



# REACH OF TITAN

# TABLE OF CONTENTS



INTRODUCTION	1
WHAT IS THIS DOCUMENT?	1
REACH OF TITAN ASPECTS	2
HOW TO KILL A TITAN	3
STARTING COMBAT	4
PLAYER ACTIONS	6
TITAN ACTIONS	8
PLAYER DAMAGE	9
HEALING AND RETREATING	11
CHARACTER DEMO SHEETS	12
TITANS	17
HOW TO RUN REACH OF TITAN	29

# INTRODUCTION

We stand on someone else's dirt. Every day we search, we scrape, we scavenge, and we fight for an opportunity to maintain our lives. Humans were never meant for this world, and I often wonder why we even exist. This world was designed for the Titans — the massive, mythical beasts that roam the land, their land.

It was the work of our ancestors that gave us a foundation. They established the basis of society, and they learned how to turn the land into something that would support us. More than that, it was the work of The Three that provided the tools needed for survival. Three legendary humans went out across the land and gathered information about the Titans. They taught us which ones we could hunt, which ones to flee, and which ones to fear.

Humans now huddle together in small villages. While some see that we only cling to existence, those of us that have been around long enough know how far we have come. We no longer hide in caves at the smallest tremors. We fight back. We have entered the age of the Titan Hunters.

This dirt was not meant for us, but we're here now.

# WHAT IS THIS DOCUMENT?

This is version 2.0 of the play-test of *Reach of Titan*. *Reach of Titan* is a tabletop role-playing game designed to emulate the experience of fighting larger-than-life creatures. Players work together as a team to engage with these Titans in combat encounters that are half-puzzle and half-combat. People that have played *Shadow of the Colossus*, *Monster Hunter*, or watched the *Attack on Titan* anime will immediately recognize the feeling of this game.

The completed game will have three core modes of play: Titan Hunting, Titan Combat, and Settlement Development. This document only provides content for one of these aspects of play, Titan Combat.

This document is divided into three sections. The first section is for the players to read, and the second and third sections are for the Game Master (GM). Players should read the entire first section of this rulebook as it will explain how combat works, the actions players can take, and will also provide five sample character for the players to use. The second and third sections of the book have the information for the Titans themselves, and advice to the Game Master on how to run the combat encounters.

This is a play-test document, and we are currently accepting and excited to get any feedback you have on this document. You can send your feedback to [thirdactpublishing@gmail.com](mailto:thirdactpublishing@gmail.com).

# REACH OF TITAN ASPECTS

The core experience in this play-test document is the players having an epic battle with larger-than-life creatures. The players will take on the role of Titan Hunters, the elite group of their village that has been tasked with hunting and defending against Titans. Players will work together as a team to slay these creatures in unique and custom boss battles.

Combat in *Reach of Titan* is different than many other RPGs, as are several unique aspects to the system. The following sections explain concepts of the game that will help you with your place experiences.

## **FANTASY STYLE COMBAT**

*Reach of Titan* is a game of fantasy combat, not real combat. Characters will regularly fall hundreds of feet off a Titan and get back up. They will be struck with swords that weigh thousands of pounds and keep fighting. They will match strengths with creatures that are orders of magnitude larger than themselves. It is the Titan Hunter's skill and force of will that allows them to go against such odds to survive. Always remember that this game is about experiencing these epic styles of play — do not try and apply physics as we know them.

## **COMBAT IS A PUZZLE**

Fighting Titans requires a combination of both traditional combat and problem-solving. Players will get to roll dice, deal damage, and use special abilities to fight. However, they must also solve the unique puzzles that the Titans present. Each Titan is broken down into several parts (arms, legs, torso, head, tentacle, turtle shell, etc.), and each of these parts has their own unique stats and abilities. The players will have to figure out the best way to approach a Titan to successfully slay it.

## **COMBAT IS VERTICAL, NOT HORIZONTAL**

Combat in *Reach of Titan* happens in the vertical plane. The players start the fight on the ground and throughout the course of a fight may climb up to higher levels as they scale the Titan itself. The important thing to remember is always to be thinking about the battlefield in levels stacked on top of each other. A player being in front or behind a Titan is meaningless to the system. The only thing that matters is if the hero is on the ground level or climbing a part of the Titan.

Players and GMs are encouraged to think about combat vertically and where the players are on the vertical plane, not how far away or what side of the Titan the players are on.

# HOW TO KILL A TITAN

Killing a Titan is no easy feat, and it will take all of your talents and abilities to pull it off. These massive creatures do not die easy, but there is always at least one way to kill them.

All Titans will be broken down into different parts, and this breakdown will be shown on the illustration page of the Titan. Each part (legs, head, torso, tail, etc.) will have its own stats, attacks, health, and abilities. As you battle a Titan, you can “kill” these parts by reducing their health to 0. When a part of a Titan is “killed,” it can weaken the Titan as a whole and stop some of the attacks and abilities that were based on that part of the Titan.

To kill a Titan once and for all, you must figure out what the death condition(s) are for the creature. Sometimes it will be as simple as killing a specific part of the Titan; sometimes it will be killing a combination of parts or a specific circumstance. The only way to find out is through observation and experience.

The key to being a successful Titan Hunter is observing the actions of the creatures and adapting plans of attack. If one part of a Titan is preventing you from climbing higher on its body, you may have to take out that part of the Titan first. Always be observant and ready to adapt to changing conditions — Titans are often just as smart as you are.

## **WHEN DOES COMBAT END?**

A combat encounter will continue until one of three things happens:

- The Titan is killed
- The player characters are killed
- The player characters retreat

In this play-test document, you will be playing a series of individual Titan encounters. In the full game, you would have a hunt, Titan encounter, then a settlement phase. Once a combat encounter is over, if the Titan Hunters lived, the players can move on to the next encounter.

# STARTING COMBAT AND TURN ORDER

## SETTING UP FOR COMBAT

When a Titan is encountered, a battle will begin. The Game Master will place a printed sheet out in front of the players with the illustration of the Titan they will be fighting. Players will need a token or figure to represent themselves and will place these tokens at the ground level of the map (unless other geographic circumstances were to arise). Players will place six 6-sided dice on their character sheet in the row of boxes labeled “Available.” Once all of this is complete, the Titan encounter will begin.

## TURN ORDER

Combat in *Reach of Titan* always goes in the following phases:

- The players take actions
- The Titan takes actions
- The players react to the Titan’s actions

Once all three phases have been completed, combat goes back to the first phase. This order repeats until the combat encounter is completed.

When it is the player’s turn to take actions, they may take them in any order they desire. A player may even take an action, allow another player(s) to take actions, and then resume their turn. Players are encouraged to openly talk and strategize together each turn to optimize their battle plan as this style of open communication is encouraged and necessary in *Reach of Titan*. Once all players have decided to take no more actions, the Titan will begin its turn. Players may not take actions once the Titan has started its turn, but players may be able to react to the Titan’s actions.

## THE DICE POOL SYSTEM

All players start with a pool of 6-sided dice. This pool of dice is what the player will use to represent their actions as well as their health. The dice always start in the “Available” row on the character sheet, which means the player is free to use these dice for actions. Once a dice has been used, it is moved to the “Exhausted” row on the character sheet, and can no longer be used for actions. At the start of every round of combat, players will move all dice from the “Exhausted” row to the “Available” row on their character sheet.

When a player wants to take an action, they will roll any number of dice from their “Available” dice pool, adding the numbers show of the dice, with the goal being to get equal to or higher than a target number from the Titan. These dice have now been used for the turn, are moved to the “Exhausted” row, and cannot be used again. Players may take as many actions in a turn as they have dice available to spend. As an example, a player could take 6 actions in a single turn, spending one die each action; or a player could take an action using three dice, another action using two dice, and save their last die for reactions.

Whenever a player takes an action and rolls dice, the GM compares the result of this roll to the difficulty number for the action they are trying to do. The difficulty numbers are listed on the Titan stat pages and will remain unknown to the players. If the number rolled meets or exceeds the difficulty, the GM will announce that the action succeeds. If the number rolled does not meet the difficulty, the action fails. Even if an action fails, the dice are still considered exhausted and moved to the “Exhausted” dice row on the character sheets. Players can reattempt failed actions if they have more dice available to spend that turn.

### TURN EXAMPLE:

*Emily is playing a Climber and at the start of her turn, she has six dice in her dice pool. She wants to climb on the leg of the Titan and decides to roll two dice to accomplish this. She rolls those two dice and gets a 3 and a 4. The GM tells her the result of 7 meets or exceeds the Titan’s Climb challenge rating, so she successfully climbs on the Titan. The two dice she rolled are moved into the “Exhausted” dice row and she still has four dice to take actions this turn. She rolls two more dice to climb up to the chest of the Titan and once again she succeeds the check and is now on the Titan’s chest. Emily moves these two dice to the “Exhausted” dice row, leaving her only two available dice in her dice pool. Knowing that she might need those dice on the Titan’s turn, she stops taking actions. At the start of the next round of combat, she will have all the dice moved back to the “Available” dice row and can resume her climb.*

## ROLLED DICE, SPENT DICE, AND FREE DICE

There are three different ways dice are used in the game. The rules will always use the exact terminology, so if an action or ability calls for dice to be “spent” instead of “rolled,” it means the dice are used differently.

**Rolled dice** are the most common way dice are used in *Reach of Titan*, and it happens when a player takes action or reacts to a Titan’s action. The amount of dice to be rolled is chosen by the player; the dice are rolled and totaled up, then this result is compared to the Titan’s difficulty rating of that action or reaction. These dice that are rolled are then moved to the “Exhausted” dice row.

**Spent dice** are dice that must be spent to achieve something, but there is no chance of failure for the character taking the action. For example, to reload the Anchor’s weapon requires two dice to be spent on reloading it. When the weapon reloads, the Anchor would take two dice from his or her “Available” dice row and move them to the “Exhausted” dice pool to complete this action. There is no need to roll the dice as there is no chance that they will fail to reload their weapon. Spent dice are essentially used the same way as rolled dice, except the action always is successful as long as the dice are spent as rolling is now necessary.

**Free dice** are bonus dice that are granted because of ability, item, or circumstance. When a free die is used, it is extra die that is applied to an action that does not take from the player’s “Available” dice. As an example, the Climber gets a free die on all climbing actions. The Climber attempts to climb on a Titan and chooses to roll two dice from their “Available” dice. The Climber will get to roll three dice (the two dice they chose to roll and the one free die they get from their ability) and totals up the result of all three rolled dice. Once the roll is complete, the Climber only moves two dice to their “Exhausted” dice row as the third die was a “free die” granted to them from an ability.

You only get a free die if you spend at least one of your “Available” die and then get to roll two dice with their free die on climbing actions.

# PLAYER ACTIONS

There are many types of actions players can take on their turn. Below is a list of normal actions the players will take during a game and how they work. This is not a total list of all possible actions, and some classes will provide additional types of actions a player can take.

**Climb** – Roll dice to climb onto a part of a Titan. If you succeed, you can move your character token onto a part of the Titan. If you are on the ground, you can only move onto a part of a Titan that is touching the ground. If you are already on a Titan, you can only move to the adjacent part of the Titan. Every time you move either on to the Titan or to a different section of the Titan, you must attempt a climb action. If you succeed, you climb to the desired part of the Titan. If you fail, you fall to the ground and take appropriate falling damage.

**Melee Attack** – A melee attack is when you try and stab your weapon into a Titan to cause it damage. You must be climbing on the part of a Titan to make a melee attack, and you can only attack the part of the Titan you are currently on. A melee attack happens in two stages and requires two separate rolls. First, you roll dice to make a piercing roll compared to the Titan’s armor (note each section of the Titan will have its own armor rating). If the piercing roll succeeds, then you roll dice to deal damage. This damage roll does not have a target number. Instead, it automatically succeeds, and the total of your roll is the amount of damage inflicted on that part of the Titan. Read the “How to Make an Attack” section for more details.

**Range Attack** – A ranged attack is when you shoot a ranged weapon at a Titan to cause it damage. You can attack any part of the Titan with a ranged attack. This attack happens in 3 stages, and each stage requires a roll. First, you make an accuracy roll and compare the dice to the evasion of the Titan. If that roll succeeds, then you roll dice to make a piercing roll and compare it to the Titan’s armor. If that roll succeeds, then you roll dice to deal damage. This damage roll does not have a target number. Instead, it automatically succeeds, and the total of your roll is the amount of damage inflicted on that part of the Titan. Read the “How to Make an Attack” section for more details.

**Anchor** – An anchor is a special weapon designed to hook into a Titan and allow the anchor to control the monster by putting on a cable. You must be on the ground to use this action, and you can anchor any part of the Titan with this action. You make an accuracy roll to try and hit a part of the Titan and compare this roll to the Titan’s evasion. If that roll succeeds, then you roll dice to penetrate the Titan’s armor for that part of the Titan.



If that roll succeeds, the Titan has been successfully anchored to the part that you targeted with this action and will remain anchored until the end of the battle or until the anchor is dislodged. The Anchor class has special abilities that allow it to influence the Titan while it is anchored.

**Reload** – Some weapons need to be reloaded to be used again. You may spend the designated number of dice according to the item to reload it. All weapons are considered already loaded at the start of combat.

**Use Item** – Some items require you to roll or spend dice to use them. Each item will tell you the number and type of dice you must use. If an item is “consumable” that means once it is used, it is removed from your inventory.

**Class Ability** – Some character classes have unique abilities that you can roll or spend dice to use. Each ability will tell you the number and type of dice you must use.

## MAKING ATTACKS

Attacks are one of the most common actions players will make. Attacks are used to reduce the health of various parts of the Titan with the intent on killing it. Once a part of the Titan has been reduced to 0 health, it will stop to function and overall reduce the capabilities of the Titan.

Attacks are a sequence of events that require multiple rolls. The three common types of attacks and their sequences are as follows:

- Melee: Piercing Roll → Damage Roll
- Ranged: Accuracy Roll → Piercing Roll → Damage Roll
- Anchor: Accuracy Roll → Piercing Roll

When making an attack, the player will complete each roll one at a time, designating how many dice the player wants to use for each step. If the player fails at a part of an attack roll, the attack fails and nothing happens (damage rolls cannot fail). Players only exhaust the dice they spent for the portions of the attack they rolled. Please read the examples carefully to understand how dice are rolled and exhausted for attacks.

### EXAMPLE 1:

*Jim is climbing on the legs of a Titan and wants to make a melee attack. The first roll he makes is a piercing roll, and he decides to roll two dice. He gets a 4 and a 5, giving a result of 9. The GM tells him he succeeds and therefore moves on to the next step of the attack, which is damage. Jim decides to roll three dice on damage and gets 2, 5, and 6. Jim deals 13 points of damage to the Titan’s legs. Jim moves all 5 dice rolled to the “Exhausted” dice pool.*

### EXAMPLE 2:

*Greg is shooting an arrow at the arm of a Titan. The first roll he makes is an accuracy roll to hit the target. He rolls two dice and rolls high enough to hit. Then Greg rolls for piercing and again rolls two dice, but this time rolls too low to get through the armor. The attack fails and Greg moves all four dice he rolled to the “Exhausted” row without dealing any damage.*

### EXAMPLE 3:

*Lauren is making an anchor attack to try and lodge an anchor into a Titan's chest. She decides to roll one die for her accuracy roll and gets a 5. Unfortunately, that is not high enough, and the attack misses, and she moves one die to the "Exhausted" row. She realizes this Titan is harder to hit than she thought, so she starts another attack (ignoring re-load for example), this time rolling three dice on the accuracy roll and gets 1, 2, and 6. The result of 9 is high enough to hit the target, and she moves on to the next step. She spends her last two dice on piercing and rolls high enough to succeed. The Titan has now been anchored, and she moves all five of her remaining dice to the "Exhausted" row.*

Players should note when making attacks how many dice they think they need to be able to complete the attack. At a **minimum**, a player will need two dice for a melee or anchor attack and three dice for a ranged attack. If a player gets to the damage step for a melee or ranged attack and they do not have any dice left to roll, the attack deals 0 damage.

# TITAN ACTIONS

After the players have completed their actions, the Titan will get to take actions. Titans do not have a pool of dice like the player characters. Instead, they have a number of actions they can take per turn. The Titan sheet will tell the Game Master what each Titan can do with these actions.

Typically all Titan actions will result in the players having to make rolls to try and prevent the actions from harming them. If a Titan attacks a player or tries to shake them off, the player will have to roll dice to dodge the attack or prevent from being shaken off. If the players do not have any dice to roll, or they roll below the target number of the action, the attack will succeed.

Titan actions always succeed unless the players have dice to roll and stop it. Players should keep this in mind when deciding how many dice to use on their turns.

## PLAYER RESPONSES ON THE TITAN'S TURN

There are several things the players may need dice for during the Titan's turn and players could be in big trouble if they do not have any available. Only the dice in the "Available" dice row can be used during the Titan's turn as dice do not refresh onto the start of a player's next turn.

There are many different things a Titan could do that would require a player to need to roll dice. The three most common things are described below, and if the players need to roll for something else, the Game Master will describe the circumstance to them.

**Dodging Attacks** – This is the most common reason players will need dice. When a Titan makes an attack against a player, that player can spend dice to try and dodge the attack. The player can roll as many dice as they have in their "Available" dice row (or fewer if they choose) and if they roll equal to or higher than the Titan's attack difficulty, they dodge the attack and avoid all the damages and effects from it. If a player does not have any dice to roll for evasion or rolls too low, the attack will hit them automatically. If the player rolls any dice, those dice are moved to the "Exhausted" dice row.

If the Titan makes multiple attacks against the same person, the player will have to roll to avoid each attack individually. Any dice rolled to avoid one attack are exhausted and cannot be used to avoid future attacks that turn.

**Shake** – Anyone climbing on a Titan may want to save some dice for the Titan’s turn. Some of the Titan’s actions will cause a shake effect that will try and knock off a character that is climbing on the creature. If a player does not have any dice to roll against a shake effect, then they will be thrown from the Titan and fall to the ground. When a Titan creates a shake effect, everyone currently on a portion of the Titan must make a roll or be thrown off and take fall damage.

It is possible for a Titan to make more than one shake effect during the same turn, and players climbing on the Titan would need to roll dice to resist each effect just like with multiple attacks.

**Pull** – Pull is an effect the Titan can generate to try and dislodge any Anchors. When a pulling effect is generated, the character holding the anchors will need to make a roll with their “Available” dice to keep the hook lodged where it is. If they fail this roll or have no dice to roll, then the Titan will pull the hook free and will no longer be anchored.

# PLAYER DAMAGE

Going against Titans is a very risky and dangerous practice, and characters are bound to get injured during these pursuits. Injuries are crippling and costly to a Titan Hunter, but luckily you have the skill and resolve to work through many injuries.

Damage is tracked with the same dice pool players use for actions. Whenever a character takes damage, there is a possibility they will lose dice from their dice pools. Dice that are lost to damage are completely removed from both dice pools and cannot be used for any actions for the rest of the battle. If you have all dice removed from your dice pools, you are dead.

Attacks that deal damage will tell the players how much damage is dealt (example: 4 damage). When a player takes this damage, they will roll that many of their dice. Any dice that results in a “1” are removed from their character sheet for the remainder of the combat. If the player is required to roll more dice than they have available, say they take 6 damage and only have five dice, they must still roll for all of the damage. The players would roll all five of their dice, then roll one of their dice again to account for all the damage.

While what is just described is how most damage is inflicted, there are multiple types of damage that work slightly differently.

## **NORMAL DAMAGE**

This is the most common type of damage and works exactly as described above. Whenever you take normal damage, you will roll dice equal to the number of damage taken and remove all dice that rolled a “1.”

Example 1:

*Emily gets hit with an attack that deals 4 damage. She rolls four of her dice and gets 1, 3, 4, 4. The die that rolled a “1” is removed from her dice pool for the remainder of the battle.*

## **HEAVY DAMAGE**

This is damage that is harder for your character to mitigate. When you get hit with the heavy damage, you roll dice equal to the number of damage and remove any dice that rolled a “1” or “2.”

Example 2:

*Sam gets hit with an attack that deals 3 heavy damage. He rolls three dice, and the results are 1, 2, and 4. He removes the die that rolled a “1” and the die that rolled a “2” from his dice pool.*

## **TRUE DAMAGE**

This is damage so potent that you can do nothing about it. When you take true damage, you lose that number of dice from your dice pool without any roll.

Example 3:

*Kathy gets hit with an attack that deals 1 true damage. She removes 1 die from her dice pool.*

## **FALLING DAMAGE**

One of the common dangers of fighting giant creatures is the risk of falling great distances. Whenever a character falls from a height, they will take damage based on how high they were when they fell. Players will take 1 normal damage for each level above the ground they were when they fell. If the fall were the result of trying to climb a Titan, the fall damage would be calculated based on the area of the Titan to which they were trying to climb (not the last area they successfully climbed on).

Example 1:

*Rob is climbing up a Titan. He is currently on its chest (level 2) and tries to climb up to its head (level 3). He rolls dice to make his climb check, but he fails and falls off the titan. Rob takes 3 normal damage for his fall.*

Example 2:

*Emily is on the ground and tries to climb up to the Titan’s legs (level 1). She makes a climb check but fails the roll. She falls back to the ground and takes 1 normal damage.*

Example 3:

*Jim is on the head of a Titan (level 3), and there is a shake effect that he has no dice to defend from. He falls off the Titan and takes 3 normal damage.*

# HEALING, RETREATING, CHARACTER DEGRADING

The player characters will regularly take damage during Titan encounters and health cannot be restored during combat except with special items. However, in between Titan encounters, players are always restored to full health and get all of their dice back.

One of the things players should understand about the system is that while a character is not dead until all of their dice have been removed with damage, characters become very ineffective with lower numbers dice. To make a melee attack, it takes a minimum of two dice, and to make a ranged attack, it takes a minimum of three dice. If a player finds that their character is not capable of aiding to the encounter, they should consider retreating.

In order for a character to retreat, they need to spend two dice while they are on the ground. By doing so, they are removed from the combat encounter completely. If a Titan encounter is not going well, the players should consider retreating and living to fight another day.

**Class:** Scout

# REACH OF TITAN

THE WORKING  
DEMO

Available:

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Exhausted:

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Abilities:

**Eagle Eye:** Gain 1 free die on the accuracy rolls for ranged attacks.

**Encouragement:** You may spend up to 2 dice when another player takes an action or reaction of any kind. That player gets a number of free dice on their action equal to the number of dice you spent with this ability. You cannot spend more than 2 dice per combat round with this ability.

**Attack Patterns:** You gain 1 free die to all evasion rolls against Titan attacks that you have seen before.

Items:

**Bow:** Allows for ranged attacks.

**Arrows:** Allows for damage with ranged attacks.

**Medical Kit:** (consumable) spend 3 Available dice, heal 1 damage from character that you can actively reach (you can spend these Available dice over multiple turns, but the character is only healed after the final action has been completed).

Basic Combat Order:

**Melee Attack:** (Must be climbing on a Titan to use) Roll dice to pierce armor → Roll dice for damage.

**Ranged Attack:** Roll dice for accuracy → Roll dice to pierce armor → Roll dice for damage.

**Anchor Attack:** Roll dice for accuracy → Roll dice to pierce armor → (No damage) The Titan is anchored.

**Class:** Climber

# REACH OF TITAN

THE WORKING  
DEMO

Available:

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Exhausted:

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Abilities:

**Tight Hold:** Gain 1 free die on all climbing checks.

**Re-Grip:** If you fall from a Titan, you can spend any available dice to try and grab onto a lower portion of the colossus (GM's discretion). If you succeed at this roll, you are considered climbing on the colossus again and you prevent any fall damage.

**Soft Fall:** Reduce all damage from falls by 1 damage die.

Items:

**Climbing Claws:** Allows for climbing on Titans.

**Sword:** Allows for melee attacks and damage.

**Climbing Spike:** (Consumable) Spend 1 action die to plant this spike into the part of the Titan you are currently on. Anyone climbing on this part of the Titan gets a +4 bonus to the total of all rolls made to resist Shake effects.

Basic Combat Order:

**Melee Attack:** (Must be climbing on a Titan to use) Roll dice to pierce armor → Roll dice for damage.

**Ranged Attack:** Roll dice for accuracy → Roll dice to pierce armor → Roll dice for damage.

**Anchor Attack:** Roll dice for accuracy → Roll dice to pierce armor → (No damage) The Titan is anchored.

**Class:** Anchor

# REACH OF TITAN

THE WORKING  
DEMO

Available:

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Exhausted:

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Abilities:

**Hold the Beast:** If a Titan is anchored, you may roll dice as an action and reduce the Titan's evasion stat and all shake effects by the number rolled. This effect lasts until the start of the next combat round.

**Off Balance:** If a Titan is anchored, you can make an action to roll dice against its strength. Succeed and you pull the Titan off balance. Upon the GMs discretion, the Titan may not be able to make certain attacks from this position, it may need to spend actions to return to its normal position, and/or a character may be able to start climbing on higher portions of the Titan from the ground.

**Disrupt the Limb:** If anchored to a part of a Titan that makes an attack, you can roll dice to reduce the attack's evasion requirement by the amount rolled (this cannot reduce the attack evasion below 1).

Items:

**Black Powder Ballista & Metal Anchor:** Allows the use of attacks that anchor a Titan. You must spend 2 dice to load this weapon before each attack is made (If loaded, it will remain loaded until fired).

**Black Powder Charges X5:** (Consumable) A charge is consumed each time the Ballista is fired.

**Extra Anchor:** (Consumable) A replacement anchor if one is broken. Most spend 1 die to equip after an anchor has been broken.

Basic Combat Order

**Melee Attack:** (Must be climbing on a titan to use) Roll dice to pierce armor → Roll dice for damage.

**Ranged Attack:** Roll dice for accuracy → Roll dice to pierce armor → Roll dice for damage.

**Anchor Attack:** Roll dice for accuracy → Roll dice to pierce armor → (No damage) The Titan is anchored.



**Class:** Trapper

# REACH OF TITAN

THE WORKING  
DEMO

Available:

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Exhausted:

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Abilities:

**Distraction:** You may try and draw a Titan's attention by rolling dice as an action against its intelligence. If the action succeeds, the Titan will focus all of its attacks against you this turn.

**Weak Spot:** You gain 1 free die on all damage rolls.

**Go for the Throat:** At the start of combat, declare one part of the Titan. All damage rolls made against that part of the Titan gets a +2 bonus to the roll.

Items:

**Climbing Claws:** Allows for climbing on Titans.

**Sword:** Allows for melee attacks and damage.

**Bow:** Allows for ranged attacks.

**Arrows:** Allows for damage with ranged attacks.

Basic Combat Order

**Melee Attack:** (Must be climbing on a Titan to use) Roll dice to pierce armor → Roll dice for damage.

**Ranged Attack:** Roll dice for accuracy → Roll dice to pierce armor → Roll dice for damage.

**Anchor Attack:** Roll dice for accuracy → Roll dice to pierce armor → (No damage) The Titan is anchored.

# TITAN ENCOUNTERS

(Players do not read further!)



# TITANS

## HORNHOG

### LORE

Hornhogs were a source of food made for the First God's army. After they were isolated from the failed defense on Edenbridge, the army needed a food source that could travel with them on their march across the lands. The First God filled these needs with the creation of these beasts.

Hornhogs were made to be simple-minded, nutrient dense food sources that could fend off attackers if threatened. They have turned feral over the centuries as their minds were never intended to last as long as they have. Hornhogs are now hunted by humans looking for a relatively easy source of food.

### ENCOUNTER

This is designed to be the initial encounter for a starting group of players. The encounter itself is not very difficult but will help teach players the basics of how to fight a Titan.

The Hornhog is close to the ground and a climber may climb directly onto the legs or body from the ground, and may only climb to the head from the body. Once the legs have been injured, players may climb directly onto the head, as well. It will try and spend most of the fight running around using the Charge attack, as long as no one is climbing onto the Titan. If someone gets on the Hornhog, it will turn its attention to using the Buck or Roll attack to try and dislodge them. As the Hornhog gets damaged and/or is anchored, it will quickly lose abilities.

Once the Hornhog's legs have been wounded, and it can no longer run, the Hornhog will only be able to swing its head and use the horn attack to try and hurt those attacking it. At this point, the fight is almost done and the players only need to deliver the final blow to kill the Titan.

### CREATURE STATS

**Number of Actions:** 1 (2 if there are 5+ players)  
**Intellect:** 1  
**Strength:** 4  
**Climb:** 2  
**Shake:** 9 (5 if Titan is anchored/legs are damaged)

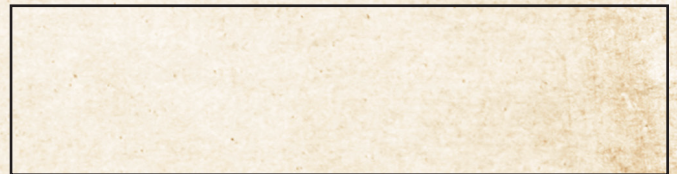
### Legs

**HP:** 15      **Armor:** 2      **Evasion:** 6

### Upon Damage

The back legs of the Titan go out, and its stomach falls to the ground. This Titan cannot retreat from battle.

### Hit Points



### Attacks

**Buck.** The Hornhog kicks and thrashes about, trying to shake off those attempting to kill it. This attack hits all characters that are climbing on this Titan.

Actions	Evasion	Damage	Shake
1	N/A	2 (fall)	Yes

**Charge.** The Hornhog runs full force at a character that is not currently on the Titan in an attempt to trample them.

Actions	Evasion	Damage	Shake
1	7	4	No

## Body

HP: 20      Armor: 2

## Upon Damage

The Titan collapses and begins to bleed out from its belly. This Titan will die at the end of its third turn if still in battle. It will try to retreat from battle if its legs are undamaged.

## Hit Points

--

## Attacks

**Roll.** The Hornhog rolls around, trying to dislodge anyone that is currently climbing on it. This attack targets everyone that is currently climbing on the Titan. The shake effect only applies to those that did not pass the evasion roll.

Actions	Evasion	Damage	Shake
1	4	2	Yes

## Head

HP: 20      Armor: 4

## Upon Damage

The Hornhog collapses to the ground and lies motionless. The Titan is defeated.

## Hit Points

--

## Attacks

**Horned Attack.** The Titan swings its horned head striking nearby characters. This attack cannot target characters that are climbing on this Titan.

Actions	Evasion	Damage	Shake
1	5	3	No

# HORNHOG



I. Head

II. Body

III. Legs

## THE LEGATUS

### LORE

The Legatus were a race of everliving warriors that were gifted to Asgothious during his attempt to take the mortal planes. Most of the soldiers perished during the war, but the few that survived were left abandoned in this world. The stranded Legatus now roam the hills and mountains with no purpose or direction, defeated warriors with no god for which to fight. People have reported hearing Legatus sing a slow, deep and guttural melody on occasion that many believe is either an old war song or a prayer to their fallen god.

Many people consider these Titans as an omen of bad doings, thought to only show up on settlements where the inhabitants have sinned against the past god. Others believe this to be nothing more than an old wives' tale and assert they simply have no direction in their ever long lives — thus, they wander. What is known is that they enjoy gorging on food, and their bellies have descended to grotesque proportions from a new life of overeating. The Legatus' favorite food is livestock, and have been known to consume entire flocks when presented the opportunity. If a Legatus finds an area particularly well stocked with animals, they will set up home in the area and gorge themselves until the supply runs out or something more powerful forces them to flee.

### ENCOUNTER

The Legatus encounter is a moderate challenge for a group of new players, and the combat is based around the players finding one of two kill conditions of the Titan. Players will spend a lot of time ascending and being thrown off this Titan as they conduct the fight.

The Titan is aware that its head is the easiest way to kill it, and will defend its head above all else. After the first attack to the head with a ranged weapon, the Titan will use its left arm to cover its face and prevent further ranged attacks (they will hit the arm instead). Additionally, the Titan will grab anyone climbing on its head with its left arm and smash them to the ground. If the Titan's left arm is damaged, it will not be able to do either of these actions.

There are two ways to kills the Titan. Damaging the head will result in an instant death of the Titan. Damaging the torso will result in the guts to begin falling out, but if the Titan's left arm is still undamaged, it will use its arm to hold in the guts (while doing this, it cannot protect its head, but can still use the Grab attack). If the Titan's arm and torso have been damaged, the Titan will die in three turns.

Players wanting to climb on the Titan will have to start at the legs. If the legs have been damaged, it will fall to its knees and players will be able to climb directly onto the torso from the ground.

### CREATURE STATS

**Number of Actions:** 2 (3 if there are 5+ players)

**Intellect:** 7

**Strength:** 6

**Climb:** 4

**Shake:** 4

### Legs

**HP:** 25

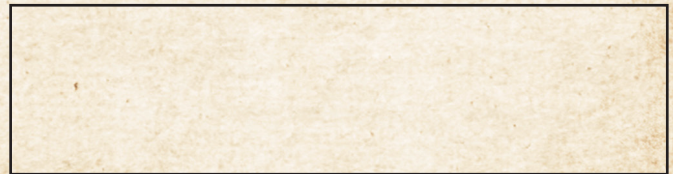
**Armor:** 2

**Evasion:** 4

### Upon Damage

The legs can no longer support the massive weight of the Legatus, and he falls on his knees, unable to stand back up. Characters can now directly climb onto his torso. This Titan cannot escape the combat. All other parts of the Titan get -2 to their evasion stat.

### Hit Points



## Attacks

**Stomp.** The Legatus lifts one of its legs into the air as high as it can and stomps down into the ground, breaking the earth beneath it. The attack targets one character that is not currently climbing on the Titan. After the initial attack, a secondary attack commences on players not climbing the Titan as the ground up-heaves all around them. This attack takes no additional actions, there is no additional shake effects, and has 4 evasion and 1 damage.

Actions	Evasion	Damage	Shake
1	6	3	Yes *only to climbers on legs

**Kick.** The Legatus kicks its leg upward to try and shake off any players that are climbing on the legs. This attack has a shake effect of 8, and if a player fails the roll, they are thrown off the Titan and take 3 fall damage.

Actions	Evasion	Damage	Shake
1	N/A	3 (fall)	8

## Torso

**HP: 30      Armor: 2      Evasion: 2**

### Upon Damage

The belly of the Legatus splits open and its intestines spill out. If the left arm is undamaged, it will use that arm to hold in its guts, but the left arm will not be able to defend the head. If its left arm has been damaged, the Legatus will begin to bleed out and will die after its third turn of not being able to hold in the guts.

### Hit Points

## Attacks

**Pull Away.** The Titan pulls away from an anchor that is lodged in its body. This action results in a shake effect to anyone climbing on the Titan. In addition, any player that is currently anchoring the Titan must roll against its strength or their anchor will be dislodged.

Actions	Evasion	Damage	Shake
1	N/A	N/A	Yes

## Left Arm

**HP: 15      Armor: 2      Evasion: 4**

### Upon Damage

The arm goes limp against the side of the Titan from the cutting of muscle and tendons. The arm can no longer make attacks or use its special abilities.

### Hit Points

### Special Abilities

After the head of the Titan is initially targeted with a ranged attack, it will move its arm to protect it. All ranged attacks aimed at the head will have to target the left arm.

If the Titan's torso is damaged, it will move the left arm to hold in its guts. As long as the arm is holding its guts, it cannot be used to protect the head from ranged attacks.

## Attacks

**Grab and Slam.** The Legatus will grab a character that is climbing on its head and slam them into the ground. If the target fails the evasion roll, the player is moved to the ground level and takes damage. This damage is NOT fall damage. The Legatus will always use this attack if a character is climbing on its head.

Actions	Evasion	Damage	Shake
1	11	4	No

## Right Arm

HP: 15      Armor: 5      Evasion: 4

## Upon Damage

The Legatus drops the stone sword held in its hand, and it crashes to the ground.

## Hit Points

## Attacks

**Sword Strike.** On the first action, the Legatus holds its sword high in the air, pointing it directly at the sun. During the second action, it slams the sword down on one target that is located on the ground. If the Legatus only has 1 action left, on its turn, it can take that action to hold the sword in the air, and on the Titan's next turn, it can take the needed second action to complete the swing and make the attack.

Actions	Evasion	Damage	Shake
2	8	5	Yes

**Heat Sword.** The Titan sticks the stone sword deep into the earth up to the hilt and heat starts radiating out through the ground. The sword needs to remain in the ground until the Titan's next turn. At the start of its next turn, it will remove the sword (no action needed), and the sword will be glowing red. The sword will remain glowing red until the next time the Titan uses the Sword Strike attack, and if the attack hits, the damage becomes heavy damage.

Actions	Evasion	Damage	Shake
1	N/A	N/A	No

## Head

HP: 30      Armor: 4      Evasion: 6

## Upon Damage

The Legatus' eyes roll back into its head, and it spews one last blessing to its lost god before collapsing into a pile of flesh. The Titan is dead.

## Hit Points

## Attacks (none)



# LEGATUS



I. Head    II. Torso    III. Left Arm    IV. Right Arm    V. Legs

# LEVIATHAN

## LORE

For many centuries, the great Leviathans were believed to be, but a single creature as so few had ever been seen. It has been discovered that there are possibly a great number of these beasts, but only a few have developed tastes that bring them in contact with humans.

Leviathans can spend their entire lives underwater. They use the hard bones of their head to smash through rocks, carving out underground tunnels. While most of these Titans remain underwater, some of their kind have learned of a new source of food — humans. The members of their species that have taken up this food source have learned that ships make an easier source of food than breaking through the underwater caves. These Leviathans will wait in shipping lanes with their tails hanging just at the surface of the water disguised as a mass seaweed. When a ship sails through their tail, they will begin their attack, breaking up the ship and devouring the crew and cargo.

## ENCOUNTER

This encounter incorporates environmental aspects, as well as changing the orientation of the Titan. The players will have to engage with ground level and water level environments in this encounter. Additionally, the Titan has several different orientations that it will move into throughout the course of the battle.

The battlefield is split between the ground and the water. Players can move between these areas by spending one dice to move from one area to another. Players cannot climb onto the Titan unless they are in the section of the battlefield where the Titan is located (typically water). If a player is dragged underwater, they have to spend one dice to move to the surface of the water. At the start of the player's turn, if they are underwater, they take 1 damage, plus 1 additional damage for each consecutive turn they have been underwater.

The Titan will begin the encounter with its tail floating at the surface of the water, looking like seaweed. The rest of the body is underwater and cannot be targeted by ranged attacks or anchors. After the first attack to the tail, or if someone climbs on the tail, the Titan will change position.

The standard position of the Titan is with its head and upper body sticking out of the water. In this position, the mid body, lower body, and the tail are submerged and cannot be targeted with ranged attacks. When the Titan grabs someone with the Bite attack, it will raise straight out of the water, using its tail to “stand” with its body straight up to the sky. If the Leviathan is pulled onto the ground, it will lay like a snake and all parts of the Titan can be directly climbed.

The encounter with the Titan is based around trying to cut off the scaly parts of the creature and bleed it out. The blood of the Titan is toxic and will begin poisoning the water, causing ill effects to the players. To kill the Titan, players must damage any two of the three body sections.

## CREATURE STATS

**Number of Actions:** 2 (3 if there are 5+ players)

**Intellect:** 3

**Strength:** 9 (5 if tail is damaged)

**Climb:** 6 (3 if tail is damaged)

**Shake:** 6 (3 if tail is damaged)

### Tail

**HP:** 30

**Armor:** 1

**Evasion:** 7

### Upon Damage

The fins of the Titan shred and sink below into the water surrounded by an expanding pool of red. The great beast thrashes its tail in the water, failing to propel itself.

### Hit Points



## Attacks

**Tail Splash.** The Leviathan swats its tail down into the water, causing a giant wave to wash over the coastline. This attack targets all characters located on the ground. All characters that fail to evade the attack are swept into the water.

Actions	Evasion	Damage	Shake
1	6	2	No

**Tail Slap.** The Leviathan swings its tail directly at the character, crushing him or her. This attack can target any character that is not climbing on the lower body or tail. If a player that is climbing on the Titan fails their evasion roll for this attack, the attack generates a shake effect for them.

Actions	Evasion	Damage	Shake
1	8	4	No

**Deep Dive.** The Leviathan swims downward with a great beat of its tail into the depths of the water. It slides around the underwater rock mountains and through caverns, scraping its sides to dislodge anything trying to hang on. This attack targets all characters climbing on the Titan. Any players that are thrown off by a shake effect are left underwater. The Titan cannot use this action if it is anchored.

Actions	Evasion	Damage	Shake
1	8	4	Yes

Body (Upper, Mid, Lower)

**HP:** 30      **Armor:** 13 (1 after the first attack)

**Evasion:** 4

## Upon Damage

After the lower body is damaged, inky green blood spews out, filling the water around the Titan. After the midbody is damaged, the Titan finishes bleeding out into the water and dies.

## Hit Points

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## Special Abilities

Each of the three sections of the body has identical stats, but they all act as different parts of the Titan, each with their own HP totals.

The first successful attack against any section of the body results in a portion of the scales being ripped off. After that, any attacks which target that section of missing scales use the new armor rating of 1.

When the lower body is damaged, inky green blood starts filling the water. After this has occurred, any player that starts their turn in the water, or climbing on the section of the body that was damaged, moves one of their dice to the spent row at the start of the player's turn.

## Head

**HP:** 25

**Armor:** 6

**Evasion:** 6

## Upon Damage

The head of the Titan splits open, and shards of bones fall off. The inside of the skull can be seen, there is no brain inside, but glowing runes carved into the inside of the skulls.

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## Attacks

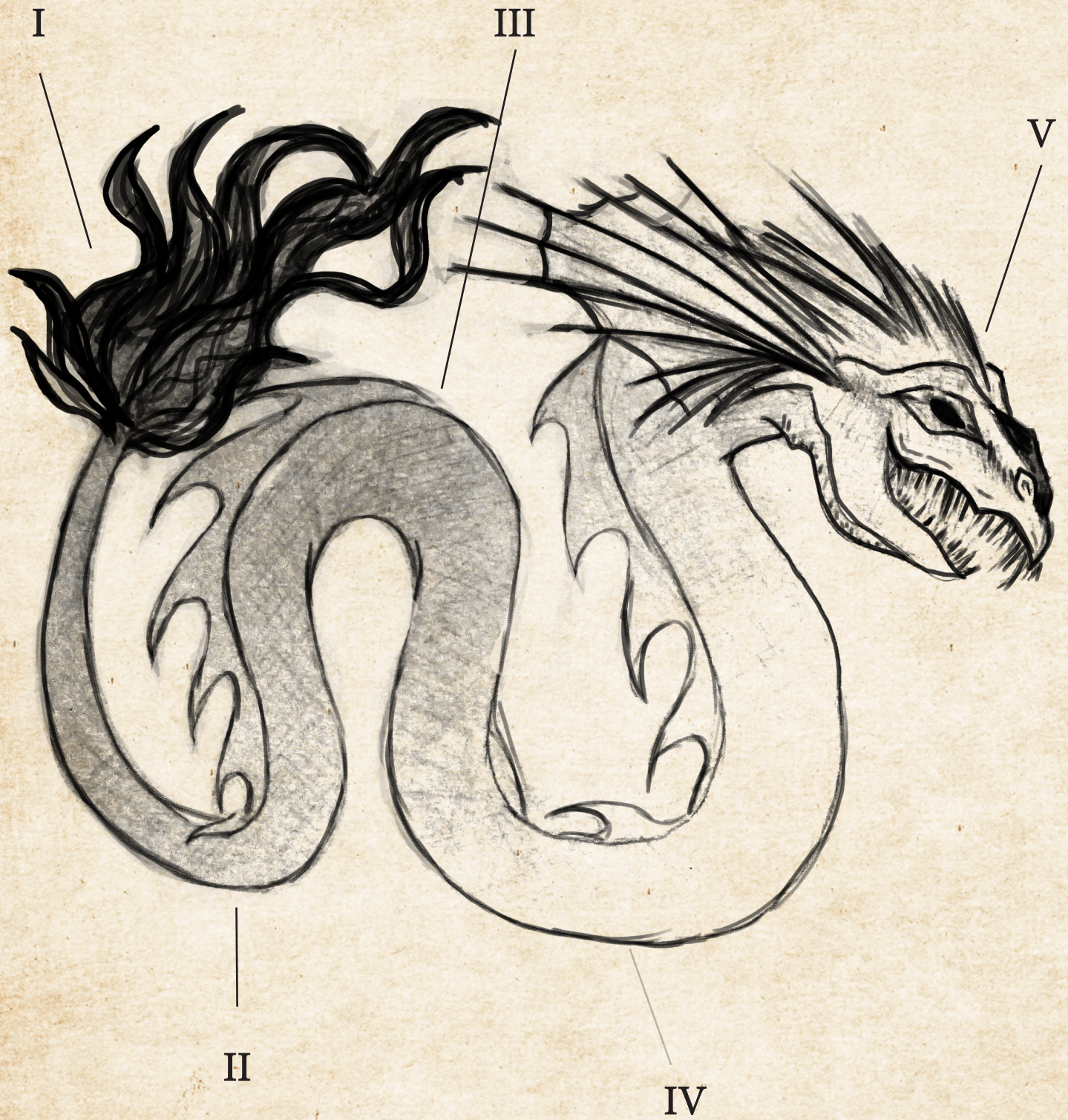
**Bite.** The Leviathan swims upward and snaps its teeth down on a character swimming in the water. If the character does not evade this attack, they are held in the jaws of the Titan. On the player's turn, they can try to escape by rolling against the Titan's strength. If they succeed, they can climb on the head or fall into the water.

Actions	Evasion	Damage	Shake
1	9	3	No

**Chew.** The Leviathan continues working on chewing the morsel that it snapped into its mouth. This attack can only target a player that is grabbed with the Bite attack and can only be used once per combat round.

Actions	Evasion	Damage	Shake
1	N/A	1 (true)	No

# LEVIATHAN



I. Tail   II. Lower Body   III. Mid Body   IV. Upper Body   V. Head



# HOW TO RUN REACH OF TITAN

# HOW TO RUN REACH OF TITAN

This section of the playtest document is for the person running the game (called the Game Master) and is designed to help guide you with some best practices of the game. This section of the book assumes that you have read all of the first section, and have at least a passing understanding of each Titan encounter. The following pages will give you some generic advice on running the game, as well as some advice on specific aspects. It is highly encouraged that you read through this entire section and understand its contents if you are going to run *Reach of Titan*.

## **THIS PLAYTEST IS ONLY A THIRD OF A GAME!**

*Reach of Titan* will have three distinct sections of gameplay in the final book: fighting Titans, building the settlement, and hunting Titans. This play-test only covers the part of the game that needs the most playtesting — the epic Titan fights. As such you will not find much information presented here to help with developing or roleplaying characters. There enough here from just the Titan encounters to fill up a game night easily.

For those that are interested in how you would roleplay in this game, players will be able to build and expand their settlement as they want, crafting a unique home. Each time they expand their settlement through gathered resources from felled Titans, they will also establish aspects about their culture and notable people within the settlement. What does the village do after a successful Titan hunt? What is the religion of your village? What happens when a Titan Hunter dies? How are new members of the settlement raised? The players will get to actively build the settlement in a traditional sense and a cultural sense, making each group's world truly their own.

Additionally, when the characters go out on a hunt, they will have to risk something or someone from the village if they fail. For example, the seer could have gotten poisoned and is in desperate need of a specific Titan's blood for the antidote. If you succeed in the hunt, you save her, and if not, she perishes. These are the kinds of choices that will be presented to the players in the full game and result in a rich roleplaying experience.

## **THE LORE OF THE WORLD IS INTENTIONALLY FRACTURED**

Each Titan has a lore section on how it fits into the history of the world. However, if you just read the stories presented in this document, you will be fairly lost as to what exactly is going on. This is a feature and not a bug.

The humans of this world do not know its history, or how they came to be. To figure out the nature of the world, and what is occurring, the players will need to interact with the Titans and learn their stories. In the full game, after a successful Titan hunt, the players can bring a piece of the Titan back to the town seer and then learn the lore of that creature as presented in the book. For this playtest, you can just read the lore for each Titan to the players at the beginning of the battle.

The full story of the world is a puzzle to be solved with each piece of the puzzle spread around the dozens of Titans presented in the full book. For those that want to figure out the truth, it will be there to solve. For this playtest document, you only have a small sliver of what is occurring in the world.

## **THIS IS AN RPG, NOT A BOARD GAME**

While the rules of this game are more prescribed than most RPGs, and the Titan encounters have extensive outlines, do not forget this is a role-playing game. If players want to try wild and crazy actions or things that are not covered in the rules, let them! That is what makes RPGs so great: the freedom to play the game how the players want. The rules are a guideline for fun, nothing more.

If someone (player or Titan) wants to try something that is not outlined in the rules, as the Game Master, you should make a ruling on whatever is appropriate. Your best tool as a Game Master is the dice pool for actions. If the player is trying something that is directly affecting the Titan, have them roll against one of the Titan's stats. If they are not directly affecting a Titan, have them spend an appropriate number of dice to complete the action.

Also, it is advised to read the last section of this document titled “#HigherAbilities” for more information about additional player actions in combat.

## **PREPARING FOR A TITAN BATTLE**

As the Game Master, there are a few things you need to do to get ready to run a Titan encounter. The first thing is to read and understand this document. The second is to read on the specific Titan encounter you are going to run. Titans consist of many parts, each with their own abilities, and this document provides you with some idea about how to run each encounter. Familiarizing yourself with this information before running an encounter will help everything go smoothly.

Additionally, you should print out the Titan page and have that on the table for the players. The Titan pages break down the different parts of a Titan, making it much easier for the players to understand how to interact with it. You should also encourage the players to use some kind of small token to represent their character on the battle map. As the players move around the Titan, they can use their token to keep track of what part they are currently on.

## **ENCOURAGE PLAYERS TO TALK WITH EACH OTHER**

Communication and strategy are a huge part of the play experience of *Reach of Titan*. Unlike other games where a combat round is prescribed to a specific period of time, and player communication is restricted, communication is strongly encouraged in this game.

By the nature of the mechanics, players should strategize each round and take their actions in the best possible order. As a Game Master, you should allow the players to openly discuss how they want to approach each round of combat. Never restrict them, or pressure them to take actions. Instead, allow them to enjoy the cooperative strategy elements of the game.

If your players are deep in discussion about how to approach the next stage of the encounter, they are having fun! Don't get in the way of that.



## **BE DESCRIPTIVE OF TITAN ACTIONS AND CHANGING CIRCUMSTANCES**

The players only clue that their actions are affecting the Titan are the Game Master's descriptions. You are there in world senses, and they will trust you to give them hints through your descriptions.

For example, when they first see the Leviathan, you should describe the thick scales and boney head. This will start clueing them in on what to expect from that creature. When it makes the Tail Wave attack, describing that it swipes its tail across the water, causing a wave hitting everyone on the coast will let them know how to stop the attack (by damaging the tail) and how to avoid the attack in the future (by not being on the shore). Establishing this type of description-based communication is vital to running Reach of Titan.

Besides the Titan appearances, try to be as descriptive as possible about any changes in circumstances, appearance, or behavior. These clues allow the players to deduce things for themselves and get a greater sense of accomplishment from killing a Titan.

If the GM says, "Your swords sink deep into the flesh of the left arm. It falls limp and motionless at the Titan's sides," the players can then deduce that the arm can no longer do anything. This feels like an accomplishment for the players as they solved a piece of the puzzle. They figured out for themselves that the head is no longer protected based on what they did and observed. On the other hand, if the GM says, "The arm is damaged and cannot make any actions for the rest of the encounter," the players did not get to figure out much. It feels like less of a success.

Give plenty of description as a GM, but keep the descriptions focused on what is occurring in the world. Let the players feel accomplished for figuring out what is happening mechanically.

## **ENCOUNTERS ARE HALF-PUZZLE AND HALF-COMBAT**

This is very critical to understand the game; players will have to attempt things in battle, and many times, those things will fail. As an example, the first time a group encounters the Legatus, most players will climb up and attack the head. That makes perfect sense; it looks like a human, attack the head to kill the creature. However, one of the Titan's strongest attacks is grabbing anyone climbing on the head and smashing them to the ground.

The puzzle they have to solve is how to damage the head when the arm is protecting it. Yes, the players wasted actions trying to climb to the head and attack, but that is part of exploring each battle. Allow the players to explore. Allow them to fail. That is part of the fun.

The combat encounters are designed for players not taking the optimal actions to win the fight. They are expected to make several wrong choices or less optimal strategies because the only way to learn the right way is through exploration of the Titan.

## **THE POWERFUL GM TOOL — "MAYBE..."**

In my experience in playtesting this game, players are naturally going to ask the GM questions. Some of these questions you will need to answer, and some of them you will not. This might sound strange to tell a GM not to answer a player's questions, but allow me to explain: if a player asks, "What actions can I do on my turn," you most certainly should answer them. Any questions about the basics of how the game works are things you do not want the players to feel confused. These are questions you should always answer.

However, you might also be asked questions along the lines of “So it used its tail to splash us. If we destroy the tail, could it still use that attack?” This is not a question you should answer. Instead say, “Maybe...”

Players will have the most fun figuring out and experiencing things themselves. You never want them to be lost and confused, but you also don’t want to give away any in-world information they should discover on their own. Here are some more examples of questions players might ask that you should respond with “Maybe...”

“It slammed me down to the ground when I climbed on its head. Will it do that again if I climb back up there?”

“The Leviathan has me inside its mouth. Will it keep attacking me if I don’t try and escape?”

“We hit on a roll of 6, but I missed on a seven. Clearly, the target number is six. You just told me the creature was enraged, could that change the target number?”

## **VERTICAL COMBAT AND CLIMBING**

All combat in *Reach of Titan* happens on the vertical plane. Characters are either located on the ground or the part of a Titan. The important thing to remember is height is all that matters. Whether a player is in front of or behind a Titan does not matter in this game.

When looking at height, you will want to count the number of Titan sections above the ground where a person is located (this will matter for fall damage). We call those sections levels. If a person is on the Legatus’ torso, they would be considered two levels above the ground (1st level is the legs, 2nd level is the torso). If they were to fall off the Titan, they would take 2 points of damage from the fall for being at this height.

While it is easy to distinguish levels when the Titan is in a normal pose, Titans will move around and take different stances throughout an encounter. As the GM, you decide how high a player is at any given time. In the previous example, a player would be at level 2 while on the Legatus’ torso, but if you damaged the legs, and the Titan dropped to its knees, now the torso would be considered level 1 above the ground.

This also holds true for what sections of the Titan are connected, and therefore what sections of the Titan a player can move between using the climb action. Typically, the players could not move from the left arm to the head of the Legatus because they are not connected. However, if that arm was protecting the head from ranged attacks, then it might make sense that players could move between these two parts. The GM gets to make the final determination for what sections are adjacent, but as the Game Master, you should always try to reward creativity and side on what allows the players to have fun.

## **DEGRADING DICE POOLS AND ACTIONS**

The dice and health system in this game is very intentionally designed to elicit a certain type of experience. One of the aspects of this design is that, as the characters take damage, they will not be able to make as many actions. This can cause a death spiral, which is part of the game design.

While players start with six dice in their pools, they will lose these dice slowly as they take damage. However, players need multiple dice to make attacks, and a character that has three or less dice cannot do very much in the fight. If the entire team has been reduced to three or less dice, they probably cannot win the encounter.

As a GM, you should point this nature of the system out to players, and if the fight is unwinnable, encourage them to retreat. Most groups will not have trouble beating any of the three Titans in this playtest, but losing encounters is part of the game, and if the dice are particularly mean, a team could lose a fight.

The important thing to understand is that fighting down to one remaining dice is not how this game works. As the GM, you should explain this to any players that get low on dice.

## **THE “OFF BALANCE” ABILITY**

The Anchor class has an ability called “Off Balance” where, if the player rolls successfully, they can pull an anchored Titan off balance and put them in a vulnerable position. The skill itself does not really explain what this does because it will be different for each Titan.

The basic concept of this ability is to pull a giant creature down to your level. As the GM, you are going to have to decide what this means. For the Leviathan, it might mean that you pull it onto shore, for the Hornhog, you might pull it on its side. Be descriptive and allow the players to feel like heroes by yanking something down.

Mechanically, this will typically do two things. First, it will affect what parts of the Titan people can climb onto and the height levels of each part. Read the section on Vertical Combat and Climbing for more information and how to incorporate that. The other mechanical aspect is it will typically take an action from the Titan to get back to its original position. As a GM, you will have to decide if it needs an action, whether it remains in an off-balance position, and what attacks it can and cannot do. For example, the Legatus probably cannot make a stomp attack if it was pulled to its knees.

## **#HIGHERABILITIES**

This is a bit of a playtesting joke, but it needs to be explained. The sample characters in this game are the equivalent of starting characters and have abilities and equipment that reflect it. The game will not have levels, but players will be able to increase their skills through a skill tree progression system.

Because the characters in this playtest are just starting out, there are many things they might want to do that their characters here cannot do. These are things we call #HigherAbilities --- abilities that characters will be able to get from their class skill tree in the full game.

For example:

I want to be able to make a dive attack on a lower portion of the Titan! #HigherAbilities

I want to be able to climb up the rope that my anchor put in the Leviathan’s neck. #HigherAbilities

I want to have multiple anchors in the Titan at once. #HigherAbilities

Just let the players know they are starting characters and that, in the game, they would be able to upgrade their skills to get more abilities. If you find particular skills that you would want to see in the game, you can send those with any feedback to [thirdactpublishing@gmail.com](mailto:thirdactpublishing@gmail.com).

