



**EVOLUTION
SYSTEM**

PUBLIC TEST-PLAY

BETA V.1

**4-hour
GAMES**

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Character Sheet (www.4hrgames.com)	

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The following material contains the public test-play beta ver. 1 of the Evolution System used in conjunction with a limited version of the Exodus Post-Apocalyptic Role Playing Game created by Glutton Creeper Games.

We do thank you for downloading our product and viewing the content within. We do also appreciate that you are interested in this play test and do hope that you do join our forums at www.4hrgames.com to post your comment and feedback on the Evolution System.

About the Evolution System:

The Evolution System began in 2006 by freelanced author John Wyatt shortly after leaving the Wizards of the Coast, Living Greyhawk campaign setting as a Triad Member in the region of Furyondy. Having been involved writing several adventure set within the d20/OGL system, this had become a time consuming chore to complete. The higher the level of the adventure the more details the Game Master needed to create for the bad guys; which can consume quite a bit of time. Out of this the concept of the Evolution System began, a way to make it easier for the Game Master to design the adventure and combatants. Over several years between 2006 and 2010 the Evolution System went through varying degree of game mechanics, but was shelved at version 4. With new vigor version 4 was up taken one again and revised in 2014. Outside testers tried the product, and mostly positive feedback returned, prompting a final revision to version 6, the public test-play beta release. This product.

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EVOLUTION SYSTEM

COMING SPRING 2015

Vlaanderen Sourcebook

By Jeffrey Witthauer and John Wyatt

Vlaanderen is a Dark Fantasy campaign set just out of the dark ages on a solitary island surrounded by the endless ocean. The land was created by the Titan Gods, whom changed and destroyed their work over petty indifferences. After nearly destroying all of their creations on Vlaanderen, they turned over the control to mankind that they created in their own varied image.

Centuries pasted with mankind in control, when an ancient god that slumber in the Void awoke and took vengeance on the remaining Titans with his agents, the Elder Lords. The fighting between the Elders, Mankind, and Titans drove the lands into a Dark Age that nearly eradicated all life.

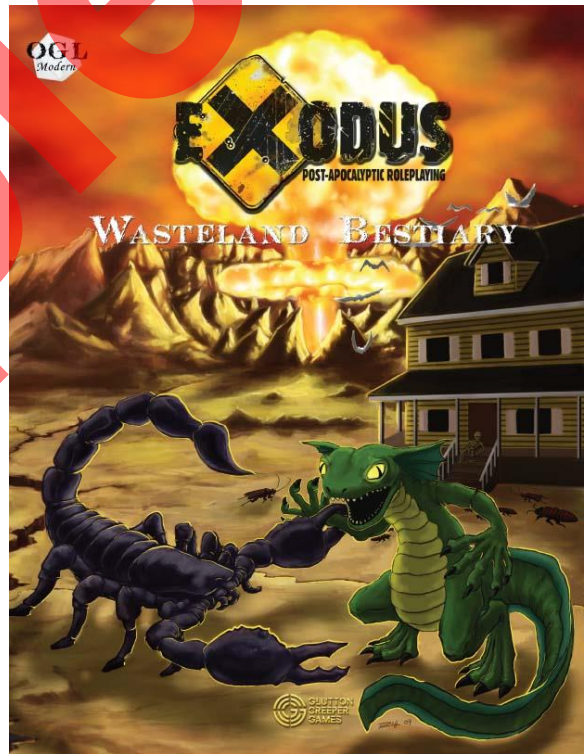
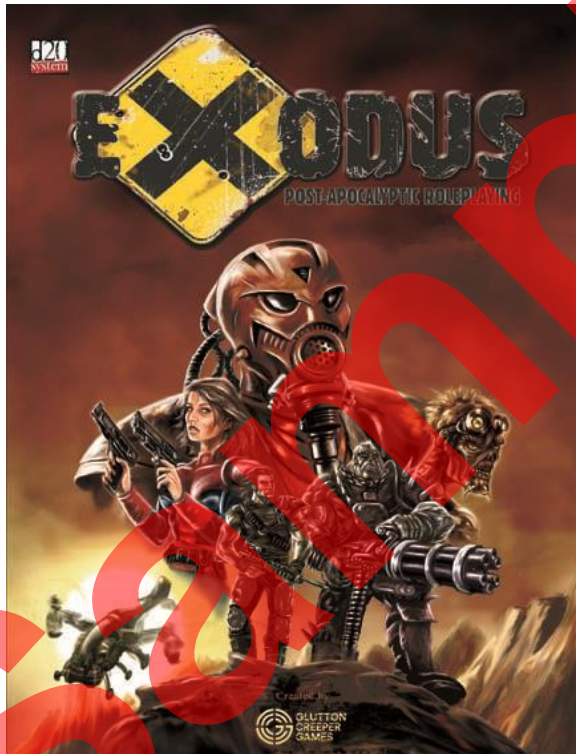
Two centuries have pasted since the Godwars, and mankind has started to recover and somewhat thrive as a civilization. For some, the history of the Godwars and what transpired is a mystery that need to be solved, while other just hear the calling to adventure.

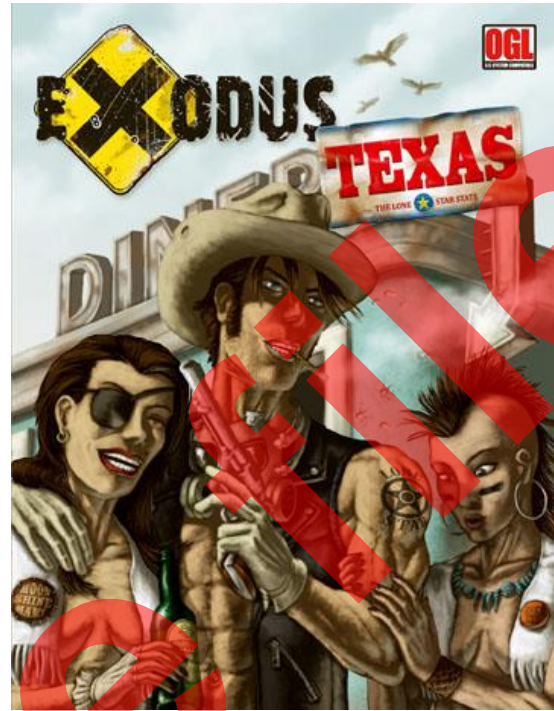
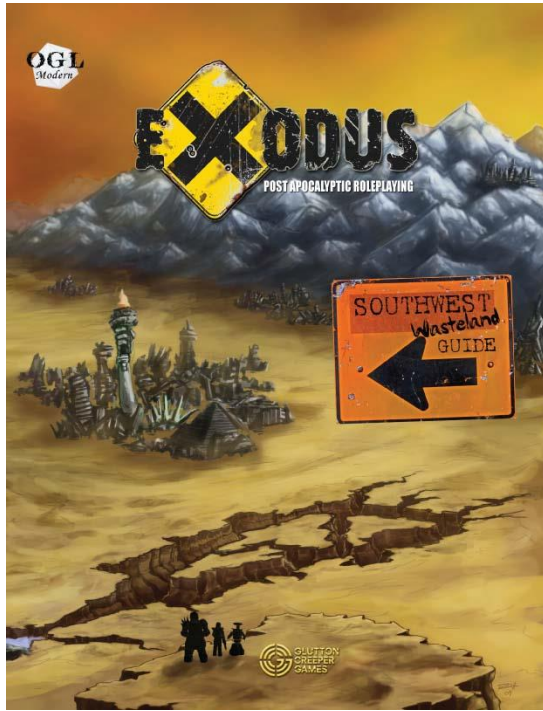
The Calling is a campaign of monthly adventures set in Vlaanderen setting that will start releasing on the launch of the Vlaanderen Sourcebook in Spring 2015. The first two adventure will be free, followed by a monthly fixed price of \$5.00 USD for each thereafter.

THE CALLING



Out Now
d20 / OGL / Pathfinder





COMING 2015

EXODUS OVERSEER'S GUIDE
WASTELAND ADVENTURES #28 to #40
EXODUS EVOLUTION SYSTEM (Full Release)

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CHAPTER I

EVOLUTION BASICS

⇒ Evolution Basics

Dice Notation

These rules use the following die notations:

d6 = six-sided die

d10 = ten-sided die

d100 = two ten-sided dice (A number between 1 and 100 is generated by rolling two different colored ten-sided dice. One die (designated before rolling) is the tens digit. The other die is the ones digit. A roll of a 10 represents the number zero on the ten and one digits; except if two 10s are rolled which results in the roll of 100.)

BASIC TASK RESOLUTION SYSTEM

These rules assume a standardized system for determining the success or failure of any given task. That system is: *d100 vs. Characteristic (+ or - Modifiers) or Combat Skill (+ or - Modifiers)*.

If the result of the d100 roll + the Modifiers is equal or less than the *Characteristic* or *Combat Skill* score, the test is successful. Any other result is a failure. A result of 01 is always successful, and a result of 100 is always a failure.

⇒ Characteristics

In Evolution, every player character has six Characteristic Scores that represent mental and physical attributes. These scores range from 01 to 99. A limit, if any, will be specified in the rules.

A character or creature with an Endurance score of 0 is an automaton, dead, or the undead. A 0 or negative number in any other score means the character is helpless and cannot move stuck in a catatonic state until treated (see Characteristic Loss).

Strength (STR)

This is how strong you are. Strength determines your load capacity, the amount of weight you can carry, drag, or lift before becoming encumbered, and lastly the character's muscle weight. The primary use of this characteristic is actions requiring raw strength.

Any creature that can physically manipulate other objects has a Strength score. A creature with no Strength score cannot exert force, usually because it has no physical body or because it does not move and creature automatically fails Strength attempts.

Dragging Power: 20 lbs. x STR

Lifting Power: 5 lbs. x STR

Weight Gain: 1.5 lbs. x STR

Agility (AGI)

This is how agile and quick you are to spring into action. Agility determines your natural defense through quickness to dodge attacks and blast-effects. The primary use of this characteristic is actions requiring quickness or speed, removal of traps, sleight of hand, and stealth attempts.

Any creature that can move has an Agility score. A creature with Agility score of 0 cannot move. If it can act, it applies its Strength characteristic instead.

Action Points: All Races start with a static amount of AP (see Race) that they spend on various actions each revolution (see Combat and Tactic: Action Points). A high Agility score grants the character extra AP as denoted in the adjoining table.

Reaction Time (RT): A high Agility grants the character a bonus, as denoted in the adjoining table, to his Initiative to determine order of actions during Combat. Add the bonus to the die roll.

Movement: All Races start with a static base Movement Rate (see Race) that they can move per revolution during combat (see Combat and Tactic: Movement). The higher the Agility the more range a character can move each revolution of actions as denoted by the adjoining chart. Each level of your score stacks with the previous bonus.

AGI Score	Bonus AP	Bonus RT	Bonus MR ¹
30	—	+1	—
40	—	—	+1
50	+1	—	—
60	—	+1	+1
80	—	—	+1
90	—	+1	—
99+	+1	—	+1

¹ Movement in Hex-Squares

Endurance (END)

This is your health, resistance to damage, and survivability. Endurance determines whether you have better or poorer health and the threshold of pain that you can endure. It affects your survival chances against chemical addiction, disease, and poisons.

If a character's Endurance changes, his life force also increase or decrease accordingly at the same time.

All living creature has an Endurance score. A creature with 0 Endurance (such as an apparition, automation, or hologram) has no "physical" body or metabolism. It is immune to characteristic damage, and does not suffer lethal damage, unless stated elsewhere.

Bonus Life Force: The higher the END score, the more bonus Life Force and Knock Out resistance you have as denoted in the adjoining table. Each level of your score stacks with the previous bonus.

Damage Resistance: A high END score will grant a natural resistance to all types of damage. Add any bonus granted to your existing EDR or PDR. Each level of your score stacks with the previous bonus.

Death: A character or creature with an Endurance score of 0 is an automaton, dead, or the undead. A 0 or negative number in any other score means the character is helpless and cannot move stuck in a catatonic state until treated (see Characteristic Loss).

AGI Score	Bonus LF	Bonus KO	Natural DR
10	+1	+1	—
20	+1	+1	—
30	+1	+2	—
40	+2	+2	—
50	+2	+3	+1
60	+2	+3	—
70	+3	+4	—
80	+3	+4	—
90	+3	+5	+1
99+	+4	+5	+1

Intelligence (INT)

This is how big your brain is and measures your level of smartness. The primary use of this characteristic is knowledge attempts and recollection of past memories. Intelligence also determines the number of Languages that a character can, speak, understand, and write.

Any creature that can think, learn, or remember has an Intelligence score. A creature with 0 Intelligence score is an automaton, operating on simple instincts or programmed instructions. It is immune to all mind-influencing effects (charms, compulsions and morale effects) and automatically fails Intelligence checks, unless stated otherwise in the rules.

INT Score	Bonus Languages	Read/Write
40	+1	—
50	—	+1
80	+1	—
90	—	+1
Languages		
Arabic	Italian	
Chinese	Japanese	
English	Slavic	
French	Spanish	
German	Tribal	

Languages: All characters start knowing how to read, speak, and write their native racial language, unless they choose the Background: Feral or take the Flaw: Illiterate. A character can learn a new language or how to read/write a language when his INT score reaches higher levels as denoted in the adjoining table. Each level of your score stacks with the previous bonus.

Perception (PER)

Perception is composed of sight, sound, and the mind. This is your awareness of surroundings and general reasoning, the sense of knowing right from wrong and common sense. It determines your power of deduction and overall willpower against mind-influencing effects (charms, compulsions and morale effects).

Any creature that can perceive its environment in any fashion has a Perception score. Anything with no Perception score is a static object, not a creature.

Charisma (CHR)

This is your attitude, charm, and personality. Charisma determines your appearance (inside and out), likeability to others, and your influence over them. Charisma is the ability to bluff, charm, influence others, and reason.

Any creature capable of telling the difference between itself and other things has a Charisma score.

⇒ Advantages

An advantage is a power-up skill that the character learns through experience and training. Characters must purchase advantages by spending Evolution Points earned through adventuring (see EVP for more details). A list of common Advantages is detailed in Chapter 3.

⇒ Combat Skills

The following skills are basic skill essential to the evolution system. Your Overseer may omit combat skills or expand on the basic combat skills to define more specialized categories covering hard to find unusual weapons or based by campaign setting.

Combat skills reflect a character's ability to defend and to fight in hand-to-hand, melee, and ranged combat. All combat skills are broken down into the following eight sub groups.

At character creation, racial options grant two combat skills (based on race chosen) at a base of 20 points plus the starting value presented in the sidebar. Improving combat skills beyond the starting value is done through the expenditure of Evolution Points (see EVP for more details).

Archery is the trained skill in the use of bows and slingshots.

Brawl is combat includes the expertise in using one's body to fight or grapple, dealing KO damage.

Block is a defensive combat skill to block brawl, melee, and thrown attacks.

Dodge is a defensive combat skill to dodge any attacks.

Firearm is the trained skill in the use of handguns, shotguns, sub-machine guns, and rifles.

Combat	Starting Value
Archery	10% (AGI + PER)
Block	10% (PER + STR)
Brawl	10% (STR x2)
Dodge	10% (AGI x2)
Firearm	10% (PER x2)
Heavy Weapon	10% (INT + PER)
Magic	10% (INT + CHR)
Melee	10% (PER + STR)
Thrown	10% (STR x2)