EABAlite™

no boundaries role playing

BTRC

greg porter

EABA is a role-playing system for the new millennium. Maybe not for the next thousand years, but for enough of it for your purposes. I've tried to put everything I've learned about game design and everything I've loved about game play into EABA, from the way it looks on the page to the sweaty feel of dice in your hands when you know it all hinges on one die roll...yours. EABA will give you the ability to be heroic and get away with it, tempered by the realization that it's still realistic enough to get you hurt if you're stupid or careless.

- Greg Porter

▼ **INTRODUCTION** - Welcome to **EABA***lite*, a basic version of **EABA** (pronounced *ee-buh*). **EABA** is a generic role-playing system using six-sided dice that can handle almost any genre you want. It will play modern espionage as well as high fantasy, super-heros or science fiction. Here you'll find everything you need to give the game a quick try and see if it is right for you - *absolutely free!* **EABA***lite* is meant to give you most of the tools you would need to get a handle on any of the **EABA** game-worlds out there, a feel for making adventurers and how the **EABA** system works. The subset of **EABA** that is **EABA***lite* was compiled by Jason Anderson. So, tip of the hat to Jason for his work in making this possible for you.

If you like what you see, you can get the full **EABA** from **BTRC** (www.btrc.net), available in both pdf and print-on-demand form. The full version includes much more detail than we can go into with the space available here, with additional information on adventurer generation, combat, vehicles, the unique power system, a mass battle system and much more.

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▼ **ADVENTURERS** - Adventurers in **EABA** are defined in three parts - **Attributes**, **Skills** and **Traits**.

Attributes are characteristics that are defined by your genetics (how strong you are, how fast you are, etc). **Skills** represent training your adventurer has received to improve on their Attributes (for example, running or shooting things). **Traits** are things your adventurer has done or know that may modify your lifestyle, your Attributes or your Skills (being deaf is a Trait, as is being filthy rich or being hunted by a vengeful clan of ninja).

Attributes, Skills and Traits are purchased with points. Points for Attributes are marked with "A", like 5A, while points for Skills are marked with "S". Traits may have a cost in either (or both) depending on the Trait. Some Traits even give you points, rather than costing you points.

Skill points may only be used to purchase Skills (and some Traits), while Attribute points may only be used to purchase Attributes (and some Traits).

How many points a player has to create their adventurer is decided by the gamemaster at the start of the campaign. A "normal" level game (where the adventurers are fair amount better than the average person) might have 80A and 80S, while a heroic game may have 100A and 100S. Once the numbers start getting up around 150 to 200A and S, adventurers are beginning to reach superheroic levels. To give you an idea of how adventurer generation works in practice, at the very end of **EABA***lite* we work through generating a sample character.

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▼ **ATTRIBUTES** - In **EABA** there are six Attributes that define your adventurer. These are Strength, Agility, Awareness, Will, Health and Fate. The average level for a "normal" person is 6 or 7, corresponding to an Attribute roll of 2d+0 or 2d+1.

▼ **Note** - All dice rolled in **EABA** are six-sided dice, with either a +0, +1 or +2 to the total, so when you see a roll of "2d+1", you know that it means "roll 2 six-sided dice and add 1 to the result".

Strength: Brute physical power, it affects not only how much your adventurer can lift and carry, but also how much damage they do in melee combat.

Agility: How coordinated and dextrous your adventurer is.

Awareness: Combines aspects of intelligence and perception.

Will: Forcefulness of your personality and your ability to overcome temptations and physical discomfort.

Health: Your adventurer's endurance, recuperative ability and resistance to disease. It also determines your base movement.

Fate: Used for both "luck", and any paranormal abilities your adventurer may have. We'll look more closely at it later. A normal person's level in Fate depends on the nature of the gameworld, and will be lower than other Attributes in gameworlds with few or no paranormal powers.

Once you have decided on a number for your Attributes, that number gives you a default roll for the Attribute. The following table shows how to generate your adventurer's Attribute numbers and default roll. The default roll is just the Attribute divided by 3, turning remainders into +1 or +2.

Attribute	Cost	Default roll	Rating
1	1A	0d+1	Abysmal
2	2A	0d+2	
3	3A	1d+0	Feeble
4	5A	1d+1	
5	7A	1d+2	Low average
6	9A	2d+0	
7	12A	2d+1	Average
8	15A	2d+2	
9	18A	3d+0	High average
10	22A	3d+1	
11	26A	3d+2	Exceptional
12	30A	4d+0	
13	35A	4d+1	Human limit
14	40A	4d+2	
15	45A	5d+0	Legendary
16	51A	5d+1	
17	57A	5d+2	Superheroic
18	63A	6d+0	
19	70A	6d+1	Superheroic+
20	77A	6d+2	
21	84A	7d+0	Godlike

EXAMPLE: From the table you can see that having an Agility of 10 would cost 22A. This would give you a default Agility roll of 3d+1.

▼ **SKILLS** - All Skills are linked to an Attribute. Training in a Skill adds one or more dice to the default roll of the linked Attribute when a skill roll is required. If an adventurer doesn't have any training in the Skill, they roll the default roll for the linked Attribute minus 1d.

EXAMPLE: Trying to keep your footing in slippery mud is an Agility roll. Trying to do a waltz (an Agility-based skill) with no experience is an Agility roll with a -1d penalty.

At the minimal level, an adventurer can get training of +0d in a skill (for a cost of 5S). This simply means that they no longer have a penalty to the default roll when they try to use the skill. Higher levels of the skill then add more dice to the roll.

The following table summarizes the costs of buying Skills, and gives a rough idea of what the different Attribute + Skill levels mean. Note that the most you can purchase a Skill to is equal to the default roll of the Attribute (so for an Awareness roll of 2d, you could not buy any Awareness skill at more than +2d).

Skill *bonus*	Cost	*Total* roll	Qualifications
+0d	5S	≤1d	Inept
+1d	10S	2d	Marginal
+2d	20S	3d	Amateur
+3d	40S	4d	Professional
+4d	80S	5d	Expert
+5d	160S	≥6d	Elite
+1	+25%		
+2	+50%		

EXAMPLE: An Agility 7 adventurer has a default Agility roll of 2d+1. If they bought +2d in "Firearms" (an Agility-based skill), it would cost 20S and give them a total skill roll of 4d+1 for using Firearms. Looking at the right of the table, that is a "professional" level of skill. The most skill this adventurer could have in Firearms is 2d+1, which would cost a total of 25S and give a total skill roll of 4d+2.

AGILITY(Combat)
Archery
Blade
Brawling
Club
Firearms
Heavy weapon
Martial arts
Polearm
Sling
Staff
Throwing
Wrestling

AGILITY(Transport)
Beast riding
Air vehicles
Land vehicles
Water vehicle
Space vehicles

AGILITY(Other)
Climbing
Security systems
Sleight of hand
Stealth
Trades

AWARENESS(Academic)
Chemistry
History
Language
Sciences
Law
Medicine
Religion
Programming
Psychology

AWARENESS(Magic)
Sorcery
Enchantment

AWARENESS(Other)
Area Knowledge
Armorer
Bribery
Diplomacy
Technician
Scrounging
Tracking

WILL(Other)
Leadership
Focus

HEALTH(Other)
Running
Swimming
Carousing

The list of Skills included in **EABA**lite is intended to cover a variety of genres. Depending on the genre or setting, this list may change (a sci-fi setting may not want to have so many options for melee weapons and instead add starship skills, while a fantasy setting probably wouldn't have any firearms skills).

Specialized skills: An adventurer can have a specialization of a particular Skill (for example, an adventurer could have "Pistols" as a specialization of "Firearms"). For 10S an adventurer can have exactly +1d in a specialized skill. You can normally have only one specialization on a particular skill, and you must have at least +0d in the skill before you can buy a specialization. The full **EABA** rules go into more detail on individual skills and skill options.

▼ **TRAITS** - All the Traits an adventurer can have will fall into three broad categories:

● Traits that are suitable for virtually any campaign or genre
■ Traits that are only suitable for some campaigns or genre
◆ Traits that can normally only be taken with gamemaster permission.

While some Traits can give an adventurer additional points to spend on Attributes, Skills or other Traits, there is a limit to the number of points that can be gained. An adventurer can gain no more than a quarter of the total points given as a base amount for generating the adventurer. If a Trait both adds and subtracts points, count the final balance of points gained or lost from the Trait.

EXAMPLE: If the adventurer was initially based on 100A and 100S, the total number of points gained from Traits (in other words, the total of both A and S gained) could be no more than 50. If the adventurer chose a trait that lost them 40A but gave them 50S, they would only count 10 points towards this limit.

Some Traits explicitly give A or S points, while others allow you to choose which type. In the second case you can have all the points as one type, or split them. For instance, a Trait that gave "5A or 5S" could give 4A and 1S, or 2A and 3S.

Most of the traits should be fairly obvious in what they provide, but a few do need a bit more explanation. The main **EABA** rulebook provides much more detail on all the traits listed (as well as additional Traits not shown here).

● **Age** - By default, starting adventurers are assumed to be 16-20 years old. Older (or younger) characters have the starting A and S modified. Maximum refers to the maximum Attribute value the adventurer can have in Strength, Health or Agility in that age bracket.

Age range (human)	Points		Maximum
Young adult(13-15)	-10A	-10S	9 (3d+0)
Adult(16-20)	+0A	+0S	11 (3d+2)
Physical prime(21-25)	+10A	+10S	13 (4d+1)
Mature(26-40)	+0A	+20S	11 (3d+2)
Middle-aged(41-60)	-10A	+30S	9 (3d+0)
Elderly(61-80)	-20A	+40S	7 (2d+1)
Extr. elderly(81-100)	-40A	+50S	5 (1d+2)

■ **Forte** - Something inherent to the adventurer that provides a +1d bonus to a single Attribute in a limited set of situations (for example, the Forte "Fast Healer" would give a +1d bonus to Health when recovering from injury). A Forte costs 10A.

◆ **Gifted** - The adventurer is special in some way - they may have an Attribute above the human norm, non-transferable knowledge of technology more advanced than the campaign is set in, or even an innate power of some kind. Being Gifted costs 10A.

◆ **Larger than Life** - Instead of using the "best three" when making dice rolls (see later), they can use the "best four". Being Larger than Life costs 40A.

● **Pain Tolerance** - Allows the adventurer to ignore non-lethal damage up to the number of dice in their Will default roll (so a Will of 7, with a default roll of 2d+1, allows the adventurer to ignore 2 points of non-lethal damage). Having Pain Tolerance costs 5A.

■ **Weakness** - The opposite of Forte, giving a -1d penalty on one Attribute for a limited set of circum-stances. Having a Weakness gives the adventurer 10A.

■ **Wealth** - If taking it to represent being wealthy, it doubles your adventurers starting money. If taking it to represent being poor, it halves the starting money. Being wealthier costs 10S, and being poorer gives an extra 10S.

▼ **MONEY & EQUIPMENT** - No adventurer is complete without at least a set of clothes to wear. And to buy those clothes you need money. The default unit of money in **EABA** is the "Credit" (noted as Cr), although this can easily be translated to dollars, gold coins or other currency depending on the setting.

To calculate how many Credits your adventurer starts with, take your best employable skill roll then roll the dice. Figure out the total of the dice you just rolled, multiply the total by the *number* of dice you just rolled, then multiply again by 100. This number is how many credits you start with "in the bank", and is how rich your adventurer will be when they start the game.

In addition, your adventurer has five times this amount in equipment, property or investments etc at the start of the game.

EXAMPLE: You have a total Pilot skill roll of 5d+1. You roll 5d+1 and get 18. Multiply this by 5, then by 100 and you get 9,000Cr. You have 9,000Cr in cash, and 45,000Cr in equipment at the start of the game.

To represent the lower amounts of "stuff" that people own in a particular setting (particularly low-tech ones), the gamemaster may divide starting wealth and goods by a factor of four (or more). And there is no reason why a gamemaster has to treat Credits and the campaign's unit of money the same. It may be reasonable to think of 5Cr = 1 gold coin, or even 1Cr = $2. This decision is up to the gamemaster.

▼ **SKILL USE** - Any adventurer can attempt to do anything. *Whether they succeed at doing what they are trying is another matter!*

The most important rule you need to remember when making an Attribute or Skill roll is the "Best Three" rule. What this means is when you roll your Attribute or Skill dice, you don't add them all up. You only take the total of the best three die results, plus any fractional bonuses you may have in your Skill or Attribute. (Obviously, if you are rolling less than three dice you *do* add them all together).

EXAMPLE: If you had a Tracking skill of 5d+2 and you were trying to track someone, then managed to roll 3,6,4,2,5 on your dice, your total would be (6+5+4)+2 = 17.

There is a little optional twist to this - if you want, you can forgo rolling one of your dice to make a +0 or +1 from your Attribute or Skill roll into a +2. In fact, if you are rolling four or more dice it is usually in your best interest to do this (the average of 3d+2 is higher than the "best three" average of 4d).

Difficulty - In order to succeed at a task, you need to reach or exceed a certain number with your "best three" roll. An "average" task has a difficulty of 7, meaning that your "best three" total needs to equal or exceed 7 in order for the task to be completed successfully. The following table shows the standard difficulties in **EABA**. The average chance column shows how many dice you need to roll to stand a 50-50 chance of succeeding at the task.

Task	Difficulty	Average chance
Automatic	1	0d+1
Very Easy	3	1d+0
Easy	5	1d+1
Average	7	2d+0
Challenging	9	2d+2
Hard	11	3d+0
Formidable	13	4d+0
Heroic	15	5d+1
Superheroic	17	6d+2
Impossible	19	8d+2

Modifiers - Sometimes circumstances may change the situation for an adventurer attempting to do something, making the task either harder or easier. External modifiers (things that affect everyone) simply raise or lower the task difficulty, and internal modifiers (things that only affect the adventurer) generally adjust the number of dice that are rolled.

EXAMPLE: Darkness affects everyone and makes things more difficult. Injury just affects you, and alters the number of dice you get to roll.

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▼ **THE UNIVERSAL CHART** - **EABA** attempts to tie most rules of the game to a simple single chart, to ensure consistency throughout the game. For example, the attribute costs table earlier was just a subset of the full chart. A subset of the chart is on the character sheet at the back of these rules.

The basic idea of the chart is that the units on the columns to the right can be turned into the levels on the left, and added or subtracted to get another useful number.

EXAMPLE: Referring to the chart on the back of the adventurer sheet, you can see that a person with a Strength of 9 can throw a rock that weighs 20 kilograms (a weight level of +2) a distance of (Strength 9 minus weight 2) equals distance of +7, or 4 meters.

You don't have to use the chart if you don't want to. It is simply a powerful tool to help answer any questions that come up during play that don't seem to have a direct answer in the rules.

▼ **FATE** - Fate represents the ability to twist the natural order of things to your will. Fate can be genre specific - it may represent "psi" in a science fiction game, or "power" in a game with magic.

The default use of Fate is for an adventurer to be "lucky". It's a way for a player to slightly twist fate when they need to for their adventurer's sake. Each adventure (which may last several game sessions) you may invoke Fate whenever you want to add or subtract 1d from any dice you are about to roll or which are about to be rolled against you. You much choose to use Fate *before* the die roll is made.

The first time you use Fate in an adventure, you must roll your Fate default dice against a difficulty of Automatic(1). The second time it is Very Easy(3), the third time it's Easy(5), and so on.

You can only invoke Fate once per die roll, whether it succeeds or not. After each attempt to use Fate this way (successful or not), make sure you record the attempt (there are tiny hexagons on the adventurer sheet that you can use to do this).

Using Fate does not decrease the Attribute, it just increases the number you have to match or beat with the default Fate roll. The penalties on using Fate to be lucky reset at the end of each adventure.

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COMBAT - Not all adventures will involve combat - but sooner or later it's going to occur! When combat starts, time begins to be measured in turns (each turn is one second long). During a turn an adventurer can perform one major action and one minor action without penalty. A major action is usually something that requires a Skill or Attribute roll, like making an attack, using a power or moving at any speed faster than a walk. A minor action is something like taking a few steps, shouting a few words, blocking, defending against attack, and so on.

Initiative - Players first need to decide what major action their adventurer is going to do. Everyone then rolls dice for the action they are doing (remembering the "best three" rule), and acts in the order of dice roll from highest to lowest (ties go simultaneously). Higher rolls may choose to wait for something to happen and act in response.

It's important to note that this dice roll is *not* the roll for using the skill - it simply determines the order that everyone acts.

Movement - As a minor action, an adventurer can walk a number of meters equal to their Health default roll (not a roll of the dice, just the number of them). The Running skill increases this number - having the skill at +0d adds 1 to the base move (higher levels simply break ties or allow you to get the bonus in more difficult conditions). Moving more than this walking distance counts as a major action.

The distance an adventurer can run in a turn is twice their base move. After one turn running adventurers can sprint, which gives a total move of triple their base move. All Agility rolls (and related skill - this means all combat skills) are at -1d if running, and -2d if sprinting.

MELEE COMBAT - If your adventurer is using their hands, feet or a melee weapon in a fight, they are in melee combat - *even if their opponent has a gun!*

To hit someone with a melee attack, you roll the attacker's skill against the defender's skill. *These don't have to be the same skills.* A person with a blade could fight a brawler, and each uses their respective skills to see who gets a hit.

If a defender has no skill, they attack and defend with an unskilled Agility roll. If they are surprised or choose not to use a roll (and a minor action) to defend themselves, it is just an Easy(5) task to hit them.

An attack counts as a major action for the attacker and any dice roll used by the defender is a minor action. If the attacker's total beats the defender's total, they deliver a hit against defences. Each defense roll after the first in a turn counts as an extra minor action.

Each additional attack that an adventurer is defending from takes a cumulative -1d to their defense roll.

EXAMPLE: An adventurer is being attacked by two thugs. Everyone has a skill of 4d+0. If $Thug_1$ attacks the adventurer first, both roll 4d+0 ($Thug_1$ to see if he hits, the adventurer to see if they successfully defend). If $Thug_2$ then attacks the adventurer, $Thug_2$ will roll 4d+0 but the adventurer will only roll 3d+0 (they have already defended once this turn). The adventurer would still roll 4d+0 when attacking one of the thugs.

RANGED COMBAT - If your adventurer is using any sort of weapon or effect that can project force at a distance beyond a few meters, odds are it is ranged combat. This can also include "magic", or other unusual effects. To hit a target with a ranged attack, you roll your adventurer's skill vs. a difficulty based on the range to that target and possibly its size or movement. You can use the subset of the Universal Chart on the back of the adventurer sheet to figure these difficulties out.

EXAMPLE: Shooting at something 125 meters away is a Range difficulty of 17. Shooting at something that is 4 meters long is a Size difficulty of 2. Since a bigger target is easier to hit, shooting at a 4 meter long target at a range of 125 meters is a difficulty of 17 - 2 = 15.

Accuracy and Aiming - All ranged weapons have an Accuracy rating. If the adventurer spends a turn aiming, they reduce the difficulty of the shot by the Accuracy rating of the weapon. Accuracy never reduces the penalty for range to below zero.

EXAMPLE: A sniper with a skill roll of 6d+0 takes a short at a target 500 meters away. This range is a difficulty of 21 (impossible for anyone using "best three"). Using one turn to aim with a rifle that has an Accuracy of 6 drops the difficulty from 21 to 15.

▼ **DAMAGE** - All weapons and damaging effects in **EABA** will have a rating in some combination of six-sided dice and bonuses, just like Skill or Attribute rolls.

If you are making an unarmed melee attack, you do your default Strength roll -1d in damage (this is called your "punch" damage). If you are using a melee weapon, each weapon will have a bonus to your punch damage (for example, +2 or +5). If a weapon's damage bonus makes a roll have a fractional part of +3 or more, each +3 is replaced with +1d.

EXAMPLE: A punch damage of 1d+2 and a weapon that does punch+2 damage add up to 1d+4, which becomes a 2d+1 attack.

If you are making a ranged attack, the attack will have a fixed damage (like 2d+1).

Damage is always the total of all the dice rolled, not the "best three". Damage is broken up into three different types; non-lethal (like punches), half-lethal (like a club) and lethal (like cuts, gun-shots, etc). Half-lethal damage is applied as it's name suggests - the dice are split so half of the dice are rolled and counted as lethal damage, then the other half of the dice are rolled and counted as non-lethal damage. Any leftover dice after halving are rolled as non-lethal damage.

EXAMPLE: An adventurer hits with a weapon doing 3d+2 of half-lethal damage. Halving the dice gives two equal amounts of 1d+1, with 1d leftover. So the adventurer rolls 1d+1 of lethal damage, and 2d+1 of non-lethal damage.

Each point of damage is a "Hit", and each time you take a hit you mark off a box on the "Hits" track on the right side of your adventurer sheet, starting at the top and working your way down.

When marking down Hits, non-lethal hits are marked with a slash (🗹), while lethal hits are marked with an x (☒). Lethal hits are marked on the Hit track first, then non-lethal hits. Any lethal hits go on top of non-lethal hits unless delivered by the same attack.

EXAMPLE: If the 3d+2 half-lethal attack in the last example did two points of lethal and four points of non-lethal damage, an adventurer would mark off two x's and *then* four slashes. If the adventurer was hit again for three points of *lethal* damage, the first three of the non-lethal hits would be converted into lethal hits.

▼ **ARMOR** - Armor protects against damage to varying degrees. Armor *cancels* dice from damage rolls. These dice are removed *before* the attacker rolls them, and only what is left will hit the attacker.

If armor has a fractional ability (like a +2), you only apply it to cancel out fractional amounts of damage. If the armor has more dice than an attack, it cancels out any fractional damage in the attack. If an attack is half-lethal, the damage is split into lethal and non-lethal *after* armor is applied.

EXAMPLE: If your adventurer uses a 2d+2 half-lethal weapon and hits someone wearing 1d+0 armor, you would only roll 1d+2 instead of 2d+2 for damage. As this is half-lethal damage, that means 0d+1 lethal hits and 1d+1 non-lethal hits.

EXAMPLE: A 2d+1 lethal weapon against someone wearing 1d+2 armor would roll 1d+0 damage (the +2 of the armor cancels out the +1 of the weapon).

EXAMPLE: A 2d+2 lethal weapon attack against someone wearing 3d+0 armor would do no damage - the armor would totally stop the weapon.

▼ **INJURIES** - If you look at the Hits track on the right front of the adventurer sheet, you will see some of the boxes have a dice penalty in them like "-1d". Whenever you cross out a box with a dice penalty in it, you take an injury penalty. All Attribute and Skill rolls (except Fate) are reduced by that amount unless a rule specifically tells you otherwise.

Each box also has a small number in one corner. Normally, if you cross out the box whose number is equal to your Health plus your Strength, your adventurer will pass out. If the number of boxes you cross off with lethal damage equals or exceeds your Health plus your Strength, your adventurer will die.

But it's not all bad news. As your adventurer suffers from more and more injuries, their body notices it less and less. If their arm is broken, breaking it again won't decrease its usefulness all that much...

The penalty an adventurer takes on their Attribute ands Skill rolls also acts as a sort of armor, subtracting from the damage they take. However an adventurer always takes a minimum of one Hit from any attack that penetrates "real" armor.

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▼ **RECOVERY** - As you would expect, lethal and non-lethal damage heal at different rates, with non-lethal hits recovering significantly faster.

Non-lethal hits recover at the rate of your default Health dice minus the injury penalty per hour. Rest and comfortable surroundings each give a bonus of +1d to the number of dice. Having both automatically allows you to recover 1 non-lethal Hit per hour, no matter how badly injured your adventurer is. Note that the dice aren't rolled for the healing process - you are only looking at how many dice there are available to roll.

EXAMPLE: After a nasty fight, a Health 7 (2d+1) adventurer with -3d of bruises rests under a shady tree. This gives them 2d (Health dice) +2d (rest and shade) -3d (injury) for a total of one point of non-lethal Hit healed per hour. Once they have healed enough to only have -2d in bruises, they would then heal two points of non-lethal hits per hour.

For **EABA***lite*, lethal Hits are recovered at a fixed rate of one per day.

▼ **POWERS** - **EABA** uses the generic term "power" to represent any type of game effect not readily explainable by science. The most common types of "power" in a game world will be psionics, magic or superpowers.

While a few pre-designed powers as "magic spells" are included here, the real flexibility of **EABA** is the ability to design your own powers that fit your campaign world exactly how you want. You can decide on what types of powers you want, and the restrictions (or bonuses) everyone who uses those powers get. *Of course, published worlds using* **EABA** *already do all this work for you!*

Purchasing powers - Before you can use a power your adventurer has to purchase it. All powers are bought as if they are a specialized skill off the skill is used for powers in the setting (in case of **EABA***lite*, this is the Sorcery skill).

Powers are slightly different than normal specialized skills. You can have more than one (most skills only allow you to have one specialized skill), and you have the option of buying the power at either +0d (for 5S), or +1d (for 10S).

Using powers - Using most powers is a three-part process. A power is activated with one roll, targeted with a second roll, and then the effects are determined by a third roll. If a power is easy enough to activate and the user has sufficient skill, dice rolling is not needed (but activating the power still counts as an action). For example, a power that is Easy(5) will always be successfully activated by someone with a skill roll of 3d+2 or more (which has a minimum result of 5).

When you try to use a power, you first roll Awareness + Sorcery + [power] dice (where [power] is the level of the specialized skill you took). If this task fails, nothing happens.

EXAMPLE: An adventurer with an Awareness of 3d+1, Sorcery at +1d and Heal at +1d would roll 5d+1.

Once activated, the Sorcery skill is also used to target the power (if required). A power being used on the caster or by touching a willing target automatically succeeds. Anything else treats the targeting attempt as a ranged attack.

If the targeting succeeds, a final roll determines the effect. The adventurer makes a Fate roll, and then refers to the power's description for the result.

Sample powers - The sample powers here are all based on a fantasy setting (although they could also be used in a high-magic modern day setting). To give you a rough idea of how powers are created in **EABA** the power effects and modified used to make each spell are also listed. You can freely ignore then for the time being.

The power framework for these abilities is defined as:

Type	Requirements	Cost
-	Starting cost	0
●	Damages non-lethal hits	-10
◆	Requires minimum Fate of 5	-5
Framework base		-15

All powers used in this framework automatically have these modifiers. In this case, a person takes fatiguing damage when they use a power, and a person must have a certain level of innate magical ability before they can learn to cast spells.

Armor(Difficulty: 16)

The mage concentrates for 30 seconds while chanting and laying hands on the target (which may be themselves). If successful, the target gains the effect of the mage's default Fate roll less 1d as armor for 10 minutes.

Type	Requirements	Cost
■	Prevents an effect	+30
■	Lethal damage	+40
●	Reduced 1d effect	-10
●	Requires gestures & vocalization	-10
●	Melee range	+0
●	Takes 30 seconds to activate	-10
■	Power lasts 10 minutes	+24
-	Framework base	-15
	Adjusted cost	+49
	Final activation difficulty	16

▼ **Note** - If you look, you will see that the total of the modifiers is like an Attribute cost, and the difficulty of the spell is the level of Attribute that you could get (rounding up). In this case, 49A would round up to the cost of buying an Attribute at a level of 16.

Spectral Blade(Difficulty: 14)

Cast by laying hands on a melee weapon (one hour to cast), the spell makes part of the weapon's essense ethereal. The weapon is wielded normally, but the weapon ignores the first mundane barrier it encounters as though it were not there - the most common use being to bypass armor. However if the target is unarmored the spectral blade will not injure them, passing through the person and leaving them unharmed.

Type	Requirements	Cost
■	Lethal damage(enhancement)	+40
◆	Extraord. range(bypass armor)	+20
●	Requires gestures & vocalization	-10
●	Requires a mundane skill to use	-5
●	Requires a focus	-10
■	Power lasts 2 days	+40
■	Power takes 1 hour to cast	-24
-	Framework base	-15
	Adjusted cost	36
	Final activation difficulty	14

Daze(Difficulty: 12)

This spell is designed to put the target's mind into a mental loop. The mage's default Fate roll must meet or exceed the target's Awareness roll to completely daze the target, otherwise they simply become less alert. If successful, the target will continue doing whatever they were doing until interrupted, ignoring everything that doesn't cause a major physical or sensory intrusion.

So a sentry will stand at their post and ignore people passing by, while a security guard will walk past without noticing items damaged or stolen. The spell lasts as long as the mage continues to will it to, but when it ends the target will know they were affected by the spell. If the mage is unsuccessful in casting the spell, they daze themselves.

Type	Requirements	Cost
◆	Subverts an Attribute(Awareness)	+40
●	Ranged effect(31 meters)	+20
●	Requires gestures & vocalization	-10
●	Side effect(dazes self)	-20
■	Power lasts as caster wills	+15
-	Framework base	-15
	Adjusted cost	30
	Final activation difficulty	12

▼ **EXPERIENCE & ADVANCEMENT** - At the end of an adventure or plot, players are awarded experience. For a short adventure they may only earn 1 point, while a longer adventure spanning multiple sessions could earn 3 or more. The game-master can add or remove experience for player participation, good roleplaying, or coming up with an exceptional plan. Experience is used to improve Attributes or Skills. Experience is saved as generic "points" until the player decides what they want to increase.

The cost in points to improve or learn a skill is simply the difference between the cost for the level they want, and the cost for the level they have. The cost to improve Attributes is five times the difference between the cost for the level they want, and the cost for the level they have.

That's It! - You've now covered all the basics of **EABA**, and have everything you need to play the game. Of course, the main rulebook has a *lot* more information in it than we were able to present here:

- Many more Traits, with detailed descriptions.
- Advanced combat, damage and armor options.
- The complete Powers system, allowing you to create any paranormal ability for your game that you can imagine.
- Many more pre-built Powers.
- A full chapter of gamemaster tips & tricks.
- A system for handling mass battles.
- Simple rules for designing & using vehicles.
- A much larger equipment list - weapons, armor and other commonly used items, for all tech levels.

■EABA

SAMPLE ADVENTURER - To help you get to grips with the character creation process, we're going to work through a sample character called Durnok the Lame.

Background - The very first thing the player needs to know is the background of the world that Durnok exists in. The gamemaster describes a world on the verge of the Industrial Revolution, but also a world that is desperately short of industrial metals. So short, in fact, that things like copper and iron are used for high-denomination coinage. This makes things like metal armor, swords or guns the play-things of the wealthy. Everyone else has to make do with creative use of more primitive materials like wood, leather, stone and various types of glass. The gamemaster says there is no real magic, but there are alchemists who can make various potions whose effects are not yet explainable. Politics is generally some mishmash of early parliamentary government and hereditary nobility, and varies from place to place.

Armed with this basic outline, the player makes Durnok a former miner turned prospector. He hopes to someday find the lost city of Gordo Gato, where the rocks were so rich with iron you could taste the rust, and copper was as common as dirt.

Points - The gamemaster sets a campaign base of Normal, for 80A and 80S, with the possibility of getting up to a total of 40A or S from various traits. Durnok gets attributes as follows:

Strength 9, cost of 18A
Will 10, cost of 22A
Health 8, cost of 15A
Awareness 7, cost of 12A
Fate 4, cost of 5A
Agility 9, cost of 18A

The player writes down the costs and die rolls for all of these on their adventurer sheet, and uses the spot on the back of the sheet to record the campaign base and points spent so far. We can see that Durnok is 10A over his starting points, so he'll have to pick up the difference in Traits.

Next, we'll work on Traits, since these can affect Durnok's secondary characteristics like movement speed, perception rolls, and so on. Durnok has one Forte, and two Weaknesses, each of which will affect his Attribute rolls in particular circumstances.

The Forte of "Hawkeye" means that Durnok has keen vision. Seeing things is normally an Awareness roll, which would be 2d+1. However, the Forte on the sight part of his Awareness means that when Durnok has to roll to see something, he gets +1d and rolls 3d+1 instead. Durnok is also the kind of guy who wants to get rich quick, though he seems to be taking a while to do it. He is drawn like a magnet to "the big score", and sometimes this lure gets in the way of his common sense. This sort of temptation is usually a Will roll of some kind to resist. Durnok has a pretty good Will roll of 3d+1, but when confronted with this Weakness, he only gets to roll 2d+1. Last, Durnok is lame. He decided to get out of the hard part of mining after a cave-in nearly killed him, and left him with a permanent limp. Walking movement is based on Health, which is 2d+2, but for determining Durnok's movement speed, this Weakness makes his Health roll count as only 1d+2.
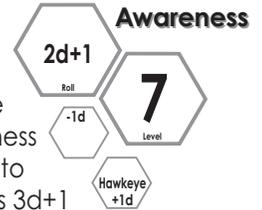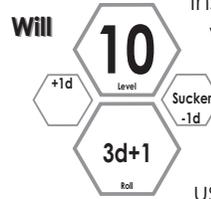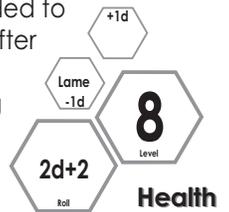
Durnok has two other Traits. He is not a spring chicken anymore. Not as spry as when he was a young man, but not yet suffering debilitating effects of age. He has an Age of "Mature", which is worth 0A and +20S, and also means he cannot use later experience to improve his Strength, Agility or Health past a level of 11. Durnok is also ornery. He has a bad temper, so any social skills he uses are a level of difficulty harder (+2 to difficulty). This is what is known as a Personality Trait, which is one of the Traits not found in **EABA**lite, but since Durnok is also the sample character in the full **EABA** rules, we're mentioning it here.

These Traits total up to +15A and +25S, which add up to the maximum of 40 points in Traits allowed for Normal adventurers. This gives Durnok a total of 95A and 105S, so he has 5A leftover at this point and 105S unspent. *Let's see what we can do about that.*

Most skills are going to be based on Agility or Awareness. Remember that largest skill bonus you can get is equal to the full dice in the Attribute that skill is based on. With an Agility of 3d+0 and Awareness of 2d+1, the biggest skill bonus Durnok can get is +3d for Agility skills and +(2d+1) for Awareness ones. This means his highest possible Agility skill roll is 6d+0 and his highest possible Awareness skill roll is 4d+2.
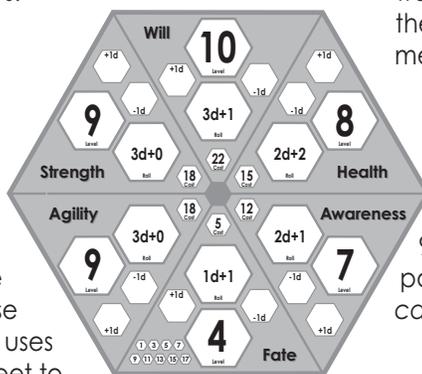
Adventurer	A	S
Base points	80	80
Attributes	90	
Skills		
Traits	**A**	**S**
Forte	-5	
Weakness	+10	
Weakness	+10	
Age		+20
Temper		+5
Total	**95**	**105**

The player decides to round out Durnok with a selection of skills befitting his background, along with some rough-and-tumble experience he picked up once he started working on his own. Durnok gets the following skills:

Agility-based
Brawling: +1d, cost of 10S
Throwing: +0d, cost of 5S
Club: +0d, cost of 5S
Crossbow: +0d, cost of 5S
Beast Riding, +0d, cost of 5S

Awareness-based
Mining: +2d, cost of 20S
Demolitions: +1d, cost of 10S
Area knowledge (local mtns), +1d, cost of 10S
Scrounging (mtn survival), +0d, cost of 5S

Strength-based
Climbing: +1d, cost of 10S

Health-based
Running: +0d, cost of 10S
Carousing: +1d, cost of 10S

This has a total cost of 105S, exactly what Durnok has available. With this, we can fill out the secondary characteristics on the front of the adventurer record. In particular, Running skill gives a +1 to movement rate, which counters out the -1 Durnok takes from being lame. He can hobble along as fast as a normal person, but *not* as fast as a normal person who is a good runner.

Details - We can figure out Durnok's carrying capacity from the subset of the Universal Table that is on the adventurer sheet. We can see the various penalties to physical tasks or skill rolls when he is weighed down. For instance, if he is carrying over 13 kilograms, he will take a -1d penalty to Attribute rolls, and a -1 to skill rolls. So, if weighed down this much while firing a crossbow, he would roll 2d+2 instead of 3d+0.

Durnok also has to figure his starting wealth and goods. Durnok's obvious income-generating skill is Mining, which is a 4d+1 skill roll. The player rolls 4d+1, getting a 15, then multiplies this by 4 and then by 100 to get 6,000 Credits in currency, and multiplies this by 5 to get 30,000 Credits in goods. Durnok is feeling flush, until the gamemaster decides that the lack of industrialization makes manufactured goods more expensive. All starting wealth is divided by four, leaving Durnok with 1,500 Credits in cash and 7,500 Credits in goods. Using the regular **EABA** guidelines, Durnok can expect to make about 150 Credits a week if out on his own or doing work for hire for someone else.

EABA*lite*^v1.0

Last - The gamemaster has the player answer some questions to flesh out Durnok. Durnok is a straightforward meat & potatoes kind of guy. He likes lots of calories, lots of salt and lots of fat. It served him well in his mining days, and he still has a lot of muscles to feed. He tends to wear well-worn work clothes, with some leather reinforcement here and there. He has to deal with rough critters and the occasional rough person, so he covers his innards with a padded leather cuirass, and has a rock hammer on one hip and a utility knife on the other.

Durnok doesn't really live anywhere, but he spends his time on the fringes of the Jirto Wastes, tracing lost legends among the shifting sands, and hiring out his knowledge to mining concerns large and small. He technically owns a little spread *some-where*, but he is hardly ever there.

Durnok knows just about everyone, and just about everyone knows him, but that is as far as it goes. He has no powerful friends, and no powerful enemies. He likes his climate dry, his liquour straight, unambiguous women, a good game of cards, and while he would never admit it, sunsets. He hates skunks, boiled vegetables, busybodies, people who sing off-key and official paperwork. He's not sure he ever really wants to retire, but the thought of being rich enough to do so in style has a certain appeal.

And that's Durnok.

EABA

Melee Weapons

Name	Damage	Damage type	Length	Weight	Cost	Armor	Hits	Notes
Combat knife	punch-1	lethal	short	.3kg	45Cr	1d+2	2	balanced
Longsword	punch+2	lethal	long	1.5kg	250Cr	1d+2	3	balanced
Greatsword	punch+5	lethal	long	4.0kg	700Cr	2d+0	5	unbalanced, uses two hands
Axe	punch+3	lethal	medium	2.5kg	125Cr	1d+2	3	unbalanced
Club	punch+2	half-lethal	medium	1.5kg	45Cr	1d+2	3	balanced

Ranged Weapons

Name	Uses	Accuracy	Damage	Shots Held	Weight	Cost	Armor	Hits	Notes
Medium bow	arrow	0	punch+1	1 internal	1.0kg(.05)	90Cr	1d+0	2	Reliable, min. Str 6
Flintlock rifle	12mm ball	2	3d+0	1 internal	4.0kg(.05)	250Cr	1d+2	4	Very unreliable
Semi-auto pistol	9mm bullet	1	2d+1	15 clip	1.0kg(.2)	500Cr	1d+2	2	Reliable
Hunting shotgun	19mm bullet	2	3d+2	2 internal	3.2kg(.1)	350Cr	1d+2	4	Reliable
Assault rifle	7mm bullet	3	4d+2	30 clip	4.6kg(.6)	500Cr	1d+2	4	Reliable, autofire
Laser pistol	electricity	2	3d+0	30 internal	1.3kg	2.8KCr	1d+1	2	Reliable, autofire
Disruptor carbine	electricity	6	3d+2	30 clip	3.2kg(1.2)	11KCr	1d+2	3	Reliable, ignores one armor/barrier

Personal Armor

Name	Armor	Covers	Weight	Cost	Notes
Padded cloth	0d+1	Body	1.5kg	90Cr	Worn over or under clothing or armor
Hardened leather	0d+2	Body	6.0kg	250Cr	Worn over clothing
		Head	2.0kg	90Cr	
		Arms	4.0kg	130Cr	
		Legs	8.0kg	350Cr	
Mail armor	1d+2	Body	12.5kg	700Cr	Worn over or under clothing or armor
		Head	4.0kg	250Cr	
		Arms	8.0kg	350Cr	
		Legs	16.0kg	1KCr	
Plate armor	2d+0	Body	12.5kg	500Cr	Worn over clothing or armor
		Head	4.0kg	175Cr	
		Arms	8.0kg	250Cr	
		Legs	16.0kg	700Cr	
Combat vest	5d+1	Body	6.0kg	2.8KCr	Worn over clothing
Flux armor(20)	4d+2	Whole body	50kg	90KCr	Negates special effect of disruptors, gives +5 to Strength

Other Stuff

Name	Weight	Cost	Armor	Hits	Notes
Basic clothing	2.0kg	100Cr	1d+0	3	Includes footgear with 0d+2 protection. Armor of clothing only protects the *clothing* from damage, not the wearer.
Luxury clothing	3.0kg	500Cr	1d+0	4	Includes footgear with 0d+1 protection.
Camping gear	8kg	200Cr	1d+1	6	One person's share of the weight for a tent, blankets, stove and personal items. This can be part of a large tent and kit, or personal-size items.
Rope, 25 meters	2.0kg	10Cr	1d+0	3	Strong enough to hold a person and worn or carried items.
Lantern	.8kg	30Cr	1d+0	2	Negates darkness penalties out to 3 meters, -2d penalty per range band after this. Refill with .3kg oil each night.
First aid kit	2.0kg	200Cr	1d+0	3	Suitable for treating non-crippling injuries. Capabilities increase with tech era.
Binoculars	.5kg	100Cr	1d+0	2	Gives +1d Awareness roll to see something in a particular direction, no sight Awareness rolls allowed in other directions.
Powercell	.1kg	1Cr	1d+0	1	Holds 40 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Nightvision goggles(1)	1.0kg	2KCr	1d+0	2	Negates darkness penalties for user, uses 5 energy per hour.

EABA ™

Blacksburg Tactical Research Center

Name _____ **Home** _____

Brief description _____

Goals _____

Encumbrance

Less than _____ **kg**
One-eighth maximum — -0d/-0

Up to _____ **kg**
One-quarter maximum — -1d/-1

Up to _____ **kg**
One-half maximum — -2d/-2

Up to _____ **kg**
Maximum from chart — -3d/-3

Punch d+
Strength roll - 1d

Kick d+
Strength roll

Dodge +
Agility dice times 2

Will
+1d +1d Level -1d
-1d d+ Roll
Level d+ Roll Cost

Strength
d+ Roll

Health
d+ Roll Level -1d +1d Level Cost

Agility
d+ Roll Level -1d +1d +1d Cost

Awareness
d+ Roll -1d Level +1d Cost

Fate
d+ Roll +1d -1d Level
1 3 5 7
9 11 13 15 17

Walk _____ **meters** Health dice
Run _____ Walk times 2
Sprint _____ Walk times 3

Head d+ 3-6 (+6 to hit, +1d damage)
Arms (+4 to hit, -1d damage)
Armor
Body d+ 7-8 (+2 to hit, +0d damage)
d+ 9-12
Legs (+2 to hit, -1d damage) d+ 13-18

Hearing roll d+
Awareness roll

Sight roll d+
Awareness roll

Agility skills
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+

Other skills
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
Attribute used

Awareness skills
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+
	Cost	Roll d+

Hits
1	-0d
2	
3	
4	
5	-1d
6	
7	
8	
9	-2d
10	
11	
12	
13	-3d
14	
15	
16	
17	-4d
18	
19	
20	
21	-5d
22	
23	
24	
25	-6d

Adventurer traits
	Value
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S

Campaign base A ___ S ___ **Total** A/ S

Important equipment
	Mass
	kg
	kg
	kg
	kg
	kg
	kg

Cash on hand _____ **Cr** **Total** _____ **kg**

EABA Universal Chart

Level	Points	Lift	Dist.	Size	Time
-10	-	1.2kg	-	-	-
-9	-	1.5kg	-	-	-
-8	-	2kg	-	.12m	-
-7	-	2.5kg	-	.18m	-
-6	-	3kg	-	.25m	-
-5	-	4kg	-	.35m	-
-4	-	5kg	-	.5m	-
-3	-	6kg	-	.7m	.5s
-2	-	8kg	-	1m	.7s
-1	-	10kg	-	1.4m	1s
+0	0A	12kg	.35m	2m	1.4s
+1	1A	16kg	.5m	3m	2s
+2	2A	20kg	.7m	4m	3s
+3	3A	25kg	1m	6m	4s
+4	5A	32kg	1.4m	8m	6s
+5	7A	40kg	2m	11m	8s
+6	9A	50kg	3m	16m	11s
+7	12A	63kg	4m	23m	16s
+8	15A	80kg	6m	32m	23s
+9	18A	100kg	8m	45m	30s
+10	22A	126kg	11m	64m	45s
+11	26A	159kg	16m	90m	1m
+12	30A	200kg	23m	125m	1.4m
+13	35A	252kg	32m	175m	2m
+14	40A	318kg	45m	250m	3m
+15	45A	400kg	64m	350m	4m
+16	51A	504kg	90m	500m	6m
+17	57A	636kg	125m	700m	8m
+18	63A	800kg	175m	1km	11m
+19	70A	1 ton	250m	1.4km	16m
+20	77A	1.3 tons	350m	2km	30m
+21	84A	1.6 tons	500m	2.8km	42m
+22	92A	2 tons	700m	4km	1h
+23	100A	2.5 tons	1km	5.6km	1.4h
+24	108A	3.2 tons	1.4km	8km	2h
+25	117A	4 tons	2km	11km	3h
+26	126A	5.1 tons	2.8km	16km	4h
+27	135A	6.4 tons	4km	23km	6h
+28	145A	8.1 tons	5.6km	32km	8h
+29	155A	10.2 tons	8km	45km	11h
+30	165A	12.5 tons	11km	64km	16h
+31	176A	16 tons	16km	90km	1d
+32	187A	20 tons	23km	125km	1.4d
+33	198A	25 tons	32km	181km	2d
+34	210A	32 tons	45km	250km	3d
+35	222A	41 tons	64km	362km	4d
+36	234A	50 tons	90km	500km	6d
+37	247A	65 tons	125km	700km	8d
+38	260A	82 tons	181km	1000km	11d
+39	273A	100 tons	250km	1400km	16d
+40	287A	126 tons	362km	2000km	23d
+41	301A	159 tons	500km	2800km	32d
+42	315A	200 tons	700km	4000km	45d
+43	330A	252 tons	1000km	5600km	64d
+44	345A	318 tons	1400km	8000km	90d
+45	360A	400 tons	2000km	11000km	125d
+46	376A	500 tons	2800km	16000km	180d
+47	392A	640 tons	4000km	22000km	250d
+48	408A	800 tons	5600km	32000km	1y
+49	425A	1000 tons	8000km	45000km	1.4y
+50	439A	1250 tons	11000km	64000km	2y

Adventurer | A | S | **Basic campaign notes**

Base points

Attributes

Skills

Traits	A	S	Stuff	Weight	Cost	Hits	Notes	At hand	Carried	Packed
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
				kg	Cr			☐	☐	☐
Total				kg	Cr			☐	☐	☐

Ranged weapons	Accur.	Damage	Weight	Cost	Hits	Notes	At hand	Carried	Packed
		d+	kg	Cr			☐	☐	☐
		d+	kg	Cr			☐	☐	☐
		d+	kg	Cr			☐	☐	☐
		d+	kg	Cr			☐	☐	☐

Melee weapons	Damage	Weight	Cost	Hits	Notes	At hand	Carried	Packed
	d+	kg	Cr			☐	☐	☐
	d+	kg	Cr			☐	☐	☐
	d+	kg	Cr			☐	☐	☐
	d+	kg	Cr			☐	☐	☐

Personal armor	Covers	Armor	Weight	Cost	Notes	Always	Combat	Packed
		d+	kg	Cr		☐	☐	☐
		d+	kg	Cr		☐	☐	☐
		d+	kg	Cr		☐	☐	☐
		d+	kg	Cr		☐	☐	☐

Game events