

# **RELIC WORLDS**

**A Heroes, Sidekicks  
& Minions RPG**

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## **A Heroes, Sidekicks & Minions RPG**

By Jeff McArthur

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# Heroes, Sidekicks & Minions

Welcome to the diverse worlds of *Heroes, Sidekicks & Minions*! A role-playing experience with a focus on dynamic storytelling, and exciting and creative combat.

This system is designed to be used with any genre or time period. You can fly to distant planets and find ancient relics, spy on the enemy deep within its territory, sail the Seven Seas, adventure across a fantastical world; whatever you can create, this game can support.

The basis of *Heroes, Sidekicks & Minions* is to make players the heroes of their own stories. These stories are populated by villains, (who utilize the same game mechanics as heroes,) minions, (who are the basic opponents the players fight most of the time,) and sidekicks, (who are a mixture of the two.)

Game play separates between story mode, and combat. In story mode, players interact and decide what to do based on their motivations, career goals, and current situations. These elements are often more dynamic than first meets the eye, as their objectives and goals can often conflict with other characters. Combat, meanwhile, provides players with opportunities to shine as they can choose the number of actions they will take. The more actions they take, the lower the chance of each succeeding. But a player with a large amount of skill in one area will be able to sweep through an encounter; like a gunman, such as John Wick, shooting through a room of villains, or a martial artist, such as Jackie Chan, punching his way past opponents, or a swordsman, like Aragorn, cutting through a horde of orcs.

As characters grow, they become more interesting and complex. Experience is not simply reflected as points; it is manifested in the forms of abilities characters learn, and flaws they pick up along the way.

All of this will become clear as we come close to releasing the final game. For now, however, this is a trial; the alpha test of *Heroes, Sidekicks & Minions: Relic Worlds*. YOU have been chosen to try out this RPG; to take it on a test run, and analyze how well it works. When you received this link, you will also have been provided with a link to a specific adventure with certain characters. Your task is to try out this adventure with these characters, and with a game master to run the game.

**MOST IMPORTANTLY...** As you play through your adventure, you are asked to record what happens. This can be audio, video, or simply written down. When you are done, if you feel that the story of your adventure was worth sharing, please send it to the email address listed at the bottom of this page. *Relic Worlds* is an ongoing science fiction adventure series of short stories and novels. All stories created through this play test will be published, (unless we get overwhelmed, in which case it may take us a few years to publish them all.) Certain ones will be chosen to be canon for the main storyline, and will affect the overall trajectory of the *Relic Worlds* series.

Thank you for joining us on this adventure, and we hope you enjoy the ride!

[jeff@relicworlds.com](mailto:jeff@relicworlds.com)



## **RELIC WORLDS**

The year is 2311. Humanity has spread beyond its original star system and colonized distant worlds. As they did this over more than two centuries, many have reported the existence of ancient ruins apparently left behind by alien civilizations. Human governments, controlled by corporate overlords, were only interested in the resources and profits these worlds would yield; so they ignored these signs of xeno-civilizations.

Over the past few years, however, corporate baronies, made up of multiple corporate organizations, have taken an interest in what can be found within the ruins. Some of these artifacts have been found to have inherent value, and some have been found to house incredible powers within them.

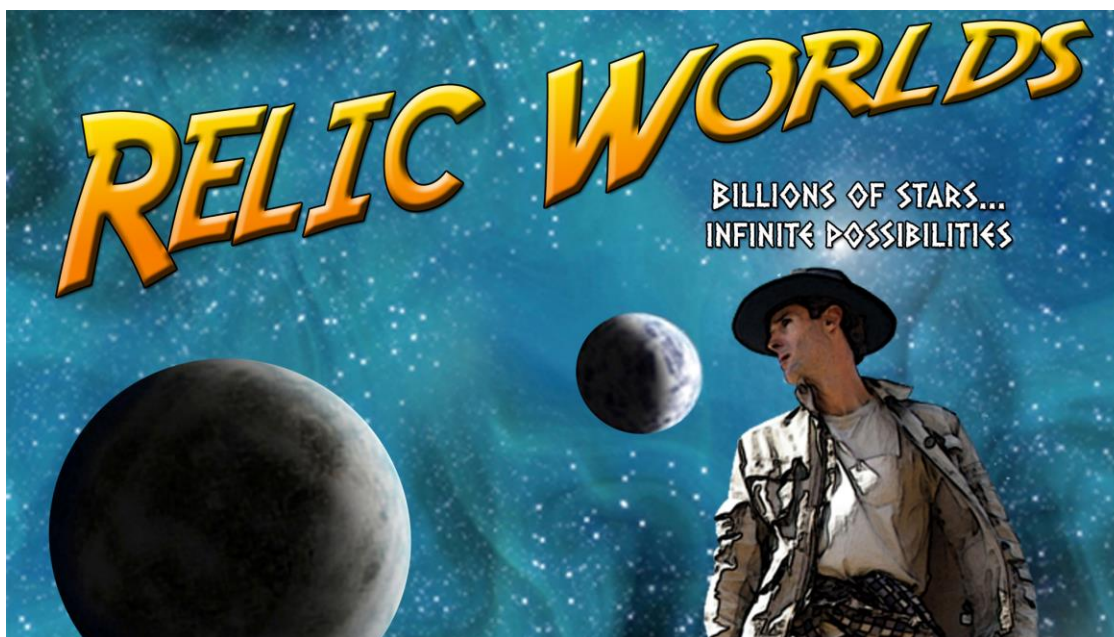
As such, corporate governments have been forming expeditions to go and find these artifacts to bring them back so they can be used for human consumption... or to overcome neighboring corporate empires so they can take their planets.

These expeditions have varying objectives. Some are mercenaries who care not what happens to the artifacts, as long as they're paid. Some are scientists who believe these relics belong in a museum. Some are pirates who are simply searching for treasure. Some are spies who are breaking into their competitors' buildings. And some are cultists who believe it is their sworn duty to destroy all evidence that alien life ever existed.

Most expedition members try to achieve the objectives so as to be paid for their services; but sometimes "mistakes" happen, and the artifact winds up in the wrong hands, or disappears into the black market, or is rerouted to a museum. Loyalty is unpredictable, and can change in an instant, especially when there are so many competing interests across the settled galaxy.

To learn more about Relic Worlds, go to:

[www.relicworlds.com](http://www.relicworlds.com)



## Getting Started

To play in the alpha test of *Heroes, Sidekicks, and Minions*, you will need this rulebook and the alpha test scenario book called *The Adventurers*, which will walk you through the scenario to play. Be sure to print out the character sheets for each player, as well as the counters, which will need to be cut out individually. The players will need pencils, and the game master will need to get familiar with all rules and the details of the adventure. (There should be at least two players, and no more than four.)

Each player and the game master will need between one and five 10 sided dice, and a similar number of 6-sided dice. The 6-sided dice can have the regular numbers on them from 1-6, but it is preferable if this is a die with the regular numbers AND symbols on them to represent the various results. These specialized dice have the following symbols on the following sides:

Side 1 (Misfortune)



Sides 2, 3 (Blank)

Sides 4, 5 (Special)



Side 6 (Fortune)



These numbers and symbols have results which are further explained later in this book. The symbols can be printed, cut out, then taped or glued to the appropriate sides of the appropriate sides of the dice if the game master decides to use them.

The game master will also determine whether to use miniatures/tokens and/or terrain/printable maps, and print or purchase those accordingly. Some versions of this game come with miniatures, and the battle maps are in the scenario's PDF. However, the rules allow for fully imagined gameplay, where no such physical items are necessary. So the game master will print these items out as necessary. Note that if miniatures and terrain are used, a tape measurer might also be needed.

# The Character Sheet

Every player has a character sheet which reveals the character’s strengths, weaknesses, goals, and other aspects of who he or she is. This character sheet will be used to determine whether or not a character is successful at tasks, what motivates the character, and thus improves its skills and other abilities, and other miscellaneous aspects of who that person is.

The following pages show a sample front and back of a character sheet, and numbers that correspond to explanations of what each section means.

These character sheets are used by players. There are also similar character sheets for major antagonists which the game master will play. These are referred to as “HEROES” even if they work against the players. Lesser characters who work both with the players and against them will have a smaller, simpler character sheet. These characters are called “MINIONS” regardless of whether they are good guys or bad guys. “SIDEKICK” characters will sometimes have a hero’s character sheet, sometimes a minion sheet, and sometimes both. This is because sidekicks can be used as either. (More on this later.)

<p>①</p> <p>NAME (CHARACTER) _____ NAME (PLAYER) _____</p> <p>CAREER _____ MOTIVATION _____</p> <p>PRIMARY TRAITS (1-4) ③</p> <p><b>STRENGTH</b> <b>AGILITY</b> <b>KNOWLEDGE</b> <b>SAVVY</b> <b>SENSES</b> <b>APPEARANCE</b> <b>LUCK</b></p> <p>②</p> <p><b>CHARACTER SHEET</b></p> <p><b>WOUNDS</b></p> <p>-1    -2</p> <p>DERIVED TRAITS (2-8) ④</p> <p><b>HEALTH</b> <b>STAMINA</b> <b>MORALE</b> <b>DODGE</b> <b>INITIATIVE</b> <b>ATHLETICS</b> <b>LEARNING</b></p> <p>Strengthx2    Strengthx2    Savvy+Luck    Senses+Agility    Senses+Savvy+Agility    Strength+Agility    Knowledge+Savvy</p> <p><b>SHOOTING</b> ⑥    <b>FIGHTING</b>    <b>OTHER DERIVED TRAITS</b> ⑤</p> <p>Pistols    Rifles    Vehicle    Wild    Power    Agile  <small>Caliber/Range    Capacity/Rate    Capacity/Rate    Damage/Range    Strength/Speed    Strength/Speed</small></p> <p><b>TALENTS</b> ⑦</p> <p><b>SKILLS</b> ⑧</p> <p>_____ ( ) _____ ( )          _____ ( ) _____ ( )          _____ ( ) _____ ( )          _____ ( ) _____ ( )          _____ ( ) _____ ( )          _____ ( ) _____ ( )          _____ ( ) _____ ( )          _____ ( ) _____ ( )          _____ ( ) _____ ( )</p>	<p>⑨</p> <p><b>ADVANTAGES</b></p>	<p><b>DRAWBACKS</b></p>																																																																																					
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1) **Titles.** Name your character, write your own name. Below that you list your character's career and your character's motivation in life. Both of these are used to guide the player's choices during the game. They are also a way for the characters to attain experience points, (XP.)

2) **Wounds.** When a character is hit, it may or may not take a wound. However, if it does, place a marker on the -1 space. If the character takes another wound, the marker moves to -2. If it takes a third, it is severely wounded. The player will roll on the "Severely Wounded" chart.

3) **Primary Traits.** These are the basic traits of the character, which will be used to determine whether characters are successful when they attempt to do things. They are:

Strength: How strong a character is.

Agility: How nimble a character is.

Knowledge: How good someone is at gaining and retaining knowledge.

Savvy: How much common sense one has, and the ability a character has at figuring things out.

Senses: How attuned the character's senses are. When seeing, hearing, smelling, etc. (Individual senses can be heightened through Advantages, or diminished through Disadvantages.)

Charm: The attractiveness of a character's personality. (A character's appearance can be heightened through Advantages, or diminished through Disadvantages.)

Luck: How lucky a character is. This trait is used to roll against, like the others, but it can also be used as a resource to reroll important moments, or have something at the right moment.

4) **Derived Traits.** To determine whether a task is successful, players will add 2 traits together, as well as a skill rating, to determine what they need to roll in order to be successful. The Derived Traits are common ratings which will be used throughout the game.

5) **Other Derived Traits.** As the game goes along, players will find that they combine certain traits a lot to make certain tests. These blank boxes are where the players write the amounts so they do not have to add them up every time.

6) **Shooting / Fighting Traits.** These are the traits used for combat. Each one is broken into 3 categories. Players use the Shooting trait which matches with their weapons, and they choose the fighting technique they want to use while fighting. All of these numbers can be adjusted by individual Skills and Advantages.

7) **Talents.** During character creation, a player chooses a number of Talents equal to the character's Luck score. Players who use Talents add 1 to the target number and get a re-roll whenever that ability is being used.

8) **Skills.** These are skills the character has, and the number associated with them are added to the appropriate Traits whenever a task is attempted.



9) **Advantages / Disadvantages.** These are special aspects about a character which help or hinder them. They will typically add re-rolls or other bonuses, but may simply be aspects of the character which come out during the story.

10) **Equipment.** This is the list of equipment the character has, how heavy it is, and where it's carried. In the "Equipment Carried" column, the first line describes the item, and the second, smaller line provides a number and a location on the body. The number reflects an abstraction of how heavy the item is. Players can only carry a number of points equal to or less than the Encumbrance number at the bottom before they become "Encumbered." The column on the right lists equipment kept in the character's storage, be that a home, a ship, or wherever. In this case, the weight is an abstraction of how much space the thing is taking, and players can only fit an amount of equipment equal to the "Storage Space." Between adventures, players may swap equipment between what is carried and what is in storage.



## The Basics

*Heroes, Sidekicks, and Minions* is a roleplaying game system which can be used for any genre, time, or setting. Though the basic rules are the same regardless of the setting, character creation and specifics about the rules can differ between them. Some settings will be available to purchase, while others can be created by those playing the game. The setting, genre, etc. will have to be determined before players create their characters and the game begins.

Like all roleplaying games, a game master creates a situation, and the players play characters who react to those situations and try to fulfill their objectives. These include the objective of the group, and the individual objectives of the characters based on their careers and motivations listed on their character sheets. All characters and creatures that the players encounter are played by the game master, (except those the GM chooses to give over to the players to play.

As the game goes along, the game master will determine whether to use physical objects such as miniatures, counters, and maps to illustrate what's happening, or to use only the imagination. *HS&M* works with both styles, and the game master can switch between them, or set the whole game in one style or the other.

There are two basic modes in which the game is played: Free-flowing, and Combat. In Free-flowing mode, the players choose their actions and declare what their characters say. If they are good at improvisation, they should talk in character to one another. There are no turns as everything happens while the players and the game master speak.

Any time conflict begins, the game enters Combat mode. This includes any time in which it is important to determine the order of events. Even some social situations can be considered Combat if the order in which things are said and done are important. The game master should make it clear when the game is in Free-flowing mode and when it is in Combat mode.

During both modes, players will perform Tasks by adding the relevant Traits and Skill, subtracting the difficulty of the Task, then rolling a d10 to see if they can roll lower than that number. They will also roll a Hero die to see if anything extra happened outside of what they were attempting.

Players should always keep in mind their Advantages, Drawbacks, and anything else which might affect their character's actions or the results of their die rolls.

The name of the game is derived from the concept of labeling each character as a Hero, a Sidekick, or a Minion. Heroes will have more choices and are better at doing things in general, Minions are the "extras" of the story, and serve as disposable villains or weak civilians and the like. Sidekicks are somewhere in between. Players are all Heroes, and the game master will determine what rank all the other characters are.

The concept of *Heroes, Sidekicks, and Minions* is to be classically story-driven. The game mechanics are set up to make the players heroes of their own stories. There should be a beginning, where the characters meet each other and learn about the challenge; a middle, where the players take on the challenge by facing obstacles and disposable villains; and an end, where the players face the main villain, who has the same "Hero" traits as them. Hopefully, by that point, the players will have gained enough equipment and skills, and learned to work as a team well enough to overcome the villain and succeed.

# Characters

All characters are defined as either Heroes, Sidekicks, or Minions.

## *Heroes:*

Players are all Heroes. Other lead characters are also Heroes, including lead villains, or other characters who are very important to the plot.

Heroes always roll a Hero die. They have 3 wounds before they are seriously injured. They can choose to take more than 2 actions per combat round. They use full character sheets, which provide extra special abilities. When their equipment or abilities grant them cards, they take those cards and use what is on them.

## *Minions:*

All basic villains, civilians, and even soldiers who are not important parts of the story are considered Minions. If they don't have a name, they're Minions. They are seriously injured the first time they take a wound. They can only take 2 actions per combat round. They also use small character sheets which provide only their important information, and nothing more. They do not get equipment or ability cards

## *Sidekicks:*

Sidekicks are the supporting characters which appear at important moments, but are not the lead villains, or the main characters. However, they play a more important role than minions. In classic stories, they are the muscle who defends the lead villain; the final bad guys you face before the boss monster; or they might also be the confidants of the player characters who they are counting on to complete their mission.

The game master determines whether a Sidekick will be played as a Hero or a Minion when it becomes important to do so. When a Sidekick is first introduced, the game master does not need to make this decision. Only when game mechanics come into play will the GM have to decide whether the Sidekick will be treated as one or the other. Once that decision is made, the Sidekick will have to remain that way until the encounter is finished. When the Sidekick is encountered again, the GM can change it to the other type, but this is not encouraged, as the players may see it as cheating. (If the GM does it anyway, be sure to inform the players so they are not taken by surprise at a bad moment.)

The point of Sidekicks is to even out the game. If players are having too easy of a time, then Sidekicks should be turned into Heroes. If players are too overwhelmed, then Sidekicks should be turned into Minions. In this way, Sidekicks are used to adjust the difficulty to keep the game engaging.

## Tasks

Whenever a character attempts to do something that is not automatic, it is considered a Task, and the character must roll the dice to see if he/she succeeds or fails, and if something else occurs as well. (A roll might also occur even if the task is automatic, but something unexpected might occur.)

To see if the character is successful, the player and game master will choose which two Traits will be used to attempt the task. Sometimes, more than two traits would be useful, but the two which are most relevant should be chosen. The game master makes the final decision on this. If a task would require only one trait, then that trait is simply doubled.

Once you have the appropriate number from the Traits added together, the player and GM look at any one skill that is relevant to the task. Again, there might be two which are relevant, but only one is chosen, and the game master makes the final decision on this. The number on the skill is added to the Traits. This is the Derived Trait.

The player also adds 1 to the Derived Trait if the character has a Talent which is relevant to the task being attempted.

Finally, the game master determines if there is any extra difficulty to the task. Most tasks are routine and get no negative. But some negatives can be added if circumstances make it difficult to achieve a task. These are listed below with examples using obscured sight:

- 1: Light difficulty, such as a mist.
- 2: Medium difficulty, such as low light.
- 3: Heavy difficulty, such as almost no light.

Always take whatever is the biggest difficulty. Never add them together. Typically, -3 is the worst, but there can be extreme circumstances where it goes a little further at the game master's discretion.

The final number, after adding the Traits and Skills, then subtracting the difficulty, is the number which will need to be rolled, or lower, in order to succeed. If this number is 10 or above, then the player will be successful on everything except a 10. If this number is below 0, then the player will need to roll a 1 on the d10, and then make up the difference on the Hero die. (Minions will always fail if the number is below 1.)

After the player or GM rolls the d10 and the Hero die, (if relevant,) he/she determines whether to re-roll any dice. A re-roll can be received through one of the following: Talents, Advantages, Luck, Clues, and occasionally other elements.

Luck and Clues are finite, so when players use the re-rolls from them, they are spent. Talents and Advantages are infinite, allowing players to make the re-rolls every time they are relevant. (But only one re-roll for each roll.)

The re-roll can either be d10s or Hero dice, or any combination of the two.

Once the player/GM has determined how many re-rolls to make, he/she makes all the re-rolls at once. He/she then chooses the single best result for the d10 and the Hero die, and is left with one of each.

The result is then determined.

## Hero Dice

Whenever a Hero character rolls for a trait, he/she also rolls a Hero die. This can be a standard d6, or a special, custom d6. This custom d6 has a number on each side from 1-6, but also has symbols on the 1, 4, 5, and 6. The 1 has a curse symbol; this is called the Misfortune. The 6 has a symbol of good luck. This is called the Fortune. The 4 and 5 are neutral-looking symbols that are almost alike, but with a slight difference. These are the Special results.

When a **Misfortune** is rolled, it means something bad happens which is not directly related to what the character was doing, but still affects it. In the free flowing part of the game, the game master chooses an appropriate misfortune based on what is going on in the story. This misfortune happens whether the character was successful at what it was doing or not, but it should relate to the attempt. For example, a player is trying to get a character unstuck. He succeeds at the Strength roll and frees the person; but he rolls a Misfortune, so the person being freed breaks her leg in the process. Or, if the player failed to get the person free and rolled the Misfortune, the person has become even more stuck, and the difficulty has just gone up.

In combat, weapons, equipment, and other cards might have a “Misfortune” result. The game master can choose to use the listed Misfortune, or create one that is appropriate to the combat. An example would be that the character got excited while shooting, and stood up from cover, reducing the amount of cover by 1.

When a **Fortune** is rolled, it means something good happens which is not directly related to what the character was doing, but still affects it. In a free flowing part of the game, the players can suggest something appropriate which is beneficial for them, and the game master chooses what that benefit is, (whether it’s what the players suggested, or something else.) For example, a player is trying to get information from someone. If the player failed, she did not get the information she was searching for, but the person accidentally revealed something else. If she succeeded, the person told her what she wanted to know, and then some.

In combat, weapons, equipment, and other cards might have a “Fortune” result. The one who fired the weapon can choose to use the listed Fortune, or suggest an appropriate result that is favorable to the one firing. For example, someone fires at an enemy, and they don’t hit, but they destroy the cover the enemy is hiding behind. Or the person hits and causes the enemy to stumble in a direction which is favorable to them. This Fortune must be approved by the game master.

When a **Special** result is rolled, it only relates to results on a weapon, equipment, or other cards that are being used. If no card is being used, the result is ignored. If they are being used, the special result listed on the card is triggered. Note that some cards have the same Special result for 4s and 5s. Others have separate results based on whether they are 4s or 5s, so pay close attention to this.

Note that the Special result is not interpretive. It is only used when it relates to a result listed on a card with its listed trigger.



## Combat

When combat begins, the game immediately changes from one of free-form, where everyone discusses what they do in whatever order they want; to one of structure, where everyone has a turn and time is separated into phases.

First, it is important to note that there are two ways to do combat in *Heroes, Sidekicks, & Minions*. One is with maps and figures, the other is with pure imagination. Both methods share most of the same game mechanics, but they split when it comes to exact placement of the characters. With counters or miniatures, players and the game master place their figures exactly where they want them to be; and their placements make a difference on the game mechanics. In the imaginary battles, everyone has to keep a mental tally of the surroundings and where everyone is, and the game mechanics rely mostly on range and abstract cover.

Both kinds of play use a basic method of range: Melee, Short, Medium, Long, Extra-long. One can still be beyond extra-long range, but typically it will not matter at that point unless vehicles are being used, which is a different form of combat.

When using **Imaginary** combat, all characters are specified as being a certain distance away from one another as mentioned above. Terrain is also described as being within those range bands. For example, Player A is standing inside some ruins shooting at giant spiders which are medium range away in the open. Player B is just behind the ruins, so the giant spiders are long range away from her, and the ruins are between them, so her shots will be obscured by them. Player C is to the side of the spiders among some trees. This player is close range to the spiders, and medium range from Player A.

When using **Miniatures** for combat, (this can include counters with boards or miniature terrain,) ranges still apply, but in bands of 12 spaces, (if using maps with spaces,) or bands of 12 inches, (if using miniature terrain.) So, for example, if a player was using a pistol with a listed range of “short,” the pistol’s range modifier is 12” or spaces.

Important note: Every item with a range listed does not have a maximum range of what’s listed, but rather, this is the range at which there is no modifier. For every additional range band of that type, the player gets -1 to the roll. So, for instance, if a character with that same pistol shoots at someone standing 30 inches away, the character can take the shot, but at a -2 because it is at 2 range bands beyond its normal range, (not counting any other negatives that exist.) A character with a rifle which has “Long” range listed has no subtraction up to 36 spaces, or inches. If this character shoots at someone 50 spaces, or inches, away, the character gets a -1 to the roll.

**When combat begins:**

Most of the time when combat begins, all players roll initiative. The game master also rolls initiative for every group of antagonists. This typically means a clump of them of a specific type, meaning all Minions near each other, and all “Heroes,” (or lead villains,) roll separately. However, in some cases, the first round of combat can be based on something specific, depending on the circumstances. For instance, if characters are being ambushed, the game master might make the initiative on those being ambushed entirely reliant on their “Senses.”

To determine the initiative of every character, (or group of characters,) roll a d10 and add it to the character’s Initiative rating, (or the temporary Initiative rating during the first turn, if the GM is using one at that time.)

Characters on the same side who tie may choose between them who goes first. Characters on opposite sides who tie go by the order of importance: Heroes first, Sidekicks second, Minions third. If there is still a tie between opponents, the player goes first.

The character or group which got the highest number will go first, then the next highest goes second, and so on. The game master keeps track of this order and runs through it.

During each character’s turn, he/she will choose what actions to take and perform those actions. Actions can either be something that is simple and requires no roll, or they can be a non-combat action which requires the roll of a Skill, or they can be a combat action which requires a specific kind of roll. See below for a list of actions.

**Actions:** All characters can perform 2 actions during their turn. No actions may be taken twice, (unless stated otherwise by an Advantage or some other special rule.) The actions are the following:

*Move* – Move 6 spaces, or 6 inches. If you are not using miniatures or counters, consider the movement halfway through a range.

*Run* – Roll a 6 sided die and move that many spaces or inches. If you are not using miniatures or counters, use this only in conjunction with a Move action and move the character one range cycle, (from long to medium, or medium to short, or vice versa.) If determining a chase, each character rolls a die to see if the chaser catches the chased. The Run action is typically only used in conjunction with Move.

*Attack* – The character attacks an enemy. Determine what type of attack it is. Usually this is ranged, in which case the player or GM determines which weapon to use. But this can also be melee, in which case the player or GM chooses whether to use Wild, Power, or Agile combat. Sometimes this involves using a weapon either right next to the character, or a few feet away, based on the reach of the weapon.

*Perform a task* – The player performs a Task as usual. Note that this is not the same as an attack.

*Interact* – A character may interact with a piece of equipment in the area.

*Aim* – A character may spend an action aiming. Doing so provides 1 free re-roll.

*Dodge* – A character may spend an action dodging from opponents’ blows. When spent, the character may re-roll its Evade roll.

*Standby* – A character may take an action when someone comes within short range of him/her, including make an attack.

*Miscellaneous* – Being an RPG, players might come up with some extra thing to do. This covers all unforeseen actions, which *must* be approved by the game master.

Heroes can choose to perform more than 2 actions, but the player (or game master) playing the character must declare that he/she is doing so at the BEGINNING of that character's turn, and the number of actions he/she will take. Then, *every* action the player takes has a -1 for this turn. This number increases for every action determined. So a player who takes 4 actions will get a -2 to every action during that turn, even to the first two actions the player has.

So, for example, if a player chooses to perform 4 actions, he declares that he is taking that many at the beginning of his turn. He then moves as one action, runs as a second, interacts with a computer terminal as a third, and shoots as a fourth. The movement has -2, so he moves 4 spaces. He rolls a 5 for his run, so he subtracts 2 and runs an additional 3 spaces. He interacts with a computer, subtracting 2 from whatever computer roll is being made. And finally, when he shoots, he gets a -2 to the roll.

If a player performs an action that does not have a specific numerical value, then the game master reduces its effectiveness by whatever he/she feels is the equivalent amount.

**Free Actions:** All characters can perform one free action that is incidental in nature; such as saying something briefly, or looking something over quickly. Heroes can perform actions which are listed as free actions. Minions must use an action to do these things unless they are extremely simple.

### **Making an Attack:**

When making an attack, the player or GM declares what kind of attack he/she is making.

**Shooting:** If the character is shooting, the player declares what sort of weapon is being used, and uses the appropriate type for the roll. (No skills are added as they should already be added into the total in the box.) The number of shots the character will be able to fire is listed on the weapon's card. After firing, use the appropriate number of charges, listed at the bottom of the weapon's card. When not used for a turn, each weapon recharges 1 charge.

**Melee:** If the character is fighting in melee, the player chooses the type of fighting the character will be using. Some melee weapons will name specific fighting types which need to be used in order to get the bonus Special or Fortune benefits from the weapon.

Some fighting methods which the players can learn come with a card. When these are used, refer to the card to see which of the three fighting types is used for the roll. Players can only use these fighting methods with the associated fighting types.

The fighting types work as follows:

*Wild* – The character flails wildly. Its number of attacks are equal to the character's Agility +1. When doing a wild attack, a character cannot dodge, aim, standby, or interact during the same turn.

*Power* – The character makes a single powerful strike. It cannot make more than one attack during this action. If the character hits, the damage is increased based on his/her Strength: 1) 1d4, 2) 1d6, 3) 1d8, 4) 1d10, 5) 1d12.

*Agile* – The most common type of trained fighting. A character makes a number of attacks based on his/her Agility. There are no further bonuses, (unless the character is using a fighting method, such as martial arts.)

**Throw:** If the character is making a throwing attack, it checks to see what the range is. Short range in feet is the character's StrengthX10. (In inches or spaces, that's StrengthX2.) The character uses the Agile attack rating to hit. And the damage is a number of d6s equal to the character's Strength rating, (-1 for each range past short. So -1 for medium, -2 for long, and -3 for extreme long,) with a minimum of 1.

When a player or GM knows how many attacks the character is making, he/she takes an equivalent number of d10s, along with the Hero die, (if it is a Hero,) and rolls them all together. After the roll is complete, the player or GM determines how many re-rolls he/she gets naturally, (through Advantages, Talents, and any other method,) then determines how many re-rolls it will spend, (through Luck, Clues, or any other expendable method.) After determining the number of re-rolls, the player or GM decides how many of those re-rolls will be d10s, and how many will be the Hero die. The player or GM then rolls all of those at once. After the roll, the player or GM reduces the number of dice to those that were originally rolled with the best results.

For example, a player rolls 3 attacks and gets 2 hits and a blank result on the Hero die. The player re-rolls 2 from a Talent and an Advantage, and chooses to use 1 Luck re-roll; so she has 3 re-rolls. She re-rolls the d10 twice and the Hero die once. She gets one more hit on the d10s, and a Misfortune on the Hero die. So she replaces the miss with a hit, and keeps the blank result on the Hero die. (If she had rolled a Fortune on the Hero die, she would get both the success and the Fortune.)

After getting the result of all the re-rolls, the attack is complete. The target of the attack gets a number of Fear tokens based on the number of hits. (If you have no fear tokens, use a die to show the amount of fear on a character or unit.) The Fear on a target is given to an individual, or a unit.

The target now makes a choice. If the attack was ranged and the character is in the open, it can dive for cover if there is cover within 2 spaces or inches, (the equivalent of 10 feet.) This gives all figures in the unit, or the character, the cover it is diving behind, but the character or unit loses 1 action during its next turn, and is prone. (If players are not using miniatures or counters, then the character can dive for cover if it is considered in the open, but cover is within short range.)

If the target is already behind cover, it can only dive for cover again if there is better cover within 2 spaces or inches, (the equivalent of 10 feet.)

Once the target's location is established, it will roll its Defense. This number is equal to the character's Dodge rating, plus any cover. Cover is defined as light, (1) medium, (2) and heavy (3). The character rolls a d10 for each hit it sustained, (along with a Hero die if it's a Hero.) The character gets any re-rolls it is supposed to get. Every result that is greater than the Dodge rating plus the cover is a hit. The attacker rolls damage for every hit scored and the target gets 1 extra Fear token for each hit, (if the target survives.)

After shooting is complete, if the target is behind cover, and the number of Fear tokens exceeds the target's Morale, the target is Pinned. That target will need to make a successful Morale roll to do anything which exposes it to the attacker, (including shoot back.)

When a character's turn begins, the player or game master looks at the number of Fear tokens on it. If the number equals the character's Morale rating, it becomes Shaken if the character is a Minion. If the character is a Hero, the player or GM rolls against the character's Morale. If the roll succeeds, the character does not become Shaken. If it fails, the character becomes Shaken. If the Hero die is a Fortune, remove 1 extra Fear token. If the Hero die is a Misfortune, add 1 extra Fear token.

A character who is already Shaken who becomes Shaken again becomes Panicked. If a Minion has enough Fear tokens to become Shaken twice in a single action, it becomes Panicked.

After a character checks for the Shaken result, remove 1 Fear token from it.

Shaken characters lose 1 action and add (-1) to all Tasks. Panicked characters can only Move, Run, or Hide.

*Damage* – Roll the dice listed as damage from the weapon which was used. If the weapon is a fist, consult the attacking character's Strength and use the appropriate die: (1) d4, (2) d6, (3) d8, (4) d10, (5) d12.

Every time the attacker rolls the maximum number on a die, roll the die again and add it to the first result. If it is the maximum again, roll it again until the maximum is no longer rolled. Once the total is tallied, that is the amount of damage given to the character which was hit.

If the damage dealt is equal to or less than the Hero's Health, then the Hero was not hurt enough for it to matter. If the damage is greater than the Hero's Health, then a marker is placed in the (-1) slot of the Hero. From now on, the Hero will have -1 to ALL traits. If the damage continues on past and exceeds the Hero's Health again, place a marker on the (-2) slot of the Hero. The Hero will now have -2 to all traits. If the damage exceeds the Hero's Health again, the Hero is severely wounded. All remaining damage is ignored.

Every time a Hero takes a wound, it loses 1 action during his/her next turn. If the Hero loses 2 wounds in 1 turn, it loses both actions, (but it may take more actions through the normal method of taking extra actions with negatives.)

When a Hero is severely wounded, the character is knocked prone, and must roll Stamina to hold onto each thing the Hero is holding in order to not drop them. The player or GM then rolls in the Severely Wounded chart. If the result says (unconscious) the character is unconscious until the end of the encounter, or whenever it can be revived.

Characters who have been severely wounded always have some sort of scar from having been severely wounded which relates to the type of severe wound. The player and GM can determine together what sort of scar this is. It also results in a Disadvantage of some sort, which can be decided by the GM and the player after the current adventure is complete.

If a Hero is wounded again before healing one of his/her earlier wounds, it takes another severe wound and rolls on the Severe Wound chart.

Players and GMs keep track of how many times a Hero has been severely wounded. Each severe wound makes the next severe wound more dangerous, and brings the character closer to death.



## Severe Wound Chart

When taking a severe wound, roll a d10 and add the amount by which the final wound went past the Hero's Health rating. Also, add 2 for every Severe Wound the Hero has taken during his/her lifetime.

### Roll    Result

1-5    *Scarred* – All severe wounds leave a scar, but this scar is severe enough that it affects your life. Whenever the character is in a social situation, the scar can negatively affect that interaction. In cases where a roll is involved, the target number is at -1.

6        *Equipment destroyed* – Randomly choose one piece of equipment carried by the character. It no longer operates.

7-10    *PTSD* – The fear of the combat comes back sometimes. At moments similar to when the character was wounded, (but not necessarily combat moments,) the character must make a Morale roll or become Shaken. The character cannot handle any social interaction at this point.

11       *Stunned* – The character can only move 1d4 spaces for 1d6 turns. (If not using miniatures or counters, the character remains out of cover for 1 turn, then is in cover in 2 turns, and, if it does not take cover, can be at medium range from a non-moving target in 3 turns.)

12       *Rolls a ways* – The character rolls 1d4 spaces away from the attacker. (If not using miniatures or counters, the character is a little further from the attacker, not in cover, and prone.)

13       *Painful wound* – The wound is so painful that, from now on through this encounter, all target numbers are at -1. After this encounter, Target numbers are at -1 if the character moved during the same turn as taking the action.

13       *Limb injury* – Roll a d4 to determine which limb, (game master chooses the order.) All activity using that limb from now on gets a -1. If this is the second time to get this result, or if the weapon did 5 more damage past 0, lose the use of that limb.

14       *Severe bleeding* – The character takes 1 point of damage to its Stamina. When Stamina equals 0, (including Stamina used for other activities,) the character falls unconscious and begins to bleed out, (see below.) Bleeding can be stopped with a successful Medical roll.

15       *Bleeding out (Unconscious)* – The character falls unconscious. At the end of each of this character's turns, place a marker on the character's Health. When the number of markers equal the character's Health, the character is dead.

16       *Random Drawback (Unconscious)* – Choose a Drawback at random. The character has this from now on.

17       *Memory loss (Unconscious)* – Remove a random Skill.

- 18 *Never the same (Unconscious)* – Change the character’s motivation to something completely different.
- 19 *Maimed (Unconscious)* – The character loses at least part of a limb and has major scarring. All target numbers involving Charm are reduced by 1.
- 20 *Sight or hearing reduced (Unconscious)* – If it is obvious whether it effects the eyes or the ears, use that; otherwise, roll randomly to see which is affected. Whenever the character rolls Senses from now on involving the specific sense, the target number is reduced by 1.
- 21 *Crippled (Unconscious)* – The character can no longer walk without the help of a cane, crutches, or a wheelchair, (depending on the severity of the damage.)
- 22 *Dead* – The character ceases to exist. It has expired. It is gone, no more. It is an ex-person. So sorry. Start a new character. (Welcome to the early days of RPGs, baby!)



## Other Rules

### Encumbrance & Storage Space:

All characters have an Encumbrance number on their character sheets. They also have a Storage Space number. These are abstractions of how much equipment can be carried on them, or stored in their home space. (This home space can be a house, a ship, an office, wherever they keep their stuff.)

Whenever something is carried by a character, the player records the encumbrance number of the item, and where on the body it is being carried when not in the character's hands. When the total encumbrance of the items carried equals or exceeds the character's Encumbrance number, the character becomes "Encumbered." All tasks gain a (-1) to their target numbers, and speed and running is reduced by 1. When the encumbrance numbers reach double the character's Encumbrance, the character receives the same drawbacks again, and again when it reaches three times the Encumbrance, and so on.

Any time a character carries or pulls another person who is lighter than them, they automatically become encumbered as if they reached their Encumbrance number. If the character is carrying or pulling someone who is heavier than him/herself, the character becomes encumbered as if the encumbrance of the items have doubled their encumbrance number. Any amount of encumbrance on a character being carried or pulled carries over to the one who is carrying or pulling that character.

When the total encumbrance numbers exceed the amount of Storage Space a character has, then some of those items are no longer inside the location. The character must determine how the excess items will be stored, or they may get destroyed, stolen, rained on, or float away into space.

### Becoming Fatigued:

Certain activities will leave a character Fatigued; such as when a character stays awake for more than 20 hours, or when a character uses all of its Stamina points, or when an enemy hits with a special ability.

When this happens, all successful Task rolls must be re-rolled to confirm they succeed. (Re-rolls can be made after this re-roll.)

### Non-lethal Attacks:

When attacking a character with a non-lethal attack, such as punching, or using a stun weapon, the damage goes to the character's Stamina rather than his/her Health. Wounds work the same as with lethal damage, but if a character goes past -2, rather than rolling on the "Severe Wound" chart, they simply go unconscious.

If a character has already taken a lethal wound and has a marker on the -1 or -2, then takes a non-lethal wound, the marker continues from where the lethal marker is. So a character who has a lethal wound on -1 who takes a non-lethal wound will put the non-lethal marker on -2. This does *not* work the other way around.

The character only takes the negative from the marker that is furthest along. So a character with a -1 lethal wound and a -2 non-lethal wound is at -2 to its traits. *They do not stack.*

### **Grappling/Grappled:**

Attempting a grapple is an Agility fighting action. It must be done without a weapon. When attempting to grapple an opponent, a player must first succeed at an Agility attack. The player makes all the attacks for the action, and the defender makes all the defending rolls; and if there is still a hit, the attacker rolls damage as normal, but instead of that damage going to wounds, it is compared to the defender's Strength. If the result is higher than the defender's Strength, then the attacker has successfully grappled. The attacker is now the "Grappler" and the defender is now the "Grappled."

If the attacker rolled a Fortune, or the defender rolled a Misfortune, the grappling character can choose to use one or the other as having positioned him/herself behind the grappled character such that it will get a (-1) to attacks against the grappling character.

A grappling character is somehow holding onto the grappled character. This must be described as to how it is being accomplished, and the necessary limbs will not be available to do anything else. For instance, a character could be grabbing another character's arm, thus grappling the person, then use the other arm to stab the victim. Or a character could be grabbing another character's arms to hold them in place, keeping the opponent from using them.

If the grapple is being done with 1 arm or the legs, the grappled character gets a (+1) when trying to break the grapple.

A grappling character gets (+1) when attacking a character it is grappling.

A grappled character can move, but if the grappling character tries to stop him/her from moving, they both roll a d6 and add their Strengths. The grappled character subtracts the grappling character's result from his/her own. If it's still a positive number, the grappled character can move them both half the resulting number. (For instance, a grappled character has a Strength of 2, and a grappling character has a strength of 3. They both roll and the grappled character gets a 4, for a total of 6, and the grappling character rolls a 1, for a total of 4. The grappled character can move them both 1 space.) This same process is used if the grappling character wants to move, but does not want to let go of the person he/she is grappling.

*Choke hold:* A character can put another character in a choke hold, but it requires using a Fortune or Misfortune during the attack roll, or making another successful attack while grappling. Each turn the grapple remains, the grappled player rolls Stamina, subtracting the grappler's Strength from the target number. Each failure results in a wound until unconscious.

Once grappled, a character cannot take any actions which require the grappled limbs. But if there is a free limb, the player can take an action, even attack with it. All successful hits against the grappler make it easier to break the grapple, even if the damage does not exceed the grappler's Health. See below.

*Breaking a grapple:* A grappled character must spend an action breaking a grapple. The grappled character rolls and adds Strength+Escape Artist. (If there is some slickness, then Strength can be replaced with Agility.) The grappler rolls and adds StrengthX2, subtracting 1 if the character was hit in any way during this turn. If the grappled character rolls higher, then he/she is freed, and can move 1 space/inch.

### **Suppressive Fire:**

Ranged weapons have “Suppression” ratings on them. This is a special type of attack that players can use when firing that weapon. The numbers listed reflect how effective that weapon is when using it for suppressive fire.

*Using Suppressive Fire:* A player declares that he/she will be using suppressive fire instead of the normal attack. Although suppressive fire is 1 action, it can be the only type of ranged attack used that turn, even with added actions. (A player can fire a second weapon normal with the usual negatives.)

The first number listed is the ammo/energy necessary to shoot suppressive fire. The weapon must have the listed amount of ammunition or energy in order to do suppressive fire.

Suppressive fire affects everything in a cone coming out of the player at the point of firing. The range is the same as the weapon.

Instead of the attacker rolling to hit, all targets in the cone will roll their Defense ratings to avoid being hit. If there are more targets than the listed suppressive fire number, then the shooter chooses 1 target, and widens out in both directions from that target until it has reached the first suppressive fire number.

All targets in the cone have the choice to “dive for cover” as per the rules in the “Making an Attack” section of the rulebook, (even those who are already in cover. But remember, they go prone.) Those which dive for cover are automatically safe from being hit. All others take their Defense rating, add any cover they might have, and add +2, and roll. If they roll higher than the target number, they are hit with a D4 damage and get 1 extra Fear marker.

The shooter then rolls the die listed in the second part of the Suppression rating and gives the rolled number of Fear markers to *each* character in the target area at short range, then that number -1 in the medium range, then that number -2 in the long range area.

### **Two-Weapon Fighting:**

A character can use two single-handed weapons at the same time with restrictions. They have a (-2) in their dominant hand and a (-3) in their weak hand. When they get the Ambidexterity Advantage, the weak hand becomes 1 easier. When they get two-weapon fighting Advantage, both become 1 easier. So if they have both Advantages, the character should have a (-1) with both weapons every time he/she shoots.

A character can use two double-handed weapons if it has Strength 2 or more. At Strength 2, the character can only fire Suppression with them, and all targets get an additional +2 to their Defense. At Strength 3 or more, the character can fire Suppression with them with 1 added to the Defense, and shoot regularly with them at (-4) and (-5) respectively. (Ambidexterity and Two-weapon fighting can alter these subtractions just like with single-handed weapons.)

### **Shooting in Melee:**

If the character shooting is in melee, he/she gets (-1) to the roll if using a pistol, and (-2) to the roll if shooting a rifle. The gun, however, can be used as a club, which does d6+Strength if it's a pistol, and has an additional +2 damage if it's a rifle.



**Slow Movement:**

Some circumstances will cause a character to move slower.

*Crouching or Prone:* When a character is low to the ground, they are slowed. It goes half speed while crouched, and 1/3<sup>rd</sup> speed when prone, (rounded down.)

*Difficult terrain:* When terrain is difficult to go through, such as underbrush or rough ground, movement is (-1) inch or space. However, some ground is particularly difficult to navigate through. The GM will need to determine how much it is, but it usually slows the players down to (-2).

*Being careful:* Characters might want to move slowly to keep their eyes open for something specific. This reduces their speed to half.

**Jumping:**

A standard jump across a gap which is 5 to 10 feet requires a roll against StrengthX2+Athletics. Jumps which are further take the same roll, but with a (-1) for every foot past 10, and requires a running start. (Stand-still jumps get a (-1) for every foot past 5 feet.)

**Drawing, Holstering, and Dropping Weapons:**

Drawing and holstering weapons are actions. Dropping a weapon is a free action. Reloading is two actions, with one action to take out the first clip and another action to load the next one. However, if the weapon has a quick release, taking out the first clip is a free action.

**Called Shots:**

Heroes can aim at specific areas on a target. Such called shots are (-3) to succeed if ranged, and (-2) to succeed if in melee. If the target was a limb, the person or creature hit must succeed at a Stamina roll, minus the damage done, to continue using the limb, (which could cause the character or creature to drop something or fall.) If the target was the head, add a d8 to the damage roll.

**Full Defense:**

A Hero can go into full defense mode. Doing so takes 2 actions, and raises his/her Dodge rating by 2.

**Ready for Someone:**

If a character is waiting for an enemy, and that enemy walks into sight unaware, the waiting character gets a free surprise round before the characters roll initiative.

If the character walking into the situation knows someone is there, but not where they are exactly, roll initiative when the character enters the area.

If the character walking into the situation knows where the person waiting for them is, the players roll initiative, but the character walking in adds his/her Senses ability.

If a character has the drop on someone by pointing a weapon at them, and the character with the weapon pointed at him/her decides to act anyway, both roll initiative, but the one who had the drop adds its Senses and (+1) to his/her roll.

**Fire Into Melee:**

If a character fires into melee, or any situation where his/her allies are close to the target, the firing character takes a chance on hitting them. If the firing player rolls a Misfortune, it automatically goes to at least 1 hit going onto the ally.

**Flanking:**

If a character attacks a target which is already fighting an ally, the defending player deducts (-1) from its Defense die for every character over 1 he/she is fighting.

**Zone of Control:**

All areas within 5 feet, or 1 inch, or 1 space, which are ahead and to one side or the other of a Hero, are all controlled by that character. Once per turn, if an opponent passes through one of these areas, the character can choose whether to try to stop the character. If it does, it gets a free attack action on the trespasser.

If the character hits, the one who is passing may continue along his/her route, but with a reduced speed, (-1) for the rest of the turn. (If the hit was a grapple, then the character cannot continue.)

**Withdrawing from Melee:**

A character in melee can pull away and move away from combat with a (-1) movement. However, if anyone the character was in melee with has not taken his/her turn yet, or if any of them have a Standby order, they can move with the character who is withdrawing. This can only be done once per turn.

**Healing:**

Players heal 1 Wound between each adventure. Note that this does not include Severe Wounds, which remain.

**Size:**

When attacking something that is a size lower than the attacker, the attack gets (-1) for each size category. (For instance, a dog or cat would be 1 size category smaller than a human, a rodent would be 2 size categories smaller.) When attacking something that is a size larger than the attacker, the attack gets (+1) for each size category. (A bear would be 1 size category larger than a human, and an elephant would be 2 size categories larger.)

## Conditions

Conditions affect characters in specific ways based on what has happened to them. They are sometimes positive and sometimes negative. Place a marker by characters who have these conditions while they are in effect.

*Dazed* – For each point of being dazed, the character loses 1 standard action. (Additional actions can be added by Heroes as normal.)

*Confused* – On the character's turn, it rolls against Savvy+Senses (-1). The character does not use a Skill to help. If successful, the character can take an action as normal. If unsuccessful, the character can only do a Run action, (not a Move action,) and/or a Hide action.

*Encumbered* – When a character first becomes encumbered, it gets (-1) to all target numbers, and (-1) to movement and running. When a character gets a second point of encumbrance, the character gets (-2) to all target numbers, and so on.

*Fatigued* – The character must re-roll all successful Trait rolls. (Re-rolls can be made after this re-roll.) This condition goes away only when the character has at least one hour of uninterrupted rest in a comfortable and quiet location.

*Bleeding* – The character is bleeding out. At the beginning of this character's turn, it rolls Stamina. If the roll is successful, the bleeding stops. If it is not successful, the character takes a Stamina token. When the character has a number of Stamina tokens equal to its Stamina, it falls unconscious. The process continues, except that the character takes Health tokens until it succeeds, or it takes wounds.

*Nauseated* – Every time the character rolls a Task, it also rolls a single d10 against Stamina (-1). This number can be higher if the nausea is severe. If the Stamina roll was a failure, the target number of the Task being attempted is reduced by 1. When the character rolls a Misfortune while nauseated, it vomits.

*Panicked* – The character can only Move, Run, and Hide. After doing so, the character makes a Morale roll. If the character succeeds, it becomes Shaken. If it fails, it remains Panicked.

*Pinned* – The character must succeed at a Morale roll in order to do anything which exposes it to the shooter(s) which caused the character to become pinned. A failed result means the character loses the action it was trying to perform.

*Prone* – The character is on the ground. It can perform actions on the ground, but it will need to use an action to get off the ground.

*Shaken* – The character loses 1 action. All Tasks have a (-1) to their target numbers. At the end of the character's turn, remove 1 Fear token.

## Skills

*Survival:* Any time a character has to survive against a natural obstacle, this skill is used. Whether it be surviving the elements, or figuring out a natural remedy to something, or simply figuring out how to get to civilization, this skill is used.

*Observation:* This skill is used any time someone has to notice something with his/her eyes.

*History:* In order to know about something which happened in the past, before the character was alive, it rolls this skill. Primarily, this skill is used to understand human history. However, it can be used to understand the history of other alien cultures insofar as humans have studied it. (The more the character understands alien cultures in other skills, the more this skill can be used to understand their history.)

*Alien cultures:* Though the aliens no longer exist, evidence of their cultures exist. This skill applies to what is known and understood of their cultures.

*Xeno-linguistics:* No alien languages are still spoken, though the written forms of their languages are still written in some texts and carved into walls where other species once lived. This skill allows a character to translate what is best understood they say.

*Shooting (Pistols):* This ability is used whenever a character shoots pistols.

*Lock Picking:* Anything that is locked can be unlocked. However, locks are created at different levels. So heavy locks are at -3. Light locks have no negative. The player's ability to unlock something that is locked should be placed between these levels.

*Stealth:* A character's ability to sneak past an opponent. This is almost always a contested roll, where the character who is trying to sneak rolls against the Senses (X2) of someone who is trying to detect the character. If the character with the Stealth skill rolls higher, it sneaks by.

*Appraisal:* A character who has time to study something rolls his/her appraisal. A successful roll reveals approximately how much one can make by selling what is being studied.

*Climbing:* Any character who tries to climb something needs to make a Climbing roll. The steeper the climb, the bigger the negative to the roll. The higher the climb, the more damage one takes to falling, (d6 for every 20 feet.)

*Alien Civilizations:* This skill expresses how well a character understands alien civilizations. This includes anything regarding how the target alien civilization understands something, or anything basic about the alien civilization's sociology.

*Biology / Anatomy:* The knowledge of the human body. This knowledge can be somewhat used for other species in regards to the basics of breathing, requiring an energy source and a liquid. But the more separate this is from a human, the higher the negative to the roll.

*Appraisal:* Use this skill to see how valuable something is. The successful roll learns how valuable something is to humans within a reasonable amount.

*Driving:* Basic driving requires no roll. To drive around difficult obstacles, or to escape from someone chasing the player, a Driving roll is required. If another character is involved, the other character's Driving and other skills should be consulted.

*Diplomacy:* This reveals how good someone is at convincing someone outside of something. If the curtains are drawn, most of the problems are left outside.

*Geology:* Understanding the value of rocks and other non-living, natural objects.

*Languages / Symbology:* This reveals how much a character knows about ancient languages and hieroglyphs. This goes with all human interactions, as well as alien understandings of writings, or symbols.



## Weapons

# ASSAULT LASER

ROF: 5

DMG: 1D6

POWER: 20

RANGE: LONG

SUPPRESSION: 10/D8



Defense (-1)



Re-roll lowest result



1d4 extra shots



Only 1 hit result counts

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

# LASER PISTOL

ROF: 1+AGILITY

DMG: 2D6

POWER: 10

RANGE: MEDIUM

SUPPRESSION: 10/D4



1 extra shot



Recharge 1 power



Use 1 extra charge

1	2	3	4	5	6	7	8	9	10
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# SONIC RELIK

**ROF: 1**

**DMG: 1D4-1D12**

**POWER: 10 (NO RECHARGE)**

**RANGE: MEDIUM**



Targets stunned.



1d4 fear on all targets



Everyone but you in range takes damage

Special: The wielder user sets the Dmg. to a die type and fires it in a direction. The sound fires as a cone. Everyone in that cone who can hear must roll Stamina or take the die type of damage for each charge used.

1 2 3 4 5 6 7 8 9 10

# WHIP

**ATTACKS: 1**

**DMG: 1D4 (NON-LETHAL)**

**RANGE: 3 SPACES**



1d4 fear to all enemies within 10'



Grapple



Stuck on something

Special: After grappling, may attack with:

Squeeze - Grappled character rolls Strength or takes 1d6 non-lethal damage.

Yank - Same as moving someone when grappled, but can move the character at further distance.



# DAGGER

DMG (STAB): 1D6+1D\*

DMG (THROW): 1D6+STR

\*: The second damage die is based on the character's Strength:

1 = 1d4 / 2 = 1d6 / 3 = 1d8

4 = 1d10 / 5 = 1d12



Bleed damage



+1 damage



+1 to target number



Stuck to something.  
1 action to remove.

# BOW

ROF: AGILITY

DMG: 1D6

RANGE: MEDIUM



Called shot



Target is bleeding



Arrow broke or lost

1 2 3 4 5 6 7 8 9 10  
11 12 13 14 15 16 17 18 19 20



## Final Description

After playing a game of *Heroes, Sidekicks, & Minions*, be sure to send in your session's story, along with your impressions of the game, (including how you think it can be improved, or what you liked about the game,) to: [jeff@relicworlds.com](mailto:jeff@relicworlds.com) (You can also send any questions about the game to this email address.)

To see your story in the Relic Worlds series, and see if it made it into canon, go to: [www.relicworlds.com](http://www.relicworlds.com). You will also find at this site all the stories and novels of the *Relic Worlds* series.

To follow the progress of *Heroes, Sidekicks, & Minions*, along with *Relic Worlds* as a whole, join the mailing list at:

[https://relicworlds.substack.com/?r=3bqw1e&utm\\_campaign=pub-share-checklist](https://relicworlds.substack.com/?r=3bqw1e&utm_campaign=pub-share-checklist)

Thank you for playing. Happy travels, and happy gaming everybody!

