

A Koroak.com Game

# SIMPLICITY 2.0

Created By

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**FREE EDITION**



The Cat's Mreawow Publishing



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# INTRODUCTION

## **So What's important?**

Character development and game experience are the two aspects that I have found most important in any game system.

More important than realism, more important than game mechanics, and more important than genera.

While you may forgive or dismiss a game that's not the right genera, has a bad game mechanics or is unbelievable, you can't forgive a game that isn't fun to play or a game where you character never changes or grows.

While I have played in many role (roll) playing systems throughout my 36 years of gaming, I have come to the conclusion that game experience and character development are the two keys to a truly great game that keeps player entertained, engaged, and returning to play.

So these are the two factors that I focused on while creating Simplicity.

## **Why create Simplicity?**

While having played in approximately every type of rule system and game mechanic possible, I found myself spending way to much time home growing existing systems to make games more fun, playable, and interesting.

While the base system might of been fine I always found them either to complicated or lacking vital mechanics in order to keep game play both fun and interesting.

This is why I have created Simplicity.

I have tried to keep it all as simple as can be in both the rules and the parts needed to play the game.

TA piece of paper, a pencil, a ten sided die and someone with

a bit of imagination is all that you need to play.

The idea that once the premise and the rules of the game are understood the game can travel with you in one pocket has been one of my goals.

For me it is simplicity at its finest and for this reason the system is named Simplicity.

### **Who is simplicity aimed for?**

While I created Simplicity to be as simple a system as possible it is not to say that the system is meant for novice players.

It's not.

The system was created for experienced character based role-players who love to create and interact in an organic and flowing world. For role-players who likes to create and play characters with rich histories, backgrounds, and more importantly with unique flavor.

This is not to say that someone that has never role-played before won't be able to play in this system.

It's not.

As long as an individual has a sense of creativity and imagination they will be able to play a character in this system without too much of a learning curve. That said please understand that the gaming system has been designed and geared towards people who already understand how to create and play interesting, vibrant, and unique characters.

To sum it up it was designed for experience role-players but anyone can play Simplicity.

Now that you have some understanding of why I created the system lets define some concepts and common terms that will be used in this manual.

# CONCEPTS

These are some of the concept behind the Simplicity system that I identified while creating the system.

I share these with you so you can understand my intent im making Simplicity and to share with you how I envision the system being used.

## **Fun**

First off this system was primarily designed for entertainment and enjoyment.

SO, If you find yourself not having fun, please stop playing and go do something else. Life is to short to not enjoy what you're doing.

## **W.T.F.**

While combat and things that can kill a PC can be quite disproportionately deadly, I designed this game to move quickly, hopefully be fare, and to allow player to be as creative as they wish to be. While wamping on bad guys can be fun, learning to work together as a team or developing networks can be just as deadly in this game as cariing a big huge stick.

Not all big bad ass characters come in huge over musculer bodies.

## **Sharing**

The system works best as a shared system. By that I mean that the Story Teller and Player should all work together to set up the rule, the characters, and aspects of the world should be designed and know to everyone from the very beginning.

This is one of the key factors that make this system different. The story doesn't belong to the Story Teller it belong to all the players. The Story Teller is really just there to help out when the story or players get stuck.

**Voice**

The other key factor is in the voice of the game. By allowing the story's perspective and narrative to change and morph through the challenge resolution system the group will develop a unique and different kind of game that normally is not possible in a traditional one storyteller/GM game.

**S.T.F.P.**

The S.F.T.P (Story Teller Face Palm) is the ultimate goal in this game. At least that is what player I have played with tell me. The idea is to do something so creative the ST never sees it coming and ends up face palming because of it.

The STHSD (Story Teller Head Shack of Doom) is also acceptable.

# BASIC TERMS

Let's define some terms that will be used in describing certain aspects of the game that will become common place during game play so that everyone will be working with the same vocabulary.

## **Story Teller**

Story Teller is the Game Master, Dungeon Master, Game Lord, or High Hollies of Hollies; whatever you are using to call the person that is running the game and it all means the same. In this system we will be referring to them as a Story Teller or the ST.

## **NPC**

Non-Player Characters or NPC are characters within the game that may or may not have stats associated to them that interact with the player characters. These characters are normally run by the Story Teller to facilitate the forward movement of the story line and plot of the game.

## **PC**

Player Character or PC are fictitious character that is associated to one of the human players playing the game. These characters are assigned statistics to simulate an actual living being.

## **Players**

A Player is a person that is actually playing the fictitious characters within the gaming system, the actual flesh and blood being.

To clarify thing this are not the fantasy character that is being played, this is the actual **HUMAN**.

**In other words, you are not your PC in the game.**

**Even when you play in a storyline where your PC is supposed to be you, remember that it is a fictitious character and not actually you.**

## **Story**

The Story is the whole story arc from when the PC start to play in the story to the end of the story as the ST has it in its mind.

## **Adventure**

Adventure are individual smaller section of the whole story where predesigned goals are encountered and worked towards.

## **Session**

Session are individual smaller section of an adventure where the PCs work at arriving at the calculated goal for the adventure. There may be more than one session to complete an adventure. At the end of each session an ST should ask for brags for that session and then award growth points.

## **Round**

A round is portion of a session where the PC reacts to a perceived problem. The problem may be a puzzle, a battle, an interaction with an NPC or any activity that the ST uses to get the PC into engaging with the world.

## **Combat**

Combat is fighting and how the resolution of the fight is handled. Combat calls for physical contact and specific called intent.

Setting up a trap is not combat.

Being caught in the trap does count as combat.

## **Initiative**

Initiative is basically who goes first. The Player roll a ten sided die to see who gets to go first.

Highest number goes first. Both sides of the confrontation roll to see when they go.

## **Outcome**

Outcome refers to the end of combat or of a round. The outcome can range from damage dealt, to treasure gained, to information gathered.

## **Growth**

Characters growth should come from interacting with the world, the other character, and the situations the Story Teller put the character into. This is what should be pushing the character development as the game goes along.

The development should follow a logical progression in relations to the events that have occurred to the character.

## **Growth Point**

Points the ST award the PC for their growth throughout the game base on the PC's action and interaction during the game.

There are two kind of growth point that an ST is capable of awarding.

1. Adventure Points
2. Brags

## **Adventure Points**

The first type is the adventure point. These point are meant to reflect the overall difficulty of the adventure .

## **Brags**

Brags are actions that happen to or caused by the Player Characters during the adventure that are worth remembering. Points are assigned by both the players and the Story Teller.



# THE 5 BASIC RULES

These are a set of general rules to facilitate the role-playing process.

These are not the only rules in the game but they are designed to be rather basic to help facilitate the role-playing process.

In short these rules trump all else.

## **Rule 1. The Rule of the Story Teller**

The Story Teller's decision is law.

The Story Teller has the last word on any decision that needs to be made.

## **Rule 2. The Rule of Tens and Ones**

### **Rule of Tens**

The rule of tens is invoked when someone rolls a ten during the game they get to roll again and add it to the first roll, this will continue as long as the individual keeps on rolling tens, the first non-ten roll stops the progression of rolls and all rolls are added together for a final roll score.

### **Rule of Ones**

The Rule of ones is invoked whenever anyone rolls a one during the game.

This means that they failed whatever they were trying to do no matter what the skill ability is rated at.

The only time this does not apply is when someone has already rolled a ten.

### **Rule 3. The rule of lawyers**

Oh yeah...

To all the rules lawyers out there...

The Story Teller is the final end all and be all of all rules in the game.

In other words it does not matter what some other rule book may say.

It doesn't matter what you think you may know.

The Story Teller is all ways right

### **Rule 4. The Rule on resources**

All and any resources maybe used to augment the game world as long as it is allowed by the Story Teller and it fits the structure the Story Teller has for the world.

### **Rule 5. The Rules of Initiative A and B**

#### **A. Counting down**

When rolling Initiative 10 is the person that goes first then it counts down to 1.

#### **B. Multiple actions**

If anyone rolls a 10 they get to roll again and the totals get added together. The person then gets to do more than one action during the round of combat.

# RACES

The race structure for this game is simple in its concept, but it can be difficult in its execution.

The main idea behind all the races is the fact that whatever the Story Teller and Player decide to do at the beginning of a game to any one member of a race affects the whole of the race in order to keep game play fair and honest.

One rule that I push when I run Simplicity games is that there are no humans in my world. The creative process doesn't really kick in until you are pushed to think outside the box.

Elves, Dwarves, Giant, Fairies, Pixies and Bestial are races that I have supplied templates for in the Creating a PC section, but this system isn't limited to these few.

Be creative and design anything you ever wanted to try. The true power is in sitting down before you start the story and figure out what you want the race to be like and deciding with the Players and the Story Teller what will be allowed and what won't be.

## RACES TERMS

### **Common Stats**

Common stats are the attributes, skills, deficiencies, common jobs, and anything else an Story Teller may use to define a race in the broadest term. These are the stats that are used to create the character templates.

## **Acceptable Races**

Any race or creature that the Story Teller wishes to allow is acceptable.

A Story Teller has the right to allow or prohibit whatever race or creature they deem appropriate or inappropriate in order to make a full, vibrant and living world.

## **Changes to Stats**

Changes made by the Story Teller to the common stats of a race or creature will be reflected in the others of that race or creature.

## **Resources**

The use of any existing resource in generating statistics for a race are to be allowed as long as the stats fit the structure the Story Teller has for the world.

The Story Teller has the right to change whatever well established stats to an already existing race or creature in any resource book to better fit the world being created. From that point forward all of that race and creature that had its stats changed will also have those changes applied to them. This is unless the Story Teller establishes the creature as a unique creature or member of said race.

## **Flaws**

All creatures and races will take on at least one deficiency or phobia called a flaw.

Depending on the race or creature type they may need to choose more than one deficiency or phobia.

The larger or more powerful the creature or race the more deficiency or phobia should be applied.

Also a PC will develop more deficiencies and phobias as the story plays itself out. Interaction with the world will cause natural and evolving "character quarks" and these quarks should be made to be reflected in the stats of the PC.

# ATTRIBUTES

Attributes are the basic traits that define your PC's physical, mental, and spiritual capacity.

For this gaming system the attribute system uses three individual traits that are then individually rated. The trait ratings are rated on a ten point scale where 1 is the weakest, 10 is an athlete and beyond that are epic beings.

Remember the system uses the Rule of Ten which is why although the rating system is created on a ten bases system PC can have abilities greater than ten.

In this system three traits are used defined a PC's capabilities during the game.

The three attributes are used to define the skill and talents a PC can have and how well they can accomplish a desired task.

## ATTRIBUTES TERMS

### **Body**

How physically strong your PC is.

### **Mind**

How intelligent and mentally strong your PC is.

How mentally focused your PC can be.

### **Spirit**

How spiritual your PC is.

How inwardly or outwardly spiritual your PC is.

How likely it is that a god would be looking down and helps your PC out of trouble.

How lucky is your PC.

## **DETERMINING ATTRIBUTES**

The group should decide what way they wish to determine how Attributes are first generated.

I have found that for longer campaigns allowing player to roll for stats works quite well. While for one offs and tournament event using a predefined points or assigned points system also works.

### **Rolling for stats**

The initial ratings for an attribute are determined by using the Rule of Ten rule. This means that you roll a ten sided die and if you roll a ten you keep rolling until you roll something other than a ten at which point you add those numbers together to get your rating. You do these for all three attributes.

### **Assigning Points**

With Assigning Points the Story Teller decides before the Story starts how many points all the PC get to start with.

For example assigning a point value of 15 would allow of a character with three equal stats while assigning a point value of 16 would cause one attribute to be higher than the rest.

## SKILLS, TALENTS AND SPECIALIZATIONS (STS)

Skills, Talents, and Specializations are those abilities and knowledge that a PC would already have when it starts the game or those that are learned along the way during the adventure.

STs range from any of a multitude of different areas of knowledge, from manual skills learned by copying and practicing, to things learned at educational centers. Any avenue that can create an area where the PC would have knowledge that the player itself might or might not have an understanding of are all excellent and useful ways to make the PC a vibrant and unique character.

These skills are areas where the PC can greatly differ from the player who is playing them. Skills that are common to both fantasy and real worlds can be used in similar manners. While those that are either alien to the player itself, the time the player comes from or the world the player is from will make it harder to control the actions of the PC but the Player and the Story Teller should combine to create a credible way that will work with the story being told.

The skills and talents themselves can either be created by the Player and the Story Teller working together or can be adapted from many printed resources already out there as long as it works with the Story Teller's world.

### THE HIERARCHY FOR SKILLS

Skill then Talents then Specializations

Skills being the broadest term and the terms becoming more specific as they go along.

A character under Body may have Strength as a skill, then Martial Arts as a talent, then Touch of Death as a specialization each one becoming more specific as it goes down the line

## **SKILL, TALENTS AND SPECIALIZATIONS RATING**

Skills, talents, and specializations are rated on a scale from 1 to 10 for average characters. Where a rating of 4 is ratings for an average character. Anything over a 10 is normally considered extremely talented. And as the system is open ended you can attain rating well over 20, 30, or 40 if you wish.

A skill rating of 1 would means that the PC has a passing knowledge of something. While a skill of 10 means the character is able to accomplish the task with great skill. While a skill of 15 would label the character as a master in the subject. While a rating of 20 would have him leading the field in the subject.

## **INITIAL SKILL, TALENTS AND SPECIALIZATIONS**

When creating your Player Character you start off with as many skill and talent points as are equivalent to a PC's Mind, Body and Spirit combine or Total Attributes.

Each of these skills and talents are rated at 1 and will not cost you anything to raise it beyond 1 at this time.

You are not allowed to buy any more skills then you have total attributes for and you are not allowed to place any more points into them that total past your total attributes

## **GAINING MORE SKILLS, TALENTS AND SPECIALIZATIONS**

More skills, talents and specializations can be gain in one of four ways.

### **1. Increasing of Attributes**

Increasing the Attributes of the PC will affect the number of STSs the PC has.

### **2. Buying more STSs**

By spending 5 growth points a Player can buy its PC a skill or talent it does not already have. This is limited to the attribute the STS is going into. The PC must have an available open space to place the STS into. It will be given an initial rating of 1 and it cannot be leveled up for one story session.

### **3. Upgrading STSs**

By spending an amount of growth points equal to the number of the level you wish to raise one can increase a characters STS rating.

Going from a current level of 3 to 6 is equal to (level 4+level 5+ levels 6) for a total of 15 growth points.

### **4. Story Teller Awarded points**

The Story Teller should be aware of the STSs and abilities the PCs are using throughout the game session. Sometimes these action merit the Story Teller awarding gifts beyond growth points at the end of a game session. In these instances awarding a new STS or points directly to a specific ability may be appropriate.



# JOB AND CAREERS

Jobs are the careers that PC chose to follow. From Knight to Page, from Teacher to Cleric all these jobs have important skills and knowledge that would be associated to that job.

Jobs give a PC a purpose in life. It's not to say that a PC has to have a job to have a reason to be in the game. It also doesn't mean that a PC can't start in one job and have it change though out its life during the game. Jobs are meant to be avenues of creative orientation on behalf of the PC so a Player can live out and create unique and interesting backgrounds for their PC.

The more unique and specific the job you chose for your PC the greater and specific the type of information that will be available to that PC.

A PC that's a simple fighter might have skills like unarmed combat, armor, ride and jump. While a PC that's a palace guard might have skills like unarmed combat, armor, ride, etiquette, shield, languages, diplomacy, climb, and gather information.

The difference between the two jobs is the level of depth that the skills go in to for each. The more specific the job gets, the more spelt out and focused the skills for that job need to be made and the skill and talents should be reflecting that, especially at the beginning.

Also a Story Teller may decide to give extra skills and talents beyond the initial Wisdom and Intelligence limiter at the characters creation to reflect the fact that the character has a unique and unusual job or understanding. This should be something the Story Teller decides to do on its own, always remembering the rule about races and the fact the game should be balanced.



# CHARACTER HISTORY

Character history is very important in this kind of role-playing system.

The main reason behind the growth and uniqueness of the character in this role-playing system is the fact that time should be taken to create extensive and elaborate enough histories for the character so that they have a feeling of real history even before they start playing in the game.

Some Questions that need to be ask of all characters before they even start play are

Where are you from and do you have a family?

Are your parents still alive? And if yes then who are they.

Do you have siblings? And if yes then who are they.

Who do you normally hang around with?

What kind of job do you normally hold down?

What are your hobbies?

What is your favorite food/drink?

What is your darkest secret?

What is your dream?

Who or what do you fear?

There are many more questions you can ask yourself yet these are a few to get you thinking of when making your PC's history.

Remember the more information you put down at the beginning the more you are going to understand your character and the way it behaves.

Having these questions answered also helps in picking out what skills and talents the character should have. Things may be overlooked if not for the in depth questions being asked in the beginning when the character is being made, and not overlooking things is always useful.

# THE MAGIC SYSTEM

The magic system in this role playing system has been created to be flexible, creative, and more importantly fun.

The idea is that anyone can have a character that uses magic no matter what job the character chooses.

The individual character has a voice in how the magic is learned, used, and more importantly developed though out the game.

And the only limitations to spell creation is by the Player's imagination.

This is accomplished with the use of a simple Magic Point system.

Your initial Casting points are based on a combination of Mind and Spirit for mages and cleric or Body and Mind for Psionicists.

The attribute scores depending on the kind of magic you are casting.

As you spend your Growth Points on your Body, Mind and Spirit your casting points will increase allowing your PC to increase the amount and power of the spells it is able to cast.

## **MAGIC TERMS**

### **Casting Point**

The points used in casting a spell are equal to that of the level of the spell.

### **Spell Damage**

Spell damage is equal to that of the level of the spell times 10.

### **BUMP**

Adding more spell points to a spell to increase its affect or damage.

### **Spell duration**

Spell duration is how long a spell will last.

#### **Combat**

All combat spells last until spell is triggered or until the caster goes to sleep or is unconsciousness.

#### **Defensive**

All defensive spells last as long as the spell retains a defense point or until the caster goes to sleep or is unconsciousness.

#### **non-combat**

All non-combat spells last as long as spell effect states, until disruption, or until the caster goes to sleep or is unconsciousness.

### **Level Progression systems**

Level progression system are magic systems where spell are assigned a spell level for casting purposes. Player characters gain access to higher level spells as they gain experience.

magic system like

## **Magic System Resources**

As far as resources for magic spell, you are allowed to use any magical tome you can find that can be adapted to work in the Story Teller's gaming world.

Level progression spell systems are very easy to use.

The spell level of the spell casted is equal to the Casting Points used to cast it.

In other words, the level of the spell is equal to the amount of Casting Point needed to generate the spell and all spells do d10 points per Casting Point. You then can BUMP the spell up with more casting points to do d10 more points of damage for every casting point used.

## Magic Energies System

### Magic Energies System

Level 1	Correspondence (seeking/ far sight/ location)
Level 2	Entropy (chance/ breaking apart/ bonds)
Level 3	Forces (basic elemental/energy/ intangible /unseen)
Level 4	Life (living things/ restoration living)
Level 5	Matter (non-living creation)
Level 6	Mind (inner mind)
Level 7	Prime (primal energy/permanence/ seen)
Level 8	Spirit (spirit real/summoning)
Level 9	Time (past/present/non-linear)
Level 10	Oracle (God touched magic)

The Magic Energies System is design to allow Players to be as creative as they want to be with their spell.

Players can mix and match energies to explain how the spell will work to create the effect they want.

- Example: Simple Spell - Bob casts Entropy at his opponents weapons with the intent of causing it to jam or break.
- Example: Advanced Spell - Bob casts Forces and Prime to create an unseen servant to be his personal aid.
- Example: Simple Spell - Bob casts Correspondence on a coin as a tracking coin and hands it to a bad guy.
- Example: Advanced spell - Bob casts Prime, Life, and Entropy to create living regenerating armor that is bonded to himself.

## MAGE MAGIC

Mage Magic spell points are calculated by adding together the Body and Spirit Attributes.

Mages use Simplicity's Magic Energies System as the primary Magic System

### Magic Energies System

Level 1	Correspondence (seeking/ far sight/ location)
Level 2	Entropy (chance/ breaking apart/ bonds)
Level 3	Forces (basic elemental/energy/ intangible /unseen)
Level 4	Life (living things/ restoration living)
Level 5	Matter (non-living creation)
Level 6	Mind (inner mind)
Level 7	Prime (primal energy/permanence/ seen)
Level 8	Spirit (spirit real/summoning)
Level 9	Time (past/present/non-linear)
Level 10	Oracle (God touched magic)

The idea is that a mage can mix the different aspects of the different energies to create a spell that he want.

Each level will cost you that level in casting points to cast.

If you were casting a defensive spell, the spells protective properties are equal to the total level of the spell in d10.

### Alternative Magic System

Level progression spell systems can be used. The Level casted is equaling to the cost of Casting Points used to cast the spell.

## CLERICAL MAGIC

Clerical magic spell points are calculated by adding together the Body and Spirit Attributes.

Clerics use Simplicity's Magic Energies System as the primary Magic System

### Magic Energies System

Level 1	Correspondence (seeking/ far sight/ location)
Level 2	Entropy (chance/ breaking apart/ bonds)
Level 3	Forces (basic elemental/energy/ intangible /unseen)
Level 4	Life (living things/ restoration living)
Level 5	Matter (non-living creation)
Level 6	Mind (inner mind)
Level 7	Prime (primal energy/permanence/ seen)
Level 8	Spirit (spirit real/summoning)
Level 9	Time (past/present/non-linear)
Level 10	Oracle (God touched magic)

The idea is that a cleric can mix the different aspects of the different energies to create a spell that he want.

Each level will cost you that level in casting points to cast.

If you were casting a defensive spell, the spells protective properties are equal to the total level of the spell in d10.

### Alternative Magic System

Level progression spell systems can be used. The Level casted is equaling to the cost of Casting Points used to cast the spell.

## PSIONIC MAGIC

Simplicity has found a way to keep Psionic character even with the other kinds of character in the story.

In other systems Psionic characters can either be too powerful or way too weak as a Player characters.

Here the Psionic character works very much like any of the other magic users, only their points are derived from their Mind and Body.

They do not get to go first in all battles, for although though is instantaneous; reacting to a situation is not.

Psionic characters have to roll an Initiative roll at the beginning of battle and they then will get to attack on their turn.

Psionic mages use Simplicity's Magic Energies System as the Primary Magic System.

## Magic Energies System

Level 1	Correspondence (seeking/ far sight/ location)
Level 2	Entropy (chance/ breaking apart/ bonds)
Level 3	Forces (basic elemental/energy/ intangible /unseen)
Level 4	Life (living things/ restoration living)
Level 5	Matter (non-living creation)
Level 6	Mind (inner mind)
Level 7	Prime (primal energy/permanence/ seen)
Level 8	Spirit (spirit real/summoning)
Level 9	Time (past/present/non-linear)
Level 10	Oracle (God touched magic)

The idea is that a Psionic Mage can mix the different aspects of the different energies to create a spell that he want.

Each level will cost you that level in casting points to cast.

The level of the damage effect the spell can generat is equal to 1d10 points of damage per level to create. You then can add or BUMP the spell up with more casting points to do 1d10 more points of damage for every spell point used.

## Alternative Magic System

Level progression spell systems can be used if one is desired. The Level casted is equaling to the cost of Casting Points used to cast the spell.

# THE COMBAT SYSTEM

Combat in this system is designed to be used as a tool in moving the storyline forward. The idea is that while engaging in the combat the story and character development should progress in some way. While having combat just to have combat is fun, the overall objective of engaging in combat should involve a larger goal. Because combat is not the only tool for growth in this system it has been designed to be quick and deadly to discourage lazy role-playing.

When combat is engaged the sequence involves

1. Figuring out who has the initiative or who gets to go first
2. What is being done, such as attacking or defending
3. And finally what is the outcome of the battle or the resolution.

This system is different in that the combat is focused on figuring out who gets to control the narration in the developing scene and not so much in dealing damage. While dealing damage and defending against attacks are part of the system this is not the focus. What is the focus is who gets to describe what happens. Does the ST describe the scene or does the Player.

This means that whoever wins the resolution get to tell the story of how the battle went.

## TERMS

### HP

Heal Points are equal to the PC's Mindy, Body and Spirit combined.

### Free actions

Free actions are actions that a PC can take when they are not noticed by an intended target. This may be facilitated by obscured vision, attacks from behind, or concealment.

### Rounds

Rounds are described as the time it takes to complete a battle.

### Turns

Turns are the different actions that take place during a round or battle.

### Base Initiative Augmenter

Those things that affect the outcome of the initiative roll such as skill, passive magic, and warn items. Keep track of you BI as it affects the Initiative roll.

### Initiative

At the start of a combat round all parties involved in the battle roll a d10 to find out who goes first.

The initiative rolls backwards starting at 10 and ending at 1.

### Multiple actions during battle

If anyone rolls a 10 they get to roll again and the totals get added together. The person then gets to do more than one action during their turn of combat.

**Weapon Rating (WR) = (1d10 + (10xpluses))**

Weapons and items used for combat have a rating. All weapons in this system are based on a possible 10 points or 1d10 points of damage. The weapons rating tells a Player how much damage beyond a normal 1d10 the weapon can do. A weapon rated 1 does 1d10 + 10 points of damage.

All magic weapons are treated as a level 1 weapon unless otherwise labeled as such.

**G rated Weapons (GWR) = (Rating d10) X (Rating X 100)**

God Rated weapons are weapons on a greater scale. These weapons are calculated at (Rating d10) X (Rating X 100). These are weapons that are meant to create massive beyond global scale damage.

**Passive Magic (PM)**

Magic that is cast once and stays until triggered.

**Physical Rating (PR) = Body + skill**

Rating used to determine if you can accomplish something physical that requires the use of body and a skill to accomplish.

**Attacking Skill (AS) = Attribute + Attacking STS**

Rating used to determine outcomes of attacking during a battle. Derived from adding Attribute where your attack is being generated from and any STS attached to that you will be using to attack.

**Combat Attack Rating (CAR) = AS + Magic**

When calculating what your Combat Attack Rating is first figure out what your AS Rating is.

Next you will need to figure out what if any passive magic that you have that can help you in your attack. These two added up will tell you what your Combat Attack Rating is.

**Unarmed Combat Rating (UCR) = PR + Magic**

When calculating what your Unarmed Combat Rating is first figure out what your Physical Rating is. Then you can then add any passive magic that you have that can help you in your attack. These two added up will tell you what your Unarmed Combat Rating

**Armor Defense Rating (ADR) = (AR) + (any pluses x 10) + magic (10 x level) + item (10 x level)**

Armor Defense Rating is calculated by adding armor rating and any pluses times 10 and any protective magic the PC wishes to cast upon its self at 10 times level.

**Naked Defense Rating (NDR) = Body + STS + magic (10 x level) + item (10 x level)**

Naked Defense Rating is calculated by adding a PC's PR and any passive protective magic the PC has activated.

**Psionic Defense Rating (PDR) = Mind + STS + Item + Magic**

Psionic Defense Rating is calculated by adding a PC's Mind Attribute whatever applicable STS trait it wishes to defend with any protective magic meant to protect against mind attacks.

**Armor Rating (AR) = (Armor Level) x 10**

Armor Rating is calculated by figuring out the armor category level and multiplying it by 10

## Weapon Size

- Level 1 Light.....Non-mechanical weapons,Bow, Blade
- Level 2 Medium ..... Mechanical Weapons, Gun, Recurve Bow
- Level 3 Mid-Heavy .....Chemical weapons
- Level 4 Heavy .....Armored
- Level 5 Large .....Large Scale, WMD

## Terms

### Non-mechanical weapons

Non-mechanical weapons are weapons that have no mechanical complex components to them and are only enhanced by the users strength. All medieval weapons of a non complex nature would be considered non-mechanical.

### Mechanical Weapons

Mechanical weapons are weapons that can do more harm than the just a users strength will allow. Guns, recurve bows, electricified weapons, stun buttons, tazers, small laser pistols are some examples.

### Chemical weapons

Chemical weapons are things like explosives and gasses that can be used to effectively attack more than one opponent at a time.

### Armored

Armored weapons are devices intended on augmenting a single individual to be able to attack a larger force. Tanks, Iron man suit, Small size gundams, and medium laser are some examples of armored level weapons.

### Large Scale / WMD

Large scale weapons refers to weapons that can be used to eliminate one or multiple targets at a time. Heavy lasers, long range missiles, nuclear bombs, and biological warfare are some examples of WMDs.

## God Weapon Size

- Level 6 G1.....City Killer
- Level 7 G2.....Planet Killer
- Level 8 G3.....Hell Weapon / Holly Weapon (not spells)
- Level 9 G4.....Ethereal Weapon
- Level 10 G5.....Big Bang

## Terms

### G level wepons

God level wepons are wepons that are designed to deal major catastrophic level damage to a whole are

### City Killer

Weapons of the City Killer size are designed to demolish whole large scale metropolitan cities at one time. An Oribiting space platforms or overloading a quantam gate could be examples of City Killer weapons.

### Planet Killer

Planet Killer are wepons designed to destroy plantes. Improper use of quantum singularities, the death stars, terraformers, and the orchestration of super novas are all examples of planet killer type weapons.

### Ethereal Weapon

Ethereal weapons are designed to do damge by negating the laws of nature. These wepons could be powered by things like antimatter, negative space or any other catastrophic dimemsional energy. Anything that would physically tear apart that which makes up your world because it is so foriegn.

### Cosmic Weapon

The Big Bang...

## Weapon Rating

(BWR) Base Weapon Rating = (WS level d10)

(WR) Weapon Rating = (BWR + (pluses x 10))

Weapons and items used for combat have a rating based on its size and intended purpose.

To determine your Weapon Rating first figure out the Base Weapon Rating (BWR) by finding the weapon size level. Your BWR = Weapon Size Level in d10.

So a level 1 weapon has a BWR of 1d10, a level 2 weapon has a BWR of 2d10 and so on.

The weapon's plus rating tells a player how much damage beyond a normal d10 the weapon can do.

If you have a long sword +1 you get to do a total of 1d10 points of damage to your opponent and another 10 points of damage for the +1.

All magic items that can be used as weapons are treated as a level 1 weapon.

If you have a magic wand +5 magic missile you get to do 6d10 of damage to your opponent. 1d10 for the wand and 5d10 for the +5 of the magic missile.

Fighting can get lethal really quickly and it had been done that way for a reason.

You might just have to think twice before letting loose with your weapon if the damage that gets dealt could just happen to be of the lethal category.

## ARMOR RATING

Armor Rating is the number you look at to absorb damage from an attack before you start to take actual damage. In other words it tells you how much damage you can absorb before your character starts taking physical damage.

This is figured out by deciding what kind of armor your character wears and then figuring out what armor category it falls under

Armor is categorized in the following manner.

Regular Armor = level x 10

God Level Armor = level X 100

### Regular Armor

- Level 0 none .....Cloth, naked body, uncured leather
- Level 1 Light.....Leather, natural scale, padded/ layered
- Level 2 Medium .....layered/ reinforced armor, wood,
- Level 3 Mid-Heavy .....Chainmail, stone
- Level 4 Heavy .....Full-plate, solid metal, solid stone
- Level 5 Super Heavy.....Super dense metal, alloys, gems

### God Armor

- Level 1 G1.....God armor
- Level 2 G2.....Ethereal armor
- Level 3 G3.....Hell armor / Holly armor (not spells)
- Level 4 G4.....Demigod armor
- Level 5 G5.....God armor

## ARMORED DEFENSE RATING

When calculating what your defense rating is first figure out what your Armor's Defense Rating is.

This is done by figuring out what armor you PC has and what is the armors level.

1. Armor is worth 10 points for every level of armor, so level 1 armor such as Leather is worth 10 points while level 4 armor like full plate is worth 40 points.

Armor absorbs an equal amount of points of damage to that of its rating.

A level 1 armor will absorb 10 points of damage before allowing any damage to get to the wearer.

2. Armor Pluses.

Any pluses that an armor may have are worth 10 points per the level of bonus

3. Once the armor rating is figured out the PC then add in any protective magic that it has that can help in its protection at 10 points per level or casting points spent.
4. And finally if the PC has any items that can help such as a ring of protection add them in at 10 points per level of the protective item.

Armored Defense Rating (ADR) = (level of armor x 10) + (any pluses x 10) + magic (10 x level) + item (10 x level)

A PC that suffers a Attack can defends using their ADR.

A PC's ADR is drained after being attacked until attacks are directed straight at the PC.

ADR lost during battle is regained either after sleep or after brag points are awarded.

## NAKED DEFENSE RATING

The other form of defense is the Naked Defense Rating.

This is defined as what a PC defense is without his armor

Naked Defense Rating is calculated by

1. Adding a PC's Body and STS that would apply to the PC's defense.
2. Add to that any protective magic that the PC may have that can help in its protection. They get added in at 110 points per level or casting points spent.
3. And finally if the PC has any items that can help, such as a ring of protection, add them in at 10 points per level of the protective item.

The need for this rating is for simplicity.

It is easier to have the value readily available then to have to try and remember what you have to calculate every time your PC is caught unarmored and is attacked.

Naked Defense Rating (NDR) = Body + STS + magic (10 x level) + item (10 x level)

A PC that suffers a Attack can defends using their NDR.

A PC's NDR is drained after being attacked until attacks are directed straight at the PC.

NDR lost during battle is regained either after sleep or after brag points are awarded.

## PSIONIC DEFENSE

This is the mind's ability to defend against a psionic attack.

This rating is only applicable to mind attacks.

Psionic Defense Rating is calculated by

1. Adding a PC's Mind and STS that would apply to the PC's mind defense,
2. Then add any protective magic that the PC may have that can help in its protection itself from mind attacks at 10 points per level or casting points spent.
3. And finally if the PC has any items that can help, such as a ring of protection specifically from mind attacks, add them in at 10 points per level of the protective item.

Psionic Defense Rating (PDR) = Mind + STS + magic (10 x level) + item (10 x level)

A PC that suffers a Psionic Attack defends using their PDR.

A PC's PDR is drained after being attacked until attacks are directed straight at the PC.

PDR lost during battle is regained either after sleep or after brag points are awarded.



# ORDER OF COMBAT

Combat order follows this order roughly:

## 1. **Initial Combat**

This is when the two warring parties come into close enough proximity to see one another or someone can choose to attempt to do something.

Identify all parties involved in the up coming battle.

## 2. **Free actions**

If any that can be taken.

## 3. **Initiative**

This is where initiative is rolled

## 4. **Hack and slash**

Battle begins

Lather, rinse, repeat

## 5. **Winner**

Ok is anyone still left standing

## 6. **Scrounging around**

Grab all you can from the living and dead. Yeah right like you don't do that.

## 7. **Gather party**

You all know the line: You must gather your party before...



# RESOLUTIONS

Resolution is the process of figuring out how conflict turns out. Be it combat, magic or a skill test all interactions need to be resolved in some way.

When your PC attacks, defends, or uses a skill or talent to do something there has to be a way to determine if the action taken succeeds or fails.

This is how Simplicity resolves those conflict.

## Combat Resolution

After initial combat occurs, any free action that can be taken are taken, initiative is rolled, and then the PCs and the bad guys then get to attack one another and do damage to one another.

The initiative tell everyone when you get to go.

On your turn your PC has the chance to either attack physically, attack magically, defending, or deferring the action until the end of the turn.

If you chose a physical attack you can either attack armed or attack unarmed.

Both should have been already calculated.

Next roll and add in a 1d10.

You then get to attack your opponent and your opponent gets to defend using Armored or Naked Defense Rating plus a 1d10.

In other words

**$((\text{Attack Rating} + 1D10) - (\text{Defense Rating} + 1D10)) =$**

**Outcome**

Let say that your PC gets to attack first and you have chosen to physically attack. Your PC has a CAR of 14 and the NPC an ADR of 12. You then roll a 1d10 and add the out come to your CAR the NPC adds 1d10 to its ADR. Lets say your PC rolls a 5 and the NPC rolls a 1. The new totals are then PC 19 and NPC 13 which allows you to hit the NPC. You would then do 3 points of damage.

The damage is then subtracted from a characters HP.

Now lets say the rolls were reversed giving us a PC of 15 and an NPC of 17. This would mean that the NPC blocked your attack effectively ending your attack.

This order keeps being followed until the end of the round.

## **Magic Resolution**

$$(\text{Magic Damage}) - (\text{Defense}) = \text{Outcome}$$

During magic combat the way that magic resolution works is as follows.

Mage PCs calculate their damage and cast it against an opponent. The opponent's defenses then get to absorb a total amount of points equal to the damage. If there are more points of damage than defense points, then any points that are left actually get to do damage to the opponent.

Alex the mage casts a magic missile at someone and it does 16 points of damage. The opponent has an ADR of 12, thus Alex does 4 points of damage with his spell.

## **Psionic Resolution**

$((\text{Psionic Damage}) - (\text{Psionic Defense Rating})) = \text{Outcome}$

During psionic combat the way that psionic resolution works is as follows.

Psionic PCs calculate their damage and cast it against an opponent. The opponent defends against the attack using their PDR (Psionic Defense Rating)

The defender's PDR absorbs a total amount of points equal to the damage. If there are more points of damage than defense points then any points that are left actually get to do damage to the opponent.

## Skill and Talent Resolution

$((\text{STS} + 1\text{d}10) - (\text{Skill difficulty})) = \text{Outcome}$

Skill and talents are meant to be used when trying to figure out something a player is not sure if its PC would know.

When a skill check is needed the Story Teller should offer skills and talents that would allow the PC to accomplish its task and then asses the difficulty level the PC is going to need roll against. The player then rolls 1d10 and adds any skills and talent points to the out come.

Skill difficulty is bases on a 1 to 10 scale where 1 is easiest and 10 is hardest for a normal character.

Bob the thief is trying to pick a lock. The ST has assesed that the lock is of a high quality and is of a difiiculty level 8. Bob decides to use his lock pick talent rated at 1, that is tied to his dexterity rated at 2, and that is under his Attribute of body rated at 3. This all gives Bob an STS total of 6. Bob then rolls a 1d10. any thing over 2 will mean Bob is successful in his attempts. 1 being a normal failure and 2 meaning a draw so the lock won't open. A 3 or higher means Bob is successful.

## **I won the Resolution now what?**

Once you have a definite resolution the winner gets to tell the story from their point of view.

If Bob the thief won, he now gets to tell how the lock was picked and if anything special happened when he tried to it.

Bob can embellish about the lock all he likes for of course Bob won the right to tell the lock picking story his way.

The story could be as simple as the lock clicked open and no body was harmed.

Or as elaborate as Bob detects from his inspection of the lock that this was no ordinary piece of equipment. Bob can clearly make out that this is a model 321J Orlintin Lock designed by Master O'herny himself. Bob opens his bag of tricks pulls out his tool and carefully begins laying out his lock picks in preparation of tackling this worthy foe. Remembering that the 321J takes a number 3, 8, and 13 lock pick Bob makes quick work of his foe to gain access to the treasure inside.

While being able to pick the lock is great. Being able to take over and tell part of the story is the real fun. This is partly why I say Simplicity isn't meant for novice roleplayer. If you really like improve or simple like the act of telling stories you should find this part one of the game system interesting and fun.

# AWARDING POINTS

## When do points get awarded?

Point should be awarded at the end of every gaming session. This refers to any point where the ST has brought the game to a point where the PCs can decide to stop or keep going in the game.

Stopping may be a short intermission in the game or an ending of game play for that day. This allows for a good place for players to take a moment and reflect on what has happened to the PCs so far. By this definition an ST has the opportunity to segment game play so as to allow for more than one opportunity for PCs to gain points during a game. This is all up to the ST and the group on how point awarding should be handled.

## Adventure difficulty

Adventure difficulty is the difficulty level the Story Teller assigns to the adventure as a whole at the very beginning when he first dreams the adventure up.

A 1 being a very weak adventure where the PC will be able to accomplish things without much trouble.

A 3 being a medium challenge where the bad guys and the obstacles are at the same level of the heroes

A 7 should give the PC character a run for their money with bad guys and situations that should be advanced beyond the level of the PC.

Anything higher needs to be geared appropriately as far as difficulty.

## Brag sheets

A brag sheet is a list of memorable moments that have happened during the adventure to the PCs, in the game these moments are by their own definition brag worthy.

Such as a little Pixie shots a charging raging displacer beast with it's sleep arrow and put it to sleep mid stride as it charges towards the party. Or Bob the mage talked the black dragon into allowing the party to cross his lands without being attacked thus saving the party a butt whipping and creating a diplomatic outcome that leads to a new found alliance and maybe a future allie.

Yea !!! Pixie

Yea!!! BOB

Also things on your brag sheet don't need to be only about your character it should include memorable moments about everyone else's.

The idea is to point out to the ST events that might have been memorable that the ST may overlook when awards points at the end of the night.

# GLOSSARY

## **Adventure**

Adventure are individual smaller section of the whole story where predesigned goals are encountered and worked towards.

## **Adventure Points**

The first type is the adventure point. These point are meant to reflect the overall difficulty of the adventure .

## **Base Initiative Augmenter**

Those things that affect the outcome of the initiative roll such as skill, passive magic, and warn items. Keep track of you BI as it affects the Initiative roll.

## **Brag**

Brag are actions that happen to or caused by the Player Characters during the adventure that are worth remembering. Points are assigned by both the players and the Story Teller.

## **BUMP**

Adding more spell points to a spell to increase its affect or damage.

## **Casting Point**

The points used in casting a spell are equal to that of the level of the spell.

## **Combat**

Combat is fighting and how the resolution of the fight is handled. Combat calls for physical contact and specific called intent.

Setting up a trap is not combat.

Being caught in the trap does count as combat.

## **Free actions**

Free actions are actions that a PC can take when they are not noticed by an intended target. This may be facilitated by obscured vision, attacks from behind, or concealment.

## **Flaws**

All creatures and races will take on at least one deficiency or phobia called a flaw.

Depending on the race or creature type they may need to choose more than one deficiency or phobia.

The larger or more powerful the creature or race the more deficiency or phobia should be applied.

Also a PC will develop more deficiencies and phobias as the story plays itself out. Interaction with the world will cause natural and evolving “character quarks” and these quarks should be made to be reflected in the stats of the PC.

## **Growth**

Characters growth should come from interacting with the world, the other character, and the situations the Story Teller put the character into. This is what should be pushing the character development as the game goes along.

The development should follow a logical progression in relations to the events that have occurred to the character.

## **Growth Point**

Points the ST award the PC for their growth throughout the game base on the PC's action and interaction during the game.

There are two kind of growth point that an ST is capable of awarding.

1. Adventure Points
2. Brags

## **HP**

Heal Points are equal to the PC's Mindy, Body and Spirit combined.

## **Initiative**

At the start of a combat round all parties involved in the battle roll a d10 to find out who goes first.

The initiative rolls backwards starting at 10 and ending at 1.

Initiative is basically who goes first.

Highest number goes first. Both sides of the confrontation roll to see when they go.

## **Level Progression systems**

Level progression system are systems where spell or skills are assigned a levels. Player characters gain access to higher level spells as they gain experience.

## **Multiple actions during battle**

If anyone rolls a 10 they get to roll again and the totals get added together. The person then gets to do more than one action during their turn of combat.

## **NPC**

Non-Player Characters or NPC are characters within the game that may or may not have stats associated to them that interact with the player characters. These characters are normally run by the Story Teller to facilitate the forward movement of the story line and plot of the game.

## **Outcome**

Outcome refers to the end of combat or of a round. The outcome can range from damage dealt, to treasure gained, to information gathered.

## **PC**

Player Character or PC are fictitious character that is associated to one of the human players playing the game. These characters are assigned statistics to simulate an actual living being.

## **Players**

A Player is a person that is actually playing the fictitious characters within the gaming system, the actual flesh and blood being.

To clarify thing this are not the fantasy character that is being played, this is the actual **HUMAN**.

## **Round**

A round is portion of a session where the PC reacts to a perceived problem. The problem may be a puzzle, a battle, an interaction with an NPC or any activity that the ST uses to get the PC into engaging with the world.

## **Rounds**

Rounds are described as the time it takes to complete a battle.

## **Session**

Session are individual smaller section of an adventure where the PCs work at arriving at the calculated goal for the adventure. There may be more than one session to complete an adventure. At the end of each session an ST should ask for brags for that session and then award growth points.

## **Spell Damage**

Spell damage is equal to that of the level of the spell times 10.

## **Spell duration**

Spell duration is how long a spell will last.

### **Combat**

All combat spells last until spell is triggered or until the caster goes to sleep or is unconsciousness.

### **Defensive**

All defensive spells last as long as the spell retains a defense point or until the caster goes to sleep or is unconsciousness.

### **non-combat**

All non-combat spells last as long as spell effect states, until disruption, or until the caster goes to sleep or is unconsciousness.

## **Story**

The Story is the whole story arc from when the PC start to play in the story to the end of the story as the ST has it in its mind.

## **Story Teller**

Story Teller is the Game Master, Dungeon Master, Game Lord, or High Hollies of Hollies; whatever you are using to call the person that is running the game and it all means the same. In this system we will be referring to them as a Story Teller or the ST.

## **Turns**

Turns are the different actions that take place during a round or battle.



# APPENDIX 1: EXAMPLE RACES

Bestials		
Attributes		
	Body	Based on animal
	Mind	Based on animal
	Spirit	Based on animal
Skills/Talents		
	Based on animal	
Jobs		
	Based on animal	
Racial abilities		
	Based on animal	
Deficiencies		
	Based on size and power of the anime used as the base design	

Dwarf		
Attributes		
	Body	+1
	Mind	-2
	Spirit	+1
Skills/Talents		
	Toughness	+2
	Agility	-1
Jobs		
	Any	
Racial abilities		
	+3 making	
Deficiencies		
	2	

Elf		
Attributes		
	Body	-1
	Mind	+2
	Spirit	+1
Skills/Talents		
	Toughness	-2
	Agility	+2
Jobs		
	Any	
Racial abilities		
	+3 green thumb +3 commune with animals	
Deficiencies		
	2	

Fairy		
Attributes		
	Body	-2
	Mind	0
	Spirit	+1
Skills/Talents		
	Toughness	-2
	Agility	+2
	Wisdom	+1
Jobs		
	Any	
Racial abilities		
	+3 sneak, +3 creativity	
Deficiencies		
	2	

Giant		
Attributes		
	Body	+2
	Mind	-2
	Spirit	+1
Skills/Talents		
	Toughness	+3
	Agility	-2
Jobs		
	Movers, Protectors	
Racial abilities		
	+3 Intimidate	
Deficiencies		
	3	



# APPENDIX 2: ARMOR

## Regular Armor

- Level 0 none .....Cloth, naked body, uncured leather
- Level 1 Light.....Leather, natural scale, padded/ layered
- Level 2 Medium .....layered/ reinforced armor, wood,
- Level 3 Mid-Heavy .....Chainmail, stone
- Level 4 Heavy .....Full-plate, solid metal, solid stone
- Level 5 Super Heavy.....Super dense metal, alloys, gems!

## God Armor

- Level 1 G1.....God armor
- Level 2 G2.....Ethereal armor
- Level 3 G3.....Hell armor / Holly armor (not spells)
- Level 4 G4.....Demigod armor
- Level 5 G5.....God armor

# APPENDIX 3: WEAPONS

## Weapon Size

- Level 1 Light.....Non-mechanical weapons,Bow, Blade
- Level 2 Medium ..... Mechanical Wepons, Gun, Recurve Bow
- Level 3 Mid-Heavy .....Chemical weaponds
- Level 4 Heavy .....Armored
- Level 5 Large .....Large Scale, WMD

## God Weapon Size

- Level 6 G1.....City Killer
- Level 7 G2.....Planet Killer
- Level 8 G3.....Hell Weapon / Holly Weapon (not spells)
- Level 9 G4.....Ethereal Weapon
- Level 10 G5.....Big Bang

## APPENDIX 4: MAGIC ENERGIES SYSTEM

Level 1	Correspondence (seeking/ far sight/ location)
Level 2	Entropy (chance/ breaking apart/ bonds)
Level 3	Forces (basic elemental/energy/ intangible /unseen)
Level 4	Life (living things/ restoration living)
Level 5	Matter (non-living creation)
Level 6	Mind (inner mind)
Level 7	Prime (primal energy/permanence/ seen)
Level 8	Spirit (spirit real/summoning)
Level 9	Time (past/present/non-linear)
Level 10	Oracle (God touched magic)

# APPENDIX 5: ORDER OF COMBAT

Combat order follows this order roughly:

## 1. Initial Combat

This is when the two warring parties come into close enough proximity to see one another or someone can choose to attempt to do something.

Identify all parties involved in the up coming battle.

## 2. Free actions

If any that can be taken.

## 3. Initiative

This is where initiative is rolled

## 4. Hack and slash

Battle begins

Lather, rinse, repeat

## 5. Winner

Ok is anyone still left standing

## 6. Scrounging around

Grab all you can from the living and dead. Yeah right like you don't do that.

## 7. Gather party

You all know the line: You must gather your party before...







