

SANDBOX TABLETOP SYSTEM

**A MINIMALIST GAME SYSTEM WHICH AIMS TO PROVIDE THE LEAST AMOUNT OF CONSTRAINTS
POSSIBLE TO UNLIMIT IMAGINATION WHILE OFFERING ENOUGH STRUCTURE TO PROVIDE A
CHALLENGE TO PLAYERS.**

VERSION 0.6.0

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INTRODUCTION TO THE SANDBOX TABLETOP SYSTEM

ANY TABLETOP SYSTEMS ARE DESIGNED TO BE played in a certain setting or in a certain era. The Sandbox Tabletop System is designed to be flexible so that it can be used for your games regardless of what setting or era your games are in.

This game system is incredibly barebones. There are enough rules present to offer a challenging experience for players, while leaving things open ended enough where players can create a variety of heroes where the only limitations are the players' imaginations. Gamemasters should be able to easily manipulate the simplistic set of rules present to make their games run as they want them to.

You might find that a lot of the rules present feel like Alternity. These rules are based heavily on those rules. This rulebook aims to simplify the rules present in Alternity while unlimiting the very few constraints that rule system introduced. Alternity was meant for a modern to futuristic game, but I saw its potential to be used for games set in any time period. As a result, this ruleset was born using the Alternity ruleset as a base.

As of right now, only the bare rules exist. That is, the rules for character creation, playing the game, and combat have been written out, and not every part in full. However, this should be sufficient for most one shots or very short campaigns. Eventually, this rulebook will expand, introducing all types of features to make this game as complete as it possibly can be while still giving Gamemasters full creative control, without limiting them to a specific setting or era.

PLAYERS

Players are an integral part, if not the *most* integral part, of a campaign. They are *the* main characters of the whole thing and the story is being told through their eyes because of it. The ultimate goal for players is to accomplish whatever goals they set out for themselves, which may or may not line up with what the Gamemaster has planned...

GAMEMASTER

The Gamemaster's job is to make the heroes... heroic! The Gamemaster (commonly abbreviated to GM) is the driving force of the world. They dictate the rules of the societies, governments, and even physics of the locations to be visited and explored. They present the players with challenges in the way of puzzles, mishaps, and even enemy combatants. As the players navigate the world they've created, the Gamemaster is constantly moving them along through the greater plot they have placed in front of the players.

An important note is that the Gamemaster's relationship with the players should be collaborative - not adversarial. They are providing challenges to the players. Their main goal should not be to wipe out the party, but to provide excitement and suspense while their stories are being told. However, this system affords a level of realism that makes campaigns particularly lethal and players that are not conscious of their character's mortality may come to regret making choices that inevitably lead to their character's demise.

SUPPORTING CAST

The supporting cast is what makes the Gamemaster's world come alive. They are the adversaries, the mooks, the innkeepers, and even the sentient weapons that the players may come across. The supporting cast encompasses every character that the players may come across who are controlled by the Gamemaster.

A good supporting character has their own motivations and feelings beyond the player characters. They have histories, personalities, friends, goals, and fears. They are living their lives in the Gamemaster's world the same way the players are, and are just doing what it takes to live another day. Should a player character come across a supporting cast member, the Gamemaster should do their best to embody the essence of that character to provide life to the world they've created.

BEFORE YOU START...

Gamemasters should check out [Tabletop Game Tracker](https://tgt.tm14.net/) (<https://tgt.tm14.net/>) for all of your game organization needs. This tool makes it possible to take generalized notes on all of your campaigns and share them with your players to avoid the "what happened last time?" questions or with the world to share your epic journies with everyone.

I also want to acknowledge [Homebrewery](https://homebrewery.naturalcrit.com/) (<https://homebrewery.naturalcrit.com/>) for making the awesome tool this book is written with.

Both tools are free. Check them out!

CHARACTER CREATION



CHARACTER IS A COLLECTION OF STATS, GEAR, perks, and other defining characteristics which represents a player in a game.

Creating a character should only take about 15 to 30 minutes, depending on the method used to generate stats and if the GM is allowing players to open buy their starting

gear.

CONCEPTUALIZE YOUR CHARACTER

Your character can be anything you can imagine. Are they a valliant knight travelling the land to bring an end to an evil king's reign? Are they a commercial airline pilot whose day to day got too boring for them to continue? Or are they a super hacker, on the run from government organizations for grossly misappropriating funds? Depending on the setting your GM opts for, your character can be anything that would fit within the setting. Once you have an overall concept for your character, the rest should fall in to place relatively easily.

CHARACTER STATISTICS

Your character's statistics (commonly referred to as *stats*) are a measure of how skilled your character is. In total, a character has six stats, which are divided between many physical and mental attributes. They are: Strength, Dexterity, Knowledge, Diplomacy, Intuition, and Fortitude.

STRENGTH

Strength is a measure of a character's physical prowess. It is also the principle stat when considering your ability to use melee weapons. It is also a factor when determining your ability to throw items.

DEXTERITY

Dexterity is a measure of a character's agility and hand-eye coordination. It is also the principle stat when considering your ability to use ranged weapons. It is also a factor when determining a character's Action Points.

KNOWLEDGE

Knowledge is a measure of a character's intellect. It is the principle stat when considering your ability to use Aether Abilities. It is also a factor when determining your total Aether Points.

DIPLOMACY

Diplomacy is a measure of a character's personality. It is the principle stat used to influence others.

INTUITION

Intuition is a measure of a character's gut feeling. It can also be seen as a measure of a character's fight or flight response. It is the principle stat used to perceive and understand the world as it truly is. It is also a factor in determining your Readiness, your resistance to Aether Abilities, and your total Aether Points.

FORTITUDE

Fortitude is a measure of a character's resilience. It is the principle stat in determining your Vitals.

VITAL STATISTICS

Your character's vital statistics (commonly referred to as *vitals*) are a measure of how durable your character is. In total, a character has four vital stats, which represent a character's ability to function and live. They are: Health, Vitality, Hunger, and Fatigue.

HEALTH

Health is a measure of a character's physical and mental wellbeing. Fleeting wounds that only last for a few days at most cause damage to your Health. Between scenes, Health is restored to 100% unless otherwise indicated. Once a character's Health is reduced to 0, they are incapacitated until the next scene or unless the damage is recovered by a concerted effort by a healer.

VITALITY

Vitality is a measure of a character's life force. Serious wounds that either take months, or years to recover from, if ever, cause damage to your Vitality. Vitality damage can only be recovered by a concerted effort by a healer. It can also be marginally recovered by taking a long rest. The amount restored depends on the GM's discretion. If your character receives an injury that they can't recover from (i.e. missing limbs, organ failure, etc.), your maximum Vitality is irreversibly damaged. The extend of that damage would be determined by the GM.

HUNGER

Hunger is a measure of a character's desire to eat. A character will take a +1 situation penalty to skills and saves if they have less than their maximum amount of Hunger. A character will take a +3 situation penalty once their Hunger drops to 0. Whenever a character goes 8 hours without eating, they lose 1 Hunger. Hunger can only be recovered by eating food.

FATIGUE

Fatigue is a measure of a character's desire to rest. A character will take a +1 situation penalty to skills and saved if they have less than their maximum amount of Fatigue. A character will take a +3 situation penalty once their Fatigue drops to 0. Whenever a character goes 24 hours without sleeping, they lose 1 Fatigue. Fatigue can only be recovered by sleeping.

DETERMINING YOUR STATS

There are several methods that can be used to determine your stats, and not all of them are limited to what's in this book. Whatever the Gamemaster decides is up to them, but as a note, a balanced character would have stats in the range of 4-14.

METHOD 1: POINT BUY

Depending on the type of campaign the Gamemaster wants to run (Realistic, Heroic, Superheroic) you are given a certain amount of points to spend as you see fit on your stats.

For a Realistic campaign, the GM will give you 54 points to spend. For a Heroic Campaign, the GM will give you 60 points. For a Superheroic campaign, the GM will give you 72 points.

Regardless of how many points you are given, your stats must fall in the range of 4-14. Consider that a stat at 10 is considered an average level of aptitude for that stat.

A good way of rolling a character this way would be to assign each stat an equal amount of points based on how many you're given, and then add and subtract from the various stats until you've built the character with the stats you want.

METHOD 2: RANDOM ROLL

A fun (and quick) way to build a character is to use a completely random method of determining stats. Using this method, a player would roll $2d6+2$ 6 times. Then a player assigns the six results to their stats as they see fit.

As an added bit of randomization (and possibly fun) a player could declare which stat they are rolling for before rolling the dice, to truly get a random set of stats.

METHOD 3: RANDOM ROLL BUY

This method is slightly less random than Method 2. Using this method, each stat starts off at 5. Then, you roll $7d6$. You can then add the results of the dice rolls to your stats as you see fit. You must assign the whole result of a die roll to a stat. No partial assignments.

METHOD 4: ARCHETYPE-BASED FORMULAS

If you know what Archetype you will choose for your character, you can use that choice to randomly roll your

stats based on a formula.

STRENGTH ARCHETYPE FORMULAS

Stat	Formula
Strength	10+d4
Dexterity	8+d4
Knowledge	4+d8
Diplomacy	4+d8
Fortitude	8+d6
Intuition	6+d6

DEXTERITY ARCHETYPE FORMULAS

Stat	Formula
Strength	6+d6
Dexterity	10+d4
Knowledge	8+d6
Diplomacy	6+d6
Fortitude	6+d6
Intuition	8+d8

KNOWLEDGE ARCHETYPE FORMULAS

Stat	Formula
Strength	4+d6
Dexterity	8+d6
Knowledge	10+d4
Diplomacy	6+d6
Fortitude	4+d6
Intuition	8+d6

DIPLOMACY ARCHETYPE FORMULAS

Stat	Formula
Strength	4+d8
Dexterity	4+d8
Knowledge	8+d6
Diplomacy	10+d4
Fortitude	4+d8
Intuition	8+d6

FORTITUDE ARCHETYPE FORMULAS

Stat	Formula
Strength	8+d4
Dexterity	8+d4
Knowledge	4+d6
Diplomacy	4+d6
Fortitude	10+d4
Intuition	4+d6

INTUITION ARCHETYPE FORMULAS

Stat	Formula
Strength	4+d4
Dexterity	4+d8
Knowledge	8+d6
Diplomacy	6+d6
Fortitude	8+d6
Intuition	10+d4

METHOD 5: SEMI-RANDOM ASSIGNMENT

Roll the following: 10+d4 , 8+d4 , 6+d6 , 6+d6 , 4+d6 , 4+d6 . Assign the results to your stats as you see fit.

DETERMINING YOUR STAT RESISTANCES

Each stat's resistance determines the situation modifier you have when making a save against that stat. This modifier is determined by your stat, based on the following chart.

RESISTANCE MODIFIER

Stat	Modifier
4-6	+2
7-9	+1
10-12	0
13-15	-1
16-18	-2

DETERMINING YOUR VITALS

Your Health is equal to your Fortitude stat. Your Vitality is equal to half your Health rounded down.

Your Hunger and Fatigue are equal to 1 plus 1 for every 4 points of Fortitude you have.

Your Vitals are subject to change as your Fortitude stat increases.

PICKING AN ARCHETYPE

In lieu of a traditional "class" or "profession" like other tabletop systems have, you pick one of the six stats as your character's "main stat". This stat becomes your character's Archetype. When performing skill checks and saves against the stat you chose as your Archetype, you enjoy a -1 situation bonus.

"Her library tower was filled with tomes from all corners of the universe. Boundless was the knowledge she lorded over."

DETERMINING YOUR MISCELLANEOUS STATS

In addition to the main six stats and the four vital stats, a character has a number of miscellaneous stats which round a character out. These stats are Readiness, Action Points, Speed, Carry Weight, and Throw Distance.

READINESS

Readiness determines how likely it is you are to act first in a combat round. A character's Readiness is

determined by their Intuition score based on the following chart.

READINESS SCORE

Intuition	Readiness
4-7	+2
8-9	+1
10-11	0
12-15	-1
16-17	-2
18+	-4

When rolling for initiative, a character's readiness determines the situation modifier die to roll with the base d20 . Because Initiative turn order is based on dice results from high to low, a negative situation die is added to your result and a positive situation die is subtracted from your result. Rolling for initiative is the only time this is true.

ACTION POINTS

Action Points determine how many actions a character can take in a round during their turn. Every character has 2 Action Points as a base. It can be further modified based on your Dexterity stat.

BONUS ACTION POINTS

Dexterity	Action Points
12+	+1
14+	+2
18+	+4

SPEED

Speed is a measure of how much ground a character can cover in a single action. Every character has 30FT of speed as a base value. Wearing armor may modify this value.

CARRY WEIGHT

A character's carry weight determines how much weight a character can carry before encumbrance penalties start to apply. A character is capable of carrying a weight equal to their Strength stat multiplied by 3.

Once a character surpasses the amount of weight they can carry, their effective speed becomes half of their current speed rounded down to the nearest 5. It can't be reduced below 5 this way. Additionally, characters take a +2 situation penalty.

THROW DISTANCE

The maximum distance a character is capable of throwing an item is determined by their Strength. Refer to the following chart to determine a character's Throw Distance.

THROW DISTANCE BASED ON STRENGTH

Strength	Distance
4-9	Up to 10FT
10-11	Up to 30FT
12-13	Up to 60FT
14-17	Up to 90FT
18+	Up to 150FT

FATE POINTS

Fate Points can be used to alter the fate of your character. Every character at or below level 10 can have a maximum of 3 Fate Points. They can be used to do one of two things.

- **Reroll a result:** If you roll the dice and get an undesirable result, you can use a Fate Point to roll a new result. You can then choose to take the new result or keep the old one. You can only do this once per check or save.
- **Subvert death:** If you are Dying, you can spend 1 Fate Point to gain 1 Vitality and immediately stabilize yourself. This can only be done on or below level 5, and only once per level.

Fate Points are restored to full whenever a character levels up. Characters at or above level 11 can't have or use Fate Points.

"Lady Luck was never truly on your side, but fortune was always your fate."

DETERMINING AETHER POINTS

When you create your character, this is when you'll make the decision to become Attuned to Aether. It can't be decided later. Individuals Attuned to Aether gain access to an array of powerful abilities that could be described as magic, psychic abilities, or any other supernatural ability your game world might have. Usage of these abilities depend on having enough Aether Points to use them.

If you are Attuned to Aether, you have an amount of Aether Points equal to the sum of your Knowledge and Intuition stats, then divided by 2 rounded down. This number is subject to change as your Knowledge and/or Intuition increase.

PERKS

THE AETHER



ANA. GOD. MATTER. THE UNIVERSE'S SOUL.

A concept so foreign that
comprehending even 1 percent of 1
percent of it will render everything you
once knew as rubbish."

PLAYING THE GAME



HIS GAME SYSTEM AIMS TO BE SIMPLE TO LEARN, pick up, and play. A campaign takes place through a series of scenes. Throughout the course of a campaign, players may be met with challenges their characters will have to overcome. For some of these challenges, players may be asked to roll a **d20**,

considered the base die, and another die depending on the situation modifier, considered the situation die, whose result will be added to or subtracted from the base die result.

CONTEST AGAINST YOURSELF

In this game, your character's stats are the basis for beating challenges and resisting negative effects. You aren't rolling dice to add a bunch of numbers up to beat some external, hidden "Difficulty Check" score. No, instead you're rolling dice to roll **below** one of your stats. Rolling at or below your stat indicates a success/hit where as rolling above it indicates a failure/miss. This means that you want your stats to be as high as possible, giving you the best chance to roll lower and succeed as often as possible.

BONUSES AND PENALTIES

This system may feel counterintuitive at first. Because you want to beat your score by rolling under it, bonuses are given as negative numbers, while penalties are given as positive numbers. Negative numbers will subtract from your score where positive ones would add to it, so naturally, a bonus would be a negative number since that would help lower your score where a penalty would be a positive number since that would increase your score.

SITUATION MODIFIERS

A check or save may be more or less difficult to overcome based on the situation the check or save is being performed in. Harder situations will bestow situation penalties where easier situations will bestow situation bonuses.

These bonuses and penalties translate to a secondary situation die that is rolled with the base **d20** die. The following chart determines what a situation die would be based on a situation modifier.

"The lord had a terrible, terrible gambling addiction. Soon after the missus left, and the kids stopped visiting, he wandered off out of the back door one day and I never saw him again."

SITUATION DIE

Situation Modifier	Situation Die
+6	+d20
+5	+d12
+4	+d10
+3	+d8
+2	+d6
+1	+d4
0	-
-1	-d4
-2	-d6
-3	-d8
-4	-d10
-5	-d12
-6	-d20

AUTOMATIC SUCCESSES AND FAILURES

Whenever you roll a 1 on the base **d20** die, you automatically succeed at whatever check or save you were attempting, regardless of how the total result matches up to the corresponding stat. Inversely, rolling a 20 result is an automatic failure regardless of the same.

SCENES

The entirety of a campaign is played out through scenes. A scene is usually one unit of continuous interaction with the gameworld that tells one complete part of the greater story, as discerned by a Gamemaster. The GM's job is to guide the players from scene to scene in order to tell the complete story that is the campaign at large. In the course of a campaign, there are two different types of scenes a player will become familiar with.

STORY SCENE

Story scenes are as they sound. They are where players interact with the game world in a variety of ways - usually non-combatative - to tell parts of a story. It is where challenges are met and overcome, where information is gathered and exchanged, and where the supporting cast shine, giving direction to the players as they navigate the world laid out to them by the Gamemaster. Story scenes usually take place in the theater of the mind, that is, there is usually no need to use a visual aid to play out these scenes.

COMBAT SCENE

Combat scenes usually occur when a fight breaks out between characters or the players are exploring a location - like doing a good ol' dungeon dive. Combat scenes are usually played out on a battle map using visual representations to help play out the rules of combat. Though, it is entirely possible that a combat scene could end up taking place in the theater of the mind depending on the GM's discretion.

LEVELING UP

When reaching a new level, there are a variety of ways you can improve your character.

Starting at level 2, and on every even level you reach thereafter, you gain 3 Expertise.

Starting at level 5, and on every 5th level you reach thereafter, you can increase one of your stats by 1.

After every level you gain, you are given the opportunity to spend your Expertise as you see fit. They can be used on a variety of Perks found in the **Perks** section of this book. Additionally, you can spend a number of Expertise to gain 1 stat point. That number is equal to $3 + 2$ for each time you've used Expertise to increase a stat previously.

GAINING EXPERIENCE

SKILLS

COMBAT

IN A COMBAT SCENE, EACH CHARACTER INVOLVED TAKE turns making actions. The turn order is decided at the beginning of the combat, and at the beginning of each combat round to represent the chaotic nature of being involved in a conflict. Combat scenes usually end once one of the sides gives up, or there are no more enemy combatants. These usually play out on a combat map to facilitate the rules of combat.

Combats play out in rounds, in which each character takes a turn making actions. Once every character has acted in a round, the next round begins.

There are 10 combat rounds in a minute. In other words, 1 combat round accounts for 6 seconds of time.

DETERMINING INITIATIVE

The turn order, also called Initiative, is determined by a dice roll. At the beginning of combat, and at the beginning of each subsequent round, each character involved in combat rolls for Initiative.

"She moved with such grace on the battlefield, and could loose an arrow without a second thought."

In order to determine Initiative, every character will roll a **d20** as their base die for this roll. They will also roll a situation die that corresponds with their Readiness. However, and only for Initiative rolls, the die result from a negative situation modifier should be added to the result while a positive situation modifier should be subtracted from the result.

Additionally, if the GM dictates it, take the negative result of your Readiness divided by 10 and add that to your result. For example, a Readiness of -1 should add 0.1 to your result, where a Readiness of 1 will subtract 0.1 to your result. Then, add your Dexterity divided by 100 to your result. This method can ensure that ties will be kept to a minimum. If characters are still tied after applying these additional results, resort to using the alphabetical order of their names to break further ties.

Characters act in the order of their Initiative roll results, from high to low.

COMBAT ACTIONS

During a combatant's turn, they can take up to a number of Attack and/or Move actions equal to their Action Points. A character can only make up to 1 Free Action a turn. Full Round and Bonus actions are special actions that are performed during special situations.

ATTACK

An Attack action would be something like swinging a melee weapon, or firing a ranged weapon. Things like

throwing a grenade or firing a siege or vehicle weapon also count as Attack actions. Generally, an Attack action is any action that involves using a weapon of any type offensively. The only exception to this is Aether Abilities, which use a full round action to perform.

In order to make a weapon attack, you will roll a **d20** base die and likely a secondary situation die. The situation die depends on the total circumstances of your attack. These include things such as your weapon's attack modifier, your armor's attack modifier, and the totality of combat situation modifiers that would apply. See the **Combat Situation Modifiers** section found further in this chapter to see a full list of situation modifiers that would apply in combat.

When making a weapon attack, the score you are aiming to beat depends on the Operating Stat of the weapon you are using.

MOVE

During a Move Action, a character can change either their **positioning**, their **stance**, or both.

POSITIONING

Changing your positioning is a matter of changing your character's location on the X, Y grid laid out on a battle map. You can move a number of 5 foot squares up to or equal to your Speed. Moving your character this way can't be broken up. If you choose to move 10FT in a move action, you can't decide to move another 10FT using the same move action. If you intend to move 20FT in a single action, you have to move the full 20FT during that action.

STANCE

Changing your stance is a matter of declaring how your character is poised. The stances your character can take are as followed:

- Standing
- Covered
- Prone

Unless otherwise stated, a character is assumed to be in a Standing stance.

STANDING

This is the default stance characters assume in a combat scene. There is nothing special or exceptional about this stance.

COVERED

You can only assume this stance if you are in a position to be able to hide behind parts of the map, such as a wall or some other large object that can obstruct others' view of you. While in this stance, you are harder to hit. However, it is also harder for you to hit targets. You can change your positioning while covered, but if your final destination does not have cover you are no longer covered after your movement.

Additionally, if you are Covered, and would suffer an attack from an Area of Effect, you instead take half damage from that attack.

PRONE

While prone, you are unable to take melee attack actions or change your positioning.

FREE

A free action encompasses things that aren't Attack or Move actions. This list includes, but is not limited to, reloading a weapon, clearing a weapon jam, picking up an item, tossing an item to a friendly, switching weapons, speaking up to 25 words, getting on a horse, getting out of a car, etc.

FULL ROUND

Full round actions are actions that can only be started on a turn where you have taken no actions. They consume the entire turn to perform. While performing a full round action, you can not perform any other kind of action - not even Free or Bonus actions. Usually, you will be told if something you are attempting will be a full round action, at the discretion of the GM. Additionally, certain weapons require 1 or more full round actions to reload and using Aether Abilities are also done as a full round action, but full round actions are not limited to these actions.

BONUS

Bonus actions are actions that are usually performed outside of your turn and usually as a reaction to something. Bonus actions include, but are not limited to, making an Attack of Opportunity or moving out of an area of effect on a successful save.

DEGREES OF SUCCESS

When making attack rolls, you are trying to beat the stat that corresponds with the weapon's Operating Stat. Rolling at or below your stat is enough to land a hit. However, rolling significantly below your score can offer bonus amounts of damage. There are 3 degrees of success to consider when rolling to hit: **Glancing**, **Crippling**, and **Mortal**. Additionally, character's can land **Critical Hits**.

Rolling above the corresponding stat dictates a **Miss**. It is also possible for a character to **Critically Miss**,

which confer extra bad effects whenever this happens depending on the type of weapon it is.

GLANCING HIT

This is the standard degree of success. Simply rolling at or below the corresponding stat is enough to land a Glancing hit. Glancing hits represent hits with a weapon that are easily survivable. These are light wounds that pass with enough time and rest, without intervention.

CRIPPLING HIT

This is a higher level of success compared to a Glancing hit. Rolling at or below the corresponding stat divided by 2, rounded down confers a Crippling hit. Crippling hits represent hits with a weapon that aren't so easy to survive without intervention. These are heavier wounds that will pass given enough time or with a little intervention.

MORTAL HIT

This is the highest level of success achievable without a critical hit. Rolling at or below the corresponding stat divided by 4, rounded down confers a Mortal hit. Mortal hits represent hits with a weapon that are capable of causing grave bodily harm or death. These are life threatening wounds that will not pass without intervention, and could cause death without it.

Whenever a character is hit by a Mortal hit, after damage has been applied, that character makes a Fortitude save. On a failure, they are immediately brought to 0 Health, 0 Vitality and begin Dying.

CRITICAL HIT

Lucky! A critical hit is only granted when a 1 is rolled on the base **d20** die. The situation die, total result, and corresponding stat do not matter in these cases.

A critical hit is considered a Mortal hit. However, the character gets to roll for damage twice. For example, landing a critical hit with a weapon that has a Mortal damage rating of **2d4+4** would allow them to deal an additional **2d4+4** damage.

MISS

A miss means that your attack does not land. Rolling above the corresponding stat dictates a miss on the attack attempt.

AREA OF EFFECT MISS

Missing a weapon swing or missing an with arrow or bullet is one thing, but with weapons such as the Fragmentation Grenade or the Rocket Launcher, a miss doesn't always mean no damage is dealt. However, you may be damaging things you don't want to damage as a result!

Whenever you want to roll an attack that has a Target of Area, you place a template that matches the prescribed area on the map where you intend for the attack to land. If your attack roll dictates a miss, the GM will roll a **d4** and a **d6**. These dice will represent how badly your character missed the intended target. The **d4** is used to dictate the direction where the **d6** will dictate the distance.

D4 DIRECTIONAL RESULT

Result	Direction
1	North (Up)
2	East (Right)
3	South (Down)
4	West (Left)

Multiple the result of the **d6** by 5 to determine the distance in FT. Move the template in the direction determined by the **d4** a distance determined by the **d6**. Damage is dealt after the template has been moved.

Damage dealt this way is considered a Glancing hit.

CRITICAL MISS

Oof! A critical miss only occurs when a 20 is rolled on the base **d20** die. The situation die, total result, and corresponding stat do not matter in these cases.

A critical miss is the same as a miss, with additional penalties whenever they occur. Critical misses with melee weapons result in the character dropping the weapon that was used in the attack. Critical misses with ranged weapons result in the weapon being used becoming jammed.

A dropped weapon can be picked up as a Free Action, as can a weapon jam be cleared.

AREA OF EFFECT CRITICAL MISS

Critically missing an Area of Effect has slightly different rules than just a regular miss. Instead of the GM rolling dice to determine how badly a character missed after placing a template, instead, that template is placed on top of the source of the attack. For something like the Fragmentation Grenade or the Rocket Launcher, that would mean placing the template on top of the character using the weapon. However, for things like Siege Weapons and Vehicles, the template is placed on the weapon or vehicle rather than on the character using it.

This represents an abject failure in utilizing the weapon, causing the character to drop an explosive by their feet or misfire a weapon causing damage to itself and/or its support structure.

The damage dealt this way is considered a Glancing hit.

DAMAGE

Weapons are listed with 3 damage ratings. These ratings represent the damage formula used for that weapon on a hit based on the degree of success attained on an attack roll. These damage ratings correspond with 3 damage levels:

- Glancing
- Crippling
- Mortal

They correspond to the degrees of success, so attaining one of these degrees allows you to roll the matching damage level.

Whenever a hit is landed on a target (or targets), you will be asked to roll dice to see how much damage your hit inflicted. Depending on the damage level, you will apply your damage in different ways.

Damage can't make a character's Health or Vitality drop below 0.

DAMAGE LEVELS

Depending on the damage level sustained, damage is applied in different ways.

GLANCING DAMAGE

Damage dealt this way is only done to your Health.

CRIPPLING DAMAGE

Damage dealt this way is done to your Health. In addition, half as much damage, rounded down, is dealt to your Vitality. Damage dealt to your Vitality this way can't be reduced to 0.

MORTAL DAMAGE

Damage dealt this way is done to your Health. In addition, it deals the same amount of damage to your Vitality.

DAMAGE TYPES

Weapons will have 1 of 4 of the damage types associated with them. They are as followed:

- Slashing
- Piercing
- Bludgeoning
- Energy

The damage type is important to consider when calculating for damage resistance.

DAMAGE RESISTANCE

It is possible for characters to reduce the amount of damage received due to any natural resistances or resistances granted by equipped armor. Whenever damage is dealt, subtract the amount of damage resisted from the amount of damage dealt. This is done before damage is applied. Consequently, damage is resisted before it is divided to be applied in situations that call for it.

INCAPACITY, DYING, AND DEATH

Whenever a character receives an amount of damage that would lower their Health to 0, they become Incapacitated. This is a condition that renders the character unable to take actions. Any action that would cause a character to gain Health removes the Incapacitated condition, allowing the character to act again on its turns.

Whenever a character receives an amount of damage that would lower their Vitality to 0, they lower their Health to 0 and they start Dying. This is a condition where a character has to fight for their life. Making a Death Save, or having your Vitality raised above 0 will stabilize your character. However, a character will remain Incapacitated until their Health is restored.

A character that is dead has no hope of every doing anything again. In these situations, the player should roll a new character. The GM can work in how that character is introduced to the group. Alternatively, the player can take the role of certain support characters and become an assistant to the GM, making the campaign a game of survival. How to handle death in a campaign is ultimately up to the GM.

MAKING DEATH SAVES

On each of a character's turns while they are Dying, the only Action they can take is making a Death Save, if they wish.

Making a Death Save is a matter of making, and succeeding at, a Fortitude save. A character can only fail a number of Death Saves equal to their Fortitude score divided by 4 rounded down before the character goes from Dying to being Dead. If a character fails a Death Save and has no more failures left, they die.

For example, a character with 9 Fortitude can fail 2 Death Saves without negative consequence. However, if that character fails a 3rd Death Save, that character dies.

Choosing not to make a Death Save will count as failing the save for that turn.

Once a character succeeds at a Death Save, they gain 1 Vitality and become stabilized, meaning they are no longer Dying.

DUAL WIELDING

A character is able to wield two weapons at once, so long as they both require only 1 hand to wield. Attacks can be made with one or both of the weapons in a single action. Attacking with two weapons in a single action adds a +2 modifier to hit with your primary weapon, and a +4 modifier to hit with your secondary weapon. You may choose to hit different targets with each weapon.

IMPROVISED WEAPONS

In some situations, a character may find themselves with no conventional weapons. Or perhaps they ran out of ammunition rendering their hi-tech rifle an over engineered paper weight. In these situations, anything, even a fist or the butt of your rifle, can be used as an improvised weapon. Attacking with an improvised weapon uses Strength as its Operating Stat. This weapon is considered a melee weapon. This weapon deals bludgeoning damage. It has a modifier of +2. It has a damage rating of $d4/d4+1/d4+2$.

A character can also throw objects as an improvised weapon. The Operating Stat used to throw an object as an improvised weapon is Dexterity, rather than Strength. However, the range you can throw it is still dependent on your Strength. This weapon is considered a ranged weapon. It deals bludgeoning damage. It has a modifier of +3. It has a damage rating of $d4/d4+1/d4+2$.

EMBROILED IN MELEE

When two enemy combatants touch bases, they become embroiled in melee. Characters embroiled in melee take a +2 situation penalty when trying to use a ranged weapon of any kind against any target. Additionally, whenever a character would try to make a ranged attack against an enemy embroiled in melee with a friendly character, that character would also take a +2 situation penalty to make that attack.

FLANKING

A character may find themselves with an enemy in front and behind them, causing a loss of morale and focus. In these situations, a character takes a +2 situation penalty when making attacks. If a character is flanking a target with another friendly character, they can take a -2 situation bonus when making attacks against a flanked target.

A character is considered flanked if a straight line can be drawn between two hostile entities, with the character intersecting with it, and all characters involved are embroiled in melee.

ATTACKS OF OPPORTUNITY

Whenever a character takes a move action that would break a melee, they invoke an attack of opportunity against all characters whose base they moved away from. These characters, regardless of the current turn order, have a chance to immediately make an attack action against the fleeing character as a Bonus action. Taking any sort of Free or Full Round action or changing your stance while embroiled in melee will also provoke attacks of opportunity. Attacks of opportunity can only be made with melee weapons.

AETHER IN COMBAT

Some Aether abilities requires the ability to use your hands or the ability to use your voice. If you can't use your hands or your voice, you can't use Aether abilities that require the use of your hands or voice.

Some Aether abilities also require concentration. If you are embroiled in melee, you can't use Aether abilities that require concentration.

COMBAT SITUATION MODIFIERS

In certain situations, the likelihood of hitting an enemy combatant with your attacks can be affected by various conditions. Refer to the charts below to determine how easy, or difficult, it will be to land an attack against a hostile entity.

MELEE ATTACK SITUATION MODIFIERS

Situation or condition	Modifier
Flanked	+2
Flanking	-2
Target using ranged weapon	-1
Target in low light	+1
Target behind cover	+1
Weather obstructs vision	+1

RANGED ATTACK SITUATION MODIFIERS

Situation or condition	Modifier
Target in low light	+2
Target behind cover	+2
Target embroiled in melee with a friendly	+2
Target outside of weapon range	+4
Embroiled in melee	+2
Behind cover	+2
Weather obstructs vision	+2

CONDITIONS

During the course of combat a character can become affected by a number of conditions that affect their combat effectiveness.

DYING

A character that is Dying is on the verge of death. The only action they can take on their turns are making Death Saves in hopes that they can pull through and survive. See the section on **Making Death Saves** earlier in this chapter to learn about Death Saves.

Additionally, having a character's Vitality being raised above 0 while Dying will stabilize them, which removes the Dying condition.

DEAD

A character that is Dead has moved on from this world. That character won't be capable of doing anything ever again. Time to roll a new character!

INCAPACITATED

A character that is Incapacitated cannot take any actions. A character can recover from being Incapacitated by having their Health restored above 0.

SHAKEN

A character that is Shaken makes all actions with a +2 situation penalty.

TERRIFIED

A character that is Terrified makes all actions with a +2 situation penalty. Additionally, while that character is capable of seeing the source of its terror, they can only make Move actions and they can only use them to remove the source of its terror from its sight.

FRENZIED

A character that is Frenzied makes all actions with a +2 situation penalty. Additionally, a Frenzied character must attack, or move towards in order to attack, the nearest living creature they can see.

CHARMED

A character that is Charmed makes all actions against the source of the charming effect with a +3 situation penalty.

ENAMORED

A character that is Enamored can not take actions against the source of the enamoring effect.

GOADED

A character that is Goaded must attack, or move towards in order to attack, source of the goading effect.

STUNNED

A character that is Stunned can not take any actions.

ROOTED

A character that is Rooted can not take move actions.

PACIFIED

A character that is Pacified can not take attack actions.

MOTIVATED

A character that is Motivated takes all actions with a -2 situation bonus.

INSPIRED

A character that is Inspired takes all actions with a -2 situation bonus, or with a -3 situation bonus if they can see the source of the inspiring effect and it is not yourself.

SLOWED

A character that is Slowed takes a +2 situation penalty when rolling for Initiative.

HASTED

A character that is Hasted takes a -2 situation bonus when rolling for Initiative.

AFFLICTED

A character that is Afflicted takes 1d4 Health damage every minute (in combat, every 10 rounds).

INFIRMED

A character that is Infirm takes 1d4 Vitality damage every hour.

This condition is serious, and persists beyond a combat scene. It can be cured by a healer.

CONDITIONS RESTRICTIONS AND REPLACEMENTS

There are conditions that would contradict or replace another when applied to a character. This section describes what happens when such contradictions are encountered.

SHAKEN, TERRIFIED, AND FRENZIED

These conditions decrease your chance of succeeding at actions. As such, it stands to reason that you can't have some combination of these conditions at once.

- If you are **Shaken**, you *can* be Terrified or Frenzied which *replaces* Shaken.
- If you are **Terrified**, you *cannot* be Shaken or Frenzied.
- If you are **Frenzied**, you *cannot* be Shaken or Terrified.

MOTIVATED AND INSPIRED

These conditions increase your chance of succeeding at actions. As such, it stands to reason that you can't have both conditions at once.

- If you are **Motivated**, you *can* be Inspired which *replaces* Motivated.
- If you are **Inspired**, you *cannot* be Motivated.

AFFLICTED AND INFIRMED

These conditions cause damage over time to your vitals. As such, it stands to reason that you can't have both conditions at once.

- If you are **Afflicted**, you *can* be Infirm which *replaces* Afflicted.
- If you are **Infirm**, you *cannot* be Afflicted.

ROOTED, PACIFIED, AND STUNNED

These conditions modify your ability to take actions. As such, it stands to reason that having some combination of these would be contradictory in some cases.

- If you are **Rooted**, you *can* be Stunned, which *replaces* Rooted.
- If you are **Pacified**, you *can* be Stunned, which *replaces* Pacified.
- If you are **Stunned**, you *cannot* be Rooted or Pacified.

FRENZIED, GOADED, PACIFIED, AND ENAMORED

These conditions modify who you're allowed to attack. As such, it stands to reason that having some combination of these would be contradictory in some cases.

- If you are **Frenzied**, you *cannot* be Goaded, Pacified, or Enamored.
- If you are **Goaded**, you *can* be Frenzied or Pacified, which *replaces* Goaded. You *cannot* be Enamored.
- If you are **Pacified**, you *can* be Goaded or Frenzied, which *replaces* Pacified. You *cannot* be Enamored.
- If you are **Enamored**, you *can* be Frenzied, Pacified, or Goaded, which *replaces* Enamored.

SLOWED AND HASTED

These conditions modify how quickly you're likely to take actions in a combat round. Because of their nature, it stands to reason that you can't have both conditions at once.

- If you are **Hasted** and would gain Slowed, *instead* you lose Hasted.
- If you are **Slowed** and would gain Hasted, *instead* you lose Slowed.

SIEGE WEAPONS

WEAPONS AND ARMOR

“War never changes, but the means by which we fight them
always do.”

PRIMITIVE WEAPONS

Name	Range	Target	Damage Rating	Damage Type	Primary Stat	Modifier
<i>Melee Weapons</i>						
Dagger	—	Single	d4/d4+2/d4+4	Piercing	Strength	+0
Short Sword	—	Single	d4/d4+2/d4+4	Slashing	Strength	+0
Club	—	Single	d4/d4+2/d4+4	Bludgeoning	Strength	+0
Long Sword	—	Single	d6/d6+2/d6+4	Slashing	Strength	+1
Battle Axe	—	Single, Multiple	2d4+2/2d4+4/2d4+6	Slashing	Strength	+2
War Hammer	—	Single, Multiple	2d4+2/2d4+4/2d4+6	Bludgeoning	Strength	+2
Mace	—	Single	d6/d6+2/d6+4	Bludgeoning	Strength	+1
Quarterstaff	5FT	Single	d6/d6+2/d6+4	Bludgeoning	Dexterity	+1
Spear	5FT	Single	d8/d8+2/d8+4	Piercing	Strength	+1, +2 at 5FT
Halberd	5FT	Single	d8/d8+2/d8+4	Slashing	Strength	+1, +2 at 5FT
Rapier	—	Single	d4/d4+2/d4+4	Piercing	Dexterity	+1
Bastard Sword	—	Single, Multiple	d6+2/d6+4/d6+6	Slashing	Strength	+1
<i>Ranged Weapons</i>						
Short Bow	60FT	Single	d4/d4+2/2d4	Piercing	Dexterity	+1
Long Bow	120FT	Single	d6/d6+2/d6+4	Piercing	Dexterity	+2
Javelin	Throw Distance	Single	d8/d8+2/d8+4	Piercing	Dexterity	+2
Crossbow	30FT	Single	d4/d4+2/d4+4	Piercing	Dexterity	+1
Knife	Throw Distance	Single	d4/d4+2/d4+2	Piercing	Dexterity	+1
Hatchet	Throw Distance	Single	d4/d4+2/d6	Slashing	Strength	+2
Flintlock	15FT	Single	2d6/2d6+2/3d4+2	Bludgeoning	Dexterity	+2
Musket	30FT	Single	2d6/2d6+2/3d4+2	Bludgeoning	Dexterity	+1

MODERN WEAPONS

Name	Range	Target	Damage Rating	Damage Type	Primary Stat	Modifier
<i>Melee Weapons</i>						
Riot Baton	—	Single	d4/d4+4/d4+4	Bludgeoning	Strength	-1
Stun Baton	—	Single	d4/d4+2/d4+4	Bludgeoning	Strength	+1
Hunting Knife	—	Single	d4+2/d4+4/d4+6	Slashing	Strength	+0
Battering Ram	—	Single	d8/d8+2/d8+4	Bludgeoning	Strength	+1
<i>Ranged Weapons</i>						
Light Pistol	100FT	Single	d6/d6+2/d6+4	Piercing	Dexterity	+0
Heavy Pistol	80FT	Single	d8/d8+2/d8+4	Piercing	Dexterity	+1
Auto Pistol	60FT	Single, Multiple	2d4/2d4+2/2d4+4	Piercing	Dexterity	+0, +1
Light Rifle	120FT	Single	d8/d8+2/d8+2	Piercing	Dexterity	+1, +2
Assault Rifle	150FT	Single, Multiple	2d6/2d6+2/2d6+4	Piercing	Dexterity	+2, +3, +3
Long Rifle	300FT	Single	3d4+2/3d4+4/3d4+6	Piercing	Dexterity	+4
SMG	60FT	Multiple	2d4/2d4+2/2d4+4	Piercing	Dexterity	+1
Heavy SMG	40FT	Multiple	d8/d8+2/d8+4	Piercing	Dexterity	+2
Shotgun (Slug)	15FT	Single	d8/d8+2/d8+4	Bludgeoning	Dexterity	+1
Shotgun (Scatter)	—	Area: 15FT Cone	d6/d6+2/d6+4	Piercing	Dexterity	+1
Grenade Launcher	80FT	Area: 10FT Circle	d10+2/d10+4/d10+6	Energy	Strength	+2
Flamethrower	—	Area: 20FT Cone	d12/d12+2/d12+4	Energy	Strength	+2
Rocket Launcher	200FT	Single, Area: 10FT Circle	2d8+2/2d8+4/2d8+6	Energy	Strength	+3
Frag Grenade	Throw Distance	Area: 10FT Circle	d10+2/d10+4/d10+6	Energy	Strength	+1
Stun Grenade	Throw Distance	Area: 10FT Circle	—	—	Strength	+1
Smoke Grenade	Throw Distance	Area: 20FT Circle	—	—	Strength	+1
Sonic Grenade	Throw Distance	Area: 20FT Circle	—	—	Strength	+1

PRIMITIVE WEAPONS

Name	Ammunition Type	Firing Stlye	Firing Rate	Magazine Capacity	Magazine Type	Hands	Access
<i>Melee Weapons</i>							
Dagger	—	—	—	—	—	1	Civilian
Short Sword	—	—	—	—	—	1	Civilian
Club	—	—	—	—	—	1	Civilian
Long Sword	—	—	—	—	—	1	Civilian
Battle Axe	—	—	—	—	—	2	Military
War Hammer	—	—	—	—	—	2	Military
Mace	—	—	—	—	—	1	Civilian
Quarterstaff	—	—	—	—	—	2	Civilian
Spear	—	—	—	—	—	2	Civilian
Halberd	—	—	—	—	—	2	Military
Rapier	—	—	—	—	—	1	Military
Bastard Sword	—	—	—	—	—	2	Civilian
<i>Ranged Weapons</i>							
Short Bow	Arrow	S	1	—	—	2	Civilian
Long Bow	Arrow	S	1	—	—	2	Military
Javelin	—	S	1	—	—	1	Civilian
Crossbow	Bolt	S	1	1	—	1	Military
Knife	—	S	1	—	—	1	Civilian
Hatchet	—	S	1	—	—	1	Civilian
Flintlock	Bullet	S	1	1	—	1	Experimental
Musket	Bullet	S	1	1	—	2	Experimental

MODERN WEAPONS

Name	Ammunition Type	Firing Stlye	Firing Rate	Magazine Capacity	Magazine Type	Hands	Access
<i>Melee Weapons</i>							
Riot Baton	—	—	—	—	—	1	Civilian
Stun Baton	—	—	—	—	—	1	Military
Hunting Knife	—	—	—	—	—	1	Civilian
Battering Ram	—	—	—	—	—	2	Civilian
<i>Ranged Weapons</i>							
Light Pistol	5mm	S	1	15	Pistol	1	Civilian
Heavy Pistol	9mm	S	1	7	Pistol	1	Military
Auto Pistol	5mm	B, A	2, 4	20	Pistol	1	Military
Light Rifle	9mm	S, B	1, 3	21	Rifle	2	Civilian
Assault Rifle	9mm	S, B, A	1, 3, 10	30	Rifle	2	Military
Long Rifle	13mm	S	1	5	Rifle	2	Military
SMG	5mm	A	6	36	SMG	1	Military
Heavy SMG	13mm	A	10	70	SMG	2	Military
Shotgun (Slug)	Slug	S	1	6	—	2	Civilian
Shotgun (Scatter)	Scatter	S	1	6	—	2	Civilian
Grenade Launcher	Frag Grenade	S	1	1	—	2	Military
Flamethrower	Fuel	S	1	8	—	2	Military
Rocket Launcher	Rocket	S	1	1	—	2	Military
Frag Grenade	—	—	—	—	—	1	Military
Stun Grenade	—	—	—	—	—	1	Military
Smoke Grenade	—	—	—	—	—	1	Civilian
Sonic Grenade	—	—	—	—	—	1	Experimental

FUTURISTIC WEAPONS

Name	Range	Target	Damage Rating	Damage Type	Primary Stat	Modifier
<i>Melee Weapons</i>						
Photon Sword	—	Single	3d4/3d4+3/3d4+4	Energy	Strength	+1
Chain Sword	—	Single	2d6-1/2d6/2d6+1	Slashing	Strength	+2
Photon Staff	5FT	Single	2d6+2/2d6+4/2d6+6	Energy	Dexterity	+1
Graviton Hammer	—	Single	2d8/2d8+2/2d8+4	Bludgeoning	Strength	+4
Photon Saber	—	Single	2d6/2d6+2/2d6+4	Energy	Dexterity	+1
<i>Ranged Weapons</i>						
Plasma Pistol	60FT	Single, Multiple	d8/d8+2/d8+4	Energy	Dexterity	+2, +3
Plasma Rifle	120FT	Multiple	d10/d10+2/d10+4	Energy	Dexterity	+3
Photon Pistol	80FT	Single	2d4/2d4+2/2d4+4	Energy	Dexterity	+2
Photon Rifle	150FT	Single	2d6/2d6+2/2d6+4	Energy	Dexterity	+3, +4
Charge Pistol	100FT	Single	d6+2/d6+4/d6+6	Piercing	Dexterity	+0, +2
Charge Rifle	200FT	Single	d10+2/d10+4/d10+6	Piercing	Dexterity	+1, +2
Charge Long Rifle	350FT	Single	3d6/3d6+2/3d6+4	Piercing	Dexterity	+4
Charge SMG	40FT	Single, Multiple	d8+2/d8+4/d8+6	Piercing	Dexterity	+1, +2
Charge Shotgun (Slug)	25FT	Single	2d6/2d6+2/2d6+4	Bludgeoning	Dexterity	+1
Charge Shotgun (Scatter)	—	Area: 25FT Cone	2d4/2d4+2/2d4+4	Piercing	Dexterity	+1, +2
Antimatter Grenade	Throw Distance	Area: 20FT Circle	4d6/4d6+2/4d6+4	Energy	Strength	+2
Antimatter Disperser	—	Area: 30FT Cone	4d6/4d6+2/4d6+4	Energy	Knowledge	+3
Photon Grenade	Throw Distance	Area: 30FT Circle	—	—	Strength	+2
Gravity Well	Throw Distance	Area: 20FT	—	—	Strength	+2

FUTURISTIC WEAPONS

Name	Ammunition Type	Firing Style	Firing Rate	Magazine Capacity	Magazine Type	Hands	Access
<i>Melee Weapons</i>							
Photon Sword	N. Charge	—	1	8	Nuclear Pack	2	Military
Chain Sword	Charge	—	1	15	Charge Pack	1	Military
Photon Staff	N. Charge	—	1	5	Nuclear Pack	2	Military
Graviton Hammer	N. Charge	—	1	2	Nuclear Pack	2	Exp.
Photon Saber	N. Charge	—	1	9	Nuclear Pack	1	Exp.
<i>Ranged Weapons</i>							
Plasma Pistol	Charge	S, A	1, 3	18	Charge Pack	1	Civilian
Plasma Rifle	Charge	A	5	45	Charge Pack	2	Military
Photon Pistol	Charge	S	1	12	Charge Pack	1	Civilian
Photon Rifle	Charge	B, A	1, 2	24	Charge Pack	2	Military
Charge Pistol	9mm	S, B	1, 2	10	Pistol	1	Civilian
Charge Rifle	13mm	S, B	1, 3	24	Rifle	2	Civilian
Charge Long Rifle	13mm	S	1	10	Rifle	2	Military
Charge SMG	5mm	B, A	4, 8	56	SMG	1	Civilian
Charge Shotgun (Slug)	Slug	S	1	6	—	2	Civilian
Charge Shotgun (Scatter)	Scatter	S, A	1, 3	6	—	2	Civilian
Antimatter Grenade	—	—	—	—	—	1	Exp.
Antimatter Disperser	N. Charge	S	1	1	Nuclear Pack	2	Exp.
Photon Grenade	—	—	—	—	—	1	Military
Gravity Well	—	—	—	—	—	1	Exp.

PRIMITIVE ARMOR

Name	Slashing	Piercing	Bludgeoning	Energy	Speed Penalty	Attack Modifier	Access
<i>Body</i>							
Leather Vest	2	0	1	0	5	+0	Civilian
Half Plate	3	2	3	1	15	+1	Civilian
Full Plate	4	3	4	2	25	+1	Military
Chain Shirt	2	1	1	0	10	+0	Civilian
Chain Mail	2	2	2	0	15	+1	Military
Carapace	3	1	3	2	20	+1	Military
<i>Shields</i>							
Wooden Shield	1	1	0	0	0	+0	Civilian
Kite Shield	2	1	2	0	5	+1	Military
Tower Shield	2	3	3	2	—	—	Military

MODERN ARMOR

Name	Slashing	Piercing	Bludgeoning	Energy	Speed Penalty	Attack Modifier	Access
<i>Body</i>							
Tactical Vest	0	2	0	0	5	+0	Civilian
Ballistic Vest	1	2	1	2	10	+0	Civilian
Bomb Suit	3	4	3	5	25	+2	Military
Combat Suit	2	3	2	2	15	+1	Military
Exosuit	5	6	4	6	25	+4	Experimental
<i>Shields</i>							
Police Shield	1	1	2	0	5	+1	Military
Riot Shield	2	4	3	3	—	—	Civilian

FUTURISTIC ARMOR

Name	Slashing	Piercing	Bludgeoning	Energy	Speed Penalty	Attack Modifier	Access
<i>Body</i>							
Kinetic Field	0	6	0	8	0	+0	Civilian
Carbon Fiber Coat	2	2	2	2	5	+0	Civilian
Carbon Fiber Suit	2	4	2	2	10	+0	Civilian
Synthweave Vest	1	3	1	3	10	+0	Military
Synthweave Coat	2	4	2	6	15	+0	Military
Nanoweave Suit	1	4	1	8	10	-1	Experimental
Power Armor (Powered)	4	4	6	6	15	-2	Military
Power Armor (Unpowered)	2	2	3	1	25	+4	Military
<i>Shields</i>							
Palm Shield (Small)	0	2	1	2	0	+1	Experimental
Palm Shield (Medium)	1	2	2	4	10	+2	Experimental
Palm Shield (Large)	1	4	2	6	—	—	Experimental
Palm Shield (Uncharged)	0	0	0	0	0	+0	Experimental

PRIMITIVE SIEGE WEAPONS

Name	Range	Target	Damage Rating	Damage Type	Primary Stat	Crew	Modifier
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MODERN SIEGE WEAPONS

Name	Range	Target	Damage Rating	Damage Type	Primary Stat	Crew	Modifier
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FUTURISTIC SIEGE WEAPONS

Name	Range	Target	Damage Rating	Damage Type	Primary Stat	Crew	Modifier
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PRIMITIVE SIEGE WEAPONS

Name	Durability	Ammunition Type	Firing Rate	Capacity	Reload Time	Access
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MODERN SIEGE WEAPONS

Name	Durability	Ammunition Type	Firing Rate	Capacity	Reload Time	Access
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FUTURISTIC SIEGE WEAPONS

Name	Durability	Ammunition Type	Firing Rate	Capacity	Reload Time	Access
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DAGGER
SHORT SWORD
CLUB
LONG SWORD
BATTLE AXE
WAR HAMMER
MACE
QUARTERSTAFF
SPEAR
HALBERD
RAPIER
BASTARD SWORD

GOODS AND SERVICES

LANGUAGES

CIVILIZATION LEVELS

LAW LEVELS

COMPUTERS AND SOFTWARE
AUGMENTED REALITY
VIRTUAL REALITY

NETWORKS

PROSTHETICS AND CYBERNETICS

MUTATIONS

VEHICLES

ENVIRONMENTS