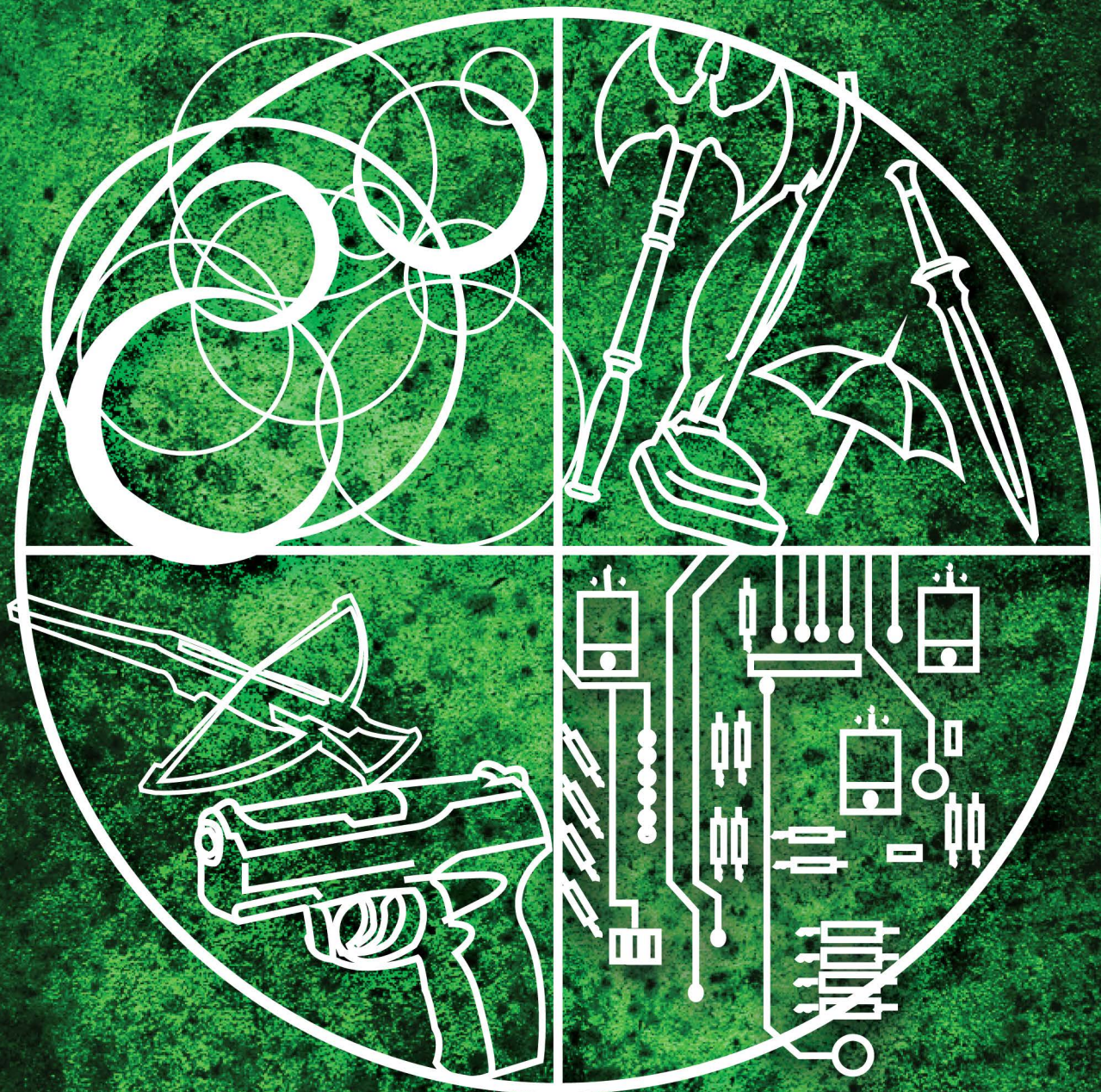


 Idlewild Games

SOLIPSTRY

a new approach to table-top RPGs



Bennett & Rinehart



SOLIPSISM:

A theory in philosophy that your own existence is the only thing that is real or that can be known.

—Merriam-Webster Dictionary

DEDICATION

I would like to thank the Bennett family, without whom this book and my collection of musty old rule books would not exist.

-ASR

I would like to thank my brother, without whom my family and collection of musty old rule books would not be complete.

-RLB

SPECIAL THANKS AND CREDITS TO

Flavia Cavalcanti

An endless parade of thanks for your hard work, tolerance, and truly beautiful art (pages 7, 13, 16, 22, 29, 34, 41, 45, 51, 57, 61, 71, 85, and 91).

For more of her lovely work, check her out at

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And an extra big thank you to all of our Kickstarter backers.

Rossuthela "Ross" Brunner, the first Alpha Tester, for his efforts and hours spent correcting this document, making a functional character builder, and suffering through plotless combat.

Eric Ure, Ryder Schoon, and Zack Lovisa for catching our mistakes, of which there were myriad.

Stephen Ster, Elijah Rinehart, Mark Williams, and Marc Casteel for suggesting mechanics and Abilities.

Taylor Carlson for going above and beyond on the original character sheet. Despite our needs changing to outgrow it, the sheet was an invaluable tool in early testing and development.

Everyone who has played an early version of this game, has given encouragement along the way, or has offered help and advice, thank you. It never would have happened without you.

Typefaces used in this book are Ingleby and Steelfish.

The typeface Ingleby is designed by David Engelby and is available at dafont.com. David Engelby has the creative, intellectual ownership of the original design of Ingleby.

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Thanks to Merriam-Webster Dictionary at <http://www.merriam-webster.com/dictionary/solipsism> for providing a lovely definition of solipsism.



INTRODUCTION

Solipstry is a set of tools used to create a world. Not just any world. You don't need tools to create a world. That's as easy as saying "What if the Wild West had dinosaurs?" But to make a world that's lively enough, colorful enough, and well-defined enough to tell a story? That's where you need a tool set.

This is a more flexible approach to roleplaying games. Roleplaying games are, at their core, an interactive storytelling medium where each person is playing a part that they themselves craft. Five or six players show up, and one of them is designated to fill the role of Game Master, or GM. The Game Master narrates the story, assigning quests, acting as townsfolk, kings, drifters, travelers, creatures, and anyone and anything else encountered in the world she creates. She describes the landscape and the towns. She acts as referee when confusion arises. The Game Master's role isn't to kill the players, or to stop them from succeeding, but rather to challenge the players, to create a story with enough conflict to be a story worth telling.

Solipstry contains tools not just for the Game Master—who will find rules for creating fearsome enemies, believable villains, enthralling landscapes and distinct cities— but also for players, who will find everything they need to craft a character they will enjoy playing the part of. Not just a personality, and not just a page of numbers, but their own hero (or maybe villain) to interact with the narrative.

Conflict is inevitable and can come in the form of puzzles, combat, mystery-solving, skill checks, or something else entirely. In *Solipstry* it is settled by dice rolls—a player rolls a twenty-sided die, adds in some numbers, and if they score high enough, they succeed at their task. This is the core mechanic. All the numbers you need are easily and quickly determined, and can be recorded on the character sheet. While many roleplaying systems require complex math and a careful examination of the rules before gameplay can begin, *Solipstry* was designed with simplicity in mind. And it isn't just flexible when it comes to rules. Customizable settings are where *Solipstry* truly shines. While most

games provide you with everything you need to know—rules, settings, vast histories of the land, tomes depicting all of the wars and conflicts over the years, along with descriptions of the important political figures, charts with magic items, diagrams explaining what creatures live where and how they behave in and out of combat—*Solipstry* leaves world creation to you.

There are mechanics here, enough to create a game, but that's all they are. They're guides, and they need you to clothe them in a cloak of story and flavor. To make that possible, freedom is necessary; Everything can be changed. If you want to, you can eradicate Abilities entirely, or make them the result of alien technology or common side effects of a particular drug sweeping the poorer streets. They could be super powers caused by a recent outbreak of biting radioactive waste-infused meteorites. However you choose to flavor your world, these mechanics can be bent to your will.

These rules are here to help you create a world. And any world can be crafted. Genres can be blended, crossed, or invented, clichés can be re-imagined, created, or destroyed. Settings that are typically left separate can be combined and expanded upon. *Solipstry* is a storytelling medium. It's an escape into whatever fantastical world you can dream of. If you can imagine it, *Solipstry* can help you build it.

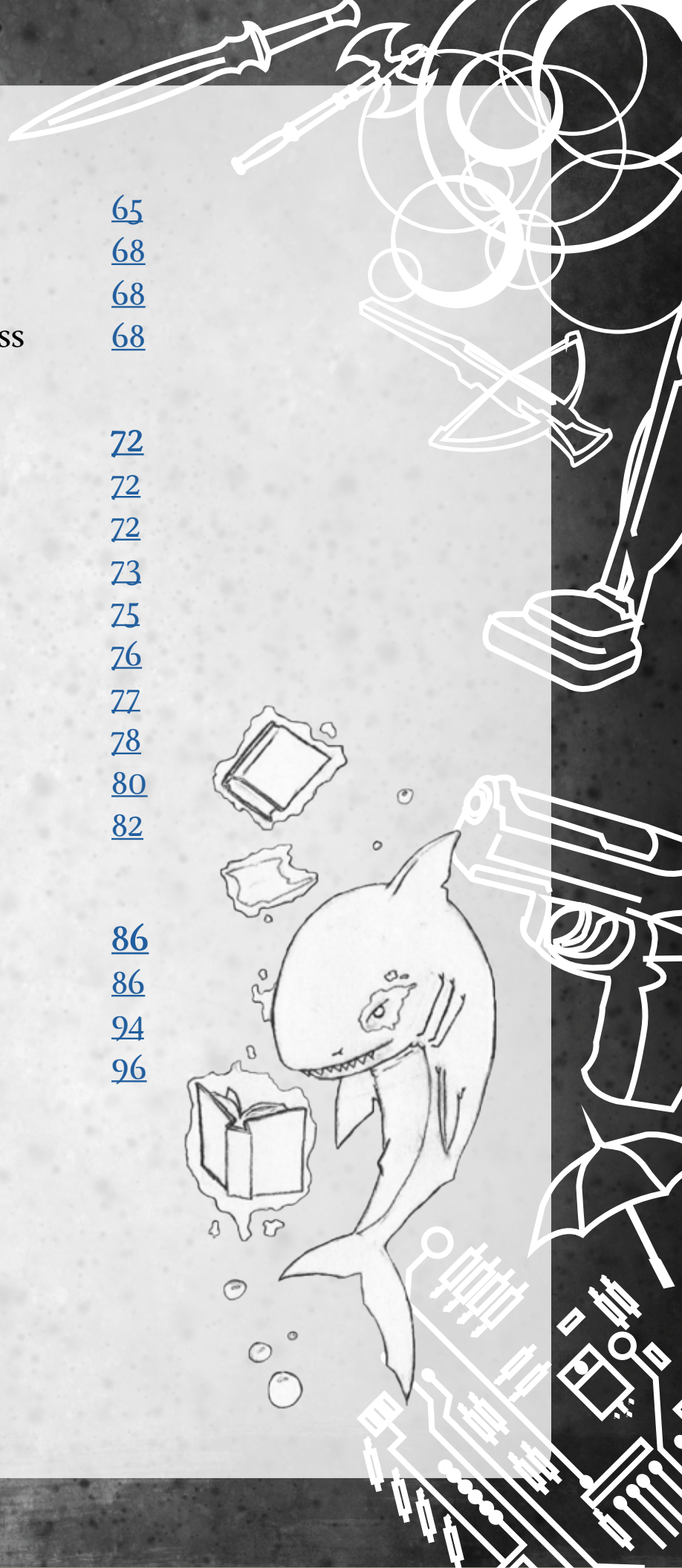
At its core, *Solipstry* is set of tools used to create a world. There are mechanics here, simple to use, and comprehensive enough to cover most scenarios. In the back of the book are a handful of settings that have been created for you, in case you want to jump right in and start playing. But when you decide you want to leave behind the suggested borders and create your own narrative, in your own world with its own rules, creatures, and tone... Well, *Solipstry* will be right here, ready to help you tell your story.



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CHARACTER CREATION





CHARACTER CREATION

Roleplaying

Creating a character essentially comes down to two parts: the mechanical and the story. Mechanical is all the numbers that affect gameplay directly, like defenses and hit points. The story is what makes your character... Well, a character. It makes a character interesting. It gives your character things like height, background, an intense dislike of dogs, a constant yearning for grilled cheese sandwiches, and so on. Without these characteristics, all you have is a piece of paper with numbers.

Creating a semi-functional being out of the ether with only your mind to help you can seem a bit challenging. If you're new to roleplaying, it's generally a good and effective idea to model your character's personality off yourself or someone you know. Maybe your alien cave explorer is exactly like your drunken roommate freshman year of college, down to lighting people's sheets on fire and leaving pizza under his bed for luck. This way, when faced with a moral dilemma or unique problem, you can stay true to the character you've built by asking things like, "Well, what would Tom do?" You don't even have to know the person very well, as long as you can imagine responses consistently for them. This means that another good strategy can be to model your character's personality off of that of a famous celebrity or fictional character.

Or, maybe not. It can be equally effective to ask yourself questions about your character's likes and dislikes. How does he feel about magic? Technology? Violence? His great-aunt? Crackers in his soup? Alligator boots? Does he prefer using force and violence, logic and intellect, or charisma and charm to solve his problems? What's his preferred mode of transport? Space freighter, boat, horse, walking, frolicking, dog-sled? Even for experienced roleplayers, these kinds of questions can help flesh out a character, especially in a strange new environment. Knowing the details of your character can also help a Game Master (GM) create interesting plot points tailored to your character, so be sure to keep your GM updated on any major details.

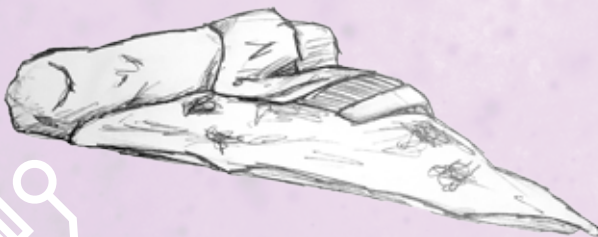
Character Creation

Now that your character has a personality and background, it's time to delve into mechanics. The steps of this process are as follows:

- Assign Attributes
- Assign Skill Values
- Apply any Skill Perks
- Create or Choose a Race
- Choose Equipment
- Apply Item Bonuses and Penalties
- Determine Derived Traits
- Determine Defenses
- Choose Abilities and Truths
- Choose Talents

Assign Attributes

Attributes determine how good your character is at a class of things. From a purely mechanical standpoint, these scores provide a baseline bonus to your skills. Some people are naturally more engaging speakers, quicker problem-solvers, or physically stronger. It is only reasonable that if someone is very strong,



Dice Notation

A common notation seen in this guide is 3d10, where the lowercase "d" indicates that a die is being rolled, the number immediately following indicates the number of sides on that die, and the number preceding is the number of dice being rolled. If no number precedes, then a single die is being rolled. Thus, 3d10 would be three ten-sided dice, and 1d6 would be one six-sided die, etc.

that person will have a natural advantage when engaged in tasks which require strength. Just as with most people though, a natural predisposition does not overcome training. Attributes don't define things your character can or can't do, and there is no reason to let a less than stellar score in an attribute discourage you from pursuing skills governed by that Attribute.

To determine Attributes, you have two options: you may use one of the three arrays, or roll for your Attributes. You can do this by rolling 3d10 and rerolling any ones or twos until they show a value of three or greater. For more information on what each Attribute governs, see [page 11](#). The three arrays you can use are:

- 30 30 20 20 20 20 10 10
- 30 30 30 20 20 10 10 10
- 20 20 20 20 20 20 20 20

The scores in these arrays do not have to be applied in order.

Basically, to have your Attributes balanced, you must have an equal number of 10s and 30s, while everything else is 20. Unless there is a persuasive roleplaying reason, it is best to avoid the possible 30 30 30 10 10 10 10 Attribute array, as it is extremely limiting (and improbable in most scenarios).

These numbers represent actual scores, which can be from 9-100.

From an actual score, a Modifier, or Mod, is derived from the digit in the tens place, or the score divided by 10, rounding down. For example, if you have a Strength score of 20, your Mod will be 2. If you have a Strength score of 26, your Mod would still be 2. It is this Modifier of 2, not the Attribute of 26, which would be applied as a bonus to Strength-based skills.

Choose Your Skills

Skills determine everything in Solipstry. Where attributes determine the things your character has a natural disposition toward,

skills are the things at which she is practiced and proficient. To find a list of possible skills, see page 13. Select 5 skills to be your starter skills. These skills start at 25. All other skills are considered secondary skills, and start at 10. Generally when a skill reaches 25, 50, or 75, there are associated skill perks. Perks can really add value to the focused pursuit of a particular skill, so keep them in mind as you are building your character.

After you decide which skills will start with a value of 10, and which will start with a value of 25, determine the modifier. The modifier is the same as the digit in the tens place of the score.

For example, if Sarah chooses Athletics as a starter skill. Sarah starts with 25 in Athletics. She also has a 10 in strength. She adds her Strength modifier of 1 to her Athletics score of 25 to get an Athletics score of 26, which she records on her character sheet. Her Athletics Mod is 2. If she were to make an Athletics check, Sarah would roll a d20 and add 2.

Most skills grant your character special bonuses when they reach 25, 50, and 75. Make sure to note down these bonuses when applicable.

Choose a Race

Choose a race and size and apply any applicable racial bonuses. Some races may receive special bonuses or Talents, such as the ability to see in the dark. For more information, see [page 13](#).

Get Equipment

Characters generally start with one weapon, armor, and some amount of currency to buy an additional weapon, a shield, and ammunition. Most ranged weapons come with at least ten pieces of ammunition, varying upon the GM. Typically, characters start with a torch or flashlight, 50 feet of rope, and three days' rations. See page 20 for more information. Note: some campaigns may require characters to start with more, less, or even no equipment. Talk with your GM to see what is appropriate.

Apply Item Bonuses or Penalties

These might come from a magic pendant or amulet, or from biokinetic armor that you wear. Remember that you should always discuss ideas for bonuses and penalties with your GM, and that extremes in either bonus or penalty should have a story behind them.

A character in heavy armor takes a penalty to Speed, Acrobatics, Control, Enhancement, Destruction, Escape, Sleight of Hand, Stealth, and Utility equal to $(10 - \text{Heavy Armor Skill Modifier})$. Note that characters trained in Heavy Armor ([page 19](#)) have reduced penalties.

For example, if Lemenst the Bawd has a Heavy Armor of 33, this means his Skill Mod is 3. This brings the total penalty for wearing heavy armor to -7. This applies to his Acrobatics, which is a 16. The penalty makes his Acrobatics score 9, which means his effective Modifier is 0. Because of his armor, Lemenst gains no bonus when he is making an Acrobatics check. However, because his actual Acrobatics score is 16, his Tally Limit is still 1.

A character in light armor or conjured armor takes no penalties from the light or conjured armor. If armor or some other effect would cause a skill's Tally Limit to fall below 1, that Tally Limit stays at one.

Determine Derived Traits

- Your movement is equal to three plus your Speed Modifier.
- Your hit points are equal to 1.5 times your Constitution score.
- Your total amount of Ability Points is equal to five times your Wisdom score.
- Your Ability regeneration rate is equal to your Intelligence score.
- Your Fortune Points are equal to your Luck Modifier.
- Your Initiative bonus is equal to your Speed Modifier.
- You gain Enlightenment Points equal to your Enlightenment score.

• Your Range (for use with non-melee attacks and Abilities) is equal to 2 times your Modifier for the appropriate skill (Ranged, Destruction, etc.). This represents not necessarily the limit of the device being thrown/fired, but rather the ability of the shooter to aim accurately. Your Range can never be below 1. For more information, see [page 60](#).

Determine Defenses

Characters have four defenses: Armor Class (AC), Fortitude, Reflex, and Will.

AC is calculated two different ways, depending on if the character is wearing heavy armor or light armor. A character who chooses to have mismatched armor, (pieces of heavy and pieces of light), will have to accept a GM's ruling on which their current configuration is considered. Which pieces are where, how much flexibility and movement they allow, and how much noise you are going to make may all figure into the ruling, as may bribes of nachos.

Heavy armor AC is equal to $12 + \text{the character's Heavy Armor Modifier} + \text{the character's Constitution Modifier}$.

AC for characters wearing light armor is equal to $7 + \text{the higher of the character's Speed or Dexterity} + \text{Light Armor Modifier}$.

If you wield a shield in one hand, gain a +1 bonus to AC and a +5 bonus to Block (the skill). You can only benefit from holding one shield at a time. Shields used in attacking count as improvised weapons.

Fortitude is equal to $10 + \text{a character's Constitution Modifier}$.

Reflex for characters in heavy armor is equal to $5 + \text{the higher of the character's Speed or Dexterity Modifier} + \frac{1}{2} \text{ Heavy Armor Modifier}$.

Reflex for characters in light armor is equal to $10 + \text{the higher of the character's Speed or}$

page

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Truths

Truths are special powers granted by Enlightenment. They are passive bonuses that can reward your character for his deeper understanding of the mysteries of the universe. Perhaps this understanding is of the binary used to code yourself, or the most esoteric reaches of physics. Maybe it is conviction born from a steady influx of hallucinogenics. Or, possibly these powers are bestowed by a deity. The source only needs to be something that fits your character and world.

Dexterity Modifier.

Will is equal to 10 + a character's Wisdom Modifier.

For more information on defenses, see [page 25](#).

Choose Abilities and Truths

Abilities are a big part of what makes your character truly special, above and beyond a common wanderer. These abilities may come from highly advanced technology or genetic modification, from summoning spirits or magic, or from myriad other options. You may learn one Ability per Modifier in each Ability type. For example, if you have a score of 15 in Destruction and 20 in Utility, you may learn one Destruction Ability and two Utility Abilities. See [page 42](#) for a list of Abilities sorted by types.

You learn Truths as you level up in Enlightenment. See [page 27](#) for more information about Truths.

Choose Talents

You gain one Talent at character creation and an additional Talent every level after this. A list of Talents can be found on [page 28](#).

Attributes

Attributes are broad categories that other skills and tasks can fall into. A good (or not so good) score in an Attribute does not necessarily mean that your character's likes and dislikes must be determined by that attribute. There are plenty of people out there whose highest Attribute and passions do not necessarily match up. That said, these do give a rough shape to a character, sketching out in broad strokes their natural gifts and struggles.

Charisma (CHA)
Constitution (CON)
Dexterity (DEX)
Intelligence (INT)
Luck (LCK)
Speed (SPD)
Strength (STR)
Wisdom (WIS)

Charisma (CHA)

Charisma dictates how others perceive you, and how much they like you. It controls your ability to interact and communicate with individuals, as well as your ability to manipulate them.

Skills Governed: Disguise, Enlightenment, and Interaction.

Constitution (CON)

Constitution determines your total health, as well as how resistant you are to suffocation, intoxication, and poisoning.

Skills governed: Heavy Armor.
• CON x 1.5 = max hit points

Dexterity (DEX)

Dexterity governs your ability to move quickly and silently, and contributes to your defense in light armor.

Skills governed: Acrobatics, Escape, Sleight Of Hand, Ranged, Ride, and, Stealth.

Intelligence (INT)

Intelligence determines how quickly a character learns new concepts and governs all knowledge-based skills. The Ability Points you regain each round is equal to your Intelligence score.

Skills governed: Chemistry, Craft, Engineering, and Knowledge.

Luck (LCK)

Luck controls the number of Fortune Points characters get. It also controls less specific bonuses, such as getting better loot, or fewer random encounters. These small turns of fate are perks a GM might grant to characters with high Luck. A low Luck may result in penalties as well. Luck divided by 10 is the number of Fortune Points per day a character starts with. For more information about Fortune Points,

page

11

CREATION

TALENTS

ABILITIES

COMBAT

ADVENTURING

REFERENCE

see [page 26](#). Luck is also used to decide ties between characters, if they roll equally in opposing checks, or if they roll the same initiative and have the same Modifier.

The benefits of raising Luck as an attribute depend largely on the GM. GMs might want to consider rewarding lucky characters with extra treasure, an ambush round in a battle, or a chance to spot an enemy before the rest of the party. Additionally, characters with very low Luck may also see the effects (a flock of birds causes a shot to miss, or give away a position). Luck should *not* determine major actions, nor should any character feel persecuted for choosing a low Luck score. Generally, a GM should consider Luck on small or minor actions that do not dramatically affect gameplay.

Skills governed: Luck doesn't govern any skills directly, but can influence all or any of them.

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Speed (SPD)

Speed controls total movement (in squares), how quickly you can react in a combat setting, and the number of actions you get in a round.

- $3 + (\text{Speed Modifier}) = \text{number of squares you can move with one move action.}$
- $\text{Speed Modifier} = \text{initiative Modifier.}$

Skills governed: Block and Light Armor.

Strength (STR)

Strength controls accuracy and damage in combat. Your Strength score also determines how much equipment you can carry with you.

- $\text{Strength} \times 3 = \text{Max load you can carry at full movement}$
- $\text{Strength} \times 6 = \text{Max load you can carry and still move}$
- Anything between these two numbers halves your movement.

Adventurers can carry 4 pounds for each

point they have in Strength, and throw 9/10 of that. The table above gives approximate values for each range. Note that the amount an adventurer can lift for a short duration is greater than the amount that they can carry long distances. The latter is shown in the table. For simply lifting an object, an athletics check is usually required.

Skills governed: Athletics, Melee Weapon, and Unarmed Combat.

A quick reference chart for how much your character can carry and throw follows.

Strength	Carrying Weight	Throwing Weight
10-19	60lbs or 30kg	54lbs or 27kg
20-29	100lbs or 50kg	90lbs or 45kg
30-39	140lbs or 70kg	126lbs or 63kg
40-49	180lbs or 90kg	162lbs or 81kg
50-59	220lbs or 110kg	198lbs or 99kg
60-69	260lbs or 130kg	234lbs or 117kg
70-79	300lbs or 170kg	306lbs or 153kg
80-89	340lbs or 170kg	306lbs or 153kg
90-100	380lbs or 190kg	342lbs or 171kg

Wisdom (WIS)

Wisdom controls Ability usage, as well as how easily your character can figure out logic puzzles.

- $5 \times \text{Wisdom score} = \text{total Ability Points}$

Skills governed: Control, Destruction, Enhancement, Medicine, Perception, Sense Motive, Survival, and Utility.

Conversions and Lifting

Pounds were halved to get kilograms, instead of multiplying by .4539. If more exact measurements are needed, they can be calculated from the pounds given.

To lift an object, make an athletics check and multiply by 10 (or 5 for Kg). This represents how many pounds you can lift (but not carry for very long).

Races

Choose a size:

Small (2'11" - 4'10") - A small creature gains a +1 bonus to its Reflex defense, but must use one damage die smaller for their weapon of choice. For more about damage dice and the progression, see [page 64](#). This penalty is due to smaller creatures being unable to wield large weapons, which are often larger than they are. Small creatures also gain a +5 bonus to the Stealth skill. Two allied small creatures can stand, travel, and fight in one 5 foot by 5 foot square. Examples of small creatures include gnomes, leprechauns, worm-descended aliens, and large squirrels.

Medium (4'11" - 6'5") - A medium creature gains no bonuses and suffers from no penalties due to size. A medium sized creature occupies one 5 foot by 5 foot square. Examples of medium creatures include humans, most were-beasts, many robots, and bears.

Large (6'6" - 8'6") - A large creature suffers from a -1 penalty to its Reflex defense, but can use a weapon that is one damage die higher than they could normally use. For more about damage dice and the progression, see [page 64](#). Large creatures are easier to hit, and have a hard time dodging projectiles. A large creature takes a -5 penalty to the Stealth skill. A large sized creature occupies one 5 foot by 5 foot square. Examples of large creatures include giants, many of the cooler dinosaurs, whales, trucks, and tree-people.

Rules for Race Creation:

You may play any race of creatures, from aliens to animals, as long as your GM approves. Some races may have additional benefits or penalties. For example, one GM may rule that a robot doesn't need to breathe, but can't use the Enlightenment skill. Another GM may add an aversion to water, and say that the Enlightenment must stem from philosophical understanding of the works of the robot's creator, or a deeper understanding of his own hardware and software.

Additionally, if a player wants to play an angel, one GM might say that the player may



only choose from Acrobatics, Persuade, Light armor and Enlightenment in the form of religion, while another GM might say that the player may choose any skills except Sleight of Hand, but must pick Enlightenment as a starter skill.

A vampire race may have (depending on GM) a weakness to fire, silver, crosses, and garlic, be unable to be exposed to direct sunlight, cross running water, or enter a house uninvited. They may also be required to sleep in a coffin containing soil from the vampire's homeland each night. As with all restrictions and benefits, talk to your GM before gameplay.

The sample characters are intended to show guidelines for what kinds of tradeoffs are reasonable. More sample characters are available at www.solipstry.com.

Basically, you want roughly the same number of positive and negative alterations, and you want them to be of relatively equal magnitude. It may seem unreasonable to take a -5 to a skill for a +5 to an attribute, but perhaps a -5 from 3 skills for a +10 bonus seems more balanced. If you aren't sure, talk to your GM.

GMs do make mistakes, and it may be necessary to retroactively correct a homebrew that leaves a character unbalanced—either too weak or too strong. If this happens, it is best to open a dialogue with the player, explain how the mistake was made, and work to create a story reason that would explain the re-balancing of the character.

Sample Character:

Rho 3784-B
Race: Robot
Size: medium

STR 30
CON 20
DEX 20
INT 20
WIS 30
CHA 10
LCK 10
SPD 20

Tradeoffs

- + Immune to Ability drain powers and effects
- Cannot take skills in any Ability type or use Abilities
- + Variety of study: Choose one extra major skill.
- + Increased focus on skills: +5 to one skill.
- + Does not need to eat, drink, breathe, or sleep.
- Vulnerable 5 to electric and water attacks.
- Takes ongoing 10 damage while submerged.
- Has the Confused condition when exposed to magnets.
- Must be oiled once a week or takes a cumulative -20 penalty to Speed.
- Solar Powered: Must spend 4 hours of inactivity (or 8 hours of activity) in the sunlight per day. If not charged in this manner after 24 hours, Rho will be dazed until charged in this manner.
- + Natural Armor +2 AC

The robot's biggest bonus is its lack of need for physical necessities. What could be overpowered is mitigated by the need to "recharge" (in this case solar powered), which emulates sleep, and the need to be oiled or have regular maintenances performed. This acts as a tether for the character, so it cannot run off into completely desolate areas for weeks at a time.

The second half of the robot is the lack of Abilities which may be a common tradeoff among characters. If a character has no Abilities, it follows that they would be unaffected by any effect that attempts to

page

14

Rolling Under Luck

There are times when players will take an action whose result can only be determined by their in game luck score. Situations like: The player set a trap. Is it triggered? A character murdered someone. Did they leave any traceable clues? Whenever a situation like this arises, the player should roll a d100 and trying to get their luck score or lower. This would be an attribute check, and success would *not* result in a tally.

manipulate those Abilities, for positive or negative. The additional skills help to add balance to the character. Since Abilities add bonuses both in and out of combat, the player was given no restrictions on which skill they can “reassign” that missed field of study into.

Sample character:

Chad “Please call me Vlad” Dreshmire

Race: Vampire

Size: medium

STR 10

CON 10

DEX 40

INT 20

WIS 10

CHA 15

LCK 30

SPD 20

Tradeoffs:

/ Attribute trades : +10 Dex, -10 INT

– Feed dependency

– Must drink blood every 48 hours or is dazed and Speed is reduced by 10. If more than 7 consecutive days pass without his drinking blood, he dies.

+ Will not die of old age; for a wound to be fatal it must have fire or holy damage, pierce the heart, or separate the head. If the vampire would die except for these conditions, he is unconscious until he is buried in soil for 48 consecutive hours.

+ No need to eat, breathe, or sleep.

– Cannot cross running water.

– If touching silver, garlic or religious symbols, take ongoing 2 damage.

– Cannot enter a home uninvited

– Vulnerable 5 holy, fire damage.

/ Doesn't appear in mirrors

+ +5 stealth

+ +5 CHA

The main advantage of a vampire is the invulnerability, which is directly mitigated by the burial clause—Once dead, the vampire relies on someone else to bury him to be truly immortal. The major drawback is the feed dependency, but this is diminished by the lack of need to eat, breathe, or sleep. The bonuses

to stealth and Charisma offset the (mostly roleplay) vulnerabilities and restrictions.

The attribute trading is independent from the vampirism, and also a very common homebrew. As long as the trade is balanced (or, if unbalanced, slightly more negative than positive), stays within limits (10-100), and the GM is comfortable with it, all attribute trades are legal.

Sample character:

Chyntia Altwine

Race: Mermaid

Size: medium

STR 20

CON 10

DEX 30

INT 20

WIS 10

CHA 30

LCK 20

SPD 20

Tradeoffs:

+ Can breathe under water

– Cannot breathe air

+ Speed increases by 15 in water

– Speed decreases by 15 on land

/ Disguise has to be one of the major skills

+ Bite attack as unarmed

+ +5 to Unarmed skill

+ Start with Ability “scream”

– Cannot speak

Some GMs or players might not be comfortable removing a character's ability to speak. It is generally a good idea to ensure a character has a method of communicating with the rest of the party. This build of mermaid would be ideal for an underwater campaign, where land-based creatures would also be unable to speak.

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CREATION

TALENTS

ABILITIES

COMBAT

ADVENTURING

REFERENCE

Skills

The complete list of skills is as follows. If a skill is mentioned here that would not fit into a campaign (such as security), GMs should feel free to exclude it, as long as all players are informed of the change. Alternatively, if a skill is not included here, and a GM or a player desires, it may be added. For an example of this, see the note about flight on [page 30](#).

When looking at skills, note that you get 5 skills that start at 25+Mod. and every other skill starts a 10+Mod. This means that you will start the game with some Skill Perks.

Acrobatics*
Athletics
Block
Chemistry
Control*
Craft
Destruction*
Disguise
Engineering
Enhancement*
Enlightenment
Escape*
Heavy armor
Interaction
Knowledge
Light armor
Medicine
Melee Weapon
Perception
Ranged
Ride/Drive
Security
Sense Motive
Sleight of Hand*
Survival
Stealth*
Unarmed Combat
Utility*

*These skills suffer from a penalty equal to 10-Heavy Armor Modifier while a character is wearing heavy armor.



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DC 0 Checks and Hidden Checks

Not all activities grant a tally—Stealth when no one is watching, lying to the drunk, gullible guard. Typically DC 0 checks are done as hidden checks, but this is up to the GM's discretion. Sometimes it is necessary for GM to make a hidden roll. Players wouldn't know the result of these checks, used especially for perception and sense motive. In these cases, the GM should roll and use the player's Modifier and the player would not get a tally at this time.

Acrobatics

- DEX Based
- Balancing and coordination.

Skill Req.	Benefit
25	You may substitute your Acrobatics score for Block when making Block checks. This does not apply when determining prerequisites for Talents or other purposes. When you do this, earn tallies in Acrobatics, rather than Block.
50	You may climb your movement up any vertical surface, but you must end your movement on a horizontal surface.
75	You may move your movement across non-dangerous liquid, such as water, as long as you end your movement on solid ground. If you end your turn on water, you will sink.

Athletics

- STR Based
- Jumping, climbing, and other physical activity.

Skill Req.	Benefit
25	You gain a +2 bonus to Interaction checks aiming to seduce or woo.
50	You gain a +2 bonus to Interaction checks aiming to intimidate.
75	You gain a +5 bonus to Speed or and Constitution.

Block

- SPD Based
- Blocking attacks.

Skill Req.	Benefit
25	On a successful block, deal Strength Modifier damage to attacker.
50	On a successful block, deal 5 + Strength Modifier damage to attacker. This replaces the previous perk.

Skill Req.	Benefit
75	You can block as a minor action.

Chemistry

- INT Based
- Chemistry can represent everything from pharmacology to alchemy.
- Creating chemicals, potions, pills (all referred to as compounds) with properties (healing, explosive, increased Charisma, causes confusion, etc.).
- Identifying unknown compounds.

Skill Req.	Benefit
25	You can create compounds that have multiple properties.
50	With a successful Chemistry check, you can negate the effects of specific properties of a compound.
75	You are immune to poison and poison damage.

Control

- WIS Based
- Exerting your will upon friends, foes, and the battlefield using your Abilities.
- The number of Control Abilities you know is equal to your Control Modifier. When your Control Modifier increases, you can select a new Control Ability to learn.

Craft

- INT Based
- Creating common objects
- In a day's work, a novice can earn enough for an evening's meal. A master can make a comfortable living wage.

Skill Req.	Benefit
25	You gain a +1 to attack rolls when using a weapon you crafted.
50	You gain a +2 AC when wearing armor you crafted.
75	You gain a +2 bonus on all interaction checks when buying or selling crafted items or raw materials.

Destruction

- WIS Based
- Using offensive Abilities, often controlling elements.
- The number of Destruction Abilities you know is equal to your Destruction Modifier. When your Destruction Modifier increases, you can select a new Destruction Ability to learn.

Disguise

- CHA Based
- Creating or implementing a disguise on yourself or a willing/helpless individual.

Skill Req.	Benefit
25	You gain a +2 bonus to Interaction checks when disguised.
50	You take no penalty for disguising yourself (or others) as a differently sized creature.
75	You take no penalty for disguising yourself (or others) as a differently shaped creature (humanoid to non-humanoid, for example).

Engineering

- INT Based
- Using a device, tool, or piece of technology
- Setting up or disabling explosive mines and similar devices.
- Building technology, tools, mines, complex weaponry, contraptions, etc.
- Understanding the use of unfamiliar devices.
- Identifying points of structural weakness.

Skill Req.	Benefit
25	You can figure out the use and design of a device or trap simply by noticing it.

Chemistry

Any concoction can be created— a pill that grants healing, a potion for damage increase, an injection that grants invisibility, or even a thrown missile that results in a fireball, as the GM allows. The potency of chemicals and requirements for creation are up to the GM. We recommend that players receive (Chemistry Modifier)xd6 of damage, healing, rounds of invisibility, or other desired effect, and use their Chemistry Modifier to determine melee attacks and their Ranged Modifier for ranged attacks.

Skill Req. Benefit

50	Once per day, you can bypass a trap without setting it off or disabling it.
75	Once per day, you can collect a trap without having to disarm it. The trap will not go off until it is set again and triggered.

Enhancement

- WIS Based
- Healing yourself or allies with Abilities
- Creating defensive barriers of protection.
- The number of Enhancement Abilities you know is equal to your Enhancement Modifier. When your Enhancement Modifier increases, you can select a new Enhancement Ability to learn.

Enlightenment

- CHA Based
- Understanding of religions, prayers, beliefs, ceremonies, and rituals.
- Granting bonuses and special effects.
- See [page 27](#) for Truths by level.

Skill Req. Benefit

25	You can have 2 Truths active at one time.
50	You can have 3 Truths active at one time.
75	You can have 4 Truths active at one time.

Escape

- DEX Based
- Slipping out of ropes, cages, or other constraints.
- Constraining others with bonds.

Skill Req. Benefit

25	You gain a +2 bonus to checks made to secure or restrain another creature.
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Skill Req.	Benefit
50	Once per day, you can immediately escape from limb restraints.
75	Upon simple inspection, you immediately identify weak points in cages, containers, and walls.

Heavy Armor

- CON Based
- Avoiding damage with heavy armor.

Skill Req.	Benefit
25	The penalties to skills incurred by wearing heavy armor are halved.
50	The penalty to Speed incurred by wearing heavy armor is halved.
75	Worn heavy armor doesn't contribute to encumbrance.

Interaction

- CHA Based
- Lying, seducing, planting seeds of doubt, inspiring allies, intimidating enemies, persuading, and concealing secret messages in speech.

Skill Req.	Benefit
25	Allies within 5 squares of you gain a +1 bonus to initiative.
50	Adjacent opponents take a -2 to attack rolls against you.
75	Once per day, you may grant an adjacent ally a re-roll on any die roll.

Knowledge

- INT Based
- Knowledge of history, monsters, folklore, mathematics, or most other subjects taught by an education.
- Learning languages, interpreting and communicating in languages unfamiliar to you, deciphering foreign scripts.

Skill Req.	Benefit
25	You gain an extra Talent.
50	You gain an extra Talent.
75	You gain an extra Talent.

Light Armor

- SPD Based
- Avoiding damage with light armor.

Skill Req.	Benefit
25	Once per day, while wearing light or no armor, you gain a +2 bonus to the skill check of any skill that would be penalized in heavy armor. This bonus can be applied after the check has been made.
50	You gain a +1 Reflex while in light armor.
75	Worn light armor has no penalty for encumbrance.

Medicine

- WIS Based
- Providing first aid and healing allies in combat.
- Examining corpses for cause of death.
- Curing disease or poison.
- Stabilizing a dying creature (bring them to 1 hp) so they can be healed.

Stabilizing a dying creature requires a DC 15 medicine check.

Skill Req.	Benefit
25	You gain a +5 bonus to stabilize a dying creature.
50	You may stabilize a dying creature as a minor action.
75	You gain a +2 bonus to identifying and curing diseases and poisons.

Melee Weapon

- STR Based
- Accuracy and damage with melee weapons.

Skill Req.	Benefit
25	When you score a critical hit with a melee weapon, the target is slowed until the end of your next turn.
50	When you score a critical hit with a melee weapon, you may choose whether the target is slowed or knocked prone.
75	When you score a critical hit with a melee weapon, you may choose whether the target is slowed, knocked prone, or dazed.

Perception

- WIS Based
- Hearing, seeing, feeling, or otherwise sensing that something is out of place.
- Detecting traps.

Skill Req.	Benefit
25	You gain a +2 bonus to checks made to locate hidden doors.
50	You gain a +5 bonus to Sense Motive.
75	You can follow any tracks made in the last two days, even over hard ground or made by a small creature.

Ranged

- DEX Based
- Eliminating enemies at range through the use of thrown or launched projectiles.
- Throwing grabbed allies, enemies, or objects.

Skill Req.	Benefit
25	When you score a critical hit with a ranged weapon, the target grants combat advantage until the end of your next turn.
50	When you score a critical hit with a ranged weapon, you may choose whether the target grants combat advantage, or is slowed.

Skill Req.	Benefit
75	When you score a critical hit with a ranged weapon, you may choose whether the target grants combat advantage, is slowed, or is stunned.

Ride/Drive

- DEX Based
- Mounting and riding exotic animals.
- Driving or piloting a vehicle.

Skill Req.	Benefit
25	You can use your Ride skill in place of interaction to mount an unwilling creature.
50	You can use a vehicle or mount an animal that was not designed for creatures shaped like you.
75	You can ride creatures that are not normally considered mountable, provided they can physically support you.

Security

- INT Based
- Opening locks and determining access codes.
- Setting up or breaching security systems.
- Disabling traps.

Skill Req.	Benefit
25	Once per day, you can use your Security score in place of your Stealth score when making a check.
50	You can attempt to pick a lock from 5 squares away, providing you have a clear path to the lock. This is undetectable unless one is observing the lock in question.
75	You can immediately detect if you are being watched remotely (via cameras, scrying Abilities, etc.)

“Ability”

The word “Ability” in this book can refer to magic, science, or technology of any kind, dependent upon the setting and as fits the world you have created. Maybe they are all bestowed at one’s 14th birthday, but our adventurers manage to develop more. Maybe they are the blessings of a God. Maybe they come from candy. The choice is yours. Note, not all Abilities will make sense with all sources. Feel free to add or remove them as fits.

Sense Motive

- WIS Based
- Sensing other's intentions, including lies, malice, etc.
- Detecting best way to motivate individuals (money, threats, love, fame).

Skill Req.	Benefit
25	You gain a +2 bonus to detect if a person you are speaking to intends to harm you or your party.
50	You gain a +2 bonus to detect lies.
75	You instinctively know what motivates a person (greed, lust, power, etc.)

Sleight of Hand

- DEX Based
- Performing small tricks, prestidigitation, stealing a small item off a person, etc.

Skill Req.	Benefit
25	You gain a +2 bonus to Interaction checks made to entertain an audience.
50	You can lift up to 3 lbs. off a person without taking a penalty.
75	You can hide up to three items each no bigger than one cubic foot on your person. A perception check of 7+ your Sleight of Hand Modifier is required to find any of the items.

Stealth

- DEX Based
- Remaining hidden.
- Moving or performing actions without being noticed.
- Running gives a -5 penalty to any stealth check.

Skill Req.	Benefit
25	Running incurs no penalties to stealth.
50	When attacking enemies you are hidden from, increase your damage die by one.

Skill Req. Benefit

75	When attacking enemies you are hidden from, increase your damage die by two. This replaces the previous perk.
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Survival

- WIS Based
- Knowledge of nature: Plants, animals, edible mushrooms, poisonous herbs, etc.
- Discerning habitats and weaknesses of natural creatures.
- Tracking animals.
- Determining location and time of day.
- Surviving in various environments.

Skill Req. Benefit

25	You inherently know the Cardinal directions.
50	You know all natural resistances and vulnerabilities a creature has.
75	You can survive outside of civilization for a number of days equal to your Survival Modifier without having to make a check.

Unarmed Combat

- STR Based
- Accuracy and Damage with unarmed attacks
- An expert of unarmed combat is as likely to strike with a hand as to kick or even headbutt.

Skill Req. Benefit

25	You may make two unarmed attacks per standard action.
50	You may make three unarmed attacks per standard action. This replaces the previous perk.
75	You may make four unarmed attacks per standard action. This replaces the previous perk.

Utility

- WIS Based
- Changing matter or reality to suit your needs.
- The number of Utility Abilities you know is equal to your Utility Modifier. When your Utility Modifier increases, you can select a new Utility Ability to learn.

Custom Skills

There are two ways a GM can make a custom skill. The first is re-flavoring an existing skill. For example, in rough-and-tumble Nordic setting, a GM might want to call the “Sleight of Hand” skill “Pillage”, and have it based off of strength instead. Or perhaps in a high tech world, having the Engineer skill cover all tech use is too broad, and the GM wants to separate it into several, more specific skills. These are minor changes that don’t significantly impact gameplay but can make a world feel more cohesive and tailored.

The second route a GM can make to create skills that more directly pertain to a specific setting is by creating them from scratch. Creating a new skill is easy. The first step in creating a skill is deciding which attribute will govern the skill. The Modifier of that attribute will be added to the score of the new skill. The second step is defining skill perks. Each skill has perks when a character has a score of 25, 50, and 75. The perks should be at least marginally related to the skill in question. Look at the existing perk tables for examples. If a GM is feeling particularly ambitious, she can add new Talents to interact with the skill as well.

Combat Skills and Offensive Skills

Unarmed Combat, Melee Weapon, and Ranged all fall under the umbrella of “Combat Skills,” whenever the term is used in Talents or Abilities.

The term “Offensive Skills” includes the Control, Destruction, Enhancement, Utility, Ranged, Melee Weapon, Enlightenment, and Unarmed Combat skills. While not all of these are used offensively all the time, or even exclusively or primarily in battle, it categorizes skills with ranges of effect together.



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“Stacking” Bonuses

All bonuses stack with other bonuses. In other words, no two bonuses will cancel one another out (a +2 to a skill and a +4 to that same skill would result in a +6). Similarly, all penalties stack with other penalties. The exception to this is if the bonuses or penalties come from the same source—A monster can only take damage from Berthgar’s Injure Ability once per round, but if Carmellia uses Injure, the monster would take damage from both attacks.

Equipment

Weapons

In Solipstry, anything can be used as a weapon. This includes medieval weapons, such as swords and axes, modern weapons, such as pistols and grenades, as well as fantastical weapons, such as laser swords or plasma rifles. Less traditional weapons (such as a stop sign or mail box for a large character, or a lamp or a shovel for a medium sized creature) can also be used. Depending on the GM, these nontraditional weapons may fall under the category of improvised weapons. For more about improvised weapons, see [page 24](#). Any weapon can be used one- or two-handed, modifying the damage die accordingly. Generally, the distinction between regular weapon and improvised weapon is whether or not the character intended to use (or practiced using) the weapon. As far as weapon selection, there is no distinction between ranged and melee weapons.

Note that some weapons may require fuel or ammunition to work properly. Some GMs may choose to ignore these restrictions, and assume that players have an unlimited supply of items necessary to operate weaponry.

Augments

Items can have special powers. Maybe a smuggler's blunderbuss was cursed to glow brightly in any darkness, or a piece of armor enchanted to resist 3 damage on every attack until it had resisted 40 damage total. Perhaps a harpoon is fitted with a programmable chip, allowing it to deal the last kind of damage that was dealt to its wielder. An amulet could be found that allows its wearer to pass through walls as if they were hanging silk sheets. All manners of items can be augmented, and the flavor of that augment can be determined by the GM based on factors like setting and tone.

It's possible for items to be augmented multiple times, or for a single augment to grant multiple effects. GMs want to be wary when handing out augmented items, however. A trident that grants a +1 attack bonus and deals ice damage isn't game-breaking, but a rapier that grants +2

AC, increases the damage die by 1, and also can use the Permafrost Ability thrice a day might be too much for inexperienced adventurers.

It costs a talent (reprogrammable augmentation) to upgrade fists or unarmed attacks, as they have the native advantage of being swift enough to make additional attacks in a round. Also, it is much easier to strap a new battery to your laser pistol or a magic gem in your sword than it is to relearn how to fight with a collection of rings and anklets without causing yourself some damage.

Augments in Your Campaign

As mentioned, augments can come in many forms: combining tools, affixing a chemical agent, injecting the user with a stimulant, enchantment or curse, a gift from a divine source, an artifact used in creating the world—Whatever their origin or form, augments can serve any function, even granting penalties or a mix of bonuses and penalties to the user (Imagine a pair of boots that allows the user to teleport 3 squares as a move action, but shrinks the wearer by 3" every time they are activated).

A GM could rule that Augments are permanent and cannot be removed or exchanged once they are applied. Perhaps in this world, augments are rare artifacts, uncommon amongst new adventurers, and badges of pride amongst veterans. If ever for sale, they would not come cheap.

Or maybe they're commonplace, almost to the point of being valueless. Simple augments (such as +1 accuracy) are traded around, used as currency, or maybe crafted as standard projects for learning scholars.

Following is a small table, giving some ideas of effects creative augmentation might grant. GMs should feel free to create and modify augments at their discretion. Oftentimes Talents make good augments as well, as they are already tested for balance in games. These augments are just meant to give guidelines of powerful items that can be awarded to players. There exist myriad items—Crossbows

that shoot rope, for example, or warhammers that extend in length from 3 inches to 6 feet—which may not be covered by specific rules in this book. GMs should not see this as a limitation. Just because we didn't codify an item does not mean it can't exist.

Effect

+1 accuracy

+3 to all skills with a score less than 25

Roll twice for initiative, use either result. Note that this effect cannot be duplicated with multiple identical augments.

Once per encounter, you may target an additional creature with an attack using this weapon.

If hit, the target is slowed until the end of your next turn.

Can use a specific Ability 3 times per day at no cost.

Regenerate 5 extra Ability Points per round.

Gain a cumulative +1 bonus to hit each time you miss a target. This bonus resets to 1 on a successful hit.

Increase damage die by one.

When hit, attacker takes a -2 to attack rolls until the end of your next turn.

You gain an additional 5 Enlightenment points.

Changes weapon damage type.

Wearer cannot be moved except by his own will (even by allies).

Push the target one square when you hit.

Regain 5 extra health when healed.

5 Extra hit points.

+1 attack and damage against beasts and animals.

Sheds dim light within two squares (can be turned off/on as a minor action).

Effect

Once per day, you may roll a d6 and add it to any d20 roll you make.

Increase Ability Points by 10.

+5 CHA, -5 STR

Resist damage equal to your Heavy Armor or Light Armor Modifier the first time you are hit in an encounter.

Critical on 19 or 20.

Re-roll a 1 on an attack roll once an encounter.

+2 AC until the first time you are hit in a combat.

Gain Regeneration 1.

Does 1/2 damage, but is ongoing. Target may only suffer from one ongoing weapon damage at a time.

+3 to any one skill.

+2 to initiative.

First creature to hit you during an encounter takes 5 ongoing damage.

An ally can re-roll their initiative.

+1 to one defense.

Resist 3 ongoing damage.

Trade initiative results with an ally.

On Solipstry.com there is a generator for augmented items of every sort, ranging from mundane to exceptionally bizarre, if you find yourself in need of more ideas

Improvised Weapons

Sometimes a traditional weapon simply isn't available. For these times, a character can pick up a chair, table leg, bottle, a fallen comrade, or anything else available to use as an improvised weapon. These weapons typically break after little use, and augmenting them is rarely practical.

Anything, melee or thrown, that your character is not experienced in using as a

Alcohol

Each serving of alcohol consumed inflicts a cumulative -2 penalty on all skills related to Wisdom, Dexterity, Charisma, and Intelligence, but may cause bonuses to ignore pain and to some Strength based tasks. Reduced or increased penalties may be incurred based on the potency of alcohol consumed, as determined by the GM. Saving throws to stay conscious or refrain from vomiting may be required.

weapon is considered to be an improvised weapon. All improvised weapons start by doing a d4 damage. This value is modified the same way regular weapons are (wielded two-handed, large/small creature, etc.). See [page 64](#) for more information on calculating damage.

Since these weapons are improvised, they take damage just like other objects, and can break in the same manner. See [page 68](#) for more information.



Armor

Armor is defined as being either light armor or heavy armor. As with weapons, the object used as armor (or as a shield) is left up to the creativity of the player and the restriction of the GM. For example, a character in light armor might be wearing kittens (or the bodies of, so as not to incur Stealth penalties), while one in heavy armor might use a small shed. For a shield, one may consider a car door. Note that you may only benefit from one shield at a time. Traditional armor (such as reinforced plastic plating, chainmail, or animal hides) may also be used, if they are more appropriate for the campaign. It does not matter what is used; all items function the same way. Discuss with your GM whether your idea for armor would be classified as “heavy” or “light”. Keep in mind not just the weight of the armor, but also the relative bulkiness of the armor, how dexterous it would allow your character to

be, and the weight of the armor relative to the character. What is light armor for André the Giant would probably not be light armor for your seven-year-old niece.

Movement

Your Movement is equal to 3+Speed Mod. Each point of Movement gives your character the ability to move one square per turn in combat. Each square is equal to 5 feet in any direction. Diagonals do not change the amount of squares your character can move. We recommend playing on a 1-inch grid. If you choose not to do this, consider Playing Without a Grid on [page 62](#).

Hit Points

Hit Points determine how much damage your character can take before dying. They are pretty important if you or your character are fans of not being dead.

Defenses

AC

AC, or Armor Class, is a creature’s ability to avoid taking damage from (typically melee) attacks. This can be by dodging a blow, or, usually, by letting armor absorb the force of a blow.

Fortitude

Fortitude is a character’s ability to resist being pulled, pushed, knocked prone, or poisoned. Characters with high fortitude can fend off diseases, and can usually hold their ground against even the mightiest of blows.

Reflex

Reflex is a measure of a character’s ability to dodge projectiles, such as rocks, as well as many supernatural assaults, such as fireballs or lightning, and many common traps. It also governs your character’s reactions when caught unawares.



Will

Will is a character's mental prowess as it relates to resisting the effects of domination, dazing, fear, and other mind-altering conditions. Characters with high Will are more able to fend off mental intruders, and are capable of identifying intruding thoughts.

All Defenses

"All Defenses" refers to AC, Fortitude, Reflex, and Will.

Fortune Points

Each character has a starting value of Fortune Points equal to their Luck Modifier.

Any roll of a 20 on a d20 results in the gaining of one additional Fortune Point. Any roll of a 1 on a d20 results in the loss of one Fortune Point. A player will never have fewer than zero Fortune Points. If a player uses Fortune Points for a d20 roll, and the result is a 20, the Fortune Points are not expended, and one is gained. Spending Fortune Points is a free action, and may be done at any time. Fortune Points reset after a full rest. You may have more Fortune Points than your starting value, but they reset after a full rest.

Fortune points can be used for:

- Adding to any roll. Before the roll is made, you may spend a number of Fortune Points to add that same number to the roll. These Fortune Points are added in to the total value of the roll *before* any multipliers are applied.
- Increasing a defense (AC, Reflex, Fortitude, Will) for a turn. Spend any number of Fortune Points before an attack roll is made to increase a defense of your choice by that same number. This can be done even while unconscious or helpless.
- Gaining an extra standard action. Spend 5 Fortune Points on your turn for an extra standard action.

A number of Talents can further increase the versatility of Fortune Points.

Tallies

Tallies are the advancement mechanic in *Solipstry*. We were disenchanted by systems in which, after beating an arbitrary number of giant crabs in the face, we suddenly (*finally!*) got the level we needed to get the power we needed to be able to do more damage to the crabs. It never made much sense. This way is just like becoming better at a skill in real life. At first, you improve quickly, because every improvement is huge. As you move from proficiency to mastery, it takes more and more practice, but using the skill is still the only way to improve that skill.

Tallies

When you are successful in using a skill, you receive a tally in that skill. When you accumulate a number of tallies in a skill equal to that skill's Modifier, that skill's total score increases by 1. Thus, if you had a score of 25 in Sense Motive, and you used it successfully twice, you would have two tallies. These two tallies would be erased, and the score for Sense Motive would become 26. Then, you would add a big tally because you leveled up a skill. This means that the more you use a particular skill for substantive purpose, the better you are at using it. When you get a number of tallies equal to the modifier for a skill, that skill's score increases by one and you get a big tally. When you achieve ten big tallies, you level up. For more information on tallies and leveling, see [page 72](#).

Truths

Truths are passive bonuses that can be activated to assist you when you are facing challenges. The number of active Truths you can have at once, as well as the amount of Enlightenment points a character has is determined by that character's Enlightenment skill ([page 18](#)).

- 5 +2 to skill checks
- 10 Increase damage die by 1
- 15 +2 movement
- 20 Make a saving throw
- 20 Detect Evil: You can detect malice and intent to harm on a creature within your Enlightenment Range.
- 25 +2 AC, Fortitude, Reflex, or Will
- 30 Heal 10 hit points
- 35 +2 to all defenses
- 40 Increase damage multiplier by 1
- 40 Exorcise: One intangible creature within your Enlightenment Modifier Range is teleported to a random plane or location (not within 5 miles)
- 45 +5 to skill checks
- 50 +4 movement
- 55 Automatically save against one effect a save can end
- 60 The next d20 you roll can be rolled twice. Choose either result.

- 60 Smite: You deal 1d8 times your Enlightenment Modifier extra damage to your next attack.
- 65 +5 AC, Fortitude, Reflex, or Will
- 70 +5 all defenses
- 75 Immune to Melee or Ranged attacks
- 80 Gain an extra standard action
- 80 Cure Disease: You immediately remove all diseases, plagues, and ailments from one creature you are touching
- 85 Immune to harmful Abilities
- 90 If you hit with an attack, treat it as a critical hit
- 95 Increase damage multiplier by 5
- 100 +10 to skill checks
- 100 Durability: For the next 10 days, you do not need to eat or breathe, and can withstand temperatures from -300 to 300°F.

Invoking a Truth deducts the cost of the Truth from total Enlightenment points and takes a minor action. For example, activating +2 Movement would cost 15 points to use. The benefit of any Truth lasts only for the turn that it is activated in, unless explicitly stated otherwise. You cannot sustain a Truth. To continue to benefit from the effects, you must activate it every turn. Thus, if you activated +2 Movement, costing 15, and then wanted +2 Movement again the next turn, you would have to activate it and pay its cost again. You may only have one instance of a Truth active at a time.

Enlightenment points restore to full at the end of a short rest. As a standard action on your turn, you may reset your Enlightenment points to full. Choosing this action in combat grants a tally in Enlightenment.



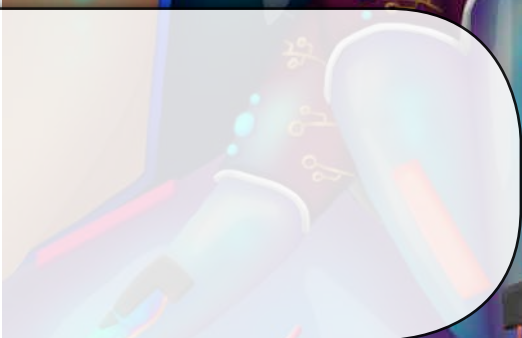
TALENTS





Error
Unauthorized user detected
Commence system shutdown

System reboot
Welcome administrator



TALENTS

As adventurers get more experienced, they gain Talents. These Talents are their growing proficiency with the things they often do made manifest. One Talent is granted at every level. Unless otherwise indicated, a character can only take a given Talent once. As always, GMs should feel free to create their own Talents or restrict the use of any Talents listed below.

Talent	Prerequisite	Description
Adaptive Skin		You gain resist 5 to one type of damage (electric, fire, cold, etc.). You may take this Talent multiple times, selecting a different damage type each time.
Annihilate	Ranged 30	Upgrade your ranged weapon's damage die from a d4 to a d6.
Assassin's Threat		Your damage multiplier increases by 1 against creatures granting combat advantage to you.
Broad Side of the Barn		You gain a +1 bonus to attack rolls when targeting a creature larger than you.
Brute	STR 30	Increase the damage of your unarmed attack from d2 to d4.
Careful Steps		You do not provoke opportunity attacks from an enemy for moving, providing you remain adjacent to the enemy for the entire movement.
Cave Dweller		You can see in the dark.
Commanding Presence		You may mark one target within your Offensive Range as a minor action, or you may mark the target(s) of your next attack as a free action. All or any creatures marked in this way are marked until the end of your next turn.
Crippling Shot	Ranged 30	You may choose to take a -3 penalty to a Ranged attack roll. If you hit with an attack roll made in this way, the target is slowed until the end of your next turn. If the target was slowed, they are instead knocked prone.

Flight

Some players may want to create a character with the ability to fly. While there are no specific rules outlined, a GM could make flight a skill based off Dexterity, allowing a character to fly a number of squares restricted by their Flight Modifier, landing at the end of the flight. A GM could make hover, the ability to remain flying at the end of a turn, one of the skill perks for the Flight skill. Alternatively, some characters could use their movement as flight, and have other tradeoffs to compensate.

Talent	Prerequisite	Description
Critical Block		If you roll a critical hit when making a Block check, you may choose to daze the attacker or knock it prone.
Critical Threat		If you score a critical hit when making an attack with a Combat Skill, the target takes a penalty to attack rolls equal to 1d4 until the end of its next turn.
Defensive Warrior	Block 25	You can expend a Fortune Point to block as a minor action. If you have 75 block, it becomes a free action with the cost of a Fortune Point instead.
Deflect and Serve	Block 25	If you are targeted with a Ranged attack while blocking, and your block roll exceeds the attack roll by 5 or more, you can reflect the projectile, making a Ranged attack on the attacking creature as a free action to send its own projectile back at it.
Devastating Block		A successful block deals damage to the attacker equal to your block modifier.
Devoted Hunter	Commanding Presence	One target you have marked takes two damage each round.
Devout Follower		Gain an additional 10 Enlightenment points. You may take this Talent multiple times.
Devout Gambler	Enlightenment 20	Add $\frac{1}{2}$ of your Enlightenment Modifier to your number of Fortune Points per day.
Disciple of Destruction		Increase the damage die on Destruction Abilities by 1.
Disciple of Enhancement		Any Enhancement Abilities that restore hit points now restore 5 additional hit points.
Dominatrix		All Control Abilities you use that have an effect lasting until the end of your next turn instead last until the target can make a successful saving throw.
Double Shot	Ranged 30	You may make two attacks with a Ranged Weapon as a single standard action, taking a -3 penalty to each attack roll.
Duelist	DEX 40	When you are wielding one weapon with two hands, you gain a +2 to Melee Weapon attack rolls.

Talent	Prerequisite	Description
Dumb Luck	LCK 20	Once per day, you can substitute your Luck score for the score of any skill, prior to making a check with that skill.
Echolocation		As a minor action, you can emit a noise and know the location of each object and creature within 5 squares of you. Whenever you do this, you cannot benefit from cover or concealment and grant combat advantage until the end of your next turn.
Expert Medic		When using the Medicine skill to perform first aid, instead of restoring hit points equal to 1d4 times your Medicine Modifier, restore hit points equal to 1d6 times your Medicine Modifier.
Extremely Lucky	LCK 100, Really Lucky	You can score a critical hit on a 17, 18, 19 or 20.
Extremely Speedy	SPD 100, Really Speedy	You can take an extra standard action per turn.
Faith Healing	Enlightenment 25	When determining prerequisites, you may substitute your Enlightenment score in place of your Enhancement score. Powers that reference your Enhancement score or Modifier are still based on Enhancement.
Far Shot		Choose a skill that has an associated Range. Increase that Range by 2. You may take this Talent multiple times.
Fools' Greed		You are not encumbered by currency. Note: Depending on the campaign, and what the system of currency is, currency may not count towards encumbrance. Speak with your GM to see if this is necessary.
Fortunateness		Gain an extra Fortune Point per day. You may take this Talent multiple times.
Fortune's Child	LCK 20	After rolling any die, you may spend two Fortune Points to re-roll that die. You must take the second result.
Friendlier Fire	WIS 45	Whenever you use an Ability that targets each creature, you take a -5 to attack rolls when rolling against an ally.

Dumb Luck

The car crashed against the building, shattering the plate glass windows up all six stories.

"Kelvin! You're the slowest one here, and he threw that car right at you! How did you manage to avoid that?"

Starr asked, gaping at him through the settling dust.

"Well," Kevin drawled, "I'm just lucky I guess."

Talent	Prerequisite	Description
Good Luck	LCK 50	Gain a +1 bonus to all d20 rolls.
Grappler		You gain a +2 bonus to checks made to grab a target.
Greater Shifting	DEX 60 or SPD 60, Improved Shifting	You can shift one square as a minor action.
Healing Fighter		Using Enhancement Abilities does not provoke opportunity attacks.
Helping Hand	Enhancement 20	Any Enhancement Ability which targets only you now targets you or one adjacent ally.
Improved Defense		You gain a +1 bonus to a defense of your choice. You may take this Talent multiple times.
Improved Initiative		You gain a +3 bonus to your initiative. You may take this Talent multiple times.
Improved Recharge	INT 25	Your Ability Point regeneration rate increases by 5.
Improved Rushing		You gain a +2 bonus to Bull Rush attempts. You may take this Talent multiple times.
Improved Shifting	DEX 45 or SPD 45	You can shift two squares as a single move action.
Improved Teleport	WIS 40	When an effect or Ability allows you to teleport more than one square, you can split the teleportation into two separate teleportations, and take a single action between them.
Improvised Weapon Expert	STR 40, Improvised Weapon Handler	Improvised weapons you wield now deal 1d8 damage.
Improvised Weapon Handler	STR 25	Improvised weapons you wield now deal 1d6 damage.
Improvised Weapon Master		You gain a +2 bonus to all attack rolls with improvised weapons.
Increased Teleportation		When an effect or Ability allows you to teleport, you may teleport two additional squares. You may take this Talent multiple times.

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Craft vs. Engineering

Craft and Engineering seem as though they are very similar skills, and they are. Craft, however, is more of the process of making, where as Engineering is using and understanding things which are already made.

Talent	Prerequisite	Description
Juggernaut	Medium or Large creature	You can attempt to bull rush multiple people in one straight line.
Lucky	LCK 40	You can score a critical hit on a roll of 19 or 20.
Lucky Break		Once per encounter, you can add 1/2 of your Luck Modifier to a d20 roll. This can be done after the roll has been made.
Lucky Shot		You may expend any number of Fortune Points after a roll has been made, rather than before.
Master of Fortune	LCK 30	When taking damage, you may expend 2 or more Fortune Points to divide the damage taken by the amount of Fortune Points spent.
Massive Range		The maximum Range of your Ranged Attack Skill increases by 5.
More Efficient, Less Wasteful	WIS 100, Ne'er the Twain	Abilities costs half as many Ability Points to use. This also applies to sustain costs.
Multifariousness		Once per combat, you may add a damage type to any one weapon you are holding as a minor action. The first successful attack made with this weapon each round gains that damage type. This can apply to your own body in the case of Unarmed Combat attacks.
Natural Armor		If you take 10 or more damage from a single attack, you may reduce the damage taken by your Constitution Modifier.
Ne'er the Twain	WIS 75, Wise But Efficient	When at a fork or branching of paths, you know which paths, if any, lead directly to danger.
Nemesis		Choose a specific type of enemy (equine, alien, undead, spirit, male, etc.). Whenever dealing damage to this enemy, increase your damage die by 1.
Power Word		A character may bind an Ability to a word per the Power Word rules (p. 43). You may take this Talent multiple times, choosing a new Ability and a new word each time. This Talent may also be selected to re-bind an Ability to a new word. Doing this erases the old bind.

Talent	Prerequisite	Description
Power Word II	Power Word	A character may choose whether or not to use a bound Ability upon speaking their Power Word. You may take this Talent multiple times, selecting a new Ability you have a Power Word assigned to each time.
Power Word III	Power Word II	A character may use an Ability bound to a Power Word when they hear that word spoken. You may take this Talent multiple times, selecting a new Ability you have a Power Word assigned to each time.
Powerful Strike	STR 30	Increase damage die of Melee Weapon attacks from d4 to d6.
Powerful Strike II	STR 40, Powerful Strike	Increase damage die of Melee Weapon attacks from d6 to d8.
Powerful Strike III	STR 50, Powerful Strike II	Increase damage die of Melee Weapon attacks from 1d8 to d10.
Powerful Strike IV	STR 60, Powerful Strike III	Increase damage die of Melee Weapon attacks from d10 to d12.
Premonition	LCK 30 or WIS 30	Once per day you can re-roll any die roll or allow an ally that you can see within 3 squares of you to re-roll any die roll.
Profound Truths	WIS 35	Truths cost half as many Enlightenment points to invoke.
Protector	Block 25	Once per round when you are blocking, if an adjacent ally is targeted by a melee attack, you may become the target of the attack instead. Blocking rules apply as normal.
Quick Draw	SPD 30	As a single minor action, you may perform two minor actions— such as drawing and stowing a weapon, drawing and drinking a potion, or drawing two weapons.
Quick Steps		Gain a +1 bonus to movement. You may take this Talent multiple times.
Quick Truth	Enlightenment 25	You can activate two Truths per round as a single minor action.

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Selling Crafted Items

Money can be exchanged for goods and services. Players who craft items should be able to sell them for a profit. The amount made should be a function of Interaction checks, crafting skill, the local economy, or whatever numbers creep into your head. You're the GM, after all. Solipstry.com also has a generator for odd potion recipes and ingredients.

Talent	Prerequisite	Description
Raised by the Blind		When making an attack against a target you cannot see, you take no penalties based on sight.
Re-Aimed Strike		Each time you hit with an attack, you may re-roll your damage die, taking the second result even if it is lower.
Really Lucky	LCK 80, Lucky	You can score a critical hit on an 18, 19, or 20.
Really Speedy	SPD 75, Speedy	You can take an extra move action per turn.
Reprogrammable Augmentation		You may augment one of your hands, limbs, or appendages with a single augment. This is permanent, and cannot be removed or changed.
Resilience		You may take this Talent multiple times, selecting a different body part each time. If you choose a body part that is already augmented, you may change the augmentation associated with that body part.
Resourcefulness	WIS 25	You gain a +1 bonus to all saving throws. You may take this Talent multiple times.
Rooted in Faith	Enlightenment 25	Your Ability Point total increases by 10. You may take this Talent multiple times.
Shapeshifter	Morph Ability	Whenever you would be subject to forced movement, you may attempt a saving throw to cancel that movement.
Share the Enlightenment	Enlightenment 25	Use of the Morph Ability allows you to transform your appearance to a specific creature of a given race.
Share the Luck		When using a Truth, you can apply the benefit to yourself or one creature within your Enlightenment Range.
Shielding Healer		Before an adjacent ally makes a roll, you may spend any number of Fortune Points, giving the benefit to the adjacent ally.
		When you use an Enhancement Ability on yourself or a friendly creature, the target gains a bonus to all defenses equal to your Enhancement Modifier until the end of your next turn.

Talent	Prerequisite	Description
Shrug It Off		At the beginning of your turn you may make one extra saving throw against an effect that a save can end.
Skill Specialization		You gain a +6 bonus in any skill. You may take this Talent multiple times.
Skillful Archer	Ranged 40	You can choose to make your Ranged attacks target Reflex. Attacks made in this way do 1/2 damage.
Slippery Slope	Permafrost Ability	Any creature that is prone and under the effects of your Permafrost Ability must make a saving throw in order to stand.
Small Steps	Small Creature	You may move through enemy squares. Doing so provokes an attack of opportunity.
Speedy	SPD 50	You can take an extra minor action per turn.
Spot the Opening	Commanding Presence	Creatures marked by you grant combat advantage to you.
Spring Step		You can stand as a minor action.
Stretch		All Abilities that have a target of one adjacent creature now instead target one creature within your Modifier for that Ability's type (Control, Destruction, Enhancement, or Utility).
Strong	STR 50	You can push a creature one square when you hit them with a melee or unarmed attack.
Studious		You learn an additional Ability for which you meet the requirements. You may take this Talent multiple times.
Stunning Critical	Melee Weapon 75	When you score a critical hit with a melee weapon, the target is stunned until the end of your next turn.
Tar and Feather		When you slow a target, that target takes a -2 penalty to its next attack roll.
Theft of Luck		Choose an ally within 5 squares of you with at least one Fortune Point. That ally loses one Fortune Point and takes a -1 penalty to their next die roll. You gain a +1 to your next die roll.

Skills and "Classes"

If you're coming from a class-based system, you can think of the skills in Solipstry as allowing you to break a class down into the sum of their parts. What skills define a rogue or a space pirate? What kind of magic would a druid use compared to a technomancer? This also lets you pick and choose traits from multiple traditional classes, or create your own.

Talent	Prerequisite	Description
Thick Skin		Gain an additional 5 hit points. You may take this Talent multiple times.
Tricky Fighting	Small Creature, Tricky Steps	You can stand and fight in the same square as a small enemy. Any attacks that do not include the enemy whose square you are in provoke an opportunity attack from that enemy.
Tricky Steps	Small Creature, Small Steps	Your movement through enemy squares no longer provokes opportunity attacks.
Two Weapon Blocking		You may count one off-hand weapon as a shield [+1 AC, +5 to Block score].
Two Weapon Critical	Two Weapon Mastery	You may score a critical hit with an off-hand weapon on a 19 or 20.
Two Weapon Fighting	DEX 30, SPD 20	You may make multiple Melee Weapon or Ranged attacks per turn, one with each weapon you wield, up to your Speed Modifier. All attacks after the first have a cumulative -4 penalty.
Two Weapon Mastery	DEX 60, Two Weapon Fighting	If you chose to make multiple attacks per turn, attacks after the first suffer from a cumulative -2 penalty, rather than a -4.
Utilitarian	WIS 35	You may double the duration of any Utility Ability you use.
Versatility		Choose one type of damage. Whenever you deal damage with an Ability, you may add the selected type.
Wise and Efficient	WIS 50	When you use the same Ability or Truth two rounds in a row, the second costs half as much as the original cost. The cost will never go below half the original cost.



ABILITIES





ABILITIES

Abilities are what make your character's story one that is worth telling. They are things that your character can do that are above and beyond the normal capabilities of other radioactive space jellies or dinosaur-ninjas. These Abilities could come from cybernetic implants, spellcasting of various types, from song to potion making, pills or supplements, sufficiently advanced technology, mutations, divine heritage, interpretive dance, etc.

If you do not like an Ability, you may choose to learn a different one in its place each time you level up. This does not overcome necessary prerequisites. Some GMs may increase or lessen the restrictions on the number of Abilities you can change at each level, so, as ever, consult your GM first. Additionally, some requirements or restrictions may not make sense with the way your Ability is used. If your Abilities come from your mother's demi-god heritage, your Abilities will probably look much as the following ones do. If your Abilities come from power gained through ritualized bloodletting, it seems unlikely that your Abilities will heal you. If your Abilities come from letting someone else's blood, it probably isn't healing them much either.

Using an Ability

The number of any type of Abilities your character knows is equal to the Modifier of the associated skill. If you have an Enhancement Modifier of 2, you know 2 Enhancement Abilities.

An Ability will say first whom it targets. Abilities that target you or an adjacent creature do not provoke opportunity attacks. The only Abilities that provoke opportunity attacks are those that target a creature within a given range.

Abilities that target all creatures include both friend and foe. However, Ability users can

choose whom to include in an Ability that targets allies or enemies.

When an Ability says Miss: 1/2 damage, any creature missed by the attack takes 1/2 of the damage a creature hit would have taken (as always, round down).

The Range of an Ability is equal to 2 times the Modifier of that Ability's type. So a character that has a Destruction score of 25 has a Destruction Range of 4. Range is measured in squares.

Burst n indicates that an Ability affects an area that is $n \times n$ in size. The center of the burst must be in range. For example, burst 3 within a Destruction Range of 5 means that the Ability will affect 9 squares, a 3x3 block, the center of which is no more than 5 squares from the user.

Blast n indicates an Ability that affects an area $n \times n$ in size that originates adjacent to the person who used the Ability. For example, a blast 3 Ability would target 9 squares, 3x3 in size, with at least one square adjacent to the user. Blast Abilities cannot be used beyond their Range.

Sustain: n means that in order to continue an effect granted by an Ability, a character must expend n Ability Points during each turn following the turn in which the Ability was initially used.

Sustain minor means that a character must expend a minor action in order to sustain the effects of an Ability each turn after the Ability is used. Similarly, sustain move requires a move action, and sustain standard—well, you should be able to puzzle that one out.

Sustaining as a minor action counts as the one action allotted for a dazed creature, but sustain

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Flavor

Along with the source of an Ability, the flavor, or how the Ability manifests, is also a personal choice. Blinding an enemy could be done by creating a cloud of darkness, by a startlingly bright flash, or by subtly shifting the rods and cones of the enemy's eye. It all depends on you. Taking the time to think about choices like these can really help bring a character and a world to life.

n does not. A creature must be conscious and able to take actions in order to sustain. Sustaining never grants a tally.

If a character falls below zero Ability Points due to having the points drained or by spending all of their Ability Points, that character is stunned (save ends). The character continues to regain Ability Points during this period, but cannot attempt to save from the stunned effect until their Ability Point total is at or above zero.

Learning a higher version of an Ability does not prohibit you from using a lower version or prerequisite Ability.

Your Ability regeneration rate is equal to your Intelligence score. Your Ability Point total is equal to five times your Wisdom score. You know a number of Abilities in each type equal to your Modifier in the associated skill. Thus, if you have a Control Mod of 3, you know 3 Control Abilities.

Abilities Over Time

While most Abilities are used instantaneously, some Abilities (such as Sunder) take multiple rounds to use. When such an Ability is used, the cost of the Ability is immediately subtracted from the Ability user's total points. Then the user is stunned and debilitated until the indicated duration, and at the end of that duration the Ability is used. If the target takes damage or chooses to stop using an Ability, the Ability is interrupted, and the user no longer suffers from the stunned and debilitated conditions caused by using Abilities over time. However, the cost of the Ability is still lost.

Power Words

With the Power Word series of Talents, a character can bind an Ability to a word so that whenever the word is spoken by them, the Ability is used at its normal cost for them plus an additional 20 Ability Points. As long as the Ability user is able to expend a standard action (or whatever action the Ability requires), the Ability is used instantly whenever the word is spoken, even if the Ability Points are not

available.

A character who uses an Ability will sacrifice her next standard (or appropriate) action. A character spending points without having them available will be stunned (save ends), as normal. A character may not use Power Words to use Abilities more frequently than they would otherwise be able to use them.

If a Word is spoken when a character is unable to use an Ability (because they are stunned or have already used an Ability this round), the Ability will be used when the character is next able to use it.

For example, if Nairomin, the technomancer, has “bleep” as a power word tied to Empulse, and he says it at the end of his turn, after he has moved forward to meet the charging robots, the effects of Empulse will resolve at the start of his next turn.

Alternatively, if Nairomin has “Shefflehorn” attached to a Shield Ability, and has not taken a standard action this round, Nairomin can sacrifice his next standard action to immediately use Shield in front of an enemy's projectile. This allows Ability users to subtly manipulate the initiative order.

Because of their nature, Power Words should be chosen carefully so that Abilities are not bound to words used in everyday conversation. With training (and the Power Word II Talent), characters can learn to control whether or not an Ability is used when speaking a Power Word. Some characters (those who have taken Power Word III) can activate an Ability bound to their word when that word is spoken by someone else they can hear. Abilities cannot be bound to more than one word, though a character may have several different Abilities bound to different words. No word may be bound to more than one Ability.

Types

Abilities as they follow are sorted into four types: Control, Destruction, Enhancement, and Utility. These are governed by the four skills of the same name.

Name	Cost	Prerequisites	Effect	Flavor
-----Control-----				
Armistice	15		Each creature within 1/2 your Control Range is disrupted until they are targeted by an attack (save ends).	"I think I will just... you know. Leave?"
Backfire	20	Control 15	Make an attack vs Will against one creature within 1/2 your Control Range. If the attack is successful, that creature gains backfire percentage equal to your Control score.	Whoops!
Decoy	175	Control 30	You create the image of a small creature within your Control Range. The creature has one hit point and defenses equal to 10+ your Control Modifier. While this creature exists, you cannot be targeted with an attack that does not also include this creature. As a move action you can move the creature a number of squares equal to your movement. As a standard action you can make a melee attack through the creature, using your Control score and a d2 for damage die. The creature must remain within your Control Range relative to you at all times (sustain 80).	The bigger they are, the more loyal their subordinates are.
Demoralize	30	Control 20	Make an attack vs. Will against one creature you can see within your Control Range. If hit, the creature takes a penalty to attack rolls and saving throws equal to -1/2 your Control Modifier (save ends).	You call your enemy a mean name. He's sad.
Disorient	60	Control 25	Make an attack vs. Will against one creature within your Control Range. If it hits, the creature is dazed and confused (save ends both).	The brainwaves of an inept mind are so easy to hinder.
Dishearten	35	Control 20	Make an attack vs. Will against each creature within 1/2 your Control Range. Any creature hits takes a penalty to all attack rolls and saving throws equal to your Control Modifier until the end of your next turn.	Remind your enemies that nothing they do will ever be good enough.
Drain Ability	0	Control 20	Make an attack vs. Will against one creature you can see within your Control Range. If the attack hits, the target loses 20 Ability Points (miss: 10 Ability Points). You regain Ability Points equal to the amount lost.	You leech energy off your enemies to replenish your own depleted stores.

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Abilities Outside of Combat

Often, Abilities have several uses in and out of combat. Many can easily solve difficult problems. Using an Ability such as Speed Burst may help you with sleight of hand (after all, it's easier to slip a card in your sleeve when you move faster than your opponent's blink). Similarly, Inspire Fear can help when negotiating or intimidating. Decoy can convince your mom you are home while you sneak out. Experiment!

Name	Cost	Prerequisites	Effect	Flavor
Empulse	40		Make an attack vs. Reflex against each creature within 1/2 your Control Range. Each creature hit is either knocked prone, slowed until the end of your next turn, or pushed back 2 squares (your choice).	A burst of energy explodes from you, knocking your foes off balance.
Enthrall	120	Control 30	Make an attack vs. Will against one creature you can see within your Control Range. If the attack hits, you dominate the creature (save ends). You can only dominate one creature at a time with this Ability.	You enter your enemy's mind and you own it.
Infection	40	Control 30,	Make an attack vs. Fortitude against one creature you can see within your Control Range. If the attack hits, the creature is affected by a poison. While affected, the character is weakened and blinded (save ends both). Each failed saving throw incurs a cumulative -1 to save, for maximum of -5.	Pestilence bursts forth from you, causing great leaking boils and pustules to form on the bodies of your enemies.
Inspire Fear	90		Make an attack vs. Will against one creature you can see within your Control Range. If the attack hits, the target cannot attack you until the end of your next turn. This also gives you a bonus to Interaction equal to your Control Modifier.	"It starts as a tendril of worry, creeping in the depths of your mind."
Inspire Terror	120	Control 40, Inspire Fear	Make an attack vs. Will against one creature you can see within your Control Range. If the attack hits, the target is disrupted until the end of your next turn. This also gives you a bonus to Interaction equal to your Control Modifier.	Fear. So powerful, so easy to instill.



Name	Cost	Prerequisites	Effect	Flavor
Mass Deafen	45		Make an attack vs. Will against each creature within 1/2 your Control Range. Each creature hit is deafened until the end of your next turn.	A bang erupts from you, disorienting your foes.
Mass Inspire Fear	150	Control 40, Inspire Terror	Make an attack vs. Will against each enemy within five squares of you. Each creature hit cannot attack you until the end of your next turn. (Sustain 20 points per target affected).	Nightmares have nothing on me.
Mass Inspire Terror	200	Control 50, Mass inspire Fear	Make an attack vs. Will against each enemy within five squares of you. Each target hit is disrupted until the end of your next turn, sustain 25 (per target).	They can't attack what they're afraid to touch.
Permafrost	35		You create a zone of ice over each square within 1/2 your Control Range. Choose one of the following effects (sustain 15): each square within the zone is difficult terrain or each creature who moves onto or through this zone must make a saving throw to avoid being knocked prone. Note that this save does not need to be made for each square if multiple are crossed.	If you can't beat 'em, knock 'em down.
Petrify	120		Make an attack vs. Fortitude against an adjacent creature. If the attack hits, the creature is petrified, save ends. This attack does not provoke an attack of opportunity.	*Serpents for hair sold separately.
Plague	250	Control 55, Infection	Make an attack vs Fortitude against one creature you can see within your Control Range. If the attack hits, the creature is dazed, takes ongoing damage equal to your Control Modifier, and suffers from a -1 penalty to all die rolls (sustain minor). The target may attempt to save to end the effects of Plague, but each failed saving throw increases the penalty to all die rolls by 1.	Green boils appear and burst, disorienting the target. Then the wheezing starts.
Push	90	Control 40	Make an attack vs. Reflex against one creature you can see within your Control Range. If the attack hits, the creature is pushed a number of squares equal to your Control Modifier and is dazed until the end of your next turn.	Energy bursts from within you, knocking your enemy back.
Quell	30	Control 20	Make an attack vs. Will against one creature within your Control Range. If the attack hits, the target is debilitated (save ends).	"Hush little baby, don't say a word..."

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Tailoring Abilities

Abilities do not have to be used with a waving of the hands and magic words. Maybe they are a collection of technological devices, maybe they are natural powers of mutated humans, maybe they are pulled from the source code of the world around you. How your character implements these powers should make sense for both the character and the world around them.

Name	Cost	Prerequisites	Effect	Flavor
Reversal	150	Control 50	Choose one creature within your Control Range. Whenever that creature deals damage before the end of your next turn, it takes damage equal to the damage it dealt.	Unhappy with the results, you reverse time itself, nullifying the last few seconds.
Silence	80	Control 20	Make an attack vs. Will against one creature you can see within your Control Range. If the attack hits, the creature cannot use any Abilities until the end of your next turn.	You cease the ramblings and chanting of your foes.
Stun	125	Control 30	Make an attack vs. Will against one creature you can see within your Control Range. If the attack hits, the target is stunned until the end of your next turn. If the attack misses, the target is slowed until the end of your next turn.	"Really, that's close enough."
Tempest	300	Control 80	Make an attack vs. Reflex against each enemy within 1/2 your Control Range. Each target hit takes damage equal to your Control Modifier, is pushed a number of squares equal to your Control Modifier, knocked prone, and stunned until the end of your next turn. If an attack misses, the target takes 1/2 damage, and no other effects.	Lie down and acknowledge my power!
-----Destruction-----				
Arc	90	Destruction 30	Make an attack vs. Reflex against each creature within blast 2. Each creature hit takes electrical damage equal to 1d6 times your Destruction Modifier (miss: 1/2 damage).	Well, Mr. Orchestra, it looks like you really are a <i>good conductor</i> .
Bone Spikes	35	Destruction 30	Make an attack vs. Fortitude against one creature you can see within your Destruction Range. If the attack hits, the target is prone and takes ongoing 5 damage (save ends both).	Small caltrops start growing in your enemy's flesh, piercing and tearing whenever it moves.
Crush	60		Make an attack vs. Fortitude against one creature you can see within your Destruction Range. If the attack hits, the target takes damage equal to 1d10 times your Destruction Modifier.	Pressure flows from your hands, compressing your opponent's body.
Curtain of Fire	145	Destruction 25	Make an attack vs. Reflex against each creature burst 1 within your Destruction Range. Each creature hit with the attack takes fire damage equal to 1d6 times your Destruction Modifier.	Enemies are best served crispy.

Name	Cost	Prerequisites	Effect	Flavor
			Make an attack vs. Fortitude against each living enemy you can see within your Destruction Range. Each enemy hit takes damage equal to 1d4 times your Destruction Modifier (miss: 1/2 damage). You regain hit points equal to 2 times the damage dealt to a single target.	A low whining hum emanates from the air around you as a glowing sphere expands outward from you, growing bright while stealing the lives of your foes.
Death Field	150	Destruction 60		
			Make an attack vs. Reflex against one creature you can see within 1/2 your Destruction Range. If the attack hits, the target takes damage equal to 1d8 times your Destruction Modifier.	"Take THIS clump of garbage and THAT clump of garbage!"
Debris Slam	50			
			Make 1d6 attacks. If the result on the d6 was even, these attacks target enemies. If the result was odd, this attack targets allies. You may distribute these attacks as you choose, in accordance with the die, provided you can see each target. Each attack deals damage equal to your Luck Modifier. You do not need to roll to hit.	"I don't need skill, I've got Luck on my side!"
Gambit	30			
			Make an attack vs. Fortitude against one creature you can see within your Destruction Range. If the attack hits, the creature takes ongoing damage equal to your Destruction Modifier (save ends).	Tearing flesh, bones, and organs, you cause your foes to writhe in pain.
Injure	80			
			For each creature within 1/2 your Destruction Range, flip a coin. If it is heads, the next attack that creature makes will be a critical hit. If it is tails, that creature takes damage equal to 1/2 of its remaining hit points.	Are you feeling lucky?
Kismet	200	Destruction 45		
			Choose one creature within your Destruction Range. Roll 1d8. If the result is odd, the creature regains health equal to the result of the roll times your Luck Modifier. If the result is even, the creature takes damage equal to the result of the roll times your Luck Modifier.	"Well, what are the odds of that?"
Lottery	125	Destruction 20		

Throw Weapon

"Really," Sigur confided, carefully wiping the dark, thick blood off his chainsaw, "it's nae the throwin' Ol' Nora tha's troublesome. It's the comin' back. I tried one of those bungee things, you know those? Tha's how Ivan over there lost that leg."

"Which," Ivan mumbled, "unlike Nora, is not coming back."

Name	Cost	Prerequisites	Effect	Flavor
Maelstrom of Shards	80	Destruction 20	Make an attack vs Reflex against one creature within 1/2 your Destruction Range. If hit, the creature takes 1d4 times your Destruction Modifier and its space, along with each square adjacent to its space is filled with jagged shards until the end of your next turn. Any creature that enters into the shards or starts its turn there takes damage equal to your Destruction Modifier.	"You're going to want to plan your next steps very carefully."
Pestilence	50		You create a zone of noxious gas burst 3 centered within your Destruction Range. Each creature that starts its turn in this zone or moves into it takes damage equal to your Destruction Modifier (Sustain 20).	"LET MY PEOPLE GO!"
Pulse	15		One creature within 10 squares of you takes damage equal to your Destruction Modifier. You do not have to make an attack roll.	You strike out with the simplest thing you know: A simple probe of light.
Ridicule	60	Destruction 25 Taunt	Make an attack vs. Will against each enemy within 2 squares of you. If the attack hits, they are marked by you, and you may pull the target 1 square. Then you may make a Melee Weapon or Unarmed Combat attack against each enemy adjacent to you.	"Bring it."
Scatterbrain	175		Make an attack vs. Will against each enemy within 1/2 your Destruction Range. Each creature hit takes damage equal to 1d6 times your Destruction Modifier.	"Man, I just have the worst headache ever."
Scream	60		Make an attack vs. Will blast 2, targeting each creature. Each creature hit takes damage equal to 1d4 times your Destruction Modifier and suffers a -2 penalty to attack rolls until the end of your next turn.	A deep call erupts from your throat, striking those around you.
Storm	120	Destruction 50, Arc	Make an attack vs. Reflex against each creature burst 1 within your Destruction Range. Each creature hit takes electrical damage equal to 1d6 times your Destruction Modifier, and is debilitated until the end of your next turn (miss: 1/2 damage, no effects).	"Sorry, Grog, it's hard to aim the cosmos!"
Sunder	175		You create a number of holes or cracks totaling no more than 35 cubic feet in volume in an object you are touching. This Ability takes three rounds (18 seconds) to use, and you must be constantly touching the object for the duration of the Ability.	"This dam's just for show, right?"

Name	Cost	Prerequisites	Effect	Flavor
Taunt	25		As a minor action, enemies within 1/2 your Destruction Range are marked by you.	"Come and get me, you big, dumb... uh oh."
Throw Weapon	75	Destruction 30, must be wielding a melee weapon	Make an attack vs. Reflex against one creature within 1/2 your Destruction Range. If the attack hits, the target takes damage equal to 1d6 times your Destruction Modifier, and you may make the same attack again against one additional creature within 1/2 your Destruction Range. The weapon returns to your hand after the second attack.	After careful aim, a weapon flies towards its mark, striking true.
Wallop	50		The next time you roll damage, increase the damage die by 1. This Ability takes a minor action to use.	"Take... THAT!"
Wreckage Zephyr	70	Destruction 40	Make an attack vs Reflex against each creature within blast 2. Each creature hit takes damage equal to 1d4 times your Destruction Modifier.	I'm not sure the game designers know what "Zephyr" means.

-----Enhancement-----

Affinity	30		You regain an extra ten Ability Points at the start of your turn (sustain minor).	The candle that burns half as fast is the same candle that is going to kill you.
Armor	100	Enhancement 60, Shield	You gain a +6 bonus to all defenses and saving throws (sustain 45).	Glowing energy appears around you, forming to your body in a protective shell.
Aura	70		You gain a +2 bonus to all defenses and saving throws (Sustain 30).	You call forth a shimmering shield to deflect the blows aimed your way.
Awaken	10		As a minor action, restore your Enlightenment Points to full.	My soul shall be healed.
Barrier	40	Enhancement 30	For the next three rounds, you gain damage reduction equal to your Enhancement Modifier.	You might not be able to see the wall, but you will know it is there.
Battle Focus	80	Enhancement 40	For the next three rounds, your melee damage die increases by one, and you gain a +2 bonus to attack rolls and saving throws. While this effect persists, you and allies adjacent to you gain regeneration 5.	You steel your mind and focus on ending your enemies as soon as possible.

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Lesser Heal

"Well maybe if you could heal more than a tiny scrape, this wouldn't be an issue," Ivan raged. "You could have focused on helping instead of on throwing that dumb chainsaw! If chainsaws were meant to fly they would have been invented winged! People though, people were invented with *two* legs, Sigur!"

Sigur's response is drowned out by the growling whirring produced by an airborne chainsaw.



Name	Cost	Prerequisites	Effect	Flavor
Battle Rage	200	Enhancement 40	While this effect lasts, you gain a +2 bonus to all attack rolls, regeneration equal to 2 times your Enhancement Modifier, and you cannot be slowed, dazed, or stunned. Your multiplier for Melee Weapon and Unarmed Combat attacks increases by 1. This bonus to multiplier increases by 1 for each hostile creature you kill during this state, for a maximum of +4 (Sustain 60). Note: this Ability does not end the slowed, dazed, or stunned conditions.	Channeling the rage, the lust for battle that would overcome most men, you transform into a beast of anger, ignoring heinous wounds, and making every strike count.
Bloodlust Frenzy	130	Enhancement 40	You can score a critical hit when you roll 15 or higher on a Combat Skill roll if your current hit point value is below half your total hit points. This effect ends when you are no longer bloodied, if you become unconscious, or after five minutes, whichever comes first.	Dying men oft strike true.
Cleanse	35	Enhancement 20	Remove all status effects from yourself.	"Be purged, friend!"
Do-over	30		Before the end of your next turn, you may reroll any dice, but you <i>must</i> take the second result, even if it is worse.	Well, let's just try that again...
Empower	40		Roll damage twice and choose either result on your next successful Combat Skill roll before the end of your next turn.	"You are a strong, independent brain slime, Jake! You can do this!"

Name	Cost	Prerequisites	Effect	Flavor
Heal	70		You regain hit points equal to 5 times your Enhancement Modifier.	Your gentle touch mends cuts, bruises and bones.
Healing Fountain	150	Enhancement 40, Heal	You and each ally within three squares of you regain hit points equal to 5 times your Enhancement Modifier.	A soft white light emanates from you as you summon energy to aid the wounded.
Improved Revitalize	225	Enhancement 50, Revitalize	All dying allies within your Enhancement Range are stabilized and regain 10 hit points.	"You stand when I tell you to stand, and right now I'm telling you to FIGHT!"
Inspire	90		While this effect persists, you gain a +1 bonus to attack rolls, saving throws, and damage multiplier (sustain 40).	"I can probably sort of do this!"
Invalidate	120	Enhancement 40, Inspire	While this effect persists, you and each ally within 1/2 your Enhancement Mod squares who can hear you gain a +1 bonus to attack rolls, saving throws, and damage multiplier (sustain 55).	"Guys, we are actually not terrible! Keep it up!"
Lesser Heal	40		You or an adjacent ally regains 5 hit points.	"Will I need a scalpel for this?"
Mass Cleanse	70	Enhancement 50, Cleanse	Remove all status effects from yourself and each ally within your Enhancement Range.	"PUUURRGE!"
Reflect	55	Enhancement 40	Until the end of your next turn, you take 1/2 damage from attacks. Any creature that attacks you takes 1/2 of the damage they inflict on you.	"I'm rubber, you're glue."
Reincarnate	300	Enhancement 40	You restore one adjacent creature that has died back to life with 10% of its total hit points. The creature must have died within a number of days equal to or less than your Enhancement Modifier.	"Permission to die: denied."
Revitalize	120	Enhancement 30	One dying ally adjacent to you is stabilized and restored to 10% of their total hit points.	"Did I say it was nap time?"
Shield	120	Enhancement 30, Aura	You gain a bonus to all defenses and saving throws equal to your Enhancement Modifier (sustain 55. If there are any creatures adjacent to you, you must mark one of them.	"Stop. Hitting. Me!"
-----Utility-----				
Alter Self	100	Utility 30	You turn into one mundane object of your size such as a tree, bush, cabinet, or rock. While in this form, you cannot use items, move, or speak (sustain standard).	Watch out for well-hydrated mammals.

Relinquish

Relinquish is meant, like most things in Solipstry, to be universe independent. If the thing that "locks" in your world is some kind of force field, you manage to disturb the delicate mechanics of it. If you are a telekinetic brain in a jar, then being close enough to "touch" it with your mind fulfills the requirements. Make it fit for your game and your world.

Name	Cost	Prerequisites	Effect	Flavor
Assault And	25		For a number of rounds equal to your Utility Modifier, regain 15 extra Ability Points at the start of your turn.	Battery.
Breath Control	175	Utility 30	You or an adjacent creature do not need to breathe for five minutes.	You concentrate on your breathing for a moment, slowing it to a stop.
Combust	25		You make a small explosion in 1 cubic foot within your Destruction Range, igniting any flammable material in the target area.	"Step away from the cow!"
Conceal	45	Utility 30	An object you are touching becomes invisible. The object becomes visible 10 seconds after you cease to sustain this Ability. You must be touching the object to sustain the Ability (sustain 20).	"I know I put that down around here somewhere..."
Enlarge	60		One non-living, non-enlarged object you are touching grows to 5 times its volume. The weight of the object is unchanged. This Ability takes 3 rounds (18 seconds) to use, and you must be touching the object for the entire duration. The object stays grown for 24 hours or until this effect is removed.	"Are you sure size doesn't matter?"
Find	15		As a minor action, you know the cardinal direction in which an object lies, relative to your current location.	"Oh! There it is!"
Illuminate	15		You create a bright light within your Utility Range. This light clearly illuminates everything within 5 squares of it (sustain 5). You must be within 1 mile to sustain.	This is no place to be alone with the darkness.
Imbue	30		One item you are touching or carrying gains or loses one of the following effects: Magnetism, heat or cold (enough to boil or freeze a gallon of water), or constant emission of a tone. This may add a damage type to attacks made with this object (sustain 10).	"Is it supposed to do that?"
Invisibility	80	Utility 30	You cannot be seen by creatures and gain a +10 to stealth checks relating to being seen. Creatures using Echolocation are not affected (sustain standard).	Why not... fade away?
Lifeforce Affinity	0		As a minor action, you may expend a number of hit points less than or equal to your Utility score to regain that many Ability Points.	You know what makes me a better hacker? Resource management.

Name	Cost	Prerequisites	Effect	Flavor
Morph	120	Utility 40	You transform into an animate creature of your size category with hit points and attributes equal to your Utility score and defenses equal to 10 + your Utility Modifier. You no longer benefit from healing, nor can you use Abilities or items. Unarmed attacks made in this form still use the Unarmed Combat skill (sustain 55).	"You made a bear!"
Phasing	50		You add phasing to yourself or a willing creature or object you are touching, rendering it intangible. If the target is an object, you determine which objects the target does and does not pass through (sustain 20). You may also remove phasing from yourself or a willing creature or object with this Ability.	"Catch!"
Pooling Health	50		For the next 5 rounds, all of your Abilities take half of their cost from your Ability Point total, and half from your hit point total.	Wars have costs. Surviving is more important than surviving intact.
Read Object	45	Utility 20	When you touch an object, you become aware of every person and thing that has come in contact with that object in the last (Utility Mod) days. This lasts for a number of hours equal to your Utility Mod.	Memories flow through you, and you feel as the table felt, you see what it saw.
Relinquish	30		One lock, bond, restraining device, or security terminal that you are touching fails, causing the associated door to open or unlock.	No prison can hold me!
Repair	30		You can repair damage to one inanimate object that occupies one cubic foot or less. Alternatively, you can assemble one inanimate object from a complete set of materials, provided both the materials and the final object occupy one cubic foot or less. This Ability takes three rounds (18 seconds) to use, and you must be constantly touching the object for the duration of the Ability.	"I thought you said this was broken?"
Shrink	60	Utility 30	One non-living, non-shrunk object you are touching shrinks to 1/5 its size. The weight of the object is unchanged. This Ability takes 3 rounds (18 seconds) to use, and you must be touching the object for the entire duration. The object stays shrunk for 24 hours or until this effect is removed.	"How does that make you feel?"

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Morph

The text of morph is very specific. In this, an "Animate creature" is defined as being able to quest. Morph does not allow you to take the shape of a *specific* creature (although it is possible with the Talent *Shapeshifter*). This means that while you can become a chipmanq, you cannot become Bertha, the chipmanq Olympic medalist swimmer.

Name	Cost	Prerequisites	Effect	Flavor
Sight	50	Utility 30	Living creatures (including plants) within 10 squares of you appear to glow brightly and cannot benefit from cover, concealment, or invisibility from you. (They can still benefit from these effects where other creatures are concerned) You also gain a bonus to perception equal to your Utility Modifier while this Ability is active (sustain 20).	"THAT PLANT CAN'T HIDE FROM ME!"
Speak	30		For the next Utility Mod rounds, you become fluent in every language, including the languages of plants, animals, and complex machines.	"I didn't think that the ship would be so chatty."
Speed Burst	75		You gain a +2 bonus to all defenses, and your movement is multiplied by 2 (sustain 35).	You can move faster than one thought possible.
State Change	200	Utility 60	You can change the physical state (solid, liquid, gas) of one non-living item you can touch. This Ability takes one minute to use, and you must be constantly touching the item for the entire time. (Sustain 95). You do not have to be touching the item to sustain.	Magic? Magic is just applied physics.
Summon Bigger Fish	80		If there is a creature within your Utility Range that was not summoned by this Ability, you may summon a creature of the same species that is large enough to eat the previous creature. The summoned creature must be within your Utility Range. Creatures summoned by this Ability are not under your control and cannot be dominated. Additionally, these creatures count as having been teleported here, and do not disappear when you fall unconscious.	"There's always a bigger fish."
Superior Speed	250	Speed Burst, Destruction 80	You gain a +4 bonus to all defenses, your movement is multiplied by 2, and you gain an extra standard action on your turn (Sustain 120).	You become a blur of motion, a frenzied whirlwind of speed.
Suppression	150	Utility 40	Make an attack vs. Will against one creature you can see within your Utility Range. If the attack hits, you may end all auras or effects on the target and its equipment.	"How about we fight without the fancy technology?"
Teleport	60	Utility 30	You teleport a number of squares equal to your Utility Modifier. This Ability takes a move action to use. This does not provoke attacks of opportunity.	Now you see me...



COMBAT





COMBAT

Combat consists of a series of rounds, comprised of a series of turns. All combatants alternate taking turns until everyone has gone. Once all combatants have taken a turn, one round has passed, and the next one starts, continuing in the same order of turns. A round is generally considered to take about six seconds of game time to complete.

For example, if Kent, Clark, and Lainie are all in a fight, they will each take a turn attempting to defeat each other. Kent uses an Ability, and that is his turn. Clark makes an attack with Ranged, and that is his turn. Lainie invokes a Truth, finishing her turn. This would be a complete round, bringing it back to Clark.

Determining Turn Order

Figuring out which character gets to take a turn first in combat is determined by initiative. Initiative is a character's initiative modifier (which is equal to their Speed Modifier + any bonuses they may have) + a d20 roll. The creature with the highest total initiative score goes first, following in turn. If a tie occurs, the character with the higher initiative modifier takes the first action. If two or more characters have the same initiative and have the same initiative modifier, the one with the higher Luck will go first. If there is still a tie, the tied players will re-roll their initiative to determine the order between them.

Taking a Turn

On a turn, a character has 3 actions: a move action, a minor action, and a standard action. A move action is used for actions such as standing, walking, or running. A standard action is for things such as attacking, charging, or using an Ability, and a minor action can be used for stowing or drawing a weapon or potion.

A free action can be used for simple things that require little or no focus or attention. As many

free actions as are reasonable can be taken in any one turn. Once each round, a character may take an immediate reaction, such as an opportunity attack. For a complete list of actions in combat, see the table on [page 59](#).

An action can be traded down, but never up. For example, a character can take a move action instead of a standard, or a minor instead of a move, but may not take a standard instead of a minor. You do not have to take all three actions. See the table below for all legal combinations.

Standard	Move	Minor
Standard	Minor	Minor
Move	Move	Minor
Move	Minor	Minor
Minor	Minor	Minor

A turn order proceeds as follows:

1. Regenerate Ability Points and hit points as applicable.
2. Take any ongoing damage
3. Take a standard, move, and minor action (or their equivalents).
4. Sustain Abilities or effects.
5. Make any necessary saving throws.

Order of Events

When a turn starts, a character immediately regenerates hit points or Ability Points (as applicable), then takes any ongoing damage (or Ability drain) they are suffering from. The character then may take their turn as normal, sustaining Abilities after all actions have been taken, and making saving throws at the end. No further actions may be taken once a character makes a saving throw.

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Creating a World

Any world can be created in Solipstry, but this doesn't mean you have to start from something that's never before been seen. If you find yourself daunted by the options, start with what you know. Take two genres and combine them. Look at the tropes and themes in each and reverse them. Don't be afraid to have a world that seems a bit unoriginal. The story the players create will give the world depth and make it something new.

Activate Truth	Minor
Attack	Standard
Block	Standard
Bull Rush	Standard
Use Ability §†	Standard
Catch Potion §	Minor
Charge	Standard
Delay	Standard
Disarm	Standard
Draw Weapon/ Item §	Minor
Drink Potion	Minor
Drop Object	Free
End Truth	Free
Fall Prone	Minor
First Aid §	Standard
Grab §	Standard
Grant Saving Throw (to Ally)	Standard
Intimidate	Standard
Mount §/ Dismount	Move
Move	Move
Opportunity Attack	Immediate Reaction
Pick Up Object §	Minor
Ready an Action	Dependent on Action Being Readied
Recharge Enlightenment Points	Standard
Stabilize a Dying Creature	Standard
Stand	Move
Stow Weapon/ item	Minor

Sustain

If an Ability says sustain (Minor, Standard, or Move) then you must give up that action to retain the effects of the Ability.

Alternatively, if an Ability says sustain (number), no action is required, but you must lose a number of Ability Points equal to the number in order to maintain the benefit. If you do not have enough points, the benefit is lost.

Sustaining a grab is a minor action.

Note: You can sustain an Ability and use another on the same turn.

Talk	Free
Throw Creature/ Large Object	Standard
Throw Potion/ Small Object	Minor

†Exceptions may apply, see specific Ability
§Requires free hand

Attacking

To attack a creature, use the appropriate weapon Skill (Melee Weapon, Ranged, or Unarmed) and take its Modifier. Roll a d20, adding in this Modifier, and compare it to the appropriate defense (AC for Melee Weapon, Unarmed, and Ranged. Abilities may target other defenses). If your number is equal to or greater than the defense, you hit, and can calculate damage. If you roll a 20, you score a critical hit.

For Abilities, the concept is identical, but the Ability's Modifier is used instead. For example, if you use a Destruction Ability, you add your Destruction Mod to the roll.

Attacking Beyond Range

Characters can make attacks outside of the maximum Range for any attack or Ability that references Range. Standard Range is equal to 2 times a character's Modifier for the appropriate skill. Each 5-foot square that is outside of the character's Range incurs a -2 penalty to the attack roll.

For example, if Thalia the pirate wants to throw her trident at a mermaid that is 6 squares away, and has a Ranged score of 27, her maximum Range is 4 (2 x Ranged Modifier of 2), so she would have a -4 penalty to the attack. If her Ranged Modifier was 3, she would not have a penalty. Note: Melee Weapon and Unarmed Combat skills do not have Range, and attacks with these skills must be made on adjacent creatures, and this Range cannot be extended.

Blocking

As a standard action, a creature can choose to block. Until the beginning of the blocking creature's next turn, whenever the creature is attacked by a melee (including unarmed) or ranged weapon, it can make a Block check by rolling a d20 and adding in its Block Modifier, as well as any other bonuses. Each time the creature is attacked after the first time, it takes a cumulative -3 penalty to Block checks. Flanking does not grant a bonus to Block

checks.

For example, suppose Bliqwik the squid chooses to block on his turn. He receives a tally for choosing to block. On the monsters' turn, three merman choose to attack Bliqwik. The first merman rolls a 14. This would hit his AC, so Bliqwik makes a Block check. Bliqwik has a Block Modifier of 1. This means that if Bliqwik rolls a 13 or higher on his Block check, the attack misses, and he gets a tally in Block. This is because the roll of 13 + his Block Modifier of 1, would give him a 14. This tie would be in his favor, and means he would win this challenge.

The second merman rolls a 9. Since the merman's 9 does not hit Bliqwik's AC, the merman misses the attack and Bliqwik does not have to make a Block check.

A third and final merman attacks Bliqwik, who is having quite a bad day by now. This merman rolls a 17. This would hit Bliqwik, so he makes a Block check. He rolls an 18. Unfortunately for our hero, he takes a -3 penalty, as this is the second time this round that he has Blocked. Even with the +1 for his Block Modifier, he still does not beat the third merman's roll. This means the third merman's attack hits brave Bliqwik in the tentacle, and he gains a tally in Light Armor.

If yet another merman were to attack Bliqwik, thus truly ruining his day, he would suffer a -6 penalty to the Block check. Thankfully, however, there are no more mermen. If he chooses to block again on his next turn, the penalty resets to zero.

Bull Rush

A character can charge, and, instead of making a regular attack roll, can make an Unarmed Attack roll vs. the target's Fortitude. A successful hit deals no damage, but instead pushes the target back one square, and the attacker ends in the square the creature just exited. While the charge may provoke opportunity attacks, the pushing does not.

Hidden Checks

It's sometimes necessary to make a check hidden from the players. For example, if a character is rolling stealth, he may not know the result. To this end, it can be helpful for a GM to have some skill Modifiers noted down for characters. If you ever roll for a character in secret, ensure that they are still getting any appropriate tallies, perhaps at the end of an encounter or scene.

Charge

As a standard action, a character can move at least two squares (up to its movement) in a straight line into an unoccupied square adjacent to a creature and make an attack. When making a charge, you must move to the closest unoccupied square you can make an attack from. An attack made as part of a charge gets a +1 bonus to the roll to hit.

Combat Advantage

If a creature cannot operate as well as it should in combat, it grants combat advantage. Any creature who has combat advantage on another creature will have a +2 to attack rolls against that creature.

who has an ally between them and their attacker benefits from partial cover. However, if an attacker is attacking through an ally's square, the target does not benefit from cover. See [page 62](#) for examples of cover and concealment.

Critical Hits

Rolling a 20 on an attack roll results in a critical hit. Critical hits always hit, even if rolling a 20 would not normally hit. On a critical hit with a non-Ability, maximum damage is dealt, and damage can be rolled again and added in.

For example, if Grog the Viking does 1d6 times 3, he would roll the d6, multiply by 3, and then



Combat advantage is granted when:

- A creature is being flanked
- A creature is prone (Combat advantage is not granted to Ranged attacks here, they are actually at a -2 penalty to attack)
- A creature is unaware of the attacker's presence
- A creature is taken by surprise.

Cover/Concealment

Sometimes, battlefields are obstructed. If an attacker does not have a clear path to a target, they take a -2 penalty to the attack roll, and the target is considered to have partial cover. Examples of this would include light fog, or furniture covering half of the target's body. If a target is completely concealed, the attacker takes a -5 penalty to the attack roll. This would be caused by thick, dense fog, a complete lack of light, the target being invisible, or any time a target cannot be seen at all. Any creature

add in 18 damage (where 18 is 6 times 3, the maximum result of a d6 times 3).

If a critical hit is achieved on an Ability, the user can use the Ability an additional time at no cost, targeting an additional valid creature.

Damage

To calculate damage, roll the appropriate damage die, then multiply by the Modifier of the skill being used to attack with (Unarmed Combat, Melee Weapon or Ranged).

Melee weapons deal d4 for damage die, multiplied by the Modifier of the Melee Weapon skill. If the weapon is wielded two-handed, increase the damage die by one. The damage die can be further increased by the use of Talents.

d2*	d4	d6	d8	d10	d12
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CREATION

TALENTS

ABILITIES

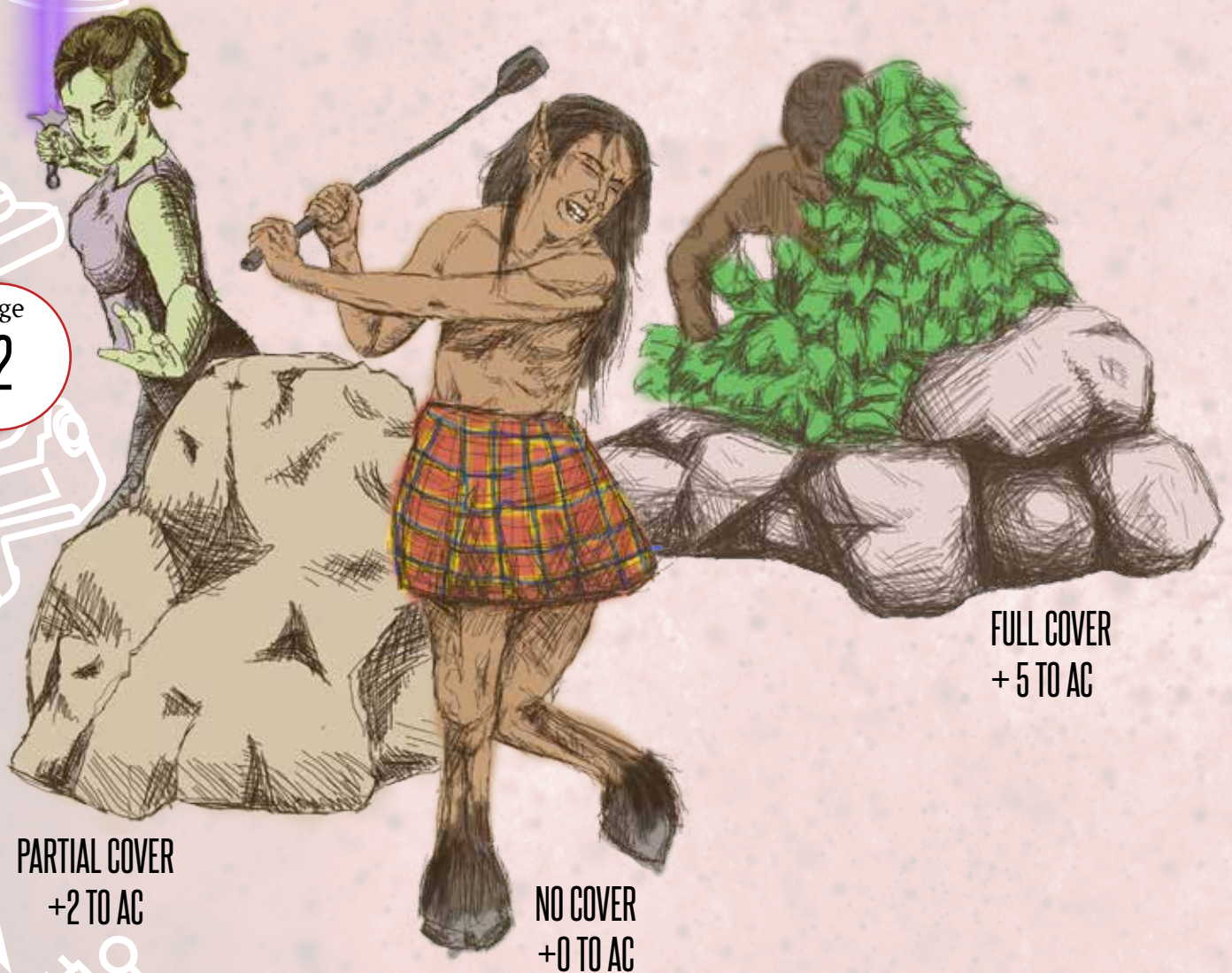
COMBAT

ADVENTURING

REFERENCE

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PARTIAL COVER
+2 TO AC

NO COVER
+0 TO AC

FULL COVER
+5 TO AC

Playing Without a Grid

If you want to play without a grid mat, just remember— one inch is equal to five feet. A piece of string can work well for measuring distances in open combat. If you don't want to use miniatures or measure at all, combat can be enacted entirely through careful GM description. This encourages vivid description rather than a simple hit or miss, however if the group chooses this method, it must be clearly understood by everyone that what the GM says goes.

		Bobby		✓	
✗ Julie					Mommahog
				✓	
	Jim		✓		
			Babyhog	✓	

Bobby, Julie, and Jim are fighting two battlehogs, a mother and her kit. The Mommahog and Babyhog have flanking on Jim because they are standing on opposite sides of Jim. Jim and Bobby also have flanking on Mommahog. They are standing on opposite sides of Mommahog, even though they are not *directly* opposite of each other. However, since Mommahog is large, they do not have to be directly opposite. Where on the side they are standing is irrelevant, what matters is that they are opposite sides. Julie, alas, has no flanking. However, if she moved up one square and right one square, she and Bobby could both have flanking with Jim.

Damage (Cont.)

*For a d2, a coin can be used, assigning one side a value of 1, the other a value of 2. Alternatively, high/low or even/odd on any other even-numbered die can simulate the results of a d2.

If higher damage dice are needed, increase the multiplier to compensate. Check with your GM for a specific ruling.

Ranged Weapons follow the same rules, but a crossbow or rifle is considered to be 2-handed, the use of a sling, pistol, or just an arm to throw things counts as one-handed.

Unarmed Combat cannot be wielded two-handed, but instead, proficient unarmed combatants can make multiple attacks in each round. Unarmed combat does a d2, and is not modified by size. See Unarmed Combat in Skills ([page 21](#)) for more information. All improvised weapons deal a d4.

Delay

A character who does not wish to take actions on their turn in initiative order can choose to delay until after another character's turn. Delaying moves the character to a new position in the initiative order. To delay until after a specific action, see Ready an Action. Delaying cannot delay harmful effects, such as ongoing damage, nor can they prolong beneficial effects, such as an Ability or Truth. Ongoing damage and sustaining effects must be dealt with before a character delays. A delay will never cause a player to take ongoing damage twice in one round.

Disarm

A character can take a -2 penalty to an attack roll to target an item held by an opponent. If the attack hits the wielder's Reflex, the item is knocked to the ground. Any character can retrieve an adjacent object as a minor action. Any damage is dealt to the object, not the wielder.

Dual Wielding

A character wielding multiple weapons

may only make one attack per round, unless specifically allowed to do otherwise.

A character with the Two Weapon Fighting Talent ([page 39](#)) may make multiple attacks, but they may not make more attacks in one turn than the amount of weapons they hold. Nor may they make more attacks than their Speed Modifier. They may also only attack once for opportunity attacks.

For example, if Baxter the squid (who has taken Two Weapon Fighting and has a Speed of 80) is holding a pizza cutter and a ladle, he may only attack twice. If Baxter were holding eight knives, he could attack eight times. If Baxter only had a Speed of 50, he could only attack five times. Each attack after the first is considered to be made with an off-hand weapon, and suffers from a cumulative -4 penalty.

First Aid

As a standard action, you can grant hit points equal to 1d4 times your Medicine Modifier to yourself or an adjacent creature. This can be done a number of times per day equal to your Medicine Modifier. For example, if Martin "The Butcher" Toran has a Medicine score of 20, he can heal Abraham "Knifewound" Bentley twice a day, or himself once and Abe once.

Flanking

When two allied creatures are on directly opposite sides of an enemy, they are considered to be flanking the enemy, and it grants combat advantage to the two allies. See [page 63](#) for more detail.

Grab

Grabbing a creature is done by making an Unarmed Combat attack roll vs. the target's Reflex. When grabbed, a creature is immobilized until escape. Sustaining a grab is a minor action. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

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Creating Status Effects

Feel free to modify existing status effects, or even to introduce new ones to suit your play. Just ensure that the level of severity is inversely proportional to the frequency. If the Blooohrghrls can turn people into Blooohrghrls, they either must be encountered infrequently or perhaps only certain types of Blooohrghrl can change people, or the ritual takes several rounds to perform.

Intimidate

In combat, interaction can be used to frighten enemies into running away, or to frighten a creature into allowing player characters to use it as a mount. This is done by making an interaction check vs. Will on a bloodied creature. GMs may limit how often this can be attempted against one creature.

Mark

Certain Talents and Abilities allow you to mark creatures. If you are marked, you take a -2 penalty to attack any creature other than the one who marked you. Additionally, the creature who marked you may make an opportunity attack against you if you choose to attack anyone but them. A mark ends when the creature who gave you the mark dies or falls unconscious.

Mount

A creature can mount a willing beast and ride it into combat. If a creature is mounted, the rider and the mount get a total of one turn. All creatures not mounted grant combat advantage to creatures riding mounts. If a mounted creature takes damage from an attack, he must make a DC 11 Ride/Drive check to avoid falling off. It is a move action to mount/dismount a mount.

Multiple Attacks

When an attack (usually an Ability) targets multiple people, different attack rolls are used for each target, but only one damage roll is made, and applied to all targets. With unarmed combat, different attacks are made, so both attack and damage rolls are separate.

Opportunity Attacks

Few creatures fight fairly. If a weakness presents itself in combat, opponents may make an attack against the disadvantaged foe. Opportunity attacks can be made with either Melee Weapon or Unarmed Combat. They *cannot* be made with Ranged or Abilities. Only one attack can be made, even when Unarmed Combat is being used. Each creature can only make one opportunity attack per round.

Opportunity attacks can be made when a creature is either:

- A creature leaves a square adjacent to an enemy without shifting or takes off into the air while adjacent to an enemy
- A creature uses a ranged Ability or makes a Ranged attack roll while adjacent to an enemy
- A marked creature makes an attack not including the creature that marked it.

Opportunity attacks are not made when:

- A creature is pulled, pushed, or slid past an enemy
- A creature teleports
- Throwing a creature or object

Ready an Action

A character can choose to ready an action or wait to initiate an action until a trigger occurs. For example, Character A can wait to strike until Character B enters a certain square, or makes an attack. Readying an action costs the action of the actions being readied (readying a standard action takes that standard action, etc.). If the trigger does not occur (Character B never enters the specified square or makes an attack), then the action is lost. If the provoking action does occur, the triggered action happens after that action is completed.

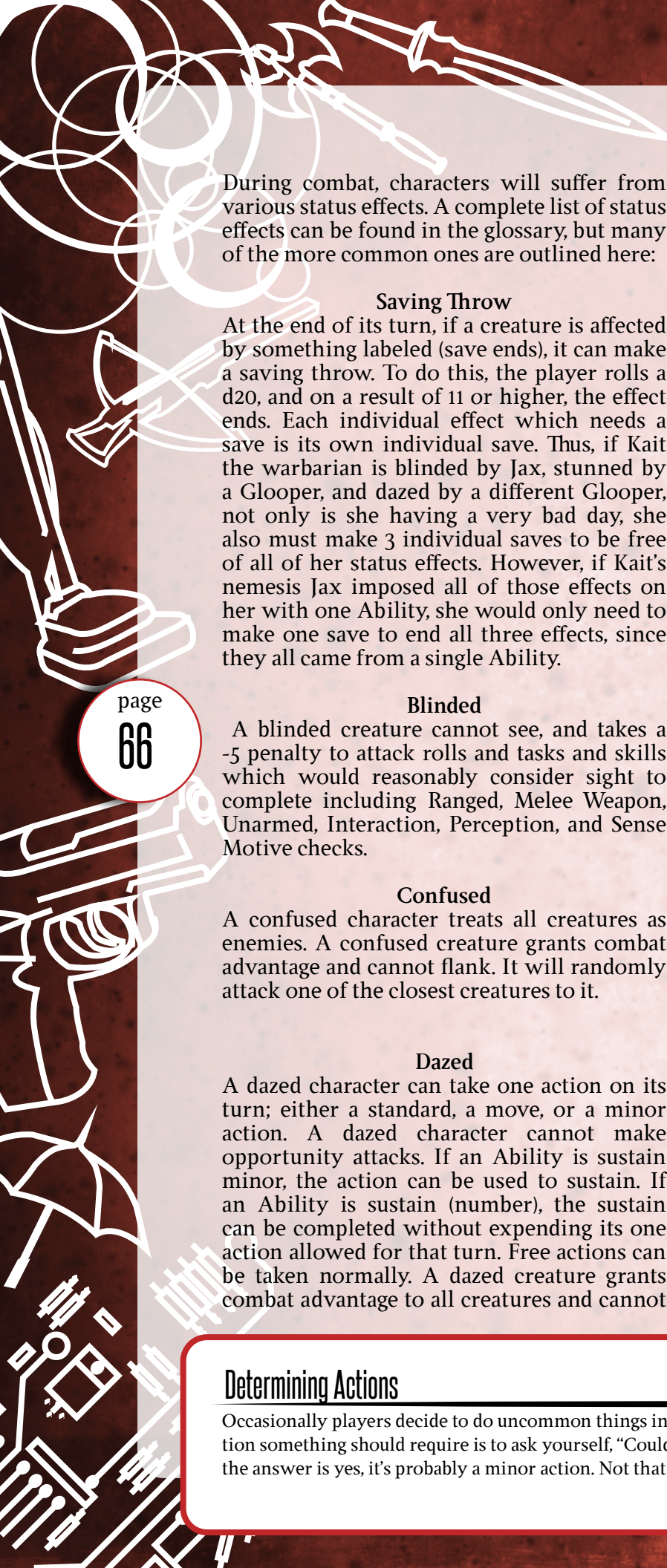
Stabilize

Stabilizing a dying creature requires a DC 15 medicine check. When you stabilize a dying creature, you return it to one hit point. This is a standard action. A dying creature cannot regain hit points until it is stabilized.

Throwing

You may throw an object or creature that you are currently grabbing, providing you are strong enough to lift it. If you throw a creature, it falls prone. If it is thrown into a wall, or other hazard, it takes 1d10 damage. To throw an object/creature, make a Ranged attack roll vs. the thrown target's Reflex. If it hits, your attack roll divided by two is the number of feet you can throw them. Throwing a target ends a grab.

Status Effects



During combat, characters will suffer from various status effects. A complete list of status effects can be found in the glossary, but many of the more common ones are outlined here:

Saving Throw

At the end of its turn, if a creature is affected by something labeled (save ends), it can make a saving throw. To do this, the player rolls a d20, and on a result of 11 or higher, the effect ends. Each individual effect which needs a save is its own individual save. Thus, if Kait the warbarian is blinded by Jax, stunned by a Gloopster, and dazed by a different Gloopster, not only is she having a very bad day, she also must make 3 individual saves to be free of all of her status effects. However, if Kait's nemesis Jax imposed all of those effects on her with one Ability, she would only need to make one save to end all three effects, since they all came from a single Ability.

Blinded

A blinded creature cannot see, and takes a -5 penalty to attack rolls and tasks and skills which would reasonably consider sight to complete including Ranged, Melee Weapon, Unarmed, Interaction, Perception, and Sense Motive checks.

Confused

A confused character treats all creatures as enemies. A confused creature grants combat advantage and cannot flank. It will randomly attack one of the closest creatures to it.

Dazed

A dazed character can take one action on its turn; either a standard, a move, or a minor action. A dazed character cannot make opportunity attacks. If an Ability is sustain minor, the action can be used to sustain. If an Ability is sustain (number), the sustain can be completed without expending its one action allowed for that turn. Free actions can be taken normally. A dazed creature grants combat advantage to all creatures and cannot

flank.

Deafened

A deafened creature cannot hear, and takes a -2 penalty any task or skill which would reasonably require hearing to complete well, including Interaction, Perception, and Sense Motive checks.

Debilitated

A creature that is debilitated cannot regenerate Ability Points

Disrupted

A disrupted creature cannot attack or use offensive Abilities.

Dominated

A dominated creature is dazed and is controlled by another creature, the dominator. The dominated creature can take no actions by itself, but rather the dominator chooses one action for it to take. This one action can be a move, minor, or standard. This action is taken on the dominated creature's turn. Dominated creatures cannot sustain effects or Abilities, aside from grabbing. A dominated creature grants combat advantage to all creatures and cannot flank.

Dying

A dying creature has zero hit points and is unconscious and helpless. Successful attacks on the dying immediately kill the target. A dying creature must be stabilized before they can be healed.

Grabbed

When grabbed, a creature is immobilized until escape. A grabbed creature can be subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

Helpless

Any attack rolls against a helpless creature automatically deal maximum damage, but do not count as critical hits, or gain the additional damage die awarded for a critical hit.

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Determining Actions

Occasionally players decide to do uncommon things in combat. A good way to determine what kind of action something should require is to ask yourself, "Could I do this—relatively safely—while driving a car?" If the answer is yes, it's probably a minor action. Not that we encourage multitasking while you drive.



Grants combat advantage to melee attacks,

- Gains a +2 bonus to defenses against Ranged attacks and Abilities
- Takes a -2 penalty to attack rolls. Abilities that are burst or blast are unaffected by the target(s) being in a prone position.

Slowed

A slowed creature is considered to have a movement of 2.

Stunned

A stunned character can take no actions, including opportunity attacks and free actions, and is unable to sustain any Abilities or effects. A stunned creature grants combat advantage and cannot flank.

Surprised

Surprised creatures grant combat advantage. A creature is surprised if it doesn't have enough time to prepare for an attack, or if it doesn't know from what direction an attack will come.

Unconscious

An unconscious creature is considered to be helpless, and is oblivious to events around it.

Weakened

A weakened character deals 1/2 damage on all attacks and Abilities, and heals 1/2 as many hit points on Abilities that heal.

Attacking (With) Objects

Object Health

Objects can be attacked (or attacked with), and doing so reduces their long-term durability. Objects cannot be targeted with attacks vs. Fortitude or Will, and an attack vs. Reflex always hits. When attacking with an object, it takes 1/2 of the damage inflicted with it.

While some objects will break sooner (a bottle shatters once it has been hit), most objects can be used for several attacks before breaking. Damage is calculated using improvised weapon rules. Use the following table, considering any material multipliers, to determine hit points:

Size	HP	Example
Handheld	10	Stick, Broom
Two-Handed	20	Vacuum, Fence Post
Huge	50	Refrigerator, Door

Material	Multiplier
Glass	.5
Wood	1
Metal	2
Reinforced	1.5

Improvised Damage

Sometimes it's necessary for characters to take damage from sources other than monsters. This is usually a result of bad decisions, accidents, unlucky circumstances, or a combination of all three. Characters may find themselves falling off of roofs, rummaging through fire, hopping over live wires or... You get the idea. It's impossible to plan for every situation. That's where improvised damage comes in.

High damage tasks (being on fire, getting struck by lightning, etc.) should cause a d8 of damage to the character performing them.

Falling should be dependent on a character's height. A ten foot fall for someone who is 15 foot tall is not serious. A 10 foot fall for someone who is 3 inches tall is devastating. A good rule of thumb is a d6 per character's height fallen. So every 3 inches our 3 inch tall character falls would be 1d6 damage. If he falls 2.5 inches, he would take no damage.

Medium damage tasks (punching rebar, cutting yourself on a glass window, skiing into a tree) should use a d6 per instance.

Low damage incidents (tripping, falling into hay), having a strong wind slam you into a building) will have damage calculated by a d4.

Death, Dying, and the Unconscious Condition

It is not uncommon for adventurers, especially new ones, to die. Outlined below are the rules for dealing with character death.

If damage dealt to a character is greater than or equal to their remaining hit points, that character is dropped to zero hit points and falls unconscious. No matter how many points of damage are dealt, the character never goes to negative hit points, but rather remains at zero.

Once a character is unconscious, they may take no actions, and if any further damage is dealt to them, they will immediately die. A dying character can be stabilized (brought to one hit point) if another creature performs a heal check on them. A dying creature must be stabilized before they can regain health. An unconscious or dying creature is no longer under the effect of any other status effects.

Most monsters will not attack an unconscious character until other threats against it are eliminated, except in some cases, such as if an adventurer takes a mother's egg, or tries to harm its child.

Death is not always permanent, especially for

Using Abilities While Sneaking

How an ability is used is up to the player and their game master. If Andrich's Abilities are used through throwing vials of chemicals at the ground to produce reactions, it is unlikely he would be able to do so particularly quietly. However, if Fat Tom uses his Abilities by eating "special cookies", he could probably munch in relative silence. This is up to the good common sense of the player and GM.

adventurers. In addition to certain Abilities, your GM may offer ways for a character to be brought back to life, such as divine intervention, or a return as a ghost.

Note that a character who takes damage while sleeping is not immediately killed, as they are not at zero hit points. Rather, the attack deals maximum damage (but not a critical roll) and immediately awakens the character. Some cases (such as a from an Ability or supernaturally originated sleep) may not result in the character awakening.

Stabilizing a dying creature requires a DC 15 medicine check. When you stabilize a dying creature, you return it to one hit point. This is a standard action.

Vehicles

Sometimes, you'll need to engage in vehicle combat. Whether it's a space frigate on the run from pirates, a monster truck skirmish, or good, old-fashioned Naval warfare, you need to be prepared. Vehicles have almost as much personality as people. In *Solipstry*, we don't discriminate between them (unless the vehicle is a jerk, of course). You can make a vehicle in much the same way you would make a character: selecting skills and Abilities. Rather than the standard set of Attributes, vehicles have:

Appearance (Charisma)
Durability (Constitution)
Maneuverability (Dexterity)
Speed
Strength
Technology (Intelligence/ Wisdom).

The Speed Burst Ability might be "The Red Button" that injects Nitrous into the engine, or simply pouring moonshine in lieu of more...standard fuels. Interaction would be a measure of the ship's communication systems, Ride/Drive would represent how smooth the vehicle is to ride. Vehicles cannot generally use or benefit from Enlightenment or Truths. Vehicles may take Talents with GM approval. For some vehicles, like a Mechsuit, Talents are sensible. For some, like the 1982 Rustbucket Ultra that was your first car, they are probably not as reasonable (unless breaking down on

the interstate is a Talent).

Vehicles can gain Big Tallies and level up, and they improve in skills.

Whenever the pilot's skill overlaps the vehicles, use both modifiers.

Vehicles do not have Fortune points, but do have 5 times as many hit points, range, and movement as regular players. Vehicles are immune to Will attacks. They resist 10 damage and deal double damage, whether this damage is from Melee Weapon (from nudges and bumps, tire spikes, direct collisions, etc.), from Ranged using a mounted firing system., or from special technology or effects from Abilities.



ADVENTURING





ADVENTURING

Skill Challenges

Along their journeys, adventurers will face challenges other than just fighting the things that go bump in the night. There's puzzles to solve, locks to pick, and friends to make. These non-combat situations tend to be resolved with the use of skills.

Of course, there are also logic puzzles, where the players, rather than the characters, have to solve a puzzle, such as arranging puzzle pieces a certain way, navigating a maze, solving a riddle, or deciding which door is safe based on cryptic clues. Of course, a GM may have to provide clues if a player is playing a character who is wiser than herself.

Typically a skill challenge requires three successes before two failures, though the number of successes and failures can be changed to increase or decrease the difficulty of the challenge. A failed challenge can result in players taking damage, not receiving helpful information, having a shortcut blocked off, engaging in an otherwise optional combat, or any number of penalties. GMs should be wary of plots that cannot be advanced if a skill challenge is failed.

To use a skill, players roll a d20 and add in their skill Modifier, comparing the result to the difficulty level set by the GM. The table of recommended difficulty levels for starting players is included below. Of course, these numbers may need to be raised as the characters gain more experience.

Easy	Standard	Hard
8	12	16

“Leveling Up”

When you succeed with any given skill – be it by succeeding at a skill challenge, or simply by hitting a monster with an attack, make a tally mark in the successes column for that skill. When you gain a number of successes for any given skill equal to that skill's Modifier (called a Tally Limit), you level up in that skill, and should make a tally in the big tallies box.

When you accumulate ten big tallies, you go up a level, and gain five attribute points to distribute however you see fit amongst your attributes. In addition, every level results in the acquisition of one Talent.

While hitting a creature with an Ability counts as a success for the associated Skill, hitting multiple targets with a single Ability only counts as one success. However, you need only hit one creature for it to count as a success.

Neither skills nor total levels can increase in combat, so the effects of these occur immediately after combat is resolved, or at the end of a session, at the GMs discretion. Players should still make tallies during combat, but leveling up will not occur until afterward.

A success in light or heavy armor is gained when a character is hit by an attack while wearing the appropriate type of armor. This reflects the character's ability to learn to dodge attacks in light armor, or how to take a hit while wearing heavy armor.

Starting at Higher Levels

It is occasionally necessary to start a character at level other than first, generally due to new

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Creating a Character

While not a requirement, it can be helpful to ask questions about your character such as – What do they fear? What do they most desire in the world? What's their job? How did they end up there? Have they been imprisoned? Why? Do they know anyone else in the party? How? Where did they grow up? Questions like these help you become immersed in your character and help your GM incorporate them into the world.

members of a party joining or character death. While it's encouraged that everyone crafts their character from level one (or birth, whichever is more convenient for the campaign), there are also times you just want to beat up the REALLY big guys without all the effort of getting powerful enough to, well, not die while doing it.

When creating a character at a level higher than first, follow all normal rules to create a first level character, with the following exceptions: For each level after first a character starts at, increase each of their skill scores by 2, grant them one additional Talent, and grant them 5 points to distribute amongst their attributes. Talk to your GM about starting equipment, gear, and money.

Enemies

Included are templates for enemies, with stats appropriate for a beginning party. As players increase in skill, so too will adversaries need to evolve. Under the (Level up) section of each template is advice to best scale the enemies with your players. This may need to be altered based on a specific party. This will require some experimentation, but following the guidelines in terms of order and changing with moderation (increasing hit points by 20 and not 80) should maintain balance. These guidelines are written in shorthand, and are intended to be done one at a time as characters progress, not all at once.

Warrior

A big brute who takes a few hits, wades into combat, and deals out massive damage.

Initiative: +1 Movement: 4

HP: 20

AC: 14 REF: 10

ATT: +2 FORT: 14

DAM: 1d6 x 2

WILL: 12

(Level up): Increase HP, then AC. Eventually increase attack to +3, and then the damage multiplier to +3. Increase d6 to d8, then to d10. Add damage reduction 1 or 2. Increase movement to 6. Add regen 2.

Nimble

A swift opponent who darts between foes, striking precisely.

Initiative + 4 Movement: 6

HP: 10

AC: 16 REF: 16

ATT: +3 FORT: 10

DAM: 1d4 x 2 WILL: 12

(Level up): Increase movement to 7 or 8. Increase AC, then HP. Increase the d4 to a d6, eventually a d8. Add disarm.

Disabler

A ranged Ability user who imposes dangerous status conditions on its foes.

Initiative + 2 Movement: 4

HP: 20

AC: 14 REF: 12

Destruction: 30 FORT: 10

Ability: Pulse (3 damage, no roll, one creature within 20)

Ability Points: 150

Ability regen: 20 Range: 6

Effect: Creature suffers from a status effect (Blinded, Confused, Dazed, deafened, disabled, disrupted, dominated, grabbed, immobilized, insane, invisible, phasing, slowed, stunned, weakened, chance to backfire, -2 to attack rolls, -2 to a defense) Cost: 30.

(Level up) Increase damage to 5-10, then 15-20 constant. Start targeting multiple creatures. Change cost to 40 for two targets or 50 for burst 1. Increase Ability points, then increase Ability regen. Increase bonus to Attack. Increase Range. Increase hit points and defenses.

Ability User

A ranged blaster that deals massive damage to one foe.

Initiative +2 Movement: 4

HP: 25

AC: 14 REF: 13

Ability Points: 150 FORT: 10

Ability regen: 30 WILL: 16

Attack 1: Injure. +2 vs Fort. If hits, creature takes ongoing 10. Cost: 80 AP

Attack 2: Drain Life: +3 vs Fort. If hits, creature takes 1d4 times 3 damage, and Ability User regains that many hit points. Cost: 0 AP

Attack 3: Shock. +2 vs Ref. If it hits, target takes 1d6 times 2 electrical damage. If it misses, target takes 1/2 damage. Cost: 60

(Level up): Start targeting multiple creatures. Increase Range. Increase hit points and Will. On Abilities: increase +2 and x 2 to +3 and x 3. Upgrade to next levels of Abilities. In a group, take heal. Increase Ability Points to 200 and regen to 40, then 50. Increase hit points and defenses.

Boss Monster

A hefty foe that requires teamwork to overcome.

Initiative: +5 Movement: 5

HP: 120

AC: 17 REF: 14

ATT: +3 FORT: 15

DAM: 1d6 x 3 WILL: 15

Ability Points: 100 Ability regen: 10

(Level up): Add regen 5. Add the use of "heal" as an Ability. Increase attack. Increase defenses. Increase damage. Add damage reduction 5. Increase hit points. Add Status effects.

Example Monster

Insanity Beast. Base monster: Disabler.

Initiative: +2 Movement: 4

HP: 20 Range: 6

AC: 14 REF: 12

Ability Points: 150 FORT: 10

Ability regen: 20 WILL: 16

Attack 1: +2 vs Will. Target takes 4 damage and is confused. Cost: 30AP.

Attack 2: +2 vs Will. Target gains 20 chance to backfire. Cost: 30AP.

Attack 3: +2 vs Will. Target takes 6 damage and is deafened. Cost: 50AP.

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Luck

It's important to communicate to your players how important luck will be in a campaign. If luck is only used for determining Fortune Points and breaking initiative ties, players may pay little attention. They might give it more attention if it's considered for avoiding traps, finding loot, being attacked, guessing passwords, or countless other small determiners.



Campaign Settings

When creating a monster, think of what the monster would be doing to impose certain effects. For example, if a monster slows its prey, does it do so by snaring its prey's feet with roots, by burdening them with rocks, or by freezing them? This not only helps create better, more vivid monsters, it also helps solve arguments about what actions are allowed based on the cause of the effect. (If a creature is slowed because it is frozen, it probably cannot fly either. However, if the cause is sticky goop on the ground, getting off the ground may help end the condition).

The effects and powers listed on the templates can be applied as often as possible, at a GM's discretion. Typically effects and powers can be used on every attack, as long as any Ability Point requirements are met.

GMs should try to challenge their characters without making every fight feel as though it is a hopeless death match. This balance is obtained through practice and player feedback.

Solipstry is intended to be an open gaming system, allowing you to implement a constant set of rules across a variety of campaign settings. The beauty of this is that once a group is familiarized with the rules, they can jump into play immediately, whether they are in a deep-sea campaign where everyone plays as mermaids, a post-apocalyptic wasteland where they are fighting off mutant creatures and trying to find their promised land, or a deep-sea, post-apocalyptic mermaids-gone-nuclear campaign. The depth, scope, and strangeness of worlds you create is limited only by your imagination.

However, for many GMs and players, a certain genre is most comfortable, and it can be hard to break into new genres. The creators experienced this first-hand in trying to incorporate varied flavor and examples throughout the book. Inevitably though, there are some viable, some strange, and some fairly common worlds that are simply under-represented heretofore in the book. With this in mind, we've provided some flavor-heavy campaign setting examples.

Please keep in mind that these, like all things in *Solipstry*, are intended to be edited as a GM sees fit, and are by no means set rules for campaign settings. They are merely illustrative examples meant to get GMs thinking about all of the wacky, wonderful, horrible, and strange places they would like to send their players.

SWEET SPOT

You've decided, as a GM, to run a campaign in a world of candy-filled and themed fun and games. Your players, apprehensive but willing, roll up a couple of spunky children (or maybe gingerbread people if you prefer) to navigate this sticky-sweet world. They go talk to Granny Pecan, who sends them on a mission to Gloop, the syrup monster over in the Syrup Bog. While there, they are to retrieve her best pie tin, which Gloop seems to have borrowed without intent to return, likely for something rather... *Unsavory*.

Granny Pecan is kind enough to give the children some things she has sitting around which should help them in navigating the more perilous parts of the land. Shirley Scrumptious was given a giant chocolate fountain pen (which everyone knows is mightier than a sword), a modified lollipop shield, and peanut brittle armor. As such, Shirley would use the rules for a one-handed weapon, shield, and heavy armor.

Shirley's best friend, Paulie Praline, was given armor made from sheets of thin, rolled, fruit-flavored snacks. He uses no shield, instead carrying a utility belt of various candies such as carbonated sugar crystals, which cause explosions, and tubes of sour candy powder, which can cause blindness.

This amounts to having light armor and using Abilities, with a material component. Paulie would probably want to start studying chemistry and the making of candy to be able to make his own candies, and Paulie and the GM should sit down to determine which Abilities in the list can be justified as performable with candies. If the pool gets too limited, it is likely they could create a couple of their own as well.

Probably, while Paulie and the GM are discussing Abilities, they would want to go over renaming some skills to be more in line with the delicious theme this world is created around. For example, Chemistry would probably become candy making. Since they are children, knowledge might become "schooling" or some such.

So, the skill set used might look something like this:

- Acrobatics*
- Athletics
- Block
- Blue Candies (Enhancement)*
- Candy-making (Chemistry)
- Craft
- Disguise
- Engineering
- Escape*
- Green Candies (Utility)*
- Heavy armor
- Interaction
- Light armor
- Melee Weapon
- Perception
- Ranged
- Red Candies (Destruction)*
- School (Knowledge)
- Sense Motive
- Sleight of Hand*
- Spoonfuls (Medicine)*
- Stealth*
- Survival
- Sweetener (Enlightenment)
- Unarmed Combat
- Yellow Candies (Control)*

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Sweet As... Well, You Know.

"Oh, my," Granny Pecan cried. She held out her floured hands in a gesture of resignation. "I am sorry, dear children. It looks like we won't be having my RootyFruityTooty pie today after all. That no-good Gloop took my pie tin again!"

"No way!" Shirley blurted. "Suit up, Paulie. We are going to have pie if it kills us."



Deep in the untamed wilds of the densely forested planet Stheno lives a colony of human descendants. Millennia prior, potential colonizers crash landed on their way to a nearby planet. Over the centuries, technology was lost, and the people reverted to a more primitive lifestyle. They worship and revere the wrecked hulk of their ancestors' faulty ship, known as the From-above, without understanding its internal working, only that it brought man down from the stars. Animal spirits are also regarded as having an active presence in day-to-day life.

The inhabitants of Stheno live in small colonies of about 30 and depend on hunting for day-to-day sustenance. Most creatures have not fully adapted to human hunters, and the humans are quick to learn, so hunting is easy most days, leaving them with time to explore Stheno. While reading and writing are lost arts, pictorial descriptions of areas are common on rocks and carved into tree bark.

Additionally, Stheno awakened something within these humans, and over the millennia they have perfected a method of bending their environment to their will. Those particularly adept at this art are often leaders of tribes or advisors of those leaders.

Algzer is one such of these. From a young age, Algzer has found the magic of manipulating his environment as simple as walking or eating. While he is not physically strong or fast, he has made great strides in deciphering the runes on the From-above and his skills with magic make him a respected hunter.

Algzer's Abilities:

- Tumblebark (Debris Slam)
- Bramble Blast (Maelstrom of Shards)
- Foliage Flare (Wreckage Zephyr)
- Push

- Tempest
- Vines (Slow)
- Morph
- Clear Path (Speed Burst)
- Bidding (Domination)
- Stun

- Algzer's skills
- Acrobatics*
- Athletics*
- Call (Control)*
- Change (Utility)*
- Escape
- Interaction
- Knowledge
- Melee Weapon
- Perception
- Hunt (Destruction)
- Sense Motive
- Stealth*
- Survival
- From-above (Enlightenment)
- Unarmed Combat

- Algzer's equipment
- Chalk (white)
- Pigment (red, yellow)
- Jerky (3 days)
- Suet (3 days)
- Leather pouch
- Small knife (obsidian)
- Sling
- Length of vine (25 ft.)
- Moccasins
- B'nahhr pelt



CITADEL NORTH

The eternal night is illuminated only by vagrants' fires, the streetlights long having been shattered. The streets constantly reek of gasoline. Despite the overwhelming advances in technology, nothing could be done to clear up the perpetually dark skies that loomed overhead, a constant reminder of the previous generation's tremendous breakthroughs in industry. Even now, smog emits from one lone factory, mocking the scientists' work for sunlight.

Some say that the remnants of dark, ancient magic are the key to restoring nature's power, but those few are rarely heard from for very long. It is thought that the Legion, those officers of order who patrol these desolate streets, removes these individuals, perhaps for their knowledge, and perhaps for their silence. But those who are close to the Legion know that the corruption of those few that function as government over The City doesn't quite stem to that level.

This is The City. It had another name once, long ago, but it was lost with the privacy of its citizens. Each citizen is permitted (and mandated by law) to carry their access card with them wherever they go. This access card states a citizen's identity, determines what buildings and infrastructure a citizen has access to, level of care upon hospitalization, manages credit transactions, and, of course, makes it oh-so-very-easy for agents of the Legion to track the movements and locations of those whom they protect.

Long since bankrupt, the city is completely independent from the rest of the land. Travel

is limited—any cars have long since been stripped for metal, and only the Legion has hover cars, short range vehicles whose movements are very strictly watched.

Recently, Cybernetic Modification, endearingly called CyMod by those rich enough to afford it, has swept through the barren city. Agents of the Legion were among the first to gain access to this luxury, but more and more denizens claimed the chance to change their genetic makeup. Reactions were as varied as the modifications—Those who improved their eyesight or ability to taste often resorted to painkillers to dull the sharp and throbbing pains which had become constant, while those who strengthened their skeletons or enhanced their lungs turned to self-inflicted injuries and uppers, just to feel something again.

Those too poor for CyMod didn't see these downsides. They saw the future, and they smelled salvation. And they weren't getting their fair cut. Riots have become increasingly common in The City, along with rampages from CyMod patients whose brains haven't taken the modification perfectly. The Legion has had their hands full.

Skills

Acrobatics (Dex)

Utility (Wis) (With GM permission or Talent)

Athletics (Str)

Augmentation (Con or Wis, GM's Choice)
(Replaces Enlightenment, consider using with Fortitude Saves for biological rejection. Could also call "Stimulants", if GM wants to use specific augmentations)

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Dead

"It all started at the funeral," the man, a veteran of the business at 32, spat into his drink. "You go to these things, you know, and they're for people you knew or people you met in their last moments, people who Modded themselves into a whole new state of being," he chuckles darkly, "and maybe found it wasn't all as bliss as they hoped. You never think when you get the call that it'll be your own funeral you are walking into, but that's what you're gonna need to do."

Biology (Int)
 Block (Spd)
 Chemistry (Int)
 Computer Programming (Int)
 Computer Use (Int)
 Craft (Dex)
 Engineering (Int)
 Escape (Dex)
 First Aid (Wis)
 Heavy Armor (Con)
 Interaction (Cha)
 Knowledge (Int)
 Light Armor (Spd)
 Melee Weapon (Str)
 Perception (Wis)
 Sleight of hand (Dex)
 Ranged (Dex)
 Ride/Drive (Dex)
 Security (Int)
 Sense Motive (Wis)
 Stealth (Dex)
 Unarmed Combat (Str)

Common Equipment

Taser
 Laser Gun
 Flint Pistol

Blunderbuss (Brought into common use after insulated body armor provided too much resistance to electrifying and laser burn attacks)

Knife

Electric Knife

Sonic Grenade (used by the Legion for crowd control)

Baton

Rubber body armor

Gas mask (small enough that it just covers the face, providing protection and privacy. Issued by the Legion a number of years ago to combat the smog)

Legion Hover Cruiser

Legion Hover Cruiser

+/- Hover: Unaffected by difficult terrain, -4 to hit prone or small targets.

Appearance: 10 Durability: 30

Maneuverability: 10 Strength: 20

Speed: 30 Technology: 20

Initiative +3 Movement: 30 (6*5)

HP: 210 (45*5)

AC: 17 (Resist 10 damage) REF: 9
(Heavy Armor)

Ability Points: 100 FORT: 13

Ability Regen: 10 WILL: N/A

Abilities: Arc (+2 vs Reflex- Each creature within 2)
 Pulse (2 damage to 1 creature within 20)
 Aura
 Illuminate
 Empulse (+1 vs Reflex- Each creature within 10)

Bash (Melee Weapon): +2 vs AC. (1d6x2) x2 damage.

Laser Cannon (Ranged): +2 vs AC. (1d6x2)x2 damage.

These cruisers are built for taking down fugitives with access to unlikely and unsafe technology. As such they are swift and sturdy, but this unfortunately comes at the price of maneuverability. The last wave of cruisers came standard with a floodlight, energy shields, and weapons that do everything from force you to the ground to kill you outright. There is little escape from these sleek cruisers once they are on your trail.

Sharlem's Quarry

Tumbleweed rolls in. This is no man's land. The sheriff's word was law, once, when every man knew his neighbor, could trust the next man, and disagreements were settled with fistfights or duels at high noon, under the shadows of the circling pterodactyls.

Bar fights broke out, sure, folks got rowdy. But at the end of the day, the town of Sharlem's Quarry was a family. A haven. Visitors checked their weapons at the door, and permanent residents worked their way into the sheriff's trust. The sheriff, a mustached man by the name of Sam Longrinne, led a group of rangers out to ensure that bandits and raptors kept their distance, but both grew closer daily. Travel was limited, with horses being the favored prey of the raptors that claimed the desertous land, but the stables were guarded, just inside the city's gates

Doc Herman knew every family, from birth to death, and everyone, save father Broderick, held multiple jobs. Owen and Maylin Wright farmed cattle, sure, but they also dug wells for any family who wanted one. Willy Regburn, the bartender, also taught history to the school kids. Almost no man held but one job, and every family was devoted to helping the house's head. If the house head dies, the sons move away, leaving any daughters with a chance of marrying to own the land and stay afloat. They'll work as ranch hands or miners. Every man had his neighbor's back. Debts, grudges, and quarrels were dropped on Sunday and resumed on Monday—unless some greater disaster or cause brought about a need for greater co-operation. If the town needed solidarity, the residents of Sharlem's Quarry would drop their personal feuds for the good of the community.

But that was before the bounty hunters rolled in. Spitting, rowdy, itching for a fight. They roughed up anyone who stood in their way, marking this town as their own, turning it into a violent war zone. They killed the rangers, stopping the patrols. The bandits learned to steer clear, but the raptors, they had fair game through the town. These days, the law was defined as the man with the biggest gun.

Skills Acrobatics (Dex) Archery

Skill Req.	Benefit
25	Your Archery Range increases by 4.
50	You can take a -2 penalty to any Archery attack roll to increase the damage die by one.
75	You can score a critical hit with Archery on a roll of 19-20.

Skills Athletics (Str) Craft (Dex) Demolitions

Skill Req.	Benefit
25	When you use dynamite or a similar explosive as a Ranged attack within your Demolitions Range, you can treat the attack as a burst 2.
50	You can use dynamite or similar explosives to set or disable tripwires and other similar traps.

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Tracks in the Sand

Whole town's been real jumpy of late. Brothers turnin' on another and the like. The raptors've been comin' in more an' more, carryin' off the youngins. Even with fewer mouths to feed, we still don't have enough left to go 'round, and no one's see a hint of the wagons from the East. They were due 'bout three days gone. Best they gets here soon, or folks are like to start eating whatever they can get their hands on, whatever it may be.

Skill Req. Benefit

75 You can sense whenever you are within 25ft of dynamite or a similar explosive.

Engineering (Int)
Escape (Dex)
Firearms

Skill Req. Benefit

25 You can fire a number of times equal to your Firearms Modifier, taking a cumulative -2 penalty for each shot after the first.

50 Your Firearms Range increases by 2.

75 When you score a critical hit on a Firearms roll, the target is dazed until the end of your next turn.

Fisticuffs (Str) (Unarmed)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Light Armor (Spd)
Medicine (Wis)
Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)
Ride (Dex)
Security (Int)
Sense Motive (Wis)
Stealth (Dex)

Common Equipment
Revolver
Flint rifle
Dynamite
Crossbow
Blunderbuss
Knife
Longbows



Reinfeld's Folly

Anchors up, The Betrothed left the coast, merrily bobbing with the gentle pushes of the breeze. Men lined the hold, rowing heartily until the wind died down. The burners were kept warm, the cannons loaded. Grunting and chanting a haunting song, the crew moved about the ship and raised their black sail. The captain, a six-foot mountain of a man by the name of Montrussel who was mostly blunderbuss and beard, spat as he stared over the side. 30,000 feet below, he could barely make out the distant shapes of the land below through his one good eye. Behind him, a port remained neutral, Trumbark, open to all traders, friendly to those who didn't ask questions. He knew his men were near revolt; he'd lost two of his crew at Trumbark. He yelled up the topmast to Hackin' Tad, warning him that they'd better find prey ere the sun rose. A cough answered, and the gaunt man slid down the pole, eagerly reporting that there was a ship to the north.

Two years ago, that was a rare occurrence. But now, pirates like Montrussel's Betrothed owned these skies, fighting each other for the rare trader that still dared to roam the free space. Embargos, bounties, and infiltrators were evaded, ignored, and killed. There was nothing to quell the pirate threat. That's not to say there were no pirate hunters. But no matter what flag one flew, they marked themselves a target. Honor among thieves was a concept that had been left below, under the nether.

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Skills

Acrobatics (Dex)
Athletics (Str)
Craft (Dex)
Demolitions
Engineering (Int)
Escape (Dex)
Firearms

Skill Req.	Benefit
25	You can fire a number of times equal to your Firearms Modifier, taking a cumulative -2 penalty for each shot after the first.
50	Your Firearms Range increases by 2.
75	When you score a critical hit on a Firearms roll, the target is dazed until the end of your next turn.

Fisticuffs (Str) (As Unarmed)
Heavy Armor (Con)
Interaction (Cha)
Knowledge (Int)
Light Armor (Spd)
Medicine (Wis)
Melee Weapon (Str)
Perception (Wis)
Sleight of hand (Dex)
Sail(Dex)

Skill Req.	Benefit
25	You can oversee successful operation of a ship with one fewer crew members than is usually standard.

Conversions

"Aye, son, it looks to me that you haven't much to decide. Either you're crew and you do as I've said, or you're dead." I ignored the warm droplets that landed on my chest as he pushed his knife against my neck. Either it was my captain's blood, my blood, or the tropical sea. At this point, it probably didn't much matter. What did matter was that I didn't want to leave the ship, certainly not to spy upon another ship. That was no work for a sailor, after all. But a knife is a knife, and this clearly wasn't a choice.

"Sir, when you put it that way, how can I refuse?"

Skill Req.	Benefit
50	You take no penalties for piloting a ship in inclement weather.
75	Once per session you may command a ship to any location and arrive in half the usual time.

Security (Int)
Sense Motive (Wis)
Stealth (Dex)

Common Equipment
Revolver
Flint rifle
Crossbow
Blunderbuss
Knife



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CREATION

TALENTS

ABILITIES

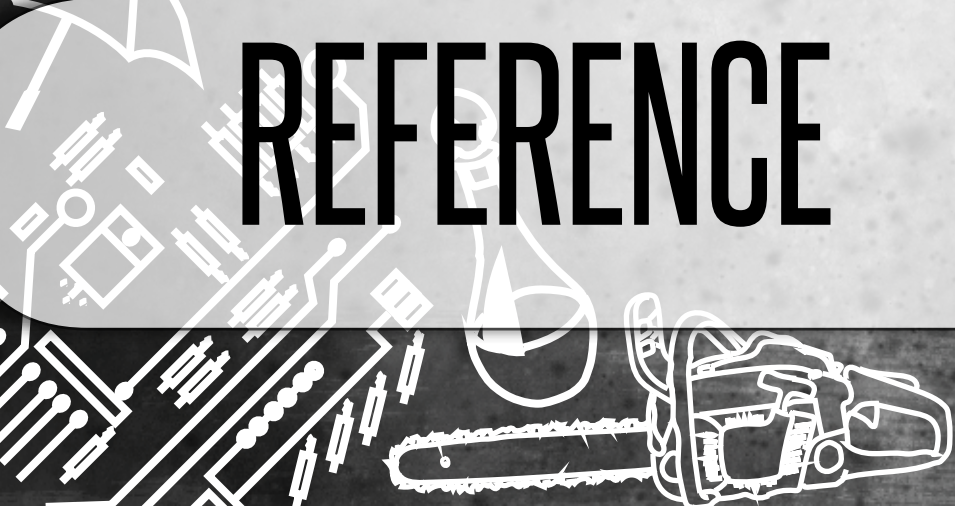
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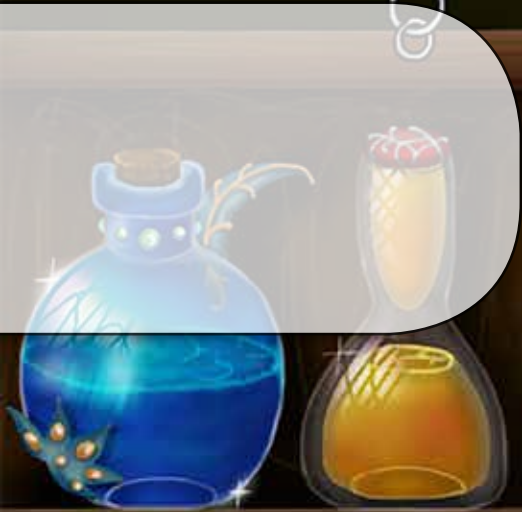
ADVENTURING

REFERENCE



REFERENCE





REFERENCE

Glossary

AC

See armor class

Armor Class

Armor class (commonly abbreviated AC) is a rating of how difficult it is for a physical attack to hit a creature. To calculate armor class, see [page 25](#).

Backfire

Some creatures may impose a percent chance to backfire. If an Ability user has a chance to backfire, she rolls a d100 when she uses an Ability. If she rolls over the chance she has to backfire, the Ability operates normally. If she rolls her chance or lower, the Ability either has the opposite effect as intended (glows instead of invisible, heal instead of hurt, etc.) or has no effect at all, per the discretion of the game master. If something gives an Ability user a percent chance to backfire, this adds to any percent she may already have.

Blast

Blast n indicates an Ability that affects an area $n \times n$ in size that originates adjacent to that Ability user. For example, a blast 3 Ability would target 9 squares, 3×3 in size, with at least one square adjacent to the user.

Blinded

A blinded creature cannot see, and takes a -5 penalty to attack rolls and skills which require sight to be used effectively, including Melee Weapon, Interaction, Perception, Sense Motive, Ranged, and Unarmed Combat.

Bloodied

A creature is bloodied when it has half of its hit points (or less) remaining.

Bull Rush

A character can charge, and, instead of making a regular attack roll, can make an Unarmed Attack roll vs. the target's Fortitude. A successful hit deals no damage, but instead pushes the target back one square, and the charging creature ends in the square the target just exited. This does not provoke opportunity attacks from the creature targeted.

Burst

Burst n indicates that an Ability affects an area that is $n \times n$ in size. The center of the burst must be in Range. For example, burst 3 within a Destruction Range of 5 means that the Ability will affect 9 squares, a 3×3 block, the center of which is no more than 5 squares from the user.

Charge

As a standard action, a character can move its movement and make an attack roll against a creature it ends adjacent to. This provokes opportunity attacks normally. The following constraints must be met before a charge:

- Must be at least two squares between attacker and target.
- Must travel in straight line.
- Must charge to the closest unoccupied square adjacent to the target.

Charging grants a +1 bonus to attack rolls made as part of the charge action.

Combat Advantage

If a creature cannot operate as well as it should in combat, it grants combat advantage. When attacking a creature granting combat advantage, an attacker gains a +2 bonus to their attack roll. Combat advantage is granted when:

- Creatures are flanking
- A creature is prone (Ranged attacks against a prone creature suffer a -2 penalty, and do not have combat advantage).
- A creature is unaware of the attacker's presence

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Specific vs. General

A specific rule always overrides a general rule. For example, *generally* you can't augment a fist. Unless you have the *specific* Talent that lets you augment a fist (re-programmable augmentation). The GM's specific rule overrides rules here, which is why it is so important for GMs and players to communicate frequently and well.

•A creature is taken by surprise.

Confused

A confused creature cannot tell the difference between allies and foes. It cannot flank, grants combat advantage, and will attack creatures randomly.

Control

Control is the Ability type which allows the user to have a hold over their allies, enemies, and environment. One can rearrange or even dismantle a battlefield, terrorize or sicken foes, and apply nasty defects to those who vex you.

Critical Hit

A critical hit, commonly referred to as a critical, is achieved when you roll a 20 on a d20, before any modifications or bonuses. This inflicts maximum damage, and allows the character to roll an additional damage die. If a critical hit is achieved on an Ability, the user may reuse the Ability at no cost, targeting any valid targets. A critical hit always hits, even if a 20 would not result in a hit.

Damage Multiplier

The number you multiply your damage roll by to get your total damage.

Damage Reduction

A creature benefiting from damage reduction n reduces all damage they would take by n . For example, a creature with damage reduction 3 would only take 7 damage if hit by an attack that would deal 10 damage, and would take no damage if hit by an attack that would deal 2 damage.

Day

After one in-game day (usually defined by when the players take a full rest of 6 or more hours), a day is considered to pass. During this full rest, Fortune Points, Enlightenment points, Ability Points, and many Abilities reset to their default values. In addition, character regain 1d4 hit points from resting.

Dazed

A dazed character can take one action on its turn, either a standard, a move, or a minor action. A dazed character cannot make

opportunity attacks. If an Ability is sustain (action), the character's one action can be used to sustain. If an Ability is sustain (number), the sustain can be completed without expending the creature's one action allowed for that turn. Free actions can be taken normally. A dazed creature grants combat advantage and cannot flank.

Deafened

A deafened creature cannot hear, and takes a -2 penalty to any Skill which would require hearing to perform optimally, including Interaction, Perception, and Sense Motive Checks.

Debilitated

A creature that is debilitated cannot regenerate Ability Points.

Delay

A character who does not wish to take actions during their turn can choose to delay until after another character's turn. Delaying moves the character to a new position in the initiative order. To delay until after a specific action, see Ready an Action. Delaying cannot delay harmful effects, such as ongoing damage, nor can they prolong beneficial effects, such as a sustained Ability. Ongoing damage and sustains must be dealt with before a character delays, while taking actions will be done after. Ongoing damage will be taken once. Delaying should not benefit the character by prolonging positive effects, nor detriment the character by repeating negative effects.

Destruction

This Ability type is focused on damaging people and the environment. The very elements themselves can be controlled by the Abilities of this type.

Difficult Terrain

Certain terrain, such as tall grass, water, deep snow, or piles of corpses, can be difficult to navigate. Whenever traveling such terrain, all movement costs two squares of movement for each square entered. Creatures cannot shift into difficult terrain.

Disrupted

A disrupted creature cannot attack or use offensive Abilities.

Dominated

A dominated creature acts is dazed and is controlled by another creature, the dominator. The dominated creature can take no actions by itself, but rather the dominator chooses one action for it to take. This one action can be a move, minor, or standard. No Abilities or effects (except grabbing) can be sustained while a creature is dominated. A dominated creature grants combat advantage and cannot flank.

Dying

A dying creature is unconscious and helpless and has zero hit points. Successful attacks on the dying immediately kill the target. A dying creature must be stabilized before they can be regain health.

Encounter

Any kind of battle, skill challenge, puzzle, high speed chase, or strenuous prolonged activity is an encounter. Enlightenment points, Ability Points, and some Abilities reset during a short rest at the end of an encounter.

Enhancement

Enhancement is the type of Ability devoted to protecting and healing creatures in need. Masters of Enhancement have been known to bring those thought to be dead back to life..

Escape

Escaping from rope or shackles is done by making an escape check vs. the difficulty level of the restraints. Alternatively, restraints can be attacked and destroyed. Escaping from a grab is done by making an Escape check vs. the initial attack roll that caused the grab.

Falling Damage

A character takes falling damage equal to 1d6 for every time she falls her height. For more specific rules, see Improvised Damage, [page 68](#).

First Aid

As a standard action, you can grant hit points



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Perfection and the Fourth Wall

Solipstry encourages GMs to bend, break, and utterly disregard rules when it suits the campaign, and to create them as well. That said, six years of math and playtesting went into the rules, Talents, and Abilities presented here to make sure they are balanced. We don't expect it to be perfect, but we have some compelling evidence that it works this way for most campaigns. Beware unforeseen side-effects when changing rules around and always ensure all players are aware of changes.

equal to 1d4 times your Medicine Modifier to yourself or an adjacent creature. This can be done a number of times per day equal to your Medicine Modifier. For example, if Martin “The Butcher” Toran has a Medicine score of 20, he can heal Abraham “Knifewound” Bentley twice a day, or himself once and Abe once.

Flanking

When two allies are flanking a creature, that creature grants combat advantage to those two allies. Flanking occurs when two allies are standing on opposite sides of an enemy. If the enemy occupies more than one square, the allies do not need to be immediately across from one another, so long as they are on opposite sides, and immediately adjacent to the creature.

Flight

A creature with flight can leave the ground and fly the specified number of squares (usually their Movement). Unless they have hover, they must land at the end of their turn or they will fall. Leaving the ground provokes opportunity attacks, but traveling through the air does not, unless the other creature is also in the air.

Forced Movement

All forced movement you apply is optional. Additionally, all forced movement you apply is up to n squares, not specifically n squares. For more specific information, see *Pull*, *Push*, or *Slide*.

Fortitude

A creature’s defense used to resist forced movement, poisons, and similar effects. To calculate Fortitude, see [page 25](#).

Full Rest

See Day

Grab

Grabbing a creature is done by making an Unarmed Combat attack roll vs. the target’s Reflex. When grabbed, a creature is immobilized until escape. Sustaining a grab is a minor action. A grabbed creature can be

subjected to forced movement, and if this movement slides the grabbed creature out of reach of the grabber, the grab ends.

Heal

A character can regain hit points from full rests, potions, Abilities, or a variety of other means. A character can never heal more than their maximum number of hit points.

Helpless

Any attack rolls against a helpless creature automatically deal maximum damage, but do not count as critical hits, or gain the additional damage die awarded for a critical hit. A creature counts as helpless if it is unconscious or bound by ropes or chain.

Hover

A creature with hover can remain flying at the end of its turn, with no need to land.

Immobilized

An immobilized creature cannot move, fly, or shift, but can still teleport, and be pushed, pulled, or slid.

Intangible

A creature that is intangible takes 1/2 damage from Combat Skill attacks, and double damage from damaging Abilities. Healing Abilities restore twice as many hit points, and Abilities with non-sustaining durations last twice as long.

Insanity

Insanity can be caused by some monster’s attacks, certain diseases, or even from just witnessing the horrors of battle. The effects of insanity vary by victim (and GM), but common ailments include delusions, making random attack rolls, attacking random targets, choosing to/not to attack at inopportune times, uncontrollable laughter, loud arguments with no one, uncontrollable use of Abilities, INT and WIS scores dropping to 5, extreme paranoia, and much more.

Invisible

An invisible creature cannot be seen, and thus gains a +5 bonus to stealth check rolls to hide from the sighted. Creatures unaware of an

invisible creature's presence or exact location grant combat advantage to the invisible creature. Invisible creatures have total concealment against creatures that cannot see them.

Ledges

A creature that is being pushed, Bull Rushed, thrown, or slid off a ledge can make a saving throw. On a success, the character falls prone instead of moving off the ledge.

Mark

A marked creature is thoroughly intimidated by the creature that marked it. Marked creatures take a -2 penalty to attack rolls against creatures other than the creature that marked it. In addition, if a marked creature makes an attack that does not include the marker, the marker may make an opportunity attack against the marked creature. A mark ends when the marker falls unconscious or dies.

Minion

Any enemy with a maximum of only one hit point is considered a minion. Minions never take damage on a missed attack.

Modifier

A Modifier for a skill or attribute is determined by taking the score divided by 10 (and rounding down).

Movement

The number of squares a creature can move. To calculate movement, see creating a character.

Offensive Abilities

These are Abilities which deal damage or require an attack roll.

Ongoing damage

Ongoing damage is damage that is taken at the start of a creature's turn until a successful saving throw is made.

Opportunity Attacks

Few creatures fight fairly. If an opportunity or weakness presents itself in combat, opponents may make an attack against the disadvantaged

foe. Opportunity attacks can be made with either melee weapon or unarmed attack, they cannot be made with Ranged or Abilities. If unarmed attack is used, only one attack can be made. Each creature can only make one opportunity attack per round.

Opportunity attacks can be made when:

- A creature leaves a square without shifting or takes off into the air while adjacent to an enemy
- A creature uses a Ranged Ability or makes a Ranged attack roll while adjacent to an enemy
- A marked creature makes an attack not including the creature that marked it

Opportunity attacks are not made when:

- A creature is pulled, pushed, or slid past an enemy
- A creature teleports
- Throwing a creature

Party

A group of two or more adventurers.

Petrify

A petrified creature is turned to stone. It is considered to be helpless, and is oblivious to events around it. It does not age, and gains resist 40 to all damage.

Phasing

A creature that is phasing can pass through solid objects such as walls. A phasing creature cannot pick up or hold items unless those items are also phasing. All items worn by a creature that becomes phasing also become phasing. A phasing creature deals 1/2 damage in melee and unarmed attacks to creatures that are not phasing.

Prone

A creature lying down is considered to be prone. A character can drop prone as a minor action. A prone creature:

- Grants combat advantage to melee attacks,
 - Gains a +2 bonus to defenses against Ranged attacks and Abilities
 - Takes a -2 penalty to attack rolls.
- Abilities that are burst or blast are unaffected

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Fortune Points

Fortune points can encourage roleplay and participation in story elements. Among other things, they can be used as a mechanic to encourage acting (or really anything). Creative spell use? Fortune point. Avoided combat with speech? Fortune Point. Twisted all the evidence to convict the town drunk, while leaving you and yours scott free? ...you get the idea.

by the target(s) being in a prone position.

Pull

When a creature or object is pulled, it is moved the designated number of spaces in a straight line towards the creature that is pulling it.

Push

When a creature or object is pushed, it is moved the designated number of spaces in a straight line away from the creature that is pushing it.

Range

Several skills can be performed at a distance. The distance that these skills can be used effectively is called Range. Your Range for any school is equal to 2 times the Modifier for that school. For example, for Destruction Abilities, your Range is equal to 2 your Destruction Modifier. This is the maximum amount of squares you can hit someone with a Destruction Ability from without taking a penalty. See [page 60](#) for more information about attacking beyond your Range. Several skills, including Melee Weapon and Unarmed Combat, do not have Range, and attacks with these skills must be made on adjacent

creatures.

Ready an Action

A character can choose to ready an action, or wait to initiate an action until a trigger occurs. For example, Character A can wait to strike until Character B enters a certain square, or makes an attack. Readying an action costs the action being readied (readying a standard action takes that standard action, etc.). If the trigger does not occur (Character B never enters the specified square or makes an attack), then the action is lost.

Reflex

A creature's defense used to dodge traps, projectiles, dragon's fire, and similar hazards. To calculate Reflex, see [page 25](#).

Resistances

If a character has resistance to one type of damage, they subtract their resistance from damage of that type. For example, if a character has resist 5 fire, and they take 6 fire damage, they would only take one point of damage. If they take 5 or fewer points, they instead take no damage. If an attack deals more than one



type of damage, a creature must be resistant to all damage types in order to resist damage.

Resting

A short rest is necessary between fights, or after traveling for an extended period of time so that characters can catch their breaths. Some effects end “at the end of the encounter” or reset “after a short rest”. A short rest is anywhere from five to fifteen minutes long.

A full rest is necessary at the end of each day. This is when characters eat, sleep, share stories about the day, and, in general, rest up for the ensuing adventures. Many Talents and Abilities reset at a full rest.

After a full rest, characters emerge with full Ability Points, Enlightenment points, and Fortune Points. Characters also heal 1d4 worth of hit points. Only one full rest may be taken in one 24-hour period. A full rest is at least six hours long.

Round

A round is a complete series of character turns. Once every capable character in a combat has taken a turn, the round ends.

Run

A character can use a move action to run, moving its movement + 2. Doing so results in the creature granting combat advantage, and taking a -2 to all attack rolls until the end of its next turn.

Save Ends

See saving throws.

Saving Throws

Many conditions imposed by monsters are seen with the notation (save ends) after them. This means that the condition lasts until a successful saving throw is made. Each character can make one saving throw against each effect they are suffering from at the end of their respective turns. No actions may be taken after the saving throw is made. A saving throw is made by rolling a d20. An eleven or higher is considered a success.

Shift

When a creature shifts, it moves one square as a move action. This movement does not provoke opportunity attacks.

Sleeping

A sleeping creature is considered to be unconscious and helpless, but if the sleep is natural (not induced by an Ability) the creature immediately awakens upon taking damage. A sleeping creature takes a -5 penalty to perception checks.

Slide

When a creature or object is slid, it is moved the designated number of spaces in a straight line in any direction.

Slowed

A slowed creature is considered to have a movement of two.

Square

Most distances are presented in squares. A square is assumed to be one inch on all sides, and can easily be represented with a one-inch grid. On such a scale, one inch is equal to five feet. Of course, it is possible to use other scales, or to play without a grid at all. For more information, see [page 62](#).

Stabilize

Stabilizing a dying creature requires a DC 15 medicine check. When you stabilize a dying creature, you return it to one hit point. This is a standard action.

Status Effect

A status effect is a condition which impairs a character’s ability to operate. Whether it is mental or physical, these effects often last for multiple rounds and can range from mild to devastating. For examples of status effects, see [page 65](#).

Stunned

A stunned character can take no actions, including opportunity attacks and free

“Creature”

For the purposes of this book, a creature is defined as a being with some semblance of animation and at least rudimentary capabilities of processing or thought.

actions, and is unable to sustain any Abilities or effects. A stunned creature grants combat advantage and cannot flank.

Surprised

Surprised creatures grant combat advantage. A creature is surprised if it doesn't have enough time to prepare for an attack, or if it doesn't know from what direction an attack will come. An invisible attacker is surprising its target only if the target cannot hear, feel, or otherwise accurately determine the location of the attacker.

Sustain

Sustain: 30 means that in order to continue an effect granted by an Ability, a character must expend 30 Ability Points during each turn following the turn in which the Ability was initially used.

Sustain minor means that a character must expend his minor action in order to sustain the effects of an Ability each turn after the Ability is used.

Sustaining as a minor action counts as the one action allotted for a dazed creature, but sustaining (number) does not. A creature must be conscious and able to take actions in order to sustain. Sustaining never grants a tally.

Tally Limit

The number of successes needed to gain a level in one skill. This is equal to the Modifier of that skill. If armor or some other effect would cause a skill's Tally Limit to fall below 1, that Tally Limit stays at 1.

Teleport

A creature that teleports immediately leaves a square and instantly appears in another. This does not provoke an opportunity attack. Grabbed creatures cannot teleport.

A creature can be teleported directly into the air. Any creature teleported into the air (or off of a ledge) makes a saving throw. If they succeed, they fall prone in their square (or adjacent to the edge) rather than teleporting upwards. On a failure, the creature is teleported, and takes falling damage as normal.

Turn

A turn is one character's complete set of available actions in combat. The available actions in a single turn are standard, move, minor, and free. Character's may take all of these in a turn, unless an effect states otherwise, but does not have to take all of them for the turn to end.

Unconscious

An unconscious creature is considered to be helpless, and is oblivious to events around it.

Utility

Utility is a type of Ability. These Abilities do things like making you huge, allowing you to breathe water, or creating light in the darkest places.

Vulnerability

If a character is vulnerable to one type of damage, they add damage equal to the amount they are vulnerable to any damage of that type taken. For example, if a character has vulnerable 5 fire, and they take 6 fire damage, they would take 11 points of damage. If an attack deals multiple types of damage, a character needs only to be vulnerable to one type of damage for the damage to be added. If they are vulnerable to multiple damage types, they take the vulnerability of the damage type they are more vulnerable to.

Weakened

A weakened character deals 1/2 damage on all attacks and Abilities, and restores 1/2 as many hit points with Abilities that heal.

Will

A character's defense used to resist effects of domination and other effects that target the mind.

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Low or No-Magic Campaigns

If your campaign is without magic, sufficiently advanced technology, or biological advantages that would allow players to take “Abilities”, it is recommended that the attributes of INT and WIS be combined into one mental attribute that governs the skills of both INT and WIS to even out the balance of the attributes.

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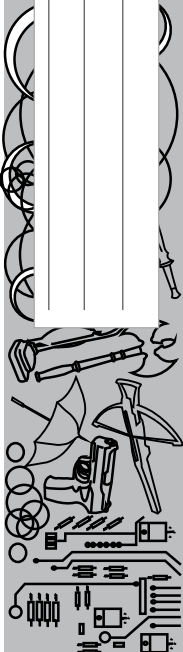
REFERENCE

SOLIPSTRY

NAME _____
 PLAYER _____
 RACE _____

HEIGHT _____
 WEIGHT _____
 AGE _____

OCCUPATION _____
 ASPIRATION _____
 BACKGROUND _____



ATTRIBUTE	SCORE	MOD
Charisma		
Constitution		
Dexterity		
Intelligence		
Luck		
Speed		
Strength		
Wisdom		

ARMOR CLASS

Heavy Armor AC=12+Heavy Armor mod+CON mod
 Light Armor AC=7+SPD or DEX mod+Light Armor mod
 +1 if you are using a shield

REFLEX
Heavy Armor=5-SPD or DEX mod+(Heavy Armor mod/2) Light armor=10-SPD or DEX mod

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Acrobatics	DEX*			
Athletics	STR			
Block	SPD			
Chemistry	INT			
Control	WIS*			
Craft	INT			
Destruction	WIS*			
Disguise	CHA			
Engineering	INT			
Enhancement	WIS*			
Enlightenment	CHA			
Escape	DEX*			
Heavy Armor	CON			
Interaction	CHA			
Knowledge	INT			

SKILL	ATTR.	SCORE	SKILL MOD	TALLIES
Light Armor	SPD			
Medicine	WIS			
Melee Weapon	STR			
Perception	WIS			
Ranged Combat	DEX			
Ride/ Drive	DEX			
Security	INT			
Sense Motive	WIS			
Sleight of Hand	DEX*			
Stealth	DEX*			
Survival	WIS			
Unarmed Combat	STR			
Utility	WIS*			

WILL	FORTITUDE
10+WIS mod	10+CON mod
FORTUNE LCK mod	CURRENT
MOVEMENT 3-SPD mod	INITIATIVE SPD mod

CURRENCY

TALLIES

HIT POINTS	TOTAL
1.5*CON score	
CURRENT	

ABILITY POINTS	TOTAL
5*WIS score	
CURRENT	
REFLEX INT score	

WEAPON/ UNARMED	ATTACK	AUGMENT	RANGE	DAMAGE
ADDITIONAL INFO				
ADDITIONAL INFO				
ADDITIONAL INFO				
ADDITIONAL INFO				

Solipstry is a D20-based roleplaying game system that allows you to create any world you can imagine. Wild humans who worship a crashed star ship? Yep. Mermaids struggling against communism? Yep. Fantasy medieval? Yep. Pirates fighting a dinosaur incursion? Absolutely.

Solipstry gives you freedom to create the world that is in your mind. By cutting down on crunchy, complicated math and unnecessarily complex dice rolls, Solipstry also lets players become immersed in the worlds you have always wanted to build.

So, go ahead, create a story around telekinetic sharks and pyrotechnic mishaps. Solipstry will be right there with you.

