

ABILITY: One of Agility, Brawn, or Mind. Each has a numerical ability score, and an ability modifier, which is derived from the score by subtracting 10 from it. 10, 20

ADVANCE: One of a choice of options to improve your character. Divided into minor, medium, and major advances. 15

ADVANCEMENT: The means by which your character improves. Based on the total number of Wonder spent by the party as a whole. Each multiple of 10 gains each PC an advance. 14

ADVANTAGE: When you roll with advantage, roll 2d20 and take the highest number. 20

AFFINITY: The value of any affinity is subtracted from the damage to the ability score it applies to. 20

AGILITY: A measure of a character's speed, precision, and dexterity. 10, 20

ALIEN: A character archetype that is completely unlike the traditional humanoid. 30-35

ARCHETYPE: One of 6 general categories of creature types you can play. 10, 28-65

ARMOR: Subtract its value from physical damage your character receives where it makes sense that armor would help. Do this before subtracting any applicable affinity. 24, 78

ATTACK OF OPPORTUNITY: A free attack against a character caused by an action that leaves them temporarily vulnerable. 23

ATTACK ROLL: A [d20 + relevant ability modifier] roll against an opponent's Defense. 22

BEAST: A character archetype representing a wild, animalistic humanoid. 36-41

BUFFER: Value added to the relevant ability score to calculate the threshold at which accumulated damage triggers a roll on the trauma tables. Damage over the threshold spills over to the next ability. 24

BRAWN: A measure of a character's physical toughness, endurance, and strength. 10, 20

CLEAVING: Damage dealt to an opponent that exceeds their hit points (hp) automatically carries over to a close opponent that would also have been hit by the attack roll, and to any others if there is more of damage and close opponents left. 23

CONSTRUCT: A character archetype that is a sentient creature in an often inorganic body that was created rather than born. 42-47

COSM: A world, plane, dimension, or universe of its own.

CRITICAL: A natural 1 on a d20 roll is a critical failure and may engender interesting complications, whereas a natural 20 is a critical success and deals maximum damage or has another beneficial effect. 21

DAMAGE: Tracked on a per-ability basis. When it equals or exceeds a given ability score plus its buffer, roll for trauma. Excess damage spills over to the next ability. The second time, roll for critical trauma instead. 24

DEFENSE: The target number opponents roll against to hit a character. Comprised of the character's Agility score, plus the value of a wielded shield, plus any applicable bonuses from spells, powers, or items. 20, 22

DISADVANTAGE: When you roll with disadvantage, roll 2d20 and take the lowest number. 20

DISTANCE: One of close (within melee distance), short (takes 1 action to cross), or long (takes 2 actions to cross). 21

DRIVE: A roleplaying cue explaining a character's goals and why they risk life and limb (where appropriate) for it. At character creation it imparts a starting item. 12-13

ENCUMBRANCE: The measure of how much easily accessible stuff a character can carry before they are slowed down, and likely unable to outrun their comrades. 10, 78

EQUIPMENT SLOT: Carried gear takes up slots—most items take up 1, tiny ones may be bundled into one, and bulky ones (like armor) might take up more. A character has a number of equipment slots equal to their Brawn score. 78

EXHAUSTING: Heavy weapons and heavy armor are exhausting to wield or wear. A character wielding or wearing one of them, takes 1d4 damage whenever they attack and miss, or 2d4 if they wield and wear both. 79

GM: Games Machinator, Game Mistress, Games Manager—whatever you like to call the person running this game.

HYPERTELLURIAN: An important specimen, a cut above the average earthling or inhabitant of the world of protagonists from a given cosm.

HP: Hit points. Only used for GM-run creatures to indicate how much damage they can take before being defeated. 89

LEVEL: A value for GM-run creatures that forms the baseline for their scores. 89

GLOSSARY

MIND: A measure of a character's cunning, force of will, and education. 10, 20

NATURAL LANGUAGE RULE: A rule whose wording should not be overly scrutinized, but rather interpreted in a way that makes it the most fun for all involved. 7

NPC: Non-player character. Refers to any creature, person, or other entity controlled by the GM. 89

OPPOSED ROLL: A d20 roll whose target number to achieve success is equal to a designated ability score of the opponent. 20

PC: Player character.

PHYSICAL DAMAGE: Damage to Brawn or Agility. Often reduced by armor and an applicable affinity. 24

POWER: A special faculty that sets a character apart from their kin. Divided into archetype powers (can only be taken by characters of that archetype), starting powers (archetype powers automatically gained at character creation), and cosm powers (available to all characters). Rated as minor, medium, or major. 10, 33-35, 39-41, 45-47, 51-53, 57-59, 63-65, 68-74

PSYCHIC DAMAGE: Applies to the Mind ability and bypasses armor. Magical armor might have other ideas, on a case by case basis. 24

RAYPUNK: A sub-genre of retro-futurism with mysterious, weird, cosmic, and cheesy aesthetics.

REVENANT: A character archetype including all manner of creatures returned to some form of life from death. 48-53

ROYAL: A character archetype representing a member of a ruling class. 54-59

RPG: Role-playing game.

SHIELD: A shield adds 1-3 points to the Defense score of the character wielding it, depending on its size. 24, 78

STATISTICS: The numerical values that define a character. 10, 11

TAG: A feature of a weapon, armor, spell, or other element, which attaches specific qualities and mechanics to it. 78-79

TARGET NUMBER: The number to equal or beat on a d20 roll for un-opposed checks. Set by the GM depending on the task attempted. 20

TOME: A book (or other repository) containing the instructions for a spell or ritual. A spell tome generally contains 1 spell and takes up 1 equipment slot. The tome must be wielded to cast the spell. Anyone who can read the tome may attempt to cast it, but it might require a check and ability damage. 7, 92-95

TRAUMA: One of physical, mental, or critical trauma. To be rolled on the relevant table when damage to an ability equals or exceeds the ability score plus its buffer. 25-27

ULTRACOSM: The totality of all possible worlds or cosms. 7, 12

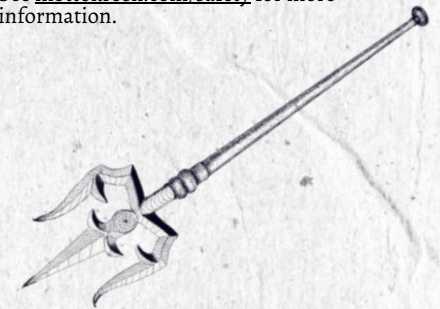
ULTRANAUT: A character archetype representing the protagonist from raypunk or retro-futuristic stories. For example Buck Rogers, Wilma Deering, or Flash Gordon. But easily expanded to other, slightly anachronistic or heroic concepts. 60-65

WEAKNESS: A character trait that acts as a roleplaying cue, and as a hint to the GM about the kinds of fun trouble this player would like their character to get into. 11

WONDER: A reward unit handed out to the party as a whole upon discovering or otherwise witnessing something amazing. Can be spent on wondrous actions. The total amount the party has spent determines advancement. 14, 20-21, 64, 65

WONDEROUS ACTION: An action above and beyond the regular, providing mechanical gains from the small to the truly amazing, at a variable cost of Wonder. 21

X CARD: One of a range of tools to ensure safe and enjoyable games. Any player uncomfortable with an in-game situation for any reason, taps a card or other object (or digital or oral version thereof) representing the X card, and the GM will rewind the situation and have it play out a different way. See mottokrosh.com/safety for more information.



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TAGS

Though split into armor and weapon tags, they can also apply to spells, powers, items, or other situations.

WEAPON TAGS

- ARMOR PIERCING:** Ignore non-magical armors.
- ATTACHED:** Cannot be disarmed by regular means.
- BACKSWING:** When you miss with this weapon, gain advantage on the next attack roll this round.
- BLUNT:** Opponent's armor counts as 1 point lower.
- BRUTAL:** Roll for damage twice, take the best result.
- DESTRUCTIVE:** On a critical success, renders opponent's non-magical shield or armor (defender's choice) useless for the remainder of the scene.
- EXCRUCIATING:** If the attack deals damage, the target loses one of their actions to pain next turn.
- EXHAUSTING:** Take 1d4 Brawn damage when you miss with this weapon.
- FATED:** On a miss, still deal half your attack ability modifier in damage (rounded up, minimum 1).
- FORCEFUL:** Add an extra damage die each additional time you attack with this weapon in this round. Resets to its starting damage die at the end of the round.
- LONG:** Whenever an opponent moves to engage you, you get a free attack of opportunity against them, unless they also wield a long weapon.
- KNOCKBACK:** On a critical hit, knock the target prone or back a short distance (your choice), if it makes physical sense.
- MAGIC:** This weapon ignores non-magical armors, and can affect entities that cannot be harmed by mundane effects.
- ONE-SHOT:** Once used, this weapon is destroyed.
- ONGOING:** Inflicts 1 damage (ignoring affinities) at the beginning of each round, until healed or bandaged.
- PARRY:** Use an action to gain +5 to your Defense score until the beginning of your next turn.
- PRECISE:** +1 to your attack roll.
- RANGED:** This weapon can be used to shoot at a target a short or long distance away.
- RELOAD:** Once used, an action must be spent to reload it before it can be used again.
- SPREAD:** This weapon's damage affects all targets close to the point of impact.
- THROWING:** Can be used both as melee or ranged weapon, up to a short distance.
- UNRELIABLE:** When you miss with an attack with this weapon, it cannot be used for the remainder of the scene.

ARMOR TAGS

- ATTACHED:** Super hard to take off safely.
- BULKY:** Light or medium armor only—is exhausting like heavy armor.
- COMFORTABLE:** Heavy armor only—does not cause exhaustion.
- CONCEALABLE:** Can be worn under regular clothing.
- DEFLECTING:** When the damage from an attack or power would be reduced to 0 because of the armor, optionally transfer the original damage onto a close target instead.
- EXHAUSTING:** Take 1d4 Brawn damage when one of your melee attacks misses.
- FRAGILE:** Once it has prevented 1 or more points of damage, this armor cannot be used anymore for the remainder of the scene.
- MAGIC:** Reduces damage from magic sources.
- NOISY:** This armor is particularly noisy.
- REFLECTING:** When the damage from an attack or power would be reduced to 0 because of the armor, optionally transfer the original damage back onto the attacker instead.
- SPIKED:** Can be used as a medium weapon that deals 1d6 damage. Automatically damages bare-fisted attackers and the like.

