

# EABAnywhere

▼ **WHAT IS IT?** - **EABAnywhere** is a very condensed analogue of the **EABA** role playing system. It is *not* the same set of rules as **EABA**, but it is usable with the full game and vice-versa, and keeps many of the same rule concepts and mechanics.

There are two reasons for **EABAnywhere**. The first is that we figure if you like this free set of rules, you might go out and buy the full, detailed version of **EABA** and its supplements. The second reason is that we wanted to make a version of the rules that you can play *anywhere*. While walking with friends, eating at a fast-food restaurant, while driving and so on. **EABAnywhere** lets you take your adventures on a road trip. The **EABAnywhere** skill resolution system and minimal bookkeeping also mean that it can be used as a set of LARP rules.

**Rights** - **EABAnywhere** is free, but is copyrighted. You can copy and distribute these rules, but you may not charge money for them, either directly (as in selling them) or indirectly (as in duplication fees).

**Conversions** - If you see a note starting with **Conversion**▲, it means that it is how you would convert an **EABAnywhere** adventurer to **EABA**. If you see **Conversion**▼, it means that is how you convert an **EABA** adventurer into **EABAnywhere** terms, so you can take it on the road.

▼ **MAKING AN ADVENTURER** - Adventurers in **EABAnywhere** are built on points, similar to the way they are in **EABA**. An **EABAnywhere** character will fit on a business card, something like this:

EABAnywhere™		Hits
Name: Aldus Firebrand		○
STRENGTH ●●●○○○		○ -1
AGILITY ●●●○○○		○
AWARENESS ●●○○○○		○ -2
WILL ●●○○○○		○
HEALTH ●●●○○○		○ -3
FATE ●○○○○○		●
Dodge ●●○○○○		● -4
Base move ●●○○○○		●
Carm ●●●○○○		● -5
Brawl ●○○	Merchant ○○○	
Melee ●●○	Tech ○○○	
Shoot ●○○	Medicine ○○○	
Hvy. wpn. ○○○	Sorcery ○○○	
Ride ●○○	Psych ○○○	
Climb ○○○	Language ○○○	
Sneak ○○○	Culture ●○○	
Burgle ○○○	Scrounge ○○○	
Science ○○○	Run ○○○	

Annotations:

- Main Attributes: Points to STRENGTH, AGILITY, AWARENESS, WILL, HEALTH, FATE.
- Secondary Attributes: Points to Dodge, Base move, Carm.
- Ability to take damage: Points to FATE.
- Skills: Points to Brawl, Melee, Shoot, Hvy. wpn., Ride, Climb, Sneak, Burgle, Science.

All of an adventurer's Attributes have to be at least 1. A level of 2 is about normal for humans, and 4 is the normal maximum for humans (a horse would have a Strength of 5 or 6).

**Conversion**▲: Multiply Attribute scores by 3.

**Conversion**▼: Divide attribute scores by 3, rounding to nearest point.

Each point in an Attribute or a skill costs you 1 point, and there are six Attributes.

Adventurer type	Points	Average level
Average person	12/6	2
Slightly heroic	15/8	2.5
Heroic	18/10	3
Really heroic	21/12	3.5

**Conversion**▲: In **EABA** terms, an Average person is about 54 Attribute points and 60 Skill points, the Slightly Heroic person is 81 Attribute points and 80 Skill points, the Heroic is 108 Attribute points and 100 Skill points and the Really Heroic is 144 Attribute points and 120 Skill points.

Your points are split for a reason. The first number can only be spent on Attributes, and the second number can only be spent on skills.

In addition to your base amount of points, you can gain up to 3 points from having negative Traits or spend up to 3 points on positive Traits. These points can be taken from or applied to either Attributes or skills. Each point gained from a negative Trait is a 2 point penalty on something related to that Trait, and each point spent on a positive Trait is a 1 point advantage in something related to that Trait. You cannot gain or spend more than 2 points on any particular Trait, or gain or spend more than 1 point on a Trait which directly affects an Attribute.

**EXAMPLE:** If a player says their adventurer is "claustrophobic" and gains 1 point for it, the adventurer takes a 2 point penalty whenever trying to do something in an enclosed space. An adventurer who has 1 point in "wealth" finds it easier to do any adventuring situation that could be modified by having more money, or an adventurer with "status" may hold some sort of civilian or military position of authority.

**Conversion**▲: In **EABA** terms, a point gained or spent on a Trait is worth about 10 Attribute or skill points.

**Conversion**▼: Conversely, each 10 points gained or spent on Traits in **EABA** turns into about 1 point in **EABAnywhere**.

**Attributes** - **EABANywhere** adventurers have six Attributes. You can have Traits that penalize or help a very limited aspect of an Attribute.

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**EXAMPLE:** Awareness covers both perception and cognitive ability. You could have a Trait that involves keen eyesight, deafness or a particular aspect of intellect.

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**Strength:** Your raw physical power and lifting ability. A major factor in how much brawling or melee weapon damage you do, and contributes to your ability to withstand damage.

**Agility:** Your overall dexterity. Most manual or combat skills will add to Agility, though you may find a style or reason to add them to Strength instead.

**Awareness:** A combination of intellect and perception. Most academic or technical skills will add to Awareness.

**Will:** Mental fortitude. Will factors into how hard you are to stun. Mental powers or skills (like Sorcery) add to Will to determine their chance of success.

**Health:** Your overall stamina and recuperative abilities. It affects your base movement speed and contributes to your ability to withstand damage.

**Fate:** Fate is used for both luck and paranormal powers. Higher is better in both cases.

**Secondary abilities** - Attributes generate a few secondary abilities to mark on the adventurer card.

**Hits:** The damage you can take before dying or falling unconscious is your Strength plus your Health.

**Dodge:** Your ability to avoid attacks by dodging is half your Agility, rounding up.

**Run:** Your base movement is half your Health, rounding up. You can run at double this, and sprint at triple this amount. Running skill adds to Health before it is halved.

**Carrying capacity:** Everything you wear or carry has a Weight. Count the Weight of the heaviest item. Add 1 if you carry more than one item of that weight, and 1 more if you carry a bunch of things that are lighter. Each multiple of your Strength in carried Weight means all physical actions take a 1 point penalty, like movement, combat skills and so on. A carried person has a Weight of their Hits.

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**Conversion▲:** In **EABA** terms, all the secondary abilities will be based off your scores in the main Attributes.

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## EABANywhere

**Skills** - Each level in a skill costs 1 Skill point. A level in a skill adds to your level in the appropriate Attribute to get your overall "skill total". The Attribute a skill adds to is usually clear, but if it can be based on more than one, you choose which one when making the adventurer. You can't have more levels in a skill than in the Attribute it is based on. So, if you have an Agility of 2, you can't get more than +2 from a skill, for a "skill total" of 4. For a doing a *skilled* task that you *don't* have the skill for, you use your Attribute minus 1.

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**EXAMPLE:** If you have an Agility of 3, but no skill at Melee, you count as having a skill total of 2.

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**Conversion▲:** Each level in a skill is a +1d level of skill in **EABA**.

**Conversion▼:** Each +1d in a skill roll is 1 level of skill in **EABANywhere**. Skills of +0d in **EABA** count as being unskilled in **EABANywhere**.

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The skill list is pretty simple:

**Brawl:** Unarmed hand-to-hand fighting

**Melee:** Armed hand-to-hand fighting

**Shoot:** Using ranged weapons

**Heavy wpn:** Use non-shoulder fired weapons

**Ride/Drive:** Animal/vehicle use, as appropriate

**Climb:** Techniques/equipment use for climbing

**Sneak:** How not to be seen

**Burgle:** Pickpocketing, alarms, locks, etc.

**Science:** Choose a scientific field

**Merchant:** Economic knowledge

**Trade/Tech:** Build/repair knowledge in one field

**Medicine:** Physician and first aid skills

**Sorcery/Psi:** How to use paranormal powers

**Psych:** Choose an aspect of psych interaction

**Language:** Choose a language for each level

**Culture:** Choose a culture for each level

**Scrounge:** Choose a type of stuff to find

**Run:** Adds to your Health for movement

A skill means you have an automatic general knowledge of famous people with that skill, and possibly their general whereabouts. All adventurers get for free a skill total of their Awareness in both their native language and their native culture.

**Stuff** - Gear has a Cost, which is an abstract amount. Starting adventurers have a Wealth of 0 ( $\pm$  any Traits affecting money), and can have one item whose Cost is Wealth+1, two items at Wealth+0, and four items at Wealth-1 or less. These amounts can be traded up or down on a 2:1 basis, like trading in your two Wealth+0 item slots to get one extra Wealth+1 item, or four extra Wealth-1 items.

# EABA

▼ **CONFLICT RESOLUTION** - Whenever two things in **EABA***anywhere* are compared to each other, you use a fairly simple mechanic. You total up everything on your side, and everything on the other side. Then you do rock-paper-scissors twice. You can do this as two consecutive throws, or use both hands at once, so long as the gamemaster and player do it the same way. Each "win" adds 1 to the adventurer's total, each "loss" subtracts 1. If the adventurer's total matches or beats the gamemaster's, the adventurer succeeds at what they are trying to do.

**EXAMPLE:** The gamemaster says that Aldus Firebrand needs to match a total of 3 to climb over a wall quiet enough to avoid notice, but he only has a skill total of 2 (his Agility minus 1, since he has no Climbing skill). On two throws of rock-paper-scissors, the nine possible results are lose-lose, lose-draw, draw-lose, draw-draw, win-lose, lose-win, win-draw, draw-win and win-win. Aldus has to get one of the last three results in order to get his skill total to 3 or more.

This resolution system gives you a variability of  $\pm 2$  on any result. There are three exceptions to this rule:

- 1) If you win twice in a row, you can do another two throws. And if you win *both* of them, you can do it again, and so on. So, adventurers have the chance of pulling off amazing stunts.
- 2) If you have the gamemaster's target number beat by 2 or more, you can "skate it" and avoid doing the throws entirely. You only get an average success in this case, with no special effects one way or the other.
- 3) You can mark off a point of Fate to have you and the gamemaster re-throw one of the two hands of rock-paper-scissors. If you win, you get the point of Fate back. If you lose, you lose that point of Fate for the rest of the game session. And if your Fate is zero, you can't use Fate in this way until it goes back to 1 or more.

This system lets you resolve skills, combat and Attribute checks anywhere you can have a hand free, which makes it possible to roleplay in places you normally couldn't manage.

Some situations are going to be *unopposed*. This is where the environment or some characteristic of it determines the target number. The target distance for a ranged attack, how hard it is to climb a cliff, and so on. An *opposed* task is one where you are competing against someone else's similar ability. A brawl or a game of chess would be an example.

Within the **EABA***anywhere* framework, unopposed tasks will have these difficulties (use the first number). The range in parentheses is an approximate range that would be the listed difficulty for ranged attacks.

Task	Difficulty
Impossible(250 meters)	7/20
Superheroic(125 meters)	6/18
Heroic(60 meters)	5/15
Formidable(30 meters)	4/12
Challenging(15 meters)	3/9
Average(8 meters)	2/6
Very easy(4 meters)	1/3

The descriptive terms are relative to someone who has a skill total at what **EABA***anywhere* considers an "expert" level, which is about 4.

**Conversion**▲: Each point of an **EABA***anywhere* difficulty is multiplied by about 3 to get an **EABA** difficulty.

There are many modifiers that can adjust the adventurer's total. **EABA***anywhere* uses a more flexible and freeform scale than **EABA**, but the same basic principles will apply.

Modifier	Adventurer total
Spending extra time	+1
In a hurry	-1
Each 2 hits of injury	-1
High quality equipment	+1
Doing two things	-1 on each
Poor conditions for task	-1 or more
Adventurer or target is walking	-1
Adventurer or target is running	-2
Adventurer or target is sprinting	-3

**Dice?** - If you are somewhere where you can use dice, you can instead roll one six-sided die for each point in your total. You keep only the highest three results (or all of them if you have three dice or less), and compare that to the *second* number on the difficulty chart, or your opponent's "best three" result on *their* dice. If you would roll four dice or more, you may drop *one* before rolling to get a +2 on your final result. Any rule that relies on residual amounts will multiply that amount by 3 if using dice.

**EXAMPLE:** If you had a shooting skill total of 4 and needed to do a Heroic task to target something with a pistol, you would roll 4d6, keep the best three dice, and have to match or beat a total of 15, or roll 3d6 and add +2 to the result to match or beat a total of 15.

**EXAMPLE:** The autofire rule says you get 1 extra hit for each point you beat the difficulty by. If using dice, it would be for each 3 points.

▼ **COMBAT** - Combat in **EABAnywhere** runs in a scale of "turns", which can be assumed to be about one second long, but are flexible. In a turn, you should be able to walk a few steps, shout out a warning, or use a weapon once or twice. The scale of distance uses meters, but how far a person can move in a turn really depends on how long you've decided the turn is going to be. You can always move your base distance (half your Health, rounding up) without it counting as a separate action. You may still take a penalty (shooting while walking is less accurate than shooting while standing still), but you can walk and do two other actions. If you run (up to double your base move) or sprint (up to triple your base move), your movement counts as a full action and you will take an extra penalty if you attempt to do something else. The base penalty for movement applies to Agility checks if you have to do something tricky, like hitting a patch of ice while you are sprinting.

What matters most in terms of distance is what range you are at for purposes of ranged attacks, and can you close or increase that distance in the time you have available?

**Dodging** - One special thing you can do in combat is dodge. You can use 1 point of Dodge to make yourself 1 point harder to be hit by all attacks, but you also take a 1 point penalty on all of your own attacks or Agility checks. If you are dodging while brawling or in melee, any attack that is unsuccessful misses you completely and does not have to be blocked by a shield or weapon.

**Ranged combat** - You can normally make one ranged attack per turn, though you can do two actions and take a -1 on each.

The normal difficulty for a ranged attack is for the range, as previously mentioned. Weapons can be aimed to make a shot easier. Some weapons have Accuracy, which makes an aimed shot even easier, like a rifle with a telescopic sight.

The size of a target will also affect the difficulty of the task:

Target is:	Adventurer total
Extremely small (like a pistol)	-3
Very small (like a helmet)	-2
Small (like a torso)	-1
Average	+0
Large (like a car)	+1
Very large (like a large truck)	+2
Extremely large (like a house)	+3

You can also use these target sizes to take into account something that is partially hidden. If you use these target sizes to aim at a particular body area, if the area is *less vital* (like an arm or a leg), any damage that gets through armor is *reduced* by the modifier, but lethal attacks always do at least 1 Hit. On the other hand, if the area is *more vital* (like the head), the damage applied after armor is *increased* by the modifier, but cannot do more than double the amount that got through armor.

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**EXAMPLE:** A successful -2 called shot to someone's arm would *reduce* the damage done after armor by 2, since you aimed at a spot less likely to kill. A successful -2 called shot to someone's head would *increase* the damage done after armor by 2, since you aimed at a spot more likely to kill.

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**Shotguns** - A shotgun can either fire one large bullet (a slug), or many small ones (shot). If you use shot, you get a number of attacks equal to the Damage of the weapon, but each attack only has a Damage of 1. Also, the number of attacks you get is reduced by half the difficulty for range, rounding up, but the difficulty itself is reduced by the same amount.

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**EXAMPLE:** A Damage 3 shotgun can either do one attack at a Damage of 3, or three attacks at a Damage of 1. If the target was 15 meters away (a difficulty of 3), then you would only get one attack at a Damage of 1, but it would also be 2 points easier to hit than normal.

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**Autofire** - Machineguns and similar weapons fire multiple times when you pull the trigger. Every point you exceed the difficulty you need to hit counts as 1 extra hit at normal damage.

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**EXAMPLE:** If after your rock-paper-scissors challenge you have a total of 5 and only needed to get a 4, then you get two hits with your autofire weapon.

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**Explosives** - Things that go "boom!" do their full damage where they land, and lose twice the difficulty for range against targets further away. Any armor that doesn't cover the whole body only gets half its value (rounding down) against explosives.

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**EXAMPLE:** A grenade has a Damage of 3. At a range of 4 meters (Difficulty of 1), it loses 2 points and only does a Damage of 1.

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# EABA

**Melee combat** - Which includes brawling and the like. Melee combat is usually an opposed task. You are using your total against that of your foe. If the totals end up as a tie, both sides are able to block or parry the other's attack. If one side ends up with a higher number, then that person gets an attack through the other's defenses. There are two exceptions to this:

- 1) If a person is dodging, a tie result means that they did not block or parry, but avoided the attack completely. For instance, you might not want to block if the other guy has a sword and you don't.
- 2) A shield gives a person a +1 to their total, but only for defensive purposes. So, if that player loses by 1, instead of them being hit, their shield is hit. Shields have Hits, and damage that goes through their Armor and removes all their Hits will destroy the shield and render it worthless in combat. Armor and shields only lose 1 Hit each time they are penetrated.

You can make two melee attacks in a turn, but you have to decide this *before* making the first attack, since each attack will take a -1 penalty. If you declare that you are only acting defensively (blocks and dodges only), you only take penalties on your skill for each check *after* the first, and you can make as many checks as you want.

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**EXAMPLE:** If you had a melee skill total of 5 and decided to attack twice, you would get two attacks at a skill total of 4. If you decided to just act defensively, your skill total would be 5 against the first attack, 4 against the second, 3 against the third, and so on.

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▼ **DAMAGE & ARMOR** - Ranged weapons have a fixed damage number, like a 9mm pistol has a Damage of 2. Punches do non-lethal damage of the attacker's Strength minus 1, while kicks do the attacker's Strength, but take a -1 penalty to hit. Melee weapons generally do lethal damage based on Strength with some penalty or bonus.

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**EXAMPLE:** An adventurer with a Strength of 3 wielding a knife with a Damage of Strength-2 would have a weapon with a Damage of 1.

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Damage is compared to a target's Armor. If the Damage is a type the Armor is not meant to stop, the Armor is reduced by 1. If the Damage exceeds Armor, you take Hits of the difference, with a rock-paper-scissors challenge applied.

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**EXAMPLE:** If an attack with a Damage of 3 strikes an Armor of 2, then 1 point gets through. A rock-paper-scissors challenge can alter the result by up to  $\pm 2$ , so a result of -2 or -1 means the adventurer takes no damage. A result of 0 means they take 1 Hit, while a result of +1 or +2 means they are hit someplace serious and take more than 1 Hit of damage.

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**EXAMPLE:** A bullet with a Damage of 2 striking an Armor of 2 does nothing. Only Damage that exceeds Armor initiates a rock-paper-scissors challenge.

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Bear in mind that this means an attack with a Damage of -1 can still do 1 Hit to an unarmored target if it wins both rock-paper-scissors challenges.

**Armor effects** - Armor does *not* add directly together if you have multiple layers. An Armor of 2 or more in combination with another Armor of 2 or more simply counts as the better Armor plus 1.

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**EXAMPLE:** Hiding behind a table with an Armor of 2 while wearing an Armor of 2 counts as having an Armor of 3.

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**Hit locations** - Unless you specifically aim for a particular body part, you are assumed to hit a target somewhere in the torso. This has no special damage effect unless you aim specifically for the torso, which is a -1 to hit, but worth a +1 to damage that penetrates armor.

**Damage scale** - For reference, this is the approximate damage of several types of weapons. The melee weapons assume a person with a Strength of 2.

Weapon	Damage
Knife	0
Light pistol, shortsword	1
Medium pistol, longsword	2
Hvy. pistol, shotgun slug, greatsword	3
Rifle	4
Heavy rifle	5
Heavy machinegun	6
Anti-tank weapon	10+
Grenades	3
Explosives	5

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**Conversion**▲: Each point of **EABA**<sub>anywhere</sub> Damage is about 1d+0 of damage in **EABA**.

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**Damage effects** - Each 2 Hits you take makes everything you do 1 point harder to accomplish. If you take all your Hits in a combination of lethal and non-lethal damage, you are knocked unconscious. If you take all your Hits in lethal damage, you are dead or really close to it.

Hits can be lethal or non-lethal. You mark non-lethal Hits off with a single slash, like  $\emptyset$ . You mark lethal Hits off with an X, like  $\times$ . Lethal Hits always write over non-lethal Hits.

**EXAMPLE:** An adventurer who has taken 1 non-lethal Hit is struck by an attack that does 1 lethal Hit. Their Hits track now has 1 lethal Hit marked off and no non-lethal ones.

The modifier on the Hits track applies to Hits that would be done to the adventurer, as well as acting as a penalty on their actions.

**EXAMPLE:** An adventurer who has taken 2 Hits has a -1 to their actions, and Hits that would affect them are also reduced by 1. So, if this adventurer were struck for 2 lethal Hits, they would only take 1.

However, this does not prevent lethal attacks from doing 1 Hit anyway, so if the adventurer in the previous example were struck for 1 lethal Hit, they would take 1 lethal Hit.

**Stunning** - If an adventurer takes their Will or more in Hits in a turn, they are stunned. A stunned adventurer cannot attack, though they can move, dodge and act defensively. However, a stunned adventurer's first action in any turn must be to try to recover from being stunned. This is a Will check against a difficulty of 1, bearing in mind that the adventurer's Will total is probably reduced by their injury. The adventurer's total is increased by 1 for each turn after the first, so they will *eventually* recover from being stunned. You can only suffer from one stun effect at a time.

**Healing and recovery** - Adventurers can make a challenge with their injury-adjusted Health against the number of Hits they have taken. For non-lethal Hits, they can do this once per hour. For lethal Hits, they can do it once per day. Success means they heal back 1 Hit of the appropriate type. Failing by losing both challenges means the person takes an additional Hit of the appropriate type.

For lethal Hits, trained medical care with a skill total of the patient's normal Health or more is a +1 to the injured person's total, and a quality medical facility is another +1.

## EABAnywhere

▼ **POWERS** - For **EABAnywhere**, the power system is greatly condensed from the full **EABA** rules. Powers are bought like a skill, and this skill adds to your Sorcery skill total, the only case in **EABAnywhere** where two skills add together. You have to have Sorcery as the ability to use powers, and each power you know is represented by a particular skill.

**EXAMPLE:** An adventurer with a Will of 3, a Sorcery skill of 1 and "fireball" skill at 1 has a skill total of 5 for invoking fireballs.

The effect you get from a power, whether it is Damage or something else, is based on your *current* level of Fate.

**EXAMPLE:** If the previous adventurer had a Fate of 3, they would lob fireballs with a Damage of 3.

Successfully using a power is done by an appropriate sort of resolution. A fireball might be aimed like a ranged weapon, and thus be affected by range, movement, dodging and so on. A telepathic power might have to match a difficulty of the target's Will and range, or telekinetic bonds match a difficulty of the target's Strength and range. If the power is successful, it activates and hits. Otherwise, the power misses unless the user failed by losing both rock-paper-scissors challenges, in which case the power fizzled and didn't even go off.

**Creating a Power** - Powers will fall into one of the following categories:

Control/Block	Sense/Confound
Harm/Restore	Enhance/Detract
Alter	Move

There are four categories that have a thing and its opposite, and two others that are their own opposite (like moving something backwards can stop it from moving forwards, or something that can be altered one way can be altered back the other).

You create a power or suite of powers by doing two things: You determine the scope of the power, and the finesse needed to get the effects,

First, you choose the main category the power falls into. Then, you decide the breadth of your training. The number in parentheses is the number of effects you will know.

Scope	Fate effect
Very broad(5)	-2
Broad(4)	-1
Normal(3)	+0
Specific(2)	+1
Focused(1)	+2

**EXAMPLE:** So, if you wanted to be able to do a wide variety of Harmful fire magics, you would take a -2 on your Fate when determining the Damage of any particular effect. However, you would be able to create five effects, to have effects for almost any situation, from a cutting torch to a wall of fire to a room-filling fireball.

**EXAMPLE:** On the other hand, if all you wanted to do was a firebolt, you would say it was a Focused ability, and the Damage you get would be your Fate+2.

If the effect or effects you want are covered by more than one scope, you apply the scope modifier again to that particular effect.

**EXAMPLE:** A room-filling fireball is a very broad effect compared to a firebolt, since it can hit everyone in the room at once. The exploding fireball ability would have an effect 2 points less than the rest of the power, for total effect of Fate-4 (-2 for the broad scope of the fire powers, -2 more for affecting several targets). On the other hand, the fiery finger that can cut through steel, but only at fingertip range, is very focused. That ability might be at 2 more damage compared to normal, for a total effect of Fate+0 (-2 for the broad scope of the fire powers, +2 for being very limited).

If the effect of a power/suite of powers crosses the line between the categories, the effect takes a further -2 for each aspect so affected, and any given power suite cannot do both sides if it has a listed opposite.

**EXAMPLE:** Being able to fly is a Move power. Being able to teleport would be a Move power and maybe an Alter power. A fire mage who does damage cannot use that power suite (harm/restore) to heal things.

**Finesse** - You can use your skill to alter the level of effect of a power. Each -1 to your skill total that you take will increase the Fate effect by +1, and conversely, you can get +1 to your skill total by decreasing the Fate effect by -1.

**EXAMPLE:** If a target is very hard to hit, you might fan your firebolt out a little bit, reducing its damage, but increasing your chance to singe someone. Or, if you really needed to hurt a tough foe, you might take a reduced chance to hit for a little extra damage.

**Power guidelines** - A more or less permanent change to something (other than that caused by damage) would be a -2 Fate effect, and even this would only last as long as it would take damage of that amount to heal. Effects of powers are *not* cumulative. You have to exceed a previous effect to increase it. So, a power to alter someone's Strength cannot stack on top of another one. You would have to do a stronger effect, and only the strongest one would count.

Powers in a gizmo like a ring or potion require a separate Enchantment skill and lots of time to make, and are left to the gamemaster to make available as needed.

Powers will reach a natural equilibrium in a gameworld. But what that equilibrium is depends on what powers the gamemaster allows and how the average person perceives them.

**Conversion**▲: In **EABA**, each specific power is a separate skill. Since a power in **EABA** anywhere represents about 10 **EABA** skill points, the **EABA** adventurer can have two powers at +0d skill for each **EABA** anywhere power or power suite they have.

▼ **EXPERIENCE** - Players gain 2 Experience for a short adventure (one session), 4 for a medium length one (a long session or a few normal ones) and 6 for an epic adventure. Clever roleplaying, astounding tactics, heroic actions and such are worth 1 extra point each at gamemaster discretion. Wealth, booty, status, reputation and the like can be acquired with experience, or they may be side effects that the gamemaster eventually awards at no cost in Experience.

It takes 10 Experience points to get a new skill at a level of 1, double this for each level you already have (so improving a level of 2 to a level of 3 would be 40 experience points!). It takes 20 Experience points to improve an Attribute by 1 level and 10 Experience points to buy 1 point in a Trait or buy off 1 point of a negative Trait.

## ASSORTED STUFF

NAME	DAMAGE	SHOTS	WEIGHT	COST	ARMOR	HITS	NOTES
Knife	STR-2	-	0	-2	1	1	
Shortsword	STR-1	-	1	-1	1	2	
Longsword	STR+0	-	1	0	1	2	
Greatsword	STR+1	-	2	1	2	2	Uses both hands (cannot use a shield)
Spear	STR-1	-	1	-1	1	2	Can be thrown(range of 3) for STR-1 damage
Axe	STR-1	-	1	-1	1	2	Can be thrown(range of 3) for STR-1 damage
Crossbow	2	1	1	-1	1	2	Takes 2 turns to reload
Medium pistol	2	10	0	0	1	2	Takes 1 turn to reload
Shotgun	3	6	2	0	1	3	Takes 1 turn to reload 1 shot
Assault rifle	4	30	2	1	1	3	Autofire, Accuracy 1, takes 1 turn to reload
Flintlock pistol	1	1	0	-1	1	1	Takes 10 turns to reload
Flintlock rifle	3	1	2	0	1	2	Has Accuracy 1, takes 10 turns to reload
Leather armor	-	-	2	0	1	6	Weight-1 & Cost-1 for only head/torso or arm/leg
Chainmail armor	-	-	3	1	2	6	Weight-1 & Cost-1 for only head/torso or arm/leg
Plate armor	-	-	4	2	3	6	Weight-1 & Cost-1 for only head/torso or arm/leg
Small shield	-	-	1	-1	2	3	Provides +1 to defense total
Large shield	-	-	2	0	2	5	Provides +1 to defense total
Bulletproof vest	-	-	1	0	2	3	Covers torso only
Hvy. bulletproof vest	-	-	2	2	4	4	Covers torso only
Bulletproof helmet	-	-	1	0	3	2	Covers head only
Backpack	-	-	1	-1	0	3	
Camping gear	-	-	2	1	0	3	Counts as Armor 1 when packed away
Living expenses, 1 week	-	-	-	-2	-	-	In your hometown
Travel expenses, 1 week	-	-	-	0	-	-	While on the road
Motorcycle	-	-	-	2	1	8	Base move of 12, Strength of 5, seats 2
Car	-	-	-	3	1	12	Base move of 10, Strength of 6, seats 4
Horse	-	-	-	2	0	12	Base move of 6, Strength of 5
Cheap gizmo	-	-	0	-2	1	1	Flashlight, first aid kit, canteen, rations, etc.
Average gizmo	-	-	0	0	1	1	PDA, potions, etc.
Expensive gizmo	-	-	0	2	1	1	Laptop, spellbook, etc.

<b>EABAnywhere™</b>		<b>Hits</b>	<b>Starting points:</b>	/	<b>CHEAT SHEET</b>
<b>Name:</b>	○○○○○○○	○	<b>Experience gained:</b>		<b>Task is:</b>
<b>STRENGTH</b>	○○○○○○○	○ -1	<b>Traits:</b>	<b>Points</b>	<b>Difficulty</b>
<b>AGILITY</b>	○○○○○○○	○		±○○	<b>Very easy(4m)</b> 1/3
<b>AWARENESS</b>	○○○○○○○	○ -2		±○○	<b>Average(8m)</b> 2/6
<b>WILL</b>	○○○○○○○	○		±○○	<b>Challenging(15m)</b> 3/9
<b>HEALTH</b>	○○○○○○○	○ -3		±○○	<b>Formidable(30m)</b> 4/12
<b>FATE</b>	○○○○○○○	○			<b>Heroic(60m)</b> 5/15
<b>Dodge</b>	○○○	○ -4	<b>Gear:</b>		<b>Superheroic(125m)</b> 6/18
<b>Base move</b>	○○○○○	○			<b>Impossible(250m)</b> 7/20
<b>Carry</b>	○○○○○○○	○ -5			<b>Resolution:</b>
<b>Brawl</b> ○○○	<b>Merchant</b> ○○○				<b>Your total: Attribute(+ Skill)</b>
<b>Melee</b> ○○○	<b>Tech</b> ○○○				<b>Unskilled task: use Attribute - 1</b>
<b>Shoot</b> ○○○	<b>Medicine</b> ○○○				<b>Do rock-paper-scissors twice and add your wins/losses to total.</b>
<b>Hvy. wpn.</b> ○○○	<b>Sorcery</b> ○○○				<b>Damage:</b>
<b>Ride</b> ○○○	<b>Psych</b> ○○○		<b>Powers:</b>		<b>Rock-paper-scissors with Damage that exceeds Armor, take the total as Hits. Subtract Hits penalty from tasks and future Hits taken.</b>
<b>Climb</b> ○○○	<b>Language</b> ○○○				
<b>Sneak</b> ○○○	<b>Culture</b> ○○○				
<b>Burgle</b> ○○○	<b>Scrounge</b> ○○○				
<b>Science</b> ○○○	<b>Run</b> ○○○				

print it out, fill it out, cut it out, fold on the lines and stuff it into your wallet...

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