

# Universal Special Rules

## **AQUATIC:**

Aquatic Creatures can breathe underwater. They can also swim at full speed, and start with the swim skill.

## **ANIMAL:**

Creatures with this rule must have an Intelligence score of 15 or higher when starting out.

## **ARMOR SPECIALTY (TYPE):**

Creatures can wear up to this armor type with no hindrance to their stats.

## **CLIMB (DISTANCE IN FT):**

How far the creature can climb. A climb check is taken after every amount of this distance climbed if the climber is still climbing at the end of their movement. If the lift test is failed the creature falls. Ending a Climb movement on the ceiling results in a -4 to this check.

## **COLD BLOODED:**

This creature has a cold blooded system and does not fare well in cold environments. They take 1.5x damage from cold attacks, and if in a cold environment they take 1D4 cold damage per 10 min exposed. They also take half damage rounded down from hot areas and fire attacks. Cold blooded creatures are unaffected by the first level of "Environmental Hazard Heat".

## **DARK VISION (DISTANCE IN FT):**

How far the character can see in total darkness without suffering the hindrance effects of darkness, explained in the core rulebook. Dark vision does help out in low-light as well.

## **DEATH BY (WEAPON/ELEMENT/TYPE):**

Creatures with this ability are usually invulnerable or close to it. As a result they have one major weakness to exploit. When hit by their (weapon/element/type) specified in the Death by ... that creature is instantly dead regardless of armor and remaining hearts.

## **DIG (DISTANCE IN FT):**

This creature may travel underground in certain types of ground. The ground must be diggable, like soil, and not like solid rock or brick. Creatures with this ability may travel their set distance underground. While underground they are prone and cannot block/dodge attacks on them. An attack of opportunity is

given to any opponent attacking you when trying to dig in combat, and it takes your full turn to dig underground and to surface.

### **ETHEREAL:**

This creature is Ethereal. They are invisible to normal means, but give off strong magic for any sense magic checks, giving others +2 to sense them. Ethereal creatures are immune to physical attacks and damage, but take 1.5x damage from magical attacks.

### **FEARLESS:**

This character cannot be afraid. This means that intimidation or fear based checks against them automatically fail.

### **FEAR OF (WHAT?):**

This creature is by nature afraid of the stated thing. Whether this be fire, a particular race, or other means. When facing this obstacle the creature will get a -2 to their roll to save against the fear causing object. This fear (for game purposes) can be overcome with time and removed as a fault.

### **(ELEMENT) FIELD:**

A field generated around the creature of a specific type. How it is used (passive or deliberate) is based on the creature, but it always does 1D4 points of the elements damage to anything that hits that creature (unless otherwise stated).

### **FLYING (DISTANCE IN FT):**

Any creature or item with this ability is able to fly their set designated amount. This means they can move in a full 3 dimensional method. Flying can be affected by environment and temperature. Flying enemies being attacked by non-flying enemies get a +2 to their acrobatic rolls for dodge. Ending your movement in the air requires a Acrobatics check, failure means they must land on their next turn or fall to the ground.

### **FRAGILE:**

Any creature with this dies as a result of any successful hit, regardless of their remaining health, if they are not a player character. Instead player characters with this rule take double damage from all forms of damage. This is removed on tamed pets once tamed.

### **IMMUNITY TO (ELEMENT/TYPE):**

Any creature with this ability is immune to damage from the specified element or type of damage.

## **INVISIBLE:**

Invisible creatures are able to remain unseen by other creatures with ease. When attempting to sense an invisible creature roll a perception check and add a -6 to the roll. Invisible creatures can still be sensed through non visual means normally. Attacking an invisible creature involves rolling your attack -4 against the invisible creature.

## **INVULNERABLE:**

This is a rare and unfortunate problem in certain creatures where they are seemingly invulnerable. However every invulnerable creature does have a weakness that can be exploited such as death by explosives, which will kill it regardless of its invulnerability. Some invulnerable creatures have a “weakness” which is the only thing that will deal normal damage to them.

## **ITEM SKILL (Item):**

When this item is used, the character does not suffer drawback effects of the item, such as mishaps with hook shots, or dud bombs.

## **LOW-LIGHT VISION (DISTANCE IN FT):**

How far the character can see in low light without suffering the hindrance effects of darkness, explained in the core rulebook. Low light vision does not help this creature in total darkness.

## **MAGICALLY GIFTED (NUMBER OF SPELLS):**

If a race is magically gifted, this number gives a number of starting spells equal to its value on character creation.

## **MINDLESS:**

Mindless creatures cannot be controlled, influence, or talked to. They simply exist for one purpose, and cannot be redirected from that purpose. Also when not enacting their purpose they will simply do nothing or wander aimlessly. Mindless creatures will not fear anything, and as a result will even kill themselves without thinking about it. (ex. it's supposed to exit the temple, it steps off a cliff on the way and dies). Mindless also can mean they follow instinct alone, like plants trying to eat or grow.

## **MINISH:**

A Minish creature cannot carry any non-minish weapon or wear any non-minish armor. Minish creatures can also attempt to re-roll failed dodge rolls, and cannot wear any armor higher than Light regardless of their class. They must start with a strength attribute above 15 (so in other words they have bad strength).

### **NATURAL STRENGTH:**

Being a naturally stronger race, this race gets advantage to Lift rolls.

### **NO BLOOD:**

This being contains no blood and cannot take bleeding damage or effects that target blood.

### **NOCTURNAL:**

These creatures are wide awake at night and get to take an advantage roll when performing perception checks. During the day however they are groggy and must take a disadvantage roll for perception checks.

### **OMNISENSE (DISTANCE IN FT):**

Creatures with omnisense can detect organic creatures nearby, be them living or dead. If the creature is inorganic they are not seen. As long as the creature is within the distance, even through walls, the creature with omnisense can see them. This sense has little known about it or how exactly they see.

### **POISONOUS (ATTACK?):**

Creatures with poisonous cause the poison effect on any creature they hit. The creature gets a Endurance save each time to negate this effect. If an attack method is specified then only that attack method causes poison. Poison deals 1D4 per round for 1D4 rounds, unless otherwise specified.

### **REGEN (VALUE HP or MP):**

This creature has natural regenerative abilities. Based on whether it is HP or MP the creature regenerates that much each round.

### **RESISTANCE TO (ELEMENT/TYPE):**

Creatures with this ability only take half damage rounded down from the specified element. This damage cannot go below 1.

### **ROBOTIC:**

Robotic creatures are not organic in any way. They do not need to eat, or sleep, and do not tire. They cannot be affected by organic illness and are immune to organic means of death (like a headshot). Robotic creatures however take 2x damage from electrical and water attacks. This can be negated with upgrades to the character. Most robotic creatures also need a power source to function, which must be

recharged.

### **ROLLING MOVEMENT:**

This creature can double its movement speed when it is rolled into a ball. It counts as Bracing in terms of armor, and can deal damage to objects they hit. When traveling more than 10ft in one move while rolled, or on uneven surfaces they will have to continue to roll until they either hit something or take a 15ft stopping distance. Coming out of a roll leaves you prone to damage until your next turn. If the roller is double the weight of the person they hit, they cause knockback 15ft on them and deal 1D6\*size difference bludgeoning damage ignoring armor. If the blocker is double the weight, they stop the rolling creature ending their rolling movement for the turn. If both are not double the weight of the other than rolling movement is stopped and blocker gets knocked back 5ft and damaged 1D6 Bludgeoning.

### **SHIELD SKILL:**

Creatures with the shield skill can use a shield with no negatives, or pick up an object to use as a shield with a +1 Brace instead of the normal brace value.

### **SLOW AND STEADY:**

This creature can only move up to 10ft per turn if they wish to attack, however they cannot be stunned or knocked back.

### **SPIRIT:**

Spirits are a type of undead and therefore will also have the undead USR. Spirits also get the ability to hover about a maximum of 2 ft from the ground. They can maintain their height, but most will not fly more than 15ft off the ground, when performing their equivalent of a jump. Spirits can pass through solid objects and turn Ethereal for up to 2 rounds at a time as a standard action. However they cannot attack non-ethereal targets while Ethereal, and when passing through objects such as a wall they are blinded. This means that if passing through a wall that does not have another side can cause a spirit to be lost forever. Dungeons tend to have odd effects to stop spirits from moving through walls. See Ethereal (USR) for more details. Spirits give off a strong magical field and are easy to sense by those who can sense magic.

### **STATIONARY:**

This creature cannot move on its own, but can be picked up or cling to things.

### **SWALLOW (NUMBER):**

On a successful swallow attack, this creature will consume the player. That player will take 1D4 acid damage each round they are inside the creature, they are considered paralyzed when inside. In order to

free a swallowed player the creature must be defeated. A creature can only swallow players equal to their size or smaller, and up to the amount specified by (number). The player inside the creature can perform a lift check each turn to try and escape. If they succeed twice they deal 1D4 damage to the creature, cause bleeding, and escape it.

### **SWARM (NUMBER):**

Swarm creatures attack in packs and generally flee if they are alone. Swarm creatures can occupy a square with a group equal to their number counting as one creature. This means the swarm has the combined life of all the creatures that make it up. Their damage can be added together at GM's discretion.

### **TAMEABLE (DIFFICULTY):**

This creature can be tamed as a pet, however if you tame a swarm you only get one. Tame requires that the player roll charm using the tamable difficulty as a negative modifier to your roll. Failing this check results in combat if the creature is not neutral or above.

### **TEAM REVIVAL:**

This creature has a specified ability to revive creatures of their type. Team revival is a special type of resurrection. Creatures revived by this ability generally have 50% of their health when resurrected.

### **TREMORSENSE (DISTANCE IN FT):**

Creatures with tremorsense see through the vibrations in the ground. This means that they can only see as far as their tremorsense and have no actual vision and therefore are unaffected by low-light and dark environments. Creatures with Tremorsense and another form of vision can use either as applicable. Tremorsense cannot see creatures who are not interacting with the ground, walls, or ceiling.

### **UNDEAD:**

Undead characters are not affected by mortal means. They do not need to eat, sleep, or drink; and they do not age. Undead enemies are not affected by mortal ailments such as illness or needing to breathe underwater. Undead creatures all take damage from healing type spells, and usually have their own way to heal. If not specified they can only heal through dropped hearts, poisons, and or potions. Undead creatures can also be healed by having the Song of Storms, and some other unique spells cast on them.

### **UNSTOPPABLE:**

Unstoppable creatures count as performing a charging attack whenever they move. These creatures will trample anything in their way and cannot be stunned or knocked back, in most cases they cannot even feel pain. Unstoppable creatures deal double unarmed damage and count as having melee attacked any

creature they run into. Their movement can be dodged as if it were a charge attack.

### **WATER WALKING (DISTANCE IN FT):**

Creatures with this ability may run on top of the water for the set distance. If they stop their movement on the water, or end their movement on water, they then sink.

### **WEAK POINT (WHERE):**

Creatures with this ability will only receive damage (if invulnerable) or receive double damage (if not invulnerable) when struck wherever their weak point is located. If a player does not know the weak point, they must find it, or deal the normal reduced damage, or none at all. A successful Perception check can be used to spot the weak point, taking a negative modifier based on how hard it is to spot (GM's decision, generally -2 to -6 from easy to hard).

### **WEAK TO (WEAPON/TYPE):**

Any creature with this takes damage directly to their HP when hit by the specified weapon if they are wearing armor. If they have no armor, then they receive 1.5x damage rounded up, by that weapon. Swarms with a weakness cause damage to the entire swarm when hit.

### **WEAPON SKILL (WEAPON/TYPE):**

Creatures with this skill are automatically proficient with the specified weapon or weapon type. They receive no penalties to wielding it like a foreign weapon. Some classes may restrict this weapon as being a choice however, and the class weapon rules should take priority.