



## **CORE RULEBOOK**

*β2.1.1* — By Niko Lepka

October 1, 2020



# PREFACE

## WHAT IS SIREN?

Siren, the **Simple RPG Engine**, is a free and open source RPG system that aims at being simple and easy to learn without also compromising on the expressiveness of the system.

An RPG engine, much like a video game engine, is a framework on which you can build your own system. If any of the rules in this seem like they don't *quite* fit what you need, you're free to change them or even add new ones if that better suits your campaign.

## WHAT ARE RPGs?

Role Playing Games—RPGs for short—are games in which you take the role of some character and act in their stead. You may know this from video games, where you play some adventurer in a medieval land full of magic and dragons; or where you play a person that's trying to survive in a nuclear wasteland, fighting mutants and warring factions. But RPGs date back before that.

Traditional RPGs, also known as *Tabletop RPGs* or *Pen and Paper RPGs* date back to the early 1970s. It's a social game played with a group of friends around a table, mutually telling a common story of great adventure, mysticism, space warfare or anything else they can come up with. These typically employ the use of dice and a piece of paper with all the characters' traits and abilities written out for the players to make use of during game-play.

## WHO IS THIS FOR?

Some role-playing systems have hundreds of books and rules, so many so that it's hard to remember them all, and valuable playtime is spent researching and cross-referencing rules. While other systems have so few and vague, that a lot of playtime is spent arguing about which rules apply to a given situation.

Siren is made for those players who wish to have a small yet precise set of rules that can be used in every type of story, whether it's a grand space opera, or high fantasy, Siren's got you covered.

## WHERE CAN I CONTRIBUTE?

You can contribute to Siren on <https://github.com/ElectricCoffee/SirenRPG>. Guidelines for how to contribute are available on the page.

## CONVENTIONS

This book uses standard RPG dice notation, which looks like this:  $AdX \pm L$ , where  $A$  is the number of dice,  $X$  is the number of faces on the die, and  $L$  is the value added or subtracted after the roll, so  $3d6 + 8$  means roll three six-sided dice, and add 8 to the result. While any type of die can be used in your games, Siren only requires the venerable  $d6$ .



Notes are displayed like this, and often convey important information to the player or GM regarding a certain mechanic.

### EXAMPLE

Examples are displayed like this, and show a situation in which something is used.

## SPECIAL THANKS

Special thanks to the lovely individuals who've helped out with the project in one way or another:

Aleksander Øglænd	Alex Laterman	Ben Overmyer	Christian J. Martinsen
Jacob G. Jacobsen	Marco L. L. Olsen	Morten M. Rasmussen	Patrick A.
Peter L. Erichsen	Thomas G. McCollin	Tyson Tan	

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# 1 GETTING STARTED

## 1.1 WHAT YOU NEED

1. **Three to six players.** One of which will have to be the Game Master (GM).
2. **Character sheets.** One per player. Additional paper is encouraged, but not required.
3. **Dice!** At least 3d6 per player, more is not necessarily required, but encouraged.
4. **Battle-Mat (Optional)** If you wish to do so, you can acquire a battle-mat of some description, which can help visualise combat encounters.

### 1.1.1 WHAT'S A GAME MASTER?

The Game Master is the special player in a game that directs the flow of the adventure. The GM is responsible for narrating, setting up obstacles, and role-playing the Non-Player Characters (NPCs) that the players have to face throughout their adventures.

As a GM, the world is at your discretion. You roll the dice for everyone that isn't controlled by the players, you set the tone and mood of the environment, and you create the scenarios that will shape the decisions of the players. You also get to set the difficulty of the obstacles at hand.

### 1.1.2 THE ROLE OF THE PLAYER

The player's role is to play their character, and face the trials imposed by the GM. As a player, you control one of the protagonists in the story that the GM is telling, you make their choices and roll their dice to see how well they perform certain tasks.

## 1.2 PERFORMING ACTIONS

Actions are what usually drives the plot in an RPG, whether it's talking to an NPC or performing great heroic feats, it's all actions.

Some actions have a chance of failure, and thus require you to roll your dice (typically 3d6) to see if you succeed or not. These are performed as *Skill Rolls* and are covered more in depth in Chapter 5. The success or failure of this roll decides the fate of your character.

Other actions succeed automatically, and do not require a skill roll, unless there's a very good reason that there should be. Imagine having to roll your dice every time you wanted to talk to an NPC or walk down the street. Unless your character has crippling social anxiety or completely lacks a balance, it's assumed that these sorts of things are automatically successful.



# 2 GAME CREATION

## 2.1 TELLING A STORY TOGETHER

First and foremost, the point of playing an RPG is telling a story together, how you manage to go about doing so is completely up to you. Creating a good story for your players to interact with can be a bit difficult at times, but it is absolutely doable. Let your imagination run wild and see what you can come up with! Generally speaking you need a few things: A setting, a scale, a plot, and some NPCs.

## 2.2 SETTING

The setting is one of the most important aspects of your game. It determines everything from whether or not magic exists, to things like alien races, or level of technology.

Do you want to make 1940's style Noire story set in the distant future in a city that spans an entire planet? Go for it! The most important thing, is that you—as the GM—can keep track of the setting, and keep it somewhat consistent. Consistency is important so that things don't feel out of place. Don't be afraid to break consistency if you want to surprise or weird your players out. It's your game world, make it however you want it.

## 2.3 SCALE

When creating a game, it's also important to keep the scale of it all in mind. Do you want a giant flourishing world filled to the brim with characters and opportunities on every corner? Or do you instead want something small and personal that can be wrapped up in a few sessions, but leaves a deep and profound impact on the players? It's all up to you. Just remember not to bite over more than you can chew, since bigger worlds tend to also require more work put into them. It's easy to create this massive world and get lost in it.

## 2.4 PLOT

What is a story without issues to resolve? Like any good movie or video-game, the story needs a plot-line. Is a big evil corporation trying to take over the world? Is a secret society conspiring against the general population? Maybe a horde of dragons are stealing all the magic in the world for themselves in preparation for an upcoming war.

It's up to you, make it good.

## 2.5 NON-PLAYER CHARACTERS (NPCs)

What is a world if there aren't anyone in it? Just like the players need characters, so does the game world. It's important to remember not only to make major plot-related NPCs, like a spy in the organisation you're trying to infiltrate, or the big bad guy that is foiling your plans at every step. But minor NPCs like the slew of goons you want your players to fight, or that one one-off clerk at the shop that the players want to interact with.

NPCs generally come in those two flavours: Major and Minor. Major NPCs are best created with a full character sheet, like the players, but minor NPCs can make by with just the most important stats written down.



# 3 CHARACTER CREATION

## 3.1 INTRODUCTION

Character creation is perhaps one of the most important aspects of an RPG. How you design your character impacts how the game is going to be played. This chapter is meant as a guide to help you through creating your character in Siren. Appendix D has a blank character sheet for you to copy.



All fractions are rounded down by default unless explicitly stated otherwise.

## 3.2 USE YOUR IMAGINATION

Make your character yours. Think of a back-story for them, give them a reason to exist in the world you're playing in. If you are unsure about what works in the setting, ask your GM for help; after all, they're the one curating the game. Work with the GM and the other players to create a character that best works for your game.



The following is meant as a loose guide. If the GM decides, any and all of the rules below can be changed to suit your particular game.

## 3.3 THE CHARACTER SHEET

The character sheet comes in three pages.

**PAGE 1** The general stats page, which contains your traits, skills, and exploits.

**PAGE 2** The weapons, spells, and armour page, which keeps track of your weapons, spells, armour, and shields.

**PAGE 3** The character and possessions page, which keep track of your character notes (back-story, etc.), money, and loot. Example character sheets have been included in Appendix D.



In case you can't fit on everything on the character sheet, feel free to use the reverse side of the paper!

## 3.4 BUILDING A CHARACTER

### 3.4.1 EXPERIENCE POINTS (XP)

To help you out, you'll get **35 XP** to start out (The GM may decide to give more or less XP depending on setting). These can be used to purchase skill specialisations and upgrade your traits if you so desire at the beginning of the game. Check Chapter 8 for more information about how XP works.

### 3.4.2 TRAITS

During character creation, each trait level costs 1 XP and cannot exceed a trait level of 10.

The derived traits are calculated like this:

<b>HP:</b>	$Con \times 2$
<b>FP:</b>	$Con + Str$
<b>MP:</b>	$Int \times Wis$
<b>Speed:</b>	$Athletics/2$
<b>Parry:</b>	$Fighting/2 + DfM$
<b>Dodge:</b>	$Speed + DfM$

See Section 7.5 for an explanation on *Parry*, *Dodge*, and *DfM*.



The *Parry* box on the character sheet is split in two, this is due to the fact that there are *two* parry traits: one for *Fighting (Heavy)* and one for *Fighting (Light)*. It is up to you which half to use for which, as long as you can remember it.

#### EXAMPLE

A character with the traits set up like this:

<u>Agi</u>	<u>Cha</u>	<u>Con</u>	<u>Dex</u>	<u>Int</u>	<u>Str</u>	<u>Wis</u>
6	4	4	6	5	4	3

Would cost 32 XP to build. Note that a value of 5 is considered *average*.

See Appendix D for an example character with these exact traits.



*Parry* and *Athletics* are covered in Chapter 7 and Chapter 5 respectively.

### 3.4.3 SKILLS

Calculate your character's skills based on their traits as shown in the skill listing on your character sheet. Think about what your character is particularly good at, these skills can be what your character specialises in. See Chapter 5 for more information about Skills in general.

### 3.4.4 EXPLOITS

Exploits are entirely player-defined, and are a way of personalising your character to fit your play-style. Exploits can range from simply providing bonuses, to providing exceptions to the existing rules. You can read more about exploits in Chapter 6.

### 3.4.5 WEAPONS

The weapons section of the character sheet lists all the relevant attributes of a given weapon. The section is divided into five columns: *name*, *specialisation*, *damage & type*, *range*, and *parry*.

**NAME** The given name of the weapon, this could be something as simple as "Long Sword" "Glock 22" to something as personal as "Widow-Maker" or "Demon Slayer".

**SPECIALISATION** The name of the given specialisation the weapon falls under. The idea is that, if you're able to use one long sword, you're able to use all of them, doesn't matter if one has a fancier handle than the other. The specialisation is also what you upgrade if you want to be better at using the weapon. You can think of this as the *weapon class*.

**DAMAGE & TYPE** The dice you roll and the type of damage it deals. Examples include *2d6 Piercing* and *1d6 + 3 Crushing*.

**RANGE** The range of the weapon in meters. The range of a weapon is most useful when playing with a game mat (see Chapter 7), where the width of each square corresponds to *1m*.

**PARRY** The individual weapon's parry score, which differs from the score in the box on the front of the character sheet. It is included here for quick reference.

This is the *Parry* score from the first page, plus the weapon's specialisation.

### 3.4.6 SHIELDS & ARMOUR

The shields and armour sections list the relevant attributes of your characters' defensive equipment. Where they differ, is in the fact that shields can be used offensively as well as defensively. Shields share all columns as weapons except range, as all shields are considered close-range weapons. Therefore, refer to the relevant columns in the weapons section above.

The defensive stats for shields and armour are divided into *DfM* and *Damage Resistance*. Refer to Section 7.5 for more info.

**DfM** Short for **D**efence **M**odifier. It is a type of passive bonus applied to your *Dodge* and *Parry*, which makes it more likely for you to not get hurt during combat.

**DAMAGE RESISTANCE** Provides damage reduction in the case you *do* get hit. Damage Resistance makes attacks hurt less, thus increasing your survivability during combat.

### 3.4.7 SPELLS

The spell section lists the spells your character knows and is able to use. The section is divided into *name*, *cost*, and *description*. Check Chapter 9 for more information about magic in general.

**NAME** The name of the spell. Unlike weapons, spells don't fall into general categories in quite the same way, so specialisations need to be handled on a per-spell basis. It's important to note, that just because your character doesn't specialise in a given spell, it doesn't also mean they can't use it. It is ultimately up to the GM to decide whether a spell can be learned or not.

**COST** The cost of the spell in *MP*. Some spells consume mana-points, which limit the number of times a spell can be used. See Section 9.3 for more details.

**RANGE** The range of the spell. Depending on the setting, the range of any given spell can vary widely from point-blank to several kilometres.

**DESCRIPTION** Describes the effects of the spell in question. Things like how it behaves and—if applicable—how much damage it deals.

### 3.4.8 EQUIPMENT

The equipment section lists all the stuff you're carrying. This is everything from armour and clothes, to loot, to weapons.

### 3.4.9 MONEY

Each box in the money section is for the type of the currency carried, and the lines next to the boxes are meant for the amount of said currency. So if you're playing an international spy, the boxes could hold *USD*, *GBP*, *EUR*. And if you're playing in a fantasy setting, they could hold *Gold*, *Silver*, *Bronze*.

#### EXAMPLE

Here's an example of how the money table on the character sheet could be filled in a medieval fantasy setting:

Platinum	0
Gold	12
Silver	144
Copper	59



# 4 TRAITS

## 4.1 INTRODUCTION

Traits are the aspects that define your character. These are things like their brains, their brawn, their fitness, etc. There are two different types of Traits in the game: *Core Traits*, and *Derived Traits*, which are special Traits derived from the core ones.

## 4.2 CORE TRAITS

There are 7 core traits, each with an associated three-letter abbreviation. Traits have an associated score, the score determines how good or bad your character will be at certain tasks during the game. You can find the core traits in Figure 4.1.

Trait	Description
Agility ( <i>Agi</i> )	Movement and reaction
Charisma ( <i>Cha</i> )	Ability to affect people
Constitution ( <i>Con</i> )	Health, stamina, and mettle
Dexterity ( <i>Dex</i> )	Use of your hands and fingers
Intelligence ( <i>Int</i> )	Mental capability
Strength ( <i>Str</i> )	Raw strength and muscle power
Wisdom ( <i>Wis</i> )	Situational assessment and intuition

Figure 4.1: Core Traits

### 4.2.1 AGILITY (AGI)

Agility represents your character's swiftness, manoeuvrability, and general fitness. An agile character naturally lends themselves to speed, be it in terms of running or reaction time.

Agility is a core component in most physical skills; so whether your character is a professional boxer, an athlete, a bouncer, or a courier; Agility is the trait for you.

### 4.2.2 CHARISMA (CHA)

Charisma is your *people skill*. It represents your character's general ability to interact with, affect, and manipulate people. A highly charismatic character can talk their way into or out of almost any situation, and as such Charisma is a core component in most of the social skills.

Whether your character is a sleazy con-artist, a performer, or a suave secret agent, Charisma is likely an important trait for you to consider.

### 4.2.3 CONSTITUTION (CON)

Constitution determines your character's health, their stamina, and their willpower, in other words: your character's general stubbornness. Constitution is the core trait in everything to do with physical and mental health, and has a key role in a number of skills related to yours and other people's survival.

If your character is a medic, a ranger, or needs to tank a lot of hits, then Constitution is a good priority choice.

#### 4.2.4 DEXTERITY (DEX)

Dexterity—or more accurately: *manual* dexterity—governs your character’s fine motor skills and ability to skilfully use their hands and fingers. Intricate jobs like lock-picking, surgery, and watch-making all lend themselves nicely to a dexterous character, but coarser jobs that also require the use of your hands, like marksmanship and sailing also fall in this category.

#### 4.2.5 INTELLIGENCE (INT)

Intelligence represents mental capacity, logical reasoning, and general academic prowess. A highly intelligent character will have no trouble navigating academic resources and doing research; for this reason, most mental skills rely on Intelligence to some degree.

Good for characters who want to think their way out of and around problems. Scholars, mages, and tacticians all benefit from a high Intelligence.

#### 4.2.6 STRENGTH (STR)

Strength represents the raw physical strength of your character. Bulky and buff characters will naturally be strong, and are good for hitting hard and pulling the weight; this trait is key in some physical skills.

Bouncers, brutes, weight lifters, naturally benefit from a high Strength.

#### 4.2.7 WISDOM (WIS)

Wisdom is your character’s situational awareness, intuition, and general gut-feel. For this reason, Wisdom applies to a wide variety of situations, as situational awareness and a good intuition will often be enough to get you through a lot of situations.

### 4.3 DERIVED TRAITS

The derived traits are all based on the core traits, and therefore cannot be chosen. You can find the derived traits on Figure 4.2.

Trait	Calculation
Health ( <i>HP</i> )	$Con \times 2$
Fatigue ( <i>FP</i> )	$Str + Con$
Mana ( <i>MP</i> )	$Int \times Wis$
Speed	$Athletics/2$
Parry	$Fighting/2 + DfM$
Dodge	$Speed + DfM$

Figure 4.2: Derived Traits. (See Section 7.5 for *DfM*)

#### 4.3.1 HEALTH (HP)

Health represents a character’s physical well-being. If you have any past experience playing video-games or other RPGs, you know exactly what the purpose of Health is, but for those uninitiated, it is simply a measure of how close to dying your character is. Worry not though, getting to zero HP does not instantly mean death! More on that in Section 7.3.1.

#### 4.3.2 FATIGUE (FP)

Fatigue represents how hard your character can exert themselves. Every point of fatigue has adverse effects on your character’s ability to perform. Get too fatigued, and your character faints from exhaustion. You can read more about Fatigue as a mechanic in Section 7.3.2.

### 4.3.3 MANA (MP)

Mana represents your character's magical potential and is used to cast spells (if the setting allows it). Running out of mana runs the risk of exhausting your character, so use it effectively! More about mana and how to use it in Section 9.3.



If a certain setting calls for it, the MP can be used as “Mental Points” or “Sanity Points” instead of magical potential. This is useful if you want to drain your players' sanity over the course of campaigns that feature particularly horrifying things. Though if you plan on using mana for that, consider calculating it as  $Con \times Wis$  rather than  $Int \times Wis$ .

### 4.3.4 PARRY

The Parry trait lets your character deflect an incoming attack using their fighting ability and/or a weapon. This derived trait is a bit different from the others, in that it's based on two different skills *Fighting (Light)* and *Fighting (Heavy)*. For this reason, the box on the character sheet is split in two. More on parrying in Section 7.5.



For all intents and purposes, parrying and blocking are treated interchangeably.

### 4.3.5 SPEED

If playing with a battle-mat, the *Speed* trait determines how many squares a character can move per turn. More on that in Section 7.1.3.

### 4.3.6 DODGE

The Dodge trait determines your character's ability to dodge out of the way of danger. By default it is equal to your character's Speed trait + the appropriate *DfM*. More about Dodge in Section 7.5.

## 4.4 TRAIT SAVES

Sometimes when a situation calls for it, you need to roll what's called a *Trait Save*. Trait saves are where you roll against your trait rather than your skill to affect the outcome of a certain situation.

A trait save is always  $2 \times \text{affected trait}$ , regardless of the trait. Trait saves are different from *Skill Rolls* (see Chapter 5) in that they only make use of a single trait, and are not subject to modifiers.

#### EXAMPLE

Mark is on the brink of collapse. He's lost a lot of blood in the battle against the mob boss. His *Constitution* is at 6, and needs to roll a *Constitution Save* ( $Con \times 2 = 12$ ) to not faint from blood loss. He rolls a 2, a 6, and a 5, a total of 13. He collapses and faints.



# 5 SKILLS

## 5.1 INTRODUCTION

Skills are the primary workhorse in the game. Whenever there's any situation that requires action, a player rolls against their skill  $\pm$  any modifiers. There are 20 different skills, as seen in Figure 5.1. These skills reflect the different types of actions a player can perform during play.



The skills listed are a guideline, and may not fit the setting. Therefore, it's up to the GM to add, replace, or remove any skills on the list if it's relevant to the given game or setting.

## 5.2 SKILL ROLLS

The player rolls three six-sided dice (3d6) against their skill of choice, if the outcome is  $\leq$  the skill level, it's a success, if not, it's a fail. Rolling a 3, is an automatic success (regardless of level), and rolling an 18 is an automatic fail (also regardless of level).

### EXAMPLE

Alice wants to pick a lock. Her *Thievery* skill is at 13. She rolls 3d6, and rolls a 1, a 5, and a 3, which is 9 in total. This means she successfully picks the lock.

### 5.2.1 SKILL MODIFIERS & CHALLENGE RATINGS

A skill modifier is something which modifies a skill. These modifiers always come in the form *Skill*  $\pm n$ , where  $n$  is by how much a given skill is modified.

Skill modifiers can be applied in a variety of situations and almost always stack. Modifiers can come from your character's specialisations (see Section 5.3), their exploits (see Chapter 6), the difficulty of a given challenge, fatigue (see Section 7.3.2), or various status effects.

Pushing a boulder could be *Physique*  $- 4$ , which means it *subtracts* 4 from your character's Physique skill ( $\pm$  any other modifiers) **before** the roll is performed, thus making it more difficult to succeed.

**NOTE TO PLAYERS COMING FROM OTHER SYSTEMS** The skill system may be reversed from what you're used to, and may require some re-adjustment time because in *Siren* you want to be aiming for a lower roll.

Category	Skill	Traits	Description
Mental	Academics	<i>Int + Int</i>	Use vast knowledge of a certain field.
	Investigation	<i>Int + Wis</i>	Searching for things and information.
	Magic	<i>Int + Wis</i>	Perform fantastical feats.
	Perception	<i>Int + Wis</i>	The passive ability to spot things.
	Survival	<i>Con + Int</i>	Surviving in certain environments.
	Thievery	<i>Dex + Int</i>	Performing certain larcenous activities.
Physical	Athletics	<i>Agi + Con</i>	Perform a certain task that requires stamina.
	Fighting (Heavy)	<i>Agi + Str</i>	The ability to fight with heavy weapons.
	Fighting (Light)	<i>Agi + Dex</i>	The ability to fight with light weapons.
	Physique	<i>Con + Str</i>	Any action that requires strength.
	Stealth	<i>Agi + Wis</i>	Sneaking around and acting unseen.
Social	Contacts	<i>Cha + Int</i>	Make and use connections with people.
	Insight	<i>Cha + Wis</i>	Sensing and social cues and motivation
	Nursing	<i>Cha + Con</i>	Taking care of people and non-magic healing.
	Persuasion	<i>Cha + Cha</i>	Manipulating people.
Technical	Crafting	<i>Dex + Int</i>	Making things with your hands.
	Shooting	<i>Agi + Dex</i>	Shooting or throwing objects.
	Vehicle (Air)	<i>Dex + Int</i>	Operating motorised air vehicles.
	Vehicle (Land)	<i>Dex + Wis</i>	Operating motorised land vehicles.
	Vehicle (Sea)	<i>Dex + Int</i>	Operating motorised sea vehicles.

Figure 5.1: Skill Listing

## 5.3 SPECIALISATION

Your character can specialise in any number of different skills. Specialising grants the skill a *Skill Modifier* equal to the level of proficiency you have bought for that particular specialisation. This modifier on the given skill only applies if that specialisation is used. This means there's a difference between using a skill specialised and unspecialised. See Chapter 8 for more info on how to acquire and upgrade specialisations.



Just because your character hasn't specialised in anything, does not mean they cannot perform it, it just means they don't get the skill modifier.

### EXAMPLE

Joyce is an Olympic runner, and has a *Constitution* of 5, and an *Agility* of 5; this gives her an *Athletics* score of 10. As a runner, her specialisation in running grants her a +2 modifier to her *Athletics* roll whenever she needs to perform a running task. She rolls 11, but because her effective *Athletics* score is 12 due to the modifier, she succeeds.

## 5.4 SKILLS IN DEPTH

### 5.4.1 MENTAL SKILLS

#### ACADEMICS (INT + INT)

The Academics skill, called *Knowledge*, or *Lore* in other games, is the skill of knowing things factually. This can be things your character has read, or something they've researched. If your character needs to identify ancient writing, source herbs, design circuits, or have a meaningful discussion with an expert, this is the go-to skill.

#### EXAMPLE SPECIALISATIONS:

Maths	Physics	Chemistry	Theology
Medicine	Literature	Linguistics	History
Anthropology	Computer Science	Magic	Botany
Geology	Astronomy	Quantum Physics	Computer Security

**INVESTIGATION (INT + WIS)**

Investigation is the skill of actively searching for things and gathering information. Whether your character is hunting for clues or digging through books, investigation is the skill to use.

**EXAMPLE SPECIALISATIONS:**

High Society	Low Society	Urban	Nature
Forensic	Psychology	Anthropology	

**MAGIC (INT + WIS)**

Magic is the skill of performing fantastical things with power channelled through the body. Whether it's chi energy, spiritual power, nano-bots, genetic modification, or the essence of the universe that powers your abilities, it all falls under *Magic*.

**EXAMPLE SPECIALISATIONS:**

Life	Death	Construction	Destruction
Earth	Water	Air	Fire
Arcane	Black/Dark	White/Light	Temporal
Divine	Diabolic	Utility	

Magic is covered much more in depth in Chapter 9.

**PERCEPTION (INT + WIS)**

Perception, called things like *Notice*, *Spot*, or *Awareness* in other games, is the skill of using your senses to *passively* notice what's going on around you. This is in contrast to the *Investigation* skill, which is used when your character is *actively* looking for something.

The GM will sometimes ask you to roll a *Perception* check, to see if you notice something they want you to notice.

**EXAMPLE SPECIALISATIONS:**

Desert	Tundra	Jungle	Island
Prairie	Urban	Industrial	Space-Faring
Sea-Faring	Mines	Mountain	Arctic

**SURVIVAL (CON + INT)**

Survival is the skill of surviving; particularly in inhospitable environments.

**EXAMPLE SPECIALISATIONS:**

Desert	Tundra	Jungle	Island
Prairie	Urban	Off-World	Space
Under Water	Underground	Mountain	Arctic

**THIEVERY (DEX + INT)**

Thievery is a catch-all term for general larcenous and/or criminal skills that (generally) involve thought and finesse. These skills are regarded as such regardless of their actual use.

**EXAMPLE SPECIALISATIONS:**

Pick-Pocket	Lock-Pick	Sleight of Hand
Alarm Deactivation	Hacking	Evidence Tampering

**5.4.2 PHYSICAL SKILLS****ATHLETICS (AGI + CON)**

Athletics, sometimes called *Endurance* in other games, is a skill that has your character perform physically challenging things, often involving swiftiness or stamina. Tasks such as running, climbing, or swimming fall under here.

**EXAMPLE SPECIALISATIONS:**

Running	Climbing	Swimming	Jumping
Acrobatics	Biking	Diving	Sailing



Sailing here refers to sailing a non-motorised sail or row boat. For motorised sailing, see the skill *Vehicle, Sea*.

**FIGHTING (HEAVY) (AGI + STR)**

This is the skill of melee fighting with heavy weaponry. Weapons such as clubs, mallets, warhammers, axes, etc. fall under this skill.

**EXAMPLE SPECIALISATIONS:**

Mace	Club	Mallet	War Hammer
Claymore	Baseball Bat	Pipe	Pipe Wrench
Battle Axe	Two-by-Four	Ōdachi	Talwar
Kite Shield	Tower Shield		

**FIGHTING (LIGHT) (AGI + DEX)**

This is the skill of melee fighting without weapons or with light weaponry. Weapons such as rapiers, short swords, lances, and knives fall under here.

**EXAMPLE SPECIALISATIONS:**

Rapier	Short Sword	Katana	Beam Sword
Knife	Ice Pick	Baton	Brass Knuckles
Fist (punching)	Foot (kicking)	Rolling Pin	Letter Opener
Buckler	Targe		

**PHYSIQUE (CON + STR)**

Physique, the raw strength counterpart to Athletics. This skill involves everything that requires strength. Lifting, pulling, or pushing heavy objects are things that fall under here.

Specialisations here, would typically come in the form of the type of work a character has performed, even if the jobs ultimately overlap in terms of tasks. This is done as a framework to encourage role-playing and thinking in-character.

**EXAMPLE SPECIALISATIONS:**

Dock Worker	Power Lifter	Body Builder	Wrestler
Landscaper	Construction Worker	Mover	



**STEALTH (AGI + WIS)**

Stealth is the act of moving around unnoticed. Tasks such as blending in, sneaking, and infiltrating all fall under here.

**EXAMPLE SPECIALISATIONS:**

Desert	Tundra	Jungle	Island
Prairie	Urban	Industrial	Space-Faring
Sea-Faring	Mines	Mountain	Arctic
High Society	Low Society		

**5.4.3 SOCIAL SKILLS****CONTACTS (CHA + INT)**

Contacts is the skill of creating, maintaining, and making use of contacts. So if your character needs to call a friend for help, or establishing a new connection with someone for use later, this is the skill for you.

**EXAMPLE SPECIALISATIONS:**

High Society	Low Society	Academia	Mercantile
Criminal	Political	Government	Legal

**INSIGHT (CHA + WIS)**

Insight, called *Sense Motive* or *Empathy* in other games, is the dual/opposite of *Persuasion*. This skill is all about reading people and their intentions, and trying to figure out what they're up to. So if you're suspecting a salesman is trying to scam you, or if you're trying to figure out if an unstable inmate is about to have a wild mood swing, this is the go-to skill.

**EXAMPLE SPECIALISATIONS:**

Relationships | Criminal | Mercantile | Academia

**NURSING (CHA + CON)**

The Nursing skill is all about taking care of animals and people and making them feel good. A good nurse can have a positive effect on someone's mental and physical health, and in fact can help speed up their natural healing. Essentially, one can think of nursing as non-magical healing.

**EXAMPLE SPECIALISATIONS:**

Combat	Veterinary	Natal Care	Psychology
Geriatric	Childcare	Physical Therapy	Holistic

**PERSUASION (CHA + CHA)**

Persuasion is the skill for manipulating people for good or bad. Whether you need to lure a guard away from his post, trick the evil sorcerer to reveal his secret plan, or strike a favourable deal with the mob boss, or maybe you just want to sit around in a pub cracking jokes, lightening the mood of the people around; this is the skill you want to use.

**EXAMPLE SPECIALISATIONS:**

Bargaining	Charming	Convincing	Inciting
Seducing	Taunting	Provoking	Distracting
Rapport	Deception	Bluffing	Intimidation

### 5.4.4 TECHNICAL SKILLS

#### CRAFTING (DEX + INT)

The skill of making things, any hobby or task that involves producing something tangible with your hands belongs here.

##### EXAMPLE SPECIALISATIONS:

Paper Crafts	Origami	Carpentry	Woodworking
Masonry	Smithing	Machining	Electronics
Gadgeteering	Knitting	Casting	Sculpting

#### SHOOTING (AGI + DEX)

Shooting is the skill of launching projectiles, whether it be by throwing, or launching them from a device.

##### EXAMPLE SPECIALISATIONS:

Throwing	Slingshot	Bow	Crossbow
Pistol	Revolver	SMG	Rifle
Assault Rifle	Cannon	Ballista	Trebuchet
Mortar	Tank Turret	Helicopter Turret	Blowpipe

#### VEHICLE, AIR (DEX + INT)

The act of operating an airborne vehicle.

##### EXAMPLE SPECIALISATIONS:

Plane	Fighter Jet	Helicopter	Hot Air Balloon
Commercial Liner	Zeppelin	Flying Car	Autogyro

#### VEHICLE, LAND (DEX + WIS)

The act of operating land vehicles.

##### EXAMPLE SPECIALISATIONS:

Car	Truck	Tractor	Tank
Train	Moped	Motorcycle	Hovercraft

#### VEHICLE, SEA (DEX + INT)

The act of operating water based vehicles. Note that sailing sail/row boats are Olympic disciplines, and thus fall under *Athletics*.

##### EXAMPLE SPECIALISATIONS:

Jet-Ski	Motor Boat	Yacht	Cruise Liner
Submarine	Hovercraft	Skiff	Landing Craft

## 5.5 CONTEST OF SKILLS

Situations arise, when your character needs to test their skills and prove their worth, this is done via a *Contest of Skills*. These contests come in three different variants: *Passive*, *Active*, and *Tournament*.

### 5.5.1 PASSIVE CONTEST

A passive contest arises when the character needs to overcome some static obstacle. This could be things like walking a tightrope, picking a lock, leaping over a gap, etc. The GM silently decides the level of difficulty by announcing a skill  $\pm$  a modifier that needs to be rolled.

#### EXAMPLE

Astrid is running from her pursuers across the rooftops of ancient Rome, she needs to clear a particularly wide gap between the buildings. Astrid says “*I’m jumping the gap*”, to which the GM replies “*Roll Athletics -2*”. Astrid’s Athletics skill is at 11, at -2, she must roll 9 or less to succeed. She rolls an 8 and gracefully leaps between the buildings.

### 5.5.2 ACTIVE CONTEST

An active contest is when the character is up against someone or something that actively works against them. Be it trying to pick-pocket a guard, an intense sword-fight, or playing chess against an opponent; all of this providing an *active* resistance.

In an active contest, both parties roll against their most applicable skill, the outcome is judged as follows:

Character A	Character B	Winner
Fail	Fail	The one failing by least
Fail	Success	Character B
Success	Fail	Character A
Success	Success	The one succeeding by most

If no one fails or succeeds more than the opponent, re-roll.

#### EXAMPLE

Tom wants to sneak past a guard, Tom’s *Stealth* is at 9, he rolls 11, failing by 2 degrees. The guard’s *Perception* is at 10, but rolls 13, failing by 3 degrees. Tom failed less than the guard, thus successfully sneaking past them.

### 5.5.3 TOURNAMENTS

Tournaments are *longer* contests of skills. Tournaments are divided into rounds, whoever wins the most rounds wins the tournament. Each individual round is a regular *active contest*.

It’s up to the GM to decide the number of rounds in a given contest.

## 5.6 COOPERATIVE SKILLS

It sometimes happens that two or more characters will need to help each other in performing a difficult task. For example, moving a large boulder might be too heavy for just one person, but if the whole team helps out, they may have enough combined *Strength* to pull it off.

Cooperative skill rolls are facilitated by adding half of each helper’s relevant skill (rounded down) to your own skill.



The added skill does not have to be the same as the main active one. After all, boarding a door does not require the same skills as holding it shut, but both of them can be used cooperatively to achieve a common goal.

## EXAMPLE

Eloise is on stage about to perform a country song on her guitar. Her *Persuasion* skill is 11, but it's a tough crowd that gives her a  $-6$  modifier, leaving her with an effective *Persuasion* of 5.

Luckily, George is here to help! His excellent gun-slinging skills would be a useful display of showmanship. George has a *Shooting* skill at 12, letting him add 6 to Eloise's effective skill for the challenge, bringing her up to a total of 11.

Finally, Terry adds his own attempt to dance to George's revolver-spinning and Eloise's guitar-playing. Terry's *Athletics* Skill is 6 allowing him to add 3 Bringing Eloise's total effective skill for the group performance up to 14.

# 6 EXPLOITS

## 6.1 INTRODUCTION

An RPG is no fun if all the characters in a party are the same. *Exploits* are a way for you to personalise your character. Make the character truly yours.

An exploit is simply anything that your character can do, given their background. In other games, these are typically referred to as *Stunts*, *Perks*, *Feats*, or *Class Abilities*. Exploits however, are free-form in nature and do not lock your character into any particular path.

### EXAMPLE

Billie is an intelligence agent, so naturally she has extensive training. Because of this, she has the *Just Your Friendly Neighbourhood Gardener* exploit, which gives her +2 to any *Deception* roll while in disguise.

## 6.2 DEFINING EXPLOITS

Exploits are something you—with the help of the GM—construct yourself. They are not necessarily defined anywhere, so it takes a bit of creativity to come up with something good. In the case that there are pre-defined exploits, feel free to attempt to modify them to suit your character better.

Exploits are a way for you to define special skills for your character that fit their background in some way. Your character might have special training, great talent, a hobby, genetic modification, magical capability, etc. which would give your character a reason to be able to do that particular exploit.

Now, unlike regular skills—which everyone can do—it is important to note that exploits are special and individualise your character. You can find a more comprehensive list of example exploits in Appendix B.

### 6.2.1 CHANGING A SKILL

Changing a skill involves somehow modifying a skill's traits to suit your agenda. It is important to note that you are only allowed to modify the skill where it makes sense.

#### SKILL-CHANGING EXAMPLES

- **Intimidating Size.** You can use *Cha + Str* instead of *Cha + Wis* to intimidate someone.
- **Desert Dweller.** You can instinctively search for food in a desert. You can use *Con + Wis* instead of *Con + Int* when looking for food with *Desert Survival*<sup>1</sup>.

### 6.2.2 EXTENDING A SKILL

Extending a skill involves adding new actions that lets it do things it cannot normally do.

#### SKILL EXTENDING EXAMPLES

- **Machine Specialist.** You can use your *Crafting* skill to deduce how any machine works regardless of prior familiarity.

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<sup>1</sup>Survival skill specialised for deserts

- **Backstab.** You can attack someone with your *Stealth* skill, provided they are not already aware of your presence.
- **Body Builder.** You can use your *Physique* skill to distract people with your muscles.

### 6.2.3 EMPOWERING A SKILL

Another way of defining an exploit, is by giving a skill a bonus under some narrow circumstance.

#### SKILL EMPOWERING EXAMPLES

- **Master Strategist.** Get a +2 bonus to your *Academics* roll when drawing up a war strategy.

### 6.2.4 CHANGING THE ODDS

Given a very narrow circumstance, you may choose to re-roll the least favourable die in your skill-roll.

#### EXAMPLES

- **De-Trapper.** Once per day, you may re-roll your least favourable die when disarming traps.
- **Lucky Dodge.** Once per day, you may re-roll your least favourable die when attempting to dodge.

### 6.2.5 FREE-FORM EXPLOITS

Exploits do not necessarily have to fall within one of the aforementioned templates, and can be entirely free-form in their creation.

The free-form nature of these makes them naturally hard to balance, so discuss with your GM what the restrictions on the exploit should be.

#### FREE-FORM EXAMPLES

- **Mac is Back.** Requires at least one *Crafting* specialisation. When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so. Additionally, the maximum penalty on any *Crafting* check is now  $-2$ .

These free-form exploits are useful for late-game characters that need to go beyond the usual limits of the game. A good way to balance these, would be to add prerequisite dependencies on other exploits or skills.

## 6.3 BALANCING EXPLOITS

Exploits can vary quite a lot in terms of cost and power, this is intentional. A given GM may feel that a different cost for a given tier of Exploit better fits their style or setting. A campaign about super-heroes would have exploits that would be unreasonable in a Noire Detective setting. For this reason, there should have some checks and balances in place to ensure the exploits are not completely game-breaking or out of place.

Here is a non-exhaustive list of ways to balance exploits:

- The exploit can only be used within a very narrow scope.
- The exploit has limited use-case.
  - Can only be used  $n$  times per in-game time-frame.
  - Can only be used  $n$  times per session.

- Has a limited number of uses that never regenerate.
- The exploit has a contextualised cost. Examples include:
  - Picking a lock, which always succeeds, but the lock breaks.
  - Temporary negative modifiers.
  - Lowers your character's social status.
- As something becomes more guaranteed to work, the time it takes to do it also increases.
- Requiring lore/good explanation.

Some exploits are better suited as spells. Even if not working in a magical environment, having an associated spell cost could be beneficial.

#### **BALANCING EXAMPLES**

- **Red Tape Splicer.** Requires *Red Tape Recorder*.  
Unconditional re-roll on *Persuasion* against a government official.  
Doing so damages your reputation with that agency.

See Appendix B for more example exploits.





# 7 COMBAT

## 7.1 INTRODUCTION

Combat is a staple of most RPGs. It's intense, often exhilarating, and it gives the players a chance to strategise. Combat is essentially a series of *Contests of Skill* (see Section 5.5), but due to the nature of combat are naturally a bit more involved.



If you are not playing with a battle-mat or game table, you can gloss over the rules for movement.

### 7.1.1 TURNS

Combat is split into a number of turns, each turn represents about 6 seconds of in-game time, meaning 10 turns make up an in-game minute.

Each character's individual turn is split into two types of phases: *proactive* and *reactive*. See Section 7.2 for details.



One turn is the time it takes for every character to have had a go, not the time for each individual character.

### 7.1.2 TURN ORDER

To determine turn order, each player rolls  $1d6 + \textit{Athletics}$ . The turn-order is then ordered highest to lowest. Highest result goes first, lowest goes last. Any ties require a re-roll.

#### EXAMPLE

Alice, Bob, and Clarice all roll for turn order. They have an athletics score of 9, 9, and 10 respectively. Alice rolls a 5, Bob rolls 3, and Clarice rolls a 6. Clarice goes first with 16, Alice is next with 14, and Bob is last with a score of 12.

### 7.1.3 MOVEMENT

Movement is 8-directional (see Figure 7.1), and moving in any direction costs 1 movement point.

Your character can only move as far as their movement points allow, but you may choose to move a shorter distance if you so desire. Figure 7.2 shows an example of a character moving 4 squares, which is worth 4 movement points.

### 7.1.4 THE GRID

The battle mat is subdivided into a grid of squares. The in-game size of a square is  $1m^2$ , although the GM may scale it up or down as necessary. The GM must alert the players of the scale if it differs from the standard  $1m^2$ .

## 7.2 PHASES

Turns in Siren are split into two distinct phases: *Proactive* and *Reactive*.

Each turn is structured as follows:

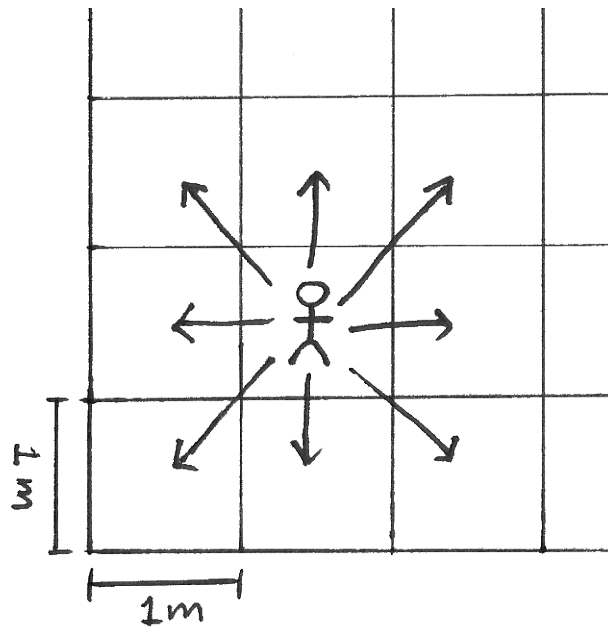


Figure 7.1: The eight movement directions

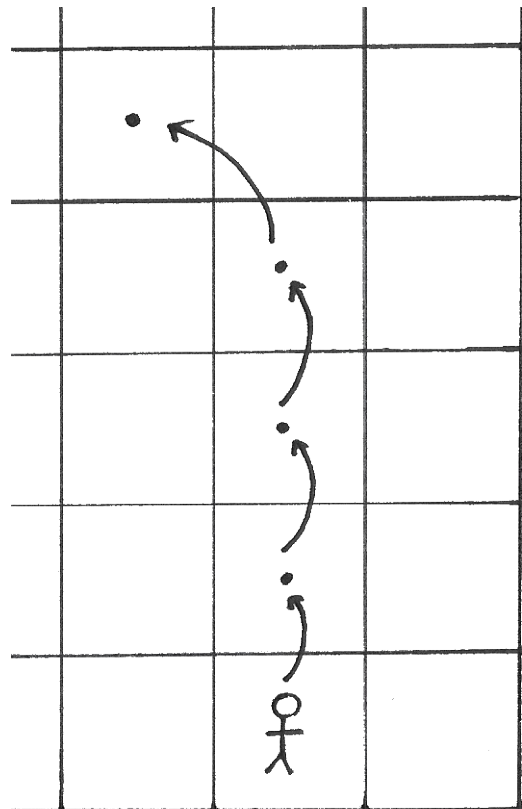


Figure 7.2: Example of movement.

1. Proactive
2. Reactive
3. Damage Calculation (if applicable)

### 7.2.1 PROACTIVE PHASE

The proactive phase is what you would think of as “your turn”, during your proactive phase you can pick any two of the following actions: *Attacking*, *Bracing*, or *Moving*. If however, your character is performing a non-combat action (such as picking a lock), this takes up the entire proactive phase.

**ATTACK** You character gets to roll an attack.

If your character performs a ranged attack, you need to check the weapon’s range. The skill check to attack is done at  $-3$  for every time the range of the weapon is exceeded.

**BRACE** Your character takes a defensive stance and gets  $+2$  to any *Dodge* or *Parry* rolls this turn.

**MOVE** Your character can move up to half their *Speed*.

#### RANGED ATTACK EXAMPLE

Will, the Ranger is out hunting for his party. He spots a deer in the distance. His bow has a range of 100 metres, the deer is 300 metres away. This exceeds the bow’s range twice ( $2 \times -3$  penalty). Will must roll *Longbow*  $-6$  to succeed.



In the proactive phase, you can choose to pick the same option twice. This allows you to *Attack*, *Brace*, or *Move* twice in the same turn if you wish to.

### 7.2.2 REACTIVE PHASE

When your character is being attacked, they enter the reactive phase. During this phase, you can choose up to **two** of either *Counter*, *Dodging*, or *Parrying*.

You cannot select the same option again until a *full round of combat* has concluded, unless otherwise specified.



You get a reactive phase even if your opponent *misses* their attack!

**COUNTER** Instead of dodging or parrying, you may simply initiate an attack in response. Countering does not ignore damage.

**DODGE** Your character gets to roll to dodge out of the way. Bonuses are applied if they *Braced* in their proactive phase.

A successful dodge ignores damage from an attack and moves you into an adjacent square of your choice.

**PARRY** Your character gets to roll to parry. Bonuses are applied if they *Braced* in their proactive phase.

A successful parry ignores damage from an attack during this reactive phase.

Additionally, wielding something in each hand capable of parrying, allows you to perform a *Parry* reaction once for each item. This scales with the number of hands your character may have.

## 7.3 TAKING DAMAGE

It's not uncommon that you take damage during combat. After all, having an angry wizard throw fireballs at you is going to hurt! This section describes the ways in which damage is taken, and what the consequences are. See Section 7.5.2 for more info about damage resistance.

### 7.3.1 HEALTH POINTS (HP)

Every character has a number of Health Points (HP). The amount of HP a player has determines the player's level of consciousness:

HP Left	Effect
$HP > 0$	Alive and able to fight.
$HP \leq 0$	Roll against $MaxHP$ to see if you faint.
$HP \leq -MaxHP$	Roll against $MaxHP$ to see if you die.



Rolling against your  $HP$  happens at the start of your turn.

### 7.3.2 FATIGUE POINTS (FP)

Fatigue is a different kind of damage. One that affects you character more directly. There are many different sources of fatigue: heat, starvation, dehydration, sleep deprivation, etc.

For every point of Fatigue lost, your character suffers a  $-1$  penalty on all skill rolls.

FD Taken	Effect
$FP \leq MaxFP/2$	Roll against $FP$ to see if you faint.
$FP \leq 0$	Immediately faint from exhaustion.

#### EXAMPLE

Charles has been walking the desert for the past five days. The heat is getting to him, and he's lost 5 points of FP. Charles has 10 FP, but due to the damage, he needs to roll 5 or less to not faint in the sand. He rolls 9 and immediately collapses.

## 7.4 HEALING DAMAGE

Healing usually takes place *outside* of combat, but can also be performed during combat as a *Long Action*, though it is up to the GM to decide what is reasonable to attempt during combat. Healing takes time, and depending on the severity of the wound, the healing process takes a different amount of time.

The skill used for healing entirely depends on the task at hand. Surgeries, anaesthetics, medicine, therapy, etc. all fall under the *Academics* skill, while caretaking falls under *Nursing*. If however, it's automatic, then it depends on the effectiveness of that particular remedy. That is, applying bandages or stitching a wound depends on the skill of the doer, while drinking a magic potion is dependent on the strength of the potion.

Healing comes in three different variants:

- **Healing by mending.** This is the slowest form of healing, refers to any kind of healing performed via bandages, stitches, rest, or similar. Mending happens over the course of days or weeks.
- **Healing by potion.** The second-fastest form of healing, which refers to injecting or ingesting a substance that has regenerative properties. Potions heal over the course of minutes or hours.

- **Healing by magic.** The fastest form of healing, which refers to any procedure that facilitates instant healing, magic or otherwise.



Healing refers to both healing Health and Fatigue. A cup of coffee, for example, is a fatigue-healing potion that takes about 15 in-game minutes to kick in.

## 7.5 DEFENDING & RESISTING DAMAGE

Defending is performed by your character during the *reactive phase* of combat. This refers to actions like dodging, blocking, or parrying an attack. Note that blocking and parrying are treated as the same type of action, since blocking with a sword and parrying with a shield mechanically act the same way. More often than not, defensive actions have a lower chance of success compared to most other skill checks, but also have a very high reward, as they make it possible to completely avoid all damage from an attack.

There are two things a character can do when defending:

1. **Dodge.** Roll against *Speed + DfM*. On success, this negates the damage from the entirety of the assailant's proactive phase.
2. **Parry.** Roll against *Parry + Spec*. On success, this negates the damage from a single attack of your choice.

The box on the character sheet is divided in two, one half for parrying based on *Fighting (Heavy)*, and the other for *Fighting (Light)*.

For all intents and purposes, shields are just treated as weapons that double as armour, except their *DfM* is *only* added to the *Parry*, unless stated otherwise.



As outlined in Section 7.2, if you moved in your last proactive phase, you get a +2 to your *Dodge* attempt during this reactive phase. If you *Brace* once in your last proactive phase, you get a +2 to any defensive action during this reactive phase; bracing twice gives a +4. If applicable, these bonuses can stack.



Space is allotted on the character sheet for individual weapons' parry stats. Furthermore, it is up to the GM to decide what can and cannot be parried with.

### 7.5.1 DEFENCE MODIFIER (DFM)

The Defence Modifier, is a modifier gained from your armour and equipment which is then added or subtracted from your defence move. It is important to note, that the *DfM* only applies to your defensive actions, and does not offer any damage resistance. For that, please refer to Section 7.5.2.

#### EXAMPLE

Jean has been challenged by a rival clan's champion, who is charging at him, claymore raised high. Jean's dodge is 6, his leather armour gives him +1*DfM* and his buckler gives him +1*DfM* to *Parry*.

In order to maximise his defensive modifier, Jean decides to parry the attack while also side-stepping, giving him a total defence of 10. Jean then rolls an 8, successfully parrying and avoiding any damage. However, this ends Jean's turn.

### 7.5.2 DAMAGE RESISTANCE (DR)

Damage Resistance, is something that always applies, whether your character is aware of the attack or not. Damage resistance is granted by certain armour, shields, and potions, and reduce some of the damage your character takes when hit. Simply put: if your character has 2 points of damage resistance, then they take 2 points of damage fewer than they otherwise would.

#### EXAMPLE

Cass the Paladin is in a fight to the death against the fearsome black knight. She wears a steel breastplate, which grants a damage resistance of 3. The black knight swings at her and she misses her dodge! The black knight's sword damages for 6, but because of her armour's damage resistance, she only takes 3 damage!

### 7.5.3 DAMAGE TYPES & RESISTANCE TYPES

In certain scenarios you may want to distinguish between different types of damage such as *piercing*, *slashing*, *crushing*, or *ballistic*.

Armours and shields may have damage types that bypasses their damage reduction or have damage reduction that applies only to specific damage types.

In Appendices A.3 and A.4 the example weapons and armours have been written to reflect this. This is described on the table as *to Type* or *ex. Type*. If nothing is listed, it protects against all damage types.

The GM may choose to modify this by either ignoring or expanding the damage types.

# 8 CHARACTER PROGRESSION

## 8.1 INTRODUCTION

Character progression is important in any RPG. As your character progresses throughout the adventure, they're naturally going to acquire new abilities, and hone existing their skills.



The use of XP during character progression is slightly different than that of character creation (Chapter 3), so pay close attention to the following sections.

## 8.2 EXPERIENCE POINTS

To let your characters progress, the game uses *Experience Points* (XP). XP are used for three things:

1. Buy proficiency bonuses.
2. Buy trait upgrades.
3. Buy new exploits.

The XP cost for each varies depending on what's being bought.

**XP is always spent during a long rest (a rest of 8+ in-game hours).**

## 8.3 BUYING TRAIT UPGRADES

The price of buying a trait upgrade is always the same: Each level costs just one (1) point of XP, **unless** the player wishes to upgrade the skill or trait more than once during a single long rest, in which case the price for a level increases by 1 XP for each additional level.

### EXAMPLE

This levelling session, Joyce wants to increase her character's *Wisdom*. It's currently at level 2, and she wants to bring it up to level 3. For this to happen, she pays 1 XP for *Wisdom*. She also wants to bring her level of *Strength* from 3 to 5, that will cost her 1 XP from 3 to 4, and 2 XP from 4 to 5, or 3 XP total for *Strength*.

## 8.4 BUYING OR UPGRADING SPECIALISATIONS

New specialisations or upgrades to such, costs 1 XP each regardless of how many points you wish to add during a levelling session.

## 8.5 BUYING EXPLOITS

As exploits can have a profound impact on the way a character is played, these therefore have a chance of being more expensive than traits or specialisations. It is generally up to the GM how much an exploit will cost, typically between 1 and 4 XP, though they can cost more.

Exploit costs can often be split into four tiers:

1 XP	Exploits that have lots of restrictions or minor mechanical bonuses
2 XP	Exploits that are more of a bonus with fewer restrictions
3 XP	Exploits that change the nature of the character, with restrictions applied
4 XP	Exploits that have few or no restrictions and/or have large mechanical effects.

### 8.5.1 TIER 1 EXAMPLES:

**BLOODTINGED (1 XP)** When in melee combat, you deal +2 bonus damage when fighting non-human opponents.

**I NEED SOME DUCT-TAPE! (1 XP)** **Requirements:** At least two *Crafting* specialisations and access to duct-tape.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so. You do so with a  $-3$  modifier to your *Crafting* check.

### 8.5.2 TIER 2 EXAMPLES:

**BLOODLUST (2 XP)** When in melee combat, a roll of 4 or lower counts as an automatic success against non-human opponents.

**GIVE ME A COUPLE OF BOBBY-PINS (2 XP)** **Requirements:** At least two *Crafting* specialisations.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so.

### 8.5.3 TIER 3 EXAMPLES:

**BLOODDRUNK (3 XP)** When in melee combat, a roll of 4 or lower counts as an automatic success.

**MAC'S BACK (3 XP)** **Requirements:** At least one *Crafting* specialisation.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so. Additionally, the maximum penalty on any *Crafting* check is now  $-2$ .

### 8.5.4 TIER 4 EXAMPLES:

**BLOOD FRENZY (4 XP)** When in melee combat, a roll of 5 or lower counts as an automatic success. Additionally, you deal +2 bonus damage against non-human opponents.

**SWISS ARMY MAN (4 XP)** **Requirements:** none.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so. Additionally, the maximum penalty on any *Crafting* check is now  $-2$ .

See Appendix B for more pricing examples.

## 8.6 ACQUIRING XP

Having an XP system wouldn't make much sense if it wasn't also possible to gain more of it. *Milestones* are used to accomplish this task. A milestone is a significant moment in the game that creates a natural *break* in the game-play. Examples of natural milestones could be completing a mission or a story arc, defeating some villain, or even simply at the end of a session. It is entirely



up to the GM to distribute XP, and to help with this, milestones are split into three different kinds: minor, significant, and major.



XP is earned individually, not for the entire party. It makes little sense that the entire party gets the same amount of XP, if Broot the Destroyer goes hunting orcs all by himself.

### 8.6.1 MINOR MILESTONE

Minor milestones typically occur at the end of a session, or at the end of a minor in-game event. Minor milestones should give you a chance to re-balance your character and re-word one of your exploits.

Your character gains 1–2 XP.

### 8.6.2 SIGNIFICANT MILESTONES

Significant milestones occur at important in-game events. It could be that the party finally found the evil wizard's secret lair, or that some moderate challenge has been overcome. If in doubt, this can also just happen every 2–3 sessions.

Your character gains 1–3 XP.

### 8.6.3 MAJOR MILESTONES

Major milestones occur at events that shake things up a lot. Things like, killing the main villain, or driving a group of bandits out of town, or perhaps wreaking a significant amount of havoc. Alternatively, it could also be at the end of a story arc.

Your character gains 4+ XP.



It's of course up to the GM how much XP is awarded, this is meant as more of a guide than a hard rule.



# 9 MAGIC

## 9.1 INTRODUCTION

Some campaigns are set in a fantastical world, full of weirdness, improbable events, and of course: magic. It is said that any technology that is sufficiently advanced, is completely indistinguishable from magic. For this reason, we define the term *Magic* to be a bit looser than traditionally. So, whether we're talking beam sword wielding space wizards, battle mages, or even mutated people that gain power from sea slug juices; if it seems to give super natural powers, it all just falls under this category.



Spells are anything that is channelled through your body, regardless of how. Whether the powers were given to you, or you were born with them, doesn't matter. The only thing to keep in mind, is that spells have to be activated somehow, may require resources, and typically last for a limited amount of time.

## 9.2 SPELLS

In order to cast a spell, it needs to be known to the character using it. That is to say, it must be available on the character sheet in some capacity—either in the spell section or perhaps even as an item, depending on how the given setting deals with this. For all intents and purposes, spells are treated like normal skill checks.

In other words, casting a spell requires two things: A skill roll, and—if the setting calls for it—enough mana. Like all other skills, spells have four different outcomes, but being magic in nature, they act a bit differently from regular skills:

- **Critical Success.** The spell is performed at double strength, at no extra cost.
- **Success.** The spell succeeds as intended.
- **Fail.** The spell is not performed, but MP is still lost.
- **Critical Fail.** The spell backfires at the GM's or the setting's discretion. This could be the spell having negative unforeseen consequences, and/or the loss of MP.



It's up to the GM or the setting to determine the difficulty of a spell. The difficulty would be set as a  $\pm$  skill modifier on the given spell.

### 9.2.1 DESIGNING THE SPELLS

Spells come in many different forms: utility, healing, hurting, elemental, bionic etc. Every spell has an associated mana cost, which consumes a bit of your total mana on each use (see Section 9.3).

It's up to the players and the GM to decide the kinds of spells that exist within the game, and whether they're too game breaking or not. Spells can be cast in four different ways:

1. On yourself.
2. Around you.
3. Away from you.

4. On someone else.

Depending on the exact nature of that spell, these four casting methods can have vastly different effects, or even be unavailable altogether.

#### EXAMPLE

Casting a shield spell on yourself grants you protection. Casting it around you creates a bubble around you that can shield yourself and your friends. While casting it away from you can create a wall to shield something/someone further away.

## 9.3 MANA (MP)

Every character has a mana pool  $Int \times Wis$  in size, which represents the amount of magical potential your character can tap into without straining themselves. In other words, if your character has 5 Int, and 6 Wis, they have 30 Mana Points (MP). Every spell has an associated mana cost, and using it drains the mana pool accordingly.

### 9.3.1 RUNNING OUT OF MANA

When you run out of mana, you can still cast spells! However, instead of draining mana, your character will instead accumulate 2 Fatigue Points (FP) for every point of mana attempted to use.

### 9.3.2 REGAINING MANA

Mana is regained automatically over time. About one point every 30 in-game minutes while not at rest, a point every 10 minutes while relaxing, and a full restoration after a good night's sleep.

If the setting allows it, mana potions can also help restore some of the spent mana.

## 9.4 ACQUIRING NEW SPELLS

You can cast any spell your character would logically be acquainted with within the boundaries of the setting. It is, however, up to the GM to decide the number of spells you are allowed to start out with. Spell familiarity is determined through the skill proficiency system, see Chapter 5 for more info.

By default however, the GM decides the XP cost of any given spell, or whether or not characters have *spell slots* that limit the number of spells held. The actual intricacies of how a spell is learned is also up to the GM.



Your character may find and learn a spell from a book or scroll, and then may not be able to effectively cast it at their current specialisation level.

# 10 HACKING SIREN

## 10.1 INTRODUCTION

Over the course of this book, we have often been writing things like “*It is up to the GM to decide that...*”, or “*if this doesn't fit your setting, you're free to...*”, etc. This chapter will serve as a guideline for how to expand the rules of Siren as an RPG engine, and perhaps give you some ideas.

Siren Core is written as generic as possible in order to hit as wide as target as possible in terms of genres. Naturally this also means not everything in this book will necessarily fit your goals as a GM, and that's okay. Everything in Siren is meant to be changed, expanded, or modified in some way to better suit the game you want to play. If the *Skill* listing doesn't fit your epic space adventure, then it can be changed. If you think *Faith* really needs to be a *Trait*, then you can add it. Only your imagination sets the limit!



This chapter will not go into how to add *Exploits* or *Spells*. Please refer to the relevant chapters for information on those topics.

## 10.2 SKILLS

The skill-listing is flexible, and is designed as such. If you're writing a campaign set in the Wild West, you probably don't need any of the *Vehicle* skills. Playing in a setting that has several different incompatible magic systems? Then it may be a good idea to add a skill for each.

### 10.2.1 TRAIT PAIRS

A thing to keep in mind when designing new skills is what pair of traits the skill should have. It is easy to think that you can just slap any two traits onto a skill and call it a day, but the problem might be a bit subtler than that. Each trait represents an approach to solving a problem, and every skill relies on one or more such approaches in tandem.

Does it need careful consideration? Then you probably want *Int* in there.

Does it rely on common sense or intuition? Then *Wis* is a good bet. This is actually the primary reason why *Vehicle (Land)* is *Wis*-based and not *Int*-based; most people don't need anything close to pilot training when learning to ride a moped—even though some could argue they should.

Take a look at the default skill-listing and what categories each skill falls under; mental skills are typically *Int*-based, physical skills are *Agi*, *Con*, or *Str*-based, social relies on *Cha*, and the technical ones are primarily *Dex*-based.

Would it make sense to make a *Wis*-based category? Animal Handling and other nature related skills comes to mind as an example.

### EXAMPLE SKILLS

Skill Name	Traits
<i>Pyromancy</i>	<i>Wis + Wis</i>
<i>Archery</i>	<i>Agi + Dex</i>
<i>Animal Handling</i>	<i>Con + Wis</i>
<i>Riding</i>	<i>Dex + Wis</i>

### 10.2.2 SKILLS, SPECIALISATIONS, OR EXPLOITS?

The default skill listing is designed to work for most situations. If something could reasonably exist as a narrower definition of a broader skill—*Rabbit Care* under *Animal Handling*, for example—then there isn't really any need to add a whole new skill to the listing to do this.

In the case your campaign has certain abilities or quirks that go beyond the standard skill-set, then that's essentially what exploits are for. Exploits exist to enable per-character exceptions to the existing rules.

If however, you feel like too many players or characters end up having the same exploit, consider either making it a skill or adding it as a rule (Section 10.4).

## 10.3 ADDING OR CHANGING TRAITS

Your setting may not be satisfied with just the seven basic traits included in the core rules. It could be that you feel it would be better with an eighth trait like *Faith* or *Psionics* or something else entirely. Maybe you instead prefer combining some of the traits into broader categories, like combining *Int* and *Wis* into a joined *Mental* trait. It's all doable, should you want to do so. Just keep in mind: it's easier to add traits than to remove or combine them, since the latter will inevitably require you to rewrite many of the *Skills* to fit the new listing.

## 10.4 ADDING NEW RULES

A lot of more complicated or complex rules are intentionally left out from the core rules in order to keep things simple. Stuff like encumbrance, splitting mental and physical health, or even making special rules for vehicle-based combat come to mind.

You can add all those things in if you really want to, but should you? Part of the appeal of a simpler system is to not be overburdened with complicated rules, and other RPG systems already exist that cater to people who yearn for simulating every detail.

If you wish to write a module adding more such things to the base game, please feel free to do so! Just keep in mind that the main ethos of *Siren* is that of ease of use.

### 10.4.1 EXAMPLE ADDITIONS

**ENCUMBRANCE** Your character can comfortably carry weight up to  $Con + Str$  kilograms. Every kilogram beyond that will add 1FP for every 20 minutes of carrying.

**MENTAL HEALTH** Mental health is  $Con + Wis$  and represents how much mental stress your character can suffer before negative effects start to show. Mental Health functions the same way as physical health (*HP*), except it can only be damaged by mental attacks. Mental attacks can be anything from psionic attacks, to mental abuse, to being in a stressful environment your character doesn't feel comfortable in. In a mundane setting Mental Health can replace *MP* as outlined in Section 4.3.3.

**HOLDING YOUR BREATH** Your character can comfortably hold their breath for  $Agi + Con$  seconds. Every second beyond that requires a *Constitution Save* to succeed. If the save fails, your character will immediately gasp out for air and suffer whatever consequences doing so may entail.

## 10.5 CHANGING THE CORE MECHANICS

Sometimes the basic rules themselves don't fit what you really wish to achieve. If you wish to shake up the number or type of dice used for the system, you can do so; just be prepared that you may need to re-balance or even change the *Skill* system entirely.

Maybe you instead wish to change the system from rolling *under* a given rating to *over*—similar to how it's done in many other RPG systems. You can do that of course, but given how fundamental this style of rolling is to how the engine is constructed, it may be a difficult task.

### 10.5.1 EXAMPLE CHANGES

**HEX-GRID** A rather simple change could be to use a hex-grid instead of a square one for combat. Movement will be restricted to six directions instead of eight, and some care will have to be put into calculating distances.

**POLYHEDRAL DAMAGE DICE** Maybe you want your great-axe to use a  $d12$  as a damage die instead of  $2d6$ , or let the spear use a  $d4$  instead of  $d6 - 1$ .

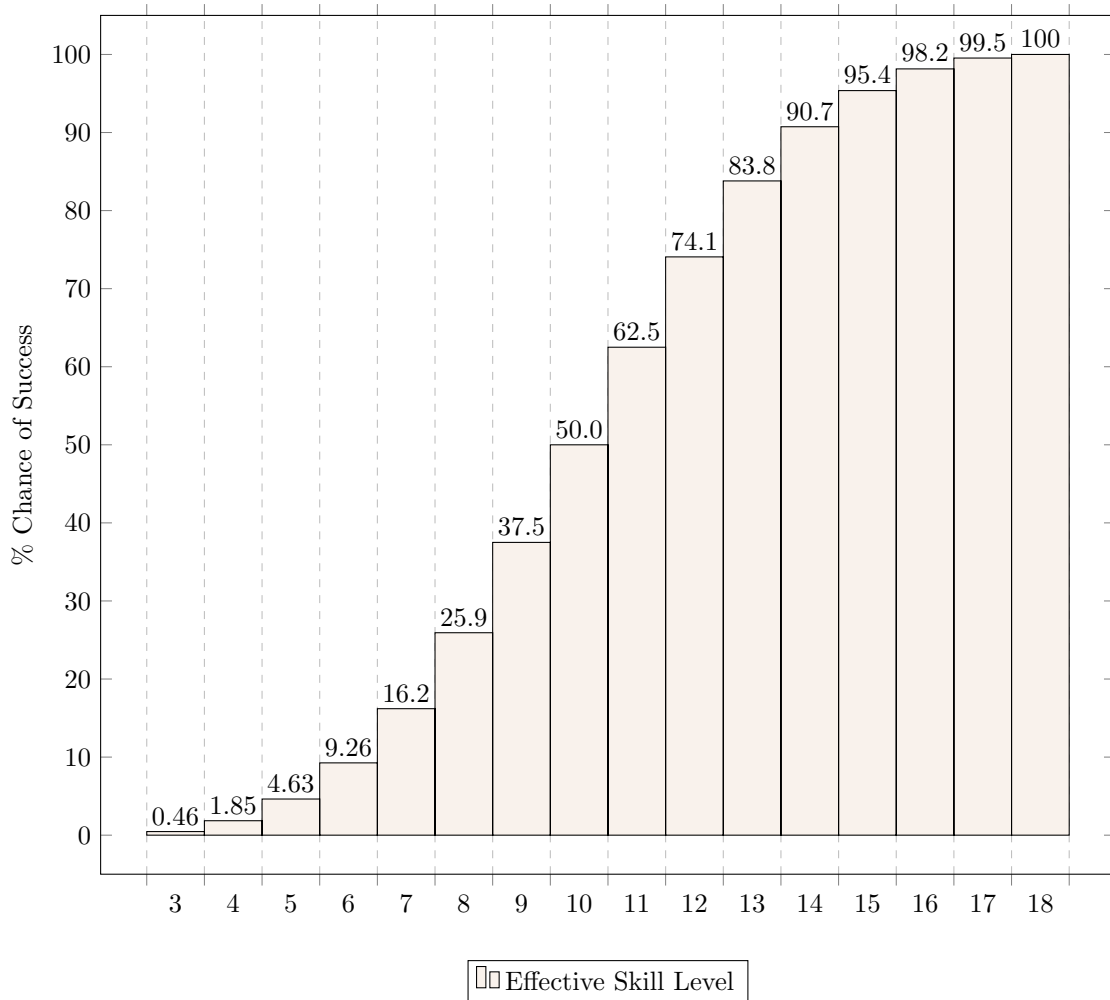
**ACTION POINTS** Instead of having combat run in phases, it could instead use Action Points. Each character has  $AP$  equal to their speed, and may carry out any number of proactive or reactive actions as long as there's enough  $AP$  to do it.





# A CHARTS AND TABLES

## A.1 SKILL ROLL OUTCOME GRAPH



The graph above shows the probability of succeeding a skill roll. If your character has an effective skill of 10, they have a 50% chance of succeeding that roll. If they have a skill of 12, the chance of success goes up to 74%.

## A.2 CRITICAL MISS TABLE (MELEE)

Roll	Result
1	Your weapon turns in your hand, and you hit with the flat side!
2	Your weapon breaks!
3	You lose your grip and the weapon flies out of your hand!
4	You lose your balance, and your turn!
5	You trip and fall! You have to get up again.
6	You hit yourself in the arm or leg! (50% chance of hitting either)



For #3, the weapon flies 1d6 squares (50% chance forward or backward). If it hits someone, it does half damage and lands there.

## A.3 WEAPONS

### A.3.1 MELEE WEAPONS

Category	Name	Class	Damage	Damage Type	Range
Unarmed	Fists	Light	d6-2	Crushing	Close/1
	Feet	Light	d6-1	Crushing	Close/1
Medieval	Short Sword	Light	d6	Slashing	Close/1
	Staff	Light	d6-1	Crushing	1 to 2
	Long Sword	Heavy	d6+2	Slashing	1 to 2
	Mace	Heavy	d6+2	Crushing	Close/1
Modern	Baseball Bat	Heavy	d6+1	Crushing	Close/1
	Aluminium Bat	Light	d6+1	Crushing	Close/1
	Brass Knuckles	Light	d6-1	Crushing	Close/1
Future	Beam Sword	Light	d6+3	Slashing	Close/1

### A.3.2 RANGED WEAPONS

Category	Name	Damage	Damage Type	Accurate Range
Primitive	Rock	d6-1	Crushing	$0.5 \times \textit{Shooting} + \textit{Prof}$
Medieval	Short Bow	d6+1	Piercing	<i>Shooting + Prof</i>
	Long Bow	d6+2	Piercing	$2 \times \textit{Shooting} + \textit{Prof}$
Modern	Pistol	2d6+2	Ballistic	56m
	Shotgun	5d6	Ballistic	3m
Future	Laser Gun	6d6	Piercing	66m



These ranges are for when you want to shoot without a range penalty. So despite the fact that a pistol can shoot around 1800m, it's incredibly hard to do so.

## A.4 ARMOUR

Category	Name	DfM	DR
Medieval	Leather	1	1 to Cr.
	Studded Leather	1	2 to Cr.
	Half Plate	2	2 ex. Ba.
	Full Plate	4	3
	Chain Mail	1	1 ex. Pi. & Ba.
Modern	Summer Clothes	0	0
	Winter Clothes	0	1 ex. Ba.
	Kevlar Vest	1	3 to Ba.
Future	Polymer	4	3

## A.5 SHIELDS

Category	Name	Class	Damage	Damage Type	DfM	DR
Medieval	Buckler	Light	d6-2	Crushing	1	1 ex. Ba.
	Wooden Shield	Light	d6-1	Crushing	2	1 ex. Ba.
	Spiked Shield	Heavy	d6+1	Piercing	2	2 ex. Ba.
	Tower Shield	Heavy	d6	Crushing	4	4
Modern	Riot Shield	Light	d6/2	Crushing	2	1 ex. Ba.
	Ballistic Shield	Heavy	d6	Crushing	3	5
	Car Door	Heavy	d6+3	Crushing	3	3 ex. Ba.
Future	Energy Shield	Light	2d6	Crushing	5	5 ex. Pi & Sl.

## A.6 COMBAT ORDER REFERENCE

### Initiative

Each player rolls  $1d6 + Athletics \pm Modifiers$  to determine turn order.  
Whoever is first in the turn order, enters the *Proactive Phase*.

---

### Proactive Phase

Select two of the following: Move, Brace, Attack.  
If the action solicits a response, go to the *Reactive Phase*.  
If the action solicits no response, go to the next player's *Proactive Phase*.

---

### Reactive Phase

Select up to two of the following: Dodge, Parry, Counter.  
If damage is avoided, the next player's *Proactive Phase* starts.  
If damage is *not* avoided, go to *Damage Calculations*.

---

### Damage Calculations

Attacker rolls the relevant damage dice.  
Defender subtracts damage resistance from attacker's result.  
Defender subtracts that many hit-points from their health.  
Next player's *Proactive Phase* starts.



# B EXAMPLE EXPLOITS

Trying to come up with new exploits in the heat of the moment can be hard. This appendix exists to alleviate this pain and get the proverbial juices flowing!

Note that this by no means is an exhaustive list! More can be added to fit the given campaign. Also note that exploits should be limited somehow, so as to not be over-powered. What it means to be over-powered depends on context and setting. See Section 6.3 for exploit balancing.

## B.1 TIER ONE

### BACKSTAB (1 XP)

*You know the quickest way to a man's heart: through their back.*

You can attack with *Stealth* instead of *Fighting* provided your target isn't already aware of your presence.

### BARDIC CHARM (1 XP)

*You are an enchanting entertainer.*

When using the instrument of your choice, use  $Int + Cha$  instead of  $Int + Wis$  when casting spells.

### BLOODTINGED (1 XP)

*A hunter should hunt beasts...*

When in melee combat, you deal +2 bonus damage when fighting non-human opponents.

### DESERT DWELLER (1 XP)

*You can instinctively search for food in a desert.*

You can use  $Con + Wis$  instead of  $Con + Int$  when looking for food with *Desert Survival*.

### I NEED SOME DUCT-TAPE! (1 XP)

*If the women don't find you handsome, they should at least find you handy.*

**Requirements:** At least two *Crafting* specialisations and access to duct-tape.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so. You do so with a  $-3$  modifier to your *Crafting* check.

### INTIMIDATING SIZE (1 XP)

*You are big and burly, your size comes across as threatening.*

You can use  $Cha + Str$  instead of  $Cha + Wis$  to intimidate someone.

### JUST YOUR FRIENDLY NEIGHBOURHOOD GARDENER (1 XP)

*It's in poor taste, but it can't be that easy...*

Grants +2 to any *Deception* roll while in disguise.

### MASTER STRATEGIST (1 XP)

*Your training made you good at drawing plans.*

Get a +2 bonus on *Academics* when drawing up a strategy.

**RED TAPE RECORDER (1 XP)**

*You're fluent in government bureaucratic lingo.*

You can use *Int + Int* instead of *Cha + Cha* when trying to persuade government officials.

**SILVER TONGUE (1 XP)**

*Your suave mannerisms have a way to woo even the most suspicious of people.*

You can use *Persuasion* instead of *Thievery* when trying to pick-pocket.

**B.2 TIER TWO****BLOODLUST (2 XP)**

*"On a night of the hunt, it is no wonder that some resort to superstition."*

When in melee combat, a roll of 4 or lower counts as an automatic success against non-human opponents.

**BODY BUILDER (2 XP)**

*No shoes, no shirt, you still get service.*

You can use *Physique* instead of *Persuasion* to distract people with your muscles.

**COMPUTATIONAL GUNNER (2 XP)**

*You think before you shoot.*

You can use *Int + Wis* instead of *Agi + Dex* when you take time to aim a shot.

**DE-TRAPPER (2 XP)**

*They say no to trust a trapper with all their fingers, but they've never met you.*

Once per day, you may re-roll your least favourable die when disarming traps.

**GIVE ME A COUPLE OF BOBBY-PINS (2 XP)**

*If it ain't broke, you're not trying!*

**Requirements:** At least two *Crafting* specialisations.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so.

**LUCKY DODGE (2 XP)**

*Your dodging is phenomenal.*

Once per day, you may re-roll your least favourable die when trying to dodge.

**NOW YOU SEE ME, NOW YOU DON'T (2 XP)**

*An extensive background in Theatre, Espionage, or perhaps even pick-pocketing has gifted you with an nearly uncanny ability to assume another identity.*

While wearing a disguise, get a +2 bonus on *Stealth* when trying to blend into a crowd.

## B.3 TIER THREE

### BLOODDRUNK (3 XP)

*“...Leave the hunting of hunters to me.”*

When in melee combat, a roll of 4 or lower counts as an automatic success.

### MACHINE SPECIALIST (3 XP)

*If it has moving parts, you can figure it out.*

You can use *Crafting* instead of *Investigation* to deduce how any machine works regardless of prior familiarity.

### MAC’S BACK (3 XP)

*“The best way to beat a problem is to make it work for you.”*

**Requirements:** At least one *Crafting* specialisation.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so. Additionally, the maximum penalty on any *Crafting* check is now  $-2$ .

### RIGHT BEHIND YOU (3 XP)

*“And worst of all, he could be any one of us...”*

**Requirements:** *Now you See Me, Now You Don’t*.

Get a  $+2$  bonus on *Stealth* when trying to blend into a crowd. If wearing a disguise, you instead get a  $+4$  bonus.

### RED TAPE SPLICER (3 XP)

*You get up early, stay up late. You use a machete to cut through red tape.*

**Requirements:** *Red Tape Recorder*.

Unconditional re-roll on *Persuasion* against a government official. Doing so damages your reputation with that agency. (Removing this condition increases the cost to 4 XP.)

### UNCANNY DODGE (3 XP)

*Your dodging is almost preternatural!*

**Requirements:** *Lucky Dodge*.

Once per day, you may re-roll *another* one of your unfavourable dice when trying to dodge. You may either re-roll one die during two different encounters, or two dice during one encounter.

## B.4 TIER FOUR

### BLOOD FRENZY (4 XP)

*Crush all vermin without hesitation!*

When in melee combat, a roll of 5 or lower counts as an automatic success. Additionally, you deal  $+2$  bonus damage against non-human opponents.

### THE O’NEILL EFFECT (4 XP)

*“How can you feel confined when you’re in touch with the universe?”*

**Requirements:** *Mac’s Back*; military or paramilitary experience.

You have a maximum penalty of  $-3$  on crafting checks involving technology alien to you, and never suffers penalties when trying to disable such technology.

**JACK OF ALL TRADES (4 XP)**

*Better than simply being master of one.*

**Requirements:** Specialisation in at least five (5) different skills.

You get a +1 bonus to all skill checks you don't already specialise in.

**SWISS ARMY MAN (4 XP)**

*All it takes is a little imagination, some mechanical ability, and neighbours who mind their own business*

**Requirements:** none.

When deprived of the correct tools, materials, and/or workspace you are still able to make crafting checks so long as you are able to give an explanation to the GM of how your character did so. Additionally, the maximum penalty on any *Crafting* check is now  $-2$ .



# C EXAMPLE SPELLS

This chapter lists out a few example spells that could realistically be used in a game. Again, please note that this is not by any means an exhaustive list.

Each spell listing describes the various facets of a spell. This includes the name, the spell's cost in Mana Points, a list of requirements in order to cast the spell, the range (either Close or a range in meters), and a description of the spell's effects.

## BREATHE FOUL DISEASE

**Cost** 2 MP

**Requirements** Magic (Foul) specialisation.

**Range** 7m

**Description** Target takes  $d6$  Fatigue damage. Cannot be blocked or parried.

## CHILL

**Cost** 3 MP

**Requirements** Magic (Ice) specialisation. Diamond as catalyst.

**Range** Close

**Description** Inflicts  $1d6$  Fatigue damage

## CREATE OBJECT

**Cost** 2 MP per half-pound (250g).

**Requirements** Magic (Creation) specialisation. Raw materials.

**Range** Close

**Description** The caster can transmute a raw material into anything of their choosing. -1 to cast for every additional half pound of material used, and for each layer of complexity on the final creation such as moving parts.

## CRUMBLE

**Cost** 5 MP per object affected.

**Requirements** Magic (Destruction) specialisation.

**Range** Close

**Description** Turns items to dust. -1 to cast for every additional item affected at once, and an additional -1 for large or well-crafted items. The caster may only affect multiple items with this spell if they are in the possession of their target.

## FROSTBITE

**Cost** 5 MP / Weapon

**Requirements** Magic (Ice) specialisation. Diamond as catalyst

**Range** Close

**Description** Adds  $d6$  fatigue damage to the affected weapon.

## FROZEN MIST

**Cost** 3 MP / Square

**Requirements** Magic (Ice) specialisation. Diamond as catalyst

**Range** 6m

**Description** Blocks line of sights through affected squares. Deals  $1d6 - 2$  fatigue damage for spending a turn inside an affected square. Target squares must be adjacent to one-another.

### **GROW**

**Cost** 5 MP for inanimate, 10 MP for animate.

**Requirements** Magic (Creation) specialisation.

**Range** Close

**Description** Doubles size of target item. Lasts five minutes.

### **ICICLE**

**Cost** 2 MP

**Requirements** Magic (Ice) specialisation. Diamond as catalyst.

**Range** 6m

**Description** Deals  $1d6 + 1$  damage.

### **SOUL ARROW**

**Cost** 2 MP per arrow

**Requirements** Magic catalyst

**Range** 10m

**Description** Shoots a bolt of soul energy at the target. Deals  $1d6 + (Int/2)$  damage.

### **WEAKEN**

**Cost** 8 MP per die used.

**Requirements** Magic (Destruction) specialisation.

**Range** Close

**Description** Inflicts  $d6$  fatigue damage per die used. -3 to cast for each additional die of damage.

# D CHARACTER SHEETS

This Appendix contains some example character sheets as well as an empty one ready for print-out.

# SIREN

CHARACTER SHEET

Beta 2.1.X

Character Miranda Wright Player Niko  
 Height 168cm Weight 74kg Age 51 years  
 Appearance Scruffy & overworked XP 0

## S A T I S T I C S

Speed	<b>5</b>	(Athletics / 2)	HP	Total <b>8</b>	Lost	FP	Total <b>8</b>	Lost	MP	Total <b>15</b>	Lost
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Dodge	<b>6</b>	(Speed + DfM)
Parry	<b>7/5</b>	(Fight / 2 + DfM)

## T R A I T S

Agi	<b>6</b>
Cha	<b>4</b>
Con	<b>4</b>
Dex	<b>6</b>
Int	<b>5</b>
Str	<b>4</b>
Wis	<b>3</b>

## S K I L L S

SKILL	LEVEL	SPECIALSISATIONS
Academics	Int + Int = <u>10</u>	
Investigation	Int + Wis = <u>8</u>	
Magic	Int + Wis = <u>8</u>	
Perception	Int + Wis = <u>8</u>	
Survival	Con + Int = <u>9</u>	
Thievery	Dex + Int = <u>11</u>	
Athletics	Agi + Con = <u>10</u>	
Fighting (Hvy)	Agi + Str = <u>10</u>	
Fighting (Lgt)	Agi + Dex = <u>12</u>	
Physique	Con + Str = <u>8</u>	
Stealth	Agi + Wis = <u>9</u>	
Contacts	Cha + Int = <u>9</u>	
Insight	Cha + Wis = <u>7</u>	
Nursing	Con + Wis = <u>7</u>	
Persuasion	Cha + Cha = <u>8</u>	<u>Deception +1</u>
Crafting	Dex + Int = <u>11</u>	
Shooting	Agi + Dex = <u>12</u>	<u>Handgun +1</u>
Vehicle (Air)	Dex + Int = <u>11</u>	
Vehicle (Land)	Dex + Wis = <u>9</u>	
Vehicle (Sea)	Dex + Int = <u>11</u>	

## E X P L O I T S

Red Tape Recorder - Persuasion is Int + Int vs. govt. officials.

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# SIREN

CHARACTER SHEET

Beta 2.1.X

Character \_\_\_\_\_ Player \_\_\_\_\_  
 Height \_\_\_\_\_ Weight \_\_\_\_\_ Age \_\_\_\_\_  
 Appearance \_\_\_\_\_ XP \_\_\_\_\_

## S A T I S T I C S

Speed <input type="text"/>	HP <table border="1"><tr><td>Total</td><td>Lost</td></tr><tr><td><input type="text"/></td><td><input type="text"/></td></tr></table>	Total	Lost	<input type="text"/>	<input type="text"/>	FP <table border="1"><tr><td>Total</td><td>Lost</td></tr><tr><td><input type="text"/></td><td><input type="text"/></td></tr></table>	Total	Lost	<input type="text"/>	<input type="text"/>	MP <table border="1"><tr><td>Total</td><td>Lost</td></tr><tr><td><input type="text"/></td><td><input type="text"/></td></tr></table>	Total	Lost	<input type="text"/>	<input type="text"/>
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Total	Lost														
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(Athletics / 2)	(Con × 2)	(Con + Str)	(Int × Wis)												

Dodge

(Speed + DfM)

Parry

(Fight / 2 + DfM)

## T R A I T S

Agi

Cha

Con

Dex

Int

Str

Wis

## S K I L L S

SKILL	LEVEL	SPECIALSISATIONS
Academics	Int + Int = _____	_____
Investigation	Int + Wis = _____	_____
Magic	Int + Wis = _____	_____
Perception	Int + Wis = _____	_____
Survival	Con + Int = _____	_____
Thievery	Dex + Int = _____	_____
Athletics	Agi + Con = _____	_____
Fighting (Hvy)	Agi + Str = _____	_____
Fighting (Lgt)	Agi + Dex = _____	_____
Physique	Con + Str = _____	_____
Stealth	Agi + Wis = _____	_____
Contacts	Cha + Int = _____	_____
Insight	Cha + Wis = _____	_____
Nursing	Con + Wis = _____	_____
Persuasion	Cha + Cha = _____	_____
Crafting	Dex + Int = _____	_____
Shooting	Agi + Dex = _____	_____
Vehicle (Air)	Dex + Int = _____	_____
Vehicle (Land)	Dex + Wis = _____	_____
Vehicle (Sea)	Dex + Int = _____	_____

## E X P L O I T S

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