



Lords of Eternity

By Jason Walberg

Introduction

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Lords of Eternity is a product of Live Real Productions.

This game is Illuminated by LUMEN, based on the LUMEN RPG system designed by Spencer Campbell, Gila RPGs. This game is in no way affiliated with Spencer Campbell or Gila RPGs.

Long ago, for reasons that have never been clear, one hundred brave souls were selected by the Power to have a great destiny. Those chosen felt the Power pour into them, changing them. They were granted Abilities beyond that of mere mortals, the chance to harness the Power, to shape it to their own ends. Some yet appear human. Others have been twisted, formed, shaped by the Power. They've grown in physical strength, in intellect, in mechanical aptitude, and in magic.

These hundred, these chosen few, these immortals have but one destiny. They walk among the mortals, struggling to reach the end time, the time of the final battle.

When they battle, the victor seizes the Power from the vanquished and grows stronger. Now, after much time has passed, the remaining few are unequalled in all of history, mightier than any who have come before. The numbers dwindle, leading to the final confrontation.

The survivors have banded into factions, sworn to defend each other. All know that one day, those promises will fail and they will fight to the last. That one will claim the Prize: total power and understanding over all living things.

They are the Lords of Eternity.



Safety

The goal of any good game is for all of the players to have fun. Some things aren't fun for all players, so we skip right over those. There are a couple of tools that make that easy to do. These tools are separate from the palette because they aren't exactly story- or game-related.

X Card

The X Card is a card with an X on it. If a player taps it, picks it up, or whatever, the topic at hand gets rewound and undone, no questions asked. It doesn't matter why. It could be something traumatic or just some sensory issue that bothers the player. You are playing games with friends or potential friends, so don't be a jerk, just back up and try something new. The player with the X Card may have to say what gets undone, but that's it. No conversation or explanation is needed or wanted at this point.

Lines & Veils

Lines are places we don't go. Don't cross that line. Again, the reason could be trauma, sensory issues, bad memories, discomfort, or something else. Just don't do it. Don't edge up to it, don't try to see how close you can get to the line. Skip this and let everyone at the table have fun.

Veils are things we do that we can acknowledge, but don't want to see, so we fade to black. Sex in a roleplaying game is a common example, so are certain kinds of injuries. If sex is veiled, skip over it with something like "My seduction was successful. The next morning...."

Both lines and veils are best done anonymously. Everybody puts their lines and veils on an index card and turns them all in to the Game Master. However, if any of them aren't clear, somebody will need to clarify what the card means. In general, make your lines and veils clear and this won't be a problem.

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Setting

Lords of Eternity is a sci-fi/fantasy game. Like its inspiration, it is set in a mythical planet filled with intense magic, incredible flora, intimidating fauna, and fantastic scientific breakthroughs from flying vehicles to blaster weapons to dimensional portals that blur the lines between science and magic. Fantastic cities and twisted, impossible towers dot a landscape scarred by horrific battles, both magical and technological.

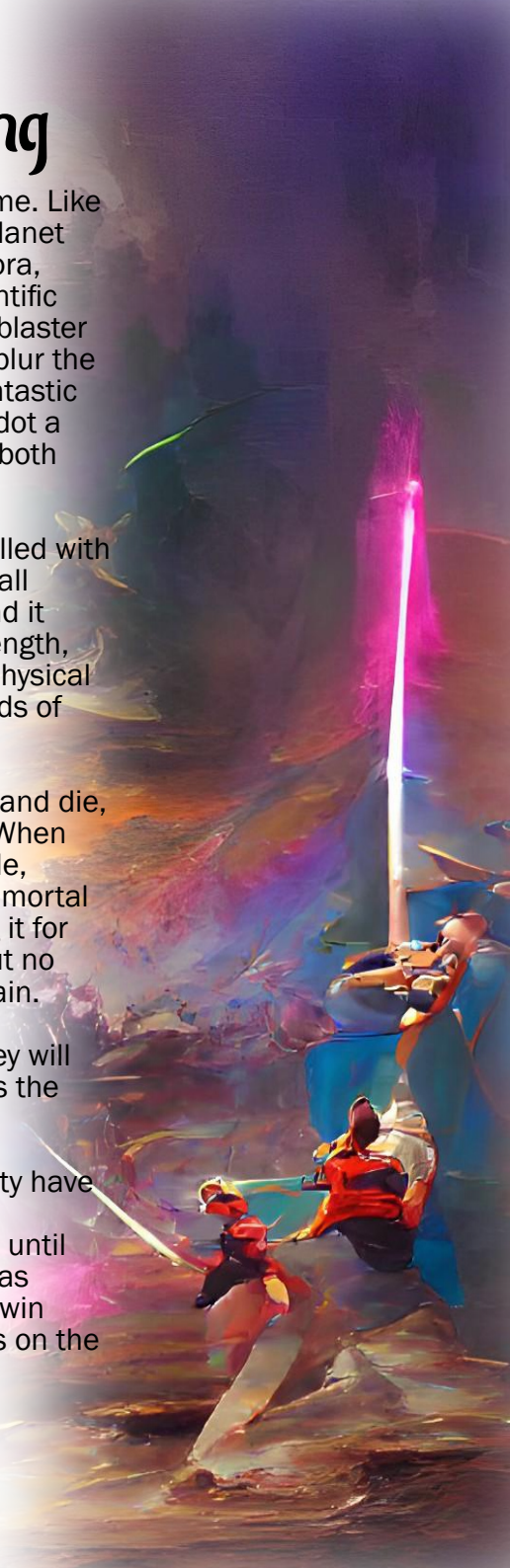
Long ago, one hundred people were filled with the magical Power that flows through all creation. These people absorbed it and it changed them. They gained great strength, magical abilities, and for some, new physical forms. They became the immortal Lords of Eternity.

They are driven to each other, to fight and die, to establish the One True Champion. When one immortal kills another with a blade, removing their head, the victorious immortal absorbs their link to the Power, taking it for themselves. The numbers dwindle, but no one is sure how many immortals remain.

When the final Champion is found, they will have total dominion over all life. That's the Prize.

With the Prize in mind, Lords of Eternity have banded together into factions, trusted accomplices to watch over each other until the end time. However, with a reward as important as the Prize, and a drive to win fueled by the Power, betrayal is always on the table....

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Character Creation

Classes

There are three classes in Lords of Eternity: Warrior, Tinker, Mage.

Warriors have the most Health and the least Power. They pack a solid punch that does 1 Harm. They also shrug off the first point of Harm every round as if it never happened.

Starting Equipment: Blaster Rifle (MID/FAR, 1 Harm), Great Axe (MELEE/BOLD, 2 Harm)

Mages have the most Power and the least Health. Their link to the Power is mostly limited by their imagination and scale. The number of points in your casting Ability is the maximum number of points you can use to cast each round. If you have two points in Cast, you can spend up to two points of Power per spell you cast. The more Power you spend, the more Powerful the spell. In addition, you can temporarily trade one(1) point of Health for three(3) points of Power twice per day. This temporarily changes your maximum levels of both Power and Health. This is a one-way trade and will be reset between missions.

Starting Equipment: Sleep Grenade x3 (SINGLE/POWER/CLOSE), Vibroknife (MELEE/MONO, 1 Harm)

Tinkers fall in between and have the ability to make fantastic devices. In between missions, a Tinker can create a new device if they have the parts. Some parts will be common and readily available from the faction's warehouse, others will need to be deliberately sought out. When a device is created in this way, the Tinker will start the next

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mission with one point of Power already spent. Tinkers also have the Ability to jury rig needed devices or repairs while in the field by spending a point of Power. These devices won't hold up long, but can be a lifesaver in an emergency.

Starting Equipment: Tool kit, Blaster Pistol (CLOSE/MID, 2 Harm), Monoedge Rapier (MELEE/MONO, 2 Harm)

Power & Corruption

Power flows through everything. It brings life to the planet and the rest of the universe. It fuels magic and other Abilities. When Power attaches itself to an individual, they acquire Abilities and immortality. They become a Lord of Eternity.

Power is recorded on a character sheet. A point of Power can be used to:

- Activate an Ability
- Reroll an Attribute check
- Recover full health instantly
- Corrupt 3 points of power to temporarily boost an Ability by one point

Lords of Eternity can only die if their heads are separated from their bodies. For everything else, they will eventually recover.

In some circumstances, Power can be Corrupted. If you drop to 0 Health while keeping your head, you will resurrect within minutes, but it will corrupt one point of Power. That point is no longer available to use. However, each point of

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Corrupted Power adds a die to every roll. If a Corruption die is the highest roll, you take 1 Harm, but the Attribute check increases one category. A failure becomes a success with a complication, and success with a complication becomes a full success, and a full success becomes a critical success with some additional benefit.

Abilities

Abilities are fueled by Power.

The list in Appendix D are examples of Abilities and should not be considered exhaustive. If you want a different ability, talk to the GM about what you want and what the point cost should be. A physical manifestation of the Ability that isn't beneficial or an actual part of the ability will add one point to the Ability score. For example, wings as a part of Flight will not add to the Ability because they are both beneficial and the source of the Ability, but orange fur and a beast-like appearance as a part of the Animal Control Ability will. The cost mitigation of the physical manifestation only applies during character creation.

You have three(3) points to assign to abilities. A single point is a superhuman wielding of the Power. Four points is nearly god-like. No Ability can have more than three(3) points at the start of the game.

Attributes

Getting things done is about how you do the thing, not what the thing is. You are an amazing and powerful being. You are good at what you do. You are a Master of the Power and can do pretty much anything, it's just a matter of how you go about it. Strength, speed, or precision?

You have six(6) points to divide between three Attributes. No Attribute can have more than three(3) points at the beginning of the game.



Might is about strength. In a fight, this is a fist, a hammer, a club to the face. In a heist, it's intimidation, defense. It's a shotgun rather than a sniper rifle. Force, power. In a debate, this is a volume over reason, a shout.

Right is fast and correct. Doing the right thing at the right time at the right speed. It's a cut to the hamstring, a quick draw. The hand is faster than the eye and Right is faster than that. Hit your enemy and move on before they realize their head is sliding from their shoulders. Arguments are precise, fast, deceptive.

Focus is careful and precise. Practiced. A laser to the throat of the driver, an incision rather than an evisceration. Focus is picking the lock instead of breaking down the door, planning an infiltration instead of an invasion. Discussion is reasoned and sourced.

Warrior	Name: _____	Faction: _____
MIGHT	Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○	Power: ○ ○ ○
RIGHT	Description & Physical Manifestations	
FOCUS	Weapons & Gear	
	Abilities	
	Punch: 1 Harm	
	Ignore 1 Harm from the first attack each round	



Playing the Game

Attribute Checks

You will roll dice when you take an action that has a possibility of failure. Describe your action and choose which Attribute best describes the approach you will be using. Roll a number of d6s equal to that Attribute score. Take the highest die. If you have 0 points in the Attribute, roll 2d6 and take the lower result.

On a 1-3, you fail and suffer a complication.

On a 4-5, you succeed with reduced effect or a complication.

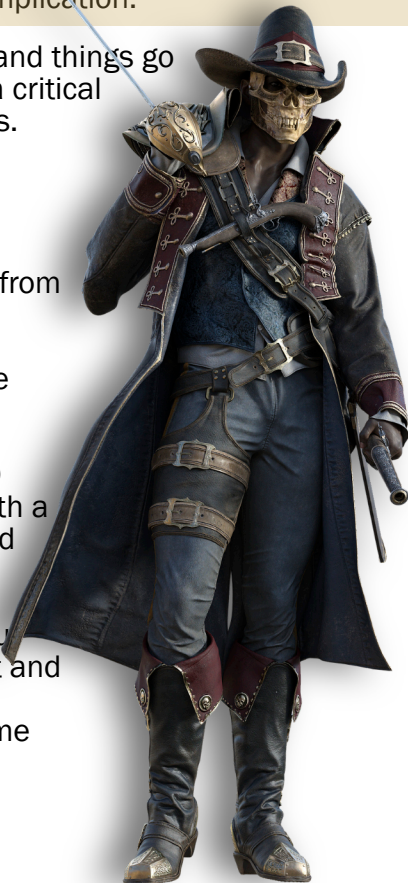
On a 6, you succeed with no complication.

Failing with two 1s is a critical failure and things go extra bad. Succeeding with two 6s is a critical Success and something good happens.

Health & Harm

When Harm happens, it is subtracted from Health. Dropping to 0 Health with no Power remaining means you are dead(ish). If you drop to 0 Health while keeping your head, you will resurrect within minutes, but it will corrupt one point of Power. If you are dropped to 0 Health by a Lord of Eternity fighting with a bladed weapon, you will lose your head and your Power.

If all of your Power is Corrupt when you drop to 0 Health, you cannot resurrect and are out of the fight until the mission is over and you can be brought back home to recover over several days.



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Death & Immortality

Lords of Eternity can only die if their heads are separated from their bodies. For all other injuries, they will eventually recover. If a Lord of Eternity kills another Lord of Eternity with a bladed weapon, it is presumed that the dead Lord has lost their head. When this happens, their Power is transferred to the triumphant Lord. The survivor of that fight rolls a d6.

The Ability improvements gained in this way do not act as a strong Ability based on the physical manifestation. In addition, the victorious Lord will acquire a physical manifestation of the Power. If the vanquished has a physical manifestation, the victorious Lord will manifest in a similar—though less pronounced—manner. For example, an orange scruff of beard fur instead of a full coat of fur.

Combat

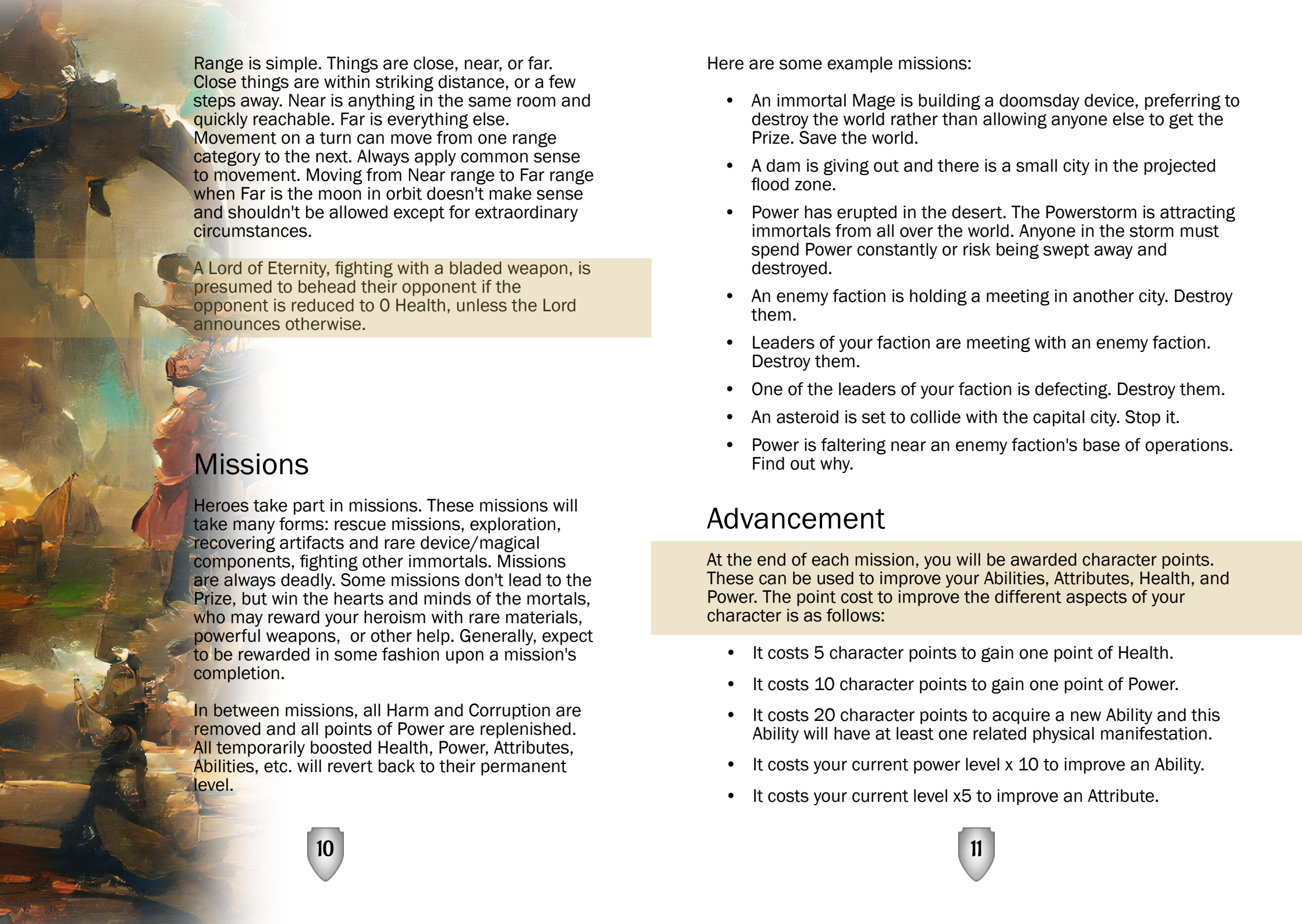
Combat is broken into rounds and turns. Each round, the players take turns. On a player's turn, they can take one action and move freely. Actions are almost anything they Lords of Eternity do: attacking, breaking down a door, etc. The exception is Ability use. Abilities are not generally considered actions. They are fueled by power and are special. They don't usually require a roll and make for big cinematic events.

There is no initiative. The enemy reacts to the actions of the Lords of Eternity and makes moves based on their characteristics and the context of the story. In short, players always go first. After every player has had a turn (or the players earn a complication), the GM goes and things get worse.

Power Transfer

- 1-2: Gain a point in the dead Lord's highest Attribute
- 3: Gain a new 1 point Ability
- 4: Gain a point of Health
- 5: Gain a point of Power
- 6: Gain a point in a current Ability

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Range is simple. Things are close, near, or far. Close things are within striking distance, or a few steps away. Near is anything in the same room and quickly reachable. Far is everything else. Movement on a turn can move from one range category to the next. Always apply common sense to movement. Moving from Near range to Far range when Far is the moon in orbit doesn't make sense and shouldn't be allowed except for extraordinary circumstances.

A Lord of Eternity, fighting with a bladed weapon, is presumed to behead their opponent if the opponent is reduced to 0 Health, unless the Lord announces otherwise.

Missions

Heroes take part in missions. These missions will take many forms: rescue missions, exploration, recovering artifacts and rare device/magical components, fighting other immortals. Missions are always deadly. Some missions don't lead to the Prize, but win the hearts and minds of the mortals, who may reward your heroism with rare materials, powerful weapons, or other help. Generally, expect to be rewarded in some fashion upon a mission's completion.

In between missions, all Harm and Corruption are removed and all points of Power are replenished. All temporarily boosted Health, Power, Attributes, Abilities, etc. will revert back to their permanent level.

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Here are some example missions:

- An immortal Mage is building a doomsday device, preferring to destroy the world rather than allowing anyone else to get the Prize. Save the world.
- A dam is giving out and there is a small city in the projected flood zone.
- Power has erupted in the desert. The Powerstorm is attracting immortals from all over the world. Anyone in the storm must spend Power constantly or risk being swept away and destroyed.
- An enemy faction is holding a meeting in another city. Destroy them.
- Leaders of your faction are meeting with an enemy faction. Destroy them.
- One of the leaders of your faction is defecting. Destroy them.
- An asteroid is set to collide with the capital city. Stop it.
- Power is faltering near an enemy faction's base of operations. Find out why.

Advancement

At the end of each mission, you will be awarded character points. These can be used to improve your Abilities, Attributes, Health, and Power. The point cost to improve the different aspects of your character is as follows:

- It costs 5 character points to gain one point of Health.
- It costs 10 character points to gain one point of Power.
- It costs 20 character points to acquire a new Ability and this Ability will have at least one related physical manifestation.
- It costs your current power level x 10 to improve an Ability.
- It costs your current level x5 to improve an Attribute.

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Weapons & Gear

The world of Lords of Eternity is filled with fantastic weapons and gear. That's important, because there is a lot of fighting in this game. A lot.

Weapons are made up of two parts: the type of weapon and the tag. The tag describes the type of damage the weapon does, the range, and other characteristics of the weapon.

Some common tags are CLOSE/NEAR/FAR for ranges, or MELEE for hand-to-hand weapons like knives and swords. Appendix A includes more tags.

With magic and incredibly advanced technology to draw from, nearly any imaginable item is possible, particularly for Tinkers. If you want to invent something, talk to the GM. If you want something built for you, talk to your faction's Tinker. They will have a price, usually a series of missions to run to gather something to trade for the item or weapon you want.

If you find weapons or schematics on a mission, you can bring that to your faction's Tinker to earn a favor. If the Tinker owes you a favor, you can cash that in for new weapons and gear or to upgrade what you already have. Cashing in three favors will get you a custom weapon with two tags of your choice. Two favors will reconfigure a current weapon. One favor will let you swap out a single tag on your weapon. The GM will negotiate any other uses for favors.

Sometimes, the Tinker will have missions for you to run so they can get specific parts for whatever insane device they want to experiment with next. These missions will earn you favors.

See Appendix A for a sample list of weapons and tags.



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Factions

With the chaos that comes from superhuman Lords of Destiny wielding mighty weapons and dangerous magic, many immortals have banded together in factions. These factions exist for mutual defense, pooling resources, working together on missions, and comradery.

Factions have varying levels of organization, formality, and rules. They range from a small circle meeting in the basement of an abandoned warehouse to large groups run by a formal board. Some prohibit unnecessary collateral damage to bystanders or property, while others encourage it.

All characters are part of a faction. It is strongly encouraged that all characters are part of the same faction. If not, they should be in factions that are allied and willing to work together. If your faction is not preexisting, get together with the other players running characters in the same faction and answer some questions about your faction:

- How formal/strict is the faction?
- Where does the faction meet?
- What are the two most important rules of the faction?

There are examples of existing factions in Appendix B.

All factions have work that needs to be done. They all offer missions and immortals can usually find a mission to do for some faction that pays in tech, favors, weapons, upgrades, magic, and favors-to-be-named-later. Working for a faction at war with your own is usually a quick way to lose your head. Be careful.

Some factions engage in espionage, spying on other factions. Some kidnap rivals to gain information. Others are always looking for faction agents to turn to their cause. These agents may be immortals or they may be the mortal minions and employees of the faction. Since the Prize for being the final Champion is so great, betrayal in the name of landing the Prize is common.

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Trust no one.

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Running the Game

Running a Roleplaying Game

The GameMaster's primary job is to facilitate, referee, call for rolls, create scenes, play the parts of the villains and NPCs, and move the story forward. When a player attempts something that has a chance to fail, the GameMaster will tell the player to roll a skill check to see if they succeed. If the roll results in a complication, the GameMaster will add that to the game in a way that moves the story forward.

Lords of Eternity is a game filled with superhuman creatures with all manner of powers, many and varied moralities, and lots of weapons. A core aspect of the game is one superhuman cutting the head off of another. There's violence and chaos galore. Try to make it feel like a Saturday morning cartoon. With death. People rarely died in Saturday morning cartoons no matter how many people shot at them or how far they fell. Lack of death is not a feature of this game. **The first rule is to lean into the chaos and violence.** Play up the power fantasy. When bad things happen, make them worse. The players all gave their characters big guns and nasty swords so play fair: Give them to the enemy, too.

The second rule is to always build on what the players present. Don't negate what they are trying to do to force your story. If they want to scale the fortress to sneak in through a window on the 430th floor of the tower, make sure there's a way to get that window open. You don't have to make it easy, but make it possible. If your players feel like nothing they try to do matters, they won't be your player for long.

Give yourself permission to suck. You don't have to be funny or witty. Some of the things you try are going to fall flat. Some scenes won't work the way you hoped, and some might fail completely. That happens, just move on, get a bit more outrageous and make the rest of the scene great.

When a player fails a roll, don't let it end the story. "I pick the lock in a focused manner. I failed." Don't leave them stuck in a hallway. Have their failure trigger an alarm or have some guards walk by or something. **Always fail forward.**

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Running Lords of Eternity

During combat, the players go first. When they are all done, the GM goes in reaction to the players' actions. The GM's turn consists of two main actions, Make Things Worse and Generate Drops. The GM will also make a move in response to players earning complication with their rolls.

Making Things Worse

To Make Things Worse, change the fight. Someone calls for backup. The enemy switches tactics, summons minions, starts the self-destruct sequence. Do something that cranks the stakes up to 11. Every round, the fight should get harder, faster, stronger, or more deadly. Or all four. A static fight is boring, so change it up and make it hurt. This is also the phase where the GM makes enemy actions, according to the enemies moves.

Generating Drops

Drops are the things that are left behind when an enemy dies. This usually includes their weapons or other gear, but can also include Health and Power. Power flows through everything, but most beings can't harness it the way immortals can. When they die, however, they may leave part of that Power behind. Immortals don't generate Drops. If they die, somebody is taking their head and that is handled differently. To generate a Drop, roll 2d6 and consult the table.

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Running the Enemy

Enemies come in two flavors: Immortals and Minions. Immortals are played exactly like the characters and use the same character sheets. Use their Abilities and make them act intelligently.

Minions are not immortal. They have a Health rating, a Harm rating, and three moves that vary by the type of minion. See Appendix C for examples.

Complications

A Complication is a bad thing that happens in addition to the result of the roll. This happens on a result of 1-4. This uses the improv rules of "Yes, but/No, and/Yes, and". The most common complication should be enemy moves. If a player rolls poorly, there is something the enemy can take advantage of.

Yes, But

You succeed, but something happens. Your skill is stuck in the On position. You hurt the wrong person. You fell out of the hovercar and watched it crash into the mountains far from home. The battery dies in your blaster. The enemy gets another shot off.

No, And

You fail and things are getting worse. You miss and you hit your friend. You forget that a gun isn't a missile weapon and throw it at your opponent. You step in front of the attack and you take extra damage. Your gun explodes and deals you harm. The enemy makes a move.

Drops

2,12: The Power ignites causing an explosion that deals 1 Harm to all beings in Close range. None of the dead's gear survives.

3-6: A glowing orb of 1 Health.

7: No special Drop, just the gear.

8-11: A glowing orb of 1 Power.

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Yes, And

You succeed and something good happens. You pull the kid out of the fire AND the fire goes out. You behead the evil immortal AND manage to steal two of their powers. This is only part of a critical success, not a consequence of a bad roll.

Tinkers

Tinkers have two special abilities, Invention and Jury Rig.

For Jury Rig, the Tinker is using a point of Power to make it happen, so you should let it work if there's any possible way the magic of the Power can bridge the gap between what they have and what they are trying.

For Invention, feel free to give them a shopping list that will take multiple missions to accomplish. Ultimately, this is what makes Tinkers special, so don't screw with it too much.

Faction Tinkers

Every faction that isn't a solo faction will have an official Tinker. This person will make nearly anything the players want in exchange for items, weapons, and favors. The Tinker should demand considerably more for their skills than a player's Tinker would do on their own. If it's a 3 mission shopping list for a player's Tinker, make it 5 missions and a 2 favor's for the faction Tinker. Don't give sweet gear for free. It needs to be paid in time and blood.

Betrayal

With your team at your side, you will battle other immortals in an effort to take their heads and steal their power. Know that, as the number of immortals dwindle, your team will eventually become your opponents. For it is known that there can be only one Champion.

Betrayal is a part of immortality, but it comes with costs, both in-game and in real life. Factions dislike characters who betray other faction members, so they will assess a penalty. That may be doubling the Tinker price for new items, or sending them on the most deadly missions. In real life, players may have problems separating character actions from player behavior and "It's what my character would do" is always a terrible justification. Until you get to the endgame of the campaign, when there are few immortals left, I recommend you discourage player-vs-player fighting. If they insist, interrupt with a catastrophe of some kind. Attack them, drop a meteor on them, throw in an earthquake, or something. This goes extra if one of the players isn't consenting to the fight.

Otherwise, the game is upfront about the possibility of betrayal and the lack of trust. It wouldn't be the game it is without it. Ultimately, it is up to the players to take a character betrayal gracefully.

Play Summary

Character Creation

Pick your class: Warrior, Tinker, or Mage

Spend three points on Abilities. No more than three points in any one Ability.

Divide six points between three attributes: Might, Right, Focus. No more than three points in any one Attribute.

Name your bladed weapon.

With your faction mates, make some decisions about your faction and its organization.

Attribute Checks

Describe the action you are taking and choose the Attribute which best describes the approach you will be using.

Roll a number of d6s equal to that Attribute score and take the highest die. If you have 0 points in the Attribute, roll 2d6 and take the lower result.

On a 1-3, you fail and suffer a complication.

On a 4-5, you succeed with reduced effect or a complication.

On a 6, you succeed with no complication.

Failing with two 1s is a critical failure.

Succeeding with two 6s is a critical success.

Gameplay

You will be given a mission, complete with a mission briefing. You will go on the mission, hopefully succeed, then come home and debrief. Then you are awarded character points and given a chance to apply those points.

During combat, the players go first, in whatever order suits them.

On your turn, you can take one action and move freely from Near to Close range.

Abilities do not generally count as actions.

Power can be used to

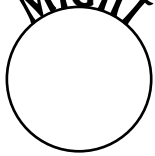
- Activate an Ability
- Reroll an Attribute check
- Recover full health instantly
- Corrupt three points of Power to boost an Ability score by 1, temporarily

For an immortal, death happens when you are brought to 0 Health and beheaded. Anything else, you will eventually recover.

If you bring someone to 0 Health or lower with a bladed weapon, you are presumed to have beheaded them unless you say otherwise.

Warrior Name: _____ Faction: _____

MIGHT

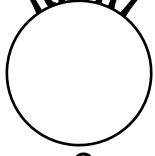


Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Power: ○ ○ ○

Character Points:

RIGHT



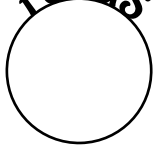
Special Abilities

Punch: 1 Harm

Ignore 1 Harm from the first attack each round

Description & Physical Manifestations

FOCUS



Abilities

Weapons & Gear

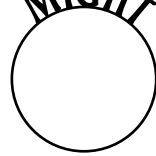
Roll d6s to match chosen Att. score. Take highest die.
1-3 Fail w/complication (2 1s is critical)
4-5 Succeed w/complication
6 Success (2 6s is critical)

Power can be used to:
Activate an Ability, Reroll an Attribute check, Recover full health instantly, Corrupt three points of Power to temporarily boost an Ability score by 1

Power Corruption:
Resurrection corrupts or corrupt for Ability boost. Corrupted power adds 1 to every roll. If Corrupted die is highest, take 1 Harm, check increases 1 category. Fail to partial success, partial success to success, success to crit.

Tinker Name: _____ Faction: _____

MIGHT

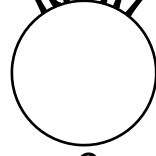


Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Power: ○ ○ ○ ○ ○

Character Points:

RIGHT



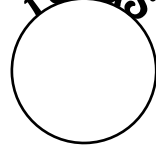
Special Abilities

Jury Rig

Invention

Description & Physical Manifestations

FOCUS



Abilities

Weapons & Gear

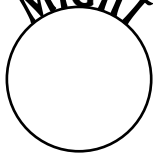
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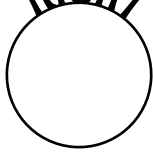
Power Corruption:
Resurrection corrupts or corrupt for Ability boost. Corrupted power adds 1 to every roll. If Corrupted die is highest, take 1 Harm, check increases 1 category. Fail to partial success, partial success to success, success to crit.

Mage

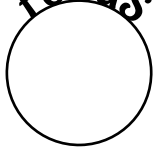
MIGHT



RIGHT



FOCUS



Name: _____ Faction: _____

Health: ○ ○ ○ ○ ○

Power: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Character Points:

Special Abilities
One free point of the Cast Magic Ability
2x/day trade 1 point of Health for 3 points of Power

Description & Physical Manifestations

Abilities

Weapons & Gear

Power can be used to:
Activate an Ability, Reroll an Attribute check, Recover full health instantly, Corrupt three points of Power to temporarily boost an Ability score by 1

Power Corruption:
Resurrection corrupts or corrupt for Ability boost. Corrupted power adds 1 to every roll. If Corrupted die is highest, take 1 Harm, check increases 1 category. Fail to partial success, partial success to success, success to crit.

Faction Name:
Meeting Location:
Summary:
Leadership:
Formal (1-10): Strict (1-10): Size (1-10):
Rule #1:
Rule #2:

Faction Name:
Meeting Location:
Summary:
Leadership:
Formal (1-10): Strict (1-10): Size (1-10):
Rule #1:
Rule #2:

Roll d6s to match chosen Att. score. Take highest die.
1-3 Fail w/complication (2 1s is critical)
4-5 Succeed w/complication
6 Success (2 6s is critical)

Appendix A: Weapons

This is not an exhaustive list of weapons. It is a sample. Tags can be added or modified by a Tinker. Tags on the opposite page are not exhaustive either. Entirely different weapons can be created or imagined.

Weapons

Auto Rifle: MID/QUICK, 1 Harm

Blaster Pistol: CLOSE/MID, 2 Harm

Blaster Rifle: MID/FAR, 1 Harm

Freeze Ray: FREEZE/CLOSE, 0 Harm

Great Axe: MELEE/BOLD, 2 Harm

Grenade: CLOSE/AOE, 1 Harm

Monoedge Rapier: MELEE/MONO, 2 Harm

Repeating Blaster Rifle: MID/BURST, 2 Harm

RPG: MID/FAR/AOE/INACCURATE, 3 Harm

Shotgun: CLOSE, 2 Harm

Sleep Grenade: POWER/SINGLE/SLEEP/CLOSE/AOE, 0 Harm

Sniper Rifle: FAR/PRECISE, 2 Harm

Soulsucker Sword: VAMPIRE/MELEE, 1 Harm

Sword: MELEE, 1 Harm

Vibroknife: MELEE/MONO, 1 Harm

Tags

AOE: Area of Effect

BLEED: 1 additional Harm per round until bandaged

BOLD: 1 additional Harm when used with Might

BURST: 1 additional Harm if you roll a 6 on the attack

CLOSE: Only effective up close

FAR: A distance weapon

FREEZE: Freezes target

HUNGRY: 1 additional Harm per kill in current fight

INACCURATE: Misses on a 4

MELEE: Hand-to-hand weapon

MID: Effective at ranges between CLOSE and FAR

MONO: Something comes off if you roll a critical success

QUICK: 1 additional Harm when used with Right

POWER: Use 1 point of Power to activate

PRECISE: 1 additional Harm when used with Focus

SINGLE: One use

SLEEP: On a 5+ on attack, target falls asleep

SNIPER: 1 additional Harm if fired slowly

VAMPIRE: Temporarily transfer 1 point of Power to attacker

Appendix B: Factions

Faction Name: Randor's Renegades
Meeting Location: Palace Grounds
Summary: Part of the planetary military, though not subject to exacting military discipline. The Renegade are dispatched by the palace to help with situations all over the planetary system and beyond.
Leadership: Royal Family and the planetary military, including mortal bureaucracy
Formal (1-10): 3 Strict (1-10): 8 Size (1-10): 8
Rule #1: Loyalty to the crown and each other is paramount.
Rule #2: Training is mandatory unless on a mission.

Faction Name: Sisters of Sorcery
Meeting Location: Meet telepathically
Summary: Sisters of Sorcery is closely allied with Randor's Renegades. While most members are mages, it's not a requirement.
Leadership: Leadership is made up exclusively of casters
Formal (1-10): 10 Strict (1-10): 1 Size (1-10): 1
Rule #1: Do what is best for the planet and the Power
Rule #2: Lynn's Legion must be stopped.

Faction Name: Lynn's Legion
Meeting Location: Corvid Castle, on the opposite side of planet
Summary: Power hungry. There is almost always a plot afoot to steal Power all over the planet and possibly tap the source of all Power directly. Betrayal is common.
Leadership: Run by an evil sorceress who stole the head of her mentor. Rules by chaos and fear.
Formal (1-10): 3 Strict (1-10): 3 Size (1-10): 4
Rule #1: Do as you're told
Rule #2: Cowards will be slaughtered

Faction Name: Duncan's Commandos
Meeting Location: Varies
Summary: Has been training inexperienced immortals from the beginning. They are the most mercenary of the group, seeking Power for themselves, while not actually crossing the line into evil...usually.
Leadership: Duncan is charismatic and self-serving.
Formal (1-10): 4 Strict (1-10): 3 Size (1-10): 6
Rule #1: Everything has a price.
Rule #2: Fraternity second.

Appendix C: Enemies

<p>Enemy: Dire Wolf Wolves as tall as people. Health: 2 Attack: Bite (BLEED, 1 Harm) Moves:</p> <ul style="list-style-type: none"> ▪ Charge ▪ Flank ▪ Flee 	<p>Enemy: Mortal Minions People out to get you Health: 3 Attack: Blaster Pistol (CLOSE/MID, 2 Harm) Moves:</p> <ul style="list-style-type: none"> ▪ Rally Troops ▪ Take Cover ▪ Coordinated Attack
<p>Enemy: Insect Swarm Stinging, biting little monsters Health: 2 Attack: Bite (AOE, 1 Harm) Moves:</p> <ul style="list-style-type: none"> ▪ Blind Target ▪ Scout ▪ Cover Retreat 	<p>Enemy: Bot Soldier Armored & armed bots Health: 4 Attack: Auto Rifle (MID/QUICK, 1 Harm) Moves:</p> <ul style="list-style-type: none"> ▪ Quick Charge ▪ Repair ▪ Explode
<p>Enemy: Leechopus Legs, teeth and suckers Health: 2 Attack: Bite (BLEED, 2 Harm) Moves:</p> <ul style="list-style-type: none"> ▪ Entangle Multiple Targets ▪ Destroy Ground ▪ Steal 1 point of Power 	<p>Enemy: Budding Zombies Shambling undead that spawn Health: 1 Attack: Bite (BLEED, 1 Harm) Moves:</p> <ul style="list-style-type: none"> ▪ Overwhelm ▪ Block Escape ▪ Reproduce/split

<p>Enemy: Screeching Horror All mouth and fear Health: 2 Attack: Screech (AOE, 1 Harm) Moves:</p> <ul style="list-style-type: none"> ▪ Deafen ▪ Summon Lightning(2H) ▪ Fear Aura 	<p>Enemy: Rock Monster Intelligent, mobile boulders Health: 4 Attack: Punch 2 Harm Moves:</p> <ul style="list-style-type: none"> ▪ Barricade ▪ Cause rockslide ▪ Barrage of stone (AOE, 2 Harm)
<p>Enemy: Rho Flock of giant angry birds Health: 4 Attack: Beak 2 Harm Moves:</p> <ul style="list-style-type: none"> ▪ Fly ▪ Dive Attack ▪ Carry target away 	<p>Enemy: T-Rex King of the Dinosaurs Health: 5 Attack: Bite 3 Harm Moves:</p> <ul style="list-style-type: none"> ▪ Throw target ▪ Tail sweep knockdown ▪ Charge
<p>Enemy: Crystal Quartz Gnomes Health: 1 Attack: Stab 1 Harm Moves:</p> <ul style="list-style-type: none"> ▪ Explode AOE 2 Harm ▪ Seed ground with sharp crystals ▪ Flee 	<p>Enemy: Hydra Many-headed serpent Health: 2 per head Attack: Bite 1 Harm per head Moves:</p> <ul style="list-style-type: none"> ▪ Spawn new head ▪ Knockdown ▪ Ambush attack

Appendix D: Abilities

Animal Companion: This creates a telepathically linked animal companion that is immortal for as long as the character is immortal, recovering completely after each mission. Points can be spent to make it stronger or smarter or to give it the power of speech.

Animal Control: Select category of animal: land, air, or water. Points can be spent for multiple categories or finer control. Physical manifestations will resemble the categories of controlled animals: fur & fangs, fins, or feathers.

Animal Traits: Wall walking, web casting, etc. Generally more points will be spent for more traits rather than stronger traits, but that depends on the specific traits chosen.

Armored Skin: Ignore 1 Harm per point spent.

Aura of Fear: Make your enemies quake in fear. Points can be spent for a bigger range or stronger fear effect.

Blast Attack: You explode for 1 Harm per point spent and reform later unharmed.

Breath Weapon: Acid, fire, cold, etc. 1 Harm per point spent.

Camouflage: A form of invisibility. Effectiveness and mobility change based on points spent.

Cast Magic: This allows you to shape Power to your will. Points spent determine how strong your spells can be. Spells that replicate existing Abilities do so as if cast with 2 fewer points.

Destructive Body Part: A sledgehammer hand or head, a jaw that can bite through anything, an arm-gun, attack tail, claws, clamps, blasters, etc. Harm is determined by points spent.

Earthshake: Strike the ground hard enough to knock others down and damage buildings. Points determine range and structural damage.

Energy Blast: Shoot a blast of energy from some part of your body. 1 Harm per point spent.

Extending Body Part: A neck that can extend is an example. The more points, the more extension.

Giant: This is an always-on Ability. 1 point makes you 8-10 feet tall. 3 points makes you building-sized. Note: this is not the Strength Ability.

Hyper Spin: Generate whirlwinds and fly by spinning arms and torso. Whirlwind can throw other people and objects around causing damage. Wind speed, damage, and flying are controlled by the points spent.

Ice Control: Shape and use ice at will. Can be used as a missile weapon. With enough points, can be used to make an ice monster.

Flight: Speed and flying dexterity determined by points spent. 1 point is a very fast sprinting speed.

Magic Immunity: Immune to magic up to the same amount of points spent.

Plant Control: Similar to Ice Control.

Shadow Travel: Step into one shadow and out of the other. Points control range and ability to bring others with you.

Shapeshifting: Change your shape. Speed of change and options like creating a weapon are controlled by points spent.

Speed: Go faster. 1 point makes you twice as fast as other immortals. 4 points would break the laws of physics.

Stink Cloud: Create a cloud of noxious scent that can incapacitate those around you.

Strength: Strength is an always-on power. Each points adds a point of Harm to your punch or kick and enables other feats of strength.

Vision Control: Two vision options (telescope, etc.) per point.

Credits

Character art was created by <https://pixabay.com/users/pendleburyannette-1860575/>

Other art was generated using <https://app.wombo.art/>

