

GREAT & SMALL REVISED RULES SUMMARY

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The following rules supercede those found in the Quick Start Core Rules document, and will likely become part of the final version of the game.

TO CREATE A CHARACTER

Step 1a – Choose your character’s *species*. You may choose any animal species allowed by your BM. This choice determines your *attacks & damage*, *Armor Class* (AC), beginning *hit points* (hp), *Move score* (MV), and *Size rating* (SZ).

1b. – Size rating, in turn, determines what kind of *Hit Dice* (HD) you roll for further hit points when gaining levels, along with combat modifiers against opponents of different Sizes. These are summarized on the following tables.

TABLE 1: HIT DICE PER LEVEL BY SIZE RATING

<u>Size Rating</u>	<u>Zocchi Progression</u>	<u>Standard Progression</u>
Fine	1 hp	d2
Diminutive	d2	d3
Tiny	d3	d4
Small	d5	d6
Medium	d7	d8
Large	d10	d10
Huge	d12	d12
Gargantuan	d14	(3d6)-2
Colossal	d16	d20

TABLE 2: ATTACK/DAMAGE MODIFIERS BY SIZE RATING

	<u>TARGET’S SIZE RATING</u>								
	<u>Fine</u>	<u>Dim.</u>	<u>Tiny</u>	<u>Small</u>	<u>Med.</u>	<u>Large</u>	<u>Huge</u>	<u>Gar.</u>	<u>Col.</u>
Fine	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3	+6/-3	+7/-4	+8/-4
Diminutive	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3	+6/-3	+7/-4
Tiny	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3	+6/-3
Small	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2	+5/-3
Medium	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2	+4/-2
Large	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1	+3/-2
Huge	-6/+3	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1	+2/-1
Gargantuan	-7/+4	-6/+3	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0	+1/-1
Colossal	-8/+4	-7/+4	-6/+3	-5/+3	-4/+2	-3/+2	-2/+1	-1/+1	+0

Step 2a. Select your character’s *niche*. Niche is a specialization in one of the eight standard bodies of *lore* (Healer, Herbalist, Runner, Scout, Seer, Storyteller, Trickster, Warrior). This choice grants you a special ability or abilities only available to those who take the lore at 1st level, establishes your beginning *Threat score* (a measure of how well-trained you are at intimidating others), and determines what kind of *saving throw* you are most skilled at.

2b. – Record your *niche die*. This is a type of die you will roll when making *lore checks* or saving throws related to your niche. You add the result of this die roll as a bonus to your other rolls. Like Hit Dice, Niche Dice follow a level-based progression, detailed below.

2c. – Adding a niche takes your character from 0-level to 1st level. This entitles you to a new Hit Die. Consult Table 1, above, and roll the appropriate die based on your SZ rating. Add the result of this roll to your species' starting hit points.

TABLE 3: NICHE DIE PROGRESSION BY LEVEL

<u>Level</u>	<u>Zocchi Progression</u>	<u>Standard Progression</u>
0-2	d2	d3
3-5	d3	d4
6-8	d5	d6
9+	d7	d8

Step 3: Give your character a name, a gender, a physical description, and a brief background setting her or him up for a life of adventure beyond that which comes to most animals.

A Sample Character:

Barnabus, 1st level burrowing owl, Storyteller (d2)

AC 5; hp 8; MV 4 (8 flying); SZ Tiny; Thr 6 (Average); #AT 2 (beak for 1 hp, 2 talons 1d3+1); Saves +1d2 vs. charms

Maneuvers: *Flyby Attack, Swoop*

Niche Abilities: *Grant +1 bonus to a Seer's Trance attempt; Inspire Allies (+1 bonus to all within 50 ft.)*

Special: *+4 bonus on Scout lore checks to spot hidden objects; +4 on Trickster lore checks to hide in natural habitat; +4 bonus on Scout lore checks to hear noise; +3 bonus on Trickster lore checks to move silently (+6 when airborne); Low Light Vision; Mimic rattlesnake hissing and rattling with Average Trickster lore check; Ultravision.*

CHARACTER ADVANCEMENT

Your character gains levels through adventure and adversity. Leveling up is a result either of accumulated lore checks with increased difficulty, or experience points, as determined by your BM. You may gain levels in any lore, though it is always easier to gain them in your niche, and your niche lore must always be at least one level higher than your other lores. The cumulative total of your lore levels is called your *Total Level*; it is the equivalent of HD in monsters and NPCs. The following things happen when you level up.

- Growth spurts.** Some species change SZ rating when they gain levels. This changes their appropriate HD type going forward. For example, growing from Tiny to Small changes all of your Hit Dice from d3s (or d4s) to d5s (or d6s). When this happens, re-roll your hp as per step 2 below, using the new die type for your entire HD pool. It also affects their combat capabilities, as per Table2, above.
- Hit Points.** Gaining a level earns you another die of the appropriate type to add to your pool of Hit Dice. Upon leveling, you roll your entire Hit Dice pool (including new dice) and add together all the face values. If the new total is greater than your previous hit

points, record this value as your new hit point total. If it is equal to or less than your previous hit point total, your hit points do not change.

3. **Niche Dice:** Every 3 levels, your niche die improves by one step; i.e., from a d3 to a d5.
4. **Niche Abilities:** Some niche abilities are also level-based.
5. **Species Traits:** Many species have traits that improve as they gain levels or Hit Dice.

CORE RULES: THE BASICS

Most actions in the game are settled with a “target 20” system. That is, you roll your dice, add in modifiers, and shoot for a total equal to or greater than 20. If the total is less than 20, the attempt failed. Exceptions to this rule are surprise, initiative, and damage rolls.

The core roll is **$2d10 \text{ +/- modifiers} \geq 20$** . Situational permutations are detailed below. BMs may opt to use a 1d20 instead, especially if they are aiming for a classic fantasy RPG feel.

- **Combat:** $2d10 + \text{attacker's Total Level or HD} + \text{target's AC} + \text{SZ modifier} \geq 20$. Warriors add +1 to this roll for their specialized natural attack. Characters attacking with a non-favored natural attack form add $\frac{1}{2}$ their Total Level or HD instead.
- **Damage:** *as per weapon or natural attack type*. Warriors get a +2 bonus to this roll when hitting with their specialized natural attack.
- **Initiative:** $1d10 + \text{MV score}$. Each side rolls 1d10. Then, each member of the respective parties adds their MV score to their side's d10 result. The final tally is their Initiative. Highest total result acts first, other actions resolve in descending order. Runners add the result of their niche die roll as a bonus to Initiative.
- **Lore Checks:** $2d10 + \text{your lore level} + \text{Difficulty Rating} \geq 20$. Add the result of your niche die to this roll when using your niche-related special abilities.
- **Saving Throws:** $2d10 + \text{your Total Level} + \text{Threat Level} \geq 20$. Add the result of your niche die to this roll when making a save related to your niche.
 - **There are eight saving throw types, each associated with a particular lore:** Blast (Runner), Charm (Storyteller), Deception (Seer), Device (Scout), Fear (Warrior), Paralysis (Trickster), Poison (Herbalist), and Trauma (Healer). If you have chosen the associated niche, you add the result of your niche die roll as a bonus to all relevant saves.
- **Surprise:** *BM rolls 1d5 (or 1d6, if using standard dice)*. Surprise occurs on a result of 1 or 2. Some species are only surprised on a result of 1.

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