# EXODUS SYSTEM

## JACOB DC ROSS

# EXODUS SYSTEM

*For Amy*

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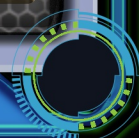
# INTRODUCTION

Welcome to the Exodus System! This game is the result of a lot of work as well as feedback from people in various communities. Many thanks to Jeffrey Meyer, Christopher Cortright and Mark Hunt for their thoughts.

I decided to make the Exodus system because I wanted something that is more flexible than traditional OSR games. Most game frameworks give you lots of options for classes, but I wanted one where you can create your own character class. There are a couple that allow you to do this, but I feel that the rest of the rules in those systems are more complex than anything that I want to run at the table.

In making this I was personally inspired by many different game systems, and I want to call out their awesome designers. There were the books Cypher System by Monte Cook, Shanna Germain and Bruce Cordell. I was also inspired by Cam Banks' Cortex Prime and Shane Lacy Hensley's Savage Worlds.

The overall framework of this game is based on the OSR. That's Old School Renaissance, and it means new games that are based on the world's oldest RPG system. I love the support that members of the OSR community give one another.

I'm really happy with how the book has turned out, and I'm sure that you're going to have a lot of fun playing.

Many thanks,
Jacob DC Ross

## What is an RPG?

RPG stands for roleplaying game. They are tabletop games that originated in the mid 1970s, inspired by miniature wargames, where most players take on the role of a character that they create. These player characters are sometimes called PCs. One player is the GM, or Game Master. The GM creates the story for the PCs to navigate. This includes coming up with plot twists and performing as non-player characters (NPCs).

There is no winner or loser in an RPG. If you have fun, then you won. It's possible to have the time of your life even in a session where every PC meets their grisly fate. In an RPG you can be virtually anybody that you want. You might be Otis Schlumpberger, ordinary citizen, in real life, but in a game of the Exodus System you could be a powerful cyborg, a stealthy ninja or even a monster if you feel like it. You're not restricted by species, gender, social class or other criteria.

The golden rule, which supersedes all others in this book, is to be respectful of everyone at the table. It's easy to get lost in your character, but please remember that behind every character sheet and GM screen is a real human being. Make sure that your words and actions, in-character and out, are respectful of your friends. You always have the right to speak up if something bothers you, and you should respect others when they speak up.

The silver rule, which is second only to respect, is fun. Try and make sure that everything you do contributes to the fun of the group. During play allow others to share in the spotlight as much as you do. Try and find ways to creatively solve problems that also allow other people to get in on the action.

## What do You Need?

You've already got the rules for the Exodus System, and that's most of what you need. It's designed for play by between one and five players, plus a GM, though it's possible to play with just one person and no GM.

You also need at least two of each type of dice used in this game. The dice are called dX, where X is the number of sides that they possess. In the Exodus System you roll d4s, d6s, d8s, d10s, d12s and d20s. It makes things go a lot faster if each person at the table has their own pairs, and if each player's dice are a different color, though this isn't necessary.

Next, print up or write your own character sheets to record your PC's information. The necessary stats, skills, Roles, Flavors and gear have writeups in the following chapters. It's better to write in pencil than in

pen because your game stats and inventory can change a lot during the course of play.

Combat and other situations in the Exodus System use hex maps to show how the action is progressing. You can download maps online or draw up your own maps using the hex page in the back of this book. Some people like to use miniature figures to represent their characters on the map, or you can just use anything that you have lying around as a token.

The most important thing to bring is your imagination. In any roleplaying game the action unfolds within the minds of each player.

## Book Overview

There are six main sections of this book, including this introductory chapter.

### Chapter 02: Character Creation

Everything you need to know about how to create your own PC. It covers attributes, Flavors, ROles, leveling up and more.

### Chapter 03: Task Resolution and Combat

Getting things done. These are the main rules that govern the Exodus System. This section is useful for both players and GMs to read.

### Chapter 04: Equipment and Vehicles

This section covers how items work in the Exodus System, including how to make your own. It features a list of sample gear from different story genres.

### Chapter 05: Adventuring

This chapter is designed for GMs to use when designing adventures. You can also use the information here to generate stories and encounters for solo play.

# CHARACTER GENERATION

# CHAPTER 02

To create your character first think of a concept of what you want to play and then share it with the group. Ideally everyone picks one or two niche roles to fill so that whenever you have a problem there's at least one character with the specific training to handle it, or at least give it a competent try.

On your character sheet record the value d6 in each of your Attributes except for one, which is at d8. This indicates which type of die you roll when using those Attributes.

## Attributes

These are the following Attributes in the game:

### Charisma

Charisma is your personal charm and magnetism. Use it when you want to influence someone's thoughts or convince them to do something.

### Constitution

Constitution is your physical hardiness. Use it to resist diseases, fatigue and other effects on your body.

### Dexterity

You use Dexterity when you want to run, jump, tumble or do anything else that requires you to perform a feat of coordination. Dexterity is also the Attribute you use when making ranged attacks.

### Intelligence

Intelligence is your capacity for reason and problem-solving. It's useful for learning languages, operating computers or other mental tasks.

### Strength

Strength governs your ability to directly, physically affect your environment. Roll it when you pick up a heavy weight, make a melee attack or attempt to overpower someone.

### Wisdom

Wisdom is your ability to use common sense. It's useful for resisting mind-altering effects such as lies, alien artifacts and pleas to your emotions.

Every time you level up you may increase one Attribute by one die step. D6 becomes d8, d8 becomes d10,

d10 to d12 and d12 to d20. Your character can only have one Attribute at d20.

## Roles and Flavors

See the next section for Roles and Flavors. You pick one Party Role, one Combat Role and two Flavors to distinguish your character from everyone else. At character creation you gain one ability from each Role and Flavor.

## Party Roles

This section defines a character's non-combat abilities.

### Explorer

The guide who helps everyone else get around in the wilderness.

**HD:** d8

**Accustomed:** Reduce by 1 the damage caused by environmental factors, such as heat or cold. The GM determines how much damage these effects normally do. Each time you take this power reduces the damage by 1 more.

**Guide:** You may add or subtract 1 from the Overland Travel roll. You can only take this ability once.

**Self-Sufficient:** Step up the standard Usage Die for your rations by 1. If you share your rations with people roll your Usage Die again, increasing the minimum number to step it down from 2 to 3, 3 to 4, etc. for each person with whom you share. Each additional time you take this ability reduces the penalty by 1.

### Face

The smooth operator who talks for the rest of the party.

**HD:** d6

**Bargainer:** Gain advantage on attempts to haggle with merchants. Each additional time that you take this ability instead increase the default Usage Die of perishable items that you purchase by 1 step.

**Connected:** For each level of this ability you gain +1 to your rolls to find out information via gossip or investigation.

**Likeable:** Strangers' default disposition to you is friendlier. Those who would be neutral are instead cordial, unfriendly folks would be neutral and so on. You can only take this ability once.

### Scholar

The know-it-all who can read ancient texts or recall obscure information.

**HD:** d6

**Academic:** Choose an intellectual field of study, such as languages, medicine, physics, history or so on. When you make a roll that only involves thinking, as opposed to a physical activity, where that field of study applies you gain Advantage. Each time you take this ability choose a different field.

**Guarded Mind:** Step up your Wisdom by one whenever you roll to resist mind-affecting effects or to see through lies. You can only take this ability once.

**Obscure Knowledge:** Once per day you can make an Intelligence roll to learn something that pertains to the current situation. You gain +1 to a roll before you leave the area, or +1 to an attempt when you assist an ally. Each time you take this ability it gives you another opportunity to use it every day.

## Technician

The member who disarms traps, repairs machines and does various tasks.

**HD:** d6

**Handy:** Choose a type of task that involves using your hands to fix, operate or build something. This can be surgery, computer hacking, repairing machines or anything else. You gain Advantage on that task. Each time you select this ability choose a different task.

**Jack of All Trades:** Gain another Skill point this level.

**Master of One:** Choose one Skill. It has a maximum rank of 6. You can only take this ability once.

## Tough

This person uses their physical abilities to solve problems.

**HD:** d10

**Everywhere:** Once per day you gain another regular action to use on physical activities. Each time you take this ability you can use it one more time per day.

**Menace:** Choose Dexterity or Strength. When you make an attack with that Attribute step up the value of the damage die.

**Paragon:** Choose a task that involves athletics, breaking something or coordination. This can include running, swimming, climbing and more. You gain Advantage on rolls to make those tasks. Each time you take this ability you choose a different task.

## HD

Your HD is the die that you roll whenever you gain a level. Add that result to your total number of Hit Points. At the first level, you gain the maximum amount of Hit Points possible for your HD.

## Combat Roles

When all else fails and you find yourself in a melee you use your abilities from this section to achieve victory.

## Controller

A cerebral fighter, you affect the field of battle and confuse your enemies or make your comrades fight more effectively.

**Damage:** d6 Armed/d4 Unarmed

**Armor:** d4

**Countertactics:** You gain Advantage to resist effects that impart status effects on you. You can select this ability only once.

**Manipulate Battle:** Choose Afraid, Confused, Encouraged or Enraged.

You can impart that status effect on one enemy or all allies within 2 hexes of you with a successful Wisdom roll. You can choose a different effect each time you take this ability.

**Wide Net:** Increase the range of all your Manipulate Battle effects or one Flavor ability by 1 hex (or 10 percent if it's not measured in hexes) each time that you take this ability.

## Damage

Nothing subtle about it, you go in for the crippling blow or the precise shot and take out the bad guys.

**Damage:** d8 Armed/d6 Unarmed

**Armor:** d6

**Courage:** You gain +1 to your attempts to resist the Fear status effect for each time you take this option.

**Efficient Destruction:** Increase all damage you do by one die step. You can only take this ability once.

**Martial Training:** Choose one weapon group, such as swords, spears, bows or so on. You gain +1 to your attack rolls with those weapons. If you take this a second time for the same group you also get Advantage on attacks with those weapons. You can select this item up to twice for each weapon group.

## Healer

Whenever your comrades fall you are right there, ready to patch them up.

Damage: d4 Armed/d4 Unarmed

**Armor:** d4

**Knockout Serum:** Once per day you can impart the Stunned condition on a target for 1d4 rounds. If you select this more than once you can choose to either increase the duration by one die step or the number of times you can use this ability per day by 1.

**Life-Giving Hands:** Any time you assist others to recover or heal them, step up the die they roll for regaining HP by 1 and they gain +2 HP from the roll. You can only select this once.

**Patch Up:** Three times a day you can use your entire round's action to heal someone in the adjacent hex and roll their HD to restore that many HP. Each time you select this option you gain three more opportunities per day. Anyone you use this option on can't also get first aid (see page 22) during the encounter.

### Sneak

Dirty tricks are your forte and you can disappear in a flash.

**Damage:** d6 Armed/d4 Unarmed

**Armor:** d4

**Palm It:** You can conceal two small items on your person. These items are undetectable by anything save a strip search. Each time you select this ability you can conceal two more items.

**Sneak Attack:** If you attack from concealment or against a target who is unaware of the attack you gain +1 to the attack and increase the damage die by one step. You can select this ability only once.

**Vanish:** You can disappear by rolling Dexterity successfully. You only need to roll against the highest applicable Action Die among observers. If you select this ability more than once you gain +1 to the attempt each time.

### Tank

You guard objectives and take the heavy hits so your teammates don't have to.

Damage: d6 Armed/ d6 Unarmed

**Armor:** d8

**Built to Last:** Step up your Armor by one die. You can only select this once.

**Vitality:** Treat your HD as if it rolled the maximum amount this level. If this is your first level then double your starting HP.

**Quick Recovery:** Once per day roll your HD and recover that much HP. Each selection of this ability grants you another roll per day.

Every time you level up you pick one option from one of your Roles to apply to your character. You begin the game with one ability from both roles.

## Flavors

These define the source of your power and help to inform your abilities. Flavors set you apart, mechanically and story-wise, from other characters. You can pick two at character generation. Some might be useful only for combat and others for different situations. Gain one option from both Flavors at your first level.

Every third level, 3, 6 and 9, you can choose one option from either Flavor to add to your character.

### Aware

No matter what the situation, you can use your senses, brainpower and intuition to succeed. These abilities are useful in and out of combat. You can see and hear everything within a 3-hex radius clearly, including whispers and small details

**Cold Read:** Make an opposed Intelligence roll with another character. For each level of this ability you learn one fact about them pertaining to their occupation, identity, medical history, culture or something else.

**Extended Awareness:** For each level of this ability you extend your awareness by 1 hex.

**Find Weakness:** Make an Intelligence roll against an enemy or object. If successful, for each rank in this ability you gain the ability to bestow

Advantage on you or an ally within your awareness range that affects one attack or damage roll against your target.

**Omniscience:** For each level of this ability you can hear through one walled hex within the range of your awareness. This means that at 1 rank of this ability you could hear through the walls of an adjacent hex, but if there was a wall between the first hex and the second hex you could not hear into the next room.

**Prescience:** If you're in a dungeon or building you get a sense of what's in the next room. You can ask the GM three simple yes or no questions, such as is there a monster, is there a trap, what is the monster's approximate HD, is the princess in the chamber and so on. When using this ability in a random dungeon you can roll twice when creating rooms, determining monsters, and determining traps. You can use this ability four times per day for each level of this ability.

## Companions

You have a retinue of useful followers. Your other Flavor can help you determine the nature of your companions. Your retinue begins with a trusty sidekick with 3 HD and a d6 Action Die. Human companions have no special rules, but animal companions or those made from elemental material, energy or other forms are probably not welcome in public. Non-physical companions also require you to maintain effort to keep them materialized.

**Competency:** Choose 1 skill rank for your trusty sidekick and 1 skill rank for each pair of minions, if you have any. This doesn't have to be the same skill for any of them. Each time you take this ability you can choose new skills or improve existing ones.

**Mentor:** Your companions can use one ability from your other Flavor. Each time you take this ability it allows you to select another ability.

**Minions:** You gain 2 minions who have 2 HD and an Action Die of d4. Each time you take this ability you gain 2 more minions.

**Summoned:** You can summon your trusty sidekick to your side with a full round action. This can affect physical companions who are within 3 kilometers or 2 miles. Non-physical companions appear instantly from wherever they go when you dismiss them, and you can summon two non-physical minions, if you have any, at the same time. Taking this ability multiple times increases the range by its base distance or allows two additional non-physical minions.

**Training:** For each time you take this ability all your minions get +1 HD and your trusty sidekick gets +2. This ability affects any minions that you gain after taking this ability.

## Defense

You live to protect others. You have a trusty shield, armored gauntlets or some other method of deflecting attacks.

**Catch:** Roll Strength to stop anyone from running past you if they enter a Hex that's adjacent to yours. You can also prevent someone who runs at you from attacking once they enter a hex that's adjacent to you. You can do this a number of times per round equal to the number of times you've chosen this ability.

**Cover:** Maintain focus to use something lying around, bluff or just shake the earth so that it shoots up a shard of rock. One hex within a three-hex radius is now "blocked" and provides cover. No one can run through it and they have disadvantage when firing against someone blocked by the cover. You can affect an additional hex within the radius for each time that you take this ability.

**Deflect:** If you successfully defend against a ranged attack you can send the attack off in a different direction, either to the right or left of your attacker. You can send laser beams and similar attacks back in the direction they came. This is an attack using your Dexterity but it doesn't count as an action. You can do this a number of times per round equal to your level in this ability.

**Extend Protection:** You can step up the Armor Die of an adjacent ally twice per day for every level of this ability.

**Extreme Vitality:** Your HD always roll the maximum amount when you level up. You can only take this ability once.

## Elements

Select an elemental type from Air, Earth, Fire or Ice. This is your default type. Air is weak to Earth, Earth is weak to Fire, Fire is weak to Water and Water is weak to Air. Strikes from a strong element against anyone in a weaker elemental form do double damage.

**Become Element:** Maintain focus to turn your body into your element. For Air, you may fly; you can rise one hex' worth of altitude with each movement and move to an adjacent hex. For Earth, you reduce all incoming damage by twice your rank in this ability. For Fire, your unarmed attacks do +2 damage and those who attack you from an adjacent hex take 2 damage each time that they hit you, ignoring armor. Ice transformations let you coast on a line of ice and add a hex to your movement rate. Each time you take this ability it adds its base value again (another hex of movement for Ice, additional armor for Earth, etc.).

**Elemental Construct:** Maintain effort create an item out of your chosen element. It's solid and must fit in an area that measures 3m x 3m x 3m, or 10' x 10' x 10'. Each time you choose this ability you increase the maximum size by its base value.

**Effortless Control:** Choose one elemental ability that you chose at a lower level. If that ability requires you to maintain focus it doesn't anymore. If you have Elemental Versatility you can then use one other elemental aspect of the ability while also using the effortless ability. So, you might be able to turn yourself into steam instead of just Fire or just Ice, and you'd gain the benefits of both. With Elemental Construct, it allows you to create two items at once.

**Elemental Strike:** Attack an enemy at up to 3 hexes away. Air strikes push an opponent into an adjacent hex, except for the one that brings them closest to you. Earth strikes do +2 damage. Fire strikes apply Burning to your target and to the items in a nearby Hex. Ice strikes apply the Frozen status until after the target's next turn. Taking this power again either increases its range by 1 hex or increases the effect that it causes by 1. You can choose to not increase the effect each time you use the improved strike. So, you could move someone 2 hexes or just 1 with Air Strike or create 2 or 1 blazes with Fire Strike.

**Elemental Versatility:** Choose a second element that you can manipulate. You can use that element with a single ability from this flavor. Each time you take this ability you can add another element to your repertoire.

## Energy

You are capable of manifesting raw forms of energy. Choose between Positive, which is luminous, or Negative, which is shadowy or has a black light effect.

**Absorb Energy:** Defend against a laser or other energy- or elemental-based attack using Wisdom. For each time that you take this ability, after the first, you also get to step up the damage die of your next Energy Beam, if you have that ability, by 1.

**Charge:** Maintain focus to power a single device that runs on electricity or other energy forms. For each time you take this ability you can affect up to 100 kilograms or 220 pounds in weight.

**Energy Aura;** Maintain focus to affect energy creatures within 3 hexes. Negative creatures affected by Positive energy must roll against your Wisdom each turn to keep from being Stunned until their next turn. Positive creatures affected by Positive energy heal 2 HP per turn. Negative creatures affected by Negative energy are Enraged. Positive creatures affected by Negative energy take 3 damage per round that bypasses armor. Each time you take this ability increase the range by 1 hex.

**Energy Beam:** Make a ranged attack within 3 hexes, with the damage die increased by one step. Attacks against creatures or objects made from the opposite energy form do double damage. Each time you select this ability again you increase your range by 1.

**Imbue Energy:** Your willing allies within 3 hexes retain their physical form but also are considered energy creatures aligned with your energy type for 5 rounds. Each time you take this ability you can increase the duration by 5 rounds.

# CHAPTER 02

## Music/Performance

You have a special charm and can influence others with a song or a word. You can choose the nature of your performance skills, within reason. Performances affect up the four hexes away from you and each time you take an extra level in a song you extend its range by one.

**Anthem:** Maintain effort while you play a rousing song for your allies. Those within range are Encouraged. Each additional time that you take this ability increases allies' rolls against mind-altering effects by +1.

**Dirge:** Maintain effort to attack all enemies in range using Charisma. They defend using Wisdom and are Stunned and take 1d4 damage that ignores armor if they fail. Each time you take this ability you step up the damage die by 1.

**Ode:** Your allies in range are Revitalized. Taking this ability multiple times increases the HP restored by 1 per turn per rank of Ode.

**Symphony:** You can use two specific songs that require you to maintain effort together. Each time you take this you can use a different pair of songs together.

**Requiem:** Maintain effort while you sing a funeral song to terrify your enemies. Enemies within range roll against your Charisma or become Afraid during the song. For each time after the first that you take this ability your enemies move an additional hex away from you per round.

## Mutation

Your form is unstable. This ability can manifest in many ways.

**Amorphous:** Your arms can reach 2 hexes away, and you can "pour" yourself through a hole half as wide as your pelvis. Each time you take this ability increase your reach by 1 hex and decrease the minimum size through which you can fit by half.

**Environmental Immunity:** Choose underwater, noxious gas, acid, vacuum, freezing cold or fire. When you face the chosen environment, you can live as easily as in your home environment. Taking this ability more than once allows you to choose new Immunities.

**Extra Limbs:** Choose 1 additional attack, moving 1 more hex with each move action, flying 2 hexes per move or Advantage either climbing or swimming. Your new or altered limbs give you this ability. You must choose a different power each time you choose this ability.

**Spray Attack:** Choose venom or fire. You can make a ranged attack up to two hexes away. Venom imparts the Poisoned statues and fire inflicts Burning.

**Super Mutation:** Choose one ability from any other Flavor. You gain that ability. You can change your choice by losing the ability for a week and then selecting a new one. You can only take this ability once.

## Nature

You are attuned to the natural world and its flora and fauna. You likely reject civilization and prefer living in the wilderness.

**Bestial Nature:** Choose Hunter or Scholar. You can maintain focus to manifest one NPC ability exhibited by an animal. Hunters must kill the animal in combat to learn its abilities. Scholars must spend a day observing the creatures. You can have three learned abilities at once. Learning new ones beyond this limit means that you must erase an older ability. Taking it multiple times gives you three extra ability slots each time.

**Charm Beast:** Roll Charisma against an animal to cause its disposition to become less hostile. Attacking animals stop in their tracks but still swipe at targets they are adjacent to. Unfriendly animals ignore you. Neutral animals become friendly. Friendly animals follow you so long as you feed them and treat them well. They'll leave you if you abandon their habitat.

**One with the Land:** Choose two abilities from the following: Waves and river currents do not move you against your will, lava flows bend around you, rocks or trees never fall on you in an earthquake, lightning won't strike you, hurricanes and tornadoes can't lift you against your will and the debris inside the cyclone won't batter you or mud and quicksand can't hold your feet. You can maintain focus to share this protection with an ally that you can see. Each time you take this ability choose one more protection and you can add one more person to your protection when you focus.

**Plant Bending:** Flora within 3 hexes of you bends to entangle your enemies. They must roll versus 1d6 to move each time they change hexes. Failure means that they're restrained. Each time you take this ability you increase the die that opposes your enemies and extend the range by 1 hex. This ability works with plants as small as grass or with moss.

**Sylvan Respite:** Maintain focus for a tree to open and allow you inside. While in a tree you heal each hour as if you were in surgery (see page 12). You also don't need to eat, breathe or drink so long as the tree is getting nutrients, air and water. You can leave whenever you like. For each time you take this ability you can open up another tree for holding your allies.

## Noble

You are born to rule and lead. You have an aristocratic bearing.

**Conscription:** You can gain two 3HD, d6 Action Die minions. These henchmen's Action Die is d4 for any roll that requires reasoning or charm. When rolling up their HP consider rolls of 1 and 2 as 3. You recruit from town, caravans or other populated areas and they leave after the mission is over. Taking this ability multiple times increases their HD by 1 each time.

**Deadly Swarm:** In battle, you can coordinate attacks. For each level of this ability one more character can assist in making attacks. If the attack is a melee attack then all assisting characters must be adjacent to the target.

**Respected Name:** You have Advantage on Charisma rolls when attempting to use your fame to influence people to be friendlier to you.

**Shield Wall:** Select two allies who are adjacent to one another. While they remain adjacent to one another ranged attacks targeting anyone behind the shield wall have a penalty equal to the number of allies in the shield wall. Each time you take this ability you can add another ally to the shield wall.

**Splendid Carriage:** You get a wagon or boat. The caravan wagon (see page 29) has two mules pulling it and can hold all the gear for 10 people plus trade goods, tents and bedding. The boat is a corvette (see page 30) that can hold 5 crew and 5 passengers, plus supplies for two weeks at sea without stopping to fish. Both start at 4 HD and with an d6 Action Die. Taking this ability multiple times increases the HD by 2 and the Action Die by 1.

## Rage

During battle, you can become maintain focus to become Enraged. While Enraged you do +2 damage with Strength-based attacks but also take +1 damage from all sources and have Disadvantage on tasks that require reasoning ability or compassion. While in this state you can do far more than an ordinary warrior.

**Adrenaline Surge:** While Enraged you gain Advantage on Strength-based tasks. If you already have an ability that gives Advantage on one or more Strength-based tasks then this ability gives a +2 bonus to those tasks. You can only take this ability once.

**Always Angry:** Choose an ability from your other Flavor that requires you to maintain focus. You can use that ability while you're Enraged. Each time you take this ability you can use another effect that requires you to maintain effort simultaneously with your rage. You can't use more than one other ability at a time.

**Fury:** For each time you take this ability you do an extra +2 damage with Strength-based attacks and take +1 more damage.

**Shrug it Off:** Choose two of Afraid, Confused, Stunned or Wounded. You are immune to those conditions while Enraged. If you chose Wounded you also treat Gravely Wounded as Wounded. You can choose Wounded twice to completely negate Gravely Wounded. Each time you take this ability choose two other effects.

**Simmering Rage:** For each time you take this ability you reduce the extra damage you take while Enraged by -1. You still suffer the other effects of the condition, including Disadvantage on reasoning tasks.

## Speed

Everything about you is built for speed. You run faster and get things done quickly. When you move you might even leave behind a blurry streaking afterimage.

**Extended Range:** Your base movement rate extends by 2 hexes for each time you take this ability.

**Multitasker:** Choose a physical task that normally takes a whole round to accomplish. You can do it in half a round. So now you can patch up a wound and move on to the next patient's location, perform a strenuous climb twice or many other actions.

**Phase:** Maintain effort to vibrate your molecules so fast that you can pass through solid matter. You can move 1meter or 1 yard per round through stone, but after your third consecutive round in a solid object you must start making Constitution rolls to avoid taking damage. Each time you take this ability you extend the number of rounds by 3. While phased you also reduce the damage done by fists, swords and other solid objects by 2 for every time you take this ability.

**Transfer Momentum:** If you crash, fall, are pushed or otherwise take damage from movement roll 1d20 for Armor to reduce the damage. Each time you take this ability you roll an additional die for Armor. When you run into someone from a distance and attack in the same round you gain +2 damage and may also move them 1 hex in the opposite direction for each time you take this ability.

**Zippy:** You can move an extra time in a round, or you can move twice and attack. For each time you take this you get an extra move.

## Synthetic Lifeform

You are a robot or other synthetic lifeform. You do not need to eat, sleep, drink or breathe. Your body does not normally heal itself, but has to be repaired. It's a different skill to repair than it is to perform first aid. Poisons and diseases don't affect you.

While you don't sleep, you do occasionally need to recharge. While recharging you cannot move and are functionally unconscious. It takes 4 hours to charge up for 24 hours of continuous function. Character effects that reduce the need for sleep instead reduce your need to recharge. Self-Sufficient Explorers who are Constructs can go twice as long without recharging.

**Matter Conversion:** You may now "eat". Destroy a solid item or items with a Usage Die. For every step above d4 that was left of that item you reduce the number of hours that you have to recharge today by 1. This destroys the item completely, no matter how high the Usage Die was. You can only do this once per day.

**Multi-Function:** Select one specific type of task, such as cooking, driving or attacking with a specific weapon. You install new hardware that gives you a +2 bonus to that task. If you take this ability again you have to select a different task each time.

**Power Surge:** Attack up to four adjacent targets with an energy pulse. This attack has a Usage Die of d6, which replenishes every time you recharge. If the Usage Die depletes, you shut down until recharged. For every time you take this ability after the first you upgrade the Usage Die by one step.

**Repair Bots:** Internal nanobots or another function allows you to regain HP when resting or recharging, just like a biological organism. If you have the Healer Combat Role then you can use your abilities from that Role on yourself or on other constructs. For each time you take this ability step up the die that you heal yourself when applying first aid-like repairs.

**Size Shift:** Choose Grow or Shrink when you take this ability. If you Grow, commit effort to double your size and consider yourself a vehicle for purposes of damage and armor. If you Shrink commit effort scale down to one quarter of your normal size. You can fit into smaller spaces and it's much easier to hide. You can take this ability twice to be able to take both options.

# Skills

Skills represent your special training or area of interest. You gain three skills at the first rank. There is no list of defined skills, you get to make up your own. Ask the GM whether each skill represents a specific task, such as attacking with a sword or bow, or a broad career, such as knight or hunter. The GM might allow you one career-based skill, which is useful for a variety of rolls, and two task-based skills, which only cover a narrow focus.

Each rank of a skill gives you a +1 bonus to its associated tasks. Every time you level up you gain 1 point to either put into a skill, to a maximum of 5 ranks, or to define a new skill that represents knowledge picked up on your adventures.

## Skill List

Here is a list of certain skills, but it's by no means exhaustive:

**Professions**
Craftsman (specific)
Doctor
Merchant
Sailor
Soldier
Spy
Technician

**Task**
Game (specific)
Fencing
Leaping
Repair (class of items)
Riding
Sport (specific)
Weapon use (specific)

## Leveling Up

Unlike some games, where PCs have to keep track of a pool of experience points, characters in Exodus System level up when they achieve a major story goal. This is up to the GM, but he should be consistent with awarding it for deeds of similar scope. If you play every week and it takes five sessions to accomplish a goal then it takes about a year to level up all the way. Once at the top level it's probably a good idea to have one more epic quest and then retire.

### Level Up Summary

When you level up roll the die type listed for your HD and add that many HP to your maximum. Then increase one Attribute by one die step remembering that you only can have one at d20. Spend 3 Skill Points gaining new Skills or upgrading existing ones, to a maximum rank of 5. If this level is a multiple of 3 (3, 6 or 9) then you can also take an ability from one of your Flavors.

## Heroic Games

If you want to run a game where the PCs are more powerful, instead of getting a new Flavor ability at every level that's a multiple of 3, choose one at every level. If you go Heroic, just note that individual Flavor abilities can get broken if you take them more than three times, so this is a good opportunity to branch out into other Flavors.

Heroic games are well-suited for solo play if you plan to run just one Pc, since your character becomes strong enough to handle heavier situations.

# TASKS
# &
# COMBAT

The resolution system of this game governs the majority of the rules that come up in play. In a sentence, it's this: Choose the Difficulty of the task, determine any sources of Advantage or Disadvantage, select the appropriate Attribute and a possible applicable skill, then roll your Attribute die and hope to score higher than the Difficulty.

Some tasks require you to work against an active opponent or countermeasure. In this case instead of a static Difficulty number you roll versus your enemy's Action Die or an Action Die associated with the challenge. Non-living challenges might be hacking into a computer protected by a security program or trying to climb up a cave wall while an acidic liquid rises below you.



Static challenges are tasks where you're not opposed. In this case it might be simply trying to figure out how a foreign computer operating system works or climbing a cave wall with no pressing danger.

## Advantage and Disadvantage

Situations, special abilities, wound and other factors might influence how likely your character is to succeed at their objective. If some factor gives a large bonus to a roll, such as having the high ground in a sword fight, then you have Advantage. If something hinders you, such as being flanked by multiple enemies, then you have Disadvantage.

When you have Advantage, you roll two Attribute dice, of the same value, and pick the highest. When you have Disadvantage you roll two Attribute dice of the same value and pick the lowest. If you have Advantage from one source and Disadvantage from another source they cancel each other out. If you have multiple sources of Advantage or Disadvantage and even just one source of the other condition it still cancels out both conditions.

## Setting the Difficulty

A static Difficulty can be a tricky thing to gauge. If you want a simple task then maybe set the Difficulty at half the

value of the attempting character's Attribute die, such as 3 for d6, adding 1 to the Difficulty if the character is Skilled. For moderate tasks increase the Difficulty to three quarters of their die value and maybe add half or more of their Skill rank. Very hard tasks might even be equal to or greater than the maximum that the character can roll. In this case the task might be a complex test requiring multiple rolls, see below, or the PC can get help from a friend.

In many games that feature "saves", or rolls to react to immediate dangers, you roll against a target number based on your Attributes. In Exodus System, every danger has its own Action Die. That steep cliff might be a d12 cliff, while the visible pit might be a d6 hazard. When called on to "save" against these things, roll the Attribute that best fits the situation and compare it to the danger's role. The highest total wins. You may apply relevent skills to this roll.

When your activated ability calls for an Attribute the GM sets the difficulty. Generally, it shouldn't be hard, but if it's done in combat or a dangerous situation you might increase the difficulty a little. Penalties to the Difficulty of activating abilities generally shouldn't increase be greater than 3 or 4, even as the PC's Attributes grow.

## Crits and Fumbles

Rolling the highest value on your Attribute Die is a Critical Hit, or a "Crit". If the roll exceeds the difficulty then your success becomes a "yes, and" result, where another beneficial effect occurs. If you roll a 1 on any die then it's a Fumble and your roll becomes "no, and"; you fail and some undesirable effect further complicates matters. Effects of Crits and Fumbles are up to the GM.

### Assistance

Sometimes you need to get by with a little help from your friends. To assist a character in their action, determine if you are eligible. If your Attribute is equal to the Attribute that the main character is using, then you can add +1 to their roll. For each step that your Attribute is higher than your ally's you add an additional +1 to the roll. If you have an applicable skill then you can add half of your rank, rounded up, to the roll. This bonus can stack, so you might have +4 or higher. You can't help if you have a lower Attribute and no applicable skills. Unless a special ability allows it no more than two allies can assist a roll.

NPCs can try to help, using their Action Die to determine their Attribute. If the NPC's nature is applicable to the task consider them to have a Skill rank of 1. A hired grunt, for example, is skilled in

attacks while a valet is skilled in social tasks.

## Complex Tasks

When a task takes a measure of time and effort to complete, you can make it a Complex Task. An example of a Complex Task might be climbing cave wall. Say it has a Difficulty of 30 and you have a d8 in Strength and 1 rank of a climbing-related Skill. Your attempt is not going to succeed.

The GM rules instead that with each try you gain progress. Progress is equal to your roll. Between attempts time passes and certain story effects might occur. If the Complex Task has a static difficulty, such as learning a computer system, this might not be a big deal, but if you're trying to figure it out while your allies are in a combat situation then you might find yourself in danger. The GM should tell you the time scale of your action, whether each attempt represents 10 seconds, a minute, an hour, a day or some other measure of time.

If the Complex Task is opposed, say that you're climbing the cave wall while acid rises, then you still roll for you and the opposing Action Die. The GM can rule that your total equals the progress that you make, or that you only make progress equal to the amount by which your roll exceeded the opposing Action Die. In the latter case, you might actually lose progress on a bad roll. Back to the example of

outracing the acid pool, if you fail a roll then for that period of climbing, the acid would rise to your feet or maybe splash your back or arms. If you exceeded the opposing Action Die you wouldn't take any damage.

## Task Timers

Sometimes a situation has a deadline. These tasks have a Timer with a numerical value that counts down by one with every attempt. A timer might be related to a Complex Task or it could just be in the background. Allowing time to pass or attempting to deal with the Timer both cause it to count down. Timer scales can be any increment, including 1 second, 10 seconds, an hour or something else.

If you were studying an alien computer and it had a Timer that represented a program that was going to wipe the hard drive if not prevented from activating, you might set the Timer to 6 and have each increment represent 10 seconds. That would give the PC six chances to prevent the program from activating.

When trying to outclimb the acid pool maybe the pool would reach the top of the chamber in 30 seconds, after which escape would be impossible. You could set the timer to 3 and run it as a Complex Opposed Task, where you have three tries to get a total of 30 and each time you roll if your roll is lower than the opposing Action Die you take damage from the acid.

## Social Interaction

You can moderate social interaction via Tasks. They're generally opposed rolls made using your Charisma against your opponent's Action Die or appropriate Attribute. Wisdom defends against appeals to emotion or morality while Intelligence defends against appeals to logic or lies.

There are two axes by which you can measure your target's feelings towards you. The first is emotional. Emotional consideration can range from Hostile to Bonded. You also consider whether your target considers you to be their peer, or social superior or inferior.

### Feelings

| Feeling | Difficulty Modifier | Perceived Status | Difficulty Modifier |
|---|---|---|---|
| Bonded | -3 | Superior | -1 |
| Friendly | -2 | Peer | +0 |
| Cordial | -1 | Inferior | +1 |
| Neutral | +0 | | |
| Cold | +1 | | |
| Unfriendly | +2 | | |
| Hostile | +3 | | |

Note that merchants are driven by their need to make a living, and perhaps avarice, and generally only haggle using the rules presented in the Equipment section.

# Combat

Combat is a special situation. It's not the default method of solving problems in the Exodus System, which is why characters have both Party and Combat Roles. Sometimes you can reason your way out of something, but sometimes you're faced with an implacable enemy.

## Rounds

Combat takes place in rounds of about 10 seconds each. Any Timers or Complex Tasks during combat should probably run on a 10-second scale. Each character in combat gets to choose two actions per round, moving, performing a slight task such as shouting encouragement to a friend or trying to distract an enemy or making an attack.

Some actions take up your whole round. This could include running at twice the normal rate or focusing on an involved task such as defusing a bomb. Some abilities might alter actions. Generally, activating an ability shouldn't take up an action unless it states that it does in the description, or if the GM rules that circumstances warrant it.

## Initiative

To determine who goes first compare your Dexterity with the enemies' Action Dice. The highest value gets to declare their action and carry it out first. In the case of a tie, PCs get to go before NPCs. The GM gets to

determine the order in which tied NPCs act. If it's a case of two PCs fighting then roll Dexterity and the PC with the higher result goes first.

## Movement

Use a hex map to represent the field of battle. You don't have to fill it in, but you could use little symbols to denote walls, obstacles or items. Each hex is about 2 meters or 6 feet. Standard movement is two hexes a round, and running is 4. Rough terrain might mean that you must roll Dexterity to move without tripping, or maybe your movement rate is halved. There is no default penalty when you run past or away from someone, but your enemies might have abilities that let them hinder you somehow.

Hexes in the ocean are much larger, with a small merchant ship taking up a single hex. When converting ranges from weapons such as naval cannons to a smaller hex base, just multiply by 10. In outer space hexes are at spaceship scale.

## Attacking and Defending

Attacking usually means rolling against your enemy's Action Die. Roll four dice, one to represent your Dexterity or Strength Attribute, one for your enemy's Acton Die, one for damage and one for any Armor. If your Attribute roll exceeds the enemy's Action Die roll, you do damage equal to your Damage Die

result minus what the enemy rolled for Armor. The process is the same for defending against an enemy's attack except that you use Dexterity as your dodging Attribute.

If you have any dice that are the same value, say four d12s, then make sure that each one is a different color. I recommend black for your Attribute, white for the enemy's Action Die, blue for your Damage Die and red for your enemy's Armor. This process greatly speeds up combat.

If an enemy attacks more than one player, each of you rolls your own Dexterity and Armor but only one enemy Action Die and Damage Die. Should you somehow attack multiple enemies at once, roll your Dexterity or Strength versus each enemy's Action Die and Armor all at once. It helps if the GM and other players each roll for one enemy so you can keep dice separate.

## Ties

In the event that a PC and an enemy are rolling against each other, such as for attack and defense, and they tie, then the result goes to the PC.

## Maintaining Effort

Some abilities tell you to maintain Effort. Effort means that your focus is on continuing an ongoing effect. You can only have one effect that requires maintaining Effort at a time.

## HP and Enemy HD

HP are Hit Points, and your Party Role determines how many you get at the beginning of the game and at each level.

HD stands for Hit Dice and is a measure of how powerful an enemy is. For every HD, you roll 1d6 and add them all together to determine the enemy's Hit Points. To save time you can just multiply HD by 3 instead.

## Enemy Action Dice

An enemy's Action Die is a quick way to determine how competent it is at most tasks. The Action Die is separate than HD. The number of HD that an enemy has determines the value of their Action Die.:

| HD | Action Die |
|------|------------|
| 1-2 | 1d4 |
| 3-4 | 1d6 |
| 5-6 | 1d8 |
| 7-8 | 1d10 |
| 9-10 | 1d12 |
| 11+ | 1d20 |

Some abilities might increase an enemy's Action Die when they perform certain tasks.

## Armor

You begin with a default Armor die determined by your Combat Role. Using equipment can increase this value.

Enemy Armor depends on HD. From 1-5 HD, Armor is 1d4, from 6-10 HD it's 1d6 and higher than 10 HD is 1d8. Enemy abilities might increase this value.

## Enemy Entries

If you want to write a description of an enemy you can do it in basic terms, like this: Swordsman, 5 HD, d8 Action Die, 1d12 Damage, 1d4 Armor. The enemy might have a special ability, such as "Step up your Action Die by 1 when attacking with a rapier".

## Damage

Total damage done, after deducting Armor rolls, gets subtracted from HP. When your HP reaches 0 you're knocked out and vulnerable. When a regular enemy reaches 0 it's up to you what happens to them. More important enemies get knocked out and might live to fight another day if their minions help them escape.

Damage you do depends on your Combat Role. Your Combat Role specifies dice for armed attacks and on unarmed attacks. This is what you do on every attack of that type, whether you're kicking, punching, slashing or shooting.

Enemies do damage based on their HD:

| HD | Damage |
|------|-----------|
| 1 | 1d4 |
| 2 | 1d6 |
| 3 | 2d4 |
| 4 | 1d10 |
| 5 | 1d12 |
| 6 | 1d6+1d8 |
| 7 | 2d8 |
| 8 | 3d6 |
| 9 | 2d10 |
| 10+ | 1d10+1d12 |

For HD beyond 10 simply add +1d4 at every even level.

## Healing and Recovery

A night of rest revitalizes you. Roll your HD and recover that much HP. In battle or a stressful situation someone can try and apply basic first aid, which heals 1d4 HP. Extensive medical treatment counts as a night of rest for every hour spent working on you, up to 3 hours a day.

## Status Effects

In combat or other situations, you might get affected by various conditions. This section presents several common effects.

### Afraid

When you're afraid you use your movement action to run away from the nearest, most powerful enemy, and you can't attack. Roll Wisdom to resist it.

### Burned

Burning does 1d4 damage per turn. This is also a Usage Die that steps down on 1-2. If you roll maximum on the die it steps up by 1. Items in a hex can be Burning. Each time the die steps up the fire spreads to an additional hex. You can put it out by smothering it, which causes half damage against you. Roll Strength and if you exceed the maximum amount of the Fire die then you step it down and eliminate the fire from one hex. If you don't exceed the maximum amount of the Fire die then you make progress in this task and succeed when cumulative rolls exceed the die's maximum. Using water or ice doubles the result of your rolls.

### Confused

While confused you have Disadvantage on all Intelligence, Wisdom and defense rolls. You can roll to resist by succeeding at a Wisdom roll against the source of Confusion.

### Encouraged

Being Encouraged makes you more resolute. You gain Advantage to resist mental Status effects.

### Enraged

While Enraged you do +2 damage with Strength-based attacks but also take +1 damage from all sources and have Disadvantage on tasks that require reasoning ability or compassion. You attack every round and if there are no enemies in sight you attack your nearest ally. Ending this effect requires a Wisdom roll, which your allies can help you with.

### Frozen

You can't do anything except try to wiggle free. Roll Strength against the source of freezing. Save your results as if they're progress on a Complex Task and when your progress is equal to the maximum rating of the freezing effect, 12 for d12, 8 for d8 and so on, you break free and can act on your next turn. Being Frozen does 1d4 damage per turn.

## Poisoned

Poison is rated in die levels. It does damage every round until you roll Constitution against the Poison. First aid or other medical attention can stop poisons. Poison has a Usage Die that steps down whenever you roll less than half the maximum rating of the die, so 3 or less for a d8 or 4 or less for a d10.

## Revitalized

While Revitalized you heal 1 HP per round.

## Stunned

When Stunned you cannot attack or do actions that take a whole round. You are limited to not much more than dropping things and moving once at half speed. Resist it by rolling Constitution against the source of Stunning.

## Wounded

When you are at half HP or lower you are Wounded. While Wounded you get a -1 penalty to your rolls involving Strength, Dexterity or Constitution. If you are at a quarter or less HP then you're Gravely Wounded and the penalty increases to -2. Unless it states otherwise, a power that lets you choose to inflict variable status effects does not let you inflict Wounded or Gravely Wounded.

## Combat Example

*Jeffrey and Christopher are playing an Exodus System game. Jeffrey is a Scholar Controller with Companions and Performance. Christopher is a Tough Tank with Rage and Elements. They are both first level and thus have only one Attribute at d8. For Jeffrey, it's Charisma and for Christopher it's Constitution.*

*Jeffrey's abilities are Obscure Knowledge, Counter Tactics, Mentor and Dirge. Jeffrey's trusty sidekick, Sharky, knows Dirge because of Jeffrey's mentor ability. Both PCs have Skills that relate to this scenario.*

*Christopher has Menace, Quick Recovery, Become Element for Fire and Always Angry, keyed to Become Element.*

*Their enemies are a 1 HD ant man worker and a 7 HD ant man soldier. Their stats are as follows.*

*Ant Man Worker: 1 HD, d4 Action Die, 1d4 Damage with 1d4 Armor and he imparts Poison on a successful attack.*

*Ant Man Soldier: 7 HD, d10 Action Die, 2d8 Damage with 1d6 Armor. Step up the Action Die when resisting mind control.*

*For this example, we're assuming that all HD rolled 3. So, the Worker has 3 HP while the Soldier has 21.*

*At the beginning of combat Sharky stands between the Worker and Christopher. The Soldier is behind the Worker while Jeffrey*

 is behind Christopher. Initiative goes in order of Dexterity/Action Dice. So, the turn order is Soldier first, then Christopher and Jeffrey choose the order among the two of them, then Sharky and finally the Worker.

The Soldier begins by running past the worker. It's 4 hexes to Sharky, so he uses his movement to run and close the distance. His turn ends because he used his actions to run.

Now it's Christopher's turn. He's two hexes from the Soldier. Christopher activates his Always Angry and Become Element to enter an Enraged State and coat his body with fire. Become Element adds +2 to Christopher's unarmed damage, and his enraged state adds +2 to his damage. If he hits he Soldier he'll take this formidable foe down a peg. Christopher rolls 1d8 for attacking with his Strength, with a +1 Skill bonus. This is against the Soldier's d10. Christopher rolls 8, for a total of 9, while the Soldier rolls 9. In combat between NPCs and PCs ties always go to PCs.

Since it's a success and Christopher rolled the maximum amount on his Attribute die this roll is also a Crit. For the "Yes, and" roll the GM determines that the soldier lost his balance and fell prone when Christopher slugged him. Christopher rolls his damage while the GM rolls Armor for the Soldier. Both dice are d6, but Christopher is getting a +4 bonus. The

soldier rolls 1 and Christopher rolls 4, for 8 total. The Soldier loses 7 HP and is down to 14.

Now it's Jeffrey's turn. He moves forward and to the right bringing his crossbow to bear. The GM rules that since the Soldier is in no position to defend himself that Jeffrey has Advantage on the attack roll. Jeffrey has no skill in crossbows, so he rolls just his d6 Dexterity against the Soldier's d10 Action Die, but he gets to do so twice, taking the higher result. Both of his D6s roll 6, and so does the Soldier's d10. This is a Crit. The GM rules that since it's easier to roll a Crit on d6s than on higher dice values that the effect of the Crit is not very extreme..

The GM gives Jeffrey a +2 bonus to damage for this attack. He rolls 1d6 for his Damage Die versus the Soldier's d6 Armor. Jeffrey rolls a 6, for 8, while the Soldier roll's 2. The Soldier takes 6 damage and is down to 8 HP.

It's now Sharky's turn. He decides to sing his Dirge in the hopes of Stunning and damaging both foes. Sharky activates his song. The ant men have Action Dice, not a Wisdom Attribute, so they use that to defend. Sharkey is a 3HD sidekick, so he rolls a d6 while the Worker rolls a d4 and the Soldier rolls a d12, stepping up from d10 because of his ability to resist mind control.

The Soldier rolls 8, Sharky rolls 6 (a third Crit in a row for these people) and the Worker rolls 1, a Fumble. The song has no

effect on the mighty soldier but it stops the Worker in his tracks. Since Sharky rolled so well and the Worker so poorly the GM rules that the Worker is stunned without a chance of resisting on the next turn, too, though he won't take the 1d4 damage from the Dirge unless he's affected by another Dirge. Comparing Armor to damage, both Sharky and the Worker roll d4s. Sharky rolls 2 and the Worker rolls 3, so he takes no damage. The Worker is Stunned and can't attack. His movement is halved so he runs away just one hex.

Everyone's had a turn, so it's a new round. The Soldier rises, using his first move. He then attacks Christopher's fiery form. He rolls a d10 for the attack while Christopher rolls 1d6 for Dexterity and gets +1 from his martial arts skill. The Soldier rolls 9 and Christopher rolls 1 for a Fumble.

The Soldier tackles Christopher, knocking him back off his feet, but he takes 2 damage due to the flames. The Soldier now has only 6 HP remaining. His damage is 2d8 versus Christopher's d8 Armor. The Soldier rolls 7, adding 1 for Christopher's Enraged state, and Christopher rolls 8, so even though he's on his back he's no worse off.

Christopher rises and lashes out furiously, rolling 1d8+1 versus 1d10. He gets a 6 for 7 total, and the Soldier rolls a 1. Instead of bowling the Soldier over the GM rules that this time the Fumble results from dealing with the pain of the burning, so the solder

takes an extra 2 damage this turn. Christopher is now rolling 1d6+6 damage, versus the Solder's d6 Armor. The rolls are 10 versus 2, which is enough to drop the Soldier.

Jeffrey now takes aim at the Worker and fires. He rolls 1d6+1 versus 1d4. He gets 3 for a total of 4, while the Worker rolls 4. Jeremy rolls 1d6 for damage versus 1d4 Armor. Both roll 1s, so there's no damage.

Sharky continues singing, rolling 3 against the Worker's 2. This Dirge does 1d4 damage, and Sharky ends up rolling a 2, dropping the Worker to 1 HP. No fool, the Ant Man Worker raises his four arms to surrender.

# EQUIPMENT & VEHICLES

No adventurer should step out without the proper equipment. Here are the rules for gear.

## Usage Die

Instead of saying that you have 3 arrows in your quiver, you have a Usage Die. This rating applies to rations, ammunition, batteries and any other item that has limited numbers or a power or fuel supply.

Whenever you use your item roll its Usage Die. If the result is greater than 2 there is no effect. On a 1-2 step the Usage Die down to the next lowest value. If you must step down a d4 your item is depleted until replaced or you recharge.

The Usage Die steps are as follows: **d4>d6>d8>d10>d12**

You might have something with a Usage Die of d20, but that's exceedingly rare. When you recharge or replenish the item it's Usage Die is restored to default. A hasty or partial recharge might only restore it by a step or two instead.

## Equipment Levels

Gear is rated in levels, from 1 through 10. Levels have different effects, based on the type of item. For one-use healing items from levels 1-2 you roll 1d4 to see how much HP gets restored. Step up the die increment by 1 at every odd level, all the way up to 1d12 of healing at levels 9-10.

Weapons and armor, and perhaps other items such as clothing, are customizable. A customizable item can have 1 option for every three full levels that it has. So a level 1-2 item can't be customized, while a level 3 item can have a single option and a level 9 item can have three.

Items that are useful for undertaking tasks can only give you a bonus for tasks whose difficulty is no more than twice its level. So a level 2 rope could help with climbing tasks that have difficulty ratings of up to 4, while a level 10 rope could help you climb on task of up to difficulty 20. This isn't to say that you can't use a level 2 rope when attempting a task with difficulty 20, only that it won't provide a mechanical bonus. Bonuses are usually a +2 to the roll, though depending on the circumstances the GM might rule that the bonus is Advantage instead.

Characters can only successfully wield items of no more than their own level +2. A character can usually successfully use a higher-level item, but they don't get any bonuses from the item.

## Item Enhancements

This list is a non-exhaustive set of options for enhancing your equipment. It requires considerable time to upgrade your gear, and also a

roll. Usually this roll is Intelligence, at 2 x the level of the equipment that you're modifying.

**Beautiful:** Gain +1 to your attempts to influence people while wearing this clothing, jewelry or armor (maximum +3).

**Healing:** Once per day heal 1d4 HP while wearing this item. You can take this enhancement a second time to increase the healing to 1d6.

**Inflict:** On a successful hit with this weapon you can roll Intelligence at 1.5 x the enemy's HD to inflict a specific status effect, taken from the Combat chapter. Choose one status effect when you apply this enhancement. The weapon may only inflict that status effect. You can only apply this modification once.

**Increased Damage:** Do +1 damage with each attack (maximum +3)

**Increased Protection:** +1 to this armor's AP (maximum +3)

**Proficiency:** Add +1 to your attack rolls with this weapon (maximum +3)

## Equipment Prices and List

This list below presents some common equipment. It's not exhaustive. You can come up with your own gear if you want. Instead of tracking money you haggle with the merchant to get an affordable price. The merchant's Action Die is the opposition for this task. If an item is listed as Very Cheap (VC) step the Action Die down by 2, if it's Cheap (C) step down by 1, Expensive (E) items step up the Action Die by 1 and Very Expensive (VE) Items step it up by 2. An item's default price is Normal (N).

## Crafting Items

Creating an item depends on the item's comlexity, which you can usually determine by price. VC itms take up to an hour to make, C items may take several hours, N items may take one or a few days, E items take weeks and VE items take months or years, depending on the type of item. Clothing doesn't take as long as ascratch-built computer, for instance. The cost of material for an item is one step below the cost of the item. For a Very Cheap item you can essentially scrounge the parts needed. A Very Expensive item requires Expensive components.

| Name | Purpose | Price | Notes |
|---|---|---|---|
| Ammo Clip | Slug bullets | N | Usage Die d8 |
| Armor, Light | Protection | N | Usage Die d6 |
| Armor, Medium | Protection | E | Usage Die d8 |
| Armor, Heavy | Protection | VE | Usage Die d10 |
| Arrows | For use with bows | VC | Usage Die d6. Increase price once to increase Usage die to d8. |
| Bow | Ranged weapon | N | Use Strength instead of Dexterity for Damage. 4 hex range. |
| Clothes | Garb | ? | Price is variable. For each step below N suffer -1 to Charisma rolls. For each step above get +1 to Charisma rolls. |
| Crossbow | Ranged weapon | E | 4 hex range |
| Knife | Melee and thrown | C | Usage Die d6 when thrown. Range of 3 hexes |
| Pistol, Energy | Ranged weapon | VE | Usage Die d10. Range of 3 hexes |
| Pistol, Slug | Ranged weapon | E | Range of 3 hexes |
| Rations | Food and water | C | Usage Die d6. Roll every day of travel. |
| Rifle, Energy | Ranged weapon | VE | Usage Die d10. Range of 5 hexes. |
| Rifle, Slug | Ranged weapon | VE | Range of 4 hexes. |
| Shield | Defense | N | +1 to Armor Die rolls |
| Spear | Melee or ranged | N | Use Strength for damage when thrown. 2 hex range. |
| Sword | Melee weapon | N | Covers many melee weapons |
| Tool Kit | Utility | ? | Variable price. Lets you do specific tasks requiring tools. Cheap tools give Disadvantage. |

# Vehicles

This system details how to handle various modes of transportation. It covers the basics. Further supplements are going go into greater depth.

## Vehicle Combat

Each vehicle has an Action Die that you use to make attacks or dodge. Characters can take roles on the vehicle, including gunner, captain, pilot and so on. Define your own roles, if you like. Every character picks one task relating the vehicle operation with which they can assist.

For example the gunner assists his ship with a d8 Action Die on a shooting attack. His Dexterity is d10 and he has 2 ranks in a skill that covers vehicle weapons. Since his Dexterity is 1 step higher than the Action Die it adds +1 to the roll, and the 2 ranks in a gunnery skill bring the total up to +3. Thus the ship rolls 1d8+3 to hit.

Pilots use Dexterity to move vehicles. Captains help with tactical operations or might even add their Charisma to an attempt to intimidate enemies. Engineers get to use their turn for attempting repairs. Repairs work like first aid in the Healing section (see page 22) but you can do it on consecutive rounds, provided that your vehicle was damaged again. Let each player come up with a role that they want to fill on the vehicle.

A vehicle can attack twice if it has two gunners. It must have at least two weapons to attack more than once. Having three or more gunners doesn't add more attacks, even if you have more weapons. Consider them simply firing for effect. Use a vehicle's HD to determine damage done by vehicle-scale weapons, such as cannons. Human-scale weapons wielded by passengers, such as pistols, use the stats of the wielder for damage. A vehicle's Armor and Damage rolls are doubled against human-scale opponents and weapons.

## Land Vehicles

Various sample vehicles for the party to ride or battle. Depending on the tech level of your campaign you might determine that the wagons are cars and the battle wagons are tanks or even futuristic hover tanks.
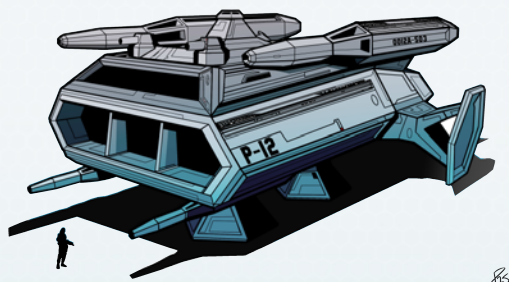
**Battle Wagon**

A tank-like ancient frame drawn by heavy beasts of burden. It can move one hex per day through terrain, but can't pass through mountains unless there is a very wide road or a tunnel leading through it. To get over swaps or other areas you'd have to caulk the seams and then ford it across while empty, using rafts to transport cannons and heavy cargo. Roads and bridges allow unimpeded movement.

**HD:** 9

**Action Die:** d12

**Weapons:** Cannons, range 4 hexes, Ammo d12 Usage Die, damage 2d10

**Armor:** d10

**Size:** 4 hexes

**Capacity:** 5 crew, rations and arms for them, everything else is machinery

**Special Rules:** Disadvantage on tasks that require maneuverability. Can't go through rivers or marshes. Speed is only 1 hex per turn.

**Caravan Wagon**

This trusty wagon sees a lot of use by prosperous merchants and traveling performers. It often serves as much as a home as a vehicle. It's small enough to require no special accommodations.

**HD:** 4

**Action Die:** d6

**Weapons:** Gun ports or a platform for crossbows, no vehicle weapons by default

**Armor:** d6

**Size:** 2 hexes

**Capacity:** 1 driver and four passengers, plus tents, rations and many trade goods.

**Special Rules:** This vehicle is upgradeable using the Noble Flavor's Splendid Carriage. Each upgrade increases the HD by 2 and the Action Die by one.

**Chariot**

Beloved by speed devils, the chariot allows you to get where you're going quickly, but you can't take much with you.

**HD:** 3

**Action Die:** d6

**Weapons:** None, but it provides a clear platform from which an archer can shoot.

**Armor:** d4

**Size:** 1 hex, plus one for the horses

**Capacity:** 1 driver and 1 passenger who can fire ranged weapons or command an army while on the move.

**Special Rules:** Step up the Action Die twice for rolls involving maneuverability.

## Sea Vehicles

A couple of vessels to use. As with the land vehicles you can reskin them to use with your specific campaign.

## Corvette

A small ship that's capable of taking out lightly armed merchant vessels.

**HD:** 3
**Action Die:** d6
**Weapons:** Cannons, 3 hex range, ammo d8 Usage Die, damage 2d4
**Armor:** d6
**Size:** 2 hexes
**Capacity:** 10 crew and passengers, plus trade goods and ammo
**Special Rules:** Has Advantage when dodging attacks from larger vessels. Step up the Action Die once for tasks involving maneuverability.

## Dreadnaught

The king of the seas. A dreadnaught is the apex predator of its environment. It usually gets assigned to hunt down pirates or other nuisances.

**HD:** 9
**Action Die:** d12
**Weapons:** Cannons, range of 5 hexes, ammo Usage Die d12, damage 2d10
**Armor:** d12
**Size:** 2 hexes by 4
**Capacity:** 50 crew, passengers, ammo and a contingent of marines
**Special Rules:** The dreadnaught can take three attacks per turn if it has sufficient gunners.
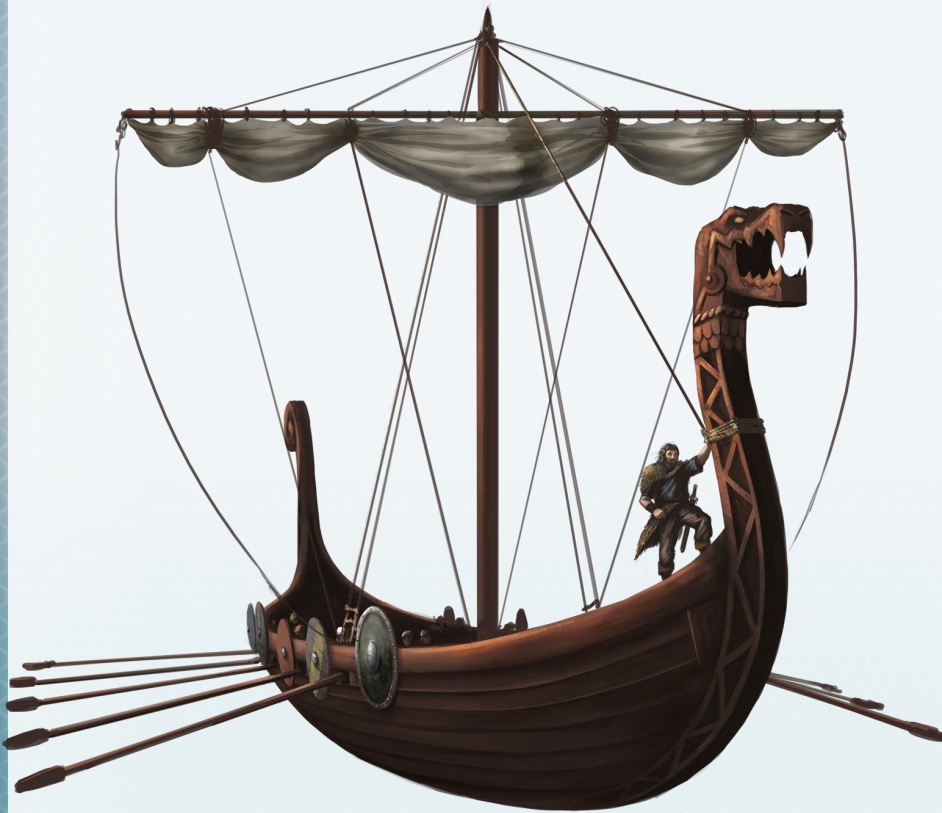
## Space Vehicles

Space vehicles do double damage against land or sea vessels, and 10 times their normal damage against human-scale beings.

### Fighter

A tiny vessel usually designed for short-range skirmishes and missions. It seats either a pilot and a gunner/co-pilot, or just one pilot. .

**HD:** 2
**Action Die:** d4
**Weapons:** Laser cannons, 2 hex range, damage 1d6
**Armor:** d4
**Size:** 1 hex
**Capacity:** 1 or 2 pilots
**Special Rules:** Also useful as an atmospheric craft.

### Superiority Fighter

A less dispensable craft designed for heavier operations. It might have an FTL drive. .

**HD:** 3
**Action Die:** d6
**Weapons:** Laser cannons, 2 hex range, damage 2d4
**Armor:** d4
**Size:** 1 hex
**Capacity:** 1 or 2 pilots
**Special Rules:** Also useful as an atmospheric craft. May have an FTL drive.

### Star Cruiser

A mainstay of stellar navies. This is a self-contained ship that can spend a few years in space without having to refuel.

**HD:** 6
**Action Die:** d8
**Weapons:** Plasma cannons, 3 hex range, damage 1d6+1d8
**Armor:** d6
**Size:** 4 hex
**Capacity:** 50+
**Special Rules:** Equipped with an FTL drive.

### Star Carrier

A mobile assault platform. Just one star carrier can pacify a less-developed solar system.

**HD:** 9
**Action Die:** d12
**Weapons:** Point defense laser, 1 hex range, damage 2d10
**Armor:** d6
**Size:** 6 hex
**Capacity:** 50+
**Special Rules:** Equipped with an FTL drive. Carries 1d12 HD of fighter craft.

Full FTL rules are coming in a future space-themed supplement. By default assume that each FTL-equipped ship can "jump" up to X parsecs at a time, where X is half of the ship's HD, rounded down. A jump takes one week and a ship is out of contact with reality during this time.

# CHAPTER 05

# ADVENTURING

Games played using the Exodus system can be of any genre or type that you wish. IF you're new to roleplaying, or to just being the GM, this section can make your games easier. It's also useful for veteran GMs, as it contains lots of random tables for coming up with adventures on the fly or to facilitate story preparation.

## The World

The classic RPG adventure is one where the groups sets out to take something from a bunch of monsters and everyone spends the night pretending to stab things. That's fine, if you want to do it, but roleplaying can be so much more. You can work with your players to create and discover a brand new world and open up all sorts of storytelling possibilities.

Before your first session it's a good idea to have at least a general overview of where you want your game to be set, and when. Is it in the far future, on a distant planet? Earth in the Stone Age? The Aztec Empire? It's all up to you.

The generators later on in this chapter let you roll up enemies, traps, locations and items in mere seconds. They also list ways that you can prepare custom random tables ahead of time. Your custom random tables can have entries that follow a strong theme, allowing you to randomize the

story while sticking with your central motif. The generators have no genre descriptors so you can use them in any type of story. See the individual sections for advice on how to use each one.

If you're stumped for ideas for your next session, you can always lift the basic plot of your favorite film, novel or video game. It's a good idea to change things up a bit, though, to allow for deeper immersion. Letting your inspirations show too blatantly can spoil the illusion for the players. If you want to take something from the plot of Casablanca, for instance, you have a lot with which to work.

Maybe your story is set in a neutral location that serves as a haven for refugees and anyone else who wants to avoid the ravages of oncoming warr. The threat of invasion gets more real every day. From this backdrop players have many possibilities for adventures. Do they spy for a resistance movement? Are they human smugglers who take innocent people to freedom?

That last paragraph contains multiple adventure seeds, all taken from Casablanca, but with just those descriptions it's not immediately obvious. Now if you go ahead and create a nightclub named Rick's with a piano player named Sam, you're going to see your players rolling their eyes.

To make things seem more original you can transplant your central idea into a new setting. So maybe your Casablanca-inspired game takes place in space. Well, there you'd be able to put a new spin on the old story, though you might draw a few comparisons to Deep Space Nine.

### The Players

Once you know the type of world in which your game exists, you've got to find something for the player characters to do. WHy do they work together? Are they members of the same clan? Part of the police force? Innocent bystanders sucked into a world of intrigue? Are the characters acting of their own free will and for their own benefit, or is it out of duty or obligation to someone or something else?

You can give your players a short survey to fill out before the initial game session. Have them write down a brief blurb about their character's history, motivation and place in society. Once you have all of that information you can determine a good set of threads to weave among each character. If nothing jumps out at you immediately you can always have the characters meet as strangers during the first session, with some emergency or other call to action causing them to join forces.

### Adventure Structure

In most RPGs the players find out what one or more people in their location or from an allied faction want or need. They then travel to a location where they can find something to meet their patron's need, obtain it and head home. Along the way they encounter enemies, possible allies and more. They might explore mysterious areas and have to brave dangerous traps.

Use the Encounter Generator to come up with random encounters, the Adventuring Site Generator to create dungeons, the Item Generator for loot and rewards, and the Enemy Generator to make enemies with just a few rolls. You can also use previously published adventure modules, either for the Exodus System or for other OSR games (with just a bit of adaptation for rules) to play through stories that are already prepared for you.

### Encounter Generator

Encounters add spice to a story. This generator helps you to come up with some events as your adventure progresses.

Each area has its own Encounter Roster, numbered 2 through 12. Whenever you move from one place on the planet's overland to another, roll for an Encounter using 2D6. Other events or conditions might cause you to roll for an Encounter.

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Each area has its own Encounter Roster, numbered 2 through 12. Whenever you move from one place on the planet's overland to another, roll for an Encounter using 2D6. Other events or conditions might cause you to roll for an Encounter.

## Overland Travel Encounter Roster Breakdown

A starting Encounter Roster looks like this:

| 2d6 | Encounter |
|-----|-----------|
| 2 | Tough enemy |
| 3 | Bad weather hampers travel; stay in this hex |
| 4 | Roll rations' Usage Die with Disadvantage |
| 5 | Enemy |
| 6 | Neutral/Friendly NPC |
| 7 | Enemy |
| 8 | Benign but interesting sight |
| 9 | Neutral/Friendly NPC |
| 10 | Enemy |
| 11 | Roll rations' Usage Dice with Advantage |
| 12 | Found a hidden source of revenue, material or shelter |

This is an example. You can use it in your games as-presented, modify it or go with something entirely different.

# Enemy Generator

When you create an Enemy Roster, first determine how strong you want the opposition to be. Roll 1D6, 1D8, 1D10, 1D12, or 1D10+10 to create Weak, Competent, Threatening, Tough or Boss opponents, respectively. The result equals the enemy's Hit Dice.

## Enemy Roster Breakdown

The Enemy Roster tells you what to encounter on a random roll. Use the following setup as a guide to help you fill out a roster. Note that as players get stronger you can enhance the encounters by slotting a Boss into 2, upgrading Threatening enemies to Tough and so on. In the early levels, you can make sure to keep the HD of the enemies on a Roster fairly lower. A good baseline is to have total monster HD equal to the HD of your party, but various character and monster abilities can throw this off.

The roster below represents a standard 2d6 encounter table. You might want one for a region's overland, one for each city and one for each dungeon. If you're really into detail you can go from one for the overland to one for each type of terrain, such as plains, hills, mountains, forests, etc.

You can make a roster up before a play session, or create it during the game. When it's time for a random encounter just roll 2d6. If there is a creature in the slot matching your roll, use that creature. If the slot is empty create a new creature and record its name in the matching slot. Common rolls, such as 6 through 8 on 2d6, are weaker, while rarer results like 2 and 12 are much more powerful. This means that you encounter easier opponents more frequently. For a greater challenge you can upgrade the threat levels, perhaps making 6 through 8 hold Competent enemies, 5, 9 and 10 have Threatening enemies and so on.

| Spot | Threat Level | Roll 1d4 for attack type | |
|------|--------------|--------------------------|---|
| 2 | Tough | **1d4** | **Attack Type** |
| 3 | Threatening | 1 | Fast: 2x per round at half damage |
| 4 | Threatening | 2 | Standard: 1x per round at normal damage |
| 5 | Competent | 3 | Precise: 1x per round at regular plus half HD damage |
| 6 | Weak | | |
| 7 | Weak | 4 | Savage: 1x per round at 1.5 damage; step down Armor Die |
| 8 | Weak | | |
| 9 | Competent | | |
| 10 | Competent | | |
| 11 | Threatening | Roll 1D20 for any Abilities, -4 for Weak, -2 for Competent, +2 for Tough and +4 for Boss: | |
| 12 | Boss | | |

| 1d20 | Ability |
|------|---------|
| 1-4 | No ability |
| 5 | Mechanical, no need to breathe, immune to Poison and Confusion. Cannot heal except by special repair abilities. |
| 6 | Swarm, no attack removes more than 10% of their total HP. |
| 7 | Poison, inflict Poison status. |
| 8 | Penetrating, ignore 1/2 HD of Armor. |
| 9 | Tough, reduce incoming damage by 1. |
| 10 | Vital, add +1 HP to the total of all HD rolled. |
| 11 | Fearsome, causes Afraid with successful attacks. |
| 12 | Flamethrower, targets must roll Constitution or gain Burning. |
| 13 | Flying, can climb the air up to 2 hexes "high" as part of movement. |
| 14 | Swift, double movement |
| 15 | Agile, step up Action Die for defense against attacks. |
| 16 | Regenerates 1/4 HD HP per round. |
| 17 | Force field, vulnerable only to gadgets, psi powers or trickery. |
| 18 | Stuns, Roll Constitution or be Stunned. |
| 19 | Roll twice, discounting further rolls of this result |
| 20 | Roll three times, discounting further rolls of this result |

These tables that detail NPC Action Dice, Damage and Armor Dice also appear in Chapter 3. We're reprinting them here for your convenience.

| HD | Action Die |
|-----|-----------|
| 1-2 | 1d4 |
| 3-4 | 1d6 |
| 5-6 | 1d8 |
| 7-8 | 1d10 |
| 9-10 | 1d12 |
| 11+ | 1d20 |

Enemy Armor depends on HD. From 1-5 HD, Armor is 1d4, from 6-10 HD it's 1d6 and higher than 10 HD is 1d8. Enemy abilities might increase this value.

| HD | Damage |
|-----|--------|
| 1 | 1d4 |
| 2 | 1d6 |
| 3 | 2d4 |
| 4 | 1d10 |
| 5 | 1d12 |
| 6 | 1d6+1d8 |
| 7 | 2d8 |
| 8 | 3d6 |
| 9 | 2d10 |
| 10+ | 1d10+1d12 |

For HD beyond 10 simply add +1d4 at every even level.

## Adventure Site Generator

An adventure site is where a quest often climaxes. There is danger, but also the chance of great reward. By default, an adventure site has a number of rooms per floor equal to twice the number of PCs in the party, and a number of floors equal to the highest character level among PCs.

When rolling a random enemy without an associated Threat Level randomly roll on the dungeon's roster, filling in any blank spaces.

For random rooms roll 1d4 for the number of exits and 1d4 for the relative size of the room, with 1 being small and 4 being large. Rolling 1 for the number of exits means that this room is a dead end. If you roll doubles on both dice then you've found the exit to the next level, or the room with the Boss if you're on the only/bottom level.

| D10 | Room Contents |
|-----|---------------|
| 1 | Items |
| 2 | Items |
| 3 | Trap |
| 4 | Enemy |
| 5 | Enemy and Trap |
| 6 | Enemy and Items |
| 7 | Trap and Items |
| 8 | Enemy, Trap and Items |
| 9 | Threatening Enemy |
| 10 | Tough Enemy, Trap and Items |

# Trap Generator

Traps make adventure sites ore exciting and deadly. They are random hidden surprises. Traps have an HD and Action Diew. The default is HD is 1 plus the number of the floor the group is on. So, the ground floor traps have HD 2 (and appropriate Action Dice) and it goes up with every level down that the group delves. Dungeons in the Exodus System aren't all suitable for getting done in one session.

| D6 | Stat to Avoid |
|---|---|
| 1 | Charisma |
| 2 | Dexterity |
| 3 | Intelligence |
| 4 | Strength |
| 5 | Wisdom |
| 6 | Roll twice; this trap requires two rolls to avoid |

| D6 | Damage Type |
|---|---|
| 1 | Fire: Inflicts Burning |
| 2 | Poison: Inflicts Poisoned |
| 3 | Kinetic: No special rules |
| 4 | Cold: Inflicts Frozen |
| 5 | Acidic: Steps down your Armor Die by one level each turn until washed or shaken off by rolling Dexterity. |
| 6 | Electric: Does double damage to robots or water- or metal-based life. |

| D10 | Other Effects |
|---|---|
| 1 | Collapses part of the room, you must roll Intelligence to find a new way out or Strength to dig through (and take D6 damage from fatigue). |
| 2 | Summons an enemy from the roster. |
| 3 | Follows you into the next 1d4 rooms. Encounter it each time. |
| 4 | All party members who fail to avoid get teleported back to the beginning. |
| 5 | Drops a random item. |
| 6 | Does double damage. |
| 7 | Does two types of damage (roll again on Damage Type, apply each as normal). |
| 8 | Destroys any items present in the room if not avoided. |
| 9 | Only one (random) PC can attempt to avoid. All PCs suffer if they fail. |
| 10 | Extends the number of rooms that you must encounter on this level by 1d4. |

# Item Generator

Whenever you defeat an enemy, it's usually obvious what sort of loot they're carrying. An enemy's armor and weapons, if any, have a level equal to the enemy's HD, usually up to 10. If the enemy is a sentient being and could reasonably have other items on their person, roll any die, and on an even number roll on the table below to see what they have. You also use the table below whenever the adventure site generator has a result that indicates an item.

| D10 | Item Type |
| --- | --- |
| 1-3 | Single-use healing item |
| 4-5 | Kit (randomly determine use) |
| 6-7 | Valuable bauble |
| 8 | Armor |
| 9 | Weapon |
| 10 | Power Item |

Power items are artifacts that grant extra abilities to their users. These effects can be pretty much anything that you can envision. If you need some inspiration for a Power Item's purpose, randomly choose a Flavor and one of it's abilities. The Power Item can emulate that ability, but it has a Usage Die of 1d4 and can't be replenished.

## Quest Generator

Sometimes you need help coming up with the call to adventure. Use this system to come up with the setup for an adventure, including who needs something done, what the task happens to be and some of the details.

| D10 | Distance |
|-----|----------|
| 1 | Same hex |
| 2 | Next hex |
| 3 | 2 hexes |
| 4 | 3 hexes |
| 5 | 4 hexes |
| 6 | 5 hexes |
| 7 | 6 hexes |
| 8 | 7 hexes |
| 9 | 8 hexes |
| 10 | 2d10 hexes |

| D6 | Patron |
|----|--------|
| 1 | Government/Military |
| 2 | Merchant |
| 3 | Criminal |
| 4 | Common person |
| 5 | Friend/Relative |
| 6 | Upper Crust |

| D4 | Task |
|----|------|
| 1 | Retrieval/Rescue |
| 2 | Elimination |
| 3 | Defense/Escort |
| 4 | Discover/Find |

| D8 | Twist |
|----|-------|
| 1 | Dangerous: Roll two encounters per day |
| 2 | Rival adventure party is trying to attempt the same task |
| 3 | One hostile encounter wants you to betray your patron |
| 4 | Roll an additional location destination for this adventure |
| 5 | Patron is planning to stiff payment |
| 6 | Mission is against the personal interest of a relative or friend |
| 7 | Patron insists on coming along |
| 8 | Mission is very time-sensitive |

## Design Notes

The purpose of the Exodus System is to give you a genre-free, easy-to-customize game. I want you, Mr. GM, to come home from work, sit, relax and be able to get the bare bones of an adventure in just a few minutes before your players come over. I want you, Ms. Player, to create just the character that you want and play her to your heart's content.

## Flavor Notes

I'm in favor of giving players the ability to do cool and creative things, even if it's not explicitly laid out in the book. Does your character with Aware and Companions determine that her minions can see through walls and relay their information back to her in real time? That seems reasonable, as I feel that you should be able to "marry" your Flavors together to make something that's more than the sum of its parts.

And if your player sent her minions out to cover multiple rooms in a castle with their X-ray vision so she could monitor everything? That's cool, too. Just send another challenge her way that arises from the situation. Maybe someone caught on that they're being watched. Maybe she saw something she has no business knowing and has to fix a problem without tipping people off to the fact that she's been snooping.

## Random Generator Notes

Don't feel bound by the generators here. If you want to make something else, go ahead and do it. Maybe you don't want a dungeon whose layout follows the pattern in this book. Fine. Go make one yourself. It's all about giving you tools with which to have easier fun. I know tht if you're playing a solo game with just one PC you are probably going to want more than two rooms per floor, for instance.

## Hacking Exodus System

This game is released under the OGL. I'm not even going to whine if you copy this whole thing verbatim and stick a setting after the rules section. Just make sure to follow the OGL when you do so that we all preserve the chain of knowledge and design. If you do want to copy and paste, please be aware that you would probably have an easier time if you used the Exodus System SRD's text file. If you bought this book from DrivethruRPG, it's part of a bundle that includes the SRD for a discounted price.

## Creating Custom Flavors

I wrote up each of the Flavors in this book based on something cool that character classes could do in other RPGs, or on effects that I wanted to seen in an RPG. If you're coming up with your own Flavor, remember that they each have five abilities. Sometimes, like with Rage, the base Flavor has an ability that has an effect on gameplay, too.

Almost all Flavors have a single ability that requires maintaining focus. This is usually a bit more powerful, or a keystone on which the Flavor hangs. The idea of maintaining effort means that you can't use all of your abilities from both Flavors at once. Some, like Noble, which is more about who you are than what you can do, don't require maintaining focus. Nature is a powerful Flavor and has multiple abilties that require maintaining focus.

Most abilities are upgradeable. I usually make the upgrades a bonus equal to the base bonus, rather than doubling it. WHen a Flavor ability is powerful and has multiple properties, I make upgrades variable. For instance, the Mutation Flavor's Extra Limbs requier you to choose a different property with each upgrade. If it allowed you to get an extra attack, gain extra speed and Advantage on tasks from every rank it would be broken.

## Using Exodus System with Existing Modules

Even though the Exodus System uses a different form of Attributes than most other games that are based on the original edition of the world's most popular RPG, it's compatible in broad strokes with most OSR adventures.

There are a few things to note. If a third-party module calls for you to "save vs X", and X is a number, then roll the appropriate Attribute for the save, based on the context of the story, and try to get a number that's higher than the save.

When converting enemies and NPCs, all you really have to know is the creature's HD. HD in the Exodus System is used to calculate an NPC's Action Die, as well as their Armor. I like to rule that most NPCs get to roll their Action Die at one rating higher for a specific task or action that's consistent with their training. So that Bartender with a d8 Action Die rolls 1d8 for most actions, but 1d10 for when he's slinging brews.

You can represent most NPC abilities by imparting status effects to targets, as well as using te ability list earlier in this chapter's Enemy Generator. For truly wild and weird abilities, you can sometimes use them as written, but you might have to adjudicate their effects for yourself.

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# NAME              SPECIES              AGE
## SEX               HEIGHT               WEIGHT
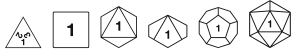
## PARTY ROLE        COMBAT ROLE
## FLAVOR 1          FLAVOR 2
## ATTRIBUTES        SKILLS

**CHA**  △ 1 ⬠ ⬡ ⬢ ⬣

**CON**  △ 1 ⬠ ⬡ ⬢ ⬣

**DEX**  △ 1 ⬠ ⬡ ⬢ ⬣

**INT**  △ 1 ⬠ ⬡ ⬢ ⬣

**STR**  △ 1 ⬠ ⬡ ⬢ ⬣

**WIS**  △ 1 ⬠ ⬡ ⬢ ⬣

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## ABILITIES

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## ALLIES AND ENEMIES          POSSESSIONS

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# CAMPAIGN NOTES

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This page is an example of how to fill out an Enemy Roster. It's taken from the adventure book The Centaur Kurgan. The enemies below are all from the Aganna Tribe. Just because you encounter them on an Enemy Roster doesn't mean that they're automatically hostile.

The next page of this book is an blank Roster for you to print and fill out. You can use it for Enemy Rosters, Overland Encounters or anything else. Remember that on a roll of 2d6 7 is going to come up on over a third of all rolls, while 2 and 12 are each only going to come up about 3 percent of the time.

**2:** Surjig, Aganna First Blade: 7 HD, d10 AD, d6 Armor, 2d8 Damage Roll Constitution against Surjig's AD when hit in melee or gain Burning.

**3:** Bodyguard: 5 HD, d8 AD, d4 Armor, 1d12 Damage AD +1 when defending an ally. Defends their Khan first, then any Traders, then the highest HD ally.

**4:** Heavy Archer: 6 HD, d8 AD, d6 Armor, 1d6+1d8 Damage Recurve Bow has a range of 5 hexes.

**5:** Shepherd: 3 HD, d6 AD, d4 Armor, 2d4 Damage +1 AD when dodging attacks.

**6:** Forward Scout: 1 HD, d4 AD, d4 Armor, 1d4 damage Attacls 2x per round for half damage.Melee or 3 hexes with bow. Immune to Poison and Confusion.

**7:** Trader: 1 HD, d4 AD, d4 Armor, 1d4 Damage Disadvantage to resist fear. Restore rations if defeated. 50% chance to be carrying a few coins.

**8:** Outrider: 2 HD, d4 AD, d4 Armor, 1d6 Damage Double movement rate.

**9:** Brave: 4 HD, d6 AD, d4 Armor, 1d10 Damage No attack can remove more than 10% of max HP.

**10:** Berserker: 3 HD, d6 AD, No Armor, 2d4+5 Damage. +3 total HP.

**11:** Lieutenant: 5 HD, d8 AD, d4 Armor, 1d12 Damage Tribesmen with lower HD have Advantage to resist fear.

**12:** Panja Khan, Aganna Ruler: 10 HD, d12 AD, d8 Armor, 1d10+1d12 Damage. -1 AD in combat, +1 AD when negotiating. Travels with 1d6+2 Bodyguards.
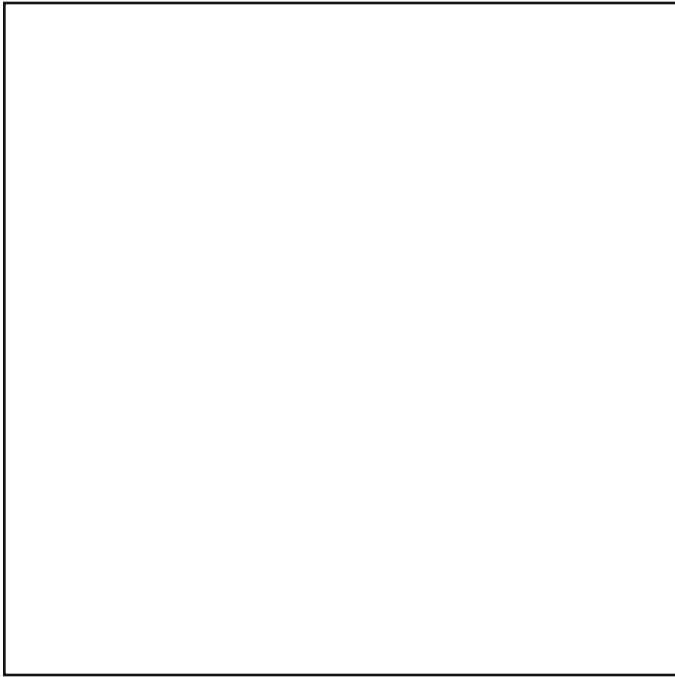
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# What's Next?

Thanks for checking out the Exodus System RPG. While this is a self-contained book, we've got loads of expansions in the work, with all-new settings, character options and innovations to make the GM's life easier.

**Triskelion:** A sci-fi space-opera setting that introduces rules for mecha, more ships, more Flavors, and all sorts of interstellar adventures. Join the Armies of the Eternal Empire and fight off invading bugs and Insurgent scum. Throw your lot in with the Insurgency to bring justice and freedom to the Triskelion. Learn esoteric powers and side with the Mazer Mages or the Lazer Wizards.

**NexEarth:** Explore the alien world of NexEarth while you try to make your city-state thrive. This fantasy-themed seting featres both individual and faction-level play. Will you take sides in the conflict between the Monolith Proclaimers and the Sussurus, or will you set out on your own and leave the others to their fate?

**Kaigaku:** Samurai duels, courtly intrigue, ninja subterfuge and ascetic martial mastery all come together to create high-tension Japanese-inspired drama. This setting is going to be the second edition of the Kaigaku RPG.

**Adventureologists:** Explore the Earth that never was.This pulp-inspired setting places far less importance on combat and more on exploration and wits. Search for lost cities, hidden temples and other long-lost secrets. What will you find?

And that's not all. You've helped to make The Exodus System a runaay success. We've got more in the works to reward all of our eager supporters.

Are you interested in publishing your own books for The Exodus System RPG? Go ahead! It's covered by the OGL, and there's a compatibility license and logo that you can use to advertise your games.