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# ENTROPIC GAMING SYSTEM

## BY

Aaron T. Huss

## EDITING

Tyler Omichinski

## COVER DESIGN

Aaron T. Huss

## INTERIOR ART

Tamas Baranya, Andrew DeFelice, William McAusland, Carlos Torreblanca, Nathan Winburn

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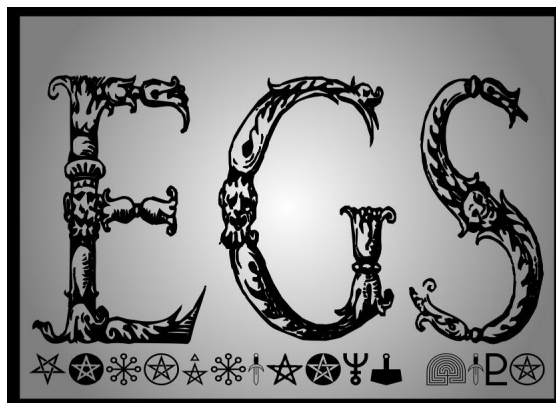
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# WELCOME TO THE ENTROPIC GAMING SYSTEM

en·tro·py [en-truh-pee]

**noun**

1. a statistical measure of the disorder of a closed system
2. lack of pattern or organization; disorder
3. a measure of the efficiency of a system in transmitting information
4. the design measurement of a tabletop role-playing game system to provide more opportunities using fewer options

## WHAT IS THIS?

The *Entropic Gaming System*, or *EGS*, is a tabletop role-playing game; a set of mechanics that allow you to assume the role of a character within a story for the purpose of living that character's heroic tales. Powered by a set of homogenous mechanics, it is heavily influenced by games such as *Savage Worlds*, *Legend*, *FATE*, *Corporation*, and *Hollow Earth Expedition*.

This particular product is the **System Reference Document**, or **SRD**. It contains all the base mechanics, available for other publishers to use through the Open Gaming License, common options, and a bit of other things to get you going. It does not offer a setting, environment, adventure, or campaign: you have to create those yourself, use one published by Mystical Throne Entertainment, such as *Judgment Day* or *Ancient World*, or a third-party publisher.

These base mechanics provide everything you need to skin *EGS* how you want. They are presented generically, but generally geared toward medieval or modern games with mechanics that apply universally across most genres. If you want to focus on specific genres, look for *Entropic Fantasy* and *Entropic Science Fiction* or any other genre-specific *EGS* product.

*Entropic Gaming System* requires at least two players, but easily accommodates up to six or more and generally plays best with at least three. One player takes on the role of the **Gamemaster** or **GM** while the others assume the roles of characters within the game, called **Player Characters** or **PCs**. Players controller their PCs; the GM controls all other characters, called **Non-Player Characters** or **NPCs**, the setting, adversaries, and the environment. All that's left is a grand adventure to be had!

## ROLEPLAYING

Like many tabletop role-playing games, *EGS* focuses on the story and the characters by providing them with the options necessary to keep the story moving forward. Successful actions are meant to be heroic while failure can be horrific. But the lives of the characters are always meant to be memorable.

*EGS* offers a flexible system that allows for the creation of virtually any character type. It's modular enough for options to be added to simulate the game world and scalable for different genres. You can even adjust the mechanics from super heroic levels down to survival horror levels.

## COHESION

*EGS* works best, and probably plays best, when you have cohesion between mechanics and setting. All mechanics provided herein are meant to be generic so they're easy to modify for your gaming experience. Remember that – modify for your gaming experience. If the terminology doesn't fit your setting; change them. If something doesn't work; remove it. If something is missing; add it.

When modifying the mechanics to create cohesion, keep in mind that more is not better and less may not get the job done. *EGS* is meant to be flexible and modular by utilizing combinations that create custom experiences. Don't add a mechanic simply because you want it to perform one particular type of action; add mechanics that cover multiple types of actions or interactions and allow the players the flexibility to do with them as they see fit.

## TERMINOLOGY

*Entropic Gaming System* uses a lot of terminology within its mechanics. These allow the character to interact with the game world in a heroic and memorable way.

- **Ability and Skill Combination:** The combining of a chosen Ability die and a Skill die to perform actions. Different combinations are used to perform different types of actions.
- **Ability:** The fundamental, mechanical building blocks of every character. There are a total of eight and every character has them.
- **Aggressor:** The character declaring an action against another character, adversary, or the environment.
- **Attack Roll:** An Ability and Skill combination used to make an attack.
- **Attribute:** Secondary mechanical building blocks either derived from Abilities or statically assigned.
- **Combat Action:** The number of actions a character can perform during a single combat round.
- **Combat Maneuver:** An Ability and Skill combination roll made against another character or adversary to perform a very specific outcome.
- **Combat Round:** The period during combat in which every individual involved spends all desired combat actions before they refresh for the next combat round.
- **Critical Failure:** A failed Skill Roll when both dice roll the same number.

- **Critical Success:** A successful Skill Roll when both dice roll the same number.
- **Defend Roll:** A Skill Roll made to oppose an Attack Roll using parry, dodge, evade, or an applicable Talent.
- **Defender:** The character, adversary, or environment targeted by the Aggressor.
- **Difficulty Modifier:** A modifier applied to a Skill Roll to determine passing or failing due to some type of difficulty.
- **Distress:** Penalty points the GM can apply to the PCs when facing a horrific adversary.
- **Edge:** Bonus points the players can apply to the PCs when triumphing over their adversaries.
- **Failure:** A Skill Roll that does not meet or exceed the Target Number.
- **Fatigue:** A measurement of exhaustion; more is worse.
- **Health:** A measurement of well-being; more is better.
- **Hero Point:** A collection of bonuses the players can apply to the PCs they control.
- **Opposed Roll:** An aggressor's Skill Roll made against a defender's Skill Roll where the Target Number is the defender's Skill Roll.
- **Quality:** Character gifts that can be used for or against a character to gain Hero Points.
- **Skill Roll:** The rolling of two dice to create a sum that is compared to the Target Number to determine success or failure when success is uncertain or failure has detrimental effects.
- **Skill:** Character training that can be combined with an Ability to perform a specific action.
- **Success:** A Skill Roll that meets or exceeds the Target Number.
- **Talent:** What magic, super science, weird science, supernatural abilities, etc. are called in *EGS*.
- **Target Number:** The number a Skill Roll must equal or exceed to be considered successful.
- **Unopposed Roll:** A Skill Roll made against a statically assigned Target Number.
- **Weird Character:** A character who utilizes Talents.

## GETTING STARTED

You are a character within the game. Your exploits, and the exploits of the other characters, form an interactive story that blends with the environment and conflicts the GM has established or those organically created. You don't have to be a hero, but you are the protagonist and this is your story to tell. You decide what to do and where to go and then use the game's mechanics to guide the way forward.

Grab some friends, choose a GM, and get ready to play!

## SUPPLIES

Everyone will need a copy of this System Reference Document or the base mechanics recreated in a setting- or genre-specific book. It contains all the mechanics of *EGS* along with guidance on how you can use those mechanics.

The GM will need to know the environment and what's in it. The environment is the setting of the game, on multiple scales. The environment designed should match the scope of the game, whether it is local, regional, global, or galactic! It includes the people, places, antagonists, and events that comprise the short scenario, adventure, or campaign the players will be a part of.

Players will need to each create a character and can document that character using a **Character Sheet**. They may create a character from scratch or use a pre-generated one. GMs may want to use a handful of **Adversary Sheets** to note the basics of the available adversaries or conflicts. Both can be found in the back of this SRD or downloaded from the Mystical Throne Entertainment website at [mysticalthrone-ent.com](http://mysticalthrone-ent.com).

Everyone may also want paper and a pencil to take notes; especially the GM. Although the environment is already defined, something may occur that the GM didn't anticipate and she must respond to accordingly. You might be able to resolve and remember these occurrences in your head, or you might want to get some paper and scratch down a couple notes.

## DICE

*Entropic Gaming System* utilizes dice to add randomness to conflict resolution. Players and GMs utilize 4-sided, 6-sided, 8-sided, 10-sided, and 12-sided dice, abbreviated as d4, d6, d8, d10, and d12 respectively. GMs may also want a 20-sided die (d20) for use with random tables.

When you make a **Skill Roll**, you will grab two dice. One die will be the die type of the Ability you choose to use. The second die will be the die type of the Skill or another Ability you choose to add to that first die. Roll both dice and add their values together.

The summed value of the Skill Roll is compared to a **Target Number or TN**. A roll that is equal to or greater than the TN is considered a success. A roll that is less than the TN is considered a failure. Success generally means you do what you were trying to do while failure means you were unable to do it. The GM may have other success or failure outcomes.

Sometimes you receive a bonus or incur a penalty as dictated by the conflict to resolve, from a **Hero Point**, or as a result of spending a point of **Edge** or **Distress**. These modifications are added or subtracted to the final summed value of the Skill Roll before determining success or failure.

### CHARACTERS

There are four basic types of characters. For purposes of character creation, players always create PCs and follow the steps described **Characters**, starting on page 7. For GMs, the process can vary.

**Player Characters (PCs)** are controlled by the players and range from simple folk to heroic figures. They are the main characters of the storyline and interact with NPCs, minions, allies, and the environment.

**Non-Player Characters (NPCs)** are controlled by the GM and encompass all types of people and beings that interact with the PCs and the environment. They are constructed similar to PCs with Hero Points and **Qualities**, but can have Abilities at 0 (because they don't possess that ability) or higher than d12 (e.g. d12+d4).

**Minions** are low-level NPCs controlled by the GM and encompass the most basic people, creatures, and beings that interact with the PCs – they generally have no effect on the environment. They are constructed similar to PCs except their **Health** is halved and they do not have Hero Points or Qualities.

**Allies** are low-level NPCs controlled by the GM, but possibly at the whims of the PCs (e.g. giving orders to a subordinate). They are friendly to the PCs and often interact with them frequently, but they generally have no effect on the environment. They are constructed similar to minions with their Health halved, but they often have one or two Qualities as appropriate to story.

### TABLETOP

**EGS** is a tabletop role-playing game that can be played with miniatures on the tabletop or using “the mind’s eye” and simply visualizing character position. If using miniatures on a tabletop, 5ft to the characters equals 1 in. on the tabletop. This is a common scale used with RPG maps and goes well with 25mm or 28mm miniatures. Additionally, it is recommended to use a hex grid instead of a square grid to avoid worrying about diagonal movement. However, if you do use a square grid, don't worry about diagonal movement mechanics as they don't exist.

This scale can also be used without a grid on freeform terrain where the miniatures can freely move about in every direction. This follows a much more natural method of movement.

“The mind’s eye” simply means character position, range, and movement is done virtually in your head. Instead of worrying so much about actual distance, range can be simplified into touch (you can grab the target), reach (within melee weapon range), close (within polearm weapon range), near (within throwing range), far (within bow or Renaissance-era firearms range), and very far (within modern firearms range).

### BRINGING EVERYONE TOGETHER

Gamemasters have a difficult job. It is their responsibility to manage the scenario, adventure, or campaign the PCs have become a part of. They can choose from published products, create their own, or borrow from others to assemble some incredible mash-up!

### ENVIRONMENT

The GM controls the environment. The environment is everything within the scenario, adventure, or campaign that isn't the PCs. This includes setting, NPCs, potential allies, potential enemies, minions, conflicts, puzzles, merchants, transportation, landscape... well, everything. When the GM prepares bits and pieces of the environment ahead of time, these become milestones for the PCs to achieve. As the game progresses, the GM can use the environment to react and respond to the actions of the players' characters. If they fail to find the milestone, just move it out and let them come upon it naturally.

The environment should be flexible. Rigidly defining too much can make it difficult to react to the actions of the characters. The purpose of playing is to have a memorable experience of heroic deeds and horrific encounters. An environment that cannot be changed may quickly break and bring the game to a screeching halt. No one wants that to happen!

### SETTINGS

The setting is the heart of the environment. It defines the when and where along with guiding the technology, playstyle, and look and feel. These elements can change quite dramatically, such as comparing an epic fantasy game to a hard science fiction one.

GMs can create their own setting or use one of ours. *Ancient World* is a dark fantasy setting in a land the gods have abandoned. *Judgment Day* is historical fantasy horror where characters become members of the Inquisition protecting humankind from the demons, undead, alien beings, and more of folklore and mythology. *Mythos* is a bit of fantasy and a lot of heroic mythology set in Ancient Greece where you become a hero of your own epic story.

Look for the “EGS” logo on any product utilizing or compatible with the *Entropic Gaming System*.

# CHARACTERS

You are your character and your character is your link to the game and its environment. Through your character, you adventure, explore, investigate, and resolve conflicts to create a story and experience that can be remembered for years to come.

## CHARACTER CREATION

Every character is comprised of game stats allowing the character to perform actions within the game's environment using the *EGS* mechanics. These stats are as follows:

- **Character Concept:** When developing a character, create a concept that encompasses what you envision your character to be.
- **Background:** Backgrounds are predefined, optional templates that can further define a character's connection to the setting in terms of race, species, culture, class, etc.
- **Abilities:** Eight physical and mental Abilities define your character: Charisma, Dexterity, Intelligence, Perception, Psyche, Spirit, Strength, and Vitality.
- **Attributes:** Either defined statically or derived from the character's Abilities, Attributes are secondary statistics that provide additional characteristics. They are: Combat Actions, Defense, Health, Hero Points, Initiative, Language, and Speed.
- **Skills:** Skills are the ultimate defining factor of your character as they dictate how your character is able to perform actions by combining those Skills with different Abilities. Your character is defined by how he or she connects Skills with Abilities rather than being limited to one or the other.
- **Qualities:** Qualities are unique aspects of your character that allows you to connect the character concept with the in-game mechanics to provide bonuses during gameplay.
- **Equipment:** Equipment is the weapons, armor, and gear your character utilizes throughout the course of gameplay.
- **Talents:** Talents are extraordinary or supernatural abilities that some characters use to create incredible effects. Their use includes super science, magic, miracles, super powers, and more.
- **Finishing Touches:** Once your character is defined mechanically, his or her persona can be further fleshed out with additional characteristics such as age, name, homeland, height, weight, and many other non-mechanical characteristics.

## CHARACTER CONCEPT

Before building a character, consider creating a character concept. It has no mechanical advantage, but it helps to outline what your vision of that character is and what Skills and Abilities may be important. Character concepts can be as simple as "Arcane Sorcerer" or as detailed as "Charismatic, Stealthy Investigator with a Shady Background." Whatever that concept is, it can then be translated onto your character sheet using the character creation process.

Here is a collection of simple character concepts.

### CLERIC

Clerics are pillars of many religions and religious organizations. They are the hardworking individuals that serve the priests and typically tend to the daily lives of the religion's followers.

**Suggested Skills:** Awareness, Medicine, Performing, Religion

### COMMANDER

Commanders are leaders within many types of military organizations. They give orders to subordinates and are responsible for the overall tactics those subordinates take.

**Suggested Skills:** Awareness, Diplomacy, Firearms, Networking, Tracking

### DIPLOMAT

Diplomats are the political figures for governments and federally-funded organizations. They are particularly skilled at speaking to audiences and always seem to know just the right words to say.

**Suggested Skills:** Diplomacy, Language, Networking, Politics, Streetwise

### ENGINEER

Engineers are designers of incredible gadgets that can either be usable by the general populace or specialized for sensitive applications. They know the ins and outs of their particular field of knowledge and are called upon to determine what's gone wrong with that technology.

**Suggested Skills:** Computers, Electronics, Investigation, Mechanisms

### HUNTER

Hunters are experts with weapons and tracking prey. They can spot a target from amazing distances and know just the right direction to follow when searching for their target.

**Suggested Skills:** Awareness, Firearms, Melee, Ranged, Tracking