EverLore

PLAYING EVERLORE

(A Guide for New Adventurers)

A BoundLess Game. Created by: David Thompson

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Based on EverLore and the Boundless Gaming System role playing game developed by David Thompson. Special thanks to Alexis Ross, a young and gifted black woman that understands the value of positive representation. Her involvement will help keep us true to our mission to make sure this game treats people of all stripes with dignity and understanding. We mean what we say, "This Game Is For You!"

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"Do you seek immortality as your pride is great, or seek revenge for justice's sake, or do you seek magic and yearn to create? Whatever the reason, your legend awaits." - Fa'al (God of Fate)

WHAT IS EVERLORE?

EverLore is a tabletop role playing game, run by a **Lore Master** (LM). The LM interacts with other players that have created characters to adventure through the realm. An LM is an interactive storyteller that runs the adventure and who acts as the referee for the **Player Characters** (PC). The LM sets the scene by describing the locations, **Non-Player Characters** (NPCs), creatures and obstacles the PCs may face. The players determine how their character will react, and the LM explains the results of the PCs actions. LMs have flexibility regarding how they interpret each situation, and thus the stories are often character-driven and play out in unexpected ways.

Role of the LM
LMs immerse the players into the game by explaining what the PCs see, hear, and learn. They describe features of a town, room, or crypt. They play any NPCs the PCs may meet and roll for any dangers or beasts the PCs may encounter.

Role of the Player
The players digest the information presented by the LM and determine how their PC will respond. A player's choice should be informed by the nature of their character. For example, if your character is a former slave, they are more likely to be hostile towards slave traders. This may prompt your character to attack the slave trader to beat information out of them when a simple conversation would have sufficed.

Cycle of Play
The pattern of adventure in this game is simple. LMs present a scenario to the players, the players respond as their PCs, then the LM details the results of any actions the PCs have taken. This often leads to more choices for the PCs, continuing the cycle of interactivity that is the hallmark of this game.

RULES OF THE REALM

What Dice do I Need?

EverLore uses several different polyhedral dice. These dice are referenced using a **d** (standing for dice) and a number (reflective of the number of sides the die has. The dice used are **d4, d6, d8, d10, d12,** and **d20**.

At times, a situation calls for a player to roll a percentage. This roll requires the use of two separate dice and can be determined as follows:

- You can used two d10 (that are numbered 0 through 9, with 0 representing 10). Determine which of these dice will represents the ones digit and which will represent the tens digit. If you roll a 3 for the tens digit and a 5 for the ones, then you have rolled 35%.
- Another way to calculate percentage is to use one d10 and one d100 (with sided that are numbered 00 through 10, with 00 representing 100). If the d100 lands on 20 and the d10 lands on 4, then your roll is 24%.

When rolling percentage, success is achieved by rolling the same (or lower) percentage than the required

percentage. For example, Polydrix the mad blade-smith has a 20% chance of surviving that poison she just ingested. If her percentile roll is 19%, then she is safe, if it is 21% or more, then she is doomed.

What Are Dice Used?

Dice are used to determine the outcome of an action. The most common rolls such as attack rolls and ability checks utilize a d12. The rules provide information on what dice is needed and what modifiers to add to the base roll. For example, after a successful hit attack using a d12, you then roll damage based on the weapon. A 1d6+3 weapon means you roll a d6 and then add 3 plus your character's ability modifier to determine the effectiveness of your attack.

Using dice is as simple as follows:
- Roll the specified die (commonly a d12) and add the associated modifier. Modifiers are a single number provided by calculations of all abilities, including Aptitudes, attack and damage, Vitality, Spell Dominance and more.
- Add any bonuses or penalties to the die roll. Proficiencies, spells, enchanted items, and other elements may provide a bonus that aids your die roll. Other conditions, such as attacking while prone provide a penalty that should be deducted from your total die roll.
- Once the outcome of a die roll is determined, compare that against the target number. The rules give guidance on your target number be it a standard **Difficulty Quotient** (DQ), an opponent's **Vestment** (Ve), or any number of objectives.

Beyond the Dice

Below are some additional rules information to consider when playing EverLore:
- The LM is the final arbitrator of the rules. As such, a good LM will seek to be just and consistent when making decisions that affect game play. The LM is there to help move the game along, and answers questions or clears up confusion as needed.
- Effect stacking is not common. While many things such as Proficiencies, spells, enchanted items and more can impact your character, those with the same proper name do not stack.

For example, you cannot gain double the benefit from wearing two +1 Rings of Vitality. You could however wear a +1 Ring of Vitality and a +2 Ring of Vitality and reap the benefits of both. If multiple spells of the same name, are cast on the same person, then only one of them will apply during the period that their duration lasts. For example, if two Static Armor spells are cast upon you (one lasting for 3 rounds and one lasting for six rounds) then the benefit of the longer lasting spell will not apply until that of the weaker spell has lapsed. In this way, your character does not gain +10 to Vestment and Magic Resistance, as the spell only bestows a +5 bonus to those areas

- Most rolls are simple to calculate, but when their result ends in a fraction always round down. This holds true for all rolls unless a specific exception is detailed to state otherwise.

BEHOLD, YOUR AVATAR AWAITS

To play, you will need to create a character to act as your avatar in the realm. Characters are created using a combination of racial stats, cultural adjustments, game statistics and imagination. Be creative about your background, personality, and appearance. Don't be afraid to embrace diversity and perhaps try something you have never done before.

Steps to Character Creation
Creating a character in EverLore is a simple process. Once you understand the various components involved to create a character you will need the following: a character sheet, some paper, a pencil, a d6, d8, d10 and d12.

Then follow these suggested steps.
1. **Create a General Concept of Your Character**: Having a general concept of your character (personality, background, gender, motivation, etc.) is a good place to start. This will help inform your decisions to come. This initial concept will evolve as you select race, culture, ability scores and more.
2. **Choose a Race**: This game offers 42 humanoid (and subgroups) for you to choose from. These range from old favorites like dwarves, elves, and gnomes, but includes new races like shorn, burvores, elons, natals, and more. A character's race provides racial adjustments that you incorporate at character creation.
3. **Choose a Culture**: This realm is home to many diverse cultures. The culture you choose grants specific bonuses to your character. A brief write-up of ten of the most dominant cultures of Midian (a continent of Mythandria) can be found in the Traveler's Compendium.
4. **Allot Ability Scores and Proficiencies**: Persona Traits & Aptitudes are the backbone of your character. Traits represents the natural ability that your character is born with, while Aptitudes are talents that your character has gained skill in absent formal training. Proficiencies represent specific training that your character has received.
5. **Choose Quirks & Equipment**: At character creation, you have the option to further enhance your character by the selection of Quirks. Quirks provide bonuses, or penalties to your character. They often further inform your characters background as well as provide interesting character intrigue for the future. Equipment should be purchased based on what you feel will serve your character best. You can select from a standard Traveler's Kit or can select to roll for random

coinage to purchase individual items.

6. **Determine How the Party Comes Together**: This game is a collaborative affair. The PCs travel the world and brave challenges as a group, known as a party. When creating your character, you should work with the LM to determine why the party is together. Did they know each other prior to the start of the game? Were they brought together by some shared tragedy? Spending some time considering these questions will help with party unity and a better game experience for players and LM alike.

For more information about creating unique characters see Chapter 1: *Building Characters* (pg. 10) and Chapter 2: *Character Creation* (pg. 14) in the core book, *Traveler's Compendium*.

Character Progression

EverLore does not have classes or levels. Character progress by earning **Experience Points** (EP) based on gameplay. EP is awarded by the LM and is distributed in a way to ensure that the pace of the characters' growth is appropriate for the story line.

Character progression is as follows:

1. Characters gain EP as they go through adventures. EP can be spent at any time to purchase Persona Traits, Aptitudes or Proficiencies. This allows you to quickly adjust your character to improve any areas of weakness.
2. At every 100 EP, characters gain enhancements to the base amount of their Vitality (1d8), Vestment (1d6) and to hit (1d6).
3. At Every 200 EP, characters gain a Persona Benefit, based on whichever Persona has the highest value.

Knowledge & Growth

This is an expansive world where players can test the limits of their imagination. However, the ebb and flow of the game often relies on the interplay of these three fundamental elements.

1. **Social Interactions**: Not all encounters in this game are combat oriented. In fact, the PCs gain more understanding of the realm during those times when they engage in discussions with NPCs. These conversations may be done through intimidation as when you demand the tavern owner to tell you what he did with the lost child. They can be clandestine as when you eavesdrop on the conversation of the gaggle of women betting on the latest pit fight. They can even be non-verbal as when you decide to leave an area after seeing the local fauna fleeing as if in dread. Regardless of the form, social interactions are a way to help your character grow and increase your understanding of the realm.
2. **Discovery**: As adventurers wonder the world of Mythandria, or the various planes of the realm, they invariably discover many truths about the realm that ultimately modifies their story arc. Whether trekking through the dangerous underwild, sifting through the bones of an ancient crypt, or exploring plague-wrought lands this process is an interactive one where the player tells the LM what actions their character is taking, and the LM relates what is discovered based upon those actions.
3. **Combat**: Combat can be a messy affair as creatures or characters utilize whatever means are at their disposal to defeat their foes. Many times, combat ends with the death of a combatant, but that is not always the case. As with most fights, a losing party is likely to attempt to flee rather than fight to the death.

Combat Order & Actions

While social interactions and discover are undeni-

ably fun, all adventurers enjoy a good fight from time to time.

Below are some things to remember when playing:

- **Actions Per Round** (APR) and **Magic Actions Per Round** (MAPR) determine how many actions (attack, drink a potion, cast a spell, etc.) you can take per round. You may use a physical action, or a spell during the same round, but this means that you choose from whichever pool of action (APR or MAPR) is the lowest to determine what you can do for that given round.
- Combat order is determined by an Impulse Check (d12 + Impulse Modifier). The player with the highest **Impulse Check** (IC) goes first and the rest follow suite accordingly.
- Combat rounds are broken into two turns. You can use half you APR or MAPR per turn, following the designated combat order.
- A physical attack is successful when your attack roll [(1d12 + **Melee Attack Bonus** (MAB), **Melee Attack Dual Wielding** (MADW), or **Ranged Attack Bonus** (RAB)] is higher than your target's Vestment.
- Vestment represents how tough your character is to hit. If an enemy's attack is the same, or less than your Vestment, then you were able to dodge out of the way of the blow.

Spellcasting

All beings of *EverLore* have been imbued with Core, which gives them a connection to the Shadow Sea, from whence all magic flows. While most individuals remain skiffs, and never master more than Tier 1 spells, others pursue a higher knowledge and are worthy to be called mages.

When you cast a spell against a target, your **Spell Dominance** (SD) check must be higher than your target's **Magic Resistance** (MR) check. If your SD is higher, then the spell's magic impacts the target. If it is the same, or less, then the magic washes over the target without affect.

Where To Go From Here?

Read the core books *Inception* and *Traveler's Compendium* to gain more information about playable races, spells, and the origins of the realm. For those of you interested in running a game as an LM, check out the booklet *Lore Masters (The Great & Powerful)*, which is available for free at www.ManChildLtd.com/Downloads.

You can also jump right in by directing players through the *Sword of Justice*, the very first adventure module of EverLore.

*"Give Me Sword, And Give Me Shield
And I Will Make My Enemies Yield"*

Sword of Justice

The *Sword of Justice (Golden City Saga, Vol. 1)* is an adventure module designed for beginning characters, who will gain 60 to 100 EP as they try to get to the bottom of the mysterious deaths plaguing the city of Runehaven. Hit the road running with this first of eight adventures that make up the Golden City Saga. Together, they will provide a fantastic introduction to the Realm of EverLore and the BoundLess Gaming System.

Created by David Thompson
Based on the Realm of EverLore
Part of the BoundLess Gaming System
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EXPERIENCE THE EXPANSIVE REALM OF EVERLORE

DOWNLOAD ALL OF OUR CORE BOOKS TODAY

INCEPTION
THY KINDGOMS COME
MONSTERS MENAGERIE
CHRONICLER'S DELIGHT
TRAVELER'S COMPENDIUM

The exciting realm of EverLore has many ways for you to continue your journey of fantasy adventure. Explore our adventure modules and card game, experience our live stream at **www.twitch.tv/everloregame**, or become a part of our growing online community by checking out our site at **www.manchildltd.com**.

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EVERLORE

BOUNDLESS

Adventurers, Beware!
your Quest has Just Begun!

The Golden City Saga is an EverLore campaign made up of eight seperate adventures:

The Sword of Justice (Module 1)	The Ruins of Craven Cor (Module 2)
The Damsel's Fate (Module 3)	Rouge Justice (Module 4)
Turbulant Seas (Module 5)	Shadows of Ajulon (Module 6)
La Desprata (Module 7)	The Golden City (Module 8)

The Sword of Justice

Bringer of justice. bringer of light;
sent from heaven or darkest night?

In a world where immense magical powers beckon, who will stand firmly against the darkness? Who will ensure that power is used for good and not evil? Who will ensure that the bringers of justice are true guardians of what is good and right? Can you decide?

The Sword of Justice is a challenging BoundLess Gaming System adventure for beginning characters. The heroes seek to unravel the mystery of the Sword of Justice, a mysterious warrior bent on bringing his own brand of law to the town of Runehaven.

To run this adventure, Lore Masters will need the following core books: Thy Kingdoms Come, Monsters Menagerie, Traveler's Compendium and Chronicler's Delight.

There's More to EverLore
Continue your exploration of EverLore by purchasing Legions, the card game of fantasy warfare, based in Parinon, a beleaguered continent of Mythandria.

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"MY EYES WERE BLIND UNTIL THE HEAVENS PARTED, AND WISDOM DESCENDED FROM ON HIGH." – *Melnoce Bruinshaw (aka Stitch)*

This tome is based on the EverLore Campaign Setting, and the Boundless Gaming System. It provides valuable insight on how to play this game. This booklet is useful for seasoned players as well as those individuals who are just now seeking to dip their toe into the vast flow of tabletop role playing games. Go ahead, you can do it. Give EverLore a chance, and you will soon realize, *"This Game Is For You!"*

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