

Dreaming Gears: A Fantasy Steampunk RPG

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Introduction

Circa 1859, rural South Africa. A diamond miner uncovers a strange rock. In its raw form, it looks like a grey rock with ribbons of red, green, blue, and white swirling beneath the surface, seemingly of its own accord. Cutting into the rock does not reveal the underlying ribbons. There is something special, almost magical, about this find, dubbed Element X.

Circa 1865, London. After five years of heavy experimentation, scientists discover that passing an electric current through a pressurized steam chamber containing a small chunk of rock makes various color ribbons appear on the surface of the rock. Four specific volts make each of the four ribbons come to the surface of the rock. In other words, each of the rock's colors reacts independently to each specific voltage. They find upon further testing that each of those four volts creates a field of subtle atmospheric energy around the rock, with interesting results apiece. Each swirling ribbon, it turns out, corresponds to each of the four natural elements (fire, air, water, earth) thus earning its name Elementium.

While engines and other steam-powered things are already growing popular, Elementium in effect brings upon the Industrial Revolution "before its time." Direct engineering and scientific implementation of the rock's abilities produce a number of products that make mundane tasks simpler. The most common of these products is known as the "Magic Box": a portable device whose power source is carried on one's back, whereby power is directed to a glove's fingertips acting as the output mechanism. A layperson (commonly not understanding its technology) was convinced the produced results could be nothing other than magic, hence its name.

Meanwhile, these devices were growing so popular within the military and construction industries that entire corporations sprang up with the singular purpose of mining and selling Elementium. However, despite the relative abundance of the rock, the process of extraction still remains somewhat difficult; meaning only large companies and wealthy collectors could afford it at all, with the world governments primarily churning out products that utilize this power.

The largest conglomeration of companies that now owns and operates several of the prime Elementium mines around the world is The Bengal Corporation. In addition to their own supply, they purchase bulk quantities of the rock from competing firms. They actively seek to monopolize the industry and pay untold sums of money to reacquire the stores of Elementium from private collectors around the globe. Those that resist or refuse have been reported missing. Documents are leaked stating Bengal Corp's intentions to fix global Elementium prices. When asked, company spokespeople claim the documents are doctored to smear their good reputation as "the world leader in life enrichment through the safe and efficient use of groundbreaking technology." As proof, they point out that "no employee by that name even works at this organization." Coincidence?

Circa 1866, New York City. Rumor spreads of a covert resistance party that plans to bring down Bengal Corp., though it is unclear how. Word has it that Antonio DePlesbin is spearheading the group, though no one knows who he is. People assume he does not use his real name. After two decades, rumors reach a fever pitch and travels around the world, though no one ever claims membership.

March, 1888, any city. The game campaign begins. Will you be a vigilante looking to join the resistance? Or will you try to get into the good graces of The Bengal Corporation in an effort to clear their name? Will you try to engineer better uses of Elementium? Just about anything goes.

Note: The Dreaming in Gears (DIG) ruleset provided here is meant to provide Gamemasters options to run a steampunk-focused game set in the world described above, but it is possible to adapt the rules to other settings, if one so desired. This rulebook is also written for players already with basic to intermediate knowledge of RPG terms and conventions.

Before You Begin

Despite how desperately I know you want get this game started, there are a few preparatory things you need to do. First, get yourself a handy-dandy [DIG Character Sheet](#). Next, grab a scratch sheet of paper or two for notes and other miscellany, along with a few pencils and erasers. You'll also want a battle grid with 1-inch squares (each square representing 5 feet) and some miniatures to represent each character played.

How to Play

You interact with the game world through your character and the only limit is your imagination (and sometimes what you roll on the dice). The game consists primarily of two elements: Combat Encounters and Noncombat Encounters.

Combat Encounters: Typically, these are battles against people or creatures that are hostile toward you. They involve punching, firing guns, jumping, or any number of other options your character is capable of.

Noncombat Encounters: These consist of solving puzzles, finding, disarming or laying traps, gathering information with locals, socializing in a pub, or a number of other obstacles you and your party need to overcome.

Between Combat Encounters, you and your party will most likely explore one or more locations, gathering information about particular events or people and deciding how to proceed. The GM will set up a scenario and may or may not give the players options to proceed. The GM is the one who runs the show, so he controls all Non-Player Characters (NPCs), controls and dictates the actions and reactions of your opponents, and many other things. The GM will normally prompt the players by asking, "What do you do?" But he or she will always get the final say as to whether or not what you want your character to do will actually happen.

Combat Encounters in this game take place with everyone involved taking turns. This fixed rotation is called Sequence (see page 19).

The Core Mechanic

Most of the actions you want your character to do in the game revolves around the core mechanic: Rolling a 10-sided die and a percentile die. This is a game of percentages, and you want to roll low! There are other types of polyhedral die to roll, depending on the situation, ranging from d4 to d20.

Basic Rules

General Rules

In some cases, rules might not be expressly written because they are supposed to be obvious. In those cases, it is strongly suggested that GMs and players alike use common sense when trying to determine the outcome of a particular problem.

Specific Beats General

In the cases where a specific rule contradicts the general rule, the specific rule will always win. For example, the general rule for Spells states that casters must have two empty hands in order to cast a spell. But the Earth Spell "Oakenshield" specifically says that one hand can hold the shield while the other is used to cast. In this instance, it is possible to use this particular item and not break the rules.

Character Creation

Character Concept and Archetypes

Now that you have an idea of the type of world this game is set in, you can start thinking about the type of character you would like to play. Because there are no preset “classes” to choose from, your character can be just about anything; it all depends on your choice of Primary Statistics. However, here are a few suggestions for classic archetypes to get you started:

The Up-Close Combatant

Stats: Focus on raising STR and END for survivability, with AGI to dodge attacks.

Skills: Tag **Close Range: Melee** (Unarmed if you like), **Sneak** if you want to get move unseen, and your choice of third skill.

The Ranged Marksman

Stats: Get your AGI and PER high, with a decent INT for your skills.

Skills: Tag **Firearms, Mechanics** to keep your equipment up to par, and any third skill of your choice.

The Finger-Wiggling Spell Slinger

Stats: INT and END are the stats you want highest to let you do your thing.

Skills: Tagging **Elemental Harmony** and **Concentration** will let you shine, in addition to any third skill you like.

The Diplomatic Face of the Group

Stats: CHA will be your primary stat, and INT and END are secondary for survival.

Skills: Tag **Persuasion** and any two other skills to suit your character’s needs and flavor.

Primary Statistics

The Primary Statistics are based on the “SPECIAL” (Strength, Perception, Endurance, Charisma, Intelligence, Agility, Luck) system. It is the meat and potatoes of the game. Your choices directly influence how good or bad your character is at just about everything. Below is a brief description of each of the Primary Statistics and what they affect. Your character begins with an average score of 5 in all statistics. You have a pool of 5 “character points” to spend across the 7 Primary Statistics. You can spread them out over several stats, or you can concentrate heavily on one or two. You may remove points from one stat (dropping it below 5), so long as you add it to another. You can never reduce a score lower than 1 or raise it higher than 10. When you’re done, the sum of all of your Primary Statistics should equal 40. **Remember:** these stats will almost never change, so make sure you are happy with your choices!

Secondary Statistics

Strength (STR): A measure of your character’s physical potency and raw muscle power. STR establishes things like Melee, Throwing and Unarmed damage, Carry Weight, and affects your starting HP.

Perception (PER): Perception represents your character’s senses. A higher PER score means you have a more acute awareness of the world around you. PER affects many skills where seeing, smelling, hearing, tasting, or touching are specifically required to perform.

Endurance (END): Your character’s stamina and fortitude, and how much punishment your body can take. END directly affects both your starting HP and HPL, Heal Rate as well as many skills.

Charisma (CHA): This is a measure of your character’s influence on other people as well as a measure of your looks and demeanor.

Intelligence (INT): A measure of your character’s combined logic, reasoning, thinking, and planning ability. INT is how smart your character is, and affects many skills.

Agility (AGI): Agility is an assessment of your dexterity and reaction speed. It affects Armor Class, Speed, and a large number of skills where nimbleness is helpful.

Luck (LCK): This is how often the universe makes things happen in your favor (or against it!). It influences your Critical Chance percentage as well as how well you can gamble.

Once you have your Primary Statistics set, you are ready to calculate your Secondary Statistics. Each Stat in this section has a formula for its corresponding box, except for Heal Rate which is determined by the chart below.

HP: Health Points, which represents your character's vitality and how much damage you can soak up before you kick the bucket. If you are wounded and receive healing, you cannot be healed more than this number. HP is calculated as: $15 + (\text{STR} + (2 \times \text{END}))$. The average HP for a Level 1 character is 30.

HP per Level (HPL): This is the amount of HP you gain every time you earn a Character Level. HPL is calculated as: $3 + (\text{END} / 2, \text{round down})$. The average HPL for a Level 1 character is 5.

Heal Rate: A figure of how quickly you can regain lost HP in either: 1) a 6-hour period when your character is Actively Resting, or 2) a 24-hour period when your character is not Actively Resting. It is established directly by your END score and follows this chart:

END Score	Heal Rate
1-4	1
5-7	2
8-9	4
10	5

Armor Class (AC): This is the representation of how well you can dodge hits, and if you are wearing armor, the hardness of that armor and how much punishment it can absorb without hurting you. AC is calculated as: $[\text{AGI or armor's Max AGI Bonus, whichever is lower}] + \text{AC value} + \text{any additional bonuses or penalties received from traits, perks, or items}$.

Speed: This is the measure of how many squares you can move on a single turn and how quick your character is in general. Speed is calculated as: $\text{AGI} + \text{any additional bonuses or penalties received from traits, perks, or items}$.

Critical Chance: Cinematically, Critical Chance implies how much grace and flair your character has in performing skills, or to be able to accurately strike at a foe's crucial spots. Technically, it is how likely your character is to score a critical hit in combat. Crit Chance is calculated as: $\text{LCK} + \text{any additional bonuses or penalties received from traits, perks, or items}$. The average crit chance for a Level 1 character is 5%.

Mannerisms

Now that your Secondary Statistics are calculated, you have the option of choosing one Mannerism from the list below. Mannerisms are personality quirks that you can use to further define how your character plays. With each trait, you get one positive effect but also one negative effect. The Mannerism effects apply only one time and you can only have one Mannerism per character. After you have chosen yours, apply the changes to your Secondary Stats, then write the Mannerism name and effect on your Character Sheet. If a Mannerism alters one or more of your Primary Statistics as well as your skills, first calculate secondary stats and skills, and *then* alter the skill percentage.

Note: Choosing a Mannerism is not mandatory, but it greatly helps to flesh out your character a bit more. Remember, your character can only have one Mannerism during his or her adventuring career, so choose wisely!

Mannerism Name	Effect
Bruiser: A little slower, but a little bigger. You may not hit as often, but they will feel it when you do!	+2 STR, but -2 Speed
Domesticated: You have spent plenty of time indoors reading and learned to avoid bloodshed.	+1 INT, but -1d8 damage per attack
Fast Shot: You don't have time to aim in combat because you're faster than normal people.	+2 AGI, but -20% all Combat Skills
Fearless Leader: Your courage in battle helps your allies fight harder.	Allies within 4 squares of you gain +10% Combat Skills and +1 AC, but you cannot wear any armor with an AC bonus. You do not gain this bonus.
Feral Blood: You grew up under a rock. Well, with rocks in your hands, at the very least.	+2 range for thrown items and +10% Throwing, but -10% Accuracy
Finesse: Your attacks are very polished. You don't do as much damage, but you will cause more critical hits.	+20% Critical Chance, but -1d8 damage per attack
Four Eyes: Your eyesight's pretty bad, but thankfully you've got your classy spectacles.	+1 PER while wearing any head slot item that covers your eyes, but -1 PER with an empty head slot or head slot items that don't go over your eyes
Gearhead: The time you spent tinkering around with things made you very adept at, well, tinkering around with things, but you never found time to work on yourself.	+5% Explosives, Firearms, Close Range: Melee, and Mechanics, and equipped weapons and armor do not lose Condition, but -2 END
Gifted: You're naturally good at everything, so you spent much less time honing your skills unlike all the other kids.	+1 to every Primary Statistic, but -10% every Skill and -5 SPL
Good Natured: Fighting never really interested you, so you studied less-combative skills.	+10% all Social and Personal Skills, but -20% all Combat Skills
Heavy Handed: You swing harder, not better. Your attacks are brutal but lack elegance. You rarely cause a good critical, but you do more melee damage.	+4 melee damage per attack, but -10% Critical Chance
Hide Skin: Through a freak skin condition, your skin is a lot tougher than usual.	+5 AC, but Heal Rate is 1 regardless of END, and all Medic Kits heal you for half their normal amount
Kamikaze: By not paying attention to any threats, you act much faster in a turn.	Your turn is always first regardless of Sequence, but your AGI is 0 for purposes of calculating Armor Class. If another player also has this trait, roll 1d10 to determine who sequences first
One in a Million: Your luck does not run particularly high or low, but when lightning strikes, it strikes hard!	When you roll a Critical, roll percentile. If you roll another Critical, your damage multiplier is 5 instead of 1.5. If not, damage is normal
Loner: You've always worked alone. Other people just slow you down.	+10% Accuracy and +1d4 damage per attack, but -3 AC and you have to be at least 6 squares away from all allies for the bonus to take effect
Mad Scientist: Your love of science allowed you to create madcap concoctions wacky enough to eat... or blow up, it's hard to tell.	+20% Cooking: Consumables, Cooking: Alchemy, Knowledge: Science, and Explosives, but -10% all other Combat Skills and -5% all Personal Skills
Metabolic Dynamo: Your metabolic rate is out of control. You can almost swear you can see your wounds heal right before your eyes!	Your Heal Rate is doubled, but you take 50% more damage per attack
Night Owl: For some reason, you've always felt more alive after the sun went down.	+1 PER and +1 INT between the hours of 6:01pm to 6:00am, but -1 PER and -1 INT between 6:01am to 6:00pm
Numbskull: You always used to say, "Science is for wimps who can't fight with their fists!"	+10% Close Range: Unarmed and Throwing, but -30% to Elemental Harmony
One Hander: You excel with one-handed weapons, but using both hands will cause problems.	+10% Accuracy with one-handed weapons or spells, but -30% all two-handed weapons or if both hands have spells equipped

Overanalyzer: Your studious effort of analyzing the world around you has dulled your reaction time.	+10% Knowledge: Construction, Knowledge: Science, Knowledge: Agriculture, and Mechanics, but -1 AGI
Paranoid: You're convinced people are always trying to do you in, so you're constantly on the lookout, and your nerves are shaky.	+1 PER, but -5% Accuracy and -1 range for ranged weapons
Pugilist: This gentleman's sport is your bread and butter and you've shunned technology to preserve its pureness.	+10% Close Range: Unarmed (+20% if equipped with boxing gloves), but -20% all other Combat Skills (including Close Range: Melee)
Skilled: You spent extra time training your skills, so your personality suffered for it.	+5 SPL, but you gain a Perk every 2 levels instead of every level
Small Frame: You're not quite as big as other people, but that never slowed you down. You can't carry as much, but you're more nimble.	+1 AGI, but your Carry Weight is calculated at only 15 x STR, instead of 25 + (25 x STR)
Snake Blood: Your blood runs much thicker than water so you don't notice toxins in your system.	Poison has no effect on you, but Medic Kits only heal you for half the normal amount
Team Player: You only seem to know how to work well when you're part of a team, which hurts your leadership.	+10% in every Skill, but <i>all</i> allies need to be within 4 squares of you, and -1 CHA
Tech Whiz: By spending all your formative years hunched over learning tech stuff, you've ruined your eyesight!	+15% Science, Mechanics, and Thievery, but -1 PER
Trigger Happy: There's nothing quite as gratifying as the sound of bullets spraying from your gun, accuracy be damned!	Weapons that require ammunition do +1 point of Condition damage to your target once per round, but you empty your clip after every attack. The additional ammo is wasted and does no damage

Skills

Skills define your character's knowledge and proficiency. They are an extension of the Primary Statistics on the character sheet, and are directly derived from them. You can see the formulae underneath each skill. But before you start calculating Skill percentages, you must tag three skills.

Tagged Skills

These 3 Tagged Skills represent your character's personal and particular expertise. Each Skill you tag gains a one-time, immediate +15% bonus. In addition, when you level up, Tagged Skills gain 1 whole point for every 1 spent to raise it. Non-tagged skills only gain .5 points per 1 point spent to raise it. For the purpose of making skill checks, round half points down.

Skill Points per Level (SPL)

Upon earning enough Experience Points (XP) to gain a level, you will automatically earn additional skill points that you may use to raise whichever skills you like. It is calculated as:

$$5 + (2 \times \text{INT})$$

Using Skills

Skills are broken up into three categories: **Personal Skills** relate to occupations and natural prowess; **Combat Skills** deal with fighting; and **Social Skills** are required for working well with others. Many skills can be used both in and out of combat. It is up to the GM to allow it if the player can provide a sufficiently convincing argument for it. To use a skill, roll percentile. The roll is a success when the die roll is equal to or less than the Skill percentage listed on your character sheet (not counting half points). For example, if your Firearms is 44%, any roll between 1 and 44 is a success. Non-combat skill rolls are not subject to Critical Hit rules.

Skills by Category

Personal Skills

Acrobatics
Animal Handling (*choose breed*)
Athletics
Concentration
Mechanics
Mining
Piloting
Smithing (*choose metal, gem, or fiber*)
Stealth
Survival

Combat Skills

Close Range Weapons (*choose Melee or Unarmed*)
Elemental Harmony
Explosives
Firearms
Throwing

Social Skills

Appraisal
Cooking (*choose Consumables or Alchemy*)
Forgery
Gambling
Healing
Knowledge (*choose Science, Construction, History, Crafting, or Agriculture*)
Larceny
Persuasion
Read/Write Languages

Skills by Attribute

Strength (STR): Acrobatics, Athletics, Close Range Weapons, Mining, Throwing

Perception (PER): Cooking, Explosives, Firearms, Forgery, Healing, Larceny, Piloting

Endurance (END): Concentration, Elemental Harmony, Mechanics, Mining, Smithing, Survival

Charisma (CHA): Animal Handling, Appraisal, Persuasion

Intelligence (INT): Appraisal, Cooking, Elemental Harmony, Forgery, Knowledge, Mechanics, Read/Write Languages, Smithing, Survival

Agility (AGI): Acrobatics, Animal Handling, Athletics, Close Range Weapons, Explosives, Firearms, Healing, Larceny, Piloting, Stealth, Throwing

Luck (LCK): Gambling, Healing, Persuasion

Personal Skills

Acrobatics: This covers any physical activity requiring finesse and skill, including tumbling, aerobatics, balancing, juggling, and such. **(2 x AGI) + STR**

Athletics: Any activity requiring strength of body to execute, including jumping, climbing, and other such acts. **(2 x STR) + AGI**

Mechanics: Knowledge of all mechanical, clockwork, and electric devices, from engines to elevators to weapons and armor. It also repairs Condition damage (see Item Conditions, page 22). **(3 x INT) + END**

Piloting: How well you can operate heavy machinery. Pilots know how to make their vehicle obey their command better than other amateurs. **2 x (PER + AGI)**

Stealth: The art of moving silently and remaining unseen. If successful, grants Sneak Attack Opportunity until you attack or come out of stealth. **5 + (3 x AGI)**

Animal Handling: Covers identification, mating habits, and territories of all types of creatures, how to ride animals, and how to befriend them. Choose type of animal at character creation. **2 x (CHA + AGI)**

Concentration: This skill comes into play when it is necessary to diligently learn something, like new spells. **4 x END**

Mining: It's important to know which way the pointy end of that pick goes when you're down in the dark, stuffy mine, just as knowing how mines and their owner companies operate. **2 x (STR + END)**

Smithing: This skill deals with the construction and deconstruction of clothes and leathers, metal items, or crafting jewelry. Choose metalsmith, fibersmith, or gemsmith at character creation. **(2 x INT) + END**

Survival: Food foraging, game hunting, tracking footprints, finding shelter from the elements, and other skills required for survival in the outdoors. **2 x (END + INT)**

Combat Skills

Close Range Weapons: Deals with knowing how to properly hold and swing any hand-to-hand weapon for highest efficiency, even if that weapon is your bare fist. Choose Melee Weapons or Unarmed at creation. **5 + (2 x (AGI + STR))**

Explosives: Laying mines, training with grenades, and the familiarity of things that go boom are covered by this skill. **5 + (PER + AGI)**

Throwing: The simple skill of heaving a handheld object at someone or something. For every 15% you have, add +1 range. **(4 x STR) + AGI**

Elemental Harmony: This skill represents a person's natural ability to coax Elementium to respond to his or her mental nudging. **(2 x INT) + END**

Firearms: The firing of all mechanically operated projectile weapons (including bows and crossbows) is covered here. **(2 x AGI) + PER**

Social Skills

Appraisal: The act of estimating or judging things to determine its value. Popularly used for jewelry and gems. **(2 x INT) + CHA**

Forgery: Successfully sign documents with other people's signatures. It can also apply to more than just documents. **(3 x INT) + PER**

Healing: This skill covers how to use Medic Kits or improvised strips of torn cloth to heal injuries, reset broken bones, even physical therapy. Requires Medic Kit. **(2 x (PER + AGI)) + (LCK / 2)**

Larceny: Stealing and planting items unnoticed, picking and jamming locks, disarming traps, and breaking and entering. **5 + (PER + AGI)**

Read/Write Languages: The higher this skill, the better your chances of correctly reading and writing languages other than your own. **4 x INT**

Cooking: This deals with knowing how to prepare a variety of edible foods or concoctions, and its required ingredients. Choose Consumables or Alchemy at character creation. **(2 x INT) + PER**

Gambling: Whether it's cards, dice, or any other type of game, Lady Luck (and we don't mean the Statistic) has got your back. **4 x LCK**

Knowledge: This skill deals with the specifics of Agriculture (crops, cattle, farming, herbs), Construction (carpentry, dungeoneering), Crafting (tailoring, pottery, artisanry), History (locations, people, events), or Science (natural and life sciences, astronomy, biology, sociology, physics, etc.). Specify at character creation. **4 x INT**

Persuasion: The ability to successfully lie to other people, convincing them to see things your way. **(5 x CHA) + LCK**

Character Level vs. Spell Level

Character Level (commonly simply called Level) refers to the stage of development of a player's character, based upon the amount of XP he or she has gained (see Leveling Up). Spell Level refers to the amount of training received per character to be able to cast spells.

Choose an Element

"Caster" characters need to declare which one of the four elements (fire, air, earth, water) they are attuned to, as their spell list is limited to one element per caster. In addition, no character needs to choose Universal as their element, since they are gained above and beyond elemental spells.

If the GM chooses to run a more difficult, gritty campaign, he may decide that Level 1 characters do not start out knowing Level 1 Spells (typically because of a lack of Magic Boxes, which the characters must find or acquire). In this case, Spell Levels do not take effect until a character is able to cast spells. Characters do not gain Spell Levels at the same rate as Levels. The matrix below details the relationship between the two. If the GM's campaign involves the more active approach as described above (where characters do not start with Magic Boxes at character creation), adjust the Character Level column below to accurately

reflect at which level characters begin knowing how to cast spells.

Character Level	Spell Level	Total Spells Learned	Spells per Spell Level
1	1	2	4
3	2	4	4
6	3	6	4
10	4	8	4

To clarify, each time a caster gains a spell level, he chooses one Universal spell for that level and one from his chosen element. Out of 4 possible choices per spell level, you will pick a total of two. By the time the character has reached the highest Spell Level (4), he knows and can cast a total of 8 spells (four from his element + four Universal).

Spells

Spells in this game function slightly differently than in other games you may have played. Because this game is set in an alternate timeline of the real world, magic does not actually exist (sorry to burst your bubble). But, the *illusion* of magic does exist, however. For all intents and purposes of this rulebook, the terms "magic" and "spell" will refer to its illusion thereof. Spells in DIG are a mechanical expression of Elementium-powered devices. Since its discovery and proliferation, there have been a number of people discovered to have a knack for controlling Elementium's subtleties better than others. This coordinates directly with the Elemental Harmony skill. Players who want to "cast spells" should focus on this skill.

Casting Spells

Casting a spell is mechanically the same as using Skills. All spells are used with the Elemental Harmony Skill. In order to cast a spell, a caster must first have two empty hands (equipped spells do not count). If a caster is holding a physical object in either of his hands, the spell will fail - essentially, the item you're holding interferes with the Magic Box's mechanisms. The caster may "equip" one spell in an empty hand slot with a minor action. The same spell cannot be equipped on both hands simultaneously. A player may use a move action on his turn to "prepare the spell" (declare intention to cast a spell, which spell to cast, and where, if applicable). Your character is using this time to calibrate the knobs, switches and levers on his Magic Box, the steam chambers are being charged up and it will take until your next turn (or longer) to unleash its energy. After a spell is

"Chain Casting"

In a single turn, spend two minor actions to equip a spell to each hand, and a move action to prepare one of the spells to cast. On your next turn, spend a standard action to cast the prepared spell, and then spend a move action to prepare to cast the spell on your other hand. With a minor action, equip a spell into the hand slot that was just discharged. Continuing in this fashion will prevent you from moving on your turns, but you can become a stationary turret of destruction (or utility)!

cast, the hand slot it was equipped in clears and will require being reequipped (with another minor action). Most spells require 1 round to cast, but some require longer, as they are more powerful. If the spell requires a casting time of 1 round, then on the player's following turn, the spell is cast by spending a standard action and its effects take place. If a spell requires a casting time longer than 1 round, players can still take other actions on their turn (see page 18) while waiting for the spell to discharge.

Overlapping Spells

In the case when a spell's effect is ongoing and the same spell is cast on the same target, the effects do not stack. The original spell's duration and damage calculation is overwritten with the duration and damage of the newest spell casting. If a single target is hit with two or more different spells with ongoing durations, the spells will stack, each keeping their durations separate.

Choosing Spells

Spell Level	Universal (Free each level)	Water	Air	Fire	Earth
1	Amplify	Waterproof	Feather Fall	Light	Sculpt Rock
	Discern North	Douse	Gust	Ignite	Stone
2	Speak Tongues	Frozen Boots	Shroud of Mist	Ember Armor	Oakenshield
	Senseless	Frostbite	Stumble	Burning Blade	Crumble
3	Conjure Necessities	Aqualung	Wall of Energy	Fireworks	Briarweb
	Mislead	Drown	Choke	Bloodboil	Petrify
4	Descry	Glacial Form	Spectral Body	Fireflesh	Stoneskin
	Mindlink	Driving Hail	Gale Force Wind	Blazing Inferno	Earthquake

For this game, besides learning spells from the column of their chosen element, they also gain one free spell from the Universal category. In the chart above, each Spell Level has a pair of choices. The spell in the top band is generally defensive, while the bottom band is generally offensive. So it is possible for two casters from the same element to have completely different lists of spells to cast.

List of Spells

A list and definition of spells sorted by element are on the next few pages, in the following format:

Spell Name:
Level: *[Spell Level]*
Casting Time: *[How long a spell takes to cast, usually in rounds.]*
Duration: *[How long the spell lasts before fading away.]*
Range: *[How many squares away from the caster the spell can still take effect. If a spell is Range: Self, the spell only affects the caster.]*
Effect: *[What the spell does and to whom.]*

UNIVERSAL

Amplify:

Level: 1

Casting Time: 1 round

Duration: 1d4 rounds

Range: Self or allies within 2, 10

Effect: For a short time, intensify the volume of someone's voice. Choose to affect yourself or a number of nearby allies equal to your (CHA / 2, rounded down; minimum 1). Everyone within range (10 squares) will hear your voice booming in their ears as if you were speaking loudly while standing right next to them. Does not affect deaf targets.

Speak Tongues:

Level: 2

Casting Time: 2 rounds

Duration: 2d8 rounds

Range: Self

Effect: Instantly learn to fluently speak (but not write) one language of your choice.

Conjure Necessities:

Level: 3

Casting Time: 2 rounds

Duration: Varies

Range: 2

Effect: Conjure enough food and clean water to feed yourself or 1 ally for 24 hours, or yourself and 4 allies for a single meal. The items appear instantly and last for 24 hours with no worry of spoilage. If not consumed within that time, they vanish. Or conjure a medium-sized 3 x 3 tent, suitable enough to provide reasonable shelter from the elements for up to 5 people. The tent comes equipped with sleeping bags. This option lasts 8 hours, and then dissipates.

Descry:

Level: 4

Casting Time: 3 rounds

Duration: 1d4 rounds

Range: 10

Effect: Hear the thoughts of one target in your line of sight that you focus on. You must remain focused on the target for the duration of the spell or it will break. If the target moves out of range or is obstructed from your line of sight, the spell will fail. You cannot communicate with the target in any way. Target may make a Concentration check to become aware of this scrying and identify the caster.

Discern North:

Level: 1

Casting Time: 1 round

Duration: 5 rounds

Range: Self

Effect: Unerringly intuit which direction north lies, but not how to get there if obstacles are present. This spell also works underground.

Senseless:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: 5

Effect: One opponent suffers for a short time caster's choice of one of the following conditions: blind, deaf, anosmic, mute, or fascinated.

Mislead:

Level: 3

Casting Time: 2 rounds

Duration: Varies

Range: Self

Effect: You become invisible and an illusory double of you appears superimposed perfectly over your own body, so that observers don't notice an image appear and you turning invisible. You can then move away. It cannot move, talk, attack or cast spells, though it can gesture as if it were pretending to do so with a minor action. The figment requires Elemental Harmony checks beginning on the first round after the casting to continue the effect. The double lasts as long as you continue to concentrate on it, or it is attacked.

Mindlink:

Level: 4

Casting Time: 3 rounds

Duration: 1d4 rounds

Range: 10

Effect: Telepathically speak into (but not control) the mind of one target in your line of sight that you focus on. You must remain focused on the target for the duration of the spell or it will break. If the target moves out of range or is obstructed from your line of sight, the spell will fail. Target is unable to respond telepathically. Target may make a Concentration check to become aware of this link and identify the caster.

WATER

Waterproof:

Level: 1

Casting Time: 1 round

Duration: 1d2 rounds

Range: Self and allies within 2

Effect: You and a number of allies equal to your (CHA / 2, rounded down; minimum 1) becomes impervious to getting wet for a short time. The spell fails if moving into water deeper than 5 feet. This protection extends to items and gear being carried.

Frozen Boots:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: Self

Effect: A pair of ice-flecked boots manifests on your feet. For a short time, you can walk on water or snow without sinking. If the spell fades while the caster is still on an unstable surface, he will then behave normally (fall in water, sink in snow, etc.).

Aqualung:

Level: 3

Casting Time: 2 rounds

Duration: 1d4 rounds

Range: 5

Effect: You and a number of targets equal to your (CHA / 2, rounded down; minimum 1) around you are able to breathe water as easily as air for a short time.

Glacial Form:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: Self

Effect: Your body becomes the essence of ice and you exude a frozen aura that extends to all adjacent squares. Your aura can slow mundane projectiles, and you and all targets in your aura suffer -1 Speed. You gain +7 AC against non-magical projectiles or +4 AC otherwise. You are able to freeze items you touch. Melee opponents who touch you on a successful hit are immobilized, but at the start of the second round of the spell's effect, may make an END check to break the duration early. Also, if an opponent hits you, his weapons take one point of Condition damage per hit.

Douse:

Level: 1

Casting Time: 1 round

Duration: 1d2 rounds

Range: 2

Effect: Drench one opponent as if they fell in a pool (doing 3d4 damage per round per attack), or extinguish one small object (like a candle).

Frostbite:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: 5

Effect: The limbs of one opponent go numb; he drops what he was holding in his hands (including equipped spells) and falls prone. At the start of the second round of the spell's effect, opponent may make an END check to break the duration early.

Drown:

Level: 3

Casting Time: 2 rounds

Duration: 1d4 rounds

Range: 5

Effect: The lungs of one target fill with water; he falls prone and unconscious, dropping anything he was holding (including equipped spells). Target takes 4d6 damage. If target succeeds on an immediate END check, he does not fall unconscious, but suffers the other effects.

Driving Hail:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: Self

Effect: A vicious storm centered on you (which moves with you) erupts in a 6 x 6 area, causing large pellets of hail to rain down from the skies. Each round, all targets caught in the storm suffer 6d10 damage and are blinded. These targets may make Acrobatics checks each round to reduce the damage to 3d10 but still suffer blindness. Targets that start their turn outside the range but within 1 take a onetime 3d10 damage and are blinded until they move away. The caster is not affected by any of these effects. Spell does not work underground or indoors.

AIR

Feather Fall:

Level: 1

Casting Time: 1 round

Duration: 1d2 rounds

Range: Self and targets within 2

Effect: You and a number of targets equal to your (CHA / 2, rounded down; minimum 1) become as light as a feather, greatly decreasing your fall speed. As long as the spell holds, you always land on your feet and suffer no falling damage.

Shroud of Mist:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: Self

Effect: Conjure a stationary 2 x 2 field of mist that slows projectiles and obscures line of sight. You gain +4 AC against non-magical projectiles or +1 AC otherwise. You can levitate, hover and maneuver through the mist for a short time.

Wall of Energy:

Level: 3

Casting Time: 2 rounds

Duration: 1d4 rounds

Range: 5

Effect: Invoke a stationary 3 x 1 wall of shimmering force as strong as steel that cannot be walked through, over, or penetrated by non-magical weapons.

Spectral Body:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: Self

Effect: Your body turns into the spirit of air and becomes incorporeal. Melee opponents and physical objects have a 20% chance of hitting you (after an attack connects, opponent must roll 1 or 2 on 1d10 to hit). Non-magical projectiles pass through you harmlessly. You begin to hover above the ground and can also move your Speed +1 through mundane walls as long as you end in a valid square when the spell ends.

Gust:

Level: 1

Casting Time: 1 round

Duration: 1d2 rounds

Range: 2

Effect: A short burst of wind emanates from your hand. You can knock over items that weigh 20 pounds or less, or blow out a candle, or attack one opponent, doing 3d4 damage per round.

Stumble:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: 5

Effect: A blast of forceful air slams into one opponent, and he is either immediately pushed back 1d4 squares, or falls prone for the duration, at caster's choice. If pushed, opponent may immediately make an END check to reduce the amount pushed by (STR / 3) squares. If prone, opponent may make an END check at the start of the second round of the spell's effect to break the duration early.

Choke:

Level: 3

Casting Time: 2 rounds

Duration: 1d4 rounds

Range: 5

Effect: One target begins suffocating and falls prone and unconscious; he drops anything he was holding in his hands (including equipped spells). Target takes 4d6 damage. If target succeeds on an immediate END check, he does not fall unconscious, but suffers the other effects.

Gale Force Wind:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: 10

Effect: Summon a pounding wind that fills a 6 x 6 area. Each round, all targets caught in the current are picked up from the ground and tossed 1d6 squares (landing in a square at GM's discretion). They suffer 6d10 damage and are deaf and prone when they land. These targets may make Acrobatics checks each round to reduce the damage to 3d10 but still land deaf. Targets that start their turn outside the range but within 1 take a onetime 3d10 damage and are deaf until they move away. The caster is not affected by any of these effects.

FIRE

Light:

Level: 1

Casting Time: 1 round

Duration: 1d2 rounds

Range: 2

Effect: Cause an object to glow like a torch, shedding bright light in a 4-square radius (and dim light for an additional 4 squares) from the point you touch. The effect is immobile, but it can be cast on a movable object.

Ember Armor:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: Self

Effect: Summon smoldering plates of fiery armor over your garments, gaining +3 AC for a short time. This armor does not burn the caster or his clothes.

Fireworks:

Level: 3

Casting Time: 2 rounds

Duration: 1d4 rounds

Range: 5

Effect: Create a dazzling 2 x 2 display of harmless sparkling fireworks that distracts and fascinates all targets in the area.

Flameflesh:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: Self

Effect: Your body combusts, becoming the force of fire and you radiate a fiery aura that extends to all adjacent squares. Your aura incinerates mundane projectiles and they have no effect. You and all targets in your aura suffer -1 Speed. Melee opponents who touch you on a successful hit are burned for 4d6 damage per attack. If an opponent hits you, his weapons take one point of Condition damage per hit. You can move safely through any fire, even lava.

Ignite:

Level: 1

Casting Time: 1 round

Duration: 1d2 rounds

Range: 2

Effect: Make one small item (like a candle) flare to life, or briefly set fire to one flammable opponent (doing 3d4 damage per round).

Burning Blade:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: Self, 1

Effect: A 3-foot-long, blazing beam of red-hot fire springs forth from your hand, which you wield as if it were a melee weapon. The blade deals 2d6 damage immediately to one opponent, and burning damage of (LCK / 2) each round thereafter. Since the blade is immaterial, your STR modifier does not apply to the damage. It can ignite combustible materials. At the start of the second round of the spell's effect, opponent may make an END check to shrug off the residual damage. Opponents take one extra point of Condition damage per attack.

Bloodboil:

Level: 3

Casting Time: 2 rounds

Duration: 1d4 rounds

Range: 5

Effect: One target's blood begins to boil, causing him to painfully fall prone and unconscious; he drops anything he was holding in his hands (including equipped spells). Target takes 4d6 damage. If target succeeds on an immediate END check, he does not fall unconscious, but suffers the other effects.

Blazing Inferno:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: 10

Effect: Invoke a roaring blaze that covers and burns a 5 x 5 area. Each round, all targets caught in the firestorm or passing through suffer 6d10 damage and are blinded. These targets may make END checks each round to reduce the damage to 3d10 but still suffer blindness. Targets that start their turn outside the range but within 1 take a onetime 3d10 damage and are blinded until they move away. The caster is not affected by any of these effects.

EARTH

Sculpt Rock:

Level: 1

Casting Time: 1 round

Duration: 1d4 rounds

Range: 1 square within 2

Effect: Shape a small amount of stone or dirt into a form of your choosing. If the result is: Armor you wear, add +2 AC; A weapon you wield, do 3d4 damage per hit; or a statue NPC ally (it cannot act in any turn and has 8 AC and 20 HP). Any other shape confers no bonus, but can be sculpted.

Oakenshield:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: Self

Effect: Summon a large round shield made of earth, rock, wood, and vines. The shield grants +5 AC. Mundane projectiles cannot puncture the shield. Equipping this shield takes the place of one hand slot, but does not interfere with spellcasting, so you can still cast with the other hand.

Briarweb:

Level: 3

Casting Time: 2 round

Duration: 1d4 rounds

Range: 5

Effect: A small 3 x 3 field of underbrush, vines, and weeds sprout from the ground and grasp at the legs of everyone in it, impeding movement. Targets inside the field become immobilized. At the start of the second round of the spell's effect, targets may make Athletics checks to regain mobility but their Speed drops to 2, as they trudge through.

Stoneskin:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: Self

Effect: Your body becomes the core of earth and acquires the properties of granite and diamond. Your legs root into the ground like trees; any forced movement can be reduced by (STR / 2) squares. Non-magical projectiles bounce harmlessly off you. You gain +2 STR and +5 AC, and do +6 damage with melee attacks while in this form, but your Speed is halved.

Stone:

Level: 1

Casting Time: 1 round

Duration: Instant

Range: 2

Effect: From your palm, a fist-sized rock is hurled a short distance at one opponent (doing 4d4 damage). The stone is considered magical for purposes of defeating AC. For every 15% Throwing you have, add +1 range.

Crumble:

Level: 2

Casting Time: 1 round

Duration: 1d4 rounds

Range: 5

Effect: Cause a wall of earthen matter to rise from the ground and surround a 2 x 2 area. Opponents inside fall prone and suffer 4d6 damage per round until they escape the wall. At the start of the second round of the spell's effect, opponents may make an Athletics check to climb out of the rubble and shrug off the residual damage.

Petrify:

Level: 3

Casting Time: 2 rounds

Duration: 1d4 rounds

Range: 5

Effect: One target turns into an inert immobilized and helpless earthen or stone statue. Target takes 4d6 damage per round. At the start of the second round of the spell's effect, target may make an END check to reduce the damage to 2d6 but also Speed is only 1 while in this state.

Earthquake:

Level: 4

Casting Time: 3 rounds

Duration: 1d6 rounds

Range: 10

Effect: Designate 6 contiguous squares as the fault line; this line does not have to be straight. Targets directly on the line and within 1 square slide and drop 2 squares down into the gap, and take 6d10 damage, landing prone. Targets may make Acrobatics checks to avoid falling in, but still take 3d10 damage and fall prone. Targets who fail their checks may make Athletics checks to climb out, but take 3d10 damage per round while they are in the localized tremor. Targets within 2 may make AGI checks to keep their balance or fall prone and take 2d10 damage.

Starting Equipment

All characters begin the game with some money (**2d10 x 25 dollars**), with which to purchase what they like and can afford. Refer to the Items, Weapons, Armor, and Adventuring Gear sections for ideas of some items. Remember, the items listed are not exhaustive; they merely represent the kinds of items that may be purchased. For anything not on the list, the GM will determine its cost.

Playing the Game

Actions

On each turn, a player may take three actions: A standard action, a move action, and a minor action. It is possible to substitute different combinations of actions in a single turn. The charts below are not exhaustive. You can try to do anything your character is likely to try. There are three more types of actions a player may take: Free Actions, Readied Actions, and Immediate Actions. Free Actions take no time in battle to perform, and you can take as many as the GM allows. Immediate Actions are special events that allow your character to carry out their readied Standard Action when its trigger occurs.

Types of Actions

Standard Actions

- Attack
- Administer a potion to an ally
- Cast a spell
- Escape a grab
- Grab an opponent
- Charge
- Equip or stow a shield
- Ready an action to occur at a defined trigger

Minor Actions

- Draw or sheathe a weapon
- Drink a potion
- Drop prone
- Equip a spell
- Stand up from prone
- Open or close a door
- Pick up an item

Move Actions

- Move a number of squares up to your speed
- Reload a weapon
- Prepare a spell to cast

Free Actions

- Drop an item you're holding
- Speak a few sentences
- Release a grabbed opponent

Readied Action

- Prepare an action to perform on a specified trigger

Immediate Action

- Take your readied action when its trigger occurs

Substituting Actions

Option A:

- Standard action
- Move action
- Minor action

Option B:

- Standard action
- Two minor actions

Option C:

- Two move actions
- Minor action

Option D:

- Move action
- Two minor actions

Option E:

- Three minor actions

Navigating the Game World

Allies, Opponents, and Targets

There are three types of creatures specified in DIG. They are Allies, Opponents, and Targets. Just like in the real world, friendly fire is a very real possibility. Skills and Spells listed in this rulebook may make reference to one or more of these, and it will likely have an impact on the party's battle strategy to know the difference. Allies are members of your party and any friendly NPCs that have joined your group. Opponents are hostile creatures, people, or other foe actively looking to hurt, fight, or kill you. Targets can be either allies or opponents.

Sequence

Combat begins when at least one target is openly hostile toward at least one ally. Combat in DIG is turn-based, and the Sequence order of who goes first is determined initially by their Speed score. This step only has to be done once at the beginning of the encounter and does not change until the start of the next encounter.

Breaking Ties

In any situation of a tie, roll a 1d10 to break the tie.

A turn in this game represents actions taken during 6 to 10 real world seconds. A round consists of every player taking their respective turns. Each player gets to take actions on their turn. Once all the combatants on the Sequence list have taken their turns, the round ends and the next round begins, starting again at the top. Once Sequence has been established, combat begins. The person with the highest number in the sequence goes first.

Stat Checks

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make a Stat Check, in which a player must roll 1d10 against the total of their related Primary Statistic. A result equal to or less than their listed Stat results in a success. There are times when Skill Checks aren't good enough; Stat checks fill that gap. Examples of such instances are below.

Use the appropriate stat when you need to determine if your character:

STR: Is strong enough to attempt something, like lifting a heavy boulder, or shouldering down a barred door.

PER: Needs to try and sense something or someone nearby, like spotting hidden traps, or smelling gas in the air.

END: May try to test his fortitude, like resisting extreme weather conditions, or resisting poison, or how many drinks it takes before getting drunk.

CHA: Tries to do something particularly suave and charismatic, but is not persuasive, like flirting with someone.

INT: Knows a particular piece of information that is not covered by the skill list, like an obscure fact about a well known figure, or knowing if he is smart enough to attempt something requiring deft cleverness.

AGI: Tries to dodge something, like a trap that was just sprung.

LCK: Needs to see how lucky he is, that the dice roll doesn't cover, like how much treasure is usable or salvageable after a chest trap goes off.

Stat Checks vs. Skill Checks

Stat checks are determined with a single d10 roll. Skill checks are determined with percentile dice. In both cases, you'll want to roll as low as possible.

Stealth and Sneak Attack Opportunities

Light plays an absolutely crucial role in the success or failure of sneaky characters. The GM should be mindful of lighting situations most of the time, and notify the players when and where lighting changes occur. Sneaking is a multifaceted process; it involves the person sneaking and all those who try to observe the sneaker. Characters who successfully use their Stealth skill in combat are considered

Invisible to all opponents who fail their PER check. The following chart demonstrates the relationship between light and sneaking. Under normal lighting conditions, a person sneaking around rolls unmodified percentile, and observers roll their unmodified PER check (1d10).

Lighting Level	Sneak Modifier	PER Die	Description
Intense Light	-20%	1d6	Several spotlights with no shadows
Bright Light	-10%	1d8	Torches in a well-lit room, few shadows
Normal Light	0	1d10	Cloudless daylight outdoors
Dim Light	+10%	1d12	Room lit by candles with heavy shadows
Pitch Darkness	+20%	1d20	Complete darkness, no light sources

A successfully stealthed character will remain unseen unless they do one of the following: attack; voluntarily come out of stealth, or; they are noticed by opponent observers (by speaking, making noise, etc.). If a Sneak Attack is successful, the damage is calculated as: **the maximum die roll for the weapon used + any additional bonuses or penalties received from traits, perks, or items**. For example, if a weapon does **3d8+5** damage, the Sneak Attack damage would be **29** (24+5).

If a sneak attack is attempted and results in a critical as well, the crit damage calculation overrides the sneak attack opportunity damage calculation.

Combat

Determining Accuracy

Most of the time, combat consists of one person attacking another with some type of weapon. In order to determine if an attack connects, Accuracy must be calculated. This is your character's precision with a given skill, spell or item. Depending on the type of weapon or skill used, your Accuracy percentage may vary greatly. Determining Accuracy is identical to using Skills in that it is a percentile roll and you will want to roll low. A character may choose whether to attack a target or his weapon.

Note: Every time an Accuracy roll is made, keep an eye out for the result to see if you have succeeded with your Critical Chance (see page 21).

Bracing

For characters wielding two-handed weapons, if you do not move for two or more consecutive rounds, you gain a +10% Accuracy bonus beginning on the second round that you do not move and continuing each round that you remain stationary. This bonus represents your character planting his feet down to increase his stability, thus letting him focus on aiming more accurately. If you move at any point while this bonus is in effect (including forced movement), the bonus is negated and you must not move for another two consecutive rounds for the bonus to apply again. The bracing bonus does not apply to casting spells. For the purpose of these rules, spells are considered one-handed weapons.

Determining Damage

Damage in this game is a straightforward concept. The damage die indicator (specified by the "Dmg:" entry) determines the range of damage output of every weapon. In addition, if the character is wielding a melee or thrown weapon, you can add a STR Modifier to your rolled damage. This modifier is calculated as: **(STR / 2, rounded down)** to the damage per attack.

Ongoing Damage

If a single attack does damage to a target for longer than one round, the initial damage calculation will also apply to each subsequent round as long as the duration of the damage lasts. In other words, damage is only calculated once for any attack's duration.

Damage to Multiple Targets

Similar to ongoing damage calculations, if a single attack manages to hit more than one target at once, calculate damage one time and apply it to all targets hit with the attack.

Explosive Situations

The Explosives skill comes into play when dealing with stationary explosive devices like mines and traps. If your character wants to lob handheld explosives like grenades, the skill to use instead is Throwing. It is possible to use exploding devices and weapons both in and out of combat. These include mines, bullhorn alarm traps, TNT, and an assortment of other things that go boom. Whenever characters are laying explosive traps (trip wires connected to bombs, timed dynamite, or similar), roll an Explosives skill check to determine if the explosive device is correctly installed. If the check fails by between 1% and 19%, the explosive is set incorrectly but does not detonate. It will require attempting to set again with another check. If the check fails by 20% or more, the attempt fails, and the explosive device detonates immediately, damaging everyone within its blast range.

Note: Using the correct key on a locked and trapped container will open the lock, but the trap is still armed!

If an explosive device is meant to detonate on count with a timer, an additional Explosives check must be rolled each round at the beginning of the turn of the person who installed it (the top of each turn equals roughly 30 second increments) until the timer reaches 0, to determine if the explosive device was set properly or if it goes off prematurely.

If a container (chest, barrel, crate or other box) is rigged with an explosive trap and contains treasure or other valuables, and a Larceny attempt to disarm the trap on it fails by 20% or more, the triggered explosion also has a chance to destroy some of those contents. The GM may roll percentile to find out what happens to the contents. The disarmer can immediately take a chance to salvage some of the container's contents (with a LCK check), improving the quality of the GM's result by one tier. If he fails, the result *worsens* by one tier! This last step is not required, but is a choice the player may make.

Die Roll	Effect
1-10	No items are damaged
11-50	1d4 items lose 1d4 Condition, (roll separately)
51-90	All items lose 2d4 Condition
91-100	All items are broken, losing all Condition

Critical Hits

The Critical Chance (crit) percentage on your character sheet references your character's odds of striking an opponent in a vital area with such precision that the foe takes much more damage than from a normal hit.

Determining Critical Hits

Whenever an attack hits, there's a possibility that the attacker can score a Critical Hit. Every successful attack can become a crit if the result on the die is equal to or less than the crit chance listed on your character sheet.

A Note on Conditions

If an attacker verifies a hit to be a Crit, the attacked target must mark off one box from his armor or weapon Condition (see Gear Preservation below).

Determining Critical Damage

The damage for a critical is 1.5 times the maximum amount for the same rolled attack. Any additional, magical, or modified damage on the hit does not get multiplied. For example, if an attack deals **3d8+5** damage, the critical damage would be **41** ((24x1.5)+5). The target's AC damage reduction still applies as normal, unless otherwise noted.

Taking Damage

The world is a dangerous place! There are lots of awful people out there looking to hurt you and your companions. This is where your AC comes into play. Your AC is a number subtracted from damage done to you. It is initially determined by your AGI score with no armor on. However, if you are wearing armor and your AGI is higher than your armor's Max AGI Bonus, take the lower number instead, plus its AC value. The formula for determining net damage is:

(Total Dmg) - ([AGI or Max AGI Bonus, whichever is lower] + AC) = Net Damage

For example, if Horace were attacking Eugenia, and Horace determined that his net damage using an Iron Pipe is 9, and if Eugenia has an AGI of 7 but is wearing Leather Armor (Max AGI Bonus: 5, AC: 3), she would only take 1 net point of damage (9 – (5+3)).

Gear Preservation

Item Conditions

Every item in this game has a Condition indicator (specified by the CND: entry). It is a number between 1 and 10 that specifies how new or damaged an item is. The more boxes filled in, the worse shape the item is in. Item Conditions are noted on your character sheet as a series of 10 boxes. Whenever your weapon or armor suffers condition degradation or is repaired, you should mark it accordingly on your sheet so you can keep track. You will want to keep your weapons and armor in the best condition as possible at all times because otherwise the following chart of circumstances applies:

CND	Result
0	Perfect working order. +1 AC or +1 damage per attack.
1-3	Excellent condition. No bonus or penalty.
4-6	Starting to show wear and tear. Armor -1 AC or -1 damage per attack.
7-9	Bad shape and falling apart. -3 AC or -1d6 damage per attack.
10	Broken and unusable until repaired.

Item Maintenance

The rigors of adventuring can take its toll on your items. If player characters aren't skilled in Mechanics, they'll want to enlist the help of a mechanic in order to keep their gear in tip-top shape. These gear heads know the finer points of repairing and restoring anything you might bring them. Repairing many weapons require specific tools to properly fix (metal melee weapons require a whetstone; polish for brass knuckles; oil for machinery; and barrel cleaning tools for firearms).

Making a Mechanics check at the tier you are skilled will repair a number of Condition boxes, as shown in the chart below. As an example, a character with 63% Mechanics can repair a broken item (10 CND) to new (0 CND) with five successful rolls (the first four checks will repair 2 Condition each, and the fifth will repair the last Condition point, all at the 60% tier).

Mechanics Skill Needed	CND Boxes Repaired
45%	1
60%	2
75%	3
90%	4
99%	5

If a Mechanics check fails by between 1% and 19%, no change in condition is made, but your supplies are still used in the process. Failure by 20% or more means you have made some vital screw-up in your refurbishing effort and the item you're working on gets worse (uh oh!), and you tick off another Condition box.

Mortal Wounds and Healing

Massive Injuries and Death

A Massive Injury occurs when a character is dealt 30 or more net damage in a single damage calculation. This much damage at one time is believed to cause the human body so much sudden shock that it is unable to cope, and it shuts down, dying quickly thereafter. Irrespective of his remaining HP, a character who has suffered a massive injury immediately falls prone and unconscious, and begins dying.

Your character dies when his HP reaches or goes below 0. There is no coming back from this one, folks. Should you find your character is near death, you should probably have a blank character sheet handy to roll a new character!

Cheating Death

However, there is a chance that luck is on your side. When a character suffers a Massive Injury, he or she is allowed to roll 1d6 against their LCK score. If successful, fate has smiled on you and your character has amazingly cheated death, but is now treated as described in the following paragraph.

Note: Being able to automatically cheat death is a great incentive to invest in a high LCK score.

If a character suffers 25-29 net damage in a single damage calculation and their HP is still above 0 *OR* they have cheated death, the character goes into shock (immobilized), falls prone, and is unable to take any further actions until they have healed at least 25 HP. This damage can be healed by a successful use of the Healing Skill (via a Medic Kit) or Actively Resting for 48 consecutive hours.

Coup de Grace

Whenever a character suffers a status condition that prevents them from acting in a round (such as fascinated or unconscious), it is possible that character can still die as a result of suffering a Coup de Grace. A coup de grace is when an opponent attacks a helpless character. All coup de grace attacks are automatic critical hits. If a target survives the HP damage, he must make an END check or die. Cheating death rules do not apply in this situation. Helpless targets lose their AGI bonus to AC since they cannot dodge; their AC is reduced to only what armor they are wearing.

Healing

There are three ways to heal in DIG. The first is natural healing. Characters naturally regain a number of HP equal to their Heal Rate in any 24 hour period (typically occurs in the morning hours) while they are not Actively Resting. This includes fighting, running, hitting on the waitress with the shiny eyepiece, or thousands of other things that are not considered Active Resting.

Active Rest

The second type of healing is Actively Resting. This means you are in bed (or on the floor, if you prefer) sleeping or otherwise not engaging in any sort of stressful activity. For each 6-hour period that you are Actively Resting, you regain a number of HP equal to your Heal Rate.

The third and last way to heal is by use of the Healing Skill. The Healing Skill requires a character to have at least one Medic Kit in their inventory. Usage of a Medic Kit is described in its entry in Items (See page 37).

GM NOTE: The proliferation of Medic Kits can single-handedly change a campaign's difficulty. Normally, they are as easily obtainable as any other general adventuring item would be.

Ending Combat

Combat ends when:	
All opponents are dead or have surrendered.	All opponents have retreated or are running away and allies choose not to pursue.
Successfully talking your way out of combat.	All allies have died, also known as TPK: Total Party Kill. (Hey, it happens.)

Vehicle Movement and Combat

Traveling from point A to point B is generally a mundane process, regardless of the vehicle used, and so does not require a skill check. Skill checks (particularly Piloting) are only required in extraordinary situations. Entering a vehicle generally requires a move action and a second move action to start it. Although the following rules focus on ground vehicles, they can be modified for watercraft and aircraft.

Characters in Vehicles

A character can fill one of these possible roles inside a vehicle:

Driver	Copilot
The driver controls the movement of a vehicle. Most vehicles have only one position for drivers. Driving a vehicle uses the character's move action, but special moves require standard action Piloting checks.	Copilots generally aid the driver with a move action. Vehicles can only have one copilot. The copilot can drive the vehicle if there is a second set of controls and/or the driver chooses not to.
Gunner	Passenger
Some vehicles can have weapons built-in or added on. If such a weapon is controlled from a location other than the driver's seat, the gunner takes control of that weapon. Vehicles can have as many gunners as it has gunner positions.	Everyone else inside a vehicle is considered a passenger. Passengers are able to fire their personal weapons out of vehicles, if they are armed and have clear line of sight out of the vehicle.

Scale

Vehicle rules use two scales. The first is **character scale**, which the rest of the game also uses. At this scale, each square represents 5 feet. The second is **vehicle scale**, which only comes into play during vehicular chases over large expanses. At this scale, each square represents 50 feet, each vehicle occupies one square (some larger vessels like ships occupy more than one), and more than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for purposes of determining attack ranges.

Vehicle Sizes

A vehicle's size has an effect on sequence. A vehicle's size modifier applies to its driver's sequence.

Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, airplane
Huge	-2	Midsize or Fullsize car, SUV
Large	-1	Economy car, street bike
Medium	+0	Motor scooter, motorcycle

Sequence Alternatives

There are two options for determining sequence in vehicle combat. The first is individual sequence just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delays or readied actions as passengers wait for drivers to perform maneuvers. The second is to roll sequence for each vehicle, using the vehicle's sequence modifier. This second option is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed

Vehicle speed can be expressed in five categories: Stationary, when vehicles are not moving; Alley Speed, which is used to safely maneuver a vehicle through tight spaces, like alleys and parking garages; Street

Speed, which vehicles use to drive at a moderate speed, roughly equivalent to 35 miles per hour; and Highway Speed, in which vehicles typically use to travel on highways, which can range between 35 to 100 miles per hour.

Character Scale				
Speed Category	Movement	Turn Squares	AC Modifier	Skill Modifier
Stationary	0	0	0	0
Alley Speed	1-20	1	+1	0
Street Speed	21-50	2	+2	-10%
Highway Speed	51-150	4	+4	-20%

Vehicle Scale				
Speed Category	Movement	Turn Squares	AC Modifier	Skill Modifier
Stationary	0	0	0	0
Alley Speed	1-2	1	+1	0
Street Speed	3-5	1	+2	-10%
Highway Speed	6-15	2	+4	-20%

Movement is the number of squares a vehicle can move at this speed category. Turn Squares are the number of squares a vehicle must continue moving straight at this speed before making a turn. The AC Modifier is a number that is added to the AC value of all occupants of a moving vehicle, since they are effectively harder to hit. Finally, the Skill Modifier is the possible penalty for attempting skill or accuracy checks at high speeds.

Declaring Speed

At the beginning of his turn, a driver must declare his speed category for the round. The driver may go one category faster or slower than the vehicle's speed category at the end of the last round. Stationary vehicles can begin traveling at Alley Speed in forward or reverse.

Note: Most vehicles cannot go faster than Alley Speed in reverse.

Driving

Driving a vehicle requires a driver's move action. During his move action, the driver moves his vehicle a number of squares that falls within its speed category. He can also attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. Drivers can choose to use their standard action to attempt additional feats of piloting. The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers

During a vehicle's movement, the driver can perform one of the following simple maneuvers: 45-degree turn, Ram, and Weave.

45-Degree Turn	A vehicle moves forward a number of squares equal to its Turn Squares before it can turn. This maneuver costs 1 square of movement.
Ram	At character scale, a driver does not have to perform a maneuver to ram another object or vehicle – he only needs to drive his vehicle into another vehicle's square, and a collision occurs (See Collisions and Ramming below). But at vehicle scale, since more than one vehicle can occupy the same space, the driver must move his vehicle into another's space and declare that he attempting to ram. Resolve the ram as a collision, except the target vehicle's driver may make a Piloting check to reduce the damage to both vehicles by half.
Weave	Without changing direction, a driver may want to move to the side, as in changing lanes. This maneuver allows a vehicle to avoid obstacles or weave through traffic without changing facing direction. A weave moves a vehicle one square forward and one square either right or left, and costs a total of 3 movement squares.

Stunts

Stunts are maneuvers that require Piloting checks to perform successfully. Failed checks often result in vehicles ending up some place other than where the driver intended. When this happens, the vehicle collides with any obstacles in its path. Remember that the skill modifiers described above affects all Piloting checks made by the driver and other skill or accuracy checks made by all other occupants of that vehicle.

Evasive Action	Vehicle combat rarely occurs on flat, featureless plains. When a vehicle tries to move through a square occupied by a hazard, the driver must make a Piloting check to see if he can avoid the hazard and continue driving. Structures cannot be avoided. Also, if a driver cannot make a check (if he has used his standard, move, and minor actions for this round), he automatically fails to avoid the hazard. In such a case, a collision occurs. On a failed check, the driver loses control of his vehicle (see Losing Control).
Fishtail	By making a fishtail turn, a driver may radically change direction. However, in so doing, the vehicle comes to a stop. Before performing this stunt, it must move in a straight line a number of squares equal to its turn squares. To perform a fishtail, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, stationary. On a failed Piloting check, instead of facing the desired direction, the vehicle instead will end up changing facing by 45-degrees.
Dash	With a dash stunt, a driver can increase his vehicle's speed by one category (this increase is in addition to any speed change made at the beginning of the driver's turn; if the driver increased speed at that time, he can accelerate a total of two categories in the same round). The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category (the squares it has already moved before attempting the dash count against this total). The driver can only succeed at one dash per round. On a failed check, the vehicle does not change speed categories.
Hard Brake	With a hard brake stunt, a driver can reduce his vehicle's speed by up to two categories (this is in addition to any speed change made at the beginning of his turn; if the driver reduced his speed at that time, he can drop a total of three speed categories in the same round). The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. If it has already moved that far before attempting the hard brake, it ends its movement immediately. Drivers can only succeed at one hard brake per round. On a failed check, the vehicle does not change speed categories, but the driver might lose control – make a Piloting check to retain control.
Hard Turn	A hard turn allows a vehicle to make a turn in a distance shorter than normal without losing speed. A hard turn functions like a 45-degree turn simple maneuver, except the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down). On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Piloting check to retain control after failing the first check.
Nudge	A driver can attempt to deal direct damage to another vehicle without ramming it or to cause another driver to lose control of his vehicle. At character scale, a vehicle must occupy squares directly adjacent to another vehicle's squares, and be moving in the same direction. Attempting a nudge costs one square of movement. At vehicle scale, both vehicles must occupy the same square and be traveling in the same direction. There is no movement cost in this scale. If the stunt is successful, both vehicles take damage as if they had collided, except the collision multiplier is 0.25, and the driver of the target vehicle can make a piloting check to reduce this damage to both vehicles by half. If the target is another vehicle, the driver of the target must succeed at a Piloting check at the beginning of his next turn or lose control of his vehicle. On a failed check, both vehicles take damage as if the nudge was a success, but the target driver does not need to make a second Piloting check to retain control.

Collisions and Ramming

Collisions occur whenever one vehicle strikes another vehicle or other target. Generally, when a target collides with another target, the target can attempt to reduce the damage by half with a successful check (usually Piloting, may change depending on scenario).

Resolving Collisions

The base damage dealt by collisions depends on the speed and size of the objects involved. Use the highest speed and smallest size of the two colliding targets and refer to the charts below. Next, determine the collision's damage multiplier based on how the colliding vehicle strikes the target. Once the damage has been determined, apply it to both targets involved in the collision. Both vehicles immediately reduce their speed by two categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other target aside if possible, and continues until it has moved the minimum number of squares for its new speed category.

Highest Speed	Die Type
Alley Speed	d8
Street Speed	d10
Highway Speed	d20

Smallest Target Size	Number of Dice
Tiny	1
Small	2
Medium	4
Large	8
Huge	12
Colossal	20

Colliding Vehicle's Target	Multiplier
A stationary object	x1
A moving vehicle, striking head-on or 45 degrees from head-on	x2
A moving vehicle, striking perpendicularly	x1
A moving vehicle, striking from the rear or 45 degrees from the rear	x0.5
A vehicle being sideswiped	x0.25

A driver of the vehicle that caused the collision must immediately make a Piloting check or lose control of his vehicle. The driver of the target vehicle must make a Piloting check at the beginning of his next turn or risk losing control of his vehicle as well.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle, and each of the occupants may make AGI checks to take half damage.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	Half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	No damage

Losing Control

A collision or failed stunt causes a driver to lose control of his vehicle. In these cases, the driver must make a Piloting check to retain control of his vehicle. If he fails, the vehicle spins out of control. If the check fails by 20% or more, the vehicle rolls. Recall that the skill modifier for speed applies to all Piloting checks. A vehicle having gone out of control may hit another object or target. A collision occurs when this happens.

Spin	The vehicle skids, spinning wildly. At character scale, the vehicle moves a number of squares equal to its Turn Squares value, and then ends its movement. Once it stops, roll 1d8 to determine its new facing direction. 1 - no change; 2 - right 45 degrees; 3 - right 90 degrees; 4 - right 135 degrees; 5 - 180 degrees; 6 - left 135 degrees; 7 - left 90 degrees; 8 - left 45 degrees. Reorient the vehicle accordingly. At vehicle scale, the vehicle moves 1 square and ends its movement. Roll as above to determine its new facing direction.
Roll	The vehicle tumbles, taking damage. At character scale, the vehicle rolls in a straight line a number of squares equal to the turn number for its speed category, then ends its movement. At the end of the roll, the vehicle ends perpendicular to its original direction of travel (determine right or left randomly). At vehicle scale, a vehicle rolls one square before stopping and reorienting. At either scale, however, a vehicle takes damage equal to [4d6 x character scale Turn Squares value for its speed] . Use the same value even at vehicle scale. The vehicle's occupants each take [4d4 x character scale Turn Squares value for its speed] . Again, characters may make AGI checks to reduce the damage by half.

Fighting from Vehicles

Actions taken during vehicle combat are handled the same way as personal combat. In general, characters may make a standard, move, and minor action (or any substituted actions), along with free, readied, and immediate actions.

Attack Options

Firing a vehicle's weapon requires a standard action and uses the driver's or gunner's Firearms Accuracy.

Driving Defensively

Defensive driving can earn your vehicle +2 AC, but all occupants suffer -20% accuracy penalty to attacks.

Total Defense

Drivers may choose the total defense action, which grants +4 vehicle AC, but does not allow the driver to make any attacks. Gunners or passengers take a -40% penalty to attacks.

Targeting Occupants

Attacks made against a vehicle use the vehicle's AC value, modified by its speed category. Attackers can choose instead to target specific occupants. Such attacks are made like any other attack. However, targeted characters gain AC bonuses from both the vehicle's speed and any cover it provides.

Damaging Vehicles

Just like characters, all vehicles have HP and AC, which accounts for the vehicle's hardness and durability. However, unlike characters, when a vehicle is reduced to 0 HP, it is disabled and cannot be driven. Although it might be repairable, it ceases to function. Vehicles disabled while moving drop one speed category each round until it comes to a full stop. During this slowdown, the driver cannot attempt any maneuvers except for 45-degree turns. Vehicles are completely destroyed when they take damage equal to negative half its total HP.

Repairing Damage

Repairing a damaged vehicle requires an hour of work, and either a repair tool kit or a mechanics' garage (or other suitable facility). Lacking the tool kit, the character suffers a -20% Mechanics penalty. At the end of the hour, make a Mechanics check. Success restores 2d6 points. If damage remains, a character may make repairs for as many hours as it takes to restore all of the vehicle's hit points.

Vehicle System Damage

Vehicles are immune to the extra damage caused by crits. However, when crits are determined against a vehicle, the vehicle instead suffers a special condition as determined by rolling an extra 1d20, as below.

1d20	Effect
1	Brakes shot (cannot stop, can slow half speed each round)
2-3	Steering locked up (cannot turn, must continue straight)
4-6	Transmission trouble (speed halved)
7-10	Engine trouble (cannot perform stunts involving accelerating)
11-14	Use Turn Squares value from one speed category faster (harder to make turns)
15-17	Fuel leak (vehicle dies in 2d4 rounds, possible fire hazard)
18-19	Body damage (-3 AC)
20	Stall (drop one place in sequence)

Exploding Vehicles

If the attack that disables a vehicle deals damage equal to half its maximum HP value, the vehicle explodes after 1d6 rounds. This explosion deals 10d8 points of damage to everyone within the vehicle, and 5d8 to all targets within 6 squares of the vehicle. AGI checks can reduce exploding damage by half.

Vehicles

Vehicles may be described by a number of statistics described below.

Vehicle Class: Many types of vehicles generally fall into similar categories.

Passengers: The number of passengers (including driver) a typical vehicle is designed to carry.

Cargo Capacity: The maximum amount of cargo a vehicle can carry. Typically, a vehicle can carry one additional passenger in lieu of 250 pounds of cargo space, but this space is cramped and uncomfortable.

Sequence Modifier: This number modifies the driver's sequence score while driving.

Maneuver Modifier: All vehicles do not behave the same. This number modifies the driver's Piloting checks attempted while driving.

Top Speed: The maximum number of squares a vehicle can cover during one round at character scale (vehicle scale moment rates in parentheses). This is the fastest the vehicle can move.

AC: The armor class value of the vehicle.

HP: The amount of damage a vehicle can sustain before it becomes disabled.

Cover: The amount of natural defense a vehicle's design confers to its occupants.

Cost: The value of purchasing a vehicle in brand new condition.

Vehicle Class	Pass	Cargo Capacity	Sequence Modifier	Maneuver Modifier	Top Speed	AC	HP	Cover	Cost
Single Engine Aircraft	3	275	-3	-20%	200 (20)	6	30	1/4	750,000
Economy Coupe	4	275	-2	-10%	180 (18)	8	33	1/2	22,000
Subcompact Economy	4	200	-1	-10%	175 (17)	9	24	1/4	20,000
Midsize Sedan	5	300	-2	-10%	190 (19)	8	28	1/2	25,000
Fullsize Sedan	5	350	-2	-15%	160 (16)	8	32	3/4	32,000
2-Wheeled Cycle	2	10	0	+10%	270 (27)	10	15	None	15,000
SUV	5	2,000	-3	-20%	160 (16)	8	38	Full	38,000
Rowboat	2	20	-1	+5%	20 (2)	9	18	None	4,500
Cabin Yacht	8	2,100	-4	-30%	55 (5)	6	40	3/4	42,000
Military Humvee	6	1,500	-2	-20%	140 (14)	8	38	3/4	360,000
Military Tank	5	425	-4	-40%	18 (2)	10	64	Full	2,750,000

Vehicle Sizes and Weapons

Single Engine Aircraft	Airplanes of this type are typically seven squares wide (including wings; fuselage is one square wide) and six squares long.
Economy Coupe	This class of vehicle is two squares wide and three squares long.
Subcompact Economy	These two-door vehicles are two squares wide and two squares long.
Midsize Sedan	These four-door vehicles are two squares wide and three squares long.
Fullsize Sedan	These vehicles have four doors and are two squares wide and four squares long.
2-Wheeled Cycle	Vehicles in this class are one square wide and two squares long.
SUV	These largest of the civilian vehicles are two squares wide by four squares long.
Rowboat	This small watercraft class is typically one square wide by three squares long.
Cabin Yacht	These spacious watercrafts are four squares wide by seven squares long.
Military Humvee	These vehicles come standard with puncture-resistant tires, and an optional winch (max. load capacity 6,000). It is three squares wide by four squares long.
Military Tank	These vehicles come with a pair of CTR Gatling machine guns. Because of its size, it takes a standard action to enter and another standard action to start it moving. It is three squares wide by four squares long.

Vehicle Upgrades

While most vehicles do not typically come equipped with weapons or armor, they can be purchased and installed to increase the vehicle's overall effectiveness.

Upgrade	Range	Install Time	Damage	Weight	Ammo	Capacity	Armor	Cost
RG Cannon	65	8 hours	10d6	125	2.5mm RG shells	8	N/A	1,500
CTR Gatling	60	16 hrs	8d6	100	CTR slugs	1,000 (100/shot)	N/A	2,000
Longshot Cannon	70	12 hrs	5d8	75	Compression slugs	50	N/A	2,500
Armor Mk I	N/A	24 hrs	N/A	225	N/A	N/A	+2	5,120
Armor Mk II	N/A	36 hrs	N/A	275	N/A	N/A	+5	8,675

Leveling Up

Whenver your character gains a level, you get to choose one Boon. Characters earn Boons starting at level 2 and every level after that. Boons are like Mannerisms in that they provide an additional benefit to your character, but these have no negative modifiers. It is all good. A character must meet a Boon's requirements before choosing it upon leveling up. An alphabetical list of Boons follows on the next few pages. Characters may only take each Boon once, unless otherwise noted.

Boons

<p>Adrenaline Rush: “Don’t try to heal me, there’s still people I need to kill!” <u>Effect:</u> If your health drops below 50%, gain +1 STR <u>Requires:</u> STR 1-6 (only), Level 6</p>	<p>Animal Empathy: Creatures don’t know whether they fear or respect you, but they know better than to attack you. <u>Effect:</u> +15% Animal Handling, animals will attack other targets but not you. <u>Requires:</u> INT 6, 25% Survival, 25% Animal Handling, Level 4</p>
<p>Animal Friend: Creatures are like your kin. <u>Effect:</u> +15% Animal Handling and animals will fight on your side, and follow simple orders. <u>Requires:</u> INT 8, 50% Survival, 50% Animal Handling, Level 7</p>	<p>Athlete: The Olympics could use someone with skills like yours. <u>Effect:</u> +20% in Acrobatics, Athletics, and Survival. <u>Requires:</u> STR 4, END 6, Level 5</p>
<p>Awareness: Your perception is honed like a sharpened knife. <u>Effect:</u> Know exactly how much HP and Speed an opponent has, and what their weapon and armor conditions are. <u>Requires:</u> PER 7, Level 2</p>	<p>Backstabber: Out of the shadows, your attacks are very deadly. <u>Effect:</u> If you score a melee critical hit from behind <i>and</i> while in Stealth, your Critical Damage multiplier is 3 instead of 1.5. <u>Requires:</u> AGI 7, 60% Stealth, 60% Close Range Weapons, Level 7</p>
<p>Better Criticals: When your opponent exposes vital areas, you know exactly where and how to strike for greatest effect. <u>Effect:</u> Apply crit damage. If opponent is still alive, add +50% rolled die damage, rounded down. <u>Requires:</u> PER 6, LCK 8, AGI 4, Level 8</p>	<p>Bluff Master: Your silver tongue is quite quick indeed. <u>Effect:</u> If you are caught stealing or planting items, you automatically succeed in using Persuasion to talk your way out of it. <u>Requires:</u> CHA 7, LCK 8, 60% Persuasion, Level 5</p>
<p>Better Melee Attacks: Your skill in hand-to-hand fighting is remarkable. <u>Effect:</u> +5% Close Range Weapons. <u>Requires:</u> AGI 4, PER 6, STR 5, Level 2</p>	<p>Brown Noser: You always knew how to suck up to people to get your way. <u>Effect:</u> +10% Persuasion only when dealing with authority figures and superiors. <u>Requires:</u> INT 6, CHA 5, Level 2</p>
<p>Brutish Hulk: They said you were tough, but they didn’t know just how right they were! <u>Effect:</u> Gain double HPL. <u>Requires:</u> STR 7, END 5, Level 8</p>	<p>Bonus Hand-to-Hand Damage: Your attacks carry the strength of iron. <u>Effect:</u> Gain +4 melee damage per attack. <u>Requires:</u> AGI 6, LCK 7, STR 6, Level 6</p>
<p>Bonus Move: You’ve learned to stop dragging your heels around. It’s about time. <u>Effect:</u> Gain +2 Speed. <u>Requires:</u> AGI 1-4 (only), Level 3</p>	<p>Bonus Ranged Damage: Experience with ranged weapons has given you an advantage. <u>Effect:</u> Every projectile (including thrown weapons) does +4 damage per attack. <u>Requires:</u> AGI 6, LCK 7, PER 6 Level 6</p>

<p>Demolitions Expert: You'll teach those thieves an explosive lesson next time they try to take your stuff, oh yes you will! <u>Effect:</u> 10% Explosives, explosive devices do +50% more damage and they always go off on time. <u>Requires:</u> AGI 8, 70% Explosives, Level 9</p>	<p>Die Hard: They'll have to try harder than that to stop you. <u>Effect:</u> If HP drops below 20% of maximum, gain +5 AC until HP goes up above 20%. <u>Requires:</u> END 6, 40% Healing, Level 2</p>
<p>Doctor: Your hands have unprecedented skill in healing and closing wounds! <u>Effect:</u> Add +2d6 to HP healed when using Medic Kits. Cannot be taken together with Field Medic. Cannot be used in combat. <u>Requires:</u> PER 7, AGI 5, INT 5, 40% Healing, Level 3</p>	<p>Dodger: Your agile dexterity allows you to better avoid many incoming attacks. <u>Effect:</u> Gain +5 AC. <u>Requires:</u> AGI 8, Level 7</p>
<p>Drunken Master: Your form in combat really shows after you've had a drink or five. <u>Effect:</u> +20% Close Range: Unarmed after drinking something you brewed. <u>Requires:</u> 60% Close Range: Unarmed and 30% Cooking: Consumables, Level 4</p>	<p>Educated: The time you spent honing your skill has begun to show. <u>Effect:</u> Gain 3 additional SPL. <u>Requires:</u> PER 6, Level 3</p>
<p>Evade: By not encumbering yourself, you can more agilely dodge attacks. <u>Effect:</u> If both hands are empty (including spells), gain +10 AC for two consecutive rounds. Choose when to activate this Perk. <u>Requires:</u> 75% Unarmed, Level 8</p>	<p>Elemental Savant: Beware, an Elementalist roams the streets! <u>Effect:</u> Every successful hit is an automatic critical. If the critical doesn't kill on the first hit, free second hit (no critical chance rolled). <u>Requires:</u> INT 8, END 8, 80% Concentration, 80% Elemental Harmony, Level 10</p>
<p>Fast Metabolism: Due to incredible genes, your metabolic rate is phenomenal! <u>Effect:</u> Heal Rate +2 <u>Requires:</u> END 6, Level 3 <u>Special:</u> Can be taken up to twice.</p>	<p>Field Medic: Healing wounds in combat comes very natural to you. <u>Effect:</u> You heal +4 HP whenever you use the Healing Skill during combat. Cannot be taken together with Doctor. Cannot be used out of combat. <u>Requires:</u> PER 7, AGI 6, 50% Healing, Level 5</p>
<p>Force of Nature: Your bond with your element is strong and you can direct it more potently. <u>Effect:</u> All elemental spells do an additional +1d6 damage once per turn. <u>Requires:</u> 70% Elemental Harmony, Level 7</p>	<p>Ghost: You do your best skulking around at night. <u>Effect:</u> During nighttime hours (6:01pm to 6:00am), +20% Stealth. <u>Requires:</u> 60% Stealth, Level 5</p>
<p>Harmless: Your peaceable demeanor has gotten you out of countless situations. <u>Effect:</u> +10% Larceny, +10% Persuasion. <u>Requires:</u> 40% Persuasion, 40% Larceny, Level 2</p>	<p>In Your Face!: Time and again, your brash fighting skills throw opponents off balance. <u>Effect:</u> Opponents suffer -25% Accuracy penalty with all weapons if you are adjacent to their square while in combat. <u>Requires:</u> 40% Melee Weapons or 40% Unarmed, Level 3</p>
<p>Incoming!: All those countless hours spent around explosives has given you knowledge of how to lessen their impact. <u>Effect:</u> You only take half damage from explosives. <u>Requires:</u> AGI 6, Level 4</p>	<p>Lifegiver: A great surge of vitality flows through your veins. <u>Effect:</u> +4 HPL <u>Requires:</u> AGI 6, LCK 7, Level 5</p>

<p>Mad Scientist: For you, Bunsen burners, beakers, vials and tubes are the stuff of dreams. <u>Effect:</u> +5% Elemental Harmony, 10% Cooking: Alchemy, Appraisal and Knowledge: Science. <u>Requires:</u> 50% Cooking: Alchemy, Appraisal, Knowledge: Science, Level 7</p>	<p>Magician: These aren't mere parlor tricks you're performing. <u>Effect:</u> +20% Elemental Harmony and do +1d4 extra damage per attack when casting spells. <u>Requires:</u> 60% Elemental Harmony, Level 7</p>
<p>Master Smith: All weapons, armors, and gem items crafted under your care are exceptionally sturdy. <u>Effect:</u> +30% Smithing: All. Whenever a crit is rolled against you, make a Smithing check. If successful, your items do not lose any Condition. Jewelry you craft will appraise for 50% higher. <u>Requires:</u> PER 7, STR 7, 60% Smithing, Level 7</p>	<p>Master Gambler: Lady Luck? You have her on speed dial. <u>Effect:</u> +30% Gamble. Win double the normal amount when you play luck-based or skill-based games. <u>Requires:</u> LCK 7, 50% Gambling, Level 5</p>
<p>Master Tradesman: Whatever they want to buy, you're selling. Usually at a bargain, too! <u>Effect:</u> +20% Appraisal, Knowledge: Agriculture, Knowledge: Crafting, and Cooking: Consumables. <u>Requires:</u> PER 6, AGI 7, INT 6, Level 4</p>	<p>Master Driver: There is no second guessing your skill behind the wheel. <u>Effect:</u> +30% Piloting. Vehicles you drive behave as if they are one movement category higher than they are. <u>Requires:</u> PER 7, STR 7, 60% Piloting, Level 7</p>
<p>Medic: Healing. It's what you do. <u>Effect:</u> +10% Healing. <u>Requires:</u> 50% Healing, Level 4</p>	<p>More Criticals: Once you've found your rhythm in combat, there's no stopping you. <u>Effect:</u> +10% Critical Chance. Your crits are so severe, they do 2 points of Condition damage. <u>Requires:</u> LCK 8, Level 6</p>
<p>Mysterious Stranger: You've gained your own personal armed guardian angel. <u>Effect:</u> At the beginning of every encounter, roll 2d10. On a successful roll of (2xLCK), a mysterious stranger appears and is a temporarily ally. Only 1 Mysterious Stranger is allowed per party per battle. He has the following statistics: STR 7, PER 7, END 5, CHA 3, INT 4, AGI 8, LCK 6, HP:62, AC:11, wearing Flak Jacket (CND: 5) and wielding a PK Defender (Dmg: 2d10, CND:3) with 11 bullets, and 1 spare clip of 12. <u>Requires:</u> LCK 8, Level 7</p>	<p>Pack Rat: You really know how to maximize your available space! <u>Effect:</u> +50 lbs of Carry Weight. <u>Requires:</u> Level 3 <u>Special:</u> Can be taken up to 3 times.</p>
<p>Slayer: Beware, a Slayer roams the streets! <u>Effect:</u> Every successful hit is an automatic critical. If the crit doesn't kill on the first hit, free second hit (no critical chance rolled) at normal rolled damage. <u>Requires:</u> AGI 8, STR 8, 80% Close Range: Melee or Close Range: Unarmed, Level 10</p>	<p>Sniper: Beware, a Sniper roams the streets! <u>Effect:</u> Every successful hit is an automatic critical. If the crit doesn't kill on the first hit, free second hit (no critical chance rolled) at normal rolled damage. <u>Requires:</u> AGI 8, STR 8, 80% Firearms, Level 10</p>

Gaining Character Levels

Typically, the only way characters advance to the next level is when they earn enough XP for it. A 1st-level character begins with 0 XP. You accumulate XP from every adventure, quest, solved puzzle, or overcome obstacle thrown at the party by the GM. DIG is designed to allow players to achieve 10th level before they retire.

Level	XP	Level	XP
1	0	6	15,000
2	1,000	7	21,000
3	3,000	8	28,000
4	6,000	9	36,000
5	10,000	10	45,000

Step By Step

When your character goes up a level, the game assumes between adventures, your character takes some down time to study with a trainer or practice a series of complicated maneuvers to learn new tricks.

1. Write the number of your new Level on the line next to your character's name.
2. If you have anything that adjusts one or more of your Primary Statistics, change the totals appropriately.
3. Recalculate the related Secondary Statistics.
4. Add your HPL to your maximum HP box.
5. Recalculate any related Skills.
6. If you have reached the next Spell Level, the GM decides if the caster learns his spells immediately, or must make plans to meet with an Elementalist.
7. And just like that, your character has leveled up.

Gaining Spell Levels

Characters may gain Spell Levels one of two ways:

Automatically

Upon gaining a Character Level.

Training with an Elementalist

Usually available for hire at large cities, these "masters of the craft" have 100% in Elemental Harmony.

However, it is possible to find Elementalists with less than 100% Skill, and if the GM would like to expand upon the teaching of spells to characters, then he may use the following mechanics:

Teaching Spells

The GM must first roll for the Elementalist's Elemental Harmony skill. If successful, he has successfully taught the next Spell Level; it is now the student's job to see if he has successfully learned it. If the teacher has failed, he may either try again with a -5% cumulative penalty for each failed attempt, or wait 8 hours to try again with no penalty. This process takes 8 hours to teach the required 2 spells.

Note: It is up to the GM which method works for their campaign. It is also at the GM's discretion whether a character starts with a Magic Box or needs to earn it somehow.

Learning Spells

By spending 8 hours under the tutelage of an Elementalist, a character may have what it takes to further control the subtleties of the rock they possess. The player rolls their Concentration skill. If the roll succeeds, they learn the 2 spells in the next Spell Level. If he fails, he can try again immediately (if the Elementalist agrees to this; the teacher uses his same initial roll), but will suffer a cumulative penalty of -5% Concentration for each failed attempt to represent how mentally exhausting this task is for an extended period of time.

Creating Enemies

Since listing all the possible creatures, monsters, Big Bad Evil Guys, and NPCs that the player characters will come across in their adventures would be next to impossible, instead here are the guidelines that GMs can use to create their own. Creating enemies by and large follows the same procedure as character creation, but with a few key distinctions detailed below. This section is aimed directly at GMs. Monsters and bad guys come in four flavors:

Minions and Vermin

These are 1-HP guys that you should feel free to spill onto the combat scene in great numbers (up to double the number of players, give or take). They generally have natural weapons (claws, bites, etc) which are pretty crappy, and only do 2d4 with each weapon. But they like to gang up, which makes them just as dangerous as a single, tough opponent.

Guards and Creatures

Tougher than minions, these are usually found in pairs or threes at one time. They have lowish HP, but make up for it by taking more punishment before going down.

Bad Guys, Monsters & Evil Villains

These guys are generally the target of the characters' ire through the adventure. They should be hated (with GM's colorful descriptions), and have some special ability to make them memorable.

Freaky Big Monsters

These are the super-tough guys that often do tons of damage and commonly soak up tons too. Save them for when your players happen to be short on humility and big on ego finding the adventure too easy.

Minions and Vermin

These are the simplest creatures to generate and throw at the players on the fly. They have a single hit point regardless of level, and their AC is $[4 + 1 \text{ per level}]$ (so, 5 AC at level 1). They always have Close Range: Unarmed as a tagged skill along with your choice of one additional skill, depending on the type of creature generated. Sneak is a popular choice here, though you can choose others as you see fit (no social skills). Their skill accuracy for the tagged skills is $45\% + 5 \text{ per level}$ (subtract 20% if they try using untagged skills). They do 2d4 damage with each weapon. They have a speed of 5 or 6 (your choice), and are worth 15 XP + 5 per level.

Guards and Creatures

The next tier of enemies, these guys take slightly longer to create than minions, but not my much. They don't hit as hard, but are harder to hit, and will be encountered as often as minions. Their HP ranges

Note: When creating friendly NPCs, use this category for easy generation.

from 10 to $30 + 5 \text{ per level}$, depending on how tough you want them to be (and how mean you feel). They have an AC of $[7 + 1 \text{ per level}]$ (8 AC at level 1). Choose only two tagged skills for each, and since they are generally more intelligent than minions, they have access to social skills. Their skill accuracy for their tagged skills is $55\% + 5 \text{ per level}$ (subtract 20% if they try using untagged skills). Their weapons are on par with the players'

weapons, as noted in the Weapons section. Their speed is usually 6 or 7, and are worth 30 XP + 5 per level.

Freaky Big Monsters

These guys don't show up often but when they do, make sure it counts. Talk them up to the players before they're encountered so they know what they're up against – these guys are tough bastards! They have HP of $40 + 10 \text{ per level}$ (50 at level 1). Their AC is $[3 + 1 \text{ per level}]$. They're easier to hit, but pile on

the damage; roll an additional 1d10 damage for each attack. For the most part, these guys are going to have the emotional depth of cloth (but not always!), so when you choose two skills to tag, make one a combat skill and one another type. They share the same accuracy and speed as Guards and Creatures. Their XP worth is 65 + 5 per level.

Bad Guys, Monsters & Evil Villains

Normally, these are going to be the predominant focus for the player characters for most adventures. They are the evil geniuses bent on world domination, mad scientists building a doomsday device, and henchman-controlling masterminds looking to cash in on some huge heist. Their creation is going to take the longest, since they need to be made in the same fashion as creating a player character: 40 stat points for Primary Statistics, with derived Secondary Stats calculated as usual. But since these are bad guys, you don't need to determine all their skill percentages; just pick three to tag, and calculate them at whatever level you began creating them. The only difference between them and PCs would be that these guys may have Special Powers or may have other cool, non-damaging Special Powers, like flight. Other options are in the callout at the right. Finally, they are worth 95 + 5 per level XP. Try to limit Special Powers to just one or two per villain.

Some Possible Special Powers:

Blast Attacks: All PCs in the blast radius must make AGI checks or take damage.

Poison or Energy Drain: Assassins or even undead favor attacks that force END checks when they damage that have the potential to place negatives on all die rolls.

Leech: During attacks, rolling a 1 or 2 on a 1d10 allows this monster to regain a number of HP as the net damage they deal.

Personal Conditions

Anosmic: Target loses his sense of smell, so actions involving smell do not work. Target suffers -1 PER and -2 Sequence until the anosmia clears.

Blind: Target can no longer see, and is unable to take actions involving sight. Until the blindness clears, target suffers -20% Accuracy and -1 PER.

Dead: Target's HP is at or below 0. He is no longer playable and cannot be resurrected. Better start planning the funeral.

Deaf: Target loses his hearing, so verbal commands or other actions involving hearing fail. Target suffers -1 PER and -2 Sequence until the deafness clears.

Disabled: Vehicles only. A vehicle is at 0 HP, and no longer functions until repaired.

Exhausted: A target moves at half Speed and suffers -2 STR, END, and AGI. After 6 hours of active rest, target is no longer exhausted.

Fascinated: Target's attention is elsewhere, so he or she can take no actions until either the charm ends, or target is attacked. Target takes -1 AGI penalty.

Frazzled: Target is mentally fatigued and suffers -2 PER, CHA, and INT until it clears.

Helpless: A target who cannot take any actions and is completely at an opponent's mercy. Helpless targets are susceptible to coup de graces. Target loses AGI bonus to AC.

Immobilized: Target cannot move, but may take other actions (including other move actions), and remains conscious and aware of their surroundings.

Invisible: Target is visibly undetectable (but may still be heard or smelled), which grants a Sneak Attack Opportunity to attacks if also sneaking.

Mute: Target loses the ability to speak, so verbal communication and other actions involving speaking have no effect. Target suffers -1 PER and -2 Sequence until the deafness clears.

Nauseated: Target is sick and can only take one action (one standard action, one move action, OR one minor action) per turn.

Prone: Target falls to the floor. Prone targets gain +2 AC against ranged attacks. A minor action is required to stand back up.

Stunned: Target is dazed and can take only one move action per round.

Unconscious: Target is asleep, comatose, or otherwise helpless, and can take no actions. Target's AC is reduced to only what armor he is wearing (loses AGI bonus).

Items

The following sections are by no means meant to be exhaustive. Instead, they should be used as loose guidelines. The GM may add as many other items with appropriate statistics as the GM deems necessary for their campaign, and is free to fiddle with the stats of each item as they see fit. The items listed on the next several pages can include many of the following descriptors.

Name: And description.

HP: The item's hardness and amount of damage it can sustain before breaking.

Range: The maximum number of squares away from the character the item can still be effective.

Cost: The value of an item, in dollars.

Dmg: The range of damage an item is capable of doing, not including STR modifier.

Weight: How heavy an item is to carry.

Skill: The percentage of skill needed to use the related item effectively.

STR: The minimum STR score required to be able to carry and use an item effectively.

Max AGI Bonus: The greater an armor inhibits movement, the less your AGI score can be added to your overall AC.

Capacity: The amount of ammunition an item can hold and fire before needing to be reloaded.

Handed: Whether an item requires one hand or two to use effectively.

Burst: The radius of squares an item can cover upon blasting, including origin square.

Duration: The length of time an item's condition endures before wearing off.

AC: The Armor Class value an armor item confers.

Uses: The number of times a specific item can be used before requiring a new item.

Effect: The result of what happens when you equip a specific item, but only if you succeed on its related Skill check first. Otherwise, no effect is granted.

Ammunition

This game assumes each character has enough foresight to carry or purchase enough ammunition on their persons to take them through an adventure, so they should keep track of that sort of thing.

Notes on Handedness

If you are wielding a one-handed melee or firearm weapon, you can opt to wield it with both hands. By holding it this way, you better control your aim and also do more damage. You can do +2 damage on top of all other modifiers, with +5% Accuracy. But remember, two-handed weapons gain no bonus or penalty because of their general bulkiness. This handedness rule does not apply to spells.

Weapons

Knife: Anything from a household utensil to a small killing instrument. Handy to have around.

Range: 1

Dmg: 2d3; 3d4 if attacking from stealth.

Weight: 1

STR: 2

Handed: One

Skill: 35% Close

Range: Melee or Throwing

Cost: 40



Sword: A length of metal, sharpened on one or both edges. You know what it is.

Range: 1

Dmg: 2d4

Weight: 4

STR: 4

Handed:

One

Skill: 40% Close Range: Melee

Cost: 55



Baseball Bat: A good, old fashioned slice of wood perfect for bashing in heads.

Range: 1

Dmg: 2d4

Weight: 2

STR: 3

Handed: One

Skill: 40% Close Range: Melee

Cost: 10



Lead Pipe: When you need something stronger than wood but ammunition is scarce.

Range: 1

Dmg: 2d4+1

Weight: 4

STR: 4

Handed: One

Skill: 45% Close Range: Melee

Cost: 10



Brass Knuckles: Helps keep you from breaking your hand when hitting people in the face.

Range: 1

Dmg: 2d4

Weight: 1

STR: 3

Handed: One

Skill: 35% Close Range: Unarmed

Cost: 50



Spiked Knuckles: Like their brass cousins, but these have short spikes, so they tear flesh when you hit. Good times.

Range: 1

Dmg: 2d4+3

Weight: 1

STR: 3

Handed: One

Skill: 45% Close

Range: Unarmed

Cost: 175



Boxing Gloves: A true pugilist never enters the ring without a pair.

Range: 1

Dmg: 2d4

Weight: 4

STR: 4

Handed: Two

Skill: 40% Close Range:

Unarmed

Cost: 250



Plated Boxing Gloves: Just like boxing gloves, but have "accidentally" been loaded with iron plates to give them more "punch."

Range: 1

Dmg: 2d4+3

Weight: 6

STR: 4

Handed: Two

Skill: 50% Close Range: Unarmed

Cost: 300



Pneumatic Fist: The ultimate in unarmed combat, this glove adds the power of pneumatics to your swings.

Range: 1

Dmg: 2d8

Weight: 10

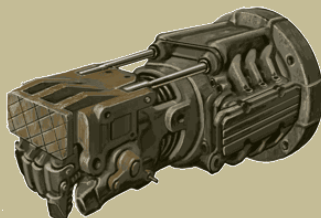
STR: 7

Handed: One

Skill: 60% Close

Range: Unarmed

Cost: 1800



Pneumatic Fist (Elemental): This metal glove is attached to an Elementium steam chamber that can add elemental damage to every hit.

Range: 1

Dmg: 2d8+4

Weight: 12

STR: 8

Handed: One

Skill: 70% Close Range: Unarmed, and then Elemental Harmony to apply +1d6 elemental damage once per round.

Cost: 2200



Javelin: A long sharpened pole with a metal tip that can be thrown or used as a reaching melee weapon.

Range: 2 (7 thrown)

Dmg: 2d6

Weight: 4

STR: 3

Handed: Two

Skill: 40% Close Range:
Melee or Throwing

Cost: 35



Poisoned Javelin: A long sharpened spear whose tip is dipped in a neurotoxin.

Range: 2 (7 thrown)

Dmg: 2d6. At start of second round, target makes an END check to shrug off the poison. If failed, for 1d4 rounds target becomes one of: exhausted, stunned or falls prone (attacker's choice of poison).

Weight: 4

STR: 3

Handed: Two

Skill: 45% Close Range: Melee or Throwing

Cost: 55



PK9 Sidearm: The standard-issue pistol for police forces worldwide.

Range: 9

Dmg: 2d6

Weight: 3

STR: 3

Handed: One

Ammo: Compression slugs

Capacity: 6

Skill: 40% Firearms

Cost: 250



PK9 Sidearm JV Edition: JV Munitions Co. modified the standard Sidearm with a scope, longer barrel, and expanded clip capacity.

Range: 10

Dmg: 2d6+3

Weight: 4

STR: 3

Handed: One

Ammo: Compression slugs

Capacity: 10

Skill: 50% Firearms

Cost: 275



HG6 Revolver: HG&W, Inc. created its own model, in competition to the PK9JV.

Range: 10

Dmg: 2d8

Weight: 4

STR: 4

Handed: One

Ammo: CT Cartridge

Capacity: 8

Skill: 60% Firearms

Cost: 375



HG12 Revolver (Modified): HG&W then went and outdid themselves with this model, with higher velocity output and greater capacity.

Range: 10

Dmg: 3d6+3

Weight: 5

STR: 5

Handed: One

Ammo: CT Cartridge

Capacity: 12

Skill: 70% Firearms

Cost: 450



PK Defender: PK Industries, not to be outdone by HG&W or JV, came out with this fine hand cannon.

Range: 12

Dmg: 2d10

Weight: 5

STR: 5

Handed: One

Ammo: Heated plasma canister

Capacity: 12

Skill: 80% Firearms

Cost: 675



PK Defender JV Edition: JV won the pistol wars when they released this monstrosity of PK's base model.

Range: 14

Dmg: 3d6+4

Weight: 6

STR: 5

Handed: One

Ammo:

Superheated plasma canister

Capacity: 12

Skill: 90% Firearms

Cost: 800



Sling: A strip of leather, usually held by string, that cradles a rock or other bullet, flung at opponents.

Range: 7

Dmg: 2d6

Weight: 1

Skill: 50% Throwing

STR: 1

Handed: One

Ammo: Rocks or bullets

Capacity: 1

Cost: 20



Slingshot Crossbow: An advancement in sling technology. Putting a sling on a crossbow stock marries long-range precision with style.

Range: 9

Dmg: 2d8+2

Weight: 5

Skill: 65%

Firearms

STR: 3

Handed: Two

Ammo: Rocks or bullets

Capacity: 1

Cost: 250



PK Longnose: This rifle has a heavy-duty scope for very long range accuracy.

Range: 20

Dmg: 2d8

Weight: 7

STR: 5

Handed:

Two

Skill: 60% Firearms

Ammo: CT Cartridge

Capacity: 20

Cost: 800



JV12 Hogsnout: JV finally stopped modifying PK's designs and proved they can do just fine on their own by releasing this long-barrel rifle.

Range: 14

Dmg:

3d4+5

Weight: 10

STR: 5

Handed: Two

Skill: 65% Firearms

Ammo: CT Cartridge

Capacity: 25

Cost: 1250



Chestersaw Blunderbuss: New to the weapons manufacturing arena, Chestersaw opened on a strong note with this entry.

Range: 10

Dmg: 3d6

Weight: 10

STR: 4

Handed: Two

Skill: 70%

Firearms

Ammo: Scattershot

Capacity: 2

Cost: 2750



HG&W Combat Pistol: Don't let its size fool you; this piece really packs a wallop!

Range: 14

Dmg: 3d6 each, with 2-shot burst (6d6).

Weight: 12

Skill: 75% Firearms

STR: 5

Handed: One

Ammo: CT Cartridge

Capacity: 12

Cost: 3500



PK Rocket Cannon: Very simple, but very effective, mainly at destructive crowd control.

Range: 22

Dmg: 3d10

CND: 3

Weight: 20

Handed:

Two

Skill: 75% Firearms

STR: 7

Ammo: Rocket

Capacity: 8

Burst: 6 squares

Cost: 5000



PK Plasma Rifle: Its ossotronic conversion cavity and fission separator help this bad boy fire a burst of energy from superior range to melt anyone's face.

Range: 25

Dmg: 3d10+5

Weight: 25

Handed: Two

Skill: 80%

Firearms

STR: 6

Ammo: Battery

Capacity: 5 bolts

Cost: 5750



Rock: Yes, it's a rock.
Range: 1 (7 thrown)
Dmg: 2d4
Weight: 1
STR: 2
Handed: One
Skill: 30% Throwing or Close
Range: Melee
Cost: N/A



Spear: A simple length of wood sharpened at its tip, it may or may not be tipped with steel.
Range: 2 (7 thrown)
Dmg: 2d6
Weight: 2
STR: 2
Handed: Two
Skill: 40% Throwing or Close
Range: Melee
Cost: 5



Molotov Cocktail: This easy-to-make explosive is an effective way to bring the hurt.
Dmg: 2d6
Weight: 1
STR: 3
Handed: One
Skill: 50% Throwing
Burst: 2 square
Cost: 50



Fragmentation Grenade: Also called a "frag" grenade, they are common in battle.
Dmg: 3d4
Weight: 1
STR: 3
Handed: One
Skill: 55% Throwing
Burst: 3 squares
Cost: 150



Throwing Knife: A small, balanced blade made specifically for throwing.
Dmg: 3d4
Weight: 2
STR: 3
Handed: One
Skill: 60% Throwing
Burst: 3 squares
Cost: 90



Smoke Grenade: A non-lethal explosive that impedes vision (blind) and chokes (mute) all targets.
Dmg: Blind and stunned while in cloud
Weight: 1
Skill: 60% Throwing
STR: 3
Handed: One
Duration: 3 rounds
Burst: 2 squares
Cost: 140



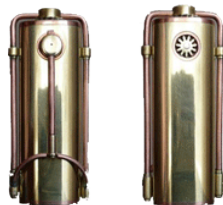
Frag Mine: Lay a couple of these down in the dirt then wait for people to step on them. Boom!
Dmg: 3d6
Weight: 2
STR: 3
Skill: 45% Explosives
Burst: 4 squares
Cost: 175



Proximity Detonator: Utilizing proprietary Immediacy Detection technology, these will explode only when someone passes by. Just make sure you're well out of the way when they go off!
Dmg: 3d6
Weight: 2
STR: 3
Skill: 60% Explosives
Burst: 4 squares
Cost: 350



Trip Wire: Twin devices with a taut string between them, with various results when it's tripped, from audible alarm to explosive trap.
Dmg: 2d10
Weight: 3
STR: 3
Skill: 65% Explosives
Burst: Varies (2 squares for explosive)
Cost: 675



Dynamite (Timed): A bundle of explosive sticks that go off when the timer reaches 0.
Dmg: 3d10
Weight: 10
STR: 3
Skill: 75% Explosives
Burst: 5 squares
Cost: 375



Armor

Padded Overcoat: A heavy overcoat that provides protection from a number of attacks.

Weight: 5
STR: 3
Max AGI Bonus: 6
AC: 1
Cost: 90



Leather Jacket: A stylish fashion article, sure to make heads turn everywhere you go. Also good for fortification in battle.

Weight: 10
STR: 4
Max AGI Bonus: 6
AC: 2
Cost: 250



Leather Armor: Patches of formed and boiled leather buckled together, and insulated by a layer of thick cloth to reduce chafing.

Weight: 20
STR: 5
Max AGI Bonus: 5
AC: 3
Cost: 700



Metal Armor: Plates of iron, brass, or steel layered to provide formidable protection.

Weight: 30
STR: 7
Max AGI Bonus: 3
AC: 5
Cost: 1100



Gentleman's Plate: A heavier armor than leather or metal breastplate, not only is it reinforced with extra protective plates along vital areas, it also looks refined and genteel.

Weight: 35
STR: 6
Max AGI Bonus: 4
AC: 4
Cost: 1550



Vomisa Combat Armor: This elaborate offering is by the now-defunct Vomisa Protection Services. While it deflects most attacks, it heavily limits movement.

Weight: 50
STR: 7
Max AGI Bonus: 2
AC: 7
Cost: 2300



Adventuring Gear

Backpack: Your standard adventuring pack for storing things.

Weight: 10
Capacity: 100 lbs
Cost: 25



Book of Matches: How else did you plan on lighting those flammables?

Weight: 0.1
Uses: 12
Cost: 1



Medic Kit: Contains enough salve, bandages, gauze, and healing ointments to treat 3 wounds before it runs empty.

Weight: 2
Uses: 3

Skill: Healing. Heals for double Heal Rate of target per use. Failed Healing checks still expend a use from the Kit and only heals for half Heal Rate (round down), minimum 1 HP.
Cost: 350



Goggles of Peering: Will heavily improve your perception of the world around you.

Weight: 2
Worn on: Eyes
Skill: Elemental Harmony one time to see if you can use them.
Effect: PER +1 while worn.
Cost: 520



Bandolier: A band of leather with pouches that can stash several clips of ammunition or other small items for easy access.

Weight: 4
Capacity: 5 ammo
Effect: Carry 5 extra ammo clips
Cost: 25



Holster: Have a place to put your gun. It comes in handy.

Weight: 1
Capacity: 1 gun
Worn on: Belt
Cost: 15



Magic Box: This is the device that makes magic possible.

Weight: 20
Skill: Elemental Harmony per use to cast Spells
Cost: 225 (cost includes Elementium)



Box of Compression Slugs: This is a box of standard ammunition for a large range of firearms.

Weight: 3
Capacity: 24
Cost: 35



Acknowledgements and Legal Stuff

Foremost thanks go to the grandfather of RPGs, Gary Gygax for without him we'd not have this document today. To my awesome gaming buddies who were invaluable sounding boards, and helped me refine the game and close some gaping holes. To all the game developers over the years who are no longer around (or still are!), for making excellent games that inspired me so much. Thanks to my friends and family, without whom I'd most likely not be here today. And last, but certainly not least, to the geeks around the world who play these games; There's no point making a game if no one's going to play it, right? :)

Very special thanks goes out to the specific games whose rules I was able to cherry-pick, tweak and hash together for my own game: [Dungeons & Dragons](#), [Fallout PNP RPG](#), [Hackmaster Basic](#), [Warhammer Fantasy Roleplay](#), [Old School Hack](#), and [White Thorn RPG](#).

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Dreaming in Gears is a free, non-commercial roleplaying game. You are encouraged to expand upon its rules by writing your own content or supplements.

Version History

Version 0.0: First writing of this rulebook. I expect there to be many, many mistakes here.

Version 0.1: Reworded a couple entries; balanced several Perks; revised cheating death mechanic to incentivize investing in Luck stat; added Coup de Grace mechanic to balance high Luck characters; added Presence Index section; removed the unnecessary Races section;

Version 0.2: Raised damage values of all Spells and Items for higher lethality; revised formula for Taking Damage; balanced Armors with addition of Max AGI Bonus; reworded Death section; streamlined process of determining Skill or Spell success; added Item Maintenance section; organized Table of Contents; formatting of Weapons, Armor and Gear sections to titles; added Invisible condition; added Sneak Attack Opportunity information; added Sample Adventure; removed Presence Index section; numerous grammatical corrections and clarifications throughout.

Version 1.0 (Alpha): Added additional design credit; renamed to Alpha version 1.0; nearly complete rewrite to whole document – too many fixes, changes, and additions to list individually.

Sample Adventure

Here is a sample adventure that the GM can run for a group of players. It is meant as a beginner, one-shot adventure for first-level characters, meant to familiarize players with the setting and mechanics, so there is a little bit of railroading involved. There are only three encounters (called Acts) in this adventure, which should take about three or four hours to complete in total, and all the information here is directed at the GM.

WARNING!

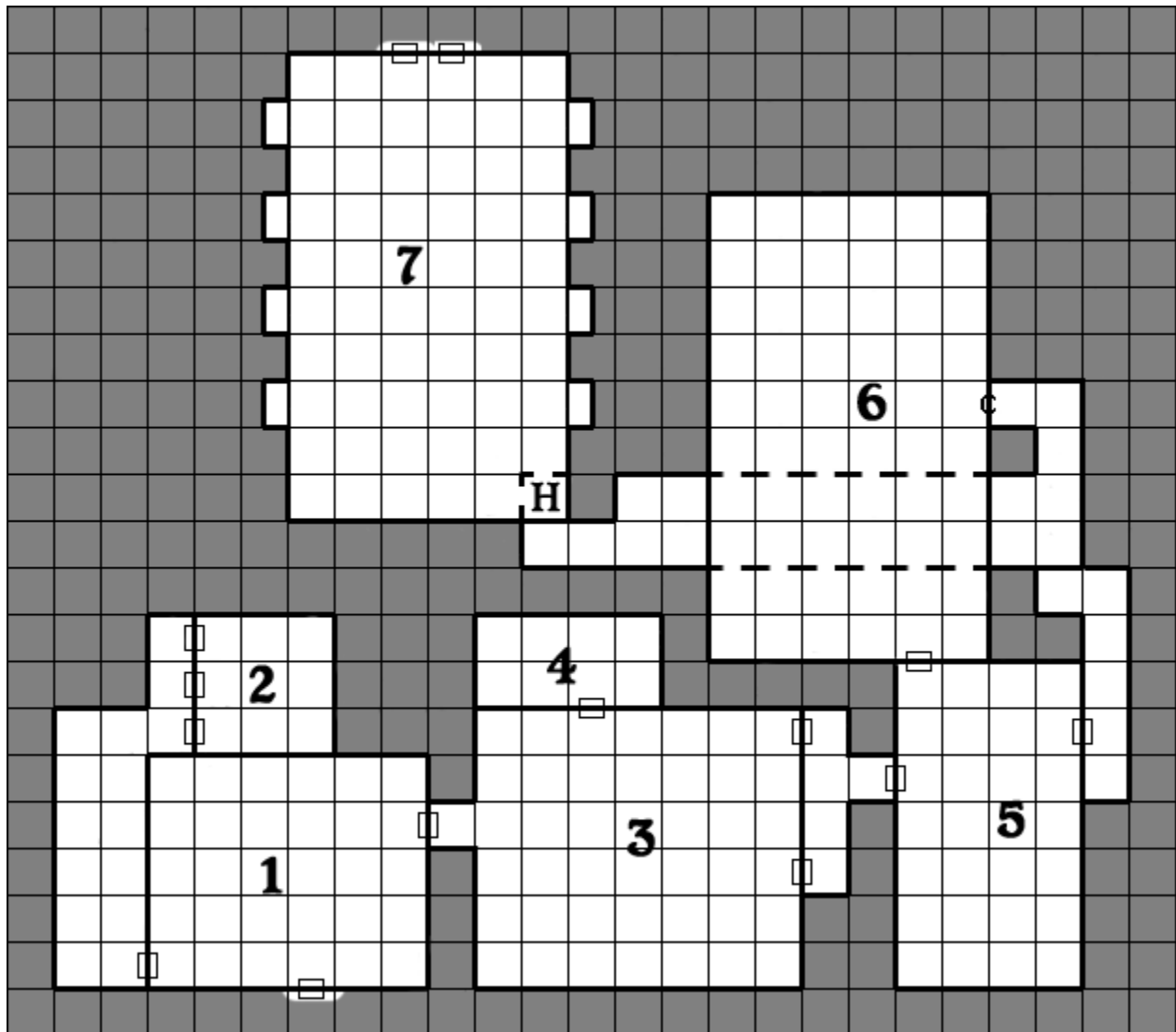
Do NOT continue reading ahead if you are a player and you have not played this adventure yet! Don't spoil it for yourself!

St. Anne's Oddity

Start the session by taking a couple minutes and having the players introduce their characters to the rest of the group, and how they came to know the other party members.

Adventure Background

Summerwind Laboratories is publicly recognized as the pharma-chemical arm of Bengal Corp., created to research the properties of Elementium and develop further uses for it. What they keep under wraps is that they also research with the rock's little-known mutagenic properties. The players will begin the adventure investigating a missing-persons case. They will quickly learn that there is more to this company than their public image makes them out to be, and as a result, they will have the chance to eliminate this threat from its root.



ROOM 1

Doors	Features	Lighting	Treasure
(south): glass, shattered, open (west): wooden, unlocked (east): wooden, unlocked	Broken reception desk, a dead body on ground, sign above west door marked "Elevator"	Dim Light	Broken gold chain Switchblade Two bullets 23 dollars on body

On a rainy city night, the adventure begins as the group is walking the city streets. A 7-year-old little boy runs up to the group, whimpering and crying for help. His speech is quite muddled, clearly he's been crying an awful lot. He claims he doesn't know what happened, but he knows it's really bad because his sister **Abigale** disappeared; he is willing to lead the group to the area he was last with her. He leads them to the entrance outside a Summerwind Laboratories building (**right outside south entrance of Room 1**), but refuses to go inside. The glass doors are shattered, and the doorway seems to have scratches (characters who make **PER checks** will notice the scratches are actually claw and bite marks). The power seems weak; lights are flickering, providing Dim Light. Once inside, the allies find the dead body of a middle-aged man with a pool of dried blood under his head. He's smartly dressed with tailored slacks and a tweed vest. The nametag on his shirt identifies him as **Denton Billingsley**, an employee of Summerwind Labs. Around his neck is a gold chain, but it is broken and clearly missing its pendant. In his clenched fist is a scrap of paper.

Red Herrings:
The gold chain is intended to bait the characters to see if they'll bite and investigate further (there is no actual resolution). Feel free to add more red herrings in your adventures... Just make sure not to overdo it or you'll ruin the novelty.

On a scratch piece of paper, write the following and place on the table for all to see: **"the door is trash"**. If the body is searched, they will find a **Switchblade** stuck in his neck (**use stats for Knife**), and **Two Compression Slugs** and **\$23** tucked in his shirt pocket. A **PER check** at the eastern door into Room 3 will reveal low squeaking and rasping sounds beyond (**see Room 3**).

ROOM 2

Doors	Features	Lighting	Treasure
(all west): iron, unlocked	Elevator car out of order	Dim Light	None

The west hallway leading to the elevator is empty. It should not be possible for the characters to get to the second floor of this building, but you are free to allow it if you wish. The GM rules, after all.

ROOM 3

Doors	Features	Lighting	Treasure
(north): iron-banded wood, locked, trapped (west): wooden, unlocked (east, top): wooden, unlocked (east, bottom): wooden, locked, stuck	Broken desks, dead body on ground, rats and molerats	Dim Light	Switchblade PK9 Sidearm Elementium 7 dollars

In Room 3, there is more broken and upturned furniture throughout. Near the eastern bottom door, there are **2 large Molerats** (Guards and Creatures) and **3 small Rats** (Minions and Vermin) chewing on another body on the ground. One of the Molerats looks like it is somehow wearing the tattered remains of a pair of slacks (it has an **Elementium stone** and **\$7** in its pocket), and the other one seems to be slightly wounded (mark that one with -5 HP). The nametag on the body identifies him as **Horace Winters**, and another **Switchblade** and a **PK9 Sidearm (empty)** can be found on his person. The Molerats' weapons are their claws and a bite (2d8+1 damage each).

Molerat Sequence:
They will not notice the party until the second round, or one of them gets attacked, whichever comes first.

The stuck door requires a STR check to unstuck, after it is unlocked.

ROOM 4

Doors	Features	Lighting	Treasure
(south): iron-banded wood, locked, trapped	Two closets	Dim Light	Grenade, lockpicks, crowbar, box of compression slugs, magic box, journal

Room 3's northern door is trapped with a **Fire Trap (use stats for Frag Mine)**, which requires a **PER check** to discover and a **Larceny check** to disarm. Going through the door reveals a small room with nothing but two lockers, which are unlocked. The left locker contains **1 Frag Grenade, Lockpicks, a Crowbar (use stats for Lead Pipe, can also unstick doors with Mechanics check), a Box of 24 Compression Slugs, an empty Magic Box, and a journal.**

The journal contains notes on various mundane experiments and chemical formulae, most of which is uninteresting. However, the last page is torn in half, the bottom half of which reads, "... have been tampered with. Boar hybridization gone awry. Reason: Unknown. Subject's hunger has grown from mild to ravenous and insatiable. Meat supplies running low. Subject escaped test chamber; restraints did not hold firm. Subject considered very dangerous. Exercise extreme caution."

When the other locker is opened, the group finds a frightened, crying little girl with her eyes blindfolded and her mouth gagged. Upon questioning, they will discover that she is the sister they were looking for (**Abigale Dobbins**). She explains she was kidnapped and locked in this room, but she doesn't know why. She only knows that her kidnappers were "very furry and had claws for hands!" and they said something about a Molerat King; she doesn't know what that means. If pushed for more information, she will remember they said something about not having enough food for "the beast." She is too afraid to accompany the party deeper into the building, and will flee back outside to meet with her brother when let go.

ROOM 5

Doors	Features	Lighting	Treasure
(north): iron, locked (west): wooden, unlocked (east): wooden, unlocked, stuck	Rats, piles of dung	Dim Light, Pitch Darkness in east hallway	None

This room is very sparse, but is quite smelly. There are piles of dung littered around the place. If the party spends more than 5 minutes in this room, they need to make END checks every minute or so, or become **nauseated** until they move out of the room. **7 Rats** (Minions and Vermin) gang up on the closest target.

The hallway out from the stuck door leading east is empty, ends in a deadend, and is not lit at all (**pitch darkness**) unless someone is carrying a light source.

Act Two

ROOM 6

Doors	Features	Lighting	Treasure
(south): iron, locked (east): concealed opening	Giant, piles of trash, large pit	Dim Light	Bandolier 5 dollars

The single door opens into this large room that contains many piles of trash and a 2-square-radius pit near the northern side. Hunched next to the pit is a large, beefy 7-foot tall creature that can only be described as a **giant, tusked hog-faced human** (Freaky Big Monster) that seems to be holding a length of pipe (**Lead Pipe**). He looks angry to be disturbed, but asks "Have meat?" If he is given something to eat, he will take it to the corner and let the group pass. If not, he attacks immediately. If anyone tries to push him into the 15-foot-deep open pit, he can make an AGI check to find his balance (use your

judgment what his AGI score should be). Otherwise, he takes **2d10 falling damage**. He seems to have some ostensible intelligence and can be Persuaded or talked to. Hint this to the characters by grunting something about being “so hungry.” He is wearing a **Bandolier** that has **\$5** in one of the pouches.

After he is killed or bribed, a **PER check** will reveal that one of the piles of trash along the eastern wall is covering a concealed passageway. This passageway winds around on itself in a downhill slope and follows a long hallway underneath this room. The brick-lined passage stretches and eventually gives way to a rough-hewn tunnel lit with the occasional wall sconce, only providing dim light in their radius.

Interlude Random Encounter

Rolling a 1 on a 1d6 at this point will result in a random encounter with a single Molerat (with no loot).

Somewhere down the hallway around the middle, characters with **PER 7** or higher will automatically notice a glint on the ground (**a single Dart, use stats for Spear**). Those with **PER 9 or better** (or if stopping to search the area) will uncover 4 tiny holes along this section of the wall, with a **Tripwire** along the ground. If triggered, make **AGI checks** to let each character dodge the **three triggered Dart attacks** and move into the next square unharmed. The trap can be disarmed with a **Larceny check**. There are only 4 Darts that can be looted; only 3 are armed, the fourth is on the floor.

Random Encounters:
This section is optional, but is intended to portray the Random Encounter mechanic.

Act Three

ROOM 7			
Doors	Features	Lighting	Treasure
(north): heavy wood, unlocked (south): wooden hatch, unlocked	Altar, Molerat King statue, Molerat Prince, liquid vats, chemistry table, pews	Normal Light	None

After navigating the dark tunnel, it suddenly hooks around and dead-ends with only a ladder leading upward thirty feet with a wooden hatch (**marked H on map**) at the top. Opening it reveals the inside of an abandoned church repurposed into a makeshift laboratory. Its windows are covered with a green film, giving the interior a strange, sickening glow. Somehow, the lights are powered in here, providing Normal brightness. Anyone with an **INT 7 or better** will recognize the space as **Saint Anne’s Church of the Celestial Spirit**, a church known locally as a haven to bizarre cultists who worship some sort of Molerat King. There had previously been no connection to Summerwind Labs or Bengal Corp.

The double doors facing north lead back outside. In one corner of the church, a few pews have been replaced with a table set up with an assortment of bubbling beakers, vials, and tubes tying many of

them together. In addition, there are three large vats filled with a viscous liquid; one includes a motionless human-sized rat-man-hybrid inside, one is broken and drained (with a slippery pool around this vat), and the third is empty but intact. On the altar sits a **statue** of an enormous Molerat that seems to be made of solid gold. Its eyes glow with a pulsating shade of green. The ceiling’s rafters are clearly in bad shape, with some beams partially broken, missing, or hanging downward at odd and precarious angles. Kneeling on the steps facing the altar is a **frail-looking man in a brown canvas robe**, his hood pulled down to reveal a thick head of brown hair. He doesn’t look toward the party, and one of the windows shines its light directly on him. In a haughty English accent, he begins to speak as soon as the first ally climbs up the ladder. “I sincerely hoped it did not have to come

Molerat King Statue:
All targets within 2 squares of the statue need to succeed on a Concentration check or become Fascinated. Fascinated PCs suffer cumulative -5% penalty on subsequent Concentration checks to break the fascination.

to this. They were good men; they did not deserve their fates. But what could I do? My urges grow stronger and more difficult to resist every day.”

He finally stands up and turns around with a dramatic flourish. He casts his robe aside, revealing his face half-mutated into a molerat himself, and claws where his hands and feet should be!

Roll sequence now. On his first turn, the Molerat Prince immediately leaps up onto the rafters and warns, *“Leave now, while you still can! I am the Molerat Prince, but this life is not mine!”* then follows the Special Attack text described below.

On his second round, *“Bengal Corp can NOT continue such defiling anymore. Find DePlesbin. Join him! Do not make me fight you!”*

On his third round, *“Allow me the dignity to die with what few shreds of humanity I have left! GO AWAY!!”*

MOLERAT PRINCE

STR: 10	Level: 4	<u>Special:</u> He will not attack for three rounds, each round warning the players to leave. On his fourth round, he will fight only whichever character attacks him for one round, then jump back up to the rafters for 1 round. Repeat each round.
PER: 5	HP: 55	
END: 6	AC: 10	
CHA: 2	Speed: 10	
INT: 3	Bite: 3d6, Range 1	
AGI: 10	Claw Rake: 4d6, Range 1	
LCK: 4	Athletics: 60%, Stealth: 52%, Close Range: Unarmed: 68%	

Molerat Prince Encounter:

This encounter is meant to have the players get out of the typical hack-n-slash mentality. This boss should be impossible to defeat for a first level party. As such, he is designed to let players utilize non-combat skills to complete an objective. If the players still insist on fighting him, drop a couple hints that they should try something else.

This encounter is completed when one or more of the following conditions are met:

The gold Molerat King is destroyed (HP: 8, AC: 4), wherein Molerat Prince will be released from its hypnotizing power.

A rafter beam is destroyed (HP: 10, AC: 2), wherein part of the roof collapses onto Molerat Prince, making him helpless.

All of the allies are Fascinated by the statue, and can take no actions, thus ending the game immediately.

A successful Persuasion check will result in the Molerat Prince telling the players about the hypnotic effect of statue, then asks for their help to release him.

Congratulations!

You have just completed the sample adventure of DIG. I hope you enjoyed it as much as I did writing it. This adventure was meant to show how it is possible to apply various rules, as well as how to incorporate and modify items that are not included in the Items section.