Playtest Kit v1.0

2d20 Quick Start

2d20 Quick Start Rules

System in a paragraph

2d20 is an abstract adventure oriented system that uses D20's to determine the extent of success and [CD]s to provide damage and other special effects. All skill tests, including combat are adjudicated the same way. Characters roll a number of d20's determined by the amount of risk that a player is willing to face against a primary target number which is a combination of a characters Skills and Attributes and a secondary target number equal to the Skill Focus . If a player gets enough successes they pass the test. If the player gets extra successes these become momentum. Momentum is spent to improve the quality or speed of success.

Basic rule of thumb
• GM decides the difficulty (number of successful rolls of a d20 required) to perform an action
• Player chooses to spend LUCK or THREAT POINTS
• Player rolls Dice pool trying to roll under the Skill Expertise + Attribute
• Every dice where the d20's roll is less than a characters Attribute +Skill Expertise counts as a success.
• AND Every dice where the d20's roll is less than a characters Skill Focus counts as if another success has been rolled.
If a player scores the Difficulty they succeed. If a player gets more successes than Difficulty these extra successes are spent as Momentum.

Example: Garn the Gorgeous desires to leap onto his horse's back. The GM assigns a Difficulty of 2. Garn's Attribute + Skill Expertise is 15. His Skill Focus is 3. Garn uses THREAT to add another 2 d20s. He rolls four d20s. The d20s come up 2,13,15, and 18. Garn needed a 15 or better to succeed, so three of his four dice are successes. One of those successes (the 2) is lower than his Skill Focus, so it counts as two successes. Garn has four successes, two more than the Difficulty. These two surplus successes become Momentum. Garn jumps onto his horse's back and can spend two momentum to do so really, really well; perhaps pushing his horse into a gallop escaping his would be pursuers…

Risk

While all players roll 2d20 on every test they are called to make they have two resources they can call upon to improve this dicepool. The first of these are LUCK POINTS. LUCK POINTS are limited resources. A character only has three they can use in any given session. A Luck point can be used to make minor declarations about the plot, heal any and all vigor damage or add 1d20 to a skill test. An added benefit of a Luck point is that any dice added by LUCK POINTS automatically count as 1's.

The second resource a character can use are THREAT POINTS. Each Threat point allows the player to roll 1d20. No more than 3d20 can be gained from THREAT POINTS and THREAT POINTS come with two distinct risks. The first risk is repercussion, The next section will go into the repercussion rules in more depth but every dice rolled has a chance that a repercussion will be rolled so rolling more dice means a greater chance that this will happen. The second risk is retaliation. When the player chooses to use a Threat point the player gives the GM equal opportunity to use the Threat point to fuel NPC special effects, interrupt the Player characters or additional repercussions later.

Repercussion

A repercussion is a negative side-effect caused by the roll of a 20 (or lower – see Dread) on a d20. Example repercussions include becoming off balance, taking a minor injury or setting fire to a building. The more repercussions rolled the larger the effect. If a GM can't think of a suitable

repercussion, rather than stall the action the GM should add 2 THREAT POINTS to the Threat pool and move on. Example Repercussions will be listed in the attached adventure but these are not exhaustive.

A character causes a repercussion whenever a 20 is rolled on a skill test. While there are some occasions where this will increase to wider ranges, for the purposes of these basic rules this is outside of scope.

Types of actions

Characters get three types of actions. Standard actions, Restricted actions and Free actions. A character can make One standard action each turn along with either one restricted and one free action or unlimited free actions. Standard actions include skill tests of all sorts including combat, Restricted actions include actions where some degree of concentration is needed such as moving in combat, Free actions include instinctive actions such as talking. A list of example actions is included in the adventure.

Combat

As combat features heavily in this adventure additional focus is presented on the Combat rules. Combats are largely managed as per the Basic rule of thumb presented on page one by there are some important distinctions that need to be drawn.

Initiative

Player characters can choose the order in which they act. As a general rule all NPCs act after players but the GM can invoke NPC actions as a repercussion see individual NPCs.

Parrying/Dodging/protecting another

Defensive actions are limited to One Action per turn. It costs a Threat point to take a defensive action and changes the test from being a test against a set target number to being an opposed test. ACROBATICS is used to dodge and CLOSE COMBAT is used to parry.

Sidebar/

Opposed test; Both parties roll their skill tests and compare results. The character with the best result may spend momentum as normal. Any unique difficulties faced by one party count as bonus momentum equal to the degree of difficulty.

/Sidebar ends

Sidebar/

Bonus momentum; Some talents and equipment grant bonus momentum. Each bonus momentum acts as if an additional regular success was rolled by the character. Bonus momentum can only be used if the character rolls a success or pays a Luck point.

/Sidebar ends

Hit locations

If an attack is successful the attacker must roll to see where the most telling blow has landed. This is done by rolling 1d20 and comparing it to the location chart on the character sheet.

Damage

If an attack is successful a character rolls damage. Damage is written in a formula like 1+[cd]4 this means that the character rolls 4 combat dice and adds the result to 1. Particularly strong or perceptive characters may have bonus damage that they can add to this. Combat dice are normal six-sided dice where only the 1, and 2 count as damage, and the 6 triggers any special effects of the weapon (if any). For example a 1+[cd]4 result of 1, 2, 4, 5 would equal 1+2 rolled damage, plus 1 fixed damage. The 4 and 5 give no result. The total is 1+2+1 = 4 damage.

Armour/Cover

Armour/cover is written in the same formula as a weapon. When a character has armor or cover the result of the armour roll is subtracted from the damage dealt. Armour often covers hit locations differently.

Range and movement

In action scenes, areas are divided into zones - simple divisions based on noteworthy features in the area. These zones are used when determining how far a character can move or attack, as well as for other purposes where distance is a factor. Zones may have a range of terrain effects, depending on what sort of environments they represent - a zone filled with shipping crates may provide cover, while one filled with waist-high water might be more difficult to cross. The zone a character is currently in - as well as all objects and creatures in that zone with him - are regarded as Close range. All zones immediately adjacent to the character's current zone, and all creatures and objects within, are considered to be Medium range. All zones beyond that are at Long range, with some particularly distant zones considered Extreme range.

A character can move anywhere within Close range as a free action, Medium range as a Restricted action, or Long range as a Standard action. If a zone contains some form of "difficult terrain" the GM may require an Athletics skill test to enter, leave, or cross that zone. Failure may mean that the character is delayed or harmed in some way.

Momentum spends

In combat common momentum spends include

1 Momentum	Reroll any or all damage dice
1 Momentum	Add 1 to the damage roll
1 Momentum	Roll 1 extra damage dice
2 Momentum	Inflict half damage to a second random location. Armour is rolled as normal.
2 Momentum	Leap on the back of an angry animal.
3 Momentum	Change a hit location to a preferred hit location.

The GM should feel free to encourage their players to come up with their own momentum spends If a GM thinks that a cost is too expensive they are empowered to change the cost to better suit their game.

Out of combat Momentum spends might include

1 Momentum	Athletics test	Save a person climbing with you from falling
1 Momentum	Stealth test	Wave a character past a sentry
3 Momentum	Persuade test	Convince an innkeeper to give all the PCs VIP treatment.
5 Momentum	Linguistics test	Identify the street that an NPC lives on from a single sentence.

The momentum pool

Just as the GM shouldn't hold up action for too long trying to think of repercussions players struggling to think of a good way to use momentum can place the momentum in the momentum bank. It costs 1 momentum to place any momentum in the bank. Momentum from the bank can be spent by any player so long as that player scores a single success on a skill roll and the GM thinks that their action could be impacted by other players.

Injury

Every player character has two separate trackers for physical wounds, Vigour and Injury. Vigour is a set of points equal to a characters Physique. A character can "heal" vigour quickly and easily. A character can make a Treatment (Treatment is a skill that lets you heal injuries) test as a standard (1 success) action to refresh the total of Momentum rolled (extra successes beyond the first) in Vigour. If a character takes 5 or more damage in one hit that character takes an Injury. Injuries need the MEDICINE skill to resolve with the difficulty equal to the number of Injuries taken. Injuries are much more serious with each injury increasing any Physique, Strength, Agility or Cordination skill test difficulties by one.

For example a character with two injuries now increases ALL skill tests by 2 levels of difficulty (meaning their minimum difficult is now 3).

Resolve

Every player character has two separate trackers for mental wounds, Resolve and Trauma. Vigour is a set of points equal to a characters Willpower. A character can "heal" Resolve quickly and easily. A character can make a Counsel test as a standard (1 success) action to refresh the total of Momentum rolled (extra successes beyond the first) in Resolve. If a character takes 5 or more Resolve in one hit that character takes a Trauma. Trauma needs the Counsel skill to resolve with the difficulty equal to the number of Trauma taken. Trauma are much more serious with each Trauma increasing any Awareness, Intelligence, Willpower or Personality skill test difficulties by one.

For example a character with two injuries now increases ALL skill tests by 2 levels of difficulty (meaning their minimum difficult is now 3).

Dread

Character sheets will have a Dread track which shows what your chance of a Repercussion is with each d20 roll. For now, each two Dread the player character suffers increases the chance of a Repercussion by 1. For example a player with 2 Dread has a repercussion on the roll of a 19 or 20. With 4 Dread the character suffers a repercussion on the roll of an 18, 19 or 20 on a d20 skill test.

Reading a character sheet.

On the next page is an example character sheet. The notes in boxes show how the constituent parts are used in this Basic adventure.

Note 1 The Target number for various skills is made up of the Attribute and expertise that character has in that skill. In brackets is the skills focus score.

Note 2: Damage bonuses are added to weapons rolled damage. In this case the Maul is 1+[cd]7 and the Francisca 1+[cd]5

Note 3: Vigour & Resolve. Any damage taken is subtracted from these scores

Note 4: Talents, Each talent has its own rules

Note 5: Weapons, Each weapon has a damage value and certain special effects

[1]

Pregens

NAME	Utha the thug
AGILITY	**10**
Acrobatics	13(1)
Close Combat	15(2)
Unarmed Combat	14(2)
Stealth	10
AWARENESS	**9**
Observation	9
Insight	9
Thievery	11(1)
CO-ORDINATION	**9**
Ranged Weapons	10(1)
Sailing	9
INTELLIGENCE	**7**
Lore	8(1)
Linguistics	8(1)
Alchemy	7
Craft	9(1)
Siege craft	7
Survival	9(1)
Healing	10(1)
Chirurgery	7
WILLPOWER	**10**
Resolve	13(1)
Sorcery	10
PERSONALITY	**8**
Animal Handling	11(1)
Society	11(1)
Persuade	9(1)
Command	8
Counsel	8
PHYSIQUE	**11**
Resistance	14(2)
STRENGTH	**12**
Athletics	15(2)

Ranged Damage Bonus	+[cd]1
Melee Damage Bonus	+[cd]3
Presence	+[cd]0

[2]

Vigour 14   Resolve 10

Pregen **[3]**

[4]

Talents

Leverage 1
On any test to lift or move an inanimate object where the character generates at least one success, he may immediately roll an additional number of d20s equal to his rank of Leverage. Any successes generated on these additional dice are added to the initial success total.

Rigorous Training 1
The character generates one additional success on any Athletics test that generates at least one success.

No Mercy
When making a close combat attack, a character may re-roll One damage dice The new die roll must be accepted.

ARMOUR
Head (1-2), Right arm (3-5), Left arm (6-8), Torso (9-14), Right Leg(15-17),Left Leg(18-20)

HEAD	Helm with Leather Cap [CD]2
TORSO	Mail hauberk over Heavy cloth [CD]2
ARMS	Mail hauberk over Heavy cloth [CD]2
LEGS	Mail Leggings over Heavy cloth [CD]2

WEAPONS
Spiked Maul, 1+[cd]4
Knockdown. Target must make a Diff X Athletics test where X is the number of Icons rolled
Vicious 1. Every icon rolled causes 1 point of damage.
Reach.

Throwing Axe, 1+[cd]4
Short range. Weapon can be used at close range as a thrown weapon or in melee

[5]

Name: Utha theThug

AGILITY		**10**
Acrobatics		
Close Combat	15(2)	
Unarmed Combat	14(2)	
Stealth	10	
AWARENESS		**9**
Observation	9	
Insight	9	
Thievery	11(1)	
CO-ORDINATION		**9**
Ranged Weapons	10(1)	
Sailing	9	
INTELLIGENCE		**7**
Lore	8(1)	
Linguistics	8(1)	
Alchemy	7	
Craft	9(1)	
Siege craft	7	
Survival	9(1)	
Healing	10(1)	
Chirurgery	7	
WILLPOWER		**10**
Resolve	13(1)	
Sorcery	10	
PERSONALITY		**8**
Animal Handling	11(1)	
Society	11(1)	
Persuade	9(1)	
Command	8	
Counsel	8	
PHYSIQUE		**11**
Resistance	14(2)	
STRENGTH		**12**
Athletics	15(2)	

Ranged Damage Bonus   +[cd]1
Melee Damage Bonus   +[cd]3
Presence   +[cd]0

Vigour 14   Resolve 10

Talents

Leverage 1
On any test to lift or move an inanimate object where the character generates at least one success, he may immediately roll an additional number of d20s equal to his rank of Leverage. Any successes generated on these additional dice are added to the initial success total.

Rigorous Training 1
The character generates one additional success on any Athletics test that generates at least one success.

No Mercy
When making a close combat attack, a character may re-roll One damage dice The new die roll must be accepted.

ARMOUR (none)
Head (1-2), Right arm (3-5), Left arm (6-8), Torso (9-14), Right Leg(15-17),Left Leg(18-20)

EXAMPLE WEAPONS
(excluding bonus damage)
Punch 1+[cd]2
Length of chain 1+[cd]3,
Pick axe (2 handed) 1+[cd]3, vicious 2
Heavy rock 1+[cd]3,thrown
Shovel 1+[cd]3,
Hammer 1+[cd6]3

Pregen 2

NAME	Maria
AGILITY	**11**
Acrobatics	15(2)
Close Combat	16(5)
Unarmed Combat	13(2)
Stealth	12(1)
AWARENESS	**9**
Observation	12(1)
Insight	10(1)
Thievery	9
CO-ORDINATION	**9**
Ranged Weapons	12(1)
Sailing	10(1)
INTELLIGENCE	**8**
Lore	9(1)
Linguistics	9(1)
Alchemy	8
Craft	9(1)
Siege craft	8)
Survival	9(1)
Healing	9(1)
Chirurgery	8
WILLPOWER	**10**
Resolve	12(1)
Sorcery	10
PERSONALITY	**7**
Animal Handling	8(1)
Society	8(1)
Persuade	8(1)
Command	8(1)
Counsel	7
PHYSIQUE	**12**
Resistance	13(1)
STRENGTH	**10**
Athletics	12(1)

Ranged Damage Bonus +[cd]1
Melee Damage Bonus   +[cd]3
Presence   +[cd]0

Vigour 13   Resolve 10

Talents

No Mercy
When making a close combat attack, a character may re-roll Three damage dice The new result must be accepted.

Deflection
Characters with this talent do not need to pay a Threat point in order to take a Parry Response Action in a combat turn.

Riposte
After successfully executing a Parry Response Action, characters with this talent may immediately pay one Threat point to make a standard melee attack against the foe they parried. Momentum remaining from the Parry action may be carried over to this melee attack.

ARMOUR (none)
Head (1-2), Right arm (3-5), Left arm (6-8), Torso (9-14), Right Leg(15-17),Left Leg(18-20)

WEAPONS (excluding bonus damage)
Punch 1+[cd]2
Length of chain 1+[cd]3,
Pick axe (2 handed) 1+[cd]3, vicious 2
Heavy rock 1+[cd]3,thrown
Shovel 1+[cd]3,
Hammer 1+[cd6]3

Pregen 3

NAME	Temurbek the crafty
AGILITY	**9**
Acrobatics	11(1)
Close Combat	10(1)
Unarmed Combat	10(1)
Stealth	10(1)
AWARENESS	**11**
Observation	14(1)
Insight	12(1)
Thievery	13(1)
CO-ORDINATION	**10**
Ranged Weapons	15(5)
Sailing	11(1)
INTELLIGENCE	**12**
Lore	14(1)
Linguistics	14(1)
Alchemy	
Craft	15(3)
Siege craft	
Survival	
Healing	14(1)
Chirurgery	13(1)
WILLPOWER	**9**
Resolve	12(1)
Sorcery	
PERSONALITY	**10**
Animal Handling	12(1)
Society	11(1)
Persuade	11(1)
Command	
Counsel	
PHYSIQUE	**8**
Resistance	
STRENGTH	**7**
Athletics	8(1)

Ranged Damage Bonus +[cd]2
Melee Damage Bonus +[cd]0
Presence +[cd]2

Vigour 8   Resolve 9

Talents

Natural Craftsman
The character may re-roll any dice that did not generate a success on the initial roll when making a Crafts test, but must accept the new result.

Prodigious Designer
Any time the character chooses to design a new item or structure — or modify an existing design — he may reduce the difficulty of the Crafts test by One step. This may eliminate the need for a test.

Improvised Tool
The character has the vision to recognise alternative uses of common items. With success on a Challenging D2 Crafts test, the character can adapt existing items at hand to solve a problem. This adaptation is only good for a single use. Any Momentum from the test can be spent to provide an additional use per point of Momentum. After the final use has been completed, the item is ruined for both the alternative use and its originally intended use.

ARMOUR (none)
Head (1-2), Right arm (3-5), Left arm (6-8), Torso (9-14), Right Leg(15-17),Left Leg(18-20)

WEAPONS (excluding bonus damage)
Punch 1+[cd]2
Length of chain 1+[cd]3,
Pick axe (2 handed) 1+[cd]3, vicious 2
Heavy rock 1+[cd]3,thrown
Shovel 1+[cd]3,
Hammer 1+[cd6]3
Prison-Crafted Sling 1+[cd]3 Medium range. *Ammunition can be constructed with the Improvised tool talent.*

Pregen 4

NAME	Makda the young master
AGILITY	**10**
Acrobatics	12(1)
Close Combat	12(1)
Unarmed Combat	10
Stealth	14(3)
AWARENESS	**12**
Observation	15(3)
Insight	14(2)
Thievery	17(5)
CO-ORDINATION	**9**
Ranged Weapons	12(1)
Sailing	10(1)
INTELLIGENCE	**8**
Lore	11(1)
Linguistics	
Alchemy	
Craft	9(1)
Siege craft	
Survival	
Healing	
Chirurgery	
WILLPOWER	**9**
Resolve	10(1)
Sorcery	
PERSONALITY	**7**
Animal Handling	8(1)
Society	
Persuade	8(1)
Command	
Counsel	
PHYSIQUE	**11**
Resistance	
STRENGTH	**10**
Athletics	14(3)

Ranged Damage Bonus +[cd]1
Melee Damage Bonus   +[cd]3
Presence   +[cd]0

Vigour 11   Resolve 9

Talents

Scout
The character may re-roll one d20 when making a Stealth test, but must accept the new result.

Life of Crime
When the character generates at least one success on a Persuade or Lore test to relate to or interact with the criminal element, he may immediately roll one additional d20 and add the result to the skill test.

Know the Risks
The character may re-roll one d20 when making a Thievery test, but must accept the new result.

ARMOUR (none)
Head (1-2), Right arm (3-5), Left arm (6-8), Torso (9-14), Right Leg(15-17),Left Leg(18-20)

WEAPONS (excluding bonus damage)
Punch 1+[cd]2
Length of chain 1+[cd]3,
Pick axe (2 handed) 1+[cd]3, vicious 2
Heavy rock 1+[cd]3,thrown
Shovel 1+[cd]3,
Hammer 1+[cd6]3

Pregen 5

NAME	Afktagha

AGILITY 10

Acrobatics	13(1)
Close Combat	22(1)
Unarmed Combat	
Stealth	11(1)

AWARENESS 11

Observation	14(2)
Insight	14(2)
Thievery	14(1)

CO-ORDINATION 9

Ranged Weapons	12(1)
Sailing	

INTELLIGENCE 10

Lore	12(1)
Linguistics	12(1)
Alchemy	
Craft	11(1)
Siege craft	
Survival	11(1)
Healing	11(1)
Chirurgery	

WILLPOWER 8

Resolve	9(1)
Sorcery	

PERSONALITY 12

Animal Handling	13(1)
Society	14(1)
Persuade	17(5)
Command	13(1)
Counsel	13(1)

PHYSIQUE 9

Resistance	

STRENGTH 7

Athletics	8(1)

Ranged Damage Bonus +[cd]2
Melee Damage Bonus +[cd]0
Presence +[cd]4

Vigour 9   Resolve 8

Talents

Charismatic
The character's Presence bonus rating is increased by +[CD]1.(this is factored in)

Naturally Charming
The character has a warm personality and a winning smile. People trust him. A successful Persuade test yields one additional point of Momentum.

Sixth Sense
The character may re-roll one d20 when making an Insight test, but must accept the new result.

ARMOUR (none)
Head (1-2), Right arm (3-5), Left arm (6-8), Torso (9-14), Right Leg(15-17),Left Leg(18-20)

WEAPONS (excluding bonus damage)
Punch 1+[cd]2
Length of chain 1+[cd]3,
Pick axe (2 handed) 1+[cd]3, vicious 2
Heavy rock 1+[cd]3,thrown
Shovel 1+[cd]3,
Hamm