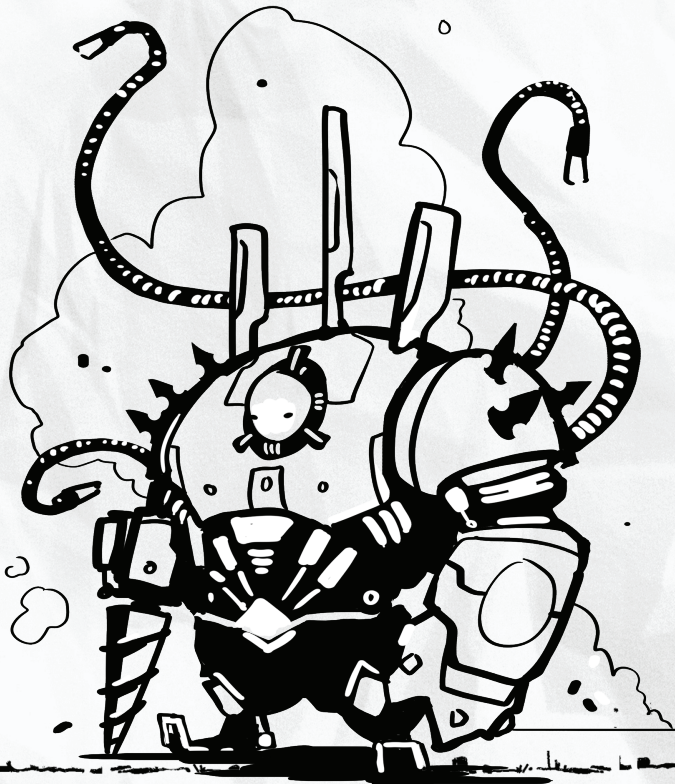
VEHICLES & CHUNKS

Vehicles in **ICRPG**, all the way up to starships, are defined by CHUNKS. A CHUNK is 1 HEART of VEHICLE HP (5 HP for battle suits), one key function or weapon, 250 pounds of metal and rubber, and costs 1,000 coin. No vehicle can excede 5 CHUNKS. With this simple system, you can build anything!

VEHICLES inflict double damage against those on foot. Pedestrians do HALF damage against VEHICLES. Attacking a battle suit with your trusty pistol? Not a good idea.

During the action, if a CHUNK is reduced to ZERO HP, it is destroyed! Remove the ability or weapon associated with that CHUNK. Use a roll to choose what CHUNK, unless the attacker is aiming at a specific CHUNK. If a destroyed CHUNK is fired upon, roll again. Another fun narrative element is having that CHUNK go flying as a hazard, or landing in the field and becoming an obstacle or source of fire.

VEHICLE EXAMPLES
All vehicles fall into three categories of speed: Slow, Fast, and Hyperfast. Slow and Fast engines use 1 CHUNK, and Hyperfast engines use 2 CHUNKS (like a Hypercar's Blower).

GRAV BIKE: 2 CHUNKS: Engine (Fast), Fairing (Ram for Weapon Damage)
HYPERCAR: 4 CHUNKS: Engine (Fast), Roll Cage (Ram for Weapon Damage), Chain Gun (Fire for Gun Damage), Nitro Blower (Allows bursts of Hyperfast)
DREDGE: 5 CHUNKS: Engine (Slow), Haul Crane (Grapple other vehicles), Grenade Launcher (Fire for Explosive Energy/Magical Damage), Ram (Ram for Weapon Damage), Flatbed (carry another vehicle)
BATTLE SUIT: 5 CHUNKS (5 HP EACH): Ablative Shield (+5 DEFENSE, explodes when destroyed), Bolt Gun (3 round burst, reload after 4 bursts, explodes if destroyed), Repair Unit (repair 1D6 onboard CHUNK HP per ROUND), Repulsor Shield (+3 DEFENSE, deflect all projectile weapons within CLOSE range)
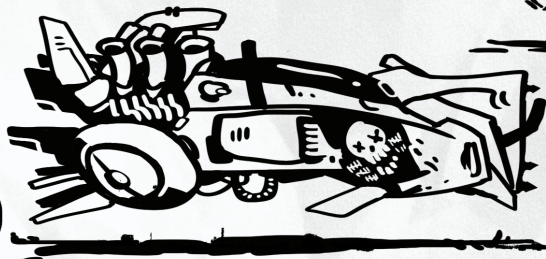
STARFIGHTERS AND MANEUVERING

Like all VEHICLES, space fighters are built in CHUNKS. A Krell SF-4 fighter is built from four standard 10 HP CHUNKS. Consider a few custom rules to give your unique vehicles maneuvers and let the chaos begin. Here is a sample fighter build, and a few maneuvers to offer players.

**Krell SF-4:** 4 CHUNKS: Cockpit (Life support, canopy, instruments, and controls. Seats two. If destroyed, the fighter can no longer be operated. Pilots still in a destroyed cockpit have 1D4 ROUNDS before death), Ion Drive (Enables deep space/sector travel and maneuvers. If destroyed, fighter is crippled and can only taxi or limp at thruster speed), SR missile pack (Explodes when destroyed, destroys 1D8 micro fighters or inflicts D10 DAMAGE against CHUNKS, 8 bursts until empty), Chain Gun (Destroys 1D4 micro fighters or inflicts D8 CHUNK HP, never needs reload).

- **PUNCH IT** (Move to any adjacent SECTOR, take fire from enemies in current SECTOR. SECTORS are simply areas of deep space)
- **ZERO** (Lock onto target and follow them even if they PUNCH IT)
- **ENGAGE** (Fire guns! On a success, roll damage on a random CHUNK)
- **BREAK OFF** (Stay in the current SECTOR, but elude all enemies that TURN)
- **DITCH** (Eject! Roll to safely eject or take WEAPON DAMAGE as you fly out)
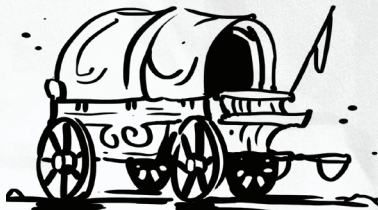
IT'S JUST A WAGON!

Even if you're building CHUNKS for something as simple as a wagon, apply the same rules and offer a few cool maneuvers!

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GM'S GUIDE

HORROR MODE

Adding horror to your games is a delicate dance for any GM. It is a mix of atmosphere, terrible themes and revelations, the loss of one's sanity, and worst of all- glimpses of the vast, uncaring infinity of the cosmos. Let's start with SANITY...

SANITY DAMAGE

Every good horror game has an insanity mechanic. In many ways, counting these points as they tick down is more central to a horror game than actual HP, because the danger is more psychological than combat-driven.

All sane characters start with
1 HEART of SANITY

The deeper they peer into the abyss, the more this reservoir of reason is eroded. They go completely mad at 0 SANITY, unable to function.

Inflict SANITY DAMAGE whenever the moment is too terrible for a character to simply wave away. Scenes of abject horror, gruesome glimpses of suffering or realizations of supernatural truth inflict SANITY DAMAGE.

The table below offers a guide to what kinds of events could inflict certain amounts of precious SANITY DAMAGE.

See a person dismembered, beheaded, or die terribly	1
Suddenly discover a corpse or scene of depravity	1
Stare directly at a supernatural entity, ghost or zombie	1(1D4 if horde)
Have a limb ripped or chopped off (lose all but 1 HP in one attack)	1D4
Witness an object of celestial, antediluvian, or trans-dimensional origin	1D4
Gaze upon an abomination of the world between worlds	1D6
Assemble clues that lead to dark truths transcending time and space	1D6
Witness the arrival of an Elder God such as Azatoth or Ogdru	1D8
Form a mind-union with an elder God or Beyonder	1D10

SANITY   STATE OF BEING

10	Safe in the veil of daily normalcy
9	Rationalizing away what was just witnessed...it couldn't be...
8	Aghast, on edge, wary of unexplained sounds
7	Shocked, looking for any way to avoid the source
6	Terrified. CHA, WIS rolls HARD, can't ATTACK the source of fear
5	Pure, white hot fear, break a cold sweat, ALL ROLLS are HARD
4	NO! ALL ROLLS HARD, must seek hiding place or back away immediately
3	Screaming, petrified with fear for 1D4 ROUNDS, beg allies to flee
2	Run! Run for your lives! Use 1D6 ROUNDS to flee at maximum speed
1	Tears. Fall to your knees, ALL ROLLS HARD is now PERMANENT
0	Catatonic, clinically mad, seeing the terror again and again forever

DETAILS, DREAD, AND DEVILS

SANITY DAMAGE is easy enough to employ, and can provide good role-playing guidelines mechanically, but it is a far cry from real, tangible horror in a game session. There are many paths to building the unsettling effects of good horror, here are a few key tools to experiment with.

THE DETAILS ARE PERSONAL AND UNNERVING
- Old timey music plays when the evil is growing
- Children and animals see and feel the horror first, freezing in place
- Heirlooms and memorabilia show a lonely, misguided fall from grace
- Players investigate, the tone is subdued, slow, rumbling

BUILD DREAD OF INEVITABLE EVIL
- Show the aftermath of attacks-- the innocent are torn to pieces
- A doom-sayer character is spared, but found bloodless, frozen with fear
- An old journal or lost tablet tells of far greater forces at work
- Players uncover the evil, clash with cultists or the possessed

BRING THE DEVILS INTO THE LIGHT
- The innocent are used as puppets by the evil... hissing and howling
- The true beast, a giant of nightmare, is never quite seen
- There is no killing that which is death-- fighting it is futile
- Even after all the heroes do, some remnant of evil endures-- a ritual fails
- Players confront dark gods, go mad, kill themselves or forced to flee

GM'S GUIDE

ADVENTURE BUILDING THE INDEX CARD WAY

Time to bring things to the table. You need to build an adventure! **ICRPG** favors simplicity. If any thing is too complex to run from memory, it's too complicated. Here's how all the **ICRPG** adventures from years past are built. *Special mention here to the brilliant '5 Room Dungeon' method of roleplayingtips.com!*

1) THE WHOLE TRUTH

To get started, you need the bird's eye view of your idea. This is all the secrets, the big twist, villains, and scenery in your idea. Grab a trusty index card and write down the big picture. Don't try to be clever or interesting, just facts.

- A starship is imbued by evil energies while crazy lizard mutants run amuck onboard. Heroes must destroy the ship from within before it reaches a home planet and spreads its doom to a huge population of good peoples.
- Bad guy monks in a huge dungeon are planning to summon an evil god. Heroes need to find their way down and stop the ritual, but time is running out! The guy who helps them turns out to be an evil monk, too!

2) SCENES & BULLETS

Now lean back in your GM chair and take a look at the whole truth. It should give you ideas for scenes you'll need. Find five scenes, including 2-4 bullets of fun detail per scene. Keep it super tight, just let it flow, worry if it's cool later.

SCENE 1: Entering and 'The Guardian': Start things off with a bang, get the dice rolling as soon as possible... we're talking 'before the credits'! Describe the opening scenery then BOOM an enemy leaps into frame and attacks!

SCENE 2: A Role Playing Challenge: Now that everyone is warmed up, move them deeper into the map and propose a dilemma. Do they bargain with the bad guy or proclaim their defiance? How can they convince a foe to help them?

SCENE 3: The Big Setback: Once the dialogue and pondering flattens out, the story shoves players into a dangerous scene, one that is almost unwinnable, cascading them into the heart of darkness.

SCENE 4: The Climactic Battle: The heroes tumble into the sanctum or deepest lair, and are confronted with the reason for all the fuss. Time to fight.

SCENE 5: Rewards and a Twist: In the afterglow of battle, shower them with praise from local folks, treasure, or revelations... but then things are not what they seemed and the threat somehow lives on.

3) CASTING CALL!

Now that you have a sense for what scenes make an idea work, you probably already know what characters and creatures occupy those scenes. Take a moment to write each one down on an index card. You'll need a few NPC's, a few bad guys, and something a little tougher to mix it up. If it's too much for an index card, it's too much for you! Here are a few examples.

- **Nadia, helpful local girl:** Nadia is small, but courageous. She remembers the town when it was bright and good, and needs the heroes' help!
- **Edmundo, doom-sayer guy in town:** Edmundo shouts at heroes to be gone! This town is doomed! No one can help! It must all burn!
- **Ratmen:** Half rat, half man, all nasty! They have kidnapped townsfolk as food! Ratmen are super easy to kill, but fight in numbers.
- **Ratman Sorceror:** Cloaked, creepy, makes potion to conjure more Ratmen! This guy uses magic and runs away, making him hard to beat.
- **Rat King Locrius:** A pale, hairless super rat mutant unleashed to end it all!

4) MAKE SOME MAPS

Now for the coolest part: maps! Whether players see your maps or not, you'll need a sense for where the action takes place. Some will be tools to help you describe things, others literal, mechanical design ideas. Try mapping from the side, or using blueprints or concept art to capture your ideas from The Whole Truth. Don't worry about measuring out 5-foot squares or perfect grids. The best maps work like a soundstage in a play, or a set in a movie: they are the backdrop that reinforces the mood and gives players ideas to role play.

You're ready. Now go be an amazing GM, and fear no evil!
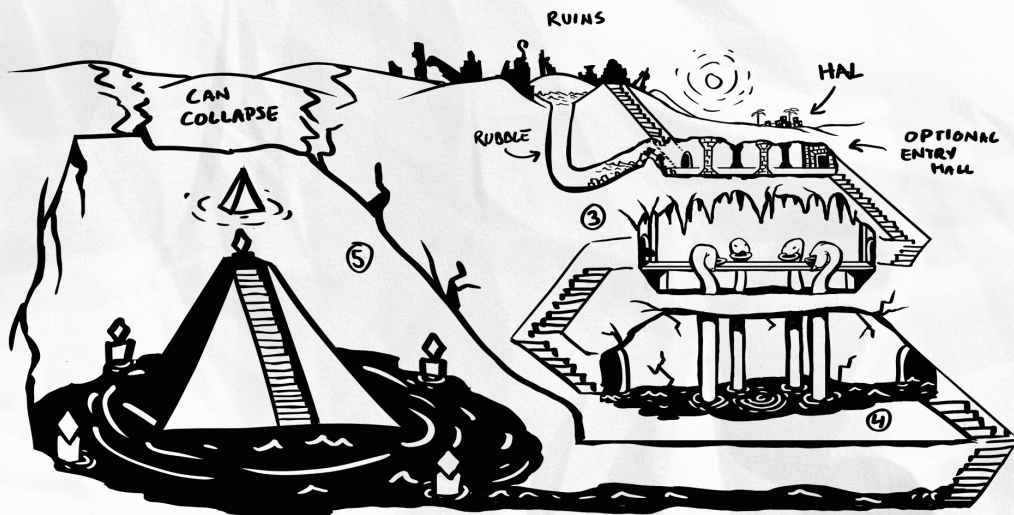
INDEX CARDS? SRSLY?

Before we dive into this section, you might be wondering why in the Nine Hells this RPG is named after the humble index card. There is no drama in these little bits of paper, no excitement, no fantasy. I mean, they're index cards for cryin' out loud. For reasons that will become ever-more apparent, you'll see that the index card is a metaphor for an entire way of thinking. Your ideas are delivered in small, digestible bits. You will treasure memorization over book-checking. You will divide your game world into tasty little packages. Most of all, you'll be able to create, organize, and execute on the fly, as the wacky action of a good RPG session unfolds. Here's why they earned the title spot.

- **Humble Origins:** In the many years of gaming that led up to this system, no one tool was more clutch for me as a Gamemaster. I use 'em like crazy.
- **Creative Kick:** Ever draw a complete blank on preparing a session or creating a new monster? Stack up cards with random drawings, shuffle and pull a few. It's like a tarot for GMs: interpret and get going.
- **Monsters:** Nothing organizes your monsters for a session better than an index card. When they're killed, tear that sucker up.
- **Terrain and Distance:** With a sharpie at the ready, you can improvise bridges, walls, doorways, and more with a few quick lines. When you really start to embrace this, the cards themselves measure distance in your world.
- **LOOT:** Draw that magic sword on a card, mark down the stats, and hand it to the player who just unlocked that rusty old chest. It's great.
- **Everything Else:** Anything you may need in your session, your prep, or your design process can find tidy, separated homes on cards. Yes, you're gonna chew through hundreds of these little beauties.

GOTTA RIP 'EM ALL

With a sharpie and some reckless ripping, you can make rocks, roads, fires, and hallways. Index cards. Srsly.
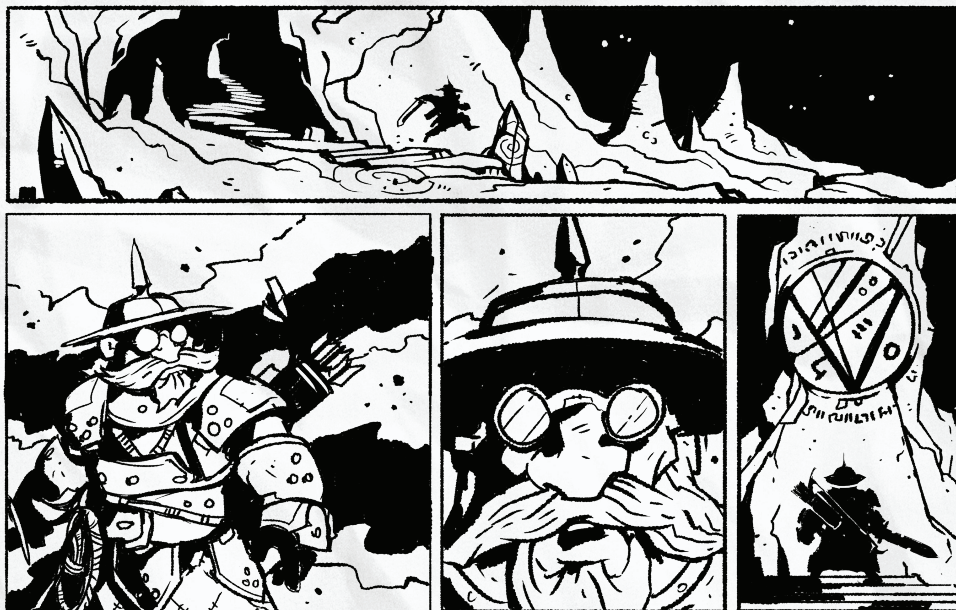
THE WIZARD'S LOCK

The symbol on the cover of this book is a WIZARD'S LOCK. It's a sort of shorthand for the interdimensional WORLDS and crazy GM style at play here. Wherever this mysterious symbol appears, the dimensions and time streams become tangled. Cosmic rifts, motes of raw arcane power, and time distortions are soon to follow when a WIZARD'S LOCK appears. For those powerful enough to survive, the WIZARD'S LOCK can even be used as a gateway to the farthest reaches of the multiverse. This phenomenon rests at the heart of **ICRPG's** cosmic crossroads: it is an arcane explanation for the mindset of being an **ICRPG** GM: all WORLDS, all times, all fun. Here are the WIZARD LOCK'S properties:

- **BIND THE WORLDS:** Index Card RPG spans many distinct worlds. The more you explore, as a game master or player, the more these worlds threaten to overlap. The WIZARD'S LOCK gives you a means to do just that. A LOCK in ALFHEIM may link to an energy portal in WARP SHELL.
- **MONSTER MAKER:** The arcane energy being tapped by these strange glyphs has a tendency to twist nearby creatures into terrible forms. Find the LOCK, destroy it, and rid one more town of its hellish menace.
- **COVETED BY EVIL:** Evil forces always seek to conceal and control a WIZARD'S LOCK for their devious plans. In any story, what seems one source of devilry can later be revealed as a WIZARD'S LOCK. There's no telling where they'll turn up, and the nasties won't be far.

HEROES ARE MADE HEROES BY MONSTERS

DARKNESS DEFINES LIGHT

THE GM'S JOB? GIVE THE DARKNESS LIFE

MONSTER LISTINGS

This free core update does not include the Master Edition monsters. You are invited to create your own with simple **ICRPG** methods. Start with a simple skeleton and work your way up to dragons and titans! Just determine these aspects:

HEARTS: Give monsters 1-4 HEARTS typically, tuning to toughness or size
ROLLS: Set a single number to modify all rolls, between +1 and +6
ACTIONS: Get creative here, with bite, claw, and special attacks
TRAITS: Add an immunity, special tactic, weird ability or behavior to finish.

Read on for more universal monster-making tools!

MONSTERS

ALL THE OTHER MONSTERS

No amount of monster listings can cover the real task at hand for a GM: creating custom monsters for unique situations and original ideas. The monsters listed above, in time, will mainly function as idea fuel, not at-table play word by word. When you're getting ready to create your own specific baddies for your next session, that's the real deal.

In the excitement of a table session, simplicity is king. Even the most elegant monsters are boiled down to their essentials when the dice start rolling. Rather than fight this inevitability, **ICRPG** embraces it and offers the tier system on the opposite page to create and execute your next monster in play.

That said, the tiers only give you baseline statistics. There are countless other nuances, ideas, notes and details to make your monsters interesting. Consider 3 key words for every monster, then use tiers and the roll tables below as needed.

Power Word: Choose a key word that you will remember for a new monster. Make it impactful like 'brutal,' 'gigantic,' or 'bloodthirsty.' Improv as needed from this all-important descriptor.

Personality: It may be 'mindless' or 'ingenius' or 'devious' or 'imperial.' This gives you a memorable hint for role-playing the enemy, even if other details slip.

Wants: What does this nasty bugger even want? Answer this, and you'll never be confused what it will do on its next turn.

TIER I MONSTERS

Most encounters, at any level, should include mooks, minions, wimps and chumps. These are easy kills, but in numbers can be dangerous.

- +2 STAT rolls
- No EFFORT bonuses
- 1 action per turn
- 1 HEART
- Super mook: Only 1 HP, no STAT bonuses

TIER II MONSTERS

Mooks die by the dozen, but bonafide enemies mixing it up and shocking players with sudden power. More HEARTS isn't the trick, it's more killing power.

- +4 STAT rolls
- No EFFORT bonuses
- 1 action per turn
- 2 HEARTS
- One interesting piece of gear or unique attack ability

TIER III MONSTERS

At Tier III you have the sub-boss or 'wimp gate' monster who really tests the heroes' ability to think creatively, not just attack until they win.

- +6 STAT rolls
- +2 all EFFORT
- 2 actions per turn
- 4 HEARTS and/or damage immunity
- At least 1 special ability such as area blast, HP drain or insta-kill without roll

TIER IV MONSTERS

At the highest tier you have your supreme enemy. You might even say that HEARTS don't matter here (like with a vampire or dragon). Even if defeated, Tier IV monsters seldom actually die. They are merely delayed.

- +8 STAT rolls
- +4 all EFFORT
- 3 actions per turn
- 4 HEARTS, damage immunity and self-healing action
- At least 1 special ability such as area blast, escape-and-heal, summon extra monsters, destroy gear or change environment/target/timer

MONSTERS

MONSTER MAKER: GET STARTED

It's time to create your own fiendish beasts! Once you have a visual, maybe a name that fits your next adventure, put some thought into these aspects.

The only way to master monster variety is to jump in and try things! Not every monster can be a silly old Gerblin, so go crazy! The best part about making monsters is BENDING THE RULES. This aspect is what makes creatures really dangerous, not just lots of HEARTS and high STATS. Here are several suggestions for abilities you can assign to your monsters.

TRAP THEM: The monster can grapple, immobilize, grab or incapacitate its foes. Usually countered with opposing STR rolls.

REPEL THEM: Use magic or muscle to shove enemies away. This ability can be especially deadly if combined with a ranged barrage.

HIT ALL TARGETS: Monsters that attack whole areas are brutal! Unleash it with an attack roll, or force players to roll for avoidance.

DESTROY GEAR: Wait, what? Give a monster the ability to destroy equipment, and players will turn pale with fear. This effect is usually explained with corrosion, acid, or crushing jaws.

VANISH/REAPPEAR: When players pin a monster down, it has little chance. Give one the ability to move without moving, and suddenly, the tables are turned.

MONSTERS
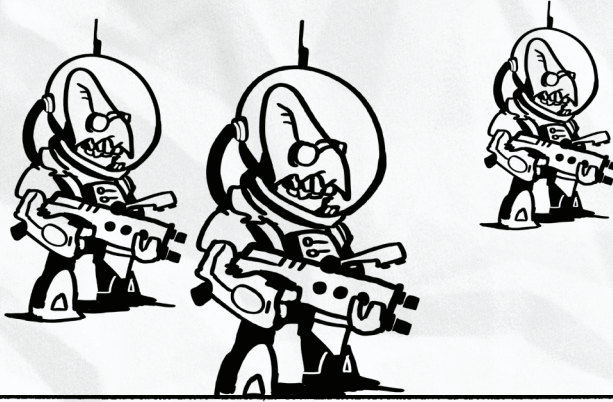
FORCE THEM TO MOVE: Tank and spank monster fights can be very dull. Use jumping, flying, or must-flee effects like fire pits to keep battles moving.

NEGATE THEIR ATTACKS: Any monster Action that costs players a turn is very powerful, but can be disheartening, so be judicious with such abilities.

BOLSTER DEFENSES: If a monster is just 'in the way,' then making it resilient can be fun. Use a turn to double your HEARTS, or make attacks against it HARD.

PARALYZE: Paralyzed heroes aren't totally useless, but they can be vulnerable. Use stinging barbs, poison, and the like, but always allow a CON check to break free.

LOTS OF ACTIONS: Giving a monster 2, 3, or more Actions will give it a boss-like quality. Be sure to have the variety to back it up.

DESTROY TERRAIN: If a foe smashes a doorway, it can have more gravity than killing a hero! Use this destructive power to scare or confine the heroes.

BEHAVE IN CYCLES: When monsters do the same 1-2-3 action combos, players can learn their pattern and exploit it. That is a great fight.

REGENERATE: Either automatically or by an Action, the monster can regain a HEART or a few HP, critical for climax monsters.

BANISH FOES: With a spell, a monster can send an enemy to a mini dimension. There, the hero needs to do some form of EFFORT to return to the fight.

CONTROL THEM: There's nothing worse than players killing players. A monster with mind control powers turns them against one another.

MONSTERS

FRIGHTEN THEM: Monsters are scary, but some are so scary, you just have to flee! Control the power by limiting how long the fear lasts (1 TURN, 1D4 ROUNDS etc).

STEAL THEIR GEAR: Destroying gear is hardcore. This version uses a roll to swipe stuff, maybe use it, or maybe stash it. Then it can be retrieved after combat and hugged.

HAVE ONLY 1 WEAKNESS: A single weakness is not only great for making a fight perilous, but also fun for those players who track details about monsters. It makes all their work worth it, and they are considered 'monster experts.'

MOVE TWICE: Doubling the normal move rules can make your new monster very formidable, as players will waste time chasing rather than killing.

CREATE TERRAIN: Creating barriers or high pinnacles can disrupt a battle or make the target hard to reach. It is also really cool.

POISON: Like fire, this kind of damage can keep hurting over time. For some monsters, even with a simple visual, poison feels like a perfect fit.

GO ENRAGED: At a certain threshold, maybe extremely low HP or having its eggs destroyed, enrage your monster. In this state it always does ULTIMATE or has higher STATS. Flee!

IMMUNE TO: Yetis don't mind the cold. Be sure to make immunities sensible so players aren't baffled why their sword doesn't work.

MULTIPLY: Any time a monster becomes 2, things get hairy. You can multiply by dividing it like a starfish or by spawning from a nearby source. When players figure out how to stop this process, the tide will turn in their favor.

AN UNLIKELY FOE: Finally, consider making monsters that aren't monsters. All kinds of weird objects, terrain, people, or magical entities can be foes to battle. Here's a Brain in a Jar. As practice, try making a super powered monster from this oddball. What can it do? How is it dangerous? Why must it be defeated? As you answer questions, it takes form!

MONSTER TABLES

To randomly select monsters,
their tactics, abilities and oddities,
turn to the TABLES section
at the end of this book!

THE PATH IS NOT CRAFTED JUST FOR US

IT IS OF ITS OWN DESIGN

THE DICE ARE AMBIVALENT GODS

THIS YOU CAN TRUST

Trusting the dice is a central element of any exciting RPG session. The dice represent the world as it is BEYOND player and GM intention. They represent randomness despite desire, challenge despite fatigue, delight in surprise!

Using dice to select monsters, terrain, hero aspects, and especially LOOT not only creates a unique set of details for your game, but reminds players that they stand against a world outside themselves. The game is not simply a bespoke 'ride' crafted for their amusement. Here are the TABLES to get you started.

TABLES

LOCATIONS

D20 ALFHEIM LOCATIONS

1: A grassy plain of rolling hills and rivers, rising to barely-visible mountains in the distance
2: Ageless grey stone ruins, punctuated by standing pillars and strange round gateways
3: A field of erratic, massive boulders at the foot of a flat-topped granite crag
4: The blasphemous, forgotten halls of a serpent-made underground labyrinth
5: Windswept dunes above a crashing shore, broken only by the masts of mist-hidden shipwrecks
6: Deep drifts and hard packed snow on a high, rocky ledge
7: Narrow, colossal canyons cut with oversized doorways and hidden grottoes
8: A forgotten, soggy, sagging dock at the dark-watered shore
9: High-arched sea caves below the towers and streets of castle city-state
10: A thatched village surrounding a rocky river
11: Among the towering buttresses and arches of an abandoned abbey high in the mountains
12: A valley of dense-packed foliage and underbrush, all choked in white-flowered vines
13: The primordial curved sandstone of wind-hewn rock formations in sweltering heat
14: 'Tween the scattered round huts of a nomadic traders' guild
15: At the feet of towering humanoid statues, their features scoured away by ages
16: A plateau of tusk-braced long halls and spiked barricades...the work of Hill men
17: On a precipice of ragged igneous rock above a river of gooey orange magma flowing in a river of death
18: Among the silent, ghostly doorways of a long dead town
19: In the tangled, baffling hustle of a port city...buffeted by merchants, drunks, and wenches
20: At the black-walled immensity of some evil fortress, far above the clouds and peaks

D20 WARP SHELL LOCATIONS

1: Among the many-armed colossi of a vine-wrapped Zurin temple
2: A cloud of vapor and breathable gas in space, punctuated by floating trees and globs of water
3: The massive hallways and bulkheads of a derelict space hulk
4: The crater-scarred vacuum of a planet-fragment, skewered with huge metal girders and twisted wreckage
5: The gold-domed utopia of a megacity, hovering above the clouds on silent grav engines
6: In a sea of glowing gas and proto-stars, far beyond the gleam of the nearest visible sun
7: An expanse of mind-crushing nothingness between the galaxies
8: The bridge of a barely functional freighter ship
9: A dizzying chamber housing the rune-scribed hyperdrive of some long-lost race
10: An endless vertical tube lined with weird fluid-filled gelatinous pods
11: The innards of a planet-sized computer
12: Splintering canyons and crumbling peaks on a seismic ice moon
13: The immense, brass-winged balustrades of an Imperium Doom Hall
14: A bizarre, inverted, twisted alien husk tumbling through deep space in a cloud of red dust
15: A hive-carved mountain range of nests and tunnels
16: The endless thunderstorms in the upper atmosphere of an ocean giant
17: A molten hellscape of liquid stone at the center of a dense gas megaplanet
18: On the seething spiral-etched surface of the Devourer itself
19: In the featureless stone tunnel-ways of a Xevosian undershrine
20: Among the massive heads and effigies of a basalt necropolis in the eerie light of a shatterstar

D20 ALFHEIM OBSTACLES

1: A rickety, rotted old bridge over a swampy mire...weird, carnivorous vines stir in the muck
2: A huge, fortified wall of stone and spikes from some long lost war
3: Three ravenous Ogres, out hunting for meat, treasure, or something to torture
4: A ragtag bunch of Gerblin road-tollers and their poorly made barricade
5: Krod the Butcher! You killed his cousin, and he wants payback. You didn't kill his cousin?
6: A sequence of devious floor traps, dart launchers, poison gas, and bladed pendula
7: A crazed Brain Horror and its legion of mutated Bog folk
8: A rune-locked door of the ancients, ever watched by the ghosts of their faithful
9: An impossible climb down, and over, and through
10: The endless bombardments of siege engines and fire-hurlers
11: The endless fury of Durax, the spawn of Hydranax, a Black Drake
12: An army of skeletal warriors marching forever in search of futile revenge
13:The trampling madness of the Agnar riders and their shamanic Chief
14: An endless, tangled dark of dead trees and scorched thorn bushes
15: A roving pack of Shadow Lashers, driven wild by some unseen plague or sickness
16: A smoke-choked mass of spinning spikes and toothed cogs, all churning with power
17: A pitch black chamber orbited by Slime Cubes and the animated remains of their prisoners
18: A vast, open chasm of swirling mist and howling voices
19: The crushing path of destruction wrought by a Behemoth from outer space
20: An entire tribe of Flaming Skulls, gathered by some black spell or horrid rite

D20 WARP SHELL OBSTACLES

1: The countless legion of three-eyed Imperium automatons
2: A squad of augmented, undead Imperium Raiders in full power armor
3: A spinning oak: a gravity-defying radial tree the size of a small moon, hovering impossibly in your path
4: The misguided rage of a malfunctioning War Bot, built to incredible size with salvaged weapons
5: A space-faring Gargoleth, hybridized with a star drive and weapon systems
6: A high-power energy field, preserved by a four-piece, rune-encrypted crystal lock
7: The explosive waves of hellfire emitted from a dying star
8: A hive of Bore Worms, driven to murderous aggression by a devilish, disembodied Brain
9: Space Cannibals! The monsters have a Ravager galleon and mean to make dinner of you all!
10: A highly trained unit of Reptoid Assassins employing outlawed stealth tech
11: A mote of the dead...one vast, twisting river of corpses coiling through low gravity
12: Sabotage! Xill drill bombs tear the place to shreds, blocking your way
13: A shapeless, faceless automated sentinel from a lost epoch
14: The seemingly invincible, ever-changing mind powers of a spoiled boy prince
15: The indomitable advance of a planet-eater
16: A series of unexplained malfunctions and systems failures wreaking havoc
17: The suicidal members of a cult whose aim is to summon the Devourer
18: A drug crazed lunatic called Krome, rampaging in a supermodified Imperium Fighter
19: The swarming hellions of a sun scorched world, who navigate only by sound
20: A baffling series of dimension doorways, becoming more unstable by the moment

TABLES

GOALS

D20 ALFHEIM GOALS

1: Escape the relentless pursuit of the Red Mage, who made you this way in the Grey Hill fire
2: Destroy the eldritch green gem that drives the Ape men mad with frenzy
3: Send the Serpent-Lich, Vexx, back to his dusty tomb before he reaches full power
4: Deliver the Royal Decree of King Henryk to the ship builders of Gilhelm
5: Rescue Princess Arana
6: Cripple the Khettish siege force before they reach their fortifications
7: Purify the tomb of Lion Sword with a bolt of elusive red lightning
8: Recover the most legendary weapon in Alfheim: Angrid, the Lawgiver
9: Solve the gloomy curse on Gwadan's folk, putting their ghosts to rest at last
10: Kill the abomination called Agolath, a hybrid monstrosity of the under realm
11: Follow the shaman's map to the treasure of Count Undin, and earn a king's fortune!
12: Garfest! Make it to the Khyber peaks before Garfest ends in a ruckus of foam and laughter
13: Earn a place in the ranks of the Iron Knights by passing their infamous trials
14: Seal the magic gate that holds the Black Castle imprisoned, before Azael's hordes can escape
15: Heal the temporal rift slowly destroying the Primordius
16: Reset the cosmic clock on Aphos before the entire island sinks into the abyss
17: Dare the depths of Daggun's grave, and seal that watery tomb forever
18: Assassins! Eliminate Kirash the Knife and his mock-court of thugs and murderers
19: Realign the glow-stones of Duros, and end the tremors that threaten the under mountain
20: Set sky sails for the Maelstrom Watch, and aid the monks in their ritual before the storm tears reality apart

D20 WARP SHELL GOALS

1: Stop, strip, and salvage an Imperium Broadsword-class cruiser
2: Survive a crash landing on a Xill planet fragment
3: Repair a damaged power station on the Psyker frontier
4: Set massive terraformers in motion on a remote Primal world before it tears itself apart
5: Lizards! Find a way to halt a Reptoid invasion fleet before it gains any more momentum
6: Retrieve the plans to a Psyker doomsday weapon that utilizes mind control
7: Explore an uncharted sector of space for clues to stop the Devourer
8: Locate and return a missing Zurin freighter carrying an experimental hyperdrive
9: Eliminate Hal Dagger and his gang of space junkies before they kill the Yrin Emperor's daughter
10: Find a way off a primitive backwater planet
11: Attune to the largest YOG crystal fragment ever found
12: Slay a gargantuan Bugbeast and claim mining rights on the corpse
13: Track a mysterious transmission claiming the Imperium is gathering to full strength
14: Fulfill a lucrative contract to bring in the Xill pirate Skall Grick...dead or alive
15: Transport a cluster of occupied hypersleep pods to a classified destination, but do NOT wake them up
16: Gather scientific data on an imploding star in a remote corner of space, beyond any comms
17: Travel back in time to find clues on the Devourer's origin
18: Wage a risky mining op to retrieve a droplet of dark matter from a dead star
19: Find Waylan Diggs before the Imperium does
20: Stage the most daring heist in centuries: stealing the Imperial signet from the Emperor himself

HERO ORIGINS

D20 ALFHEIM HERO ORIGINS

1: A ragtag band of merry adventurers suddenly mistaken for mighty heroes
2: Anointed dragonslayers bound by a sacred oath
3: Hapless captives of some unseen mastermind, plunged into a fight for survival
4: An elite squad of Iron Knights tasked with sealing the under realm forever
5: Immortal heroes fallen from the Iron Heart to aid Alfheim against the rising serpent empire
6: Anonymous do-gooders set to make right the grim life of the poor
7: Farmers and goat-herds who alone survive to avenge their village
8: The crew of a black-sailed pirate ship, set to plunder and wench their way around the globe
9: A team of combat-ready mushroom-men (Mykonoids) sent to make allies on the surface before their realm is destroyed
10: Strangers brought together by a mysterious runic birthmark that glows with weird power
11: Wizard's apprentices yanked from their studies by a cosmic cataclysm
12: A band of bloodthirsty raiders and reavers who demand their piece of the world
13: Youngsters who have come of age and are sent into the wilderness to prove their strength
14: All that remain of a doomed army in a hostile land, just trying to get home
15: Haggard, washed up warriors posted on a remote frontier
16: The greatest trophy hunters in Alfheim, assembled for the greatest hunt of their lives
17: A Goblin journey-band, wandering the wide world for thrills and glory
18: The last of the Priesthood of Rel, searching for the site of their monastery fortress
19: Dimension-travelers from the outer rings, searching the multiverse for Milo Underbottom
20: A family of dragon-touched mutants fleeing the hatred of all folk

D20 WARP SHELL HERO ORIGINS

1: A cash-strapped band of hard boiled mercs looking for work
2: Xevosian chosen ones ceremonially bound to a WARP SHELL and blipped into the unknown
3: A Zurin master and his entourage of aspirants and good friends
4: An elite scientific research team and their somewhat psycho security detail
5: Fugitive junkers scavenging the spaceways for high end salvage
6: A cadre of Xill defectors and the freedom fighters hiding them
7: A crack military commando unit that has been to hell and back
8: A family of lost spacers cast way off course by a hyperdrive malfunction
9: Cloned super soldiers searching for their mysterious origin
10: Slaves held by the Reptoids, planning a daring escape
11: Ragtag rebels set to infiltrate and destroy whatever remains of the Imperium
12: A weird group of souls drawn inexorably to the crystal hum of YOG fragments
13: Clueless hypersleep passengers awoken by a massive ship malfunction
14: Ages-old primitive warriors preserved for some devious scheme, now awakened
15: A group of survivors from a doomed future, returned to undo their fate
16: Mechanical beings bound together on a search for their maker
17: Psyker gene splicers probing the cosmos for new species to tinker with
18: Imperium terror troops with orders to decimate the free systems
19: An enclave of Zurin monks, sent on a mission of peace to a war-torn galaxy
20: The crew of the last known WARP SHELL still in space, desperately seeking answers to stop the Devourer

TABLES

HERO ESSENTIALS

D20 ALFHEIM HERO

1: **Elf Archer:** The essence of Elven tradition: deadly, precise. Build for DEX and MAGIC
2: **Dwarf Guardian:** Toughest metal-clad fighters in Alfheim. Build for CON and DEFENSE
3: **Small Folk Thief:** Fast, invisible footpads and cat burglars at their best. Build for DEX and BASIC EFFORT
4: **Human Fighter:** A versatile fighter with the heart of a lion. Build for WEAPON DAMAGE and STR
5: **Hill Folk Hero:** Walls of muscle, with a love of nature. Build for HP and BASIC EFFORT
6: **Elf Assassin:** The merciless dagger of our time. Build for DEX and WEAPON DAMAGE
7: **Dwarf Soldier:** Stout hammer-wielders who stand firm. Build for WEAPON DAMAGE and CON
8: **Small Folk Archer:** Where did that arrow come from? There! In the trees! Build for DEX and WIS
9: **Human Wizard:** Scholars and sages drawn to arcane knowledge. Build for INT and MAGIC
10: **Hill Folk Scout:** A bear-like, wolfish, or even elken creature. Build for WIS and BASIC EFFORT
11: **Elf Mage:** Elder beings with dark secrets and darker hearts. Build for INT and ULTIMATE
12: **Dwarf Commander:** No warrior holds so firm to valor. Build for CHA and DEFENSE
13: **Small Folk Priest:** A wee faithful one but large of soul. Build for WIS and MAGIC
14: **Human Leader:** Strategic, shrewd, and proven in war. Build for CHA and WEAPON EFFORT
15: **Hill Folk Priest:** Gentle giants who use the power of trees and stones. Build for WIS and STR
16: **Elf Scout:** Swift-footed acrobats. Build for DEX and WIS
17: **Dwarf Outsider:** The grey Dwarves are hard as iron. Build for DEFENSE and BASIC EFFORT
18: **Small Folk Scout:** Here is a fleet, stealthy runner. Build for DEX and WEAPON EFFORT
19: **Human Archer:** A rapid firing death machine. Build for DEX and ULTIMATE
20: **Hill Folk Nomad:** Beasts! Cave men! Good friends. Build for CON and BASIC EFFORT

D20 ALFHEIM HERO STORY

1: Born in war, bound by blood, sworn to revenge
2: Last of the Aphosian discus masters and chosen envoy of those folk
3: A refugee of Ynsmuth's atrocities but still touched by the Deep One
4: Once a Khettish slave, now an under spoken avenger
5: Born in Dur Olo and as cold-blooded as a giant squid
6: The last son of a decimated house North of Gwadan, where Bore Worms have taken the land
7: Haunted by a kind of introspective madness but driven by a cruel oath
8: On a desperate, never-ending search for family and kin, uncovering dark secrets
9: An outlander of the high steppes, wandered down to see what all the fuss is about
10: A troubled trapper, waylayed from the trade routes by intrigue and death
11: Trained at sea but marooned on Xenos for years, where the madness came
12: A child of Iridess, haunted by the skinless ghosts of that hell
13: Proud stone worker on the wall of Duros Tem
14: Soot-covered delver of the Unalaya mines and loyal to The Hawk
15: One of the Ire ape-killers, now fed up with Norburg politics
16: A Kathic outlander, driven from ancestral jungle by the temples of Ogdru
17: Last of a race of child soldiers of Ardenmoor, eager to cleanse that tarnished name
18: Pupil of the Gilhelm ship makers, with wide eyes on a wider world
19: A greedy pauper looking to sucker the far-lookers for coin
20: A retired General seeking some few moments of peace before the end

HERO ESSENTIALS

D20 ALFHEIM HERO GEAR

1: **Soldier**: Short Sword, Common Shield, Armor Kit, Supplies, Common armor
2: **Dabbler**: Book of Secrets, Staff, Dagger, Fire Stone, Spyglass
3: **Nomad**: Longbow, Common Armor, Supplies, Trapper's Gear, Dagger, Staff, Weapon Kit
4: **Siege**: Long Spear, Crossbow, Weapon Kit, Common Shield, Rope & Hook
5: **Caster**: Dagger, Spell Book, Tools (scrivener), Spyglass, Book of Secrets
6: **Hunter**: Long bow, Spear, Knife, Trapper's Gear, Common Armor, Supplies, Trusty Mug
7: **War Arrow:** Long bow, Magic Ammo, Long sword, Supplies, Common Armor, Tools (fletcher)
8: **Crusher**: Battle axe, Spear, Common Shield, Common Armor, Ring of Might, Pouch of Coin
9: **Outcast**: Meditation Beads, Walking stick
10: **Thief**: Greedy Gloves, Rope and Hook, Dagger, Short Bow, Tools (locksmith), Common Armor
11: **Miner**: War Pick, Throwing Axe, Common Shield, Common Armor, Miner's Gear, Berserk Ring
12: **Mender:** Staff, Dagger, Meditation Beads, Tools (medic), Instrument (lute)
13: **Wizard:** Long sword, Fire Stone, Spell Book, Supplies, Tools (navigator)
14: **Warrior:** Long sword, Short sword, Battle axe, Common Shield, Common Armor, Ring of Might
15: **Marksman:** Crossbow, Long bow, Sling, Masterful Boots, Rope and Hook, Magic Ammo
16: **Lunatic:** Club, Masterful Coats, Spell Book, Instrument (flute), Miner's Gear
17: **Wanderer:** No weapons, Berserk Ring, Supplies
18: **Duelist:** Rapier, Weapon Kit, 50 Coin, Tools (weaponsmith), Common Armor
19: **Prisoner:** No gear
20: **Highborn:** Ring of Might, Firestone, Enchanted Long sword, Spell Book, Masterful Coats

D20 ALFHEIM HERO QUOTE

1: "By my life, if it be possible, you WILL survive."
2: "This is my fight. I'll not be denied my red day."
3: "So this is all the villain can conjure? Ha! Then let's be done with it!"
4: "They call these monsters? Play things!"
5: "Off to the castle! Eh? We're going underground? Off to the dungeon!"
6: "A sword is more than a weapon. It is an extension of your will."
7: "A true dwarf always drains his mug and never drops his shield!"
8: "You'd do well to step back, stranger, if you value your life."
9: "We're doomed!"
10: "50 coins and a dead man's chest, yo ho ho and a bottle of rum!"
11: "If we fail, Alfheim will fail. I cannot let that happen."
12: "Sure, I'll go on your damned crusade, but I want payment UP FRONT."
13: "Goblins? No! Water? Like a bridge? Vines?! No! We'll never make it!"
14: "I've had a vision. The Gods themselves summon us."
15: "Beyond time, there is a space of pure magical power. From there I have come."
16: "The Iron Heart glows hotter than ever, to the doom of all. To battle."
17: "Ahh, the warm glow of a sunset, cool golden gar, and the company of friends. Huzzah!"
18: "My kind and yours have ever been enemies. No more."
19: "I am the last of my folk."
20: "Which way to the dragon?"

HERO ESSENTIALS

D20 WARP SHELL HERO

1: **Mecha Tank:** Reinforced, bullet-proof, and afraid of nothing. Build for HP and DEFENSE
2: **Reptoid Ronin:** Gadget-clad assassins with few qualms. Build for WEAPON EFFORT and DEX
3: **Ghost Armor Thief:** An emotionless killer hidden in digital cloak. Build for MAGIC EFFORT and WEAPON EFFORT
4: **Geno Gunner:** Classic blaster rifle badass, just trying to survive. Build for DEX and ULTIMATE
5: **Xill Explorer:** A shifting confusion of magic power. Build for INT and MAGIC EFFORT
6: **Mecha Scout:** Some Mecha are built for speed. Build for DEX and WIS
7: **Reptoid Marksman:** Lizards with railguns. Not good. Build for ULTIMATE and WEAPON EFFORT
8: **Ghost Armor Elder:** Gasseous ancient ones. Build for INT and BASIC EFFORT
9: **Geno Titan:** The old blood still makes some men strong. Build for STR and DEFENSE
10: **Xill Outsider:** What...is...that...THING? Build for ULTIMATE and INT
11: **Kitt Priest:** A humble one with access to vistas of truth. Build for WIS and CHA
12: **Reptoid Tank:** More scales than flesh. Build for DEFENSE and WEAPON EFFORT
13: **Kitt Farseeker:** A gadgeteer and time traveler in one. Build for DEX and INT
14: **Geno Merc:** Men can have the blackest hearts.... Build for WEAPON EFFORT and STR
15: **Xill Tank:** A sort of chitin mass. Hard to hit and harder to kill. Build for DEFENSE and INT
16: **Mecha Titan:** The noblest of the mechanical guardians. Build for WIS and DEFENSE
17: **Reptoid Priest:** Quieting the Reptoid mind is no small thing. Build for WIS and MAGIC EFFORT
18: **Geno Wanderer:** Outcast from their own kind. Build for DEX and WEAPON EFFORT
19: **Geno Survivor:** Somehow, they survived the singularity. Build for WIS and ULTIMATE
20: **Xill Priest:** What beauty in ugliness have these scholars! Build for CHA and ULTIMATE

D20 WARP SHELL HERO STORY

1: Raised in the halls of Xevos, bred to attune with a WARP SHELL, trained by the Psyker elite.
2: Found shivering and near death in an Imperium ruin, among a pile of bodies.
3: A mysterious sleep pod made landfall on Yrin Prime. When you woke up, the Zurin were there.
4: Jettisoned by the Xill when their exo planet was devoured.
5: Sworn to cleanse the universe of the Imperium once and for all.
6: Just a duranium miner looking for honest work and a mug of red gar.
7: A member of The Hidden, sent to Bastion to warn them of the Xill incursion.
8: A malfunction in your AI has left you barely operational and alone.
9: An accomplished smuggler, salvager, and fugitive looking for the one big score to retire.
10: One of 10 clones separated at birth, ever drawn to those lost siblings....
11: You were supposed to be a Zurin sage, but your itchy curiosity led you into deep space and high adventure!
12: Most people don't even believe in the Time Benders, but you're that fast. You can do it.
13: Those bastards will pay for their crimes, and you'll lay down the sentence.
14: Curious, the many life forms of this dimension. Be among them, and know.
15: A refugee from a future decimated by The Devourer, sent back with a portent of doom.
16: Just another day in the droid assembly line! No adventures here, just steady employment!
17: Your WARP SHELL was torn to pieces in Phase Sector 471. Next thing you know, you're here...
18: The Archons of Aster have chosen you as their champion. Go, and take a talisman to the stars.
19: Rain. You hate rain. Another damned murder case? Bad pay and worse clients on these jobs.
20: Space! Let's go there and find things! Let's get some flicks and show our buddies back home!

HERO ESSENTIALS

D20 WARP SHELL HERO GEAR

1: **Soldier**: Duranium Sword, Common Shield, Armor Kit, Supplies, Common armor
2: **Dabbler**: Book of Secrets, Machete, Blast Pistol, Fire Stone, Spyglass
3: **Nomad**: Chem Rail, Common Armor, Supplies, Trapper's Gear, Dagger, Duranium Sword, Weapon Kit
4: **Siege**: Arc Spear, Particle Gun, Weapon Kit, Common Shield, Rope & Hook
5: **Caster**: Blast Pistol, Spell Book, Tools (mechanic), Spyglass, Book of Secrets
6: **Hunter**: Energy bow, Blast Rifle, Machete, Trapper's Gear, Common Armor, Supplies
7: **War Arrow:** Energy bow, Magic Ammo, Rip Saw, Supplies, Common Armor, Tools (hacker)
8: **Crusher**: Energy Blade, Blast Sword, Common Shield, Common Armor, Ring of Might
9: **Outcast**: Meditation Beads, Walking stick
10: **Thief**: Greedy Gloves, Rope and Hook, Energy Blade, Gauss Launcher, Tools (locksmith)
11: **Miner**: War Pick, Throwing Axe, Common Armor, Miner's Gear, Berserk Ring
12: **Mender**: Blast Pistol, Dagger, Meditation Beads, Tools (medic), Instrument (spinbow)
13: **Wizard**: Energy Blade, Fire Stone, Spell Book, Supplies, Tools (navigator)
14: **Warrior**: Duranium Great Sword, Blast Rifle, Common Shield, Common Armor, Ring of Might
15: **Marksman**: Chem Rail, Blast Pistol, Gun Blade, Masterful Boots, Rope and Hook, Magic Ammo
16: **Lunatic**: Pipe, Masterful Coats, Spell Book, Instrument (keys), Talking Doll
17: **Wanderer**: No weapons, Berserk Ring, Supplies
18: **Duelist**: Energy Blade, Weapon Kit, 50 Coin, Tools (weaponsmith), Common Armor
19: **Prisoner**: No gear
20: **Highborn**: Ring of Might, Firestone, Enchanted Duranium Sword, Spell Book, Masterful Coats

D20 WARP SHELL HERO QUOTE

1: "We have been chosen by this WARP SHELL. We are one."
2: "Another one bites the dust. Let's move."
3: "There is room for all in the spaceways, even YOU."
4: "I knew I'd find something out here among the stars, but I never imagined this...."
5: "The Imperium has fallen, and I was there to see it done."
6: "Ever have we worked to mend the wounded universe. Now we face one final task."
7: "Are those guns? Those are awesome!"
8: "Now you see me, now you don't. Now, you're dead."
9: "Man the helm and buckle your butts, mates. We're going in."
10: "The only true language in all dimensions is science, and we are the ambassadors of that truth."
11: "Let's just get the pay and get out. No heroics this time!"
12: "The sleeper will awaken!"
13: "I've seen things you men wouldn't believe...."
14: "Nothing beats a piece of steel and a firm grip. All this tech is just a distraction."
15: "Filly skot and borple mead, stars on fire and lizards in twede! Grab ya rope, biggles!"
16: "Those who say much know little."
17: "So, you're the big thing everyone is so afraid of. I'm not impressed."
18: "Stand by me!"
19: "Someday, we'll find it, the supernova connection."
20: "It's all one, man. I've seen it. It's all unified, and it's good."

MONSTERS

MONSTER MAKER

D20 MONSTER STATE

1: **Tormented**: Being experimented on or tortured for some awful purpose
2: **Imprisoned**: Chained or caged by its masters to control its fury
3: **Raging**: The thing is already going wild with anger. You make it worse
4: **Augmented**: They've implanted THINGS in this beast...deadly things
5: **Dying**: It's barely alive but still refuses to relent
6: **Swarming**: They are many, and something has them convulsing in a frenzy
7: **Feeding**: This is a very bad time to interrupt it
8: **Dormant**: It slumbers. We should be able to creep by undetected
9: **Cybernetic**: Are those HYDRAULICS?
10: **Rune-Etched**: Some magic has hewn glowing symbols into the beast's flesh
11: **Mutated**: I thought the last one was ugly!
12: **Confused**: This monster is baffled, frantically searching for answers or relief from its vertigo
13: **Hungry**: Default state of all living things
14: **Hiding**: It springs from its hidey hole, pouncing on prey, usually targeting the small or weak
15: **Camouflaged**: They're coming out of the damn walls!
16: **On Fire:** Either by its own power or some freak malfunction, this creature is on fire, igniting all it touches
17: **Dividing**: Some kind of cellular metagenesis...but HOW?
18: **Crashing In**: Boom! The thing breaks through a gate, wall, or door
19: **Changing**: One creature is turning into another and for a time has both sets of abilities
20: **Undead**: Someone already killed it, and some damned fool brought it back

D20 MONSTER MOTIVATION

1: **Feed**: It will seek any edible material at any location
2: **Search for Intruders:** It patrols a fixed area
3: **Lie in Wait**: It will not move until triggered by passers-by
4: **Escape**: It just wants out! It will bash, gnaw, or claw its way to freedom
5: **Find an Object**: No matter where the object goes, it is drawn there
6: **Torture**: Sadistic instincts are not confined to the 'higher life forms' of our world
7: **Baffle**: It toys with its prey, confusing and frightening
8: **Imitate**: This creature can take the form of others and uses its form to separate the foolish
9: **Cripple**: It craves not death but only disables its prey and moves on
10: **Recon**: Far-roaming beasts sent to watch or listen for their masters
11: **Guard**: It will stand its ground in one spot and never waiver
12: **Kill**: One target is on its mind, and it will hunt until slain
13: **Hoard**: It steals things, finds things, and piles them in a dark lair somewhere
14: **Reproduce**: It ignores all concerns besides making more of itself, as fast as possible
15: **Survive**: This creature can be very hard to kill, as it only wants to live another day
16: **Grow**: Driven to spend moments straining and swelling to immense size, even when in peril
17: **Attach**: A parasitic beast whose only concern is latching on to a victim and doing whatever it does next
18: **Play Dead:** A primordial tactic, yet still effective
19: **Hibernate**: This tired creature seeks a private, quiet, safe place. Things in its way be warned
20: **Nest**: The beast is creating a home and has the upper hand there in all regards

MONSTER MAKER

D20 MONSTER ABILITIES

1: **Grappler**: Tentacles, hooks, and grubby fingers. Victims use STR checks to avoid or break free
2: **Tactical**: How can it cut the power? It's an animal! Create and/or destroy terrain to move
3: **Metal Eater**: My blast rifle is toast! Any damage done beyond 7 destroys one piece of GEAR
4: **Tough**: Thud. Cannot be harmed with blunt weapons
5: **Toxic**: Venomous. Injured heroes continue taking 1D4 each round until making a CON check
6: **Smart**: It's looking right at me! Creature makes EASY WIS checks to spot party weakness
7: **Terrifying**: What in blazes? Any hero at CLOSE range must check with CHA or flee for their turn
8: **Wild**: Run! Monster darts about at random, using rolls to choose what to do, and where
9: **Fast**: Look out! Move FAR as if NEAR. If you roll this ability twice, add phasic speed
10: **One Weakness:** Roll 1D6: 1: Silver, 2: Magic, 3: Fire, 4: Ice, 5: Missiles, 6: Melee
11: **Volatile**: Don't stab it! When killed, explodes, doing ULTIMATE to all within NEAR range
12: **Confusing**: Where'd it go? Attackers must roll WIS checks to spot its actual location
13: **Devour**: It ate Carl! If a hero takes 10+ damage, they are engulfed by the thing
14: **Spawner**: Oh God, they're hatching. Spawn 1D4 parasitic 'mooks' per round
15: **Firestarter**: Don't stand in the fire! Monster leaves areas of flame behind wherever it attacks
16: **Hellion**: Back to the pit! Monster always targets the holy or innocent but subject to holy rites
17: **Fort**: Shoot at that wall of junk! It will gather local materials to hide itself/deflect missiles
18: **Pursuit**: Flee! If heroes flee, it will pursue to the death
19: **Stalker**: They're in the damn ceiling! It will wait patiently for an opportune moment to strike
20: **Two Abilities:** Roll Another Ability

D20 MONSTER UPGRADE

1: **Hearts**: This thing is beefy! Add 1D4 HEARTS, or add 1 HEART per PC party member
2: **Stat Rolls:** Adapting! Add 1D8 to ALL ROLLS, or add 1D12 to one STAT and 1D6 to all other rolls
3: **Weapon Damage:** Razor sharp, barbed, and toothy. Add 1D6, throwing out a 1
4: **Magic Effect:** Glowing with some arcane hex. Add 1D6, throwing out a 1
5: **Ultimate**: When it locks on, it crushes bones and steel alike. Add 1D6, throwing out a 1
6: **Add Ability:** What will it do next? Roll twice on the ABILITIES table
7: **Devious Intelligence:** We're being watched. It will retreat, use line of sight, or utilize ROOM TREATS to win
8: **Legion**: Gods! There are more! There are 1D6 of them, throw out a 1
9: **Alpha**: The leader of the pack. Its WEAPON attacks are MAGICAL
10: **Gigantic**: It's destroying the city! Monster cannot be damaged by human-sized creatures or conventional WEAPONS
11: **Charging**: When it moves, anything in its path makes a DEX check or takes ULTIMATE damage
12: **Rider**: Something is controlling it! Can only be defeated by killing the rider
13: **Armored**: It's tough as iron! Ignore any damage below 5
14: **Illusory**: Where the blazes is the real one! All attacks against it are HARD
15: **Part-Human:** Faces! Faces in the skin! +5 CHA when persuading or beseeching enemies
16: **Metagen**: It just keeps healing. Recover 5 HP per round
17: **Nova**: Take cover! Every 1D4 ROUNDS, it damages all within FAR range, DEX or CON to avoid
18: **Infinite**: There's too many! When one is killed, another appears
19: **Ancient**: What have we done? Roll twice on this table, ignoring a 19 or 20
20: **Nightmare**: A demigod of death. Roll Three times on this table, ignoring a 19 or 20

ANCIENT LOOT

1: Moldy Buns: Food, Heal 5 HP but tastes simply awful
2: Levitation: INT Spell, Enchant a target to float up to 6 feet high for 1D4 ROUNDS
3: Identify: INT Spell, Give a target +3 on an INT/Investigate roll, No Attempt needed to cast
4: 10 Magic Arrows: Item, Magical Damage with a bow shot, can be retrieved, broken on crit fail
5: Speedy Snack: Food, Gain a bonus MOVE after your next MOVE
6: Spider Bites: Food, Heal 2D6 HP but you're pretty much eating a bug
7: Feast o' Fingers: Food, Heal all allies 1D8 if they are at CLOSE range
8: Armor of Faith: WIS Spell, Give a target +3 DEFENSE for 1 Turn
9: Silver Sword: Weapon, +1 Effort, Silver properties
10: Spiked Net: Weapon, STR check to escape, Entangled, Move NEAR only and all checks HARD
11: Disguise Kit: Item, Whenever deceiving a stranger Do ULTIMATE effort and EASY checks
12: Mithril Vest: Armor, Subtract 2 from all Weapon Damage done against you
13: Aegis Amulet: Item, Roll 1D8 when dying
14: Iradrum Heart: Food, For 24 hours after eating if you drop to 0 HP instantly recover to 1 HP
15: Ire Bacons: Food, Heal 3D12
16: Fin Boots: Armor, +1 DEFENSE, double effort and range when swimming
17: Red Gar: Food, Heal to full HP, absorb the next attack unharmed
18: Cloak of Shadows: Armor, +1 DEFENSE, roll EASY checks when sneaking
19: Lion Shield: Armor, +2 DEFENSE, Allies that are NEAR also get +2 DEFENSE
20: Demon Helmet: Armor, +1 DEFENSE, +3 CHA when intimidating
21: Healing Touch: WIS Spell, Touch to heal an ally with Magical Effort
22: Healing Nova: WIS Spell, Heal all NEAR allies with double Magical Effort
23: Grapple Vine: WIS Spell, Pull a NEAR monster or ally with you, Opposing STR to resist
24: Lightning Bolt: INT Spell, Burn 1-12 HP, add to a magic blast, double against metal-clad
25: Ice Blast: INT Spell, Inflict magical damage and immobilize target for 1 turn
26: Arcane Bomb: INT Spell, A glowing orb, in 1D4 ROUNDS explodes for 2D12, NEAR range
27: Ragged Battleaxe: Weapon, -2 to Attempts but roll ULTIMATE effort every time
28: Fireball: INT Spell, Blast any targets within NEAR range of a location
29: Claw Boots: Armor, Walk on any surface in any direction without a Check
30: Heart Stone: Item, add 1 Heart to your max
31: Enchanting: WIS Spell, Enchant item to do magical effort and a +1 per Heart of Effort spent
32: Enchanted Grimoire: Item, Consider a natural 19+ a critical hit when casting spells
33: Warrior's Amulet: Item, Use magical effort with any weapon
34: Divine Shield: WIS Spell, Enchant a target you can see to absorb the next 10 Effort done to it
35: Staff of Elements: Item, Triple any elemental Magical Effort you do with INT SPELLS
36: Cloak of Aras: Armor, Deflect 1 Weapon attack against you per turn
37: Silver Gauntlets: Armor, +3 STR when gripping or grappling, silver properties
38: The Iron Hook: Weapon, Use a turn to pull a target to your location, FAR range
39: Turn Undead: WIS Spell, For 1 ROUND, repel 1D8 undead, They cannot get within NEAR
40: Terror Shard: Item, Hold aloft, living things must resist with WIS or flee for a turn
41: Resurrection: WIS Spell, HARD roll, In 4 ROUNDS deceased target touched revives with 1 HP
42: Dragon Orb: Item, Blast 4D12 Magical Fire damage, FAR range, The item is destroyed
43: Dragon Helmet: Armor, +2 DEFENSE, Wearer immune to damage inflicted by fire
44: Ring of Ghosts: Item, Roll INT to create a clone NEAR that performs the same attack or action
45: Crown of Madness: Item, Make a target take a random action (GM's roll)
46: Smoked Roc Wings: Food, Fly for 4 ROUNDS
47: Black Gar: Food, +10 DEFENSE for 4 ROUNDS
48: Queen's Kiss: Food, Your next action is an automatic critical success
49: Sharpening: INT Spell, Add +2 Effort to a weapon, Once per weapon
50: Spiked Shield: Armor, Failed enemy attacks are answered with Weapon Damage (no bonuses)

ANCIENT LOOT

51: Bow of Eagles: Weapon, Use an extra turn aiming to do double Damage
52: Swarm: WIS Spell, Cast on a seen area, CLOSE targets Magically Damaged for 1D4 ROUNDS
53: Mender: INT Spell, Repair a ruined item or weapon instantly
54: Skull Shield: Armor, +2 DEFENSE, Can also be used as a Magical Weapon
55: Silver Spear: Weapon, Magical, +3 to DEX Attempt when thrown, silver properties
56: Dwarven Anvil: Item, Once / 1D12 days, create a weapon with +3 Attempt OR Effort bonuses
57: Book of Skills: Item, With any 3 successes, earn a permanent +1 to a specific type of Attempt
58: Ring of Fire: Item, Double all fire Damage inflicted
59: Flaming Sword: Weapon, Magical, Add 1D4 Burn damage for 1D4 ROUNDS to hit targets
60: Ringlet of Genius: Item, Use ULTIMATE effort with any successful INT roll
61: Goblet of Udin: Item, Double effects from any Food consumed
62: Ring of Aras: Item, When recovering, fill a HEART in addition to your normal RECOVERY
63: Heart Stone: Item, add 1 Heart to your max
64: Translocate: INT Spell, Swap places with an ally you can see
65: Mask of Mofune: Armor, +1 DEFENSE, Roll ULTIMATE effort when intimidating
66: Ring of Power: Item, Double all MAGIC EFFORT
67: King's Signet: Item, Have final say on group decisions, and be loved for it
68: Dwarvish Hammer: Weapon, MAGIC Weapon, roll Double ULTIMATE on natural 20s
69: Thieves' Picks: Item, +3 Attempt AND Double Effort when opening chests
70: Ring of Giants: Item, +1 STR, +1 DEFENSE
71: Masterful Boots: Item, +1 DEX
72: King's Mug: Item, +1 CON
73: Amulet of Secrets: Item, +1 INT
74: Meditation Beads: Item, +1 WIS
75: Masterful Coats: Item, +1 CHA
76: Armor Kit: Item, +2 DEFENSE
77: Fire Stone: Item, +1 MAGIC Effort
78: Weapon Kit: Item, +2 Weapon Effort
79: Diamond Spyglass: Item, +6 WIS on Scouting attempts
80: Berserk Ring: Item, +3 on ULTIMATE effort
81: Holy Bulwark: WIS Spell, Touch an ally, they are immune to non-Magic Effort for 4 ROUNDS
82: Storm: WIS Spell, Everything with FAR range blasted with hail for MAGIC
83: Shire Jerky: Food, Regenerate 1D12 HP for the next 4 ROUNDS
84: Adamantine Hauberk: Armor, +4 DEFENSE
85: Lifedrinker: Weapon, Magic weapon, Heal half of any Damage done to living targets
86: Wristlets of Might: Armor, DEFENSE +1, Roll 1D8 for any Basic Effort
87: Iron Gut Belt: Armor, +1 DEFENSE, If you fail a CON roll, try one more time
88: Ale of Death: Food, Return from death with 10 HP. Wasted if unused within 1 day of drinking
89: Ale of Life: Food, Drink in battle. Any ally who touches you heals 1D12 HP once
90: Gadgeteer's Goggles: Armor, +1 DEFENSE, Creating or repairing machines is always EASY
91: Feather of Falling: Item, You cannot be hurt by damage from a fall at any height
92: Timebender: Item, If the GM rolls a timer, roll it again. The second roll will be final
93: Mace of Thunder: Weapon, Magical, Any target struck is stunned on its next TURN
94: Lightning Steed: Item, Summon a flying steed. What would take a day, takes 1 ROUND
95: Ring of Weird Luck: Item, If you roll a 1 twice, your blunder causes something beneficial
96: Spellslinger Ring: Item, If you roll a critical when casting, Attempt another spell instantly
97: Boots of Haste: Armor, DEFENSE +1, After an action, you may then also Move again
98: Ring of Slayers: Item, If you make a successful Weapon attack, attack again for ULTIMATE
99: Astral Crown: Armor, +2 DEFENSE, On a critical spell cast, cast through an ally
100: Feast of Kings: Food, All allies restore full HP and receive one Chest

SHABBY LOOT

1: Soldier's Rations: Food, Heal 1D4 HP
2: Captain's Rations: Food, Heal 1D6 HP
3: Coin Pouch: 1D10 Coin
4: Coin Satchel: 2D10 Coin
5: Common Sword: Weapon, Standard Steel blade with heavy use
6: Used Shield: Armor, +2 DEFENSE, Heavily worn, will break on 3rd hit
7: Mechanic's tools: Item, Hammer, spanner, roll EASY checks on mechanical tasks
8: Common Helmet: Armor, +1 DEFENSE
9: Worker's Clothes: Armor, +1 DEFENSE, Durable coveralls, gloves and hat
10: Coin Box: 3D12 Coin
11: Lantern: Item, Easy-light box lantern, lights all within NEAR range
12: Climber's Spikes: Item, Climb a route as normal. Any who follow roll EASY
13: 50' Rope: Item, 50 feet of sturdy fiber rope coiled up
14: Pry Bar: Item, A 3 foot iron bar with one hooked end, roll EASY when forcing doors
15: First Aid Kit: Item, Bandages for field dressing, consume to give a dying ally 1 HP
16: Ladder: Item, A wooden ladder with 12 rungs, 12 feet high
17: Wool Cloak: Armor, +1 DEFENSE, A typical hooded cape for winter wear
18: Skin of Stale Gar: Food, Consume to make your next roll EASY
19: Hunting Snare: Item, Reusable spring-loaded trap, will immobilize, do 1 damage
20: Dusty Gem: Worth 1D100 Coin
21: Torch: Item, An oil soaked stick wrapped in cloth, illuminates NEAR for D8 ROUNDS
22: Rivet Kit: Item, A small hammer and awl to press rivets through leather or wood
23: Smoke Canister: Item, Create a cloud of smoke with NEAR radius for 1D4 ROUNDS
24: Turkey Leg: Food, Heal 1D10 HP
25: Stimulant Elixir: Food, On your next turn move FAR as if it was NEAR
26: Blank Book: Item, A blank journal-style book with sheathed pen
27: Metal Cutters: Item, A snip for cutting bars, roll ULTIMATE Effort when doing so
28: Small Tent: Item, Houses 3 individuals, packs into small bundle
29: Canvas Tarp: Item, A durable cloth square NEAR long on each side
30: Worn Parachute: Item, Deploy when falling to nullify damage, 1% chance of failure
31: Coin Stash: 2D100 Coin
32: Worn Long Bow: Weapon, Has 10% chance of breaking when used
33: Common Ammo: Standard ammunition, 10 count, roll for type
34: Common Dagger: Weapon, Thrown, Piercing, Fast
35: Pikeman's Spear: Weapon, Has NEAR reach, cannot be thrown
36: Ferry Pole: Item, A sturdy pole that can reach FAR, very difficult to carry
37: Fishing Gear: Item, Standard low-cost fishing tackle and rod
38: Cooking Set: Item, Pot, plates, spices. Heal 5 HP OVER HEART max when camping
39: Large Magnet: Item, Powerful magnet that can hold 100 pounds
40: Hacksaw: Item, used to very slowly cut metal or wood with precision
41: Traveler's Meal: Food, Heal up to 5 people for 1 HEART
42: Fur-lined Coat: Armor, +1 DEFENSE, Disregard negative effects of extreme cold
43: Corrosion-Proof Gloves: Armor, +1 DEFENSE, Leather immune to Acid or corrosion
44: War Banner: Item, A canvas banner mounted on a 10 foot pole, unmarked
45: Anchor: Item, An iron anchor and 50 foot chain used on medium sized boats
46: Highborn Clothes: Armor, +1 DEFENSE, One set of high-end, tailored formal wear
47: Jug of Junk Oil: Item, Leftovers from mechanical work, highly flammable, slick
48: Bullhorn: Item, A conical horn with pistol grip, transmit a yell to DOUBLE FAR range
49: Ratchet Winch: Item, A chain bisected by a lever, pull VERY HEAVY objects
50: Armor Spike Kit: Item, Add spikes to any armor, attackers take 1 HP when hitting

SHABBY LOOT

51: Mastercraft Arrows: Item, Double Weapon Effort on a hit, 3 count
52: Jug of Flies: Item, A large glass jug filled with flies, remnant of science work
53: Side of Beef, Roasted: Food, Heal 3 people 1D12
54: Deformed Skull: Item, A weird artifact kept by some oddball
55: Wheeled Dolly: Item, A metal platform with four small wheels, used to truck cargo
56: Carved Tankard: Item, a uniquely crafted drinking mug, huge
57: Luminous Gem: Worth 3D100 Coin
58: Forgeman's Boots: Armor, +1 DEFENSE, Immune to fire or hot surfaces walked on
59: Signal Flare: Item, A magnesium flare that burns bright yellow, even under water
60: Signal Horn: Item, When sounded can be heard for 1 mile
61: Hard Gar Cider: Food, Ignore the next 10 Damage done to you
62: Glass Scope: Item, Attach to one ranged weapon, +1 DEX when using that weapon
63: Huge Cargo Pulley: Item, Used with rope to easily hoist huge objects
64: Lode Stone: Item, An incredibly heavy cube of solid iron with a hoop on top
65: Steel Rod: Item, Leftover from some machine, 3 feet long, almost unbreakable
66: Frogman Gear: Item, Mask, fins, and air bladder, 4 ROUNDS underwater, reusable
67: Mining Tools: Item, Make EASY rolls when excavating
68: Gold Chain: Item, Once worn by the wealthy, worth 1D100 x 5 Coin
69: Cask of Golden Gar: Food, 2 HP for up to 50 people, once tapped sours in 1 day
70: Bird Suit: Armor, +1 DEFENSE, A theatrical feather-suit and mask for festive occasions
71: Shovel: Item, A sturdy steel and wood shovel
72: Padlock and Key: Item, Reinforced steel lock
73: Gilly Cloak: Armor, +1 DEFENSE, A leafy cape, Roll EASY stealth in natural surrounds
74: Rapid Crossbow: Weapon, Has 10% chance of firing a second BOLT when fired
75: Phial of Acid: Item, A few ounces of concentrated hydrochloric acid
76: Scout's Pouch Harness: Armor, +1 DEFENSE, Extend carry capacity to 12 LOOT
77: Hunter's Bait: Item, A non-perishable gunk that draws wildlife for up to 1 mile
78: Forgeman's Bellows: Item, Huge, bellows to stoke a fire to incredible temperatures
79: Pouch of Ball Bearings: Item, A small sack of stainless steel spheres ranging in size
80: Goat Bell: Item, A leather collar with iron bell, adjustable size
81: Medic Stretcher: Item, Carry a fallen ally with no STR checks
82: Arming Jacket: Armor, +1 DEFENSE, Increase maximum wearable Armor to 11
83: A Fine Steak: Food, Heal to full HP
84: Float Vest: Item, Used to avoid swimming fatigue or drowning in rough water
85: Deck of Cards: Item, Play numerous games or perform parlor tricks
86: Butchery Kit: Item, A rolled cloth with numerous knives, hooks, and cleavers
87: Farmer's Bug Sprayer: Item, A hand operated pump filled with vinegar mixture
88: Riding Tack: Item, Leather harnesses, saddle for any number of beast-mounts
89: Armor Repair Kit: Item, Reusable supplies and tools to fix any armor
90: Navigation Gear: Item, Scopes and charts for navigating, EASY navigation rolls
91: Holy Silver Amulet: Item, Silver properties, an inspiring symbol of the good
92: Cosmic Gem: Worth 1000 Coin
93: Elemental Elixir: Food, When enchanting, consume to add an elemental property
94: Martial Arts Manual: Item, When fighting with bare hands, do Weapon Damage
95: Locale Map: Item, Glean all pertinent locations in a 25 mile radius
96: Phial of Resolve: Food, Drink to add ULTIMATE Effort to your next successful Attempt
97: Alchemist's Kit: Item, Do 1 HEART of effort to produce a random 1-use Potion
98: Imperium Signet: Armor, +1 DEFENSE, The sign of a ranking member of cosmic order
99: Runestone: Item, If you are killed in battle, return from Asgard...but how?
100: Light of the Gods: Item, Destroy this gem to raise a DYING ally to full HP

SCI FI LOOT

1: Heart Stone: Add 1 HEART to your max
2: Shield Projector: Item, Drop to emit a NEAR energy wall with 14 DEFENSE and 2 HEARTS
3: Sentry Turret: Item, Build with Effort, Fires twice per round within FAR, 12 DEFENSE, 1 HEART
4: Fusion Cell: Food, MECHA only, Heal 1D12, DEX and STR checks are EASY for 1D4 ROUNDS
5: Plasma Rifle: Weapon, Magical, Never reload, Always does ULTIMATE when used in vacuum
6: Incinerator: Weapon, High-pressure flame unit, Can't use in vacuum, Ignites targets NEAR
7: Grav Anchor: Item, A gravity spike that sticks with immense power, +10 STR on any surface
8: Nano-Winch: Item, 100' cable, Free slack or wind-in, +10 STR when pulling, Cable has 1 HEART
9: Imperium Power Armor: Armor, +2 DEFENSE, +2 STR, Use 1 of 3 fuel to 2X stats 1D4 ROUNDS
10: Xill Armor: Armor, +3 DEFENSE, +1 DEFENSE per failed attack against you, null once hit
11: Zurin Robes: Item, +2 WIS, Command moves robe to any NEAR ally and absorbs next attack
12: Cyber Lenses: Item, Eye replacements, +1 WIS, Only fail scouting or spotting on a 1
13: Zurin Flute: Item, Play for a turn to heal all who can hear for 1D8 OR make recovery EASY
14: Plasteel Helmet: Armor, +2 DEFENSE, Ignore any effect that would blind or deafen you
15: Rip Saw: Weapon, Magical, Fusion-powered chainsaw, ULTIMATE against structures / objects
16: Ion Sword: Weapon, Magical, Does not occupy a slot, Highly concealable, ULTIMATE on 18+
17: Duranium Hammer: Weapon, Indestructible, Magnetics do MAGIC when thrown, returns
18: Micro-Jet: Item, a tiny, super powered thruster that can move up to 50 tons
19: Rask Omnitool: Item, Useful and versatile, any Attempt or Check that could use tools EASY
20: Remote Unit: Item, Attach to any Weapon or Item to trigger or use from up to 1 mile away
21: Hack Bug: Item, Tiny stick-on module that decodes passwords or locked doors in 1 round
22: Particle Grenade: Weapon, 3 count, Instant or 1 round fuse, Explodes for ULTIMATE, NEAR
23: Mono Filament: Item, Micro-thin cable for snares, Invisible, Does ULTIMATE used as garrote
24: Wood Beast Gel: Food, A small blob of goo, Heal 1D12 for 3 ROUNDS, Causes searing pain
25: Power Pill: Food, 3 count, Move FAR twice in one turn AND take an action
26: Smoke Armor: Item, +2 DEFENSE, Be detected by others ONLY with a HARD scouting check
27: Laser Cutter: Item, Do ULTIMATE effort against structures and objects within FAR range
28: Arc Cannon: Weapon, Arcing energy leaps to a target, Magical, DOUBLE if target is metal clad
29: Nano-Swarm: Item, 10,000 tiny machines penetrate small spaces, doing a tiny task
30: Nitro Putty: Item, Sticky, Explodes when ignited or fired on, DOUBLE ULTIMATE / NEAR
31: Medi Foam: Food, 2 uses, Heal to full HP, Regenerate 3 HP per round for 1D4 ROUNDS
32: Grav Chute: Item, Cradle of dense blue energy, Slow the fall of all NEAR objects or ALLIES
33: AI Module: Item, A portable personality that can perform INT, WIS, CHA checks at a location
34: Imperium Uniform: Armor, +1 DEFENSE, Captain rank with sidearm and full outfit
35: Mark of the Devourer: Item, A sign of the evil, +1 INT, Intuit imminent danger with INT roll
36: Gauss Piercer: Weapon, Magnetic needle, If you hit, do ULTIMATE on shots done afterward
37: Energy Bow: Weapon, Magical, No ammo needed, choose Ice or Fire bolt properties
38: Rapid Fire Module: Item, Attach to any ranged weapon, If you score a hit, fire again
39: Plasma Mortar: Weapon, Lobs a round high up, Impact in 1D4 ROUNDS, ULTIMATE to target
40: Soul Harness: Item, If you roll a 6 when DYING, instantly pop up with 1 HP
41: Nano Gar: Food, Nanite-infused beer, Heal to full HP, only fail your next check with a 1
42: Titan Blade: Weapon, only CARRY other weapons when equipped, Huge, ULTIMATE on 15+
43: Stun Gun: Weapon, Target can roll CON to resist, otherwise STUNNED for 2 ROUNDS
44: Mutate: INT SPELL, Grant 1 minor biological modification such as gills, fins, claws, or fur
45: Drain: INT SPELL, Drain MAGICAL EFFORT from a target, and convert into HP
46: Mind Link: INT SPELL, Gain a target's thought contents OR roll ULTIMATE when convincing
47: Spike: INT SPELL, Hurl a bolt of impaling energy, Hits all targets in a straight line up to FAR
48: Hack: INT SPELL, Enter any computer system for 2 ROUNDS, +5 INT and ULTIMATE inside
49: Smoke: INT SPELL, Take the form of smoke for a number of ROUNDS equal to your INT
50: Blessing of the Void: WIS Spell, Grant one ally a guaranteed success on next roll

SCI FI LOOT

51: Lifegiver: WIS Spell, Give your life for another, Drop to 0 HP, Raise DYING ally to full HP
52: Freeze: WIS Spell, Emit cloud of freezing cold to NEAR, Immobilize enemies 1D4 ROUNDS
53: Elemental Air: WIS Spell, Emit a blast of air, Push objects and targets with +5 STR
54: Iron Palm: WIS Spell, Your next 1D4 unarmed attacks are +3 ATTEMPT and ULTIMATE
55: Crystal Talisman: Item, Mark 1 enemy, attacks against that target add MAGIC EFFORT
56: Mag Boots: Armor, +1 DEFENSE, Walk on any surface if metallic with no DEX checks
57: Duranium Hauberk: Armor, +3 DEFENSE, Ignore all ranged attacks that use projectiles
58: Telekinetic Module: Item, Move objects up to 5 pounds FAR range
59: Astro Chip: Item, All piloting, starship navigation, or maneuver checks are EASY
60: Sharpshooter's Goggles: Armor, +1 DEFENSE, +5 to attacks when at FAR range
61: Teleport Pads (pair of 2): Item, Place the pads, blip between them, Active for 1D4 ROUNDS
62: Book of Stars: Item, +1 INT, Locate yourself anywhere in the cosmos with an EASY INT check
63: Book of Moons: Item, EASY INT check to know the history of any Moon in the cosmos
64: Book of Beasts: Item, Make an EASY WIS check to know details about any creature you see
65: Hagro Biscuit: Food, Heal all allies NEAR you for 1D12
66: Tentacle Pod: Item, Activate to summon a GIANT TENTACLE for 1D4 ROUNDS
67: Vogon Poetry, Volume 3: Item, If read aloud, creatures who hear make a CON or 1D4 damage
68: Utility Arm: Armor, +2 DEFENSE, A compact hydraulic arm, STR checks EASY, EQUIP 12 slots
69: Motion Tracker: Item, Huge, Takes 3 Equip slots, Detect ALL movement within DOUBLE FAR
70: Grav Bike: Item/Vehicle, A hyperspeed micro bike, Seats 2, Subsonic, Foldable to 3 Carry slots
71: Superspark: Item, Jump-start any engine, hyperdrive, stardrive, or other motor
72: EM Spool: Item, Activate in 4 ROUNDS, electronics within FAR disabled 4 ROUNDS
73: Mag Snare: Item, Place to set magnetic trap, NEAR Metals pinned for 4 ROUNDS
74: Immunity Pill: Food, +5 CON until your next meal
75: Flash Virus: Item, Implant one infectious, indomitable COMMAND into a computer system
76: Runaway: Item, A fast-moving robot drone that can retrieve or recon within a half mile
77: Repair Spider: Item, Regenerate 1 HP per round, Repair any damaged LOOT in 1D4 ROUNDS
78: Collapse-Pole: Weapon, Magical, A metal staff, shrink to 1 inch or extend up to FAR length
79: Illumidrone: Item, a small hovering orb that casts a beam of white light to FAR range
80: Suppressor Foam: Item, 3 uses, Instantly suppress any fire within FAR range
81: Ammo Brick: Ammo, Micronized ammo, 50 count, for any weapon, takes NO CARRY SLOT
82: Sonic Nullifier: Item, Nullify ALL SOUND within FAR range upon activation, lasts 1D4 ROUNDS
83: Reptoid Pheromone: Food, Repel or attract biological life form with +10 CHA, lasts 4 ROUNDS
84: Duranium Chain Gun: Weapon, Magical, Use 1D4 ROUNDS to spin up, fire 6 Attacks in 1 turn
85: G Card: Item, 1,000 Coin of credit
86: Stubing's Ace: Item, A worn out Ace of Spades, redeemed for a junk starship...somewhere...
87: Reptoid Symbiote: Item, Cannot be removed, gain the BONUSES and quirks of a Reptoid
88: Xevosian Crown: Item, +2 CHA, includes rank and title of a Xevos elder
89: Crystal Pill: Food, All MAGICAL EFFECTS are ULTIMATE for 4 ROUNDS
90: Friendly Heart Stone: Add 1 HEART to any ally's max
91: Hydraulic Barricade: Item, Install on any physical door, Becomes a 3 HEART challenge to open
92: Energy Grapple: Item, Attach to any object within 2 miles, Tethered for 1D4 ROUNDS
93: EVA Suit: Armor, +3 DEFENSE, Breathe, Immune to fire, radiation, cold, and bio-agents
94: Ring of Sol: Item, When worn, any fire damage HEALS you for that amount instead
95: Whiskey Gar: Food, Heal to full HP, become invulnerable for 1D4 ROUNDS
96: Heart Stone: Add 1 HEART to your max
97: Prophecy: INT SPELL, If a TIMER is rolled, glean its meaning
98: Dominate Machine: WIS Spell, Utterly control any 1 machine for 1D4 ROUNDS
99: Pocket Dimension Unit: Item, A doorway to a tiny realm, holds 50 LOOT and up to 10 people
100: Polarity Inverter: Item, Feasibly reverse ANY energy-based effect with an INT roll

EPIC LOOT

1: Heart Stone: Add 1 HEART to your max
2: Fighter's Girdle: Armor, +1 DEFENSE, When DYING, add 2 to your roll
3: King's Coins: Gain 3 HERO COINS that can be given to OTHER PLAYERS for heroic deeds
4: Chain Energy Gem: Item, Attach to a weapon, Make Magical, Effort hits all CLOSE enemies
5: Gemini Jewel: Item, Attune to any INT SPELL, That spell casts twice when used
6: Salamander Wristlet: Item, Regenerate 1 HP each round, unless DYING
7: Frost Bracers: Armor, +3 DEFENSE, Become immune to any damage done or ill effects of cold
8: Acid Whetstone: Item, Sharpen a bladed weapon, attacks with that weapon destroy 1 gear
9: Helmet of Udin: Armor, +4 DEFENSE, +3 CHA, Allies NEAR you gain +1 DEFENSE
10: Ring of Invisibility: Item, Make a WIS check to activate, remain invisible for 1D4 ROUNDS
11: Crown of Goblins: Item, Command all Goblins with absolute authority, even if they hate you
12: Illusory Self: INT SPELL, Conjure a very realistic mirror-clone of yourself
13: Dimension Jump: INT SPELL, Warp to any location you can see or can accurately remember
14: Antlers of the Storm: Armor, +3 DEFENSE, WIS check command weather when outdoors
15: Hand of Resurrection: Item, Raise 1 dead back to full HP, roll 1D4, if a 1 / 2 item is destroyed
16: Dire Bear: WIS Spell, Become a huge bear for 1D4 ROUNDS, Add 1 HEART, Double bonuses
17: Iron Skin: WIS Spell, Your DEFENSE is 20 for 1D4 ROUNDS
18: Hoppy Gar: Food, Heal to Full HP, All checks are EASY for 1D4 ROUNDS
19: Dwarven Bomb: Weapon, Fuse burns for 1D4 ROUNDS, Explodes doing 4D12 to NEAR
20: Hood of Fear: Armor, +3 DEFENSE, enemies who see you WIS check or flee on their turn
21: Diamond Tiara: Item, A crown worth more than a small city
22: Ivory Rose: Item, Bestow this on one person, that person will guard you with their life
23: Tooth of the Agnar: Item, Attach to 1 Weapon, weapon does ULTIMATE on any roll of 15+
24: Magma Coil: Item, Give off smoke and fire to make STR check EASY or STR EFFORT Ultimate
25: Frog Boots: Armor, +2 DEFENSE, When moving FAR, leap with ease
26: Heroic Tabard: Item, When you cry "Huzzah!" those who cry "Huzzah!" roll EASY next turn
27: Song of the Mountain: INT SPELL, Sing! Enemies within FAR are -5 CHA to resist persuasion
28: Harpoon Gun: Weapon, Magical, Attack to grapple a foe with a +5 STR if they try to escape
29: Bow of Seeking: Weapon, Magical, If know a target's name, you never miss
30: Pet Slime Cube: Item, This tiny Slime Cube has imprinted on you as parent, 3" on a side
31: Pet Goblin: Item, This hapless, gearless runt has sworn never to leave your side
32: Fire Blade: Weapon, Magical, +3 Attempts/Effort, Ignites flammables, 1D4 for 1D4 ROUNDS
33: Wave of Fury: WIS Spell, If NEAR ocean, call forth a massive wave, impacts in 1D4 ROUNDS
34: Gravity Inversion: INT SPELL, Invert gravity within FAR range for 1D4 ROUNDS
35: Brain Horror Helm: Armor, +3 DEFENSE, Gain 'It shows you things' property of a Brain Horror
36: Gunner's Tripod: Item, Gain +5 Attempts/Effort when firing at targets beyond FAR
37: Watcher: Item, A small glass eye, place anywhere and see through it within 1 mile
38: Dobbs' Cheddar: Food, 3 Count, Add to any FOOD to double that FOOD's effects
39: Yalfonso's Disc: Item, A frictionless, levitating disc of energy that holds up to 200 pounds
40: Ramthas Battle Harness: Armor, +1 DEFENSE, Gain 3 more slots in EQUIPPED gear
41: Ronaldo's Backwagon: Item, Gain 10 more slots in CARRIED gear
42: Call of Aram: Item, A mighty war horn, Sound a call heard for 5 miles, with a +3 CHA
43: Genetic Soup: Food, changes the eater into a random new BIO-FORM instantly
44: Runic Rope: Item, ANY roll using this rope is EASY, 50'
45: Thoor's Stone: Item, Only the looter is able to lift or move it, a baseball-sized cube
46: Gnomish Beam Goggles: Armor, +2 DEFENSE, Fires a ray of ULTIMATE damage
47: Feral Claws: Weapon, Magical, +3 Attempts, Retractable blades, Roll EFFORT TWICE on a hit
48: Belt of Guzzling: Armor, +4 DEFENSE, Never fail another CON check
49: Book of Infinity: Item, You have perfect recall of every fact you have ever encountered
50: Amulet of Thunder: Item, When rolling ULTIMATE, re-roll anything less than a 6

51: Lemninkainen's Wondrous Sack: Item, Increase your CARRIED gear slots to 20
52: Akintu: Item, An odd tiki statue that brings good luck, When you roll a 19, treat it as a 20
53: Enchanted Sandwich: Food, Never spoils, 5 bites, 1 Bite = 1D8 HP, When finished gain +1 CON
54: Cloud Buffalo: A steed that descends from the sky, carries 8 people and 10 LOOT
55: Red Fang: Weapon, Magical Great Sword, damage you do with Red Fang, heal half that
56: Crystal Darts: Ammo, 3 Count, Magical, Immobilize target, in 1D4 ROUNDS explode for 2D12
57: Earth's Heart: Item, A massive ruby, the biggest, most rare jewel in all the world
58: Gnomish Metal Melter: Item, 1D4 ROUNDS reach full power, vaporizes NEAR metal objects
59: Ghost Trap: Item, Holds 5 non-corporeal beings: place, wait, trigger, Target gets DEX check
60: Adamantium Armor: Armor, +8 DEFENSE, Ignore any Damage below 3, Occupies 5 slots
61: Clockwork Arm: Item, Prosthetic, +3 STR, all STR checks are EASY, -1 CHA
62: Juice of Sapho: Food, +8 INT, Triple the EFFORT of your next SPELL
63: Styll Suit: Armor, +4 DEFENSE, Wear no other armor, Breathe anywhere, heal 1 HP / ROUND
64: Bracelet of Thoor: Item, +2 STR
65: Ring of Quickness: Item, +2 DEX
66: Drunken Hauberk: Armor, +2 DEFENSE, +2 CON, Never fail a test involving Gar
67: Sage's Crystal: Item, +2 INT
68: Effigy of Osric: Item, +2 WIS
69: Gleaming Gorget: Armor, +1 DEFENSE, +2 CHA
70: Dagger of the Unseen: Weapon, Magical, If attack undetected, human-sized victim to 0 HP
71: Headsman's Shovel: Weapon, Magical, On a 20, behead any human-sized target
72: The Hidden: INT SPELL, Allies NEAR are invisible for 1D4 ROUNDS, visible if move away
73: Slayer's Helm: Armor, +2 DEFENSE, +6 Weapon Effort
74: Eye of Idimmu: Item, Amulet, +6 Magical Effort
75: Boon of the Gods: Item, Grant one OTHER PLAYER Milestone Reward of their choice, one use
76: Timecap Mushroom: FOOD, SKIP the next DM's turn
77: Roll Twice on the ANCIENT LOOT table
78: Shrink Ray: INT SPELL, Reduce one target to 1/100th its size for 1D4 ROUNDS
79: Giant Growth: WIS Spell, Grow one target to 5x its size for 1D4 ROUNDS
80: Osric's Bulwark Wall: WIS Spell, Form a massive castle wall from boulders or cobbles
81: Destroy the Dead: INT SPELL, Annihilate 1 Undead per 1 HP burned, FAR range
82: Ghost Ship: Item, Conjure a black galleon, no crew, that will last 1D4 weeks before dissipating
83: Dragon's Blood: Food, Grow wings and breathe fire for 1D4 ROUNDS
84: Gungnir: Weapon, Magical, Spear, Pass final judgment, +10 CHA for 1 mile
85: Cosmic Gateway: Item, Open a door, access ANY world in the cosmos, 8 HP to walk through
86: Invulnerability: WIS Spell, Anoint target with touch, cannot be harmed for 1D8 ROUNDS
87: Sherherezazahd: Item, A ghostly sword, add Magical Weapon effort to all attacks
88: Time Doorway: Item, Access ANY time at current location, age 10 years to go through
89: Stench Gar: Food, Release a poisonous belch, Reduce one NEAR creature to 1 HEART
90: Lifewalker: Item, Leave a trail of flowers wherever you go, those within heal 2 HP per round
91: Hammer of Hell: Weapon, Magical, All EFFORT with this weapon affects all NEAR enemies
92: Wings of Gabriel: Armor, +5 DEFENSE, Foldable, Fly at will, 2X your maximum move range
93: Wishing Well: Item, Immovable once used, Make 1 WISH per YEAR, comes true in 1D4 days
94: Book of Mastery: Item, 3 pages, Learn 1 Milestone Reward per page
95: Star of Unadai: Food, Gain +1 to all STATS
96: Vision of Perfection: Trap, Reveal to one EVIL being, HARD CHA check or it becomes GOOD
97: Water of Life: Food, Die, Return to life 1D4 ROUNDS later with 2 additional HEARTS
98: Mead of Udin: Food, All who drink awake the next day with an additional HEART
99: Shield of Angels: Armor, +6 DEFENSE, You and all NEAR allies ignore any damage of 5 or less
100: Necronomicon: Item, Create 1 INT SPELL / WIS Spell with HARD INT

INDEX CARD RPG

NAME _____ **WORLD** _____ **LIFE FORM** _____ **TYPE** _____

STORY _____

STR ⬡ BASE / LIFE FORM / LOOT

DEX ⬡ BASE / LIFE FORM / LOOT

CON ⬡ BASE / LIFE FORM / LOOT

INT ⬡ BASE / LIFE FORM / LOOT

WIS ⬡ BASE / LIFE FORM / LOOT

CHA ⬡ BASE / LIFE FORM / LOOT

BASIC ◆ BASE / LIFE FORM / LOOT

WEAPONS & TOOLS ⬛ BASE / LIFE FORM / LOOT

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ENERGY & MAGIC ⬛ BASE / LIFE FORM / LOOT

ULTIMATE ⬟ BASE / LIFE FORM / LOOT

♥ ♥ ♥ ♥ ♥   ♥ = 10 HP

DEFENSE
10 + DEF = ENEMY TO-HIT ROLL
CON + LOOT

HERO COIN

DYING
1D4 RNDS 'TIL DEAD

LOOT
EQUIPPED MAX 10 **CARRIED** MAX 10

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ABILITIES
1 _____
2 _____
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4 _____
5 _____

POWERS
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2 _____
3 _____

AUGMENTS
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