



PLANET EPSILON

A SCIENCE-FANTASY ADVENTURE GAME

ADVENTURER'S GUIDE

WORDS AND PICTURES BY
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HOW TO PLAY

Planet Epsilon is a science-fantasy adventure game
recommended for 4-6 players
(but playable with 2 or more).

One player has the job of being the game's **Arbiter**.
The rest act as **Adventurers**.

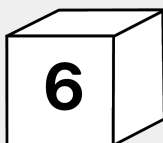
Each Adventurer plays as a heroic figure
in the dangerous world of Epsilon –
taking action and making decisions
from *their* viewpoint –
considering their motivations and abilities.

The Arbiter has a much bigger job:
adjudicating actions devised by the Adventurers,
and playing everything in the world *besides* them:
other people, animals, monsters, ruins, weather, etc.

ROLLING THE DICE

You decide what actions your Adventurer takes,
and roll dice to see if you succeed.

Dice with different numbers of sides
are used for different rolls –
i.e., **D12** means a 12-sided die, **D4** means a 4-sided die.
and **2D6** means *two* 6-sided dice.



THE MAIN ROLL

For most actions, you roll a **12-sided die (D12)**
and add any bonuses that apply.

If it's a contest between you and someone else
– i.e., physical combat –
both sides roll – the goal is to beat your opponent.

For actions that involve only yourself
– i.e., leaping across a chasm –
the Arbiter determines (and usually reveals)
the target number for success,
prior to the roll.

DEGREES OF SUCCESS

If your roll succeeds or fails by **3 or more**,
you experience **Great Success** – or **Dire Failure** –
and extra benefits or consequences may apply.

FAVOR AND DISFAVOR

Some rolls are made with **Favor** or **Disfavor**
because of circumstances
that provides a boon or bane.

When rolling with Favor,
roll twice and use the best result.

When rolling with Disfavor,
roll twice and use the worse result.

Tip: make both rolls at the same time.

THE SETTING

The Ancients harnessed strange energies
from other Dimensions
to achieve incredible feats of Science and Magic.

But something went wrong.

The Firmament ruptured.
Dimensions collided.
Civilization collapsed.

On Planet Epsilon today can be found:

- ☼ Stone-age technology.
- ☼ Ancient science.
- ☼ Sorcerous magic.
- ☼ Natural mysticism.
- ☼ Isolated villages.
- ☼ Reclusive nomads.
- ☼ Mysterious ruins.
- ☼ Dinosaurs.
- ☼ Robots.
- ☼ Carnivorous plants.
- ☼ Giant Insects.
- ☼ Interdimensional aliens.
- ☼ Magical beasts.
- ☼ Slime creatures



ADVENTURERS

CREATE YOUR ADVENTURER

To create a new Adventurer
Grab a **Planet Epsilon Adventurer Record**
and follow these steps to fill it out:

STEP 1:
Add +1 to 1 Core Trait.
(page 5)

STEP 2:
Add a name.
Add a portrait, symbol, etc.

STEP 3:
Choose your Race and Size.
Adjust your Core Traits.
(page 8)

STEP 4:
Add up your Full Health.
(page 12)

STEP 5:
Add +1 Rank to 1 Skill.
(page 14)

STEP 6:
Select Starting Gear.
(page 23)

STEP 7:
Add up your Slots
(page 16)

STEP 8:
Add up your Defense Bonus.
(page 13)

STEP 9:
Add Weapon Bonuses.
Add Ammo to track.
(pages 19, 22)

STEP 10:
If you have Magic Rank 1,
select **Magic + Glow Scarabs**
from 4 rolled randomly.
(page 62)

STEP 11:
Add a physical description.

STEP 12:
Enter "1" for your XP.
Enter "1" for your Level.
(page 11)

CORE TRAITS

Your innate qualities and natural talents.

Core Traits range from -3 to +3,
with 0 being average.

Each Core Trait starts at 0
Add **+1** to one Core Trait of your choice.

Further bonuses and penalties
may be applied for your Race –
or acquired through adventuring.

Trait	Description	Helps With:
BRAINS	How intelligent and mentally capable you are.	Bushcraft, Engineering
GLOW	How cosmic you are – your feel for Dimensional energies.	Sorcery
GRIT	How tough and resilient you are, both physically and mentally.	Health, Fatigue, Hunger, & Thirst, Hold Your Breath, Willpower
MOVES	How athletic you are – including strength and power, as well as speed and quickness.	Melee, Move, Throw, Acrobatics, Climb, Jump, Swim
SENSE	How keen your senses are, including subtler perceptions – i.e., sense of balance and direction.	Shoot, Detect Stealth, Balance, Finesse, Surgery, Planetwhisper

SIZE

How large or small you are.

Your Size determines:

How big your Weapons, Armor, etc. are.

How much Food and Water you need, if you are Biological.

How much Energy you need, if you are Mechanical.

SIZE MOD

You also have a Size **Number** — your Size Mod.

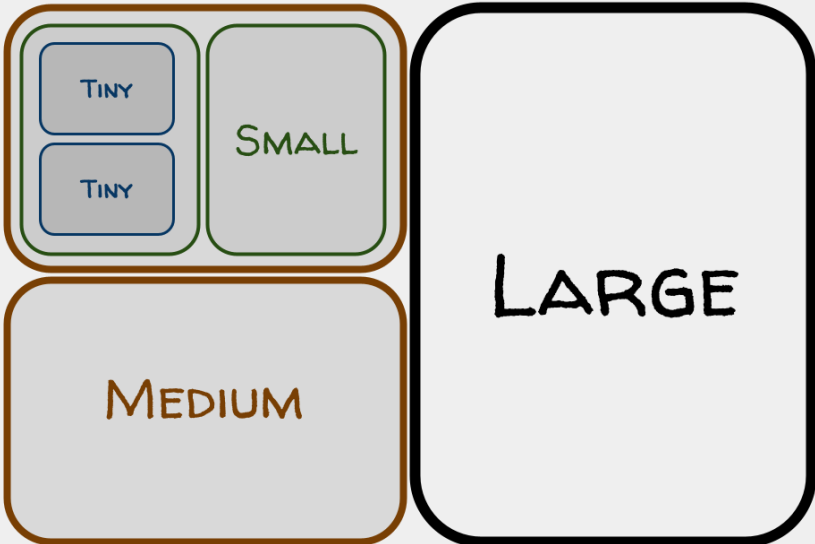
Add it to Melee, Throw, and Shoot Actions
(so if it's less than 0, it acts as a *penalty*).

Subtract it from Acrobatics, Finesse, and Stealth Actions
(so if it's less than 0, it acts as a *bonus*).

COMPARING SIZE

Each step in Size is **2×**
the one before it —

i.e., a tent that fits 4 Medium creatures
could fit 2 Large creatures, or 8 Small ones.



Size	Size Mod	Height or Length ¹	Food & Water ²	Energy ³	Example
Tiny	-7	¼'	¼	¼	Goose, Sabertooth Squirrel
	-6	½'			
	-5	1'			
Small	-4	2'	½	½	Cobra, Flyer, Razorback
	-3	3'			
	-2	4'			
Medium	-1	5'	1	1	Simian
	0	6'	1	1	Human, Xotic, Droid, Raptor
	+1	7'	1	1	Reptilian
Large	+2	8'	2	2	Croc, Python, Stritch
	+3	9'			
	+4	10'			
Huge	+5	11'	4	4	Armored Lizard, Sloth
	+6	12'			
	+7	13'			
Giant	+8	14'	8	8	Mammoth
	+9	15'			
	+10	16'			
Colossal	+11	17'	16	16	Bront, Tyrant Lizard
	+12	18'			
	+13	19'			

¹ On average.

² In **Load** (see p.16).

³ In **Bars**/Hour (see p.45)

RACE

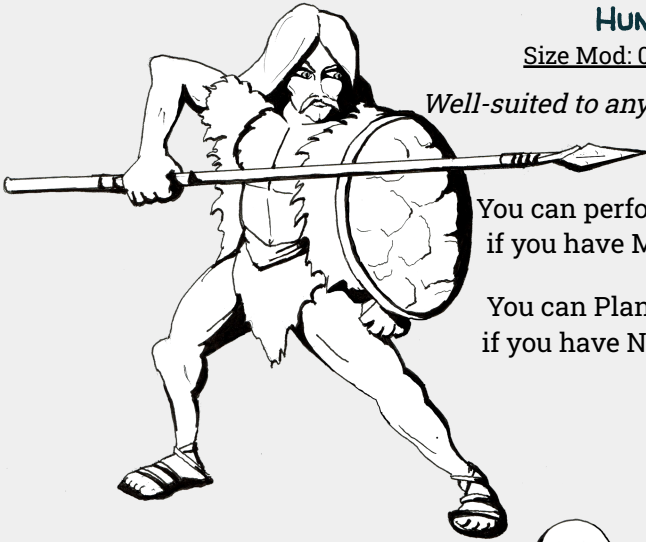
Your basic anatomy:
human, mutant, or something else entirely.

The Size Mod listed for your Race is an *average* –
You can choose that Size Mod, 1 higher, or 1 lower.

HUMAN

Size Mod: 0 (Medium)

Well-suited to any adventuring role.



You can perform Sorcery –
if you have Magic Rank 1,

You can Planetwhisper –
if you have Nature Rank 1.

XOTIC

Glow +1 / Grit -1 ☼ Size Mod: 0 (Medium)

*Mutant humans –
genetically altered by alien radiations.*

You are lean, with angular features
and **telltale amber eyes**.

You can perform Sorcery innately
– without Magic Ranks –
but you are unable to Planetwhisper.



REPTILIAN

Brains -1 ☼ Size Mod: +1 (Medium/Large)

Genetic cross between Humans and dinosaurs.



Your tail is a Heavy Weapon that does Brawling Harm (see p.19).

Your thick skin adds +1 Defense Bonus (see p.13).

You are vulnerable to cold. If you take Harm from cold you act as if Overloaded by that amount until you warm up.

You can Planetwhisper – if you have Nature Rank 1 – but you cannot perform Sorcery.

SIMIAN

Moves +1 ☼ Size Mod: -1 (Small/Medium)

Evolved, intelligent, talking Chimpanzees

You can move through trees as readily as on the ground – so long as your hands are free.

You can Planetwhisper innately – without Nature Ranks – if you have at least Sense +1, but you cannot perform Sorcery.

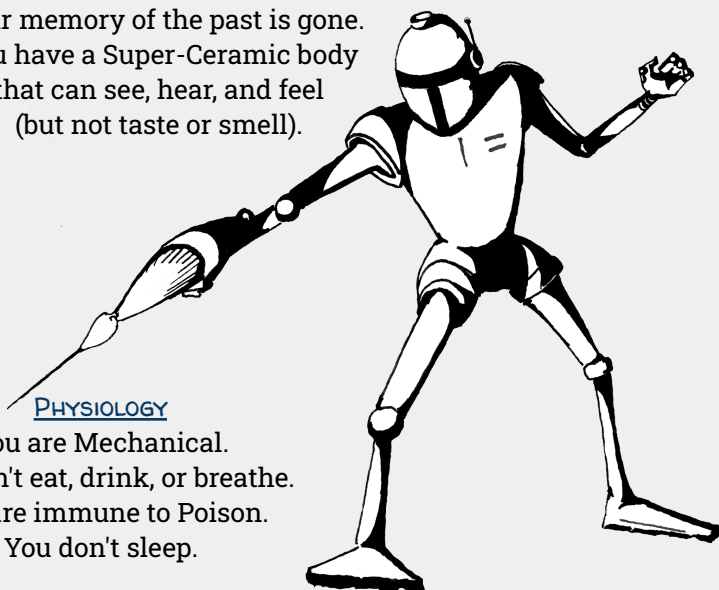


DROID

Brains +1 / Moves -1 ☼ Size Mod: 0 (Medium)

Artificially intelligent constructs built by the Ancients.

You just woke up.
Your memory of the past is gone.
You have a Super-Ceramic body
that can see, hear, and feel
(but not taste or smell).



PHYSIOLOGY

You are Mechanical.
You don't eat, drink, or breathe.
You are immune to Poison.
You don't sleep.

You cannot perform Sorcery.
You cannot Planetwhisper.

Your body heals naturally
— thanks to Nanites —
but you get no boost for self-care
(see Food, Water, and Sleep).

You are water-resistant
in Short Range of the surface —
any deeper = 1 Harm / Round.

You are vulnerable to electricity:
if you take 3+ electrical Harm,
you're Dazed the next Round.

ENERGY

Your body has a Slime Cell
that keeps it running.

You can attach
other Energy Sources
— and run Machines—
through your body.

If you run out of Energy,
you shut down, Unconscious,
until you have 1 Bar again.

LEVEL

Level signifies your overall ability
as an Adventurer.

You gain new Levels
– and greater ability –
by accumulating **Experience Points (XP)**.

You begin at **Level 1**,
having already earned 1 XP so far.

Further XP are awarded by the Arbiter
for achieving heroic deeds –
the greater the deed, the more XP.

Each time your XP total doubles
you reach a new Level:

XP	1	2	4	8	16	32	64	128	256	512	1024	2048
Level	1	2	3	4	5	6	7	8	9	10	11	12

etc.

DEATH

Planet Epsilon is wild and fierce,
and adventuring is dangerous business.

Your Adventurer can **die** –
and probably will at some point.

If it happens, the game isn't over for you!

Take a moment to mourn –
then create a new Adventurer
and jump right back in.

(It's never a bad idea to have a few ready to go!)

HEALTH AND HARM

HEALTH

Measures how much adversity you can withstand before it becomes fatal.

It includes your vigor, endurance, and luck.

At each new Level, add Health as follows:

Level 1	Level 2–12	Level 13+
5 + Size Mod + (Grit ×2)	+2	+1

This cumulative total is your normal maximum – or **Full Health**.

SHORT-TERM HEALTH

Bonus Health on top of normal Health.

It can even exceed Full Health.

Eat, drink, and sleep enough to get some (see p.44).

It's always used first – before normal Health.

If unused, it disappears – after a set period of time.

It cannot be healed.

RUNNING OUT

If your Health reaches 0
you are **Unconscious** (see p.38)

If your Health falls to -1 , -2, or -3
you are Unconscious and **Dying**.

Roll **D4** each Round –
if you roll less than your target,
you **die**.

Health	Target
-1	2
-2	3
-3	4

If your Health falls to -4
you die **immediately**.

HARM

The opposite of Health:
if you take Harm, reduce your current Health
by that amount.

Harm can be healed
through Nature, Science – or time.
Time restores Health equal to your Level
for each day of *non-adventuring* rest –
until you reach Full Health.

DEFENSE BONUS

Protects you from Weapons
and other external physical dangers
It comes from your Clothing, Armor, Shield, etc.

Any time you take Harm
from an external physical source,
reduce it by your total combined Defense Bonus.

SHORT-TERM HARM

Two types of Harm heal faster:

- ☀ **Brawling Harm** (heals 1 point/hour)
- ☀ **Suffocation Harm** (heals 1 point/minute).

If your Health goes below 0
from Short-Term Harm
you *don't* have to make Dying rolls
but you are Unconscious –
and you still die if your Health reaches -4.

SKILLS

Skills are measured in **Skill Ranks**,
and purchased with **Skill Points**.

Each Rank costs
Skill Points equal to the new Rank.
i.e., to go from Rank 3 to Rank 4 – costs 4 Skill Points.

Whenever you reach a new Level
– up to Level 12 –
you gain Skill Points equal to that Level
(and 1 per Level thereafter):

Level	1	2	3	4	5	6	7	8	9	10	11	12	13+
Skill Points	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+1

Use your Skill Points to buy Ranks in any Skills,
but each Skill can only be raised
1 Rank per Level.

You can **save** unused Skill Point for next Level,
if you don't yet have enough
to raise the Rank you want.

Example 1: Specialize in pure Science:

Add +1 Rank of Science each Level.

Each Level provides the exact number of Skill Points needed
to raise your Science Rank by 1.

Example 2: Combine Fighting and Sorcery:

Alternate Skill Ranks between Fight and Magic.

At Level 1 (1 Point) buy Fight Rank 1.

At Level 2 (2 Points) buy Magic Rank 1, and save 1 Point.

At Level 3 (3 Points + 1 saved) buy Fight Rank 2, and Magic Rank 2.

At Level 4 (4 Points) buy Fight Rank 3, and save 1 Point ... etc.

Skill	Description	Helps With:
FIGHT	How good you are at physical combat.	Melee, Throw, Shoot
HUNT	How good you are at exploring, scouting, tracking, ambush, etc.	Acrobatics, Balance, Bushcraft, Climb, Detect, Finesse, Hold Your Breath, Jump, Move, Stealth, Swim.
MAGIC	How well you command extra-Dimensional powers.	Sorcery
NATURE	Your ability to feel and guide the numinous vibrations of land, sky, and sea.	Bushcraft, Planetwhispering
SCIENCE	Your ability to make use of surviving bits of Ancient Science.	Engineering, Surgery



GEAR

CARRYING GEAR

Like creatures – each piece of Gear has a **Size**.
How much you can carry is measured in **Slots**.

You can wear or carry **12 Slots** without penalty.

1 Slot fits 1 item that is *your* Size –
i.e. if you are Medium, 1 Slot = 1 Medium item
(Small items = ½ Slot, Large items = 2 Slots, etc., see p.6).

Some items can be carried as is –
i.e. Clothing, or a rope slung over your shoulder –
while others require a container – a sack, jar, etc.

LOAD

Load is a unit of Size
for collections, materials, or substances –
i.e., "Food", "Water", or "Clay".

1 Load = the amount that takes up **1 Medium Slot**.

OVERLOAD

If you carry more than 12 Slots,
the number of excess Slots is your **Overload**.

If your Overload is more than 0:
Your Movement is Slow (see p.34).
Subtract your Overload from all Action rolls.

If your Overload is **12** or more
you cannot move or take physical Actions –
except to drop items.

You can lift up to **3×** your carry limit (36 Slots),
or drag it within Short Range as a Move Action.

GETTING GEAR

You begin with some Gear (see p.23).
The rest must be scavenged, stolen, won in combat, gifted, etc.

Planet Epsilon has no shops or currency.

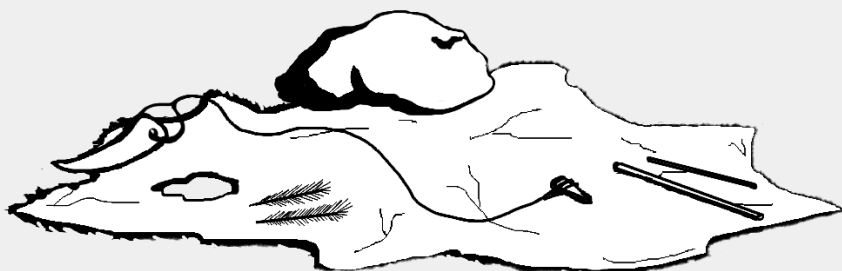
Barter is commonplace but erratic:
the value of goods varies from place to place –
but Power Crystals and Parts are always appreciated
(see, p.45).

CRAFTING GEAR

Gear can also be crafted from raw materials you find:

Material	For Crafting:
Knapstone	Axe heads, Knives, etc. (requires a Knapping Kit)
Hardwood	Bows, Clubs, Axe hafts, etc.
Fiber	Cord, rope, cloth, etc.
Clay	Pots, ceramics, etc.
Leather	Skins, sacks, etc.
Feathers	Arrows, Darts, etc.

Crafting requires adequate tools –
axes for chopping, knives for cutting, etc. –
and 1 Watch per Load of Gear (see p.39).



CLOTHING

Clothing protects you from the weather,
and adds to your Defense Bonus.

Select 1 type of Clothing to start with:

Type	Slots	Defense	Suitable for:
Loincloth/ Bikini	0	+0	Moderate, Warm, Hot (Jungle/Swamp)
Robes	½	+0	Moderate, Warm, Hot (Desert)
Skins	1	+1	Cool, Moderate, Warm
Furs	2	+2	Cold, Cool, Moderate

If your Clothing isn't suitable for the Weather:

You are unable to Rest.

You suffer 1 Harm per Watch –
per step away from suitable Clothing.
i.e., Skins in Cold temps = 1 Harm per Watch;
Robes in Cold temps = 2 Harm per Watch.

All Clothing includes a belt and footwear –
sandals, moccasins, or mukluks.

ARMOR

Furs or Skins can be **Armored** –
attaching plates of chitin or thick hide to it.

Armor adds +1 Defense
and uses 1 Slot.

Armor takes training:

You must have **Fight Rank 1** –
or roll with Disfavor while wearing it.

WEAPONS

ACTION

A Weapon's Action is how it's used –
for Melee, Throw, or Shoot.

Roll with Disfavor if you use it differently,
(i.e. *throw* a Piercer or *swing* a Bow.)

Throw or Shoot weapons also have a (Range) –
the maximum distance it can reach.

HEFT

Heft is how large a Weapon is *for you* –
how many **hands** you need to use it,
and how much **Weapon Bonus** you get.

It's based on how many Slots the Weapon is:

Slots	Heft	Bonus	Hands
½	Light ¹	+0	1
1	Standard	+1	1
2	Heavy	+2	2
4	Extra-Heavy	+3	3

¹ Can be used in close quarters.

Some weapons can be any Heft – i.e., Axes.
Others are specific – i.e., a Boomerang must be Light.

Some weapons take 2 hands, regardless of Heft.

You can't use a Weapon bigger than Extra-Heavy
(no matter how many limbs you have).

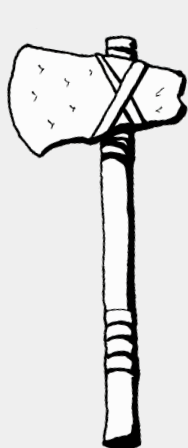
CARRYING WEAPONS

A Weapon's Size includes a way to carry it –
a sheath, belt loop, strap, etc.

Shooting weapons also include a way to carry ammo.

WEAPON DESCRIPTIONS

Weapon	Heft	Action	Notes
Axe	Light	Melee, Throw (Short)	Stone head with a wood handle.
	Standard, Heavy	Melee	
Blowgun (& Needle)	Any	Shoot (Short)	Requires 2 hands. No Harm – unless Poisoned! Roll Stealth attacks with Favor.
Boomerang	Light	Throw (Long)	Brawling Harm, unless sharpened! A miss returns next Round (Throw 7 to catch it).
Bow (& Arrow)	Light, Standard	Shoot (Long)	Requires 2 Hands.
Club	Any	Melee	Brawling Harm – unless spiked!
Dicer	Any	Melee	Ancient Ceramic Flat Blade (see p.59).
Knife	Light	Melee	Stone blade in a bone or wood grip.
Piercer	Any	Melee	Tooth, tusk, or fang on a haft. Also called a Toothpick .
Razor	Any	Melee	Fin of a Razorback (see the Arbiter's Companion)
Slicer	Any	Melee	Ancient Ceramic Saw Blade (see p.59).
Sling (& Bullet)	Light	Throw (Long)	Whirled around and released. Throws stone or clay bullets.
Slingshot	Light	Shoot (Short)	Pulled back and released. Fires anything small.
Spear	Light	Throw (Long)	Stone blade with a wood shaft.
	Standard	Melee, Throw (Short)	
	Heavy	Melee	



AXE



BLOWGUN



BOOMERANG



KNIFE



Bow



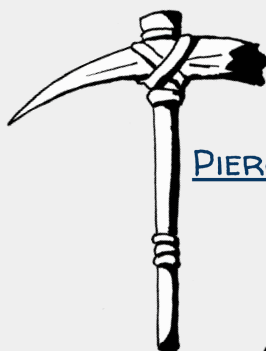
CLUB



RAZOR



DICER



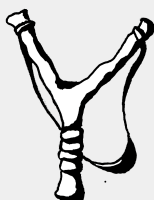
PIERCER



SLICER



SLING



SLINGSHOT



SPEAR



AMMUNITION

When using Blowguns, Bows, and Slings, you must carry – and track – Ammo.



Ammunition is carried by **Bundle** and tracked by **Round**:

1 Bundle = 12 Rounds of Ammo.



Each Combat Round you use your Weapon mark off one Round of Ammo (see p.32).



Ammo is 1 Size smaller than its weapon – i.e., a Bundle of Arrows for a Medium Bow is Size Small.

SHIELDS

A Shield is worn strapped to your arm, and adds to your Defense Bonus.

Use a Move Action to put it on or take it off.

HEFT

Heft is how large the Shield is *for you*, based on how many Slots the Shield is:

Slots	Heft	Defense	Fight Ranks
½	Light	+1	1
1	Standard	+2	2

You must have the Fight Ranks for a Shield – or roll with Disfavor while using it.
Other Size shields are too small or large to use effectively.

You can use your Shield as a Melee Weapon – but don't add it to your Defense Bonus that Round.

STARTING GEAR

WEAPONS

You begin with 1 Small Knife.
Select 1 other Weapon from the list.

If you have **Fight Rank 1**
select a second Weapon from the list
– or take a Light Shield instead.

Weapon	Heft
Axe	Light, Standard, or Heavy
Boomerang	Light
Bow ¹	Light or Standard
Club	Light, Standard, or Heavy
Knife	Light
Sling ¹	Light
Slingshot	Light
Spear	Standard

¹Includes 1 Bundle of ammunition.

PACK

Your primary storage for things you carry.
Roll D6 for what pack you start with:

D6	Item	Slots	Holds	Notes
1	Backpack	2	5 Slots	Main area + 2 side Pouches.
2	Basket	2	4 Slots	Hard-sided, with shoulder straps.
3	Haulsack	1	3 Slots	Haulsacks come in a variety of sizes, and include a single shoulder strap.
4	Haulsack	2	5 Slots	
5	Haulsack	3	7 Slots	
6	Pack Frame	3	9 Slots	Open wooden frame with straps.

WATER VESSEL

If you are Biological, roll D4
for the water vessel you start with:

D4	Item	Slots	Holds	Notes
1-2	Gourd	1	1 Slot	Includes stopper.
3-4	Waterskin	½	1 Slot	Treated leather.

CONTAINERS

Roll D6 **two** times
for other containers you start with:

D6	Item	Slots	Holds	Notes
1	Cannister	1	2 Slots	Bamboo tube, with cap.
2	Ancient Ceramic Jar	1	1 Slots	Includes airtight lid.
3	Clay Pot	2	2 Slots	Can be heated over a fire.
4	Nutshells (5)	½	1 Slot	Includes caps.
5	Pouch	½	1 Slot	Includes belt loop.
6	Sack	1	3 Slots	Includes carrying strap.

LIGHT SOURCES

Roll D4 **two** times
for light sources you start with:

D4	Item	Slots	Range	Lasts	Notes
1	Candle	1	Close	1 hour	Also a handy source of wax.
2	Oil Lamp	1	Close	1 day	Efficient, but easily spilled.
3-4	Torch	1	Short	1 hour	Can be dropped or thrown and stay lit.

MISCELLANEOUS EQUIPMENT

Roll D12 **two** times
for other potentially useful items you start with:

D12	Item	Slots	Notes
1	Chalk	½	Useful for marking passages, etc.
2	Fishing net	2	12' diameter.
3	Grapnel	1	Antler or bone hook; tied to a rope to grab objects.
5-6	Lamp oil	2	Fuel for 1 day in a ceramic jar.
7-9	Rope	1	60' long, holds 3 creatures your Size.
10	Tent, large	3	Fits 4 creatures your Size.
11	Tent, small	2	Fits 2 creatures your Size.
12	Wax	½	Useful for sealing containers, ears, etc.

KITS

Sets of tools for various activities and crafts.

You start with 1 Fire Kit.

If you have Science Rank 1, add 1 Engineering Kit.

If you have Hunt Rank 1, add 1 Knapping Kit.

Kit	Slots	Notes
Engineering	1	Grips, wrenches, drivers, etc. Takes 1 month to craft.
Fire	1	Flint and pyrite, with tinder in an oiled Pouch.
Knapping	1	Hammerstone, bone tools in a bag.
Sewing	½	Bone needles, fiber thread, in a bag.
Tattooing	½	Bone needles, 1 acorn of ink in a bag.
Writing	1	5 Parchment, 1 quill, 1 acorn of ink in a bamboo tube.
Surgery	1	Ceramic scalpel, bone needles, tweezers, mallet, chisel.

ACTIONS

You decide what Actions your character takes.

If there is a chance of failure,
roll to see if your Action is successful.

The Arbiter may apply situational bonuses or penalties

– Use the environment to your advantage!

The final result is the **Strength** of your Action,
which can be important later on –
especially for ongoing effects.

OBJECTS

Some Actions can target **Objects**.

An Object is a single, discrete, whole entity.

Substances, groups of items, or parts of items are not Objects.

Objects:

☀ A drone

☀ A mushroom

☀ A wall

Not Objects:

☀ Ceramic

☀ A few mushrooms

☀ A section of wall

To target an Object possessed by someone else
requires a Special Attack (see p.35).

TOUCH

Some Actions require that you **touch** the target:

You must make intentional contact using an empty hand.

Touching an unwilling (and unrestrained) target
requires a successful Action.

Targets can in turn touch other targets
allowing touch to be chained –
so long as your Action can affect that many.

ACTION DESCRIPTIONS

ACROBATICS

D12 + Hunt + Moves - Size

Dodge attacks, break a fall, swing from a vine, etc.

BALANCE

D12 + Hunt + Sense

Move or act on a tightrope, ledge, ship's deck, etc.

Result	Example Effect
Great Success	Move (Normal).
Success	Move (Slow).
Failure	You fall down , but can grab on.
Dire Failure	You fall off .

BUSHCRAFT

D12 + Hunt + Nature + Brains

Build shelter, Forage for food, etc.

Start a fire in the rain — or without a Fire Kit.

Roll Bushcraft (7) to stabilize a Dying creature.

Success = skip further Dying rolls.

CLIMB

D12 + Hunt + Moves

Ascend or traverse a sheer surface,
shimmy across a rope, etc.

Result	Example Effect
Great Success	Move (Normal).
Success	Move (Slow).
Failure	No progress.
Dire Failure	You fall.

DETECT

D12 + Hunt + Sense

Stand guard, track a foe, spot a tripwire, etc.

Rolls to Detect *in passing*
– i.e. while traveling –
are made with Disfavor
unless you stay on **High Alert**
– but then you travel at ½ speed.

ENGINEERING

D12 + Science + Brains

Identify, assemble, operate, etc.
the tools of Science (see p.45)

FINESSE

D12 + Hunt + Sense - Size

Perform any acts that require delicate touch, i.e.,

- ☀ Store or retrieve an item.
- ☀ Disable a trap.
- ☀ Tie or untie a rope.
- ☀ Slip through an opening.
- ☀ Pick a lock.
- ☀ Escape a Grapple.

Result	Example Effect
Great Success	You succeed – and can reset the lock, trap, etc.
Success	You pick the lock, disable the trap, etc.
Failure	You can try again if there's time.
Dire Failure	You jam the lock, set off the trap, etc.

HOLD YOUR BREATH

D4 + Hunt + Grit

Survive drowning, strangulation, poison gas, etc.
Roll = the number of Rounds you haven't breathed.

Also see Suffocated (p.38)

JUMP

Base Jump = 10 + (5 × Moves)

Under normal circumstances
with a running start

this is how far – in feet – you *know* you can jump.

For a *longer* jump with a running start,
roll **D12 + Base Jump + Hunt**.

Without a running start
roll **D6 + Moves + Hunt**.

Either way, your roll = the number of feet jumped.

Result	Example Effect
Great Success	You make it and land on your feet.
Success	You make it and land prone.
Failure	You miss the jump, but can grab on.
Dire Failure	You fall.

MELEE

D12 + Fight + Moves + Size

Harm your enemy with a hand-held Weapon.

USING MULTIPLE WEAPONS

Wield a Weapon in each hand –
if all the Weapons are Light.

Add +1 to your roll for each extra weapon.

TEAMING UP

You can coordinate with others
for a **single, unified Melee Action**.

The one of you with the *lowest* Action bonus rolls.

Add +1 for each team member i.e. –

2 attackers = **+2**, 3 attackers = **+3**, etc.

(Up to 4 can Melee vs. a creature of your own size).

MOVE

D12 + Hunt + Moves

Perform any normal miscellaneous movement, i.e.:

- ☀ Shift your position within Long Range.
- ☀ Open or close a door, chest, etc.
- ☀ Stand up from prone.

PLANETWHISPER

D12 + Nature + Sense

Invoke the powers of Nature (see p.70)

You must be able to **speak freely**
and **see or touch** your target.

SHOOT

D12 + Fight + Sense + Size

Harm your enemy with a projectile Weapon.

SORCERY

D12 + Magic + Glow

Invoke the powers of Magic (see p.62)

You must have at least **one free hand**,
and be able to **see or touch** your target.

STEALTH

D12 + Hunt + Sense - Size

Perform any action without being noticed, i.e.:

- ☀ Palm an item.
- ☀ Pick a pocket.
- ☀ Sneak past a guard
- ☀ Surprise attack an enemy,
- ☀ Shoot without revealing your position.

SURGERY

D12 + Science + Sense

Surgery takes:

- ☀ 1 day
- ☀ A Surgery Kit
- ☀ A cooperative (or Bound) patient.

The patient suffers **D4** Harm.
With Dire Failure, the patient dies.

A surgical attachment can only be removed
by another Surgery of equal difficulty.

SWIM

D12 + Hunt + Moves - Slots

Swim under difficult conditions
– or when carrying any Gear.

Result	Example Effect
Great Success	Move (Normal).
Success	Move (Slow).
Failure	No progress.
Dire Failure	No progress + Hold Your Breath.

THROW

D12 + Fight + Moves + Size

Harm your enemy with a hurled Weapon –
or throw anything else.

WILLPOWER

D12 + Fight + Grit

Perform any act of pure mental fortitude.

COMBAT

Combat is separated into **Rounds**
All combatants can take 1 Action per Round.
Each Round has two phases:

Phase 1: Everyone Declares.

Say what you're going to do that Round.
The Arbiter decides your enemy's Action first –
but declares it last.

Phase 2: Everyone Rolls.

All combatants roll simultaneously.
Actions are resolved in order of the results,
from highest to lowest.

Your Action is successful
if you roll higher than your target.

If your Action deals Harm,
the amount = the difference between your two rolls,
plus your Weapon Bonus,
minus their Defense Bonus.

For a *head-to-head* tie

roll another die:
Even = both fail,
Odd = both succeed.
If a tied Action causes Harm,
the amount = 2.

For ongoing effects

– like Fire or Poison –
Action Strength determines
when the effect recurs in
subsequent Rounds

DISTANCE

Distance is measured in **Ranges**:

Range	Description
Close ("arm's reach")	Touching you, or within a single step. You can Melee, talk (even whisper), and smell subtle odors.
Short ("a stone's throw")	Up to a dozen paces away or so. You can Throw, Shoot, talk (loudly), and smell strong odors.
Long ("a bowshot")	A short jog away. You can yell at this Range, and Shoot some Weapons.
Extra-Long ("a ways off")	Beyond yelling distance.

All Ranges are **relative to your Size**,
i.e., Long Range for a Giant creature is a wider circle
than Long Range for a Medium creature –
you'll be in range of the Giant's Bow before it's in range of yours!

MOVEMENT

With a Move Action
shift your position to a new location
within Long Range.

Shift your position within Short Range
as part of any other Action.

CHARGING

Shift within Long Range as part of a Melee Action
– but roll with Disfavor.

You cannot Charge if you are Overloaded.

SLOW AND FAST CREATURES

Some creatures move Slow or Fast —
either all or some of the time.

If you move **Slow**, adjust movement Ranges *down* one step:
(Move Action = Short Range, other Actions = Close Range)

If you move **Fast**, adjust Ranges *up* one step:
(Move Action = Extra-Long Range, other Actions = Long Range)

RANGED ACTIONS

Any Action whose target is beyond Close Range
is called a **Ranged Action**.

If *you* are in Close Range of an enemy,
roll a Ranged Action with Disfavor.

If your *target* is in Close Range of *anyone*,
and your Ranged Action fails —
you strike the nearest of them that it *did* beat (if any).

BRAWLING

Kicking, punching, gouging, etc.
is a Melee Action that causes Brawling Harm.

MOUNTED COMBAT

When attacking from astride a mount,
use your mount's movement speed —
and roll with Favor against smaller opponents on foot.

SPECIAL ATTACKS

Do something to your enemy
other than causing Harm –
i.e., poke an eye, cut a saddle cinch, smash a necklace.

Describe the desired result prior to rolling.

Roll with Disfavor.

If you succeed, it works.

Some examples:

DISARM

Force your opponent to drop 1 item.

If you have Great Success and a free hand,
you can wind up holding the item yourself.

GRAPPLE

Grab your opponent, with varying effect:
i.e., grab with one arm to restrict one arm,
or use your whole body to fully restrain them.

While Grappling:

Both of you roll all Actions with Disfavor.
Some Actions (at the Arbiter's option) may be impossible.

You can release a Grapple *you* started
before declaring your next Action.

Escape a Grapple *someone else* started
with a successful Melee or Finesse Action.

TRIP / KNOCK DOWN

Drop your opponent to the ground.
Melee Actions against them are made with Favor –
until they stand up again.

POISON

Poison causes recurring Harm
– each Round for **3 Rounds** –
starting the Round after you get Poisoned.

The amount of Harm caused each Round
is called the Poison's **Strength**.

POISON RESISTANCE

An innate or developed resistance to Poison.
Subtract your Poison Resistance
each Round Poison Harm is taken.

FINDING POISON

Poison can be found while adventuring –
or extracted from venomous creatures you encounter
(and usually slay first).

You need an airtight vessel to store it in,
and a Bushcraft or Surgery Action for extraction.

Be sure to record the Strength of any Poison you find.

USING POISON

Poison stays effective forever in an airtight vessel
and for **12 Rounds** after the vessel is opened.

It can be smeared on a sharp weapon,
slipped into your enemy's wine,
hurled into a creature's gaping maw, etc.

One dose coats 1 Weapon – or 1 Round of Ammunition.

It's effective only until the first blow is landed.
The poison is ruined if the weapon is stowed.

FALLING

If you fall more than 10 feet,
You take **D4** Harm for each 5' more (round up)
– minus your Defense Bonus.

Use an Acrobatics Action to break your fall:

Reduce Harm by your **result** - 7.

If you jumped on purpose, roll with Favor.

If you fall into water (or similar)
the distance is considered **60' less**,
and Acrobatics Actions are rolled with Favor.

Distance	Harm
Up to 10'	None
15'	D4
20'	2D4
25'	3D4
30'	4D4
Each +5'	+1D4

IMPAIRMENTS

Potentially debilitating conditions other than Harm.

BOUND

Held completely fast by ropes, chains, etc.

You can speak – if you're not also gagged –
otherwise, only mental Actions are allowed.

You can be automatically slain
by a single Harm-inflicting attack.

DAZED

Incapacitated from shock, sickness, confusion, etc.

Only Willpower Actions are allowed:

If you beat	Result
An attacker	You successfully defend yourself.
The Daze	You break free, no longer Dazed.

PARALYZED

Frozen motionless.

You can breathe and move your eyes.

Only mental actions are allowed.

Your posture can only be changed by someone else.

You can be automatically slain
by a single Harm-inflicting attack.

PETRIFIED

Turned to solid granite.

You don't eat, drink, or breathe.

You age as stone.

You weigh 3× normal.

STASIS

Frozen in Time.

You have no sensory awareness.

You don't eat, drink, breathe, or age.

Magic, Poison, etc., are paused.



SUFFOCATED

Unable to breathe (strangled, drowning, etc.)

Hold Your Breath each Round.

If you fail, you reflexively try to inhale:

if you can't inhale good air,

you take 2 points of Suffocation Harm (see p.13).

UNCONSCIOUS

Helpless and unaware.

No Actions are allowed.

You can be automatically killed

by a single Harm-inflicting attack.

EXPLORING

REGIONS

Planet Epsilon is divided into different Regions, roughly following topographical boundaries.

TERRAIN

Each Region has a primary Terrain:

Coast, Desert, Forest, Hills, Jungle, Peaks, Plains, Sea, Swamp, Tundra, or Valley.

LATITUDE

A Region's Latitude is

Deep South, South, Central, North, or Far North.
(South is hotter, North is colder).

TERRITORIES

A Territory is part of a Region

– about the area a large predator would claim –
but the exact size differs:

i.e., a Swamp Territory is smaller than a Plains Territory.

TIME

WATCHES

Day and night are divided into **6 Watches**.

1 Watch = 4 hours.

"1st Watch" begins at dawn.

In 1 Watch, you can do **one** of the following:

- ☀ **Travel** *through* a Territory.
- ☀ **Explore** *within* a Territory.
- ☀ **Search** for a specific locale.
- ☀ **Hunt**.
- ☀ **Forage** for: Food, Water, Knapstone, Hardwood, Fiber, or Clay.

THE MOON

Bigger and dimmer than Earth's
(so about the same amount of light)
with a similar cycle of phases.

SEASONS

Planet Epsilon has no seasons.

ANCIENT RUINS

In Ancient ruins (and mines, etc.) you will find
the most advanced Science, fantastic Magic,
twisted anomalies, and alien creatures.

Exploration here is dangerous and slow.
Time and distance are tracked more closely –

Each **Group Activity** takes about 12 minutes, i.e.

- ☀️ Navigate a corridor.
- ☀️ Climb a wall.
- ☀️ Investigate a room.
- ☀️ Engage in Combat.
- ☀️ Pack up the loot.

so you can do **5 Group Activities per hour**
– if you don't dally.

This speed includes staying on High Alert
(see Detect, p.28).

WEATHER

Weather is described by three factors:
Temperature, Wind, and Precipitation.

TEMPERATURE

Temperature can be
Frigid, Cold, Cool, Moderate, Warm, Hot, or Scorching.

To determine the Temperature
roll **D12** and adjust as follows:

- ☀ **+1** during the day.
- ☀ **-1** at night.
- ☀ **-1** in Hills or Plains.
- ☀ **-2** in Peaks

D12	Deep South	South	Central	North	Far North
1	Moderate	Cool	Cold	Frigid	Frigid
2-4	Warm	Moderate	Cool	Cold	Frigid
5-8	Hot	Warm	Moderate	Cool	Cold
9-11	Scorching	Hot	Warm	Moderate	Cool
12	Scorching	Scorching	Hot	Warm	Moderate

A camp fire, etc.
shifts the Temp one step warmer.

If you do not have suitable Clothing,
you suffer Harm (see p.18).

Note: there is no Clothing for Frigid or Scorching Temps.
These require special consideration – or extreme endurance.

WIND

Wind can be 1 of 4 states:

Wind	Effects
Calm	Sailing stalls.
Breezy	Candles are extinguished.
Windy	Candles and lamps are extinguished. Hearing is reduced 1 Range. Shelter is needed for sleeping.
Storm	Candles, lamps, and torches are extinguished. Shouting is required even at Close Range. Strong shelter is needed for sleeping. All Actions suffer Disfavor.

To determine the Wind, roll D12:

D12	<u>Valley Plain</u>	<u>Hills Peaks</u>	<u>Desert Tundra</u>	<u>Forest Jungle Swamp</u>	<u>Coast Sea</u>
1	Calm	Calm	Calm	Calm	Calm
2	Calm	Calm	Calm	Calm	Breezy
3	Breezy	Calm	Calm	Calm	Breezy
4	Breezy	Breezy	Calm	Calm	Breezy
5	Breezy	Breezy	Breezy	Calm	Breezy
6	Breezy	Breezy	Breezy	Calm	Breezy
7	Breezy	Breezy	Breezy	Breezy	Windy
8	Breezy	Windy	Breezy	Breezy	Windy
9	Windy	Windy	Breezy	Breezy	Windy
10	Windy	Windy	Windy	Breezy	Windy
11	Windy	Storm	Windy	Windy	Storm
12	Storm	Storm	Storm	Storm	Storm

PRECIPITATION

Precipitation can be 4 states:

Precipitation	Effects
Clear	Ahhh, what a fine day.
Mist/Fog	Vision is limited to Short Range.
Light	Candles and lamps are extinguished. Shelter is needed for sleeping.
Heavy	Candles, lamps, and torches are extinguished. Vision is limited to Short Range. Shelter is needed for sleeping. All Actions suffer Disfavor

It's snow/sleet if the Temperature is Cold or Frigid,
otherwise – rain.

To determine the Precipitation, roll D12:

D12	<u>Valley Plain Forest</u>	<u>Hill Mountain</u>	<u>Desert Tundra</u>	<u>Jungle Swamp</u>	<u>Coast Sea</u>
1	Clear	Clear	Clear	Clear	Clear
2-4	Clear	Clear	Clear	Mist/Fog	Clear
5-6	Clear	Mist/Fog	Clear	Mist/Fog	Mist/Fog
7	Mist/Fog	Mist/Fog	Clear	Mist/Fog	Mist/Fog
8	Mist/Fog	Light	Clear	Light	Light
9-10	Light	Light	Clear	Light	Light
11	Light	Heavy	Clear	Heavy	Heavy
12	Heavy	Heavy	Heavy	Heavy	Heavy

FOOD, WATER, AND SLEEP

If you are Biological, each day you need:

- ☀ 2 Watches of rest.
- ☀ Sufficient Food and Water (see p.6).

If you got enough of all three yesterday
add **2 points of Short-Term Health** for today.

FATIGUE

Each day without adequate rest, roll **D6 + Grit**
(roll = how many days you didn't rest enough).

If you fail, roll Actions with Disfavor until you rest for a full day.

If you fail two days in a row,
you fall Unconscious for the needed day of rest.

Note: rest requires weather protection
i.e., using furs and tents when necessary.

HUNGER

Each day without enough food, roll **D12 + Grit**
(roll = how many days you didn't eat enough).

If you fail, roll Actions with Disfavor,
until you eat enough for the same length of time.

If you fail three days in a row, you die.

THIRST

Each day without enough water, roll **D4 + Grit**
(roll = how many days you didn't drink enough).

If you fail, you are Dazed for the day.

If you fail two days in a row, you die.

ENGINEERING

Engineering is the art of understanding and utilizing the rediscovered tools of Ancient Science.

ENERGY SOURCES

Every tool of Science must be powered by an Energy Source.

Stored Energy is measured in **Bars**.

The larger the Energy Source the more Bars it stores.

Any Energy Source can attach directly to any Machine.

POWER CRYSTALS

Naturally occurring crystals that radiate Energy.
Potency can be determined by color.

Using a Power Crystal drains it permanently.



Color	Bars/Load
Amber	2
Green	3
Blue	4
Red	6
Black	12

SLIME CELL

Ancient battery with a living organism inside.
It collects emanations from another Dimension
and discharges them as Energy

Stores 1 Bar/Load
Fully recharges each hour.

BIOLINK

Powers Machines with Biological Health.
Attaches to a Biological with a Surgery Action (7)

1 point of Health spent = 2 Bars.

CERAMICS

The Ancients used no metal
but had highly advanced ceramics –
durable, flexible, and strong.

Super-Ceramic even has Nanites –
invisibly small robots that make it self-healing.

Most tools of Science have an Ancient Ceramic frame.

Ancient Ceramics can be scavenged –
but creating them is a lost art.

PARTS

The physical building blocks of Machines.
Left by the Ancients – no one knows how to make them!

Each Part combines a Force and a Function:

Forces	Beam, Field, Frequency, Inertia, Particle, Signal, Thermal, Warp, Wave
Functions	Aggregator, Amplifier, Capacitor, Condenser, Diffuser, Generator, Limiter, Matrix, Modulator, Oscillator, Separator

i.e., Beam Modulator, Thermal Amplifier, etc.

Each Part is Size Tiny.

MACHINES

Tools of Science, composed of Parts.

To assemble a Machine, use an Engineering Action
(roll = the number of Parts in the Machine).

Most Machines take an Engineering Action to use.

Unless noted, all Machines take 2 hands to use.

The Energy for each use is expended no matter what.

If Energy is in **Bars/Action** it runs for that Round.

Otherwise, it runs until shut down
(or loses power).

CHOPPING

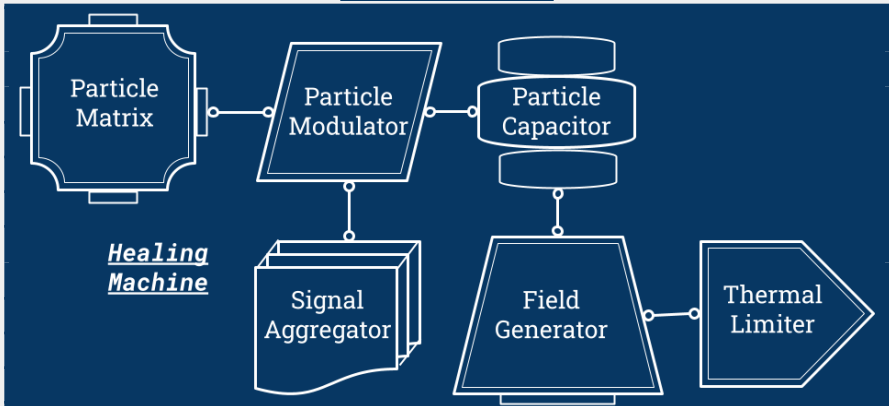
You can Chop an assembled Machine
reducing its Size 1 step –
but it can no longer be disassembled.

Chopping takes 1 Watch
and an Engineering Action
(roll = the number of Parts in the Machine).
Failure = the Machine and its Parts are ruined.

A Machine can only be Chopped once.

MACHINE DESCRIPTIONS

HEALING MACHINE



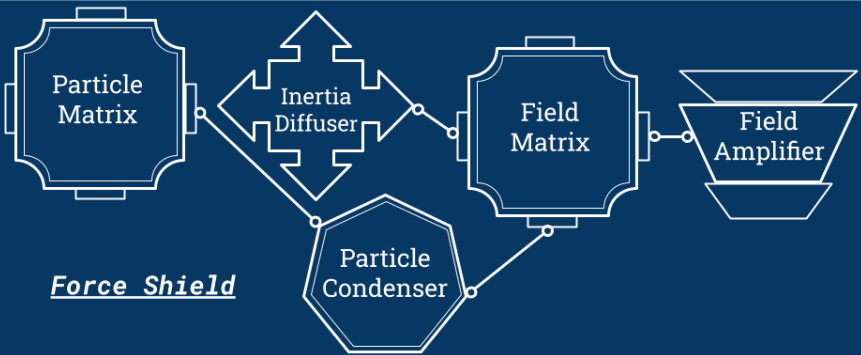
Action: Engineering ☆ Range: Close ☆ Energy: 1 Bar/Action ☆ Size: Medium

Restores Health to Biological creatures
(up to the creature's Full Health).

The amount of Health restored is equal to
your **Engineering Action - 5** (minimum 1).

Using a Healing Machine on yourself
while powering it with your own Biolink
creates a feedback loop
that destroys both devices!

FORCE SHIELD



Force Shield

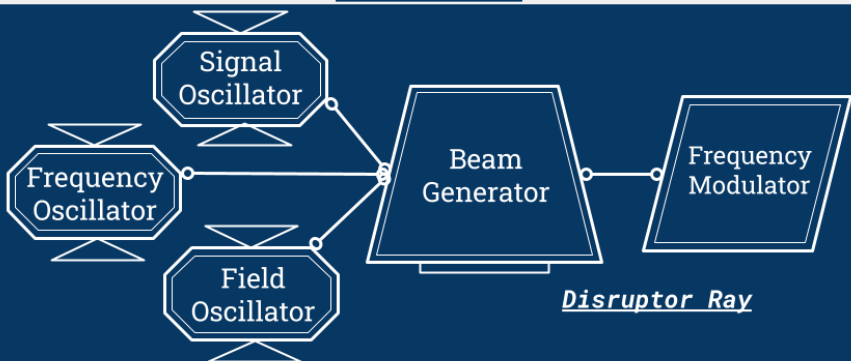
Action: Engineering ☆ Range: Self ☆ Energy: See below ☆ Size: Medium

Provides Defense Bonus – as if using a physical Shield.

Use **1 Bar/Round** to provide Defense +1

Or **2 Bars/Round** to provide Defense +2.

DISRUPTOR RAY



Disruptor Ray

Action: Engineering ☆ Range: Short ☆ Energy: 1 Bar/Action ☆ Size: Medium

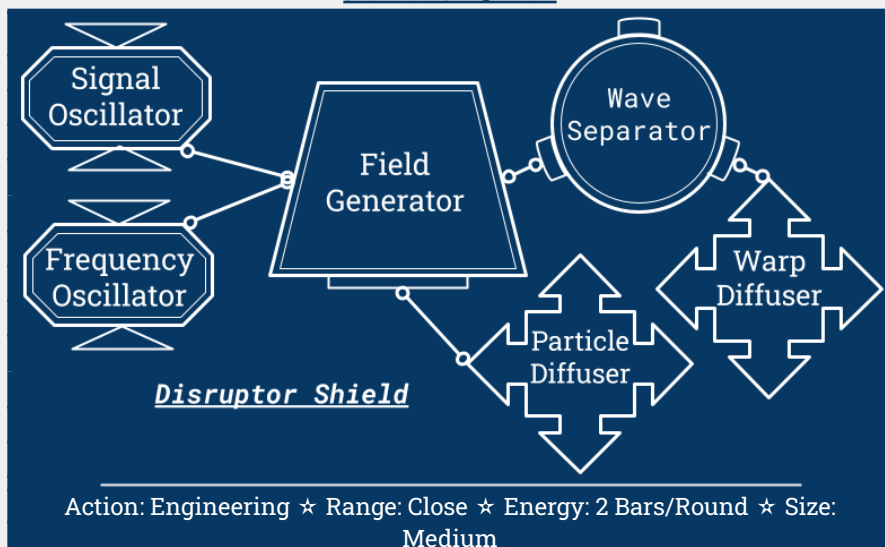
Impedes Sorcery.

If you beat your target, their Sorcery Action automatically fails.

Or, target an ongoing Magic effect.

If you beat its Strength
the effect is disabled for the following Round.

DISRUPTOR SHIELD

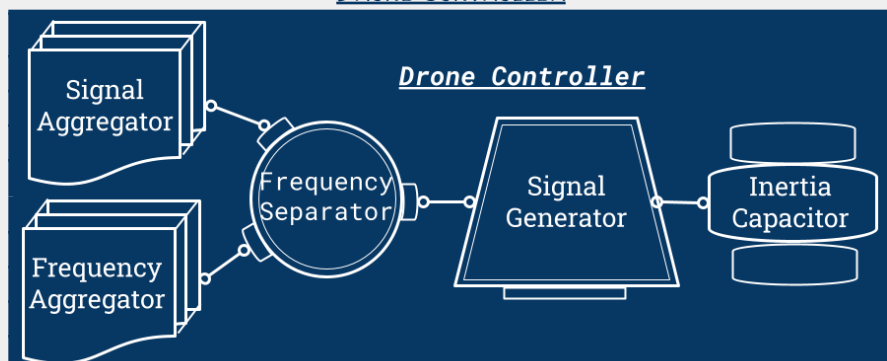


Partial barrier against Sorcery.

Sorcery aimed at targets within the Shield's Range must beat the Strength of your Shield (in addition to beating the target's Action, as usual).

Ongoing Magical effects with a lower Strength are suppressed within the Shield's Range.

DRONE CONTROLLER



Action: Engineering ☆ Range: Long ☆ Energy: 1 Bar/Action ☆ Size: Medium

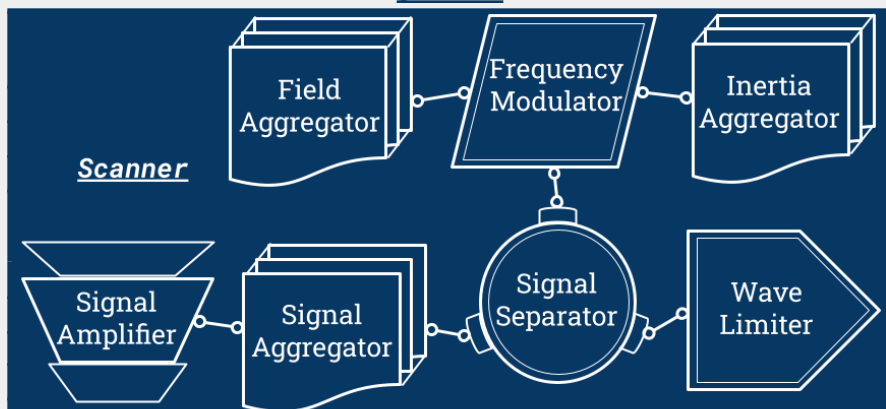
Directs actions of the Drone it is attuned to.

Attuning requires an Engineering Action of 7 or higher —
and a Drone within Close Range.

If the Drone is attuned to another Controller:
your Action must beat its Strength.
If you succeed, the prior attunement is broken.

Similarly, a Controller can only be attuned to one Drone —
a new attunement breaks the previous one.

SCANNER

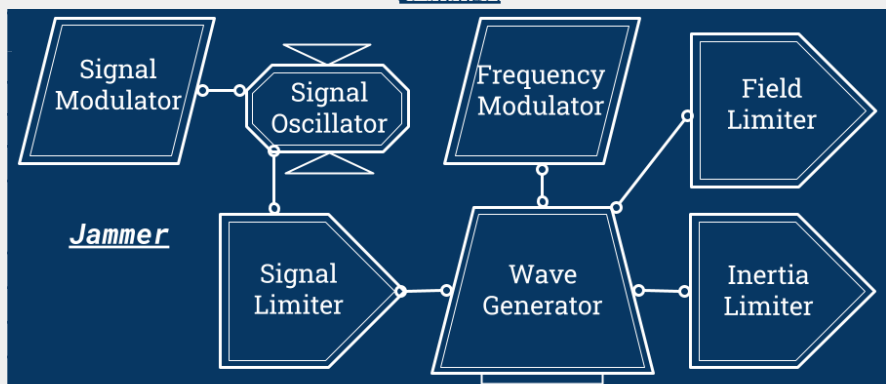


Action: Engineering ☆ Range: Long ☆ Energy: 2 Bars/Round ☆ Size: Large

Reveals the direction, distance, and size
of all creatures within range.

Scanning can be blocked with a Jammer.

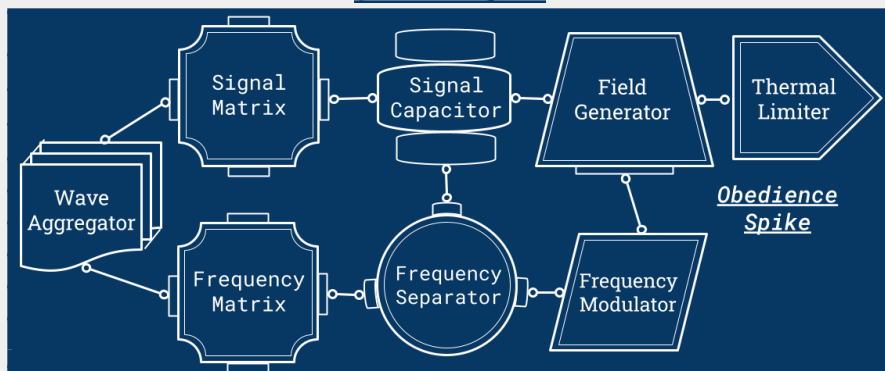
JAMMER



Action: Engineering ☆ Range: Close ☆ Energy: 1 Bar/Round ☆ Size: Large

Blocks discovery of targets within Range by a Scanner –
if you beat the Scanner's Action.

Obedience Spike



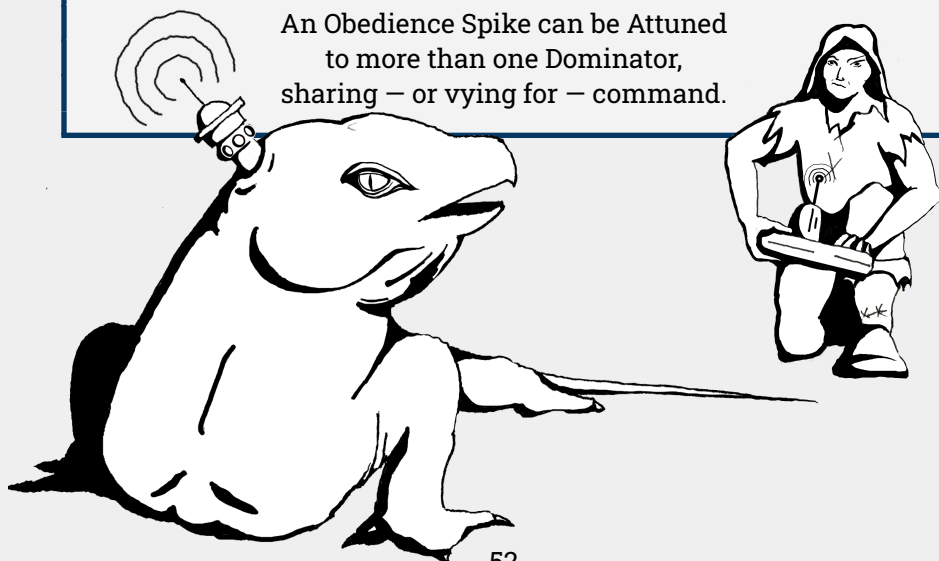
Action: None ★ Range: Touch ★ Energy: 1 Bar/Hour ★ Size: Large

Attaches to the brain of a Native Fauna
 – dinosaur, arthropod, etc. –
 allowing the Fauna to be commanded
 with a Dominator that is Attuned to the Spike.

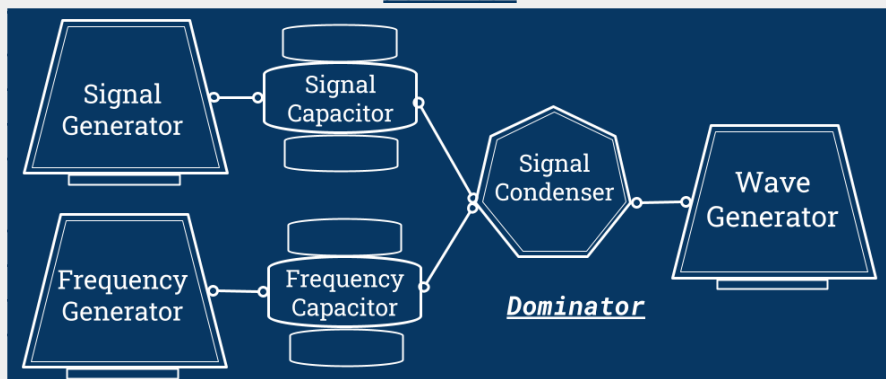
Attach it with a Surgery Action
 (9 + the Fauna's Size Mod).

The Fauna understands only basic commands
 – Stay, Fight, Follow, Carry, Guard, etc., –
 and can only identify what can be physically pointed at.

An Obedience Spike can be Attuned
 to more than one Dominator,
 sharing – or vying for – command.



DOMINATOR



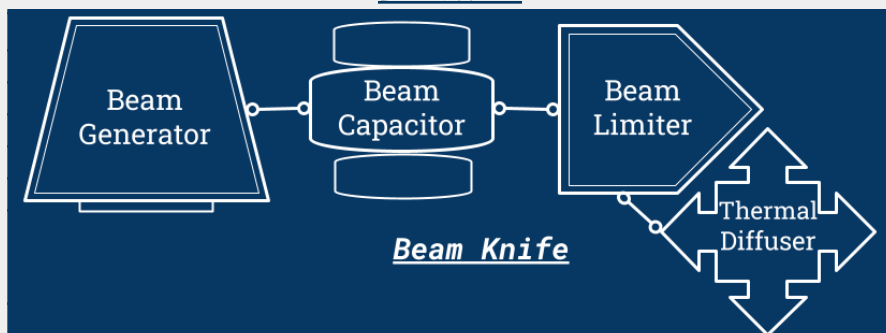
Action: Engineering ☆ Range: Long ☆ Energy: 1 Bar/Action ☆ Size: Medium

Issues commands to the Obedience Spike it is attuned to.

Attune it with an Engineering Action (9)
in Close Range of an attached Spike.

Any prior Attunement by the Dominator is broken.

BEAM KNIFE

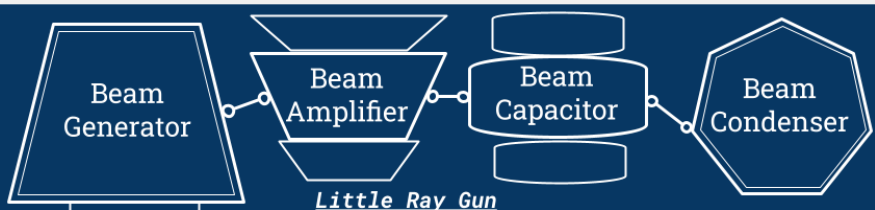


Action: Melee ☆ Range: Close ☆ Energy: 1 Bar/Round ☆ Size: Medium

A Medium Melee Weapon with a blade of pure energy.
It gets an extra +1 Weapon Bonus.

If Chopped, it's a Small Weapon with an extra +2 Weapon Bonus.

LITTLE RAY GUN

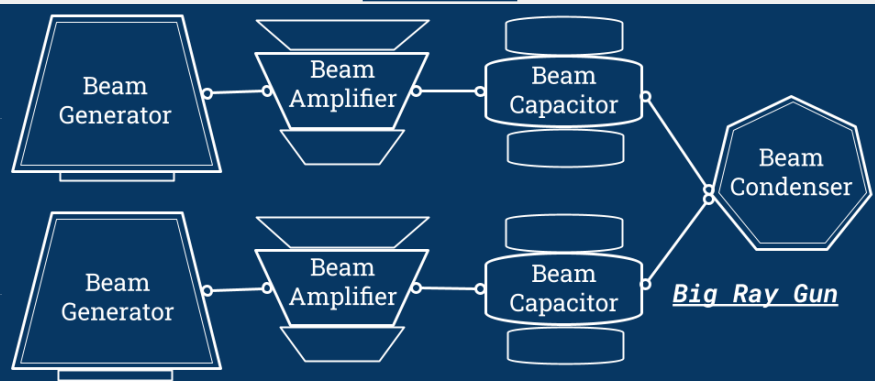


Action: Shoot ★ Range: Long ★ Energy: 1 Bars/Action ★ Size: Medium

Medium Weapon that shoots Energy beams.
It gets an extra **+1** Weapon Bonus.

A Chopped Little Ray Gun
is a Small Weapon
with an extra **+2** Weapon Bonus.

BIG RAY GUN

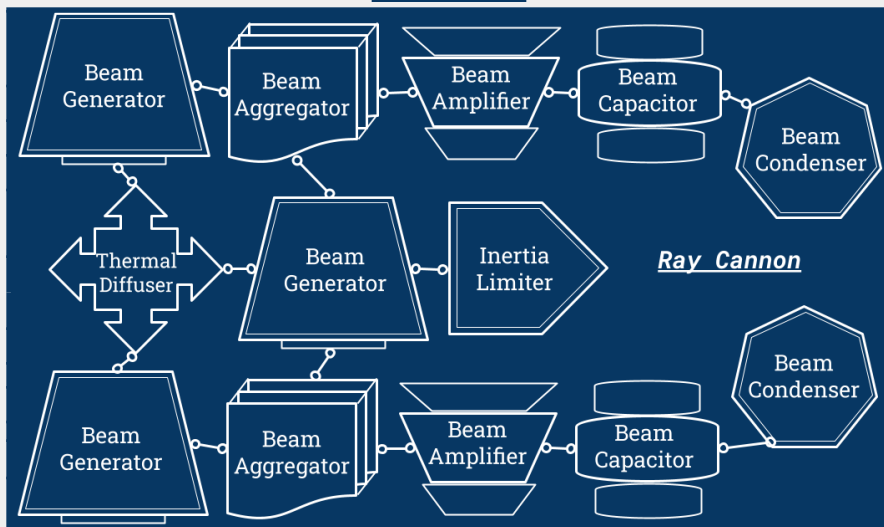


Action: Shoot ★ Range: Long ★ Energy: 2 Bars/Action ★ Size: Large

Large Weapon that shoots Energy beams.
It gets an extra **+1** Weapon Bonus.

A Chopped Big Ray Gun
is a Medium Weapon
with an extra **+2** Weapon Bonus.

RAY CANNON



Action: Shoot ☆ Range: Long ☆ Energy: 3 Bars/Action ☆ Size: Huge

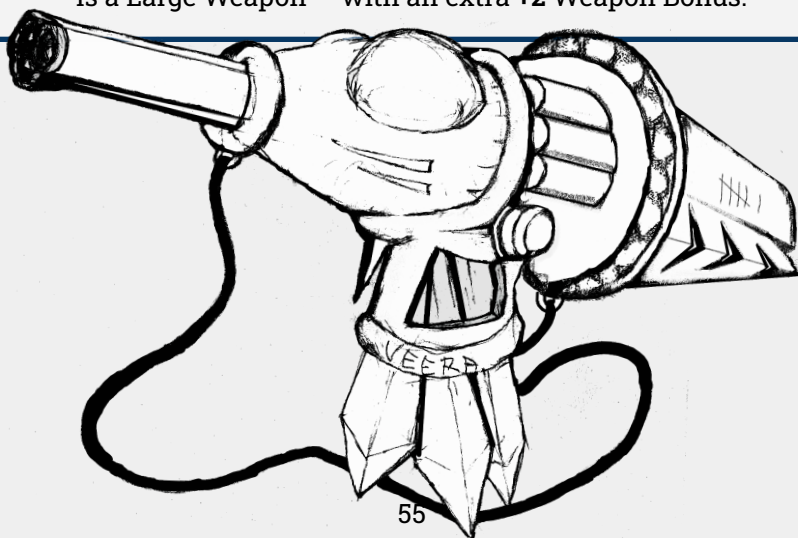
Huge Weapon that shoots Energy beams.

It gets an extra +1 Weapon Bonus.

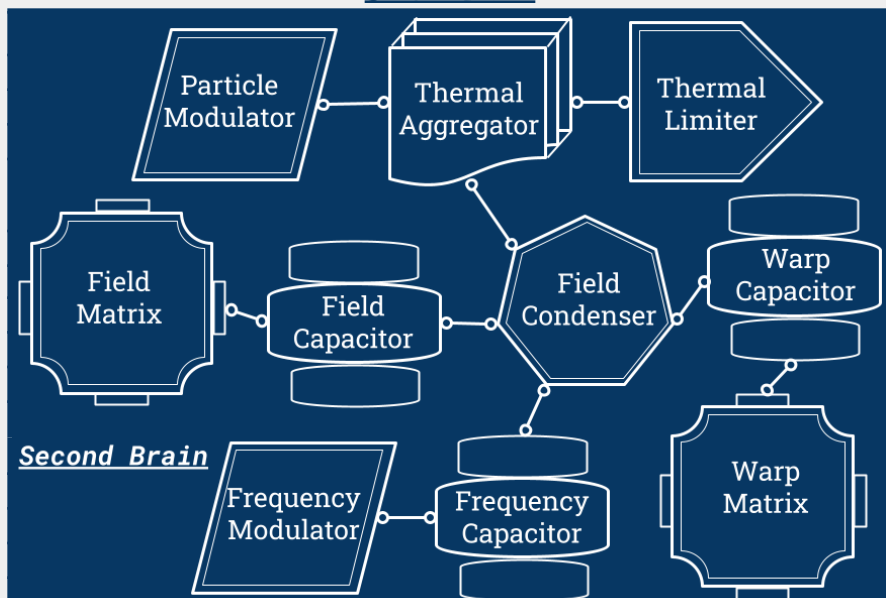
Can be set up and fired from a stationary position.

Set up takes 1 Round, after which it can be used as an Extra-Heavy Weapon – with only 2 hands.

A Chopped Ray Cannon (a.k.a. **Rayzooka**) is a Large Weapon – with an extra +2 Weapon Bonus.



SECOND BRAIN



Second Brain

Action: None ☆ Range: Touch ☆ Energy: 2 Bars/Hour ☆ Size: Large

Houses a living Biological brain.

Install a living brain in it with an Engineering Action (10)

If you fail, the living brain dies.

(The Size of the living brain is additional - Medium for a Human)

Attach it to a Biological with a Surgery Action (10).

If you fail, any brain inside it dies.

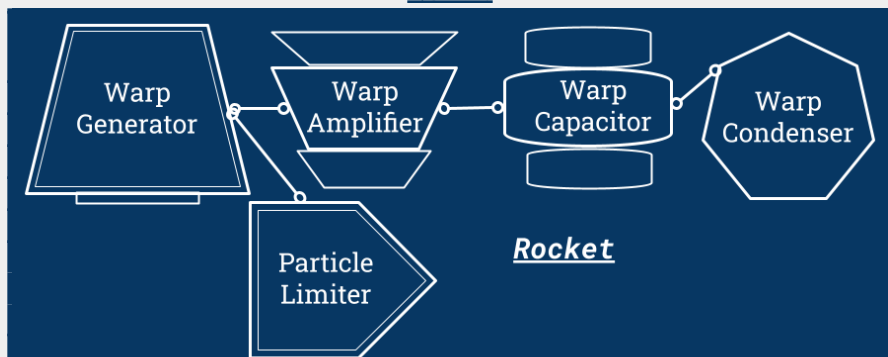
If it runs out of Energy
the brain inside dies in 5 Rounds.

Add the Brains score of the Second Brain to your own
(for better or worse)

Use an Engineering Action to search the Second Brain's memory.

You can Bond Scarabs to the brain inside (if it's capable)
Using *its* Magic + Glow.

ROCKET



Action: Engineering ★ Range: Touch ★ Energy: 1 Bar/Round ★ Size: Medium

Provides flight for whatever it is attached to.

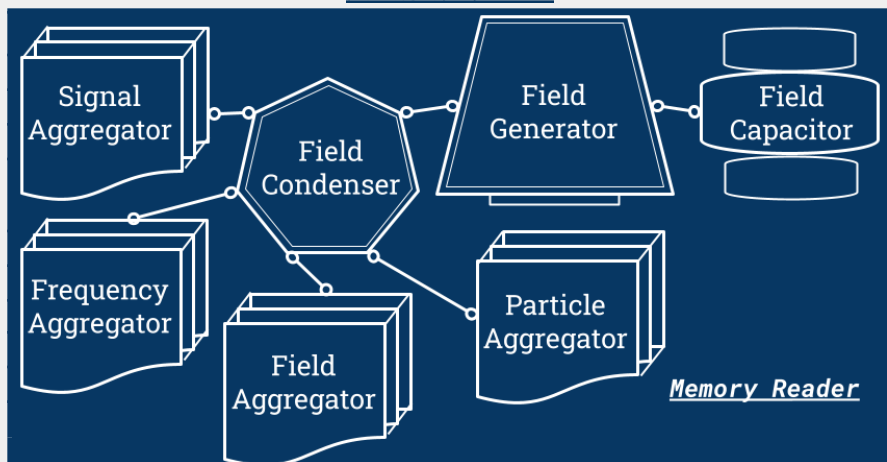
1 Rocket can lift 1 Small creature (or equivalent).
Assemble them in **Clusters** to lift greater loads.

While the Rockets are running, you hover.
Use an Engineering Action (9) to move within Long Range.

A Chopped Rocket cannot be Clustered –
but you can Chop an assembled Cluster as a whole.

You must have at least 2 Rockets (or Clusters) to steer –
otherwise you can only move in a straight line
(usually in a random direction).

MEMORY READER



Action: Engineering ☆ Range: Close ☆ Energy: See below ☆ Size: Large

Stores or retrieves memories to or from a Memory Crystal.

A Memory Crystal holds 1 hour of Memory per Load.
Use an Action to play, record, stop, fast-forward, or rewind.

Fast-forwarding or Rewinding uses 1 Bar/Action.

Playing uses 1 Bar per 12 Rounds –
or the length of 1 Group Activity (see p.40).

Recording uses 1 Bar/Round –
overwriting any previously stored memories.

Memories are 3-D projections including sight, sound, and smell.

MECHANICALS

Mechanized (i.e. robotic) operatives
left behind by the Ancients.

Different types vary mentally,
but share most physical characteristics.

Type	Mental Capacity
DROID	Entirely capable of independent thought and action. Fully conscious: cannot be programmed (but can learn, like any intelligent creature).
ROBOT	Understands and follows simple instructions. Programmed to obey 1 master. Engineering (9, Range Touch) to set a new master.
DRONE	No capacity for thought or independent action. Must be driven by a Controller Machine.

All Mechanicals:

Have an Ancient Ceramic frame
and a Slime Cell large enough to power it (1 Slot).

Can directly attach to Machines and Energy Sources.
Any attached Machine can use any attached Energy source.

Are water-resistant within Short Range of the surface,
but suffer 1 point of Harm per Round any deeper.

Are vulnerable to electricity.
3 or more points of electrical Harm = Dazed next Round.

Are immune to Poison.

COMPONENTS

Components can be added to
(or removed from)
a Mechanical or Biological creature –
the Action roll depends on the subject.

Dire Failure ruins the Component
(plus other consequences, for Surgery).

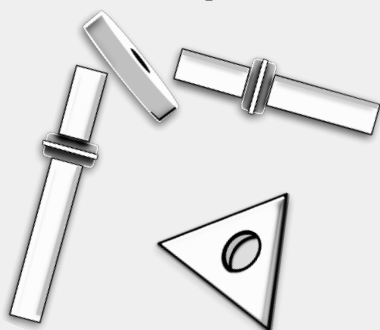
Subject	Action Roll
Drone	Engineering (5)
Robot	Engineering (7)
Droid	Engineering (9)
Biological	Surgery (10)

Replacement body parts use no Slots.
Extra body parts do.

Energy for Replacement body parts
is covered by a Mechanical's Slime Cell.

Extra body parts
– plus all Components attached to Biologicals –
must be separately powered.

The amount of Energy required
depends on the Size of the Mechanical
that the Component is from:



Size	Factor
Tiny	× ¼
Small	× ½
Medium	× 1
Large	× 2
Huge	× 4
Giant	× 8
Colossal	× 16



Component	Slots	Energy	Notes
<u>SENSORS</u>	½	1× Factor Bars/day	Provide sight and hearing.
<u>SPEAKER</u>	½	1× Factor Bars/week	Allows speech or other vocalizations.
<u>ARM</u>	2	2× Factor Bars/day	-1 Moves permanently for each Extra Arm attached.
<u>LEGS</u>	5/set	6× Factor Bars/day	Anthropomorphic, arachnoid, wheeled, tracked, etc. Only function as a set.
<u>SAW BLADE</u>	1	1× Factor Bars/Round	+1 Weapon Bonus when powered. Used to make Slicers.
<u>FLAT BLADE</u>	1	None	Used to make Dicers.
<u>BRAIN</u>	1 (Robot) 2 (Droid)	3× Factor Bars/day	Adjust (or replace) your Brains Trait: -1 (Robot) or +1 (Droid) Search an Extra Brain's memory with an Engineering Action. Can replace a Biological brain – but how will you keep the body alive during surgery?

SORCERY

Sorcery works through symbiotic **Bonds** with **Scarabs** – beetle-like entities that confer Magic abilities upon their Host.

BONDING SCARABS

To Bond with a Scarab you must be Human – with Magic Rank 1 – or you must be Xotic.

The Scarab enters through your ear or nose and attaches to your brain.

You can be Bonded to **Magic + Glow** Scarabs.

ACQUIRING SCARABS

If you have Magic Rank 1 you are already Bonded to **Magic + Glow** Scarabs. Roll 4 randomly, and select from them.

Scarabs that you do not start with must be harvested from a nest (they nest near Dimensional Rifts), or taken from other Hosts.

Unbonded Scarabs must stay in Close Range of a Rift or die in 1 day.

RELEASING SCARABS

To Release a Bonded Scarab roll a Sorcery Action of **9 or higher** with another food source for it (Rift or Host) in Close Range.

If you succeed, the Scarab detaches and seeks the new source. If you fail, the Scarab becomes a Parasite.

PARASITES

If you try to Bond with more Scarabs than you are able to,
or fail to Release a Scarab,
it attaches as a **Parasite**.

A Parasite confers no Magical abilities
and reduces your Full Health by 1 point
for as long as it remains.

You cannot Release a Parasite.

SURGICAL REMOVAL

You can forcibly extract an attached Scarab
— Bonded or Parasite —
with a Surgery Action:

Roll	Result
8 or less	The Scarab remains attached.
9 - 11	The Scarab is removed, but dies.
12+	The Scarab is removed alive.

WAKING SCARABS

A Bonded Scarab sleeps until you wake it.

It remains awake for **12 Rounds** —
then it returns to sleep and its Magical effects end.

It can't be awakened again for **12 hours** (3 Watches).

You can use the Scarab's Action
each Round it is awake.

SCARAB DESCRIPTIONS

SCARAB OF CACHING

Action: Move ☼ Range: Self



Open or close an extra-dimensional Cache in your own abdomen that fits **Magic + Glow** Slots of items.

Items inside are in Stasis (see p.38) and take up no Slots.

If there are already items inside when acquired, the Cache you open has to be big enough for them – otherwise, excess items are lost in the Void!

SCARAB OF DOORS

Action: Sorcery ☼ Range: Long

Fold space to create an open portal (or Door) between any two locations in Range as if they were directly next to each other, up to **Magic + Glow** times.

Each Door fits a Medium creature.
Use an Action to change it 1 Size up or down.
Or use an Action to close it.



Each end of a Door faces any way you choose and does not exist from the back.

SCARAB OF FIRE

Action: Shoot ☼ Range: Short



Shoot searing heat rays from your eyes with a +3 Weapon Bonus.

Flammable targets keep burning each Round.
– per the Strength of your attack –
until extinguished (with a Move Action).

SCARAB OF FOG

Action: None ☀ Range: Self (see below)

You exhale thick clouds of heavy Fog, obscuring all sight beyond Close Range.

Fog reaches to Short Range if you move,
Long Range if you stand still.

The Fog dissipates after 2 Rounds
if you Hold Your Breath
(or otherwise stop breathing).



SCARAB OF GIANTS

Action: Sorcery ☀ Range: Short

Add up to **Magic + Glow** Size Mod to a target –
including that much Temporary Health.

Use another Action
to readjust a Giant target's Size up or down
within that range.



SCARAB OF LIFT

Action: Sorcery ☀ Range: Short

Use an Action to:

Lift a target into the air.

Move a floating target within Range.

Put down (or drop) a target.

You can have **Magic + Glow** Medium creatures
(or equivalent)
in the air at one time.

Targets too heavy to Lift are lightened
by the amount you *can* Lift.



SCARAB OF LIGHT

Action: Sorcery ✨ Range: Long

Magic + Glow plum-sized Orbs of Light emerge each bright as a Torch.



Use an Action to move any Orbs in Range. Orbs can float in the air or alight on things.

Use a Special Attack to land an Orb directly in a creature's eyes (blinding it while the Orb remains).

SCARAB OF SHOCK

Action: Melee/Sorcery ✨ Range: Close/Short

While this Scarab is awake:

You are immune to electrical Harm.
Anyone that touches you takes 2 Harm.

Use your body for Melee (Close Range) with a +3 Weapon Bonus.



Use a Sorcery Action to discharge a storm of bolts causing Harm to all targets in Short Range.

SCARAB OF SPHERES

Action: Sorcery ✨ Range: Long

Enclose **Magic + Glow** Medium creatures (or equivalent)
In a translucent sphere.



Each Sphere can enclose a single target or multiple targets that are touching.

Nothing can pass through the sphere, not even sound or Sorcery.

Spheres are weightless and can be physically moved.

SCARAB OF TENTACLES

Action: Melee ✨ Range: Close

Rubbery limbs burst from your chest.

Target up to **Magic + Glow** opponents with a single Melee Action.

Additionally,
you can start – or continue – a Grapple
without Disfavor (see p.35)

A tentacle can be severed (2 Health each),
but another immediately grows to replace it.



SCARAB OF TIME

Action: Sorcery ✨ Range: Touch

Create a Temporal Pocket
outside the normal flow of Time.

Inside, do anything that involves yourselves –
but the rest of existence is frozen:
attempting to affect it
returns you to the timestream.

You have **Magic + Glow** Rounds of Pocket time
divided by the number of occupants.

You can leave and come back,
splitting the total time among trips.

You return to the timestream at the exact moment you left.



SCARAB OF TOADS

Action: Sorcery ✨ Range: Short

Transform **Magic + Glow** Medium creatures
(or equivalent)

— along with their gear —
into Toads.



Regardless of the target's Size,
the Toad is normal toad size (-6, Tiny).

A transformed creature retains its own mind.
and maybe identifying traits
— tattoos, hair, eye color, etc. —

Mechanical creatures are transformed
into Mechanical Toads.

SCARAB OF TWINS

Action: None ✨ Range: Self

An exact duplicate of yourself is created.

You and your Twin share Health.
Harm to either is Harm to both.
The Twin disappears at 0 Health.

You share the same Bonded Scarabs.
Each of you can wake any of them,
so long as your double isn't using it.



Gear is not duplicated, except for clothing
(if your clothing is Magical, the Twin's is not).

SCARAB OF WEBS

Action: Sorcery/Throw ✨ Range: Short

Use a Sorcery Action to fill an area with Webs.

Use a Throw Action to Web a single target.

You can secure the webs to anchor points

Or use them like sticky nets.

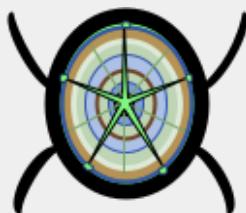
Webbed Creatures
roll physical Actions with Disfavor.

You can escape (or pass through) Webs

by beating their Strength

With a Melee or Finesse Action —

but a target Webbed **twice** is Bound (see p.37).



SCARAB OF WONDER

Action: Sorcery ✨ Range: Self (see below)

You begin pulsing with mesmerizing lights,
sounds, vibrations, and even scents.



Creatures attempting any Action
within Short Range of you
must beat the Wonder,
or become too distracted to act.

With further Actions,
You can stop or restart the pulsing —,
or reset its Strength.

PLANETWHISPERING

Command the Powers of Nature
through mystic Chants.

To Planetwhisper:

You must have **Nature Rank 1** –

or you must be Simian
and have **Sense +1**.

You cannot Planetwhisper
if you are Droid or Xotic.

Unless noted, you can use each Chant
once per day – *per Territory*.

(If you're traveling, your Chants are refreshed often!).



The availability of some Chants
can be limited by Terrain type, etc.

If you can Planetwhisper,
you always know which Chants are available.

In addition, some locales are special:
Power Spots enhance Planetwhispering in some way.
Dead Zones diminish or prevent it.



CHANTS

BLOOD CHANT

Range: Close ✨ Duration: Nature + Sense hours
Performed over a freshly slain Native Fauna.

Listeners in Range gain Temporary Health.
if they participated in the hunt,
and paint themselves
with the still-warm blood of the kill.

Prey Size	Health
Medium	+1
Large	+2
Huge	+3
Giant	+4
Colossal	+5

CAVE CHANT

Range: See Below ✨ Duration: See Below

You awaken natural phosphorescence
in algae, plankton, lichens, weeds, worms, snails, slugs, etc.
causing the area to glow softly.

The glow persists – and moves with you – for as long as you Chant,
and continues in place for **Nature + Sense** Rounds after you stop.

Range depends on how loudly you Chant:

Whispering - Close Range
Normal Singing - Short Range
Shouting - Long Range

DEATH CHANT

Range: Short ✨ Duration: 12 Rounds
You summon a Swarm large enough to cover
Nature + Sense Medium creatures.

Roll D6 to determine the type of Swarm.

The Swarm emerges where you specify.
Use a Planetwhisper Action
to move it within Range.

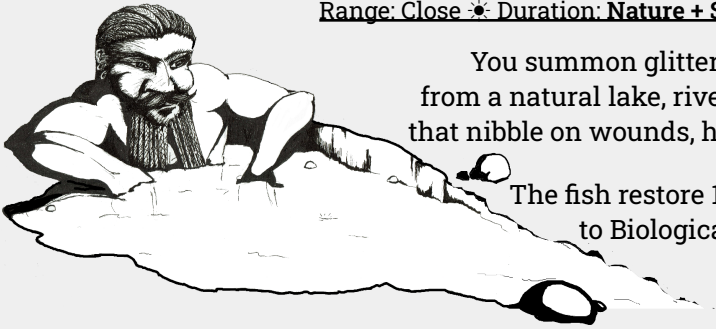
Roll	Swarm
1	Fire Ants
2	Black Flies
3	Centipedes
4	Scorpions
5	Spiders
6	Hornets

RIVER CHANT

Range: Close ☼ Duration: Nature + Sense Rounds

You summon glittering fish
from a natural lake, river, or stream
that nibble on wounds, healing them.

The fish restore 1 Health/Round
to Biologicals in the water
within Range.



MOON CHANT

Range: Close ☼ Duration: Nature + Sense hours

You cause listeners in Range
to be able to see by moonlight
as well as by daylight.

SKY CHANT

Range: Long ☼ Duration: Nature + Sense hours

You make the weather one step
Cooler, Warmer, Rainier, Drier, Windier, or Calmer
than it otherwise would be.

THUNDER CHANT

Range: Touch (see below) ☼ Duration: 12 Rounds

Stones you touch become Thunder Stones
and explode on impact –
potentially causing Harm to all targets in Close Range.

If you Throw or Shoot them,
add **Nature + Sense** Weapon Bonus.

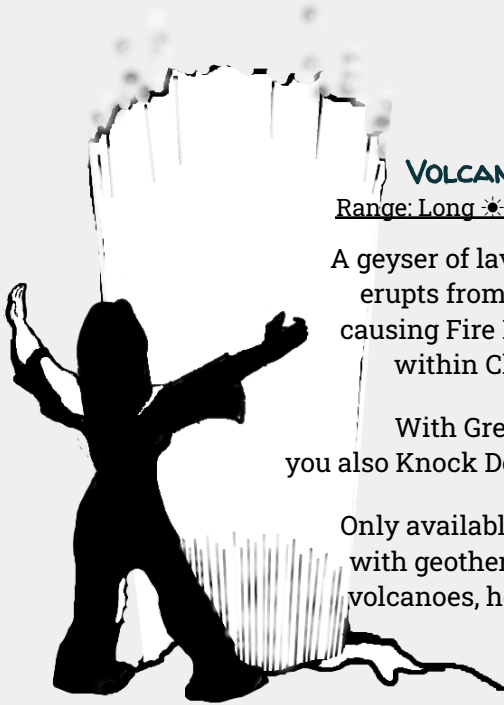
Unused stones detonate in place when the Chant expires,
causing **Nature + Sense** Harm.

VENOM CHANT

Range: Touch ☼ Duration: Instant

You pull Poison from another creature's body into your own.
You suffer any remaining effects of the Poison yourself –
unless absorbed by your Poison Resistance (see p.36).

You can use this Chant **Nature + Sense** times per day.
It does not refresh in a new Territory.



VOLCANO CHANT

Range: Long ☼ Duration: Instant

A geyser of lava, ash, or steam
erupts from the ground –
causing Fire Harm to targets
within Close Range.

With Great Success,
you also Knock Down your opponent.

Only available in Territories
with geothermal activity –
volcanoes, hot springs, etc..

WARNING CHANT

Range: Long ☼ Duration: **Nature + Sense** hours

Insects and other diminutive Native Fauna in the area
alert you to intruders that are at least Size Small –
by loudly chirping, croaking, etc.

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IT USED TO BE THE FUTURE ...