

Archetype - *Horizon* System 0.1

Character Building

CHANGES FROM ECLIPSE

- Reduced Build Point Costs for Skills
- Character design now uses build points instead of attribute point placement.
- Added the Vitality Attribute
- Altered build starting point suggestions
- Altered Skill Boosts slightly. Powerful now increased crit range and each skill boost can only be taken once.
- Added Derived Statistics: Stamina Pool and Willpower Pool.
- Significantly altered combat, weapons, and armor; too many changes to list here.
- Added a multitude of unarmed combat and grappling maneuvers

Rolling

The basic roll for the system to determine the results of most challenges involves determining a target score, which is usually an Attribute + Skill Points, and then rolling a 12-sided die and trying to get as far under that target score as possible.

So effectively, subtract your roll result from the target score. If you have a positive number, that is your level of successes (Shortened to "Successes". If you have a negative number, that is your level of failure (shortened to "Failures").

- If the result is 0, that is a base success and still counts as a 1 success result.
- Rolling a 1 is a Critical Success that grants an added benefit, but also counts as the full target score in successes.
- Rolling a 12 counts as a critical failure, and always fails even if you have a target score of 12 or higher.

Build Points

These are spent to build your character's attributes and skills.

- Novice** - 450 BP
- Trained** - 650 BP
- Veteran** - 900 BP

Legendary - 1200 BP

In some campaigns, the LUCK attribute is calculated in an entirely different way, and Build Points aren't used to calculate that attribute. If this is the case, take away 25 Points per rank from the starting costs listed above.

Attribute Build costs

1	-	0 BP
2	-	10 BP
3	-	25 BP
4	-	45 BP
5	-	70 BP
6	-	100 BP
7	-	140 BP
8	-	190 BP
9	-	265 BP
10	-	365 BP

Attribute Training costs

1 to 2	-	+10 BP
2 to 3	-	+15 BP
3 to 4	-	+20 BP
4 to 5	-	+25 BP
5 to 6	-	+30 BP
6 to 7	-	+40 BP
7 to 8	-	+50 BP
8 to 9	-	+75 BP
9 to 10	-	+100 BP

Skill Build Costs

1	-	15 BP
2	-	45 BP
3	-	95 BP
4	-	170 BP
5	-	270 BP

Skill Training Costs

0 to +1	-	15 BP
+1 to +2	-	30 BP
+2 to +3	-	50 BP
+3 to +4	-	75 BP
+4 to +5	-	100 BP

Training Build Points

When characters set aside time to train, they gain Training Build Points for the attribute they trained. Training Points are exactly like standard Build Points except that they are restricted to the Attribute that was trained to obtain them.

Each average 6 hour day of training gets a character 1d10 Build Points. Trained Build Points cannot be transferred between attributes.

Attributes

Might (Movement, Heavy Combat, Toughness, Power, Strength)

Vitality (Endurance, Constitution, Fortitude, Resistance)

Prowess (Standard Combat, Stealth, Agility, Dexterity)

Sense (Awareness, Instinct, Vehicles, Security)

Intellect (Logic, Reason, Memory, Knowledge, Lore, Investigation)

Charisma (Confidence, Morale, Manipulation, Social Insight)

Luck (Chance, Good Fortune, Danger, Looting)

Skills

Skills can enhance rolls, as well as increase the capabilities of the character. Skills begin at 1. Each time they increase beyond 1, they allow for a boost to one aspect of the skill.

Each skill has one major attribute it is categorized under, but other attributes may sometimes borrow that skill for specific rolls at the GM's discretion.

Might Skills

Athletics

Strongarm

Power Combat* (Type) - Bludgeon, Greatsword, Rocketry, Javelins

Vitality Skills

Toughness

Resistance (Type) - Pain, Toxin, Alcohol, Disease

Endurance

Recovery

Prowess Skills

Evasion

Tumbling

Sleight of Hand

Stealth*

Precision Combat* (Type) - Sword, Staff, Pistol, Rifle, Knife, Throw

Sense Skills

Awareness

Craft/Repair* (Type)- Leatherwork, Smithing, Cars, Fletching, Robotic

Survival/Nav.*

Riding/Driving

Observation

Intellect Skills

Knowledge (Type) - History, Virology, Medical, Physics, Chemistry

Research*

Investigation

Devices (Type)* - Traps, Explosives, Locks, Computers,

Charisma Skills

Charm*

Deception

Empathy

Performance* (Type) - Examples: Singing, Acting, Guitar, Flute, Story

Skills where you must choose a "type" are also called **Proficiency**

Skills. You only gain the skill boost when using it in a situation where that specific facet of proficiency applies.

Skill Boosts

For each point a skill has beyond the first, the player can choose one of the following boosts for that skill. Any one boost can only be applied to a skill one time. Not all skill boosts will work the same way with every skill.

- **Powerful:** Critical successes now happen on a 1 and 2.
- **Fast:** Adds an attack to a combat skill. Or decreases time to perform by one degree (1 hour -> 10 minutes -> 1 minute -> 1 round -> 1 action -> free action.)
- **Versatile:** Increases types by 2 for proficiency skills. Otherwise removes most situational penalties.
- **Fail-Proof:** Skill can no longer crit-fail.
- **Improvisor:** Removes tool-requirement for skills that require tools (*) or removes penalties for improvised equipment.

Derived Attributes

Stamina: A pool of points reduced by exertion and incoming damage. Damage to Stamina represents physical exhaustion.

- $5 + \textit{Vitality} + \textit{Might}$

Willpower: A pool of points reduced by trauma and mental or social attacks. Damage to Willpower represents mental and emotional exhaustion and loss of composure.

- $5 + \textit{Intellect} + \textit{Charisma}$

Movement: Represents the number of spaces you can move in a move action. In a mapless system, each "space" represents about 5 feet.

- $5 + 1 \textit{ (If Prowess is 8 or higher)} + 1 \textit{ (If Might is 8 or higher)}$

Initiative: Represents the die rolled to determine turn order.

- $1d12, \textit{ or } 1d20 \textit{ if Prowess and Sense are both 8 or higher)}$

Experience & Rerolls

Experience points do not grow the character, but they can make them more effective. XP is awarded by the GM and spent to make rerolls.

Any given roll follows the same cost-chain, which resets once a roll is accepted.

	Cost
1st Reroll	- 5 XP
2nd Reroll	- 10 XP
3rd Reroll+	- 20 XP

Even if you spent 5, then 10, then 20, for a total of 35 XP to reroll one attack roll three times, then rerolling your next attack even in the same turn, would only cost 5 XP again.

You can also use 10 XP to prevent a Lethal Damage Cascade from triggering.

Combat

Initiative and Turn Order

Combat usually begins with an initiative roll to determine turn order. However the GM may allow surprise actions (generally not surprise turns) before initiative is rolled.

Actions

During a player's turn, they have 2 actions. These can be used in the following ways:

- **Take a full movement.**
- **Perform a non-combat skill roll** (such as first aid, or bomb disarming)
- **Take a Defensive Stance;** A stance allows you to prepare certain defenses in case you need them. A stance can be taken at any time as long as you have an unspent action this round. It lasts until the beginning of your turn on the next round.
- **Make an Attack Action,** this allows you to make all the attacks your combat style or weapons entitles you to take.

The Basic Attack: Attacker declares their attack is a basic attack, or makes no declaration and the attack is assumed to be basic. The character is simply striking towards center-mass of their target and not trying to inflict any special states or effects.

Attacker rolls to hit, and the defender may roll for their various defenses.

Basic Defenses

- **Undefended**: If the defender cannot make a defense, because they are unaware of the attack, or are unready, or are for any reason incapable of acting in their defense, then the attacker only needs to roll and get a success to hit them.
- **Blocking Defense**: In most melee or unarmed situations involving close range combat, the defender will be able to roll to block. This means they roll their close range combat skill against the attacker's roll. If they match or beat the attacker's successes, then the attack has failed.
- **Stance: Evasive Maneuvering**: If the defender has prepared an Evasive Stance, or has an action they can spend on a stance, then they can use Evasion to avoid a close or ranged attack as much as they want in the round. In this case they roll Prowess + Evasion against the attack. The advantage over blocking is that you can avoid even ranged attacks, and you don't need to be armed to use it.
- **Stance: Take Cover**: This stance required there to be cover to hide behind. It allows evasion rolls but offers a bonus to those rolls based on the effectiveness of the cover. The drawback is that you cannot break from the position without losing the stance, and it only works against ranged attacks.

Damage: When an attack hits, the successes over defense equals stamina damage to the target. Some weapons or attacks may add a damage bonus. This is potentially further reduced by the target's light or medium armor.

Armor: Body armor comes in three classes. It is always rolled like an attribute roll, and successes reduce incoming damage. Light armor can be rolled to reduce stamina damage. Medium Armor can be rolled to reduce half-Stamina damage or half-Lethal damage. Heavy armor can be rolled to reduce Lethal damage.

Lethal Attacks At 0 Stamina: When a character reaches 0 Stamina, they are in danger and vulnerable to a Lethal Attack. Weapons that have a Stamina damage bonus often also have a lethal attack die. When such a weapon succeeds against a character with 0 Stamina, then the lethal attack die is rolled to deal damage directly to the target's Vitality.

At 0 Vitality: If a character reaches 0 Vitality, they are mortally wounded and bleeding out. That character is now disabled and the player must roll their luck every round. If they fail their luck three times, or roll a critical failure, that is three strikes and

the character is dead.

If the luck is a critical success, then the character stabilizes and will not die unless they take further Vitality damage.

A medic can also use their skills to stabilize someone who is bleeding out.

Recover or Knockout: If a character finds themselves at 0 Stamina on their turn, they can do one of two things. They can spend an action and 1 Vitality and recover half their Stamina Pool, or spend an action and 2 Vitality to recover their full Stamina pool. Or, they can take the Knockout instead and drop out of the fight.

This may leave them vulnerable, but it also makes them no longer a threat to their enemies.

Wounds: Some attacks or situations may threaten to inflict a wound against a character. The wounds are as follows, and the effects may be resisted by the following rolls:

- **1 - Head: Stun vs. Sense**
 - A stunned target may choose to either lose the ability to attack, or lose the ability to defend until their next turn..
- **2 - Torso: Push vs. Might**
 - Target is pushed 1 space in a direction of attackers choosing, +1 space for each additional 3 damage applied.
- **3 - Arm: Disarm vs. Might**
 - Based on attacker preference, target drops weapon, or throws it a up to 4 spaces away in a random direction.
- **4 - Leg: Hobble vs. Prowess**
 - Target takes -3 to their movement score. They can attempt to pass a Vitality check to recover their movement for 1 action.
- **5 - Stance: Trip vs. Prowess**
 - Target falls and is now prone 1 space in a random direction.
- **6 - Morale: Rattle vs. Charisma**
 - Every round, lose 1 Willpower and make a Sense roll. If passed, rattled state ends. If Willpower reaches 0, character becomes **panicked**.

Having certain peripheral armor pieces attached to your body-armor offers a bonus to these rolls.

Terms

- **KO'd:** Knocked out, unconscious, out of the fight. 1d4 hours.
- **Bleeding Out:** Target is at 0 Vitality and wounded, they must pass a luck roll evry round. If they crit fail, or fail three luck rolls before being stabilized or rolling a crit success, the character dies.

- **Panicked:** Target takes continuing stun (Can either attack OR defend, not both) until they can escape combat and recover, or spend 1 Sense to restore half their Willpower.

Special Attacks and Defenses

The combat path above can be altered by the use of special attacks and defenses. Some may be used at any time, others must be learned.

They also have various requirements which might include higher difficulty (reduced target score), actions spent in preparation, or even cost you some of your stamina or willpower. (Stamina spent through exertion can bring you to 0, but cannot usually cause wounds)

- **Targeted/Aimed Attack:** -3 to hit. If successfully deals Stamina damage, threatens to cause a wound of your choice.
- **Sneak Attack:** Attacking from stealth, target is undefended unless they pass a Sense+Reflex Check.
- **Overwhelming/Flanking:** Each attacker after the first that is actively engaging the same target grants a +1 to all attackers.
- **Dual Wielding:** A weapon in the offhand can be used just like the weapon in the main hand, potentially double the number of attacks you can perform, but suffers a -2 penalty to all offhand attacks.
- **Reckless Charge:** Spending a movement action rushing into the fray waving your weapon grants you +2 to melee attacks (+4 with a two-handed weapon) and -2 to melee defenses until your next turn.

Unarmed Brawling Maneuvers

- **Hook:** +1 to hit, -2 to damage
- **Haymaker:** +2 to hit, costs 1 Stamina.
- **One-Two:** -2 to hit. If it hits, make followup attack.
- **Axe Kick:** -1 to hit, +2 to damage.
- **Push Kick:** Attack. If successful, target is pushed.
- **Shoulder Charge:** Pay 1 Stamina and double your Initiative roll when you open a fight with this move. If you beat your target's initiative, spend 1 action rushing and one action striking. If successful, opponent is stunned. If you fail to reach them or are interrupted, attack is cancelled and the action is lost.
- **Tackle:** Charge at your opponent to initiate a grapple, granting a +2 to the initial grapple. If successful, deals damage and you both are prone and engaged in the grapple. If failed, only you are left prone.

- **Grab:** A no-nonsense attempt to grab hold of a target and start grappling. Can be evaded, but blocking this takes -3 penalty. Deals no damage. Instead, the winner of the most recent grappling roll is 'in position' and can use that to perform any of the grappling maneuvers below. When out of position, our options are much more limited.
 - **Escape Grapple:** Simply push away from your opponent and leave the grapple.
 - **Pin 1, 2, 3:** Must be performed three times successfully with no grappling defeats to completely immobilize opponent. Target with a combined 6 point advantage in Might and Prowess over you cannot be fully pinned.
 - **Ground Pound:** Perform regular attacks with a +1 Bonus that can be blocked but not evaded
 - **Sleeper Hold:** Put target in a headlock that will knock them unconscious if they fail a Vitality Check. Each consecutive round they face this check, their target score gains an increasing -1 penalty.
 - **Headbutt:** Make an attack at -3 if you are in position, or -5 if you are out of position. Both parties take the stamina damage, but If successful, target is stunned.
 - **Clinched Knee:** Make attack that gains a +5 damage bonus, but if it fails, you immediately lose position.
 - **Heel Stomp:** Can be used by a target out-of-position as long as they are not prone. -3 to hit, target is hobbled and loses position.

Weapons

Attacks per Action: Small and Light weapons like knives, and pistols, get 2 attacks per action. Almost every other weapon only gets 1 Attack per action.

This can be increased with the Fast skill boost.

One-Handed vs Two-Handed: One handed weapons can be wielded in either hand, or both hands, potentially doubling the number of attacks available.

Two handed weapons and weapons with reach cannot be dual wielded or used with shields, but they are usually more powerful.

Weapon Damage: This is usually represented by a bonus and an associated die. The bonus represents the bonus to **stamina damage** from regular attacks. The die is the **lethal damage** die, to be rolled only against targets with 0 stamina, or who are completely vulnerable.

Example: +2, d4 +3, d6 +4, d8 +5, d10

Range and Distance Penalty: This is how close a target must be for the ranged attacker to suffer no penalties. Beyond that there is a penalty of -3 for each further increment. *(So if the range is 5, then shooting 6 spaces away is at -3. Shooting 10 spaces away would be -6, and so on.*

Special Effects: Some weapons feature additional special effects such as the ones listed below:

- **Precision Cut:** Small and light melee weapon ignores armor on a critical.
- **Reach:** Melee weapon requires 2 hands (if it was one handed before) or requires 8 might to wield (if it was already 2-handed) and now has an extra space of reach to make attacks.
- **Non-Lethal:** Weapon deals no lethal damage.
- **Unwieldy:** Missing on an attack prevents blocking and attacking for the rest of the round.
- **Automatic:** Three firearms Attacks per action at -3 to hit.
- **Full Automatic:** Five firearms attacks per action at -3 to hit, and an additional -2 penalty each time you switch targets.
- **Scoped:** Spend 1 action uninterrupted to double range.

Some weapons might also have a specific damage type that can only be blocked by a specific type of armor.

Armor

Body armor will have a score, based on its quality and coverage, that is rolled just like an attribute: on a d12 and trying to get as low as possible, with successes counting against incoming damage hopefully reducing it to nothing.

It comes in three classes: Light, medium and Heavy.

Light Armor: This is rolled specifically against Stamina Damage, but does nothing to prevent Lethal Damage, should it occur.

Medium Armor: This is half as effective against Stamina Damage, so that any successes it rolls is reduced by half (rounded up), but those half-successes can also resist lethal damage.

Heavy Armor: This does nothing to resist stamina damage, but can be fully rolled to resist lethal damage.

Armor may also have **burden** which is a penalty to certain physical actions such as swimming, climbing, sprinting, and resisting being tripped or disarmed.

Peripheral Armor Pieces: If you face certain wounds, you will have to roll a pass/fail check on an attribute to resist them. These extra armor pieces can provide a bonus to that roll.

- 1 - Helmet: Protects from stun.
- 2 - Braced: Protects from knockback
- 3 - Gauntlets: Protects from disarm.
- 4 - Boots/Greaves: Protects from hobble.
- 5 - Fitted: Reduces Burden, Protects from tripping.
- 6 - Padded: Protects from rattle.

Padding, Fitting, and Bracing **MUST** match the body armor class (medium to medium, etc) but the others can be varied.

Shields: These are carried in one hand, or strapped to a forearm. While they do not add to an armor roll, they do two things for a character's blocking defense: They may increase the target score of blocking with a bonus, and **they allow ranged attacks to be blocked with melee defense rolls.**

Armor Modifications: Both armor and shields are only effective against regular damage unless they have one of the following modifications or types.

Goggles: Immunity from some blinding attacks.

Gorget: Allows rolls v. Choke/Silence.

Hazmat: Immunity from biohazards.

Gasmask: Immunity from aerosol poisons and gas.

Armor and Shield Modifications

Winterized: Allows rolls v. Cold Damage.

Thermal: Allows rolls v. Fire Damage.

Bulletproof: Allows rolls v. Bullet Damage.

Flak Armor: Allows rolls v. Explosive Damage.

Shock Insulated: Allows rolls v. Electricity.

Camouflaged: Adds a bonus to stealth rolls.

Painted: Adds a specific first impression.

Spiked/Bladed: Adds a damage bonus to grappling.