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**(Scroll down for the game. These are just my
notes/ space for a title page)**

BEAST SLAYER

Beast slayer is an action RPG focused on killing monsters, getting sweet loot, and then taking that loot to slay even bigger monsters.

The grand nation of Malia has prospered for centuries, however, creatures of darkness stir at its borders, eager to see Malia fall and it's vast riches revealed. The Grand Marshal of Malia has ordered companies of skilled soldiers, hunters and mercenaries to the outskirts to slay these beasts.

These beasts are deadly. -- They are way stronger than any individual player character. It will take a skilled team to slay a beast.

In Beast Slayer, players take the role of **warriors, hunters, or mages** which track and slay these beasts for duty, fame, or profit.

How to Play

Taking action: To perform any action, a player rolls a number of ten-sided dice (d10s) based on their character's **rank** and **gear**. **Rank** is the character's overall experience at hunting monsters, and **gear** is the tools and weapons used to slay said monsters.

These dice are rolled and then slotted into a stat value of equal to or less the number shown on the dice. After the dice have been slotted, read the dice in order to get your **roll total**. If this roll total equals or exceeds the **challenge** value(CV) of the task, then your character succeeds!



The Stats: Might, Mastery, and Magic




Might: Used for mighty and brave feats, like damage with melee weapons, jumping large distances, and intimidating opponents.

Mastery: Used for crafty and clever actions, like using complicated traps and items, tracking prey, or and damage for ranged weapons.

Magic: Used for knowledgeable and magical actions like casting powerful spells, knowing a creature's natural behavior or traits, and using arcane runes.

Now that we know the stats and the process of resolving a roll.

*Example: Elizabeth wants her character to attack with his sword. The **challenge value** of this attack is 45, and Attacking with a sword uses the **MIGHT** stat. Her character, Toan, has a **MIGHT of 199**. Toan's rank is **regular(2d10)**, and his **gear** includes a **sword(1d10)**. Toan's **MIGHT** stat is 199. Elizabeth rolls 3 dice, two from Toan's rank and one provided by his sword.*

Roll:			
Might:	1	9	9
Total:	0	9	5

Elizabeth's total is 95. This beats the CV needed of 45. Toan is successful in his attack.

Note that the "3" die could not be slotted, as its value was higher than Toan's "1" slot. While Elizabeth could have slotted the "3" in any of the two other slots, (making a total of 35 or 93), the roll's total would be lowered. While players can slot dice in any order they choose, it is often wisest to slot dice in order to obtain the highest total possible.



Difficulty of Actions

An action's Challenge Value is determined by two things: **Difficulty** and **Peril**.

Difficulty is how much **concentration** the action takes to successfully perform: the higher the number, the more demanding and taxing the action. A difficulty of 1 requires characters to demonstrate their skill, while a difficulty of 3 is a true test. A difficulty of 5 means the odds are not in the character's favor. And finally, a difficulty of 8 only gives even the most trained characters a slim chance to succeed, and 9 is all-but-impossible.

Rank and Gear

Peril is the combined nature of all other effects currently occurring in the scene. The more intense the situations gets, the more is demanded from the player characters. As the situation escalates, the drama does as well.

For example,
Traversing a rope bridge quickly may have a MASTERY CV of 2.

However, Traversing over a rope bridge quickly with strong gusts blowing the bridge to and fro would increase the CV to 20.

Traversing that same bridge through howling winds and an earthquake would up the CV to 200

*Finally, traversing the rope bridge with all the factors above **and** the rapidly rising river below threatens to swallow the bridge would give a CV of 2000.*

Note that it is only physical peril which increases the challenge value by one "slot," and doesn't have anything to do with the character's emotional or physical state, only the events which occur around them.



Now that we know how rolls are resolved and modified by the beast the characters are hunting, it's time to see what else can affect the player's rolls: **Rank** and **Gear**.

A character's rank defines how many dice they get to roll. The ranks are:

- Fodder: 0d10 ,
- Rookie: 1d10,
- Regular: 2d10,
- Veteran: 3d10,
- Champion: 4d10

In addition to rank, **Gear** plays a large factor in the amount of dice a character rolls. A character's gear is the items and weapons they carry into battle. Weapons, for instance, may allow the character to roll an additional dice on a might action, or allow a character to slot a dice under a certain value. For example:

Wyrmbone Blade: Roll 1 additional dice when attacking. You are able to slot dice under the value of "2" in the "hundreds" slot.

A character with a normal might of 54 would attack with an effective might of (2)54.

Facing the Beasts

The characters have now confronted their quarry face-to-face.

Who goes first?: Player characters can in any order they wish. Each characters may take two actions. After all player characters have acted, then the beast acts. After the hunted beast acts, it's the players' turn again.

No opposed rolls: The beast never rolls dice, instead, players always roll to defend against the beast's action. The player wants to equal or exceed the beast's stat.

Beast's stats:

Prowess → Opposed with MIGHT

Cunning → Opposed with MASTERY

Arcana → Opposed with MAGIC

Example:

A player wants to hide from the minotaur. That requires a mastery roll against the minotaur's Cunning. The minotaur's cunning is 20. The player rolls a 40. Their character is now hidden from the minotaur.

Now it's the minotaur's turn. The minotaur wants to find the player's character. The player must roll their mastery against the minotaur's cunning again to stay hidden.

Beasts and Difficulty

Occasionally, the beast and monsters the characters face will directly **impede** the character's actions. In that case, add the beast's relevant stat to the challenge value of the roll. However, the total for each slot never affects the next one.

Example:

*Jake wants his character, Lauriel, to quickly re-activate a magical seal. This is a MAGIC roll with a rather low CV of 2. However, a Nightmare, a horse of hellfire, is **impeding** Lauriel's efforts. Since this is a MAGIC roll, we add the Nightmare's ARCANA value of 38 to the challenge value of the roll. The CV of the roll is now 39.*

Note that the "ones" slot did not carry over to change the "3" into a 4".



Failure

Players will not always succeed at their rolls. What happens when characters *don't* succeed?

Characters may be subject to gaining negative conditions from the environment or creature they are fighting. For example, a failed attack when attacking on a crumbling cliffside may throw the character off-balance, or, failing a melee attack against a chimera with poison spines would give the character the "poisoned" condition. For more information about conditions, see the "conditions" section.



Dealing damage

If a character succeeds on a MIGHT attack, they deal damage equal to their might roll's total.

If a character succeeds on a MASTERY attack, they deal damage equal to their mastery roll's total.

If a character succeeds on their magic attack, they deal damage equal to their magic roll's total.

However, the weapons, gear, and spells a character uses may change the total or otherwise modify the total. For example, a **basic rifle** is a weapon that uses mastery to roll and may attack flying targets, however, it may not deal more than 50 damage.



Traits and Conditions

The Beasts that roam and stalk the fringe are too powerful for a hunter to take head-on. Beasts have the advantages of their savage **traits** which make them into the deadly creatures they are. Additionally, they can apply crippling **conditions** to their quarry. Traits are permanent, while conditions can be removed.

A **trait** describes a creature's behavior, or distinct characteristic that makes it a force to be reckoned with. Below are some examples of traits creatures may have:

Flying- This creature flies, and cannot be hit with melee attacks unless grounded or attacked by other creatures with the "flying" trait.

Spines- If an attack fails, deal X damage to the attacker.

Armored(X)- This creature reduces the damage it takes by X.

Piercing Fangs/Claws/Tail - This creature reduces Armor(X) traits by Y.

Bloodthirsty- Characters which chose to be downed on this creature's turn are killed instead.

While traits are powerful abilities creatures usually possess, **Conditions** are temporary effects applied to creatures or characters through in-game actions and items.

Below are some examples of conditions:

Pinned(X): The character or beast is trapped under a large object for X rounds. Player characters are unable to act unless another character saves them by rolling a successful MIGHT roll. A Beast's Prowess is considered 0 as long as it is pinned.

Poisoned(X)/(Y): At the start of every new round, a character takes X amount of damage. May be cured with a successful magic roll or item, or after Y rounds have elapsed. Beasts take X damage at the start of their turn for Y rounds.

Grounded: The Beast or Character is grounded, and loses the benefits of the flying trait.

Hidden: Next time it's their turn, Characters roll against the beast's Cunning value instead of Prowess or Arcana. The beast may not attack hidden characters.

So, how are conditions gained?

There are three methods to apply conditions to beasts and characters:

Traits: Some traits can apply conditions to characters. For example: the **Poison spines** trait may apply **poison** to characters which miss their attacks.

Gear & Spells: Items characters have may be used to apply conditions to beasts. For example, a **wyrmnet** could apply the **grounded and pinned** conditions to a creature wyrm-sized or under. Likewise, a **Lightning bolt** may apply the **blinded** condition.

Through Character actions: A character could apply the **pinned** condition to a beast by pushing over a tall pillar on an unsuspecting chimera, or apply the **blinded** condition by throwing dirt in the eyes of the beast perusing them. There are no strict guidelines for creating conditions this way, and it is instead recommended that the GM plays fast-and-loose with conditions through actions so players can use their creativity to take down mighty beasts which would otherwise be too powerful.



Example:

Athe is hunting the Chimera with two other mercenaries: Caz and Rufo in a dark, oily, refinery Rufo decides he will distract the beast. After a quick Might roll, Rufo tries to intimidate the chimera. Because he has the attention of the chimera, the chimera's Prowess is added to the challenge value of the roll.

Rufo fails, but Caz decides to go next. From above, Caz decides to spill a bucket of refinery oil down onto the ground level. He rolls a Mastery roll, and doesn't add the chimera's challenge value (as the chimera is busy with Rufo). Caz succeeds, the oil goes cascading all over the room. The chimera gains the "covered in flammable oil" condition.

Athe then decides to cast "fire" on the flammable chimera. She rolls a magic roll and succeeds, dealing the spell's damage, additionally, since the chimera is still soaked in oil, it gains the "on fire" condition, and will continue to suffer that spell's damage until the fire is extinguished.

Teamwork

The hunted beasts are often faster, stronger, and even smarter than the characters that hunt them. To overcome their prey, the warriors, hunters, and mages must work together.

Characters can work together in a number of ways:

Against static obstacles, characters can add their rolls together.

A large boulder is blocking the passageway. Caz and Rufo are trapped. Behind them, a lesser hydra advances on the trapped adventurers. Caz decides the best hope for escaping is to move the boulder and duck through the passageway.

*The CV for moving a large boulder is 6. The hydra is **impeding** the characters, so the hydra's Prowess of 57 is added to the CV for a total CV of 59.*

Caz's MIGHT is 49. Normally, this roll would be impossible, however, Rufo is there to help him lift the boulder. Rufo's MIGHT is 89.

Caz rolls a 2, 8, for a total of 28.

Rufo rolls a 4, 4 for a total of 44.

Now, each total is added together. The roll's total is 69.

Remember, the maximum value for any slot is 9. The leftover values do not carry over to affect the next slot.

Characters can augment each other's abilities and conditions.

Characters can work together to create effects which would otherwise be impossible. If two characters work together in this manner. They both roll against the Challenge value. If only one of them succeeds, then the action succeeds as normal. If both the characters succeed, then the action succeeds, *and* they may apply a condition to their target.

Example:

Caz's rifle has just run out of ammunition. The lesser wyvern they've been hunting is getting away! The wyvern has the flying condition, and cannot normally be targeted by melee attacks.

However, Athe has an idea. After a brief conversation, Caz agrees to help give Athe a boost into the air. After a running start, Athe gets a boost from Caz, and hurls herself at the wyvern. Because of their teamwork, Athe was able to make a melee attack on a flying target.

*Now, the players roll. This is a MIGHT roll and the wyvern's Prowess is 35. Athe totals a 56 and Caz totals a 41. **Both** characters beat the wyvern's Prowess.*

*Since both characters beat the CV, they may apply a condition in addition to dealing damage. Both players decide to apply the **Grounded** condition to the wyvern.*

Finally, through teamwork, characters can increase the potency of the conditions they deal.

For every character that succeeds in a team action, the condition effectiveness is increased.

Example:

Caz wants to use his flash rune in order to blind the chimera. However, to do that he'll have to get close. Rufo decides to help by making an opening for Caz to exploit, and Athe decides to do the same. Athe and Rufo roll their MIGHT against the chimera's Prowess, while Caz is rolling his MASTERY against the Chimera's cunning.

After rolling, both Caz and Rufo are successful. Normally, the flash run would only grant a "blind(1)" condition, but since both characters, the condition's effectiveness is increased. To Blind(2). The chimera will be blinded for 2 turns instead of 1. If Athe was also successful, the condition would be increased further to Blind(3).



Character death

Sometimes, characters will run out of HP, or **Hit Points**.

When that occurs, the player can elect to be **downed**.

When a character is downed, they are knocked out, broken in spirit, or otherwise unable to fight.

But what if I want to keep fighting?

However, if the player wants to continue on, they can do one of two things:

1) Refill their HP to maximum and gain a **negative trait** for their character.

2) Refill their HP to maximum and have one of their three best items (as determined by the item's rank) be destroyed.

For Example:

In a rage, the chimera attacks Rufo. Rufo's might roll does not beat the chimera's prowess value. Rufo takes damage from the chimera's (damage) stat. This drops Rufo's HP to zero.

*Rufo's player wants to keep fighting, so the player narrates the chimera clawing out Rufo's eye. Rufo now has the "**blind in one eye**" negative trait. Rufo's player writes that trait and its effects down on the character sheet.*

If you or the GM cannot think of a trait to give to your character, roll to figure out what trait to receive from the random trait table (p. XX).

Sweet Loot

After characters slay a beast, they may use components taken from it to make items. These items grant the same effects as some of the monster's traits.

For example, a chimera's stinger gives the **poisoned(40/4)** condition. The players can weaponize that trait by creating a new item.

In this case, the players create a:

Dagger laced with chimera poison (poison(40/4)). Now, when they attack with that dagger, it will apply the **poison(40/4)** condition to the target with a successful might roll.

Likewise, a dragon with **armored(1000)** could turn into **dragonhide armor(armor(1000))** if the dragon is slain and looted.



Leveling Up

When characters slay a beast, they gain experience (EXP). After every hunt or combat, players can spend EXP to increase their character's MIGHT, MASTERY, and MAGIC.

When leveling up a stat, you must level its lowest slot first, and then move to its highest.

Numbers	Cost in EXP per point
1-9	1
19-99	10
199-999	100
1999-9999	1,000

E.G. a player who's character's stat is 6 can not spend 10 EXP to level the stat to 16. She must first spend 3 EXP to increase the 6 to 9. Then she may spend 10 EXP to increase the stat to 19.

Additionally, when you slay a monster, you gain Fame. Fame can be used to purchase items, and be spent to increase your character's rank.

Fame Cost	Rank increase
10	Fodder→Rookie
100	Rookie→Regular
1,000	Regular→Veteran
10,000	Veteran→Champion.



Character Creation

Character creation consists of three steps

- 1) Name your character
- 2) Choose a rank
- 3) Choose a Class
- 4) Choose Gear Specific to that Class

Choose your rank

A character's rank represents their experience in monster-hunting on the fringes of civilization.

The ranks range from Fodder to Champion "Fodder" rank have 0 base dice, and will be entirely reliant on their equipment to deal with any threat, while Champions are very competent by being able to roll four dice on any action before using items. Usually, the GM will require a mandatory starting rank for all players in order to keep the encounters balanced.

Rank	Base Dice	Starting Hit Points
Fodder	0d10	1
Rookie	1d10	25
Regular	2d10	50
Veteran	3d10	75
Champion	4d10	100

Choose a class

There are three classes in *Beastslayer*. They are: Warrior, Hunter, and Mage.

Warriors rely on their **Might**.

Hunters use their **Mastery**.

Mages cast **MAGIC** to slay their foes.

See the tables below to determine your starting stats.

Warrior

Rank	Stats	HP
Fodder	Might: 7 Mastery: 0 Magic: 0	1
Rookie	Might: 79 Mastery: 5 Magic: 1	25
Regular	Might: 799 Mastery: 59 Magic: 9	50
Veteran	Might: 7,999 Mastery: 499 Magic: 19	75
Champion	Might: 9,999 Mastery: 5,999 Magic: 199	100

Mage

Rank	Stats	HP
Fodder	Might: 0 Mastery: 0 Magic: 7	1
Rookie	Might: 1 Mastery: 5 Magic: 79	25
Regular	Might: 9 Mastery: 19 Magic: 799	50
Veteran	Might: 19 Mastery: 199 Magic: 7,999	75
Champion	Might: 199 Mastery: 5,999 Magic: 9,999	100

Hunter

Rank	Stats	HP
Fodder	Might: 0 Mastery: 7 Magic: 0	1
Rookie	Might: 2 Mastery: 79 Magic: 2	25
Regular	Might: 39 Mastery: 799 Magic: 29	50
Veteran	Might: 299 Mastery: 7,999 Magic: 299	75
Champion	Might: 3999 Mastery: 7,999 Magic: 499	100

Ability

In addition to unique stats, every class gets one ability.
Choose one ability unique to your class.

Warrior:

(Abilities to be determined)

Hunter:

(TBD)

Mage:

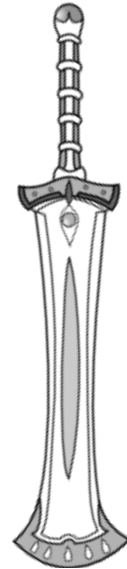
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Select your gear

Warriors choose 3 pieces of gear from this table

Name	Stat	Benefit	No. of Uses
Malian Sword	MIGHT	+1 dice to MIGHT attack rolls	Unlim.
Harpoon	MIGHT	Inflict Grounded condition. Ranged.	1
Malian Armor	MIGHT	Armored(10)	Unlim.
Compound bow	MIGHT	Ranged attack.	Unlim, Requires (Ammo)
Arrows	N/A	Ammo for Compound Bow	20
Potion of Resistance	MIGHT	Gain (Resistance 50) to a chosen element.	5
Axe	MIGHT	Slotted 0's count as 5's for Might attacks.	Unlim.



Mages choose 3 pieces of gear from this list.
(incomplete)

Hunters choose 3 pieces of gear from this table:

Name	Stat	Benefit	No. of Uses
Rifle	MASTERY	+1 dice to MASTERY attack rolls. Ranged. 50 max damage.	Unlim.
Snare	MASTERY	Inflict the snared(2) condition on creatures with MASTERY < 30.	1
Vial of Poison	MASTERY	Inflict Poison(20/4) on target creature.	5
Knife	MASTERY	Allows a melee attack with MASTERY.	Unlim
Chainshot	MASTERY	Inflict the grounded(2) and snared(1) condition. Ranged.	1 (requires crossbow)
Crossbow	MASTERY	May load special Ammo. Ranged.	Unlim. (requires ammo)
Bolts	MASTERY	Ammo for cross-bow	40.

Name	Stat	Benefit	No. of Uses
Malian Wand	MAGIC	Doubles on MAGIC attacks apply an negative condition.	Unlimited.
Flash Powder	MAGIC	Inflict the blinded (2) on condition target.	5
Runepistol	MAGIC	Ranged attack. Piercing(10)	Unlimited.
Staff	MAGIC	Melee attack.	Unlimited.
Mage's cloak	MAGIC	Magic Immune(10)	
Minor magical amulet	MAGIC	Use a charge to add a dice to a MAGIC roll.	(Unlimited) 2/2 charges.
Learn Spell	MAGIC	Choose a spell from the [your rank or lower] spell list. (may be selected more than once)	N/A.