

# DICE

When performing a task in Otherworlds, you will roll one six-sided die otherwise known as 1d6. The exception is if you gain or lose edge.

- **Edge:** Roll an additional 1d6 and choose the highest result.
- **Lose Edge:** Roll an additional 1d6 and choose the lowest result.
- **Exploding Dice:** Whenever you roll a 6, you continue rolling. This applies to every die roll made in Otherworlds.

## COMBAT

- **Attacking:** STR (Melee/Heavy) or DEX (Dexterity/Precision) + Weapon Attack Value.
- **Defending:** Defense = Toughness + (1/2) Dexterity (rounded up).
- **Evading:** Any character that has an equal to or higher Dexterity attribute score than their Toughness attribute score, are able to evade. Refer to the Combat Maneuvers to see the benefits that come with defending and evading.
- **Damage:** Damage is received when an incoming attack roll is higher than your defense roll. You take the difference between the two rolls in damage.

**Fixed Damage:** In some cases an attack check or skill check is made and the result is you taking an amount of damage. If you take damage this way, you do not get to roll for Defense. Instead, you apply the damage to your resistances and take the rest to your Health.

- **Resisting Damage:** DEF Roll -> Armor -> Guard -> Absorb -> Resistances and Damage Reduction
- **Astrality:** Represents your character's ability to manipulate living energy known as astral to perform supernatural feats.

Combat Maneuvers		Success
<b>Attacking</b>		
Stagger	The attacked target loses edge on their next combat roll. (Attack, Defense, or Evade).	1
Surge	Heal 1d6 to a maximum of your toughness. Or restore 1d6 astral to a maximum of your Resolve.	1
Disarm	The target drops a weapon or item of your choice, that is currently equipped.	2
Execute	Double the damage you deal.	2
Knockdown	Knock a target your size or smaller prone.	2
Pierce	Ignore the targets armor when dealing damage.	2
Speed Attack	Gain an additional attack.	2
Epic Kill	Kills the enemy outright, if it's not epic.	3
<b>Melee</b>		
Swing	Make an attack against all targets adjacent to you.	1
<b>Guns</b>		
Reload	Reload an equipped gun you control as a free action.	1
<b>Spell</b>		
Trespass	Your spell ignores the target's guard when dealing damage.	1
Dualcast	Copies the spell you cast. You may choose a new target and the copied spell doesn't consume astral.	2
<b>Defend</b>		
Tank	Reduce damage done to you this attack by 50%	1
Deflect	Reduce damage done to you this attack by 100%	2
<b>Evade</b>		
Dodge	Evade a single attack and ignore all its damage and effects from that attack. If the attack is deals area of effect damage, then Dodge reduces that damage by 50% instead of ignoring all of its damage.	1
Counter Attack	Evade a single attack and ignore all its damage and effects from that attack. Then make an attack against the target that attacked you as a reaction. The target being counter attacked does not roll for defense.	2

- **Speed:** Your character can move 1 space (10 feet) per 1 Speed you have.
- **Death & Down Time:** Whenever you reach 0 health, you are not dead. Instead, you fall unconscious. You have a number of rounds to live equal to your Toughness. This number is lowered by the amount of times you have reached 0 Health after your last long rest.

# INITIATIVE

Whenever a battle begins, players roll 1d6 and add it to their character's Initiative. (Speed + Initiative bonus). Whoever has the highest total starts the round and continues with the next highest initiative until every participant has had a turn.

# ACTIONS

On your turn, you have access to two "turn points." You may use turn points to do the following in any order and combination:

- **Brace Yourself:** Gain edge on your next defense roll.
- **Conceal:** Dexterity (Stealth). Gain +1d6 when attacking a defending target who does not spot you, Wisdom (Perception).
- **Inspire:** Make an opposed Resolve (Influence) check to break intimidation from a target.
- **Intimidate:** Make an opposed Resolve (Influence) check to intimidate a target. An intimidated target cannot move closer to you and lose edge against you.
- **Item:** Use an Equipped Item
- **Reload:** Replenishes your equipped weapon's magazine.
- **Scan:** Make a Wisdom (Perception) check to deduct enemy weaknesses, and possible tactics to take.

You're limited to only doing the following up to once each per turn:

- Making an Attack Action
- Making a Grapple check: Strength (Athletics)
- Using an Action Skill

- Readying an Attack or Action Skill
- Making a Movement Action
- Use Equipment from your Inventory
- Looting

You can do the following on other character's turns:

- Use your Reaction

Here are some tasks that you can take as a free action:

- Holster a weapon
- Draw a weapon from its sheath
- Pick up a dropped weapon
- Take an item off of a table
- Put up your hood
- Kick a small stone
- Hand an item to another target
- Dropping Prone

**Boosts:** You can use one Boost skill per turn.

**Passives:** Are ever present skills and are always active or active when you want them to be. Many passives increases your stats or resistances.

**Reactions:** You can use one Reaction per round.

**Movement:** Replaces your movement action.

**Fluid Movement:** You may also break up your movement during your turn by moving a portion of your movement, attacking, and then moving the rest of your movement.

**Fall Damage:**  $10 + 1d6$  per 10 feet fallen. Half of the damage dealt is dealt as death damage. (Death damage cannot be healed until extensive care is given).

**Throwing:** You may throw an object a distance equal to your Strength x 10 feet.

**Jumping:** When a character attempts a leap or a high jump, they make a Strength (Athletics) check and can move a distance equal to the result in feet. If that character had at least 10ft. to run before

# RESTING

**Short Rest:** Approximately 1 Hour

- **Heals Health:** Toughness + 1d6. This cannot exceed your Toughness.
- **Restores Astral:** Resolve + 1d6. This cannot exceed your Resolve.

**Long Rest:** Approximately 8 hours

- **Heals HP:** Roll 1d6 for each point of Toughness and add up the rolls. Heal that much Health.
- **Restores Astral:** Roll 1d6 for each point of Resolve and add up to the rolls. Restore that much Astral.
- Completely restores Discipline
- Able to use "once per day" effects again

# MEDITATING

When your character becomes drained of their astral energy, it leaves them **exhausted**. You'll need to spend some time recovering from it. While, you may recover AST while resting, you can choose Meditating as an alternate, which will restore more AST at a faster rate, but won't restore your HP.

**Short Meditation:** Approximately 30 minutes

- **Restores Astral:** Resolve + 1d6. This cannot exceed your Resolve.

**Long Meditation:** Approximately 1 hour

- **Restores Astral:** Roll 1d6 for each point of Resolve and add up to the rolls. Restore that much Astral.

# PROFICIENCIES

Athletics, Acrobatics, Stealth, Engineering, Investigation, Lore, Silver Tongue, Technology, Craft, Medical, Perception, Survival, Astrana, Entertainment, Influence.

## SKILL CHECKS

Attribute + Proficiency Bonus + 1d6. The result must be higher than the designated Difficulty Level (DL) which is determined by the World Master.

Difficulty	DL
Simple	0
Easy	3
Moderate	6
Tough	9
Challenging	12
Formidable	15
Improbable	18
Epic	21
Legendary	30

## EQUIPMENT

**Weapon Stats:** X/Y/Z: X = Attack Value. Y = Magazine. Z = Range.

**Armor X:** Reduces damage done onto you by X.

- Cloth:** Offers no armor value, but has no requirements.
- Light Armor:** Needs at least 4 Toughness. Maximum DEX bonus is 10.
- Medium Armor:** Needs at least 6 Toughness. Maximum DEX bonus is 8.
- Heavy Armor:** Needs at least 8 Toughness. Maximum DEX bonus is 6.

**Guards X/Y:** Absorbs X damage, depleasing the amount of the guard. At the start of your turn, the Guards absorb recharges by Y.

**Absorb X:** Reduces damage done onto you by X. Diminishes in value as you receive damage. Absorb does not restore by itself.

**Optimal Range:** A gun may be fired past its stated range. For every 10 feet fired past a gun's optimal range, that weapon's attack gets a -1 penalty.

**Doublehand:** When attacking with a melee weapon using both hands, you gain edge (+1d6 and choose the highest the result).

**Dual Wielding:** You lose edge with both weapons you are holding when dual wielding. The severity is dependant per weapon size. You lose one edge per weapon size: small, medium, large.

**Unloading:** All guns have the option to "Unload", which means for each additional ammunition you expend from its MAG, you will get a +1 ATK bonus for that attack.

**Weapon Masteries:** When you are proficient with a weapon, you gain a corresponding proficiency bonus in the form of an effect (refer to chart below).

Axes, Sniper Rifles	+Execution ( <i>Double the amount of damage dealt by this weapon.</i> )
Bows, Grenade Launchers	+Lob ( <i>This weapon ignores partial cover bonus. Additionally, gain +1 ATK with this weapon per 10ft. of elevation you are above the defending target.</i> )
Busters	+Sweep ( <i>This weapon also hits up to 10ft. to the left and right targeted space.</i> )
Claws	+Multi-Attack: 2 ( <i>This weapon can attack twice with one action.</i> )
Clubs, Fists	+Daze ( <i>This weapon deals an amount of stun damage equal to the amount of damage dealt.</i> )
Grenades, Hand Cannon, Shields	+Knockdown ( <i>The Knockdown Combat Maneuver becomes 1 with this weapon.</i> )
Hammers, Maces	+Crush ( <i>the defending target cannot use Defend Combat Maneuvers.</i> )
Javelins	+Gain edge when thrown ( <i>Roll an additional 1d6, and choose the highest result.</i> )
Katanas	+Trespass ( <i>You may use the Trespass Combat Maneuver with this weapon, with 1 success.</i> )
Knight Swords	+Edge in combat ( <i>Roll an additional 1d6 and choose the highest for attacking, defending, and evading with this weapon.</i> )
Knives, Flails	+Bleed ( <i>The Bleeding Strike Combat Maneuver becomes 1 with this weapon.</i> )
Lances	+1 Range
Machine Guns	+Spray-Fire: +1 ( <i>You can attack an additional target with one attack action.</i> )
Pistols, Combat Rifles	+2 Range
Rapiers, Spears	+Pierce ( <i>The Pierce Combat Maneuver becomes 1 with this weapon.</i> )
Revolvers	+1 Attack
Rocket Launchers	Increases the blast radius from 3x3 to 5x5
Scythes	+Clutch ( <i>The attacked target cannot use Evade Combat Maneuvers.</i> )
Shotguns	+Spread-Fire ( <i>This weapon also hits up to 10ft. to the left and right targeted space.</i> )
Staves, Whips	+Disarm ( <i>The Disarm Combat Maneuver becomes 1 with this weapon.</i> )
Submachine Guns	+Burst-Fire ( <i>You may roll an additional 1d6; if you do, the damage dealt is halved.</i> )

# TYPES OF DAMAGE

**Physical:** Ballistic, Bludgeoning, Piercing, Psychic, Slashing, Stun.

**Elemental:** Acid, Burn, Energy, Petrify, Poison, Shock, Spell, Wind.

\*Death damage can be dealt in the form of physical and elemental.

# MECHANICS

- **Acid:** Deals damage as normal, except in the case of constructs, structures, and armor in which case it deals double.
- **Affinity:** Damage of the given type(s) heal by the damage dealt.
- **Ballistic:** Damage caused from guns.
- **Berserk:** Your combat rolls gain edge. You must attack the closest enemy target. You may take no other actions except for attacking, defending, evading, or intimidating. A target affected by berserk gains the following:
  - **Blind:** A target affected with “blind” is no longer able to see. This target loses edge and cannot roll more than one die, when performing a check until the ‘Blind’ status is removed. Additionally they cannot make a perception check for sight.
  - **Bludgeoning:** Damage dealt by blunt objects such as clubs, war hammers, and maces.
  - **Burn:** Deals damage as normal, except in the case of flesh, in which it deals double the normal damage.
  - **Burst-Fire:** When you attack with a Burst-Fire weapon, you may roll two attack rolls instead of one. If you do, the damage is halved.
  - **Clutch:** The defending target cannot use Evade Combat Maneuvers vs. attacks caused by this weapon.
  - **Confusion:** A target affected by Confusion must have a player at random take their turn for them. It is encouraged that the player with control role plays this to the best of their ability.
  - **Crush:** The defending target cannot use Defend Combat Maneuvers vs. attacks caused by this weapon.
  - **Daze:** Deals bludgeoning and stun damage.

- **Death:** When death damage is dealt, the affected target lowers their health by the difference. The death damage can only be cured with a successful Wisdom (Medical) check with healing items or Resolve (Astrana) with healing spells; the difficulty is equal to the death damage taken + 10.
- **Disarm:** Damaging the defending target, knocks an item out of one of their hands of your choice.
- **Energy:** Deals double damage to demons, and the living dead.
- **Invasion:** Gain edge when evading.
- **Execution:** The success needed to perform the Execute Combat Maneuver becomes 1.
- **Exhausted:** Lose edge on every roll you make.
- **Explosive:** Each grade of explosive damage a weapon has, is treated as a 1d6 attack roll.
- **Flight:** A target with flight can ignore the height of an object. They may also occupy a space with another target on it, as long as long as the target was in the flight.
- **Float:** A target with float may ignore height up to a distance above them equal to their height.
- **Ghost:** May move through any obstacle without being hindered; however they may not stop their movement on top of an occupied area. Additionally they gain resistance to physical damage.
- **Immune:** Ignores damage of the given type(s).
- **Frost:** When frost damage is dealt, it deals 1 damage per frost as well lowering the affected target’s DEX and SPD by 1 per frost damage dealt. Once the target has 0 DEX or lower, that target is considered frozen. A frozen target does not get any turn points and is able to add +1 DEX and +1 SPD at the start of their turn until they reach their base DEX and SPD. Once they reach 1 DEX or more, they are no longer considered frozen. A frozen target is considered immobilized.
- **Knock Down:** The target becomes prone. A target that is prone loses edge on any action they perform while prone. Additionally, enemy targets that attack a defending prone target, receive edge.
- **Life Steal:** Effects that grant life steal will allow you to roll 1d6 and gain that much health, on a successful attack that damaged the target. Life Steal only works on damaged targets with blood.
- **Lob:** Attacks ignore partial cover. Additionally weapons with +Lob, gain +1 range for every 10ft. of elevation they have.
- **Multi-Attack X:** You are able to attack an additional number of times.
- **Parry:** Gain edge when defending.
- **Petrify:** When petrify damage is dealt it deals 1 damage per petrify as well lowering the target’s DEF by that amount. Once the targets DEF is 0, that target is petrified. A petrified target cannot take a turn.
- **Pierce:** Damage that ignores armor.
- **Poison:** Whenever a target is dealt poison damage, they will receive that much damage during the start of each of their turns if they take any actions. If they choose not to take any actions, then they will only take the poison damage every five minutes. Additionally, they become exhausted, losing edge on all checks they make.
- **Regeneration:** At the beginning of your turn, roll 1d6, and restore that amount of health or astral, depending if it’s health or astral regeneration. This effect lasts until the ability that caused it starts when it ends, or after a rest.
- **Resistance:** Halves damage of the given type(s).
- **Shock:** Deals damage as normal, except in the case of guards, in which it deals double the normal damage.
- **Silenced:** Cannot be heard and cannot cast verbal-based spells.
- **Slashing:** Damage dealt by sharp weapons and objects such as daggers, swords, and scythes.
- **Slow-Fire:** This weapon cannot be unloaded, have burst-fire, spray-fire, or multi-attack.
- **Spray-Fire +X:** You can attack an amount of additional targets within this weapon. You must spend ammo for each target attacked.
- **Spread-Fire/Sweep:** Attacks the target and all targets within 10 feet of the left and right.
- **Swing:** Makes an attack against all adjacent targets.
- **Stun:** Deals non lethal damage that does not reduce Health. Instead, a target damaged by Stun must make a Toughness check at the beginning of their turn and remove the result from the amount of stun damage they have received. This costs 1 turn point. A target may not have more than 20 stun damage on them at a time.
- **Weakness:** Suffers double damage from the given type(s).
- **Wind:** Applies the knockdown effect if the damage dealt is equal to or higher than the defending target’s Toughness.