EGO
ENDLESS GAIMING OPTIONS

PLAYTEST VERSION 1.2

By Tom Doolan

SIX
SHOOTER
GAMES

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Playtesters

If you would like to see your name here, please use these rules for any genre or game you like. And then send me an email and let me know what you thought of them. Tell me what you found lacking, what you added, what you changed, and what kind of game you played.

Be sure to include the names of all of the people in your playtest group. All names will be listed here in the final version, and those persons will receive a large discount on a printed copy, should they wish one.

-Tom Doolan
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INTRODUCTION

What EGO is…

EGO is a generic role-playing system that can be used to simulate just about any role-playing setting, from Fantasy to Science Fiction to Superheroes.

What EGO isn't…

EGO is not a simulationist game. The level of realism is very low. It is intended to be a way to resolve combat and other actions quickly so as not to impair the pace of a story.

Getting Started

First, some key concepts should be introduced, so that when they are referenced later on, there will be no question as to the meaning of each.

Player: You. The person pretending to be someone else for a short time.

Game Master: Also called the "GM", this person leads the Players and their characters through the world of their adventure. He plays the parts of those met by the characters, and mediates the use of the rules and dice.

Character: The person that each player "pretends to be" in the game. Represented by a few numbers and descriptions.

NPC (Non-Player Character): These are the people the characters meet and sometimes oppose in the game. They are controlled by the GM.

Dice: EGO uses one kind of die, the standard 6-sided die (d6). You can pick up a pack of these at just about any game store, drugstore, or anyplace that might sell standard playing cards, for about a buck (as of this writing). You will need at least 4, although a handful of about 10 or so is better. In the game you will be asked to roll certain number of these dice, represented by a "#d6" where the "#" represents how many dice you need to roll, such as 2d6, 6d6, etc.

Abilities: These are represented by numbers which measure the character's natural physical and mental capabilities.

Skills: As the name implies, these are the things that the character knows how to do.

Adventure: The "story" that the GM takes the players through. It is the narrative that the GM and Players cooperatively tell, with the characters as the stars.

Other terms will fall in as they are needed. Suffice it to say that this game involves the creation and evolution of a fictitious person, and making that character live and breathe in a fictitious world.

A note on Gender: This game uses the masculine pronouns of he/him/his for reference. This is not meant as a bias towards the male of the human (or any) species. Rather, it is used as a generic term to avoid any complications.

CHAPTER 1: CHARACTER CREATION

The first thing that you, as a player, need to do is create a character. This is the persona you will take on in the game your Game Master (GM) will take you through. Creating a character is a simple step-by-step process. However, depending on the game and the experience level of your playing group, as well as the preferences of the GM, this process may vary from group to group, and game to game. Presented below is the standard method of creating a character. Later in this book, there will be some ideas for how to modify this system to fit your own tastes and those of your GM.

Step 1: Abilities
Each Character starts with a certain number of Character Build Points (CBPs) to use for Abilities and Skills (the default is 100). Each point put into an Ability Score costs 3 CBPs.

The upper limit to Abilities is 16. However, some settings may allow ranges beyond that, based on non-human races and such.

Below are the four Abilities and what they mean:

Muscle: The character's overall physical strength and health. You can consider this the amount of muscle the character has, and how good of shape those muscles are in. Muscle effects the amount of damage you do in hand to hand combat, as well as how much a character can lift or carry.

Agility: This is a general ability that measures the character's agility, manual dexterity, reflexes, and hand-eye coordination. This ability effects how well you fight, as well as how well you perform actions that require a certain amount of finesse and acute ability.

Intellect: This is your character's mental powers of reason, intuition, learning ability, and memorization capacity. In some settings it will also effect certain abilities such as the use of Magic or Psionics. Players will often be called upon to test their character's Intellect ability to determine if the character knows something that the player doesn't.

Vitality: This is your character's overall resistance to pain and injury. In some game systems, this could be considered the same as "hit points." In EGO this represents how much damage a character can take before they succumb to death (at 0 Vitality).

Vitality is also used to determine the character's Stun points. This is the amount of non-lethal damage a character can withstand before falling unconscious (at 0). To determine a character's Stun points, multiply his Vitality times 2. The effects of Vitality and Stun damage are explained under **COMBAT**.

Montage of character developing.

Dice Ratings

Each Ability has a Dice rating. This is the number of dice added to a Skill rating (see next chapter) when a skill related to that Ability is used. This represents a character's natural ability to use a given skill, or perform a certain action. Dice Ratings are based on the score of the Ability, using the following table:

Score	Dice Rating
0-3	1
4-6	2
7-9	3
10-12	4
13-15	5
16+*	6 +

* Add +1 to the Dice Rating for every 2 points thereafter

Ability Dice Ratings can also be used as a dice pool to perform an action normally covered by a skill. In this instance, the difficulty of the action may be increased by one, reflecting the character's lack of skill and/or training. The GM is free to make this call.

Advantages/Disadvantages

Advantages and Disadvantages are ways to customize a character by making him better in some areas and/or not so good in others.

Advantages cost 2 Character Build Points each. Often a single advantage can be taken multiple times, with the benefits stacking. Generally this is limited to three times. However, a GM may wish to modify this one way or the other.

Disadvantages will grant a character bonus CBP's to use on skills and attributes, or even Advantages. Disadvantages will hinder a character in certain situations, but may not effect the character in any other way. For each Disadvantage taken, the character gains 2 bonus CBP's. Just like Advantages, Disadvantages can sometimes be taken more than once each. Again, the GM is the final arbiter on this.

Below is a list of common Advantages and Disadvantages, along with a brief description, and any special rules. This list is meant as a sample, and GM's are encouraged to

work with Players to add to it in order to customize **EGO** for each specific game.

Advantage	Description	Special
Lucky	Player may add 1 success to any single roll in a gaming session.	May be taken up to 3 times, for use on 3 separate rolls.
Attractive	Re-roll a single failure die on any rolls when dealing with a member of the opposite sex.	May be taken up to 2 times.
Agile	Re-roll a single failure die on any Agility-based rolls.	May only be taken once.
Stout	Re-roll a single failure die on any Vitality-based rolls.	May only be taken once.
Personable	Re-roll a single failure die when trying to persuade an NPC (stacks with Attractive/Unattractive).	May only be taken once.

Disadvantage	Description	Special
Unlucky	GM may subtract 1 success to any single roll in a gaming session.	May be taken up to 3 times, for use on 3 separate rolls.
Unattractive	Re-Roll a single success die on any rolls when dealing with a member of the opposite sex.	May be taken up to 2 times.
Clumsy	Re-Roll a single success die on any Agility-based rolls.	May only be taken once.
Frail	Re-Roll a single success die on any Vitality-based rolls.	May only be taken once.
Offensive	Re-Roll a single success die when trying to persuade an NPC (stacks with Attractive/Unattractive).	May only be taken once.

Karma Points

Karma represents the good fortune that heroes generally enjoy. They are there for use in emergencies, when skill just isn't enough, or when failure is not an option.

A character begins play with a number of Karma points equal to the total of all of his Dice Pools for his basic attributes.

For example, Dirk Simmons has the following attributes and subsequent dice pools: Muscle 10 (4), Agility 8 (3), Intellect 9 (3) and Vitality 12 (4). Adding the dice pools together, Dirk begins play with 14 Karma points.

This may seem like a lot, but through the course of a particularly harrowing adventure, these can be burned up rather quickly. There are several ways Karma can be used. GM's are encouraged to come up with new ways, using the following as guidelines.

Add to a dice pool – During any given round, a character may spend up to 3 Karma points to add that number of dice to a pool for a single roll.

Change a failure to a success – By spending a Karma point, a player may convert a failure on a single die (roll of 1-4) to a success. Only one point can be spent this way per round.

Perform extra actions – For each Karma point spent at the beginning of a round, a character gains an extra Action Point for that round.

Someone dodging a missile weapon.

Regaining Karma

Karma points are received during an Adventure for being brave and performing heroic actions. There are no hard and fast rules for what this entails. So, the GM must use his best judgment. Generally, no action should yield more then two Karma points. These "on the spot" awards, are given immediately. Additionally, if a player describes a particularly heroic action he is about to attempt, a GM may award the point(s) before the roll, essentially allowing the Player a freebee.

Bonus Karma points will also be awarded at the end of a session for actions taken during that session only. If a session is played wherein no truly heroic actions are taken, it would be natural that no Bonus Karma points are awarded.

CHAPTER 2: SKILLS

Every player character starts the game with some Skills. After the character's abilities are assigned, the remaining CBPs are used to distribute among the skills the character is to have from the game-specific list.

To buy levels with CBPs, a character spends a number of CBPs equal to the new rating for each level bought. For example, buying a skill at level three would cost 6 CBPs (1 for level 1, 2 for level 2 and 3 for level 3). Although there is technically no limit to how high a character's rating in a given skill can get, the game itself (as well as the desires of the GM) will impose "limits" to something within reason.

Skill levels represent the number of dice rolled in a test of that skill, referred to in the last chapter as a Dice Pool. This Dice Pool is a total of dice equal to the number of levels a character has in a given skill, plus the Dice Rating of the Skill's related Ability. There is no official limit to how high a character's Dice Pool can get. However, GM's may wish to set standards. Once a Character reaches a certain level of expertise, the GM may wish to retire the character, or just not allow him to advance in that skill any more.

Skill rolls are based on a number of successes rolled on the Skill Rating roll. This is determined by rolling the dice in a Pool, and counting the number of 5's and 6's. These are considered successes. If none are rolled, the character can be considered to have "failed" his attempt. There are two types of Skill Rolls, Opposed and Unopposed.

Opposed Rolls are made when a character pits his skill directly against that of another character or NPC, usually in the case of Combat. When this happens, the two characters roll their respective Dice Pools, and the character with the most successes wins. If no successes are rolled by either side, nobody wins. If a tie is rolled, the GM can either determine that both were successful, or he may ask for a re-roll, depending on the situation, and the Skill being tested. For more detail on this aspect, see the chapter on **COMBAT**.

Unopposed rolls are made when the character is putting one of his skills to the test. When this is the case, the GM decides the Difficulty Rating (see below), and the player must roll that number of successes or more on his roll.

Difficulty Ratings

Whenever an action is attempted, the GM must first decide how difficult the task is. Then, based on the Rating, a certain number of successes is required in a roll to test the character's ability to perform the task in question. There are six basic difficulty ratings:

Automatic: These are the everyday mundane tasks associated with any given skill. Using Driving as an example, the Automatic rating can be likened to driving to the office. Each day literally millions of people do it without incident. This Rating requires no roll to determine success.

Easy: These are the tasks that require a bit of skill, but not much. Swerving to avoid a pothole on a not-so-busy road would require a roll with Easy difficulty. This Rating requires only 1 success in a dice pool roll.

Moderate: These are the tasks that require a bit more skill. Swerving to avoid a car crash in front of you would be a Moderate test of your Driving skill. This Rating requires 2 successes in a Dice Pool roll.

Hard: These are the tasks that require some major skill. Swerving to avoid an accident on a busy road, while driving 70 mph would be a Hard test of your skill. This Rating requires 3 successes in a Dice Pool roll.

Very Hard: These are tasks that are so difficult that a bit (or even a lot) of luck is needed in addition to some major skill. Swerving to avoid an accident during rush hour while driving 90 mph and being chased by machine-gun-firing bad guys would be Very Hard, to say the least. This Rating requires 4 successes in a Dice Pool roll, based on the judgment of the GM.

Near Impossible: This category is reserved for especially difficult tasks. The number of successes will vary depending on how the GM sees the situation.

Specialties
Some Skills have one or more Specialties. These are specialized sub-skills related closely to the base skill, and are gained by spending CBPs as if they were separate skills.

When using a Specialty, treat it as if it were a skill unto itself. Do not add the base skill levels to the check. Additionally, do not add the character's related attribute to the Specialty rank.

Specialty Progression
Specialty levels cannot be gained without the character having a greater number of levels in the base skill. This applies during Character Creation and through the use of Experience.

Example: Martial Arts is a Specialty of the Hand-to-Hand Combat Skill. If a character takes 3 levels in HtH, he cannot take more than 2 levels in MA. When the character gains experience, he must first raise his HtH to 4 before he can raise his Martial Arts to 3.

Picture depicting someone using a non-combat skill. Perhaps picking a lock or working on a computer.

SKILL LIST

Below is a sample list of skills available in the EGO game. This list is by no means complete, but it does provide a basic list to which the GM and Players can add as the setting demands. Each Skill listing has the name of the Skill, the related Ability in parenthesis, and a brief description of the Skill.

Acrobatics (Agility): The ability to perform flips, jumps and tumbling maneuvers.

> **Breakfall:** Breakfall is the character's ability to roll when he lands, avoiding injury. Roll the dice pool for this specialty as if it were Damage, and subtract the total from the damage taken from a fall.
>
> **Tumbling:** In hand to hand combat Tumbling allows the character to make himself a harder target to hit. Add the number of successes on a Tumbling check to his TN for that Round.

Area of Knowledge (Intellect): A catch-all skill that represents knowledge on a particular subject such as Literature, Law, Games, one's Homeland, and the like. When this skill is taken, the player must designate which area it represents. This skill can be taken as many times as the player wants.

Climbing (Muscle): The ability to climb vertical surfaces and structures. The difficulty is based on what is being climbed, and if any tools are being used to assist the character.

Crafting (Intellect): Crafting is the ability to create objects from mundane materials. This category includes such things as blacksmithing, wood-carving, bow making and the like. The more complex and high quality the desired outcome, the higher the difficulty, and the more time consumed.

Demolitions (Intellect): The safe and effective use of explosives, including the ability to set and disarm mines and bombs. The difficulty will depend on the complexity of the task being attempted.

Engineering (Intellect): The ability to design and build structures such as buildings and bridges. Also allows the character to determine if such a structure has any weak points.

Gun Combat (Agility): The use of small arms, from a pistol to an assault rifle.

> **Fast Draw:** Add this dice pool to the Initiative roll for the first round of Ranged combat. Drawing a weapon takes no action points (normally it takes 1 AP to draw a weapon).

> **Sharpshooter:** Add one die to the Gun Combat pool for each level when shooting at Medium, Long or Extended range.

Gunnery (Agility): Covers the operation of crew-serve weapons, (i.e. weapons that require more than one person to operate), and weapons mounted on vehicles and buildings, including remote and turret weaponry.

Hand-to-hand Combat (Agility): Covers all unarmed close-quarters combat.

> **Martial Arts:** The character can add his level in MA to either his Attack or Damage dice pools (or both, if he has enough to split) when attacking unarmed.

Heavy Weapons (Muscle): The use of weapons of mass-destruction, such as incinerators, grenade launchers, and rocket launchers.

Language(Intellect): The ability to speak, read and write a foreign language. The player may add a bonus level to this ability, if he designates that he only speaks the language, and cannot read or write it.

Mechanical(Intellect): Ability to maintain and repair complex mechanical devices such as firearms, vehicles, generators and robots.

Medical (Intellect): This skill is basically first aid at low levels, but at high levels it can represent the abilities of a skilled surgeon or

medical researcher.

Melee Combat (Agility): Covers all armed close-quarters combat. Muscle Dice are added to the Damage rating of weapons used in Melee Combat.

> **Melee Weapon:** Designate a specific weapon. When attacking with that weapon, the character can add his MW skill to either his Attack or Damage dice pools (or both, if he has enough to split).

Pilot (Agility): The ability to operate a particular class of vehicle, such as Ground

Vehicles, Air Craft, Water Craft, or Space Craft. This skill is taken once for each class of vehicle.

Science (Intellect): Advanced knowledge of a particular scientific field such as Biology, Physics, Astrophysics, Psychology, or Anthropology. When this skill is taken, the player must designate which discipline it represents. This skill can be taken as many times as the player wants.

Social Skills (Intellect): Social skills allow a character to interact with other characters in ways that are beyond the role-playing aspect. When using a Specialty of this skill, you may re-roll a single failure on Skill Check for that Specialty. This will stack with any Advantages or Disadvantages that may affect this skill (such as personable/Offensive, etc…).

> **Persuasion** – This can be considered your "poker face." Use this specialty when lying, bluffing or otherwise attempting to persuade another person through words alone.

> **Intimidation** – This can be affected by several factors, such as actions, appearance, size, etc. Use this specialty when trying to persuade another person through force of will or intimidating actions.

> **Diplomacy** – Being able to use natural abilities, such as tact and a personable demeanor, can be very advantageous when dealing with someone who is hostile. Use this specialty when trying

to persuade someone to change their mind about an idea that they would normally not agree with. When dealing with someone from a different culture, a successful use of a relevant Knowledge skill (or raw Intellect) will add aid. Add a number of dice to the Diplomacy pool equal to the number of successes on the Knowledge check.

> **Seduction** – This is the art of gaining the confidence and affection of a member of the opposite sex. Use this specialty when the end result would be an intimate encounter. A successful use of this skill will reduce all other Social Skill checks against this single target.

Stealth (Agility/Intellect): The ability to hide, move silently, or otherwise avoid detection. This also represents a character's ability to follow or shadow someone. When using this skill in such a manner, use the character's Intellect as a base, rather then his Agility.

Survival (Intellect): Knowledge of survival techniques in dangerous environments, including the ability to locate and catch/gather food, construct shelter, and conserve resources.

Technical (Intellect): Knowledge of highly technical systems and information, such as electrical engineering, computer operation and programming, communication systems, and sensors. When this skill is taken, the player must designate which discipline it represents. This skill can be taken as many times as the player wants.

CHAPTER 3: SPECIAL EFFECTS

Special Effects is a term for abilities beyond the normal scope of man. These can include superpowers, magic, Psionics, and mutant abilities, among others. In EGO, all of these categories work in the same basic way.

Below is a list of some of the more common "effects" found in any one of the above mentioned genres. This list is by no means complete, however it should form a good basis for an inventive GM to create his own additions, based on the nature of the game he is running.

The list has been divided into four separate categories. Each ability has a Maximum Rating and an Effect Description. All Effects have a starting Rating of 1d. The description for each Special Effect has been left intentionally vague, allowing GMs a maximum amount of leeway when determining the exact effects of a power/spell/etc.

Physical Alteration
These abilities effect the character himself, or his intended target, depending on whether it taken as a spell effect or a power.

Effect	Max	Description
Natural Weapon	4	Slashing/Puncturing weapons (claws, etc.).
Body Armor	15	Thick skin, scales, plates, etc.
Morphing	15	Ability to assume another shape of the same mass.
Shrinking/Growth	15	Ability to change size and mass at will.
Enhanced Muscle	n/a	Added strength and physical toughness.
Enhanced Agility	n/a	Added agility and dexterity.
Enhanced Vitality	n/a	Added physical resilience and damage capacity.
Super Speed	15	Ability to move faster than normal, up to the speed of light.
Flight	n/a	Ability to fly unassisted, up to the speed of light.
Special Vision	n/a	X-ray, telescopic, infrared, etc. Choose one.
Regeneration	15	Heal the number of successes on a Rating Roll each round.

Mental Control
These abilities represent a character's ability to control things with his mind, including other people's minds.

Effect	Max	Description
Telepathy	15	Ability to transmit and receive thoughts.
Telekinesis	15	Ability to move things with one's mind.
Mind Control	15	Control the thoughts/actions of another.
Illusion	15	Ability to create illusions.
Enhanced Intellect	n/a	Added intellectual capacity.

Element Control
These abilities represent the character's ability to control a specific element or power source, such as electricity, magnetism, or the weather.

Effect	Max	Description
Fire	15	Ability to create/control fire.
Water	15	Ability to control water.
Air	15	Ability to control air.
Earth	15	Ability to control earth and minerals.
Weather	15	Ability to control local weather conditions
Magnetism	15	Ability to create/control magnetic fields.
Electricity	15	Ability to create/control electricity.
Light	15	Ability to generate/control light waves.

The Weird Stuff
This category covers those effects that don't anywhere else.

Effect	Max	Description
Energy Blast	15	Ability to create a blast of energy of unique origin.
Energy Absorption	15	Ability to absorb energy attacks rather than take damage.
Energy Deflection	15	Ability to redirect energy attacks.
Mimic	15	Ability to gain the Effect of another character for a limited time.

Picture depicting either a superhero or a mage.

How It All Works

Whenever a character with a Special Effect attempts to use his power, a Rating Roll must be made, just as if it were a skill, against a difficulty level. The difficulty will be based on the desired result of the Effect. If the Effect is being used in a simple, straightforward way, the difficulty will be low. If it is being used in a very specific way, or if it is being directly opposed, the Difficulty will be higher. Following are some exceptions:

1. Effects that have a time limit are generally limited to a number of rounds equal to the Maximum Effect Rating.

2. Effects that do direct damage use the Maximum Effect Rating as the damage dice.

Effect Sources
As was stated earlier, the Special Effects listed above can be used to simulate such things as

Superpowers, Magic, and the like. Below are the specific rules for doing so.

Superpowers

The hallmark of comic book style super hero games, Superpowers are those inhuman abilities granted the character through genetics, accident, experimentation, or technology. Any of the Effects listed above could be used as a Superpower. When running a campaign in which such abilities are prevalent, the GM must make an addition to the basic rules. When the character is in the "Skills" section of creation, the player may elect to buy the "Superpowers" skill. For each Skill Level the player puts into the Superpowers skill grants him 2 Power Rating Levels in any power(s) he wishes to give the character. Initially characters are limited to no more than 5 Superpowers at creation, each with a power level limit of 6, but this can be added to through experience in the same manner as if the Power Rating Levels were Skill levels.

Example: If a character has 3 skill levels in Superpowers, he can have 6 Power Rating levels in one Effect, or 2 PLs in one, and 4 in another, etc...

Additionally, Superpowers could be used to simulate the exceptional abilities of alien/fantasy/mutant races in non-superhero games. For instance, when making a troll for a fantasy game, the GM could opt to give it a few levels in Enhanced Muscle and Regeneration, to represent the exceptional abilities of that race.

Magic

Spells are what separate Fantasy from History. The presence of magical forces are the cornerstone to truly exciting fantasy stories. When using Special Effects as spells, the following system applies:

The character has to take the added skill of Magic. This grants the added attribute of Magic Pool. His Skill level is the limit of his ability to manipulate his spells. For each level of Magic skill, the character is granted 2 initial spells (Effects) that he knows. He can cast these spells as many times as he has the required magic points in his Magic Pool.

The character's initial Magic Pool is equal to his Intellect rating, plus his Magic Skill levels. This can be added to with experience. This Pool is the number of points a character can spend to cast spells. For each point spent the caster can put 1d into a Special Effect. The points in the Magic Pool are regenerated through sleep at a rate equal to the character's Vitality/4 per hour of sleep.

The GM is welcome to add extra rules such as casting time, spell components and gestures, or whatever he feels will add to the flavor of his game.

Psionics.

Psionics

Psionics is the ability to use the power of the mind to manipulate one's environment. The rules for Psionics are very flexible. Psionics uses the same system as magic. The character has a Psionics Skill, and a Psionic Pool. The pool is regenerated through sleep, just like Magic.

The GM may wish to divide the Effects into "Psionic Disciplines" and only allow a character to know one discipline for each

Psionic Skill he takes. The Discipline will have a list of Effects of similar purpose and origin.

Other Sources
Most other sources, such as mutations in a post-apocalyptic setting, can be seen as just specific uses of the above systems. With a little work, the rules presented in this section can be added to, taken away from, or modified to fit the flavor of just about any campaign style and setting.

Mixing and Matching
As can be seen by the descriptions of each Source listed, a single game could conceivably have all three (or more) types of sources. And each could work just as well within the framework of the game.

Special note on "Enhanced" effects
When a Special Effect Enhances one of the base Abilities (Muscle, Agility, Intellect & Vitality) each level adds a single die to the base dice pool of that ability. For example, if a character has a Muscle of 16, he has a base Dice Pool for Muscle rolls of 3. If the character is a superhero with 5 levels of Enhanced Muscle, his base dice pool for Muscle rolls is 8.

CHAPTER 4: COMBAT

Invariably, there are those that will oppose your character(s) during the telling of their story. Often this will lead to combat. Combat in EGO is very simple at its core, and the same rules will apply to virtually all situations, including ranged and vehicle combat. Below are presented the basic rules for combat.

The Combat Round

In EGO, combat takes place in rounds. Melee rounds, or rounds where there is man-to-man combat, this is about 10 seconds of time. In other situations, this may be a bit longer. Each round has two basic phases: Attack and Damage.

Initiative

Before each round, all opponents decide who is engaging who. Then each character (or NPC group) rolls for initiative, and each party acts in numerical order from highest to lowest. For character initiative, roll a number of dice equal to the character's Agility Dice pool, and add the character's Intellect Dice Rating to the result. NPCs and Enemies will have an Initiative die in their description.

The Attack Roll

When an attack is made, the target must first make a defense roll. This is a straight Agility Rating roll. The number of successes rolled becomes the target number the attacker must beat (roll above) in order to score a hit.

Parrying

In melee combat, a Target may use a weapon to parry. In order to do this, he must have skill ranks in Melee Combat. When parrying, a character adds those skill ranks to his Defense roll (plus any additional ranks for a specialized weapon). However, Parrying takes 1 Action Point for that round. If the Target acted first, and used all of his Action Points, he cannot Parry. If he goes second or later, he uses one action point to parry, leaving the rest for his own turn.

Damage

Damage is then assessed based on the type of weapon used (see EQUIPMENT). If no weapon is used, use the Character's Muscle Dice Rating. Once damage is assessed, the round ends, and, if no one falls, the process starts over.

Action Points

Each character can perform a number of actions per round equal to the Dice Rating of his Agility attribute. Most simple actions cost 1 AP. Some complex or difficult actions may cost more.

If a character wishes to perform an action in one round that costs more AP's than the character has, he may perform that action alone, but at –1 die from his relative pool for each extra point above his AP rating.

Examples: A character with 3 APs can perform 3 punches, 1 punch and 1 kick (2 APs), or reload his gun (3 APs) in a single round. But if the character tried to pick a lock in a single round (5 APs) he could make a Lock Picking Skill check at –2 die to his pool.

Combat

Below is a list of typical combat actions and their basic descriptions:

Action	APs	Description
Punch	1	Basic punch; Roll HtoH Combat, damage is Muscle Dice Rating.
Kick	2	Basic Kick; Roll HtoH Combat, damage is Muscle Dice Rating +1 dice.
Block/Dodge	1	Roll HtoH Combat, add successes to the character's TN to be hit.
Shoot	1	Roll Gun Combat, Damage is according to weapon type.
Reload Weapon	2/3	Standard action; can do nothing else during this round. Small and medium weapons take 2 APs, Large Weapons take 3 APs.

APs are generally limited to actions attempted during combat. However, certain things such as using skills can also be assigned an AP value. The more complex the skill, the more APs it will require. As a general rule, if a skill use would take more than 10 seconds to complete, it has a base AP of 3, with a +1 AP for every 10 seconds of additional time required. By definition, certain skills will not fall into this category, such as those that require a protracted period of time to use.

Damage

When a character is hit, he takes damage. The amount of damage, and the overall effect on the specific character is based on three aspects: The Damage Rating of the weapon used, the amount of protection the character is wearing, and amount of Vitality the character has.

Damage Rating

Every weapon, from your basic fist, to a broadsword, to an assault rifle will have a Damage Rating. This is a number of dice that is rolled when a hit is scored with that particular type of weapon. Damage dice are rolled differently than other dice. The standard d6 is still used, but instead of counting the numbers at face value, they are halved before totaled.

Roll	Damage
1-2	1
3-4	2
5-6	3

Another way to determine this amount is to add the total of the dice and divide it by 2, rounding up.

Effects of Damage

When a character takes damage, his ability to perform skills and functions becomes impaired. Such impairments are based on the amount of damage taken versus the amount of Vitality the character has.

To determine the levels of impairment the character can sustain, divide his Vitality rating by four (4). Below is a table to illustrate the effects of each "level" of impairment:

Level	Impairment
1	-2 to initiative
2	-4 to initiative, +1 to all Difficulties
3	-6 to initiative, +2 to all Difficulties
4	Make a Vitality roll, Diff 3 to stay conscious.

Non-Lethal Damage

When a character is punched, or is stunned by a non-lethal weapon, he still takes damage in the same manner. However, this damage is recovered from at a much faster rate.

Recovery from Damage

Under normal conditions, a character recovers Vitality at a rate of one point per day. If the character does no strenuous activity for a day, he regains 2 points. If he is under the care of a medical professional, he regains 4 points per day of care.

Lost Vitality from Non-Lethal damage recovers at a rate equal to the character's

Vitality Dice Pool per round. For example, a character with a 17 Vitality would recover 3 points of Non-Lethal Damage per round, up to his maximum. However, if the character has also sustained lethal damage, his "maximum" is reduced by the amount of lethal damage taken. For example, that same character with a 17 Vitality has taken 5 points of lethal damage. He then takes 10 points of non-lethal damage, effectively lowering his vitality to 2. However, he wins the fight this round, so he is no longer taking damage. The next round he recovers 3 points of non-lethal Vitality. He will continue to do so until his Vitality reaches 12. From here out the character must recover lethal damage at the prescribed rates. As a general rule, characters will always recover non-lethal Vitality before they recover any lethal hits.

Other Effects

Knocked back – Typically, KB occurs when a character is hit with a large weapon, or something with a larger amount of force then the character has strength. To make it simple, a character will be knocked back 5' for every point of Stun damage he sustains above his Muscle score.

Stunned – When a character takes as many Stun Points in a single round as his Vitality rating, he is considered stunned. A stunned character cannot act for a number of rounds equal to the total Stun taken, minus the his Vitality rating. For instance, of a character

with a Vitality of 13 takes 15 Stun from a single attack, he will not be able to act for 2 rounds.

Knocked out – A character who's Stun Points are dropped to 0 or less loses consciousness. The duration of being knocked out is variable. He can be revived with a successful First Aid check (difficulty 2), or at the end of combat (no roll required).

Armor

Often times a character will be wearing some kind of protection, generically known as Armor. This could range from chainmail in a fantasy setting, to a flack vest in a modern setting, to a suit of power armor in a sci-fi setting.

Every type of Armor has just one attribute, Armor Rating. The AR of any protection represents the amount of damage that the Armor will stop. When a character who is wearing Armor is hit, damage is figured as normal. Then the AR of the Armor worn is subtracted from the total damage done, and the remaining Vitality is subtracted from the Character's Vitality score.

Although armor provides a lot of protection, it is rarely indestructible. Therefore, if any type of Armor stops a total Vitality equal to its AR in a single round, the AR is reduced by one. This is known as the Damage Threshold, and can be repaired at a later time, usually at a cost to the character.

ARMOR	AR	Special Properties	Cost
Padded	3	None	15
Leather	5	None	25
Studded	6	None	30
Scale	8	None	40
Chain	10	None	50
Plate	12	None	60
Ballistic vest	15	None	100
Ballistic Bodysuit	20	None	200
Powered armor	25	Double the damage threshold	1000

Ranged Combat

Ranged Combat is when you are firing a weapon of some sort at someone who is out of melee range. This type of combat is handled only slightly differently than melee combat. At its basic level, Ranged Combat is considered an Unopposed test of the relevant skill. Meaning that rather then the character and his target both rolling dice pools for their skill against each other, the attacker rolls against a difficulty number based on range and other factors.

To determine the basic Difficulty Rating of a ranged attack, consult the following Range Table:

Range	Difficulty
Short	1
Medium	2
Long	3
Extended	4

Additional factors will often effect the Difficulty of making a ranged attack. Below are listed some common factors, along with the effect they have:

Factor	Effect
Target behind cover	+2
Target Moving	+1
Target concealed/camouflaged	+1
Moving and firing	+1
Target unaware of attacker	-1
Using Targeting Device	-1

All effects are cumulative. No Difficulty Rating can be lowered below 1; there are no automatic hits in ranged combat. Damage in ranged combat is the same as normal, with Armor having the same effect.

Thrown Weapons

Some weapons and other objects can be thrown at a target. The mechanics for this are the same as for other ranged combat. However, the range increments for Thrown Objects are based on the Thrower's Muscle score.

The formula for determining how far any given object can be thrown is rather complex to look at. However, creating a small chart at character creation can help make it easier. It's best to use this chart as a gage to determine (using common sense) how far and accurately an object can be thrown. The formula is **[Max Lift / Weight of object] = Max Distance in yards (or meters)**. This will be the extent of Extreme range. Divide this number by four, and you have range increments to use for applying accuracy modifiers.

Example: A character with a Muscle of 15 has a max lift of 150 pounds. He is throwing an object weighing 10 pounds. His max distance is 150/10=15 yards, or 45 feet.

Additionally, some weapons and objects are made to be thrown, or at least lend themselves by design to be easier to throw. Such objects lower the Difficulty by one.

Automatic Fire

Some modern and futuristic weapons are capable of automatic fire. When a character uses this feature, they can choose to fire a Burst or Full Auto.

A Burst uses 3 rounds of ammunition. Burst fire reduces the character's dice pool by one, but a successful hit adds an additional die to the damage rating of the weapon.

Full Auto depletes 10 rounds or the remainder in the magazine, whichever is lower. It requires there to be at least 6 rounds remaining, and reduces the dice pool to hit by 3, but doubles the dice pool for damage of the weapon.

Automatic weapons of medium or smaller size have the option to use the Automatic ability or fire a single shot. Large weapons with this ability can only fire Burst or Auto.

CHAPTER 5: EQUIPMENT AND VEHICLES

One can't very well go adventuring in any setting without at least some kind of equipment, and this more often than not includes some mode of transportation. This chapter will detail how equipment works in EGO, and give you examples of various types of equipment.

OBTAINING EQUIPMENT

Each entry for equipment and weapons has a cost. This represents the relative value this item is worth in the prevalent genre.

To decide how much a character can "buy" the GM should determine an average amount for that genre, and assign that amount to the characters.

For example, in a "modern" setting, a character could be assumed to have roughly $5000 worth of equipment. Therefore, each character can buy that much equipment. This amount could be modified by such things as advantages and disadvantages (rich/poor) and the character's background. Obviously a character whose background indicates he would be flat broke, will start with less equipment.

An alternate method is to determine the medium amount, and roll a number of dice that will average to that. For instance, in a fantasy setting, a character might be assumed to have roughly 100 gold pieces worth of equipment. Rolling 3d6 and multiplying the total by ten will give you an average close to 100. Again, other factors may modify this, adding or subtracting dice from the basic method as needed.

Generally, these methods cover what the character is assumed to carry, or be able to carry, on his person. Such things as lodging and vehicles should usually be assigned, based on the background of the character, and any advantages or disadvantages he may have. For instance, an average character could be assumed to have a "standard" car, and a modest apartment or house. However, a wealthy character would probably have a sports car and/or a luxury car, and a nice house or condo. Conversely, a poor character may not even have a vehicle, and may live in a studio apartment, or something similar. Details of this nature should be worked out with the GM beforehand.

WEAPONS

Aside from clothing, weapons comprise one of the most basic needs in most role-playing games.

There are two basic types of weapons, melee and ranged. They can range from a stone dagger to a turret mounted cannon.

An assortment of weapons.

Melee Weapons

Melee Weapons have two basic attributes, Muscle and Damage. The Muscle attribute is not the strength of the weapon itself, but rather the amount of strength required to wield it properly. This is a very important topic when

considering the Scottish Claymore or a dwarven battle-axe. Not everyone has sufficient muscle too use these weapons. That is not to say that one can't try. But for every two points of Muscle below the weapon's requirement, the character sacrifices one die from his Skill Pool.

Damage is the Damage Rating of the weapon. As was stated in the **COMBAT** chapter, this is the amount of dice rolled for damage when that weapon scores a hit. Additionally, when a melee weapon is used, the character adds his Muscle Dice Rating to the damage dice rolled. For example, a character with a 10 Muscle using a weapon with a DR of 3 would roll 4 dice for damage when he hits with it.

Ranged Weapons

Ranged Weapons have four attributes; Muscle, Range, Rate of Fire, and Damage. The Muscle rating is the same as it is for Melee Weapons. It is the amount of physical strength required to fire the weapon accurately. As with Melee Weapons, for every two points of Muscle below the weapon's requirement, the character subtracts one die from his Skill Pool.

The three ranges listed are for determining the difficulty in firing at a target. Each of the ranges is measured in meters. When firing at a target, the GM will tell you the range from your character. Depending on what kind of weapon you use, this will either be Short, Medium, Long or Extended range. This range will tell you the base Difficulty Rating of the shot. Any range that exceeds the Long range of the weapon is considered Extended range. The maximum range for the weapon is usually based on common sense. For instance, a character can't expect to fire a longbow a mile, however Long range is up to 100', so a character may be able to fire it 150' with a small margin of accuracy. As a general rule, a GM may wish to state that the maximum range for a weapon is equal to 1.5 times it's long range .

Rate of Fire is how many shots you can fire off in a single round. Each shot requires a separate Skill Roll. However, for weapons with a ROF of more than 1, you may sacrifice shots for better accuracy. For each shot less than the ROF fired in a single round, the character may add one die to his Skill Dice Pool. This represents taking extra time to concentrate and aim at the target.

Damage is the Damage Rating of the weapon's ammunition. Fired weapons, such as guns and bows do not add the character's Muscle Dice to this. However, thrown weapons, such as knives and spears, do.

Weapon Lists
Archaic – Melee

Weapon	Muscle	Damage	Cost
Stiletto	3	1d	2
Dagger	3	1d+1	3
Gauntlets	5	+1d	5
Battle Axe	10	2d	10
Sword, Short	8	1d+2	8
Sword, Long	10	2d	10
Sword, 2 handed	13	3d	20
Sword, Bastard	12	2d/2d+2	15
Warhammer	10	2d	10
Maul	15	3d	20
Mace	10	2d	10
Morningstar	10	2d+1	12
Whip	5	1d	7
Staff	5	1d+1	3

Archaic – Ranged

Weapon	Muscle	Range S/M/L	ROF	Damage	Cost
Short Bow	8	30/50/70	2	1d+1	15/1
Long Bow	10	50/70/100	2	2d	30/2
Hand Crossbow	5	10/20/30	1	1d-1	15/1
Light Crossbow	8	20/40/60	1	1d+2	25/2
Heavy Crossbow	12	30/50/70	1	2d+1	35/2
Repeating Crossbow	13	20/40/60	2	1d+2	30/2
Spear/Javelin	6	Thrown*	1	2d*	5
Shuriken	3	Thrown*	3	1d-1*	2
Jakar	5	Thrown*	1	2d+1*	10

* Based on attacker's Muscle. See **Combat**

Modern – Melee

Weapon	Muscle	Damage	Cost
Baton	6	1d+1	15
Stun Baton	5	2dS	100
Hunting Knife	5	1d+2	25
Switchblade	4	1d-1	10
Brass Knuckles	4	+1d	15
Sap	4	1d	15

Modern – Ranged

Weapon	Muscle	Range S/M/L	ROF	Damage	Cost
Sm Cal, revolver	5	50/75/100	1	2d+1	250
Sm Cal, automatic	6	50/75/100	2	2d+1	350
Sm Cal, rifle	8	75/125/175	2	2d+1	350
Med Cal, revolver	6	75/125/175	1	3d+2	450
Med Cal, automatic	8	75/125/175	2	3d+2	550
Med Cal, rifle	10	150/225/350	2	3d+2	550
Lge Cal, revolver	8	75/125/175	1	4d+2	700
Lge Cal, automatic	10	75/125/175	2	4d+2	800
Lge Cal, rifle	13	150/225/350	2	4d+2	800
Assault rifle	10	150/250/350	2/A*	4d+2	1200
Shotgun	13	50/75/100	1	5d	700
Lgt machine gun	13	150/250/350	A*	5d	1800
Hvy machine gun	15	250/500/1000	A*	8d	3000

*Automatic fire. See **Combat**.

Futuristic – Melee

Weapon	Muscle	Damage	Cost
Power Dagger	5	2d+1	50
Power Sword	8	3d+1	100
Power Hammer	10	3d+2	125
Power Gauntlets	8	+1d+1	75
Power Whip	5	1d+1	25
Energy Dagger	5	3d	150
Energy Sword	5	4d	300

Futuristic – Ranged

Weapon	Muscle	Range S/M/L	ROF	Damage	Cost
Beam Pistol	5	LOS*	2	3d	250
Beam Rifle	6	LOS*	2	3d+1	350
Heavy Beam Gun	10	LOS*	1	6d	650
Plasma Pistol	6	100/150/200	2	3d+1	300
Plasma Rifle	10	150/250/350	2	3d+2	400
Plasma Rifle, Auto	13	150/250/350	2/A**	3d+2	500
Heavy Plasma Gun	16	500/1000/1500	2/A**	6d+2	1000

*Line of Sight
** Automatic Fire. See **Combat**.

Area Effect Weapons

Weapon(Era)	Muscle	Range	AoE	Damage	Cost
Oil Flask(A)	3	Thrown*	10'	3d	3
Frag Grenade(M/F)	3	Thrown*	15'	4d	50
Catapult(A)	N/A	150/225/300	25'	6d	1500
Ballista(A)	N/A	150/225/300	1-5 t	3d	1000
Mortar, small(M/F)	N/A	500/1000/1500	50'	7d	3000
Mortar, large(M/F)	N/A	1000/2000/3000	75'	10d	5000
Artillery(M/F)	N/A	1000/2500/4000	100'	15d	10000

* Based on attacker's Muscle. See **Combat**

Note: Costs are listed in the normal currency of the setting, generally Gold Pieces (gp) for Archaic, Dollars ($) for Modern, and Credits (cr) for Futuristic.

VEHICLES

Unless your characters are Superheroes who can fly, chances are they will need some kind of mode of transportation. This could be something as simple as an economy car, to something like an interstellar star craft. In EGO vehicles are divided into four basic classes: Ground Vehicles, Air Craft, Water Craft, and Space Craft.

Ground Vehicles
Ground Vehicles represent anything that moves along the ground, including motorcycles, cars, and tanks, to name a few.

Air Craft
Air Craft is anything that flies inside an atmosphere.

Water Craft
Water Craft is anything that moves primarily on or under water.

Space Craft
To travel between planets, and even star systems, one more often than not needs a space ship of some kind.

The Rules
The basic rules for vehicles in EGO are relatively simple, and flexible enough to apply to all types of transportation. However there will be Special Rules which apply to each individual vehicle type, as explained later.

Every vehicle has a number of attributes, much like a character. These include Structure Points, Damage Points, Speed, Acceleration, and Maneuverability.

Structure Points
This represents the amount of space (in sections) that is exposed on the outside of the vehicle. Essentially, how big it is. Structure Points are measured by factors of 2 (2, 4, 8, 16,

A panoramic view of several types of vehicles.

etc.). This is represented by the "Type" number of a vehicle. For instance, a Type 1 ship has 2 Structure Points. A Type 4 ship has 16 Structure Points.

Damage Points
This is the number of points of damage the vehicle can take in each of its individual sections.

Speed
Speed is a measurement of how fast a vehicle is. It represents how many hexes on a map the vehicle can travel in a turn at maximum velocity. This number is measured in a hyphenated format for Aircraft, which have to be constantly in motion, lest they fall from the sky. The first number is the maximum speed, and the second number is the minimum speed.

Acceleration
Acceleration is handled in the same basic way for each type of vehicle, in the form of an Acceleration Rating. The vehicle can increase its speed by that amount each round until it reaches its maximum Speed. To decelerate, the vehicle can decrease its speed by one half each round until it comes to it's minimum speed.

Maneuverability
This number represents how maneuverable the vehicle is, measured in a Dice Pool to be added to the pilot/driver's skill rating when attempting a dangerous maneuver. This can be a positive number for agile vehicles, or a negative number for bulky freight carriers and large war vehicles.

Deceleration Rules
Ground Vehicles
Emergency Stop: Ground vehicles can make an emergency stop by "slamming on the brakes." When this happens, the vehicle comes to a complete stop at the end of the round. The Driver must make a Moderate difficulty roll to maintain control. If the roll fails, the vehicle careens out of control and could strike an object, taking damage, and possibly damaging the character(s) inside as well.

Water Craft
Drift: Whenever a Water Craft performs an Emergency Stop, it will drift forward an extra hex before coming to a complete stop. Additionally, the only way a Water Craft can come to a complete stop like this is by turning. So, at the end of the stop, the Water Craft will be facing 90° from it's original trajectory.

Air Craft
Minimum Speed: Most fixed wing aircraft must maintain a foreword motion to remain in the air. This is reflected by the minimum speed attribute. Consequently, Air Craft may not make an emergency Stop. The exceptions to this rule are Helicopters and VTOL (Vertical Take Off and Landing) air craft, such as the Harrier jet.

Space Craft

Emergency Acceleration/Deceleration: In the case of an emergency acceleration, the characters must make a Vitality Rating check, Easy Difficulty, in order to keep from passing out from the added G-forces. If the pilot makes his roll, the ship is automatically bumped to half it's maximum speed. Should the need arise to reach maximum velocity in an emergency, a second check must be made, with a Moderate Difficulty. If the pilot fails his Vitality Check, he passes out, and the GM must decide what kind of mishap will happen.

Emergency Deceleration works the same way, but in reverse. A Vitality check will allow the ship to slow to one half its current speed. A second Check at Moderate Difficulty will allow it to come to a complete stop. A failed Vitality check in this instance will also require a mishap, with exception of a full stop, in which case the ship just stops and begins too drift until the Pilot awakens (a Moderate Vitality Rating check).

Collisions

Occasionally, whether intentional or accidental, vehicles will collide with other vehicles and objects. When this happens the vehicle takes an amount of damage equal to the Damage Points of the object it collided with. In the case of two or more vehicles colliding, all vehicles take an amount of damage equal to the Damage Points of each vehicle they collided directly with, multiplied by the Speed Factor on the following table:

% of Max Speed	Multiplier
0-20	x1
21-40	x2
41-60	x3
61-80	x4
81-100	x5

In cases where the vehicle is Armored, subtract the AR of the armor from the amount of damage. As with personal armor, if it stops more damage than its rating in one round, the AR is reduced by half until it is repaired. All damage is cumulative. Once the AR is below 1, it is effectively destroyed.

When a collision takes place, the GM must decide how it effects the character(s) inside. If the vehicle has safety restraints, the GM may have the character make a Agility Check, Moderate Difficulty, to see if they avoided taking damage. If they fail, they take an amount of damage equal to ¼ of the amount taken by the vehicle.

If the vehicle has no restraints, the character must make a Agility check at moderate difficulty. Success means they take ¼ of the damage, and a failure means they take ½ of the damage.

If the vehicle is ever outright destroyed in a collision, the character automatically dies, unless he possesses some form of Special Effect that could save him (i.e., Regeneration, Body Armor, etc.).

GROUND VEH	SP	DP	Spd	Accel	Men	AR
Motorcycle	1	15	12	4	3	0
Sports car	2	15	12	3	2	5
Sedan	3	15	8	2	1	8
Van	4	15	8	2	0	10
Pick-up	3	15	8	2	0	10
Semi	8	18	8	1	-1	15
Tank	10	20	6	2	0	25

WATER VEH	SP	DP	Spd	Accel	Men	AR
Fishing boat	2	10	3	1	0	5
Ski boat	2	10	6	3	2	5
Speed boat	2	10	8	4	2	5
Small yacht	6	15	6	2	1	8
Medium yacht	10	15	6	2	0	8
Large yacht	16	15	6	1	-1	10
Large ship	26	15	8	1	-2	15

AIRCRAFT	SP	DP	Spd	Accel	Men	AR
Helicopter	2	10	10/0	3	3	6
V-TOL craft	4	15	20/0	5	3	8
Prop plane	4	10	9/3	3	1	6
Small jet	4	15	20/5	5	2	6
Fighter jet	6	18	25/5	5	3	8
Jumbo jet	15	15	20/4	2	-1	6

SPACECRAFT	SP	DP	Spd	Accel	Men	AR
Small shuttle	2	15	20/0	5	2	8
Interplanetary shuttle	4	15	20/0	5	2	8
Fighter craft	6	18	25/0	5	3	8
Cargo craft	10	15	20/0	5	1	8
Battleship	30+	20	20/0	2	-2	10

CHAPTER 6: THE ADVENTURE

When a GM takes Player Characters through a story, it is generally called The Adventure. Along the way, a great many things can happen. Along with the aforementioned combat, characters can drive a car, talk to an informant, solve a puzzle, and a myriad of other things. When you put all these things together, you have a story. You have an Adventure.

This chapter will deal with how to handle all sorts of situations not covered by basic combat. It will give GMs a method for putting it all together into a cohesive story that the Players can enjoy.

Character Size

In many games, most characters are assumed to be human-sized. However, in some genres, it is not uncommon to have characters vary from this norm, such as dwarves in fantasy setting.

For general purposes, size is determined by height. However, a person with a sufficiently large girth could be considered Large. This is a GM's call. Below is a table to determine size based on height.

Height	Size
Less then 2'	Tiny
2-4'	Small
4-7'	Medium
7-10'	Large
10-15'	Giant
15-20'	Humongous
20' or more	Gargantuan

Movement

Movement is generally handled by using common sense. It should be readily obvious during role-playing whether a character can move fast enough to perform a specific action. And sometimes, no matter what the players think their characters are capable of, the GM may wish for them to not be able to catch that bad guy, because his freedom is integral to the plot.

However, for those moments where a rule is needed, it can be assumed that a character can move twice his height per round at normal speed. Running doubles this, and sprinting triples it.

Lifting

In general lifting objects is a matter of numbers. It can be assumed that a character can lift over his head a number of pounds equal to his Muscle ability rating times 20. This is a very general guideline, intended to give GMs a basis for determining if a character can lift something. Additionally, characters with the Special Effect of Enhanced Muscle can add 100 to the base total for the first level, and multiply THAT by 2 for each additional level. Example: A character with a 8 Muscle can lift around 160 pounds of over his head. If that character has 3 levels of the Enhanced Muscle special effect, he can lift a total of 860 pounds (160+100+200+400=860). Adding another level to EM will add 800 to the total, making it 1660.

This basic Lifting score can be modified by various situational factors. Each factor multiplies the base Lifting allowance by a certain number:

Factor	Multiplier
Push/Pull/Drag	2
Push/Pull/Drag on wheels	3
Carry	.5

Experience and Improvement

Experience in EGO is very loose and flowing. Generally, a GM will award a standard number of experience points at the end of each gaming session, and again at the end of an adventure. This number will usually range from 2-3 points per session, with a bonus of 5-7 points at the completion of the adventure.

Additionally, bonus points can be handed out as the GM sees fit for such things as good-role-playing and such.

Spending EXP to improve skills works the same as spending CBP's during Character Creation. The same costs and rules apply.

Abilities, however, have a higher cost for improvement. When a player wishes to use EXP to improve one of his character's core abilities, the cost for doing so is a number of EXP equal to the new rating. Additionally, Abilities may only be improved by one point at a time. For instance, the cost to improve an ability from 10 to 11 is 11 EXP. Should the player want to improve that 10 to a 12, the cost would 23 (11+12) EXP.

A GM may wish to impose some limitations on these rules. An example might be that Session EXP can only be spent on improving the skills a character already has, and possibly only those used during the session. Adventure Completion EXP are primarily used on improving abilities and gaining new skills, though they too can also be spent on improving existing skills. Additionally, Adventure Completion EXP can usually be saved up over multiple adventures and spent all at once if a player wishes.

Enemies

An enemy is anyone who is trying to hurt or kill your character. To represent the enemy, a sort of simplified character record is kept for each type. Each enemy has four basic attributes:

- ?? Attack (Att): # of Dice rolled to hit in combat
- ?? Defense (Def): # of Dice rolled to defend in combat
- ?? Damage (Dam.): # of dice rolled for Damage when a hit is scored
- ?? Vitality: Amount of damage the enemy can take before dying
- ?? Armor Rating (AR): Amount of Damage stopped by Armor

Each of these works exactly the same as it does for player characters. Here is an example of an Enemy profile you may find in a fantasy setting:

Orc
Att: 5 (Somewhat skilled)
Def: 2 (Moderately easy to hit)
DAM: 4 (Strong with a decent weapon)
Vitality: 12 (High end of average)
AR: 5 (Good armor)

This listing includes the most basic information a GM would need to include this Enemy in a combat with player characters.

Any Source Book will include listings of several such enemies, each of them often unique to that specific type of setting, and varying in degrees of skill and toughness. Along with the above information, each entry will also have a brief description of the background of such a being. This will include cultural information, as well as hints on how the GM should role-play these characters, should the Players wish to talk rather than just fight them.

Additionally, most enemies can be categorized into one of four types, depending on their respective capabilities.

Rookies will generally have all 10's in their abilities, and 2 levels each in 2 skills.

Professionals will generally have a 12 in one of their abilities, with 10's in the others, and 3 levels each in 2 skills.

Veterans will generally have all 12's in their abilities, and 3 levels each in 3 skills.

Elites will generally have a 16 or better in one of their abilities, with 12's in the others, and 4 levels each in 4 skills.

This system is supposed to represent physical combat NPC's, but it could also be applied to other non-combat characters.

FANTASY

Creating a fantasy world is perhaps both the easiest and most difficult process a GM will encounter. There are several methods for doing so, and each has it's strengths and weaknesses. One could model it after a favorite book or series of books. Or one could create something new and fresh from ground up.

However you choose to do it, there are going to be some common conventions that can be easily translated into game terms.

Characters

Something that usually separates a fantasy world from the real world is the variety of races that exist. Humans most often share fantasy worlds with elves, dwarves, little folk, orcs and the like. Player characters should be able to be members of almost any of these races.

In the basic EGO rules, it assumes that all characters are human. However, to simulate the differences between humans and the other races, the basic system can be modified.

The main difference between humans and other races is physical and mental attributes. Elves are more agile, but less hardy. Conversely, dwarves are more hardy but less agile. To simulate this, simply change the attribute maximums for each race. Humans have a maximum of 16 in any given ability. To create a set of maximums for another race, subtract any number (in multiples of 2) from one attribute, and add it to another. For example, an Elf would have a maximum Agility of 18, but a maximum Vitality of 14. This maintains a balance between the races, ensuring that every strength has a weakness.

Special Effects

Special Effects can be used in a variety of ways in a fantasy setting. They can be used to simulate a natural ability of a race (such as Nightvision), magical effects of artifacts and weapons, and most commonly as spells for wizards and sorcerers (see the chapter on Special Effects).

If one of your player races has a racial ability that can be simulated by a Special Effect, every member of the race has it, usually at no more then two ranks. However, to balance it out, it is suggested that you either lower an attribute maximum by two, or give the race a Disadvantage that also applies to every member.

Artifacts, often referred to as "magic items," are objects that grant a user specific abilities beyond the normal ken. Using the Special Effects rules, Artifacts can be best represented as having a Special Effect with one or with two ranks, granting extra dice of damage, or other abilities. Additionally, other descriptors can be added for flavor, such as "needs to be activated by a command word" and "causes combustibles to ignite." These are merely descriptive additions, and really have no bearing on the actual mechanics of the sword.

Spells and Magic

Using Special Effects as spells is pretty simple. To achieve the desired effect of the spell is a simple matter of getting enough successes on a Spell rating roll. See the Chapter on Special effects for what this entails.

Offensive spells work a bit different. When a mage attacks a foe with magic, treat the attack as a ranged attack, or if it involves touching the foe, a melee attack, using his Magic Skill rating. However, when a hit is scored, the extra successes to do not get added to the damage roll. Rather the number of dice rolled is equal to the number of Magic Points spent on casting the spell.

This system is very fluid, and subjective, and is ideal for a game where the GM and the Players like to work things out on the fly. But for those who would rather have a more precise presentation, below is a list of common spells, derived from the Special Effects lists. These entries describe exactly how the spell works. As normal, this list is not complete, and GMs should feel free to modify it in any way they see fit.

Sample Enemies

Below are listed some sample enemies to get you started.

Orc

Att: 5
Def: 2
DAM: 4
Vitality: 12
AR: 5
Description: Orcs are the grunts of most evil armies. They are brutish, green-skinned warriors. They have little use for mercy, honor, or hygiene, and prefer large weapons.

Goblin

Att: 3
Def: 3
DAM: 2
Vitality: 6
AR: 3
Description: Goblins are believed to be smaller cousins of Orcs. They are nasty little creatures, but are notorious cowards, preferring to attack in groups. Should they become outnumbered, the remaining group will often attempt to flee.

Dragon

Att: 10
Def: 6
DAM: 12/7/5
Vitality: 50
AR: 15
Description: Dragons are creatures of nightmares. Extremely large, reptilian and cunning, these beasts will attack whole towns without flinching. With their choice of either breathing fire, clawing or biting, they can deliver instant death to almost anything.

Skeleton

Att: 2
Def: 2
DAM: 2
Vitality: 5
AR: 1
Description: Skeletons are the fodder of necromancers and sorcerers. Easily raised and easily destroyed, they can be quite a nuisance, and can even spell death for the unwary.

Zombie

Att: 3
Def: 2
DAM: 4
Vitality: 15
AR: 4
Description: Zombies are much tougher then they appear. Their rotting flesh gives them armor-like qualities, but their mindless tenacity makes them more dangerous then anything else.

Bandit

Att: 5
Def: 5
DAM: 3
Vitality: 10
AR: 3
Description: Bandits are the dregs of society who prefer to prey on the weak and helpless. Often skilled in combat, seasoned bandits can pose a serious problem even for hardened soldiers and guards.

Soldier

Att: 6
Def: 6
DAM: 4
Vitality: 12
AR: 6
Description: Soldiers live and die for their lord. They are highly trained combatants, and make warfare a way of life. In times of peace, they also serve as guards and mercenaries.

Gnoll

Att: 5
Def: 4
DAM: 4
Vitality: 14
AR: 5

Description: These "dog-men" resemble large, bipedal canines, most often hyenas. They are nasty and brutal, but are also cunning and intelligent. They hunt in packs and often use ambush tactics.

Warhorse
Att: 4
Def: 2
DAM: 4
Vitality: 15
AR: 4
Description: A well-trained warhorse is a Knight's best asset. Able to make attacks on it's own, it also allows it's rider an amount of speed and mobility that can save his life. These same statistics can be adapted to other types of mounts, depending on the nature of the rider.

Large Wild Animal
Att: 7
Def: 4
DAM: 4
Vitality: 12
AR: 0
Description: Lions, tigers and bears. These animals will usually run away from a well-armed foe. But if their territory is threatened, watch out!

Roc
Att: 7
Def: 4
DAM: 8
Vitality: 20
AR: 0
Description: The Roc is a huge bird of prey, large enough to carry off livestock and the occasional unwary adventurer. Though often aloof and passive, when a Roc is on the hunt, watch the skies.

EGO CHARACTER SHEET

NAME _____

ABILITIES	SCORE	POOL
MUSCLE		
AGILITY		
INTELLECT		
VITALITY		

KARMA PTS. _____

ACTION PTS. _____

INITIATIVE _____

IMPAIRMENT _____

SKILLS	LEVEL	RANK	SPECIALTIES	LEVEL
AGILITY SKILLS				
ACROBATICS				
GUN COMBAT				
GUNNERY				
HAND TO HAND				
MELEE				
STEALTH				
PILOT				
INTELLECT SKILLS				
STREETWISE				
DEMOLITIONS				
ENGINEERING				
LANGUAGE				
MECHANICAL				
MEDICAL				
SCIENCE				
SURVIVAL				
TECHNICAL				
CRAFTING				
MUSCLE SKILLS				
CLIMBING				
HEAVY WEAPONS				

NOTES

EQUIPMENT

ADVANTAGES/DISADVANTAGES	POINTS	WEAPONS	DAMAGE	ROF	RANGE