



UNBOUND LORE

CORE RULE BOOK

VERSION 1.0



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Introduction



Welcome, adventurers, to the paracosm of Unbound Lore!

Paracosm: a detailed imaginary world created inside one's mind. This vivid fantasy world may include humans, animals, and things that exist in reality, as well as entities that are entirely fanciful, alien, magical, or otherworldly.



What Is a Tabletop Role-Playing Game (TTRPG)?

A TTRPG is a collaborative, story-telling adventure game which involves one "Game Master" (GM) and one or more players, though having two or more players is usually preferable. Additional items utilized for most games include some paper and pencils for taking notes and often a variety of dice. It's also very possible to use model terrain, miniatures, and maps to more accurately depict movement and enhance the storytelling.

Each player in a TTRPG creates a character (also called a "Player Character" or PC) and the GM helps explain to them the world they are traveling in and the effect that each of their actions has on that world. Players may interact with each other as well as with both imaginary "Non-player Characters" (NPCs) and the surroundings that the GM describes. Players will tell the GM what sort of actions they wish to perform. The effectiveness of their desired actions is determined by rolling dice. Typically, the higher the number rolled, the better the result.

The goal of these games is for the players to make their way successfully to the end of the adventure story as a team, all taking place within the world that the GM has prepared.

For example, a snippet from a game might sound like this:

GM: "You two are traveling through a lush, green valley in the land of Havaria when you come across an old stone bridge crossing a narrow river. You see two sword-wielding bandits chasing a young farm boy, and they are all running toward your side of the bridge."

Player 1: "I draw my bow and arrow and point it at the bandits, saying, 'Halt! Why do you chase this boy?'"

GM: "The boy runs past the two of you and hides behind you looking for protection. One of the bandits says, 'Stay out of the way, wanderers, or you'll be feeling my blade as well!'"

Player 2: "Hearing this response, I draw my axe and attack the bandit who just threatened us."

GM: "Go ahead and roll for it."



Why Unbound Lore?

Unbound Lore is a unique system created for the enjoyment of both new and veteran tabletop role players. It is meant to be quick and easy to learn, though rich in detail. It's fast paced and most importantly story driven. In this simple yet dynamic way of interacting with imaginary worlds, players gear up for combat, activate spells, empower special abilities, and incorporate character backstory and personality into every game. Unbound Lore is fertile ground for unleashing players' imagination and creativity!

Gameplay for the first Unbound Lore series takes place within a medieval fantasy setting, as this is a genre that is both popular and familiar to most, through stories such as the Lord of the Rings and Game of Thrones.

What Do I Need in Order to Play?

The gaming group will need to designate one player as GM, with 1-5 additional players and a minimum of one 6-sided die (D6). The group can speed up play if everyone has multiple D6 of their own. Players will also need paper and pencil for taking notes and maintaining lists.

Common Unbound Lore additions such as digital battle maps, PC and NPC tokens, and pre-designed adventure packs are not necessary, but can enhance the playing experience depending on what the gaming group enjoys.

Core Rules





Time Periods

While proceeding through this *Core Rule Book*, players will encounter a handful of special terms pertaining to durations of time. Certain game mechanics that will be discussed further on depend on these terms, so it is important that the players and GM become familiar with them.

The smallest period of time in Unbound Lore is called a “*Sequence*”. Think of this as a scene in a movie.

For example, if players are in a *Sequence* that takes place in a town square, where they are looking for goods at a merchant stand, and then decide to go into the local tavern to find more information about a mission they've been given, the town square *Sequence* comes to an end and a new *Sequence* begins upon entering the tavern.

The exact start of a new *Sequence* is at the discretion of the GM, and a player may always ask them for clarification.

An “*In-Game Day*”, is a 24-hour period within the adventure. This is estimated by and designated at the discretion of the GM.

A “*Quest*” is a complete story leading to an objective that the players must attain. Although a *Quest* can stand alone as a self-contained short story (referred to as a “*Stand-Alone Quest*” or “*SAQ*”), it can also be a single chapter in a much larger story arc.

When multiple *Quests* are strung together to create a larger story, the entirety is called a “*Campaign*.”



Non-Combat Gameplay

As the GM presents the world to the group, players can try to do anything as long as the GM determines it is plausible. For many actions a player may want to take, such as casually walking over to someone, sitting down next to them, and then talking to them while having a drink, they do not need to roll a D6. They just need to explain what their character will do to the GM. These are called "*Non-Combat Actions*."

There is no specific turn order in non-combat gameplay. Players can speak up if there is a series of actions that they wish to initiate. Several actions, such as those described in the previous paragraph and more, can be linked together in a single turn until the player has accomplished their immediate goal. It is up to the GM to assure that every player has sufficient opportunities to engage in the actions that they wish to perform.



Gold and Other Items

The GM may begin a new story by assigning a certain amount of gold (or whatever in-game currency the GM wishes to use) to each player, but players can always earn more by accomplishing missions or tasks from NPC's during gameplay. Whether and how much would be determined by the GM.

Players may spend gold for food, lodging at inns, new weapons at a merchant's stand, or bladed weapons from a blacksmith, etc. The cost of each will be determined by the GM. Each player will need to keep a list of all the items in their character's personal possession, including coinage, weapons (and ammunition if appropriate) as well as keep track of other essentials that they are holding such as food, relics, etc.



Character Attributes and Checks

If a player wishes to do something that the GM deems has a chance of failure, the GM will have that player roll a D6 to determine their character's outcome. Rolling a 6 represents the best possible result and rolling a 1 represents the worst. The GM determines the scale of difficulty for a particular action.

The scale ranges from: “*Easy*,” indicated by needing to only roll a 2 or higher (2+) to be successful; “*Likely*” (3+); “*Possible*” (4+); “*Difficult*” (5+)’ and “*Very Difficult*” (6+). If they would like to do something that the GM determines is just too far-fetched or impossible, the GM may not allow them to roll at all.

A *Non-Combat Action* roll is called a “*Check*” and falls into one of the following six “*Character Attribute*” categories:

Athleticism – Performs difficult physical actions effectively

Charisma – Is able to influence people through social interactions

Fortitude – Mental and physical resilience and toughness

Knowledge – The character has a general understanding of the world

Luck – Is fortunate in situations controlled by outside circumstances

Perception – Notices details about the environment and their surroundings

Stealth – Performs undetected actions



In gameplay, this might look something like:

GM: "As you sneak up to the castle gate during the night, you see that it is open and that it is guarded by a single soldier sitting on a chair sleeping."

Player: "I would like to sneak past that guard and through the gate of the castle."

GM: "Given the circumstances, it is likely you can achieve this. Go ahead and roll a Stealth check of 3+."

If the player rolls a 3 or higher, they successfully make it past the guard and through the gate. If they roll lower than a 3, the GM will describe a scenario in which they awaken the guard. A GM also might have you roll an "Opposed" check at their discretion, which usually involves an action by a player against another NPC. For example, you might choose to try and hold a door shut from someone trying to break in, in which case, the GM might say, "Make an Opposed

Athleticism Check," in which you will roll a D6 for your character and the GM will roll a D6 for the NPC, and the one with the higher roll has a successful outcome in that situation. If both the player and the NPC roll the same number, they both roll again.

At the time each player creates their character, and also as the adventure proceeds, players will receive various bonuses and handicaps that can improve or lower their score on each of these six *Character Attributes*, making it either easier or harder for them to succeed with certain *Checks*.

For example: if their character has had a bonus of +1 added to their *Athleticism* attribute, and they are trying to climb up a cliff which the GM determines they need a 4+ to succeed with, they will actually only need to roll a 3+ in order to successfully perform this action.

An individual *Character Attribute* can never exceed a +3 bonus or a -3 handicap.

Combat Actions

To perform a standard “*Combat Action*”, whether a player wants to describe it as a swing of the sword, the loosing of an arrow, a flying kick, or picking up and throwing a bar stool at an enemy, the player needs to roll a D6 twice, once as an “*Execution Roll*” and once as an “*Outcome Roll*”.

The first roll, the *Execution Roll*, determines how well their character performs the attack. A 3+ is considered the base roll needed for a successful *Execution Roll* for all player characters. If the *Execution Roll* does not meet or exceed the minimum required for success, the attack simply fails, and the player does not proceed with an *Outcome Roll*.

Should the player succeed with the *Execution Roll*, they then proceed to the *Outcome Roll*. This roll determines the overall result of the action that they have successfully executed. The roll that is needed to be successful is determined by

the difference in relative toughness between your character and the enemy you are fighting. If you and your enemy are at the same level of toughness, you will need a 4+ *Outcome Roll* to be successful, and the enemy will also need a 4+ *Outcome Roll*. If the enemy is 1 level weaker, you will need one number less (3+) for a successful *Outcome Roll*, and the enemy will need one number greater (5+). Inversely, if the enemy is 1 level stronger, you will need one number greater (5+) on your *Outcome Roll* to be successful, and the enemy will need one less (3+). For every level of toughness separating you and your enemy, the numbers will increase or decrease in this same way.

GM’s will not tell you how tough an opponent is, but by paying attention to what number you need to hit on your *Outcome Roll* during combat, you can gauge whether to fight on or to run! An opponent’s toughness level is NOT affected by a player’s “*Experience Level*” (learn more in the *Experience Levels* section) Refer to the chart below for guidance on *Outcome Rolls*:

Toughness Level

Outcome Rolls

Opponent is:	You deal damage:	You receive damage:
3 levels stronger	7+	Automatic
2 levels stronger	6+	2+
1 level stronger	5+	3+
Same toughness	4+	4+
1 level weaker	3+	5+
2 levels weaker	2+	6+
3 levels weaker	Automatic	7+



If a player rolls a "*Natural 6*" (meaning that the dice roll is a 6 without the addition of any bonuses or modifiers) for their *Execution Roll*, they will automatically add a +1 to their *Outcome Roll* for that attack.

As an example of how this would work in gameplay, say a player's character has a bow and arrow and shoots an enemy who is at the same toughness level as they are. The *Execution Roll* is a 6, thus the shot was true. However, the *Outcome Roll* is a natural 2 (or a 3 because of the addition of +1 from rolling a 6 on their *Execution Roll*.) Because the enemy is at the same level of toughness as they are, a 4+ *Outcome Roll* was needed for successfully dealing damage. The GM might describe this as the arrow was on target but possibly bounced off of the enemy's armor, or the shot was blocked by the enemy, thus not dealing any damage.

All successful "*Standard Attacks*" deal 1 "*Health Point*", or HP, of damage to the intended target unless otherwise specified.

IMPORTANT: For each turn in combat, the character may perform some combination of one

or more movements, one *Non-Combat Action*, and one *Combat Action*, though not all three are required.

The distance that each player may move during combat is not specifically measured. Whether they are playing only in the "*Theater Of The Mind*", using a hand-drawn or digital battle map, or playing on a table with model terrain, check with the GM as to how far they will let a character travel within that space before they need to state what it is that they would like to do.

If a character wishes to "*Disengage*" while in the midst of hand-to-hand combat and move away from the enemy they were fighting, a player must pass a 5+ *Athleticism Check*. If they do not pass this check successfully, they may not use their movement action to go elsewhere unless that movement is included as part of a *Special Ability* (See the *Special Abilities and Classes* sections for more details.) A character does not need to roll to *Disengage* from an enemy that is *Stunned*, *Freezing/Frozen*, *Immobilized*, *Knocked Down*, or *Unconscious* (See *Impairment Types* section for more details).



Initiative in Combat

“*Initiative*” is the order in which players take their turns in combat. Because the Unbound Lore system doesn’t want this process to get in the way of a good story, it offers two different ways of determining *Initiative* so that the players can choose which is a better fit for their group.

Players can select their own *Initiative* among themselves. If, just before a new combat begins, someone in the party wishes to perform a particular action to kick off that combat, and someone else would like to follow that up with their own action, then the order of *Initiative*, throughout that combat, will be set as such until that combat has concluded.

After every player has completed their turn, the “*Non-Player Characters*” (NPCs) get their turns,

as rolled by the GM, and then the combat continues in the *Initiative* order that has been established for this particular battle. This process would be repeated for each new combat.

However, if a group wants a more structured approach to determining *Initiative*, there is an option for each player to roll a D6. The player with the highest roll goes first, and the next highest second, and so forth. If two players roll the same number, they roll against each other again until it is determined who goes first.

Once the order among the players has been established, the player with the first initiative must roll a D6 against the GM to determine if the players get the first round of actions, or the enemy NPCs do. The D6 with the higher roll goes first. If it’s a tie, roll again. The exception to this is if one party blatantly has the *Initiative*, as in an ambush scenario.



Health Points

At the beginning of the game, typically each player begins with 5 *Health Points*. Each time an enemy successfully rolls both an *Execution Roll* and an *Outcome Roll* against a player's character, they take damage, and one or more *Health Points* must be subtracted from their total. Most of the time, this will only be one *Health Point*, but if they are fighting a stronger enemy, it could be more! This is determined by the GM.

Although there are specific ways that certain *Races*, *Classes*, and special artifacts can allow a player to regain HP, there are 3 common ways that any character can do so.

The first is to find health potions or healers within the world. The number of HP these potions and healers can help a character recover, and where a player can find them, is at the

discretion of the GM. Potions can be used anytime and will take effect immediately. Using a potion in combat uses your *Non-Combat Action*.

The second is that a player can recover 1 HP by getting a good night's rest. This could be by paying for a room at an inn, generously offered lodging by an NPC, or perhaps just finding a peaceful barn with a haystack. A night of rest under a tree in a snowstorm wouldn't do the trick, but this is at the discretion of the GM, who can always be asked for clarification.

The last is to eat a meal to regain 1 HP within an *In-Game Day* in a non-combat scenario. A single apple may not count as a meal, so 3 apples might need to be purchased on the adventure instead (again, check with the GM!) This can only be used by a player once per *In-Game Day* and is referred to as "*Meal of the Day*".

Impairment Types

There are different types of “*Impairment*” that a character can suffer, depending on the type of attack that is inflicted:

Cursed – When “*Cursed*,” a character receives the penalty specific to that curse until it is lifted. To lift a curse, the character must roll a *Fortitude Check* specific to that curse, as described in the curse’s description. If the roll is unsuccessful, the character continues to be *Cursed* and must roll again next turn to try and lift it.

Freezing – If players are affected by “*Freezing*” attacks or spells, they become stuck and may not get a movement action. They must make a 5+ *Fortitude Check* to remove the *Freezing* effect for each turn that they are still affected. After 3 failed save attempts the character becomes “*Frozen*” in place and unable to perform any action or movement until another character uses their *Combat Action* to break them out of the ice. Players only need to roll a 3+ *Athleticism Check* to free a *Frozen* player. If they are attacked while *Frozen*, the attacker is automatically awarded an *Execution Roll* of “5”.

Frightened – A “*Frightened*” character gets a -2 for their *Execution* and *Activation Rolls* (learn more about *Activation Rolls* in the *Special Abilities* section). Each turn, they may make a 4+ *Fortitude Check* to cure this impairment.

Immobilized – When a character becomes “*Immobilized*” they cannot move, however they may still use their *Combat Actions* & *Non-Combat Actions*. Character’s must pass a 4+ *Athleticism Check* on their next turn to regain their movement.

Knocked Down – A character who has become “*Knocked Down*” must use all of their turn’s movement to get back up on their next turn. If

they are attacked while *Knocked Down*, the attacker is automatically awarded an *Execution Roll* of “5”.

On Fire – When a character is “*On Fire*”, they may either use their *Combat Action* to extinguish the fire during their next turn or take a different *Combat Action* instead, but not both. Extinguishing the fire doesn’t require a roll, but if the flame is not extinguished, they will take 1 HP of damage each turn until they use their turn to put out the fire. The player may not make an *Armor Save* (learn more about this in the *Armor Classes* section) against the damage dealt each turn from being *On Fire*.

Poisoned – Once “*Poisoned*,” a character will have to make a 3+ *Fortitude Check* every turn as long as they are poisoned. If they fail it, they take 1HP of damage. A *Poisoned* player can be cured through almost all forms of healing except for consuming a *Meal of the Day* or resting.

Stunned – When a character becomes “*Stunned*,” they cannot perform any action or movement during their next turn. If they are attacked while *Stunned*, the attacker is automatically awarded an *Execution Roll* of “5”. The *Stunned* character returns to normal after their completed turn. Upon receiving an attack that would stun a player, the *Stunned* player may make a 7+ *Fortitude Check* to ignore the stun, but only if their character’s *Fortitude* level is high enough.

Unconscious – When “*Unconscious*,” a character awakens with a *Fortitude Check* of 5+, which they may attempt once a turn. If they are attacked while *Unconscious*, the attacker is automatically awarded an *Execution Roll* of “5”. A friendly character may attempt to awaken an *Unconscious* player on a successful 5+ *Luck Check*. If both of these methods fail, the character will automatically awaken during the following *Sequence*.



Death of a Character

When a character runs out of *Health Points*, they enter a type of limbo state called “*Death’s Door*”. When at *Death’s Door*, the player must make a *Fortitude Check* once a *Sequence*, starting their next turn after they lose all their health. If they roll a 6+ on their check, they are able to arise again, but with only 1 HP. They may take their normal turn upon arising. If they roll a 2-5, they remain at *Death’s Door*. If they roll a 1- on their *Fortitude Check*, their character permanently dies. In addition, if they roll a *Natural 1* on their *Check* (regardless of bonus points), they also permanently die.

However, the player may then create a new character and can re-enter the story whenever the GM decides it is appropriate.

Death’s Door can be negated if the GM, rolling for the enemy, determines that the final blow to a player with only 1 HP is just a knockout hit leading to *Unconsciousness* rather than inflicting damage. When the *Unconscious* player awakens, they will still retain their 1 HP.

A player at *Death’s Door* may not be revived with a health potion or item that normally restores health, unless specified otherwise by a *Specific Ability* or item.



Armament and Combat Attributes

Weapons are divided into “*Melee Weapons*” and “*Ranged Weapons*”. Within each of these two categories there are six different “*Armament*” combinations a character may choose, and each combination gives the wielder a specific bonus called a “*Combat Attribute*.” The combinations, and which *Combat Attribute* they provide, are as follows:

Wielding a single one-handed weapon grants “Precision Strike” – With this attribute, when a player attacks an enemy and rolls a 5+ on their *Execution Roll*, but misses their *Outcome Roll*, they may attempt their *Outcome Roll* once more.

Wielding two one-handed weapons (both melee or both ranged) grants “Counterattack” – With this attribute, when an enemy attacks and misses, the player may perform a *Counterattack* roll of 5+ to attempt to inflict 1HP of damage on that enemy. (*Melee Weapons* can only counter melee attacks and *Ranged Weapons* can only counter ranged attacks.)

Wielding two one-handed weapons (one melee and one ranged) also grants “Counterattack” – This *Armament* is used to counter both melee attacks and ranged attacks, but a roll of 6 is required to inflict 1HP of damage.

Wielding a single two-handed weapon grants “Critical Strike” – With this attribute, when a player rolls a 5+ on their *Execution Roll* followed by a successful *Outcome Roll*, they deal one additional HP of damage to that enemy.

Wielding a shield with two hands grants “Block” – With this attribute, when a character takes damage, the player may roll a D6 to *Block* the attack and not receive that damage on a 5+. Using a shield subtracts -1 from the player's *Stealth Character Attribute*. A player may not *Block* if they are *Stunned*, *Frozen*, or *Unconscious*.

Wielding a shield and a one-handed weapon grants “Block” and “Counterattack” – If a PC is equipped with a shield and a one-handed weapon, they successfully *Block* on a 6 and also have a *Counterattack* on a 6. This combination also subtracts -1 from the player's *Stealth Character Attribute* in the same way as above.

NOTE: *Melee Weapons* can be thrown and *Ranged Weapons* can be used to bludgeon an enemy, but *Melee Weapons* only get their *Combat Attribute* bonus while being used for melee, and *Ranged Weapons* only get their *Combat Attribute* bonus while being used for ranged attacks.



Armor Classes

Armor is used to help protect a player from damage. If equipped with armor, the player gets an *Armor Save* roll. Whenever the player takes damage, they may roll a D6 to try and ignore the damage received. If a character is also equipped with a shield, they would attempt their *Block Combat Attribute* first, and if that fails, would then roll for their *Armor Save*. *Armor Saves* can be made even when a player is inflicted with an *Impairment*.

Armor also comes with disadvantages, so it is up to the player to decide the best way to equip their character. The following are the three armor classes and their stats:

No Armor – A +1 bonus to the *Stealth* and *Athleticism Character Attributes*

Light Armor – A successful *Armor Save* on a roll of 6

Heavy Armor – A successful *Armor Save* on a roll of 5+, and a -1 handicap to the *Stealth Character Attribute*

Swapping Weapons and Armor

During gameplay, it is possible to make a change to the weapons and armor that you originally chose. During non-combat play, these changes can be freely made. However, in order to swap weapons or armor during combat gameplay, players must use their *Non-Combat Action* to swap weapons, and must use both their *Non-Combat Action* and *Combat Action* to swap armor.



Notes and Special Scenarios

For *Ranged Weapons* that normally require ammunition such as arrows or bullets, the group may decide that players need to keep track of their ammunition. However, this may be seen as an unnecessary burden by some groups, so it is fine for the group to decide that all *Ranged Weapons* have unlimited ammunition. Players can role-play this for a *Ranged Weapon*, for example, by saying that they have a magical quiver that produces unlimited arrows.

Ranged weapons in hand-to-hand combat—although they can be described as firing at point-blank range, they cannot perform an attack that counts as a ranged attack unless the player successfully *Disengages* first.

Mages may cast their energy out of special weapons such as staves, wands, magical swords,

etc. These weapons are considered *Ranged Weapons* and their *Combat Attributes* will trigger only when used while casting ranged attacks.

When a character decides to fight with their fists in hand-to-hand combat they do not get any *Combat Attributes*, and receive a -1 handicap on their *Outcome Rolls*. This does not include those in the *Monk* class (see the *Classes* section for more details about this). When bare-handed, *Monks* are considered to be wielding two one-handed weapons.

Similarly, the *Mage* class (see the *Classes* section for more details about the *Mage*) may project energy as a ranged attack from their hands. When a *Mage* is bare-handed, they are considered wielding two one-handed *Ranged Weapons*.



Special Abilities

Outside of *Standard Attacks*, each *Class* has up to seven *Class “Special Abilities”* (details about each *Special Ability* are listed in the *Classes* section). These are a character’s most powerful abilities within the game and are unique to that *Class* type.

A player may perform an “*Activation Roll*” to use a *Special Ability*. Every time they activate a *Special Ability*, one “*Vitality Point*” (VP) is subtracted from their total (more details about *Vitality Points* in the next section).

If a player rolls a 6 on their *Activation Roll*, however, they do not need to subtract a VP for the activation of that *Special Ability*. If a player rolls a 1, it costs 2 VP. If a player only has one VP left and rolls a 1, their last point is not consumed and the *Special Ability* is not activated. They may try again to activate a *Special Ability* on their next turn. If the player runs out of VP, they may no longer attempt to activate a *Special Ability*.

Special Abilities are divided into 3 categories:

Active – It must be the player's turn and they

must use their *Combat Action* to attempt to activate their *Special Ability*.

Reactive – The player can attempt to activate their *Special Ability* in reaction to a specific scenario described within the definition of that *Special Ability*, even when it’s not their turn. They may only attempt to activate a single reactive *Special Ability* between each of their turns.

Buff – It must be the player's turn and they must use their *Combat Action* to attempt to activate it. If successfully activated, the ability’s effect lasts the rest of the *Sequence*. They may attempt to activate as many different *Buff Special Abilities* concurrently as they would like per turn. After players roll for *Initiative*, each player may activate as many *Buffs* as they would like before combat begins.

Vitality Points

Vitality points are what is used to empower a player's class's *Special Abilities*. All players typically start the game with 3 VP. When a character runs out of VP, the main way to replenish it fully is by acting on a “*Character Flaw*” (described in the next section).



Character Flaws

When creating a character, each player will roll a D6 to determine their "*Character Flaw*". Though acting on that *Character Flaw* is optional, a player must act on their *Character Flaw* in the way that is described within its definition in order to successfully regain all of their VP at once. The *Character Flaws* are as follows:

1) Alcoholic – Drinks before any combat or puzzle-challenge, and will receive a -1 handicap for all *Execution Rolls*, *Outcome Rolls*, *Activation Rolls*, and *Character Attribute Checks*. *Vitality Points* will be fully restored after the combat or challenge has concluded.

2) Cocky – Gets the most kills in a group combat, gets the final killing blow in a group combat, or wins a competition/challenge for the team.

3) Gluttonous – Eats 5 times the amount of food needed to restore a *Health Point* for the day within a *Sequence*. The player will roll 2D6 and choose the lowest for all *Execution* and *Athleticism Rolls* until they recover. With each new *Sequence* after being *Gluttonous*, the player rolls a D6 to see if their character has recovered. On a 5+, the handicaps disappear, and on anything lower, they remain. The player will regain their vitality the *Sequence* after they become *Gluttonous*.

4) Hot Headed – Provokes conflict with a non-hostile NPC. The *Hot Headed* character will regain their *Vitality Points* after the conflict is over.

5) Kleptomaniac – Steals a valuable item from someone outside of the party.

6) Lustful – Seduces an NPC.



Character Need

Before a *Campaign* begins, the GM will privately assign a "*Character Need*" to each player. A *Character Need* is part of that character's backstory and creates a burning desire to accomplish something specific.

This burning desire can be anything from the need to recover a cherished lost artifact to getting revenge on the six-fingered man who killed your father, and so on.

A player may discuss their *Character Need* with the other players during the game, but if, when, and how is up to each player.

GM's in the Unbound Lore system are given *Character Needs* as a tool to help guide players through the primary story arc of a *Campaign*. So, when a player hears something that relates to one of their or another player's *Character Needs*, they can be certain that the group is on the right path for that adventure.

For a *Stand-Alone Quest* or for a shorter session that does not involve using the same character for multiple sessions, the GM may not give players a *Character Need*.



Experience Levels

In Unbound Lore, players become stronger through raising their “*Experience Level*” to learn new *Class Special Abilities*, increasing their HP and/or VP max, and finding special items throughout their adventure. This does not change their relative toughness compared to enemies (As described in the Combat Action Section previously).

During a *Campaign*, each character gains 1 *Experience Level* upon the completion of each main *Quest*. This *Experience Level* can be used to increase their max HP or max VP by 1. How this *Experience Level* is used is at the discretion of the player. They also learn 1 new *Class Special Ability* (randomly assigned by the GM or chosen by the player.)



Drinking

During the game, PCs may receive or buy drinks. As soon as they consume a drink, they receive a -1 to *Execution*, *Outcome*, *Activation*, and *Character Attribute Checks* for the rest of the *Sequence*.

When first creating your character, you will roll a D6 to determine your character's "*Alcohol Tolerance*." Once this number is set, it will persist throughout the game. If your character drinks that number of drinks within the same *Sequence* they must roll a D6 for a "*Drunken Destiny Roll*". The following outcome then takes effect, based on this roll:

- 1) Out Cold** – You pass out, becoming "*Unconscious*" and losing 1 HP. You are also considered drunk for the entire *Sequence* which follows.
- 2) That Guy** – You become very drunk and have a -2 to *Execution*, *Outcome*, *Activation* and

Character Attribute Checks, instead of -1, for the rest of the *Sequence*.

- 3) Feeling Lucky** – You get a +2 to both your *Luck* and *Charisma Checks* for the rest of the *Sequence*.
- 4) Bottle Service** – You are either given or find a bottle of alcohol equivalent to 15 drinks.
- 5) Well Rested** – You feel extra relaxed and the next time you sleep, you will gain 2 HP where you normally would only get 1 HP.
- 6) Revitalized** – Your character is feeling great and regains 1 VP. Roll a D6, and if you roll a 4+ you gain another VP and roll again. Continue gaining VP this way until you roll a 3- or you have reached your max VP.

For every additional drink you have over your *Alcohol Tolerance* within a *Sequence*, roll another *Drunken Destiny* roll, but you must roll 2 D6 and choose the lowest value.

Starting a Game

When beginning a new story, each player must first create a character. If there are multiple players, it's best if the players rotate turns in choosing elements of their character through each step of the character creation process. This is opposed to having each player fully create

their character one at a time or coming to the game with a pre-built character. Although a gaming group does not need to adhere to this suggestion, we find that it maintains a better character balance among the players which leads to a more enjoyable experience for everyone.



Choosing a Name

Give your character a name. This is what other players will call you as they role-play their characters beside yours in this world.

Choosing a Race

In this first edition of the *Core Rule Book*, there are five races from which to choose: *Human*, *Elf*, *Dwarf*, *Orc*, and *Gnome*. What makes each race unique is the “*Race Special Ability*” (Each race *Special Ability* is described in the “*Races*” section of this document). Once each *Sequence*, a player may make an *Activation Roll* to use their race *Special Ability*. On a 2 through 6 it activates, and on a 1 it activates at the cost of 1

VP. If a character does not have any VP and rolls a 1, they are not able to perform their race *Special Ability*. Using a race *Special Ability* counts as a *Non-Combat Action*.

Choosing a Class

The next step is to choose a class, which defines the set of skills in which the player's character will excel. A character of any *Race* can select any *Class*. In this first edition of the *Core Rule Book*, there are five classes from which to choose: *Warrior*, *Ranger*, *Mage*, *Rogue*, and *Monk*. Each class includes a “*Class Bonus*” which lets the character excel in specific areas (Details about each are in the *Classes* section of each profile).



Choosing Armaments

Each player may choose one of the six weapon combinations previously mentioned, plus one additional combination that can be sheathed. Players may also further describe the aesthetics of their weapons for role-playing purposes. They will then choose if they are wearing no armor, light armor, or heavy armor.

Modifying Character Attributes

Players are able to start the game with up to two +1 bonuses toward their *Character Attributes* if they choose to use them. They may add the two +1 bonuses to different or the same attribute of their choosing. For every bonus they add, however, they must add a handicap of -1 to a different *Character Attribute*.

They may add the two -1 handicaps to different or the same attribute of their choosing. Refer to the previous “*Character Attributes and Checks*” section if needed.

Health, Vitality, and Gold

Players typically start a game at *Experience Level 1*, with 5HP and 3VP, but this is up to the discretion of the GM and can be *Quest-* or *Campaign-specific*. The GM then declares how much gold or in-game currency each player begins with. If players prefer a randomized assignment of gold, this can be determined by their “*Luck*” *Character Attribute*. Starting gold would equal (one D6 roll +/- that character's *Luck Attribute*) x 5.



Receiving Class Special Abilities

The GM will randomly assign players with their starting *Class Special Abilities* or the players can choose their own. The amount of *Special Abilities* they receive is dependent on their *Experience Level*.

Receiving Character Flaws

Each player rolls a D6 to determine which of the six *Character Flaws* they receive.

Receiving Alcohol Tolerances

Each player rolls a D6 to determine their character's *Alcohol Tolerance*.

Final Step

Once *Character Needs* are privately given to players, the GM will begin gameplay by providing all the players with important detailed background information about the story and setting in which they are about to embark, including describing where they are and what they are doing just as the game begins.

Races



Human

Background

By far the most prolific race, *Humans* today have a presence in almost every land. However, this was not always so. Sometime before the Second Age, the god Ter'an revealed his creation to the world and the first *Humans* emerged. Intelligent and well-rounded, they initially roamed the land in small groups. Foraging eventually led to farming. Farming eventually led to civilization. Soon, their greatest cities would rival the very halls of the gods, shining as majestic beacons of humankind across the lands.

Fearred by many for their balanced capabilities, *Humans* were faced with many terrible wars over the ages, the worst of which being the Great Orc War of the Second Age. Yet, thanks to the help of powerful allies, the war was won and the *Human* race once again flourished, taking its rightful place amongst the peoples and cultures of the world.

Human culture has changed and evolved throughout the ages. Threatened by war and

burdened its own aspirations, humanity has known both great successes and great failures. It has built great cities, only to watch them burn. It has been defeated, only to rise again. It has worked together to become powerful, only to wage war amongst themselves. Despite what fate has thrown at them, it seems that the *Human* spirit is not yet ready to be extinguished.

Visual Description

Humans are commonly between 5 and 6 feet tall, with varying physical proportions, and often slightly hairy.

Race Special Ability

Humans may become very amiable and charismatic. On an *Activation Roll* of 1-2, they get +1 to *Charisma Checks* for the rest of the *Sequence*. On a 3-4, they get +2. On a 5-6, they get +3.

Elf



Background

When the goddess Vel'ell planted the first Eternal Flowers, this marked the Dawn of the Ages. From these flowers, brimming with the energy of creation, the first *Elves* emerged as fully-formed beings, their eyes opening to a world untouched by time. As creatures of natural energy, the *Elves* embraced life, found love, and formed families, giving rise to the first *Elven* children. The Eternal Flowers granted them extended lives, imbuing them with power and a deep connection to nature. Though they strove for peace, war eventually found the *Elves*, leading to the destruction of many of these sacred Flowers. Today, the few that remain are fiercely guarded, revered as the crown jewels of the *Elven* race—Vel'ell's enduring gift to the natural world.

Elves are a peaceful, enlightened people, valuing knowledge and wisdom over conquest. They have witnessed the rise and fall of countless civilizations, their long lives granting them a unique perspective on the world. However, their dedication to protecting their heritage and way

of life makes them formidable opponents when provoked. With an innate connection to the energy of life, *Elves* are most often found living in harmony with the forests—their magnificent cities never far away. Whether as wandering travelers or guardians of ancient sites, the *Elven* presence is deeply rooted in nature, as steadfast as the Eternal Flowers they continue to protect.

Visual Description

Elves are 6 to 7 feet tall with long pointed ears, long limbs, with a toned musculature, and little to no body hair.

Race Special Ability

Elves may use their vast experience and historical knowledge to recall information about nearly everything in the world. On an *Activation Roll* of 1-2, they get +1 to *Knowledge Checks* for the rest of the *Sequence*. On a 3-4, they get +2. On a 5-6, they get +3.

Dwarf



Background

Though small in stature, it is said that every dwarf carries the heart of a mountain within them, a testament to their creation by Torvan, the Blacksmith God. Forged by his divine hand, *Dwarves* are rumored to have been carved from stone and given life, emerging from the mountains as one of the first races. With an instinctual mastery of geology and metallurgy, inherited from Torvan himself, they have built vast mines and magnificent underground cities, crafting tools and technologies beyond the comprehension of most.

Revered by craftsmen and warriors alike, Torvan's influence echoes through their work, as they strive to honor their creator by tempering raw materials into brilliant works of art and destructive instruments of war. Proud and formidable, *Dwarves* are as enduring as the mountains they call home, their rich culture and brash personalities shaped by the thundery skies

where Torvan's forge resides. Whether in their cavernous cities or among other races, *Dwarves* value heritage, family, and the knowledge that makes them unrivaled craftsmen, ever seeking to reflect the divine perfection of their creator's craft.

Visual Description

Dwarves are 4 to 5 feet tall, with short limbs, a sturdy muscular build, and quite hairy.

Race Special Ability

Dwarves may use the crafty skills they have inherited from their culture. If a player successfully activates the *Dwarf race Special Ability*, they can build or repair most any object in the world. What they would like to build or repair and how long it will take them is at the discretion of the GM, based on the situation and what materials may be present at the time.

Orc



Background

Being of divine creation, all *Orcs* are children of the Titan god Gor'an. Considered his finest accomplishment, the first *Orcs* were released upon the world at the beginning of the Second Age.

Gor'an rallied his largest tribes of *Orcs* on a mission to dominate the world. For over 800 years, these *Orcs* sowed chaos and destruction as they spread across the land, conquering all whom they encountered. This time of death and destruction at Gor'an's hand came to be known as the Great Orc War. His campaign of utter domination did not end with conquering the world itself, as he desired, above all else, to take his place as the one true god, the God King. This brutality forced the other races to band together. As fate would have it, the *Orc* tribes that denounced Gor'an and his ambitions were able to change the tide of war. At great cost, these tribes, unified with the other races, eventually defeated Gor'an's warband—ridding the world of his presence.

Today, the *Orcs* are a fractured people. Most of them coexist amongst the other races, establishing a new and different way of life, free from Gor'an's influence. Though many are peaceful and no longer hear Gor'an's call, it is said that there are still small warbands that await the return of their God.

Visual Description

Orcs are usually 6 to 8 feet tall, with a broad, muscular build, and are slightly hairy.

Race Special Ability

Orcs may use their large stature and natural aggression to *Intimidate* others. If a player successfully activates the *Orc Race Special Ability*, they can inflict the *Frightened Impairment* on enemies. On an *Activation Roll* of 1-2 the closest enemy is *Frightened*. On a 3-4, the closest 2 are *Frightened*. On a 5-6, the closest 3 are *Frightened*. (See the *Impairment* types section above for more info on *Frightened*).

Gnome



Background

Gnomes are the playful creations of Gianen, the Goddess of Mischief and Play, embodying her belief that cleverness surpasses brute strength and power. Though rather small, Gnomes are quick and nimble, using their agility to navigate the world. They are natural tricksters, often engaging in harmless pranks and playful mischief, not out of malice but to bring joy and surprise to those around them.

Deeply connected to nature, Gnomes find comfort in the wild and its creatures, often foraging with a near-supernatural intuition. Their sharp minds and resourcefulness allow them to solve problems creatively, making them both skilled fighters and adept adventurers. Despite their diminutive size, Gnomes are known for their bravery, unafraid to stand up to much larger foes when necessary. Their society values intelligence and creativity above all, with each Gnome serving as a living testament to the idea

that cleverness and a kind heart are the keys to a flourishing world.

Visual Description

Gnomes are typically 2 to 3 feet tall, with shorter limbs, slightly larger heads, Dwarven-like skin and hair patterns, and pointed ears.

Race Special Ability

Gnomes have an innate knowledge of nature which they use to successfully *Forage*. On a 1-3 *Activation Roll* they will find an item that can be consumed as a *Meal of the Day*. On a 4-5 they find something that regains 1 HP and can be utilized at any time. On a 6 they find something that restores 1 VP and can be consumed at any time. What is actually found will be part of the roleplay and described by either the player or the GM.

Classes



Warrior



Background

The *Warrior* is, as named, a true master of war. They can wield all known *Melee Weapons* with perfect technique and expertise. The *Warrior* is a talented killer, whose ability has been honed through a lifetime of bloody battles and disciplined practice.

Warriors can be brutal, but are not necessarily savage by nature. Rather, they are exceptional tacticians, always striving to think two steps ahead of their enemy, both on and off the battlefield.

They think clearly and possess a deadly focus that strikes fear into the heart of anyone who would oppose them.

The *Warrior* lives for battle and longs to die by the sword, yet is capable of a deep appreciation for life and feels a strong duty to protect it.

Class Bonus

The *Warrior* has a permanent +1 bonus on all *Execution Rolls* in hand-to-hand combat, and will only need to roll a 2+ on their D6 to be successful instead of the standard 3+.



Warrior Class Special Abilities

Engage [Active]: The *Warrior* lines up a target enemy up to 30 ft. away and charges them with ferocity, *Stunning* everyone in their direct path for 1 turn. The *Warrior* automatically inflicts damage on the target enemy.

Omnistrike [Active]: The *Warrior* strikes in all directions, attacking swiftly and dealing 1 HP of damage to all surrounding enemies in the immediate radius.

Piercing Throw [Active]: On a successful 3+ The *Warrior* hurls their *Melee Weapon* at a single target with immense force causing 3HP of damage and lodging their weapon in the enemy. The *Warrior* must then go retrieve their weapon. On a 6+ *Activation Roll*, retrieving the weapon deals 3 extra HP of damage.

Prowess [Buff]: The *Warrior's* skill and expertise shine through, granting them an enhanced lethality. For an entire *Sequence*, the player will roll 2 D6 for all *Outcome Rolls* and pick the highest one.

Stand Together [Active]: The *Warrior* lets out a loud, valiant cry, inspiring all party members to press forward and keep fighting on. If activated, all party members get an extra VP for the remainder of the *Sequence*. If the VP that was received is not used by a player, it disappears at the start of the next *Sequence*. This *Special Ability* can only be used once a *Sequence*.

Tactician [Buff]: *Warriors* can use their extensive knowledge of combat to adapt their fighting style to their opponents, even predicting enemy attacks. Once the *Tactician Special Ability* is activated, the *Warrior* is then able to select a *Combat Attribute*, such as *Precision Strike*, *Counterattack*, *Critical Strike*, or *Block*, and may use it for the rest of the *Sequence*. These *Combat Attributes* activate on a 5+ and the *Warrior* may attempt to activate this *Special Ability* for multiple *Combat Attributes*.

Vaulting Strike [Active]: The *Warrior* leaps through the air towards a target enemy up to 20 ft. away, passing over all other enemies, and lands a devastating downward attack on the target for 2 HP of damage.

Ranger



Background

Rangers are expert marksmen. Mostly hunters and soldiers, they exist throughout the lands and are sought out by many for their skills. They are masters of all physical projectile *Ranged Weapons* and are feared by all enemies on the battlefield.

With an eagle's eye, *Rangers* view the world through the lens of vantage. They take their time and strike from afar with deadly precision.

Focused and detailed, *Rangers* assess the situation and immediately identify potential targets. They can deal devastating damage with a single shot, as well as provide amazing support for their team.

Class Bonus

The *Ranger* has a permanent +1 bonus added to all *Execution Rolls* for ranged attacks, and will only need to roll a 2+ on their D6 to be successful instead of the standard 3+.



Ranger Class Special Abilities

Catch and Release [Reactive]: The *Ranger* is able to catch a ranged, non-magical, attack and fire it back at the opponent dealing 1 HP of damage. This ability can be used any time the *Ranger* has been attacked in this way, whether it hits or misses. If it inflicts damage and this ability is successfully activated, the damage can be ignored and the attacker sustains the damage instead.

Double Shot [Active]: *Rangers* can shoot two ranged attacks at once dealing 1 HP of damage each, either at the same target or at two separate targets.

Evasive Shot [Active or Reactive]: The *Ranger* may use their agility to automatically *Disengage* from an enemy in melee combat and deal 1 HP of damage to that enemy while doing so.

Locked On [Buff]: The *Ranger* can focus in and see all enemies in the immediate area at once. The *Ranger* gets to roll 2 D6 and choose the highest for their *Execution Roll* for all ranged attacks against their enemies for the rest of the *Sequence*.

Protector [Buff]: The *Ranger* looks to protect

their comrades in battle from afar. For a *Sequence*, whenever another party member takes damage, the *Ranger* may roll a D6 to mitigate that damage. If the roll is a 5+, the damage is ignored and the attacker takes 1 HP of damage instead.

Rapid Fire [Buff]: The *Ranger* becomes faster and more deadly. For a *Sequence*, whenever the *Ranger* makes a successful *Outcome Roll* on a *Standard Attack*, they may follow up with another *Standard Attack*. This can be repeated up to a total of 3 *Standard Attacks* a turn as long as each *Outcome Roll* is passed.

True Shot [Active]: The *Ranger* can send an incredibly powerful shot at an enemy, but this requires two separate turns. During the first turn, if this *Special Ability* is successfully activated, the *Ranger* then must spend the rest of this turn lining up their shot, and must wait until the following turn to actually fire the shot. They may not move or perform another action once they have started a *True Shot*. When the *Ranger's* next turn arrives, the player must roll a D6 to determine the number of HP their attack inflicts. Targets hit by a *True Shot* do not get to *Block* or perform an *Armor Save*. If the *Ranger* takes damage while lining up their shot, the shot will be delayed, and the *Ranger* must spend an additional turn lining up the shot.

Mage



Background

The *Mage* is a formidable practitioner of the arcane arts, possessing extensive knowledge of both the mundane and supernatural realms. With the ability to harness and wield mystical forces, the *Mage* employs a variety of potent attacks and abilities to overcome their foes.

Despite lacking physical strength, the *Mage* is adept in the use of a variety of melee weapons, including swords and staves and can also deliver powerful blasts of energy, either from an open hand or channeled through a weapon, enabling them to strike enemies from a distance with precision and power.

Mages are renowned for their intelligence and

inquisitive nature, always seeking to uncover the hidden secrets of the world. Their deep understanding of magic is guided by the Universal Law of Equivalent Exchange, which teaches that for something to be gained, something of equal value must be lost. This principle of balance is central to the *Mage's* power, allowing them to master the duality of forces and manipulate extremes to their advantage.

Class Bonus

The *Mage* has a permanent +1 bonus for all *Execution Rolls* for magical *Standard Attacks*, and will only need a 2+ on their D6 to be successful instead of the standard 3+.



Mage Class Special Abilities

Arc Flash [Active]: The *Mage* generates lightning instantaneously striking the target with devastating intensity for 1 HP of damage. The *Mage* then rolls a D6 and on a 4+ it either shocks the same target or travels to another target, dealing 1 HP of damage. The *Mage* continues to roll this way until they miss.

Cloudburst [Active]: The *Mage* can create a violent storm over the battlefield for one *Sequence* that can sporadically deal damage to enemies. Whenever a PC deals damage during their turn, the *Mage* also gets to roll a D6. On a 5+ an enemy of the GM's choice is dealt 1HP of damage.

Galvanic Blockade [Active]: The *Mage* can use this ability to summon a wall of energy. The wall can be up to 20 ft. high and 30 ft. long and can last up to a full *Sequence*. Wherever an enemy touches the *Galvanic Blockade*, they take 1HP of damage. Ranged attacks can be performed through the *Galvanic Blockade* freely.

Protective Barrier [Reactive]: Whenever a *Mage* takes damage, they can summon a reactive shield of energy that blocks the incoming attack.

The *Mage* then rolls a D6 and on a 3+ they return 1HP of damage back to the attacker.

Pulse Wave [Active]: The *Mage* can release a blast of energy around themselves up to a 10ft radius, *Stunning* all those affected.

Sinkhole [Active]: *Mages* can create a *Sinkhole* just beneath the surface of the ground of up to 10 ft in diameter for up to a single *Sequence*. If an NPC walks over it, they will fall in and must attempt to roll a 4+ *Athleticism Check* on their next turn in order to escape. They may attempt this for as many turns as their HP remains. If they fail all their turns, they will sink into oblivion and no longer be in the game. If they escape, they do not lose any HP from their time in the *Sinkhole*.

Telekinesis [Active]: The *Mage* can focus on and move and manipulate solid matter with the power of their mind, at the discretion of the GM for a *Sequence*, as long as *Telekinesis* is being channeled. The *Mage* must roll a 3+ *Fortitude Check* at the beginning of each turn to continue channeling an object if they so wish. Any damage taken or *Non-Movement action* made will disrupt the *Mage's* focus and end *Telekinesis*.

Rogue

Background

Rogues are deadly instruments of precision. Masters of stealth, they can sneak up on their enemies, and with their unrivaled speed and skill, quietly dispatch them.

Descending from an ancient order of assassins with a history shrouded in dark magic, *Rogues* have the power to step through the shadowy barriers of reality. They train their entire lives to perfect their skills and attain a mastery of the blade rivaled only by their physical abilities. Feared by many for their power and profession, they have a reputation for being soulless killers.

Whether this is true is unclear, yet still, when a *Rogue* is near, the feeling that you might be their next victim is likely to stir within. Take comfort though, for if you were, you'd never know it.

Class Bonus

The *Rogue* has a permanent +1 bonus added to their *Stealth Character Attribute*. They also get a +1 bonus to their *Execution Roll* whenever they perform a “*Stealth Attack*”. This can be any kind of attack as long as the enemy doesn't see the *Rogue* executing it. Whether an attack will be considered as a *Stealth Attack* or not can be confirmed with the GM ahead of attempting it.



Rogue Class Special Abilities

Assassinate [Active]: The *Rogue* can attempt to quickly finish off an enemy using a powerful and deadly attack. If successful, roll a D6. This number equals the number of HP dealt to the target enemy.

In The Shadows [Active]: The *Rogue* fades into the shadows, becoming completely invisible, and can move freely without being detected. Any attack or physical contact with or by an NPC will deactivate *In The Shadows*. *Special Abilities* activated from *In The Shadows* receive a +1 to *Activation Rolls*.

Many Shades [Active]: The *Rogue* can harness elements of the shadow realm to create and control replicas of themselves for a short period of time. If successfully activated, roll a D6. The *Rogue* may create and control up to this many replicas of themselves, which appear around them for the remainder of the *Sequence*. The replicas cannot speak but they may each move and make a single *Standard Attack* equal to the *Rogue's Execution Rolls* and *Outcome Rolls*, starting the turn they are summoned. These attacks do not receive any *Combat Attributes*. If a replica gets hit by any attack it instantly vanishes. This ability can only be used once a *Sequence*.

Reptile's Touch [Buff]: The *Rogue* calls upon

their amazing stealth, balance, and agility to grip onto and climb any surface or structure for the *Sequence*.

Shadow Jump [Active]: The *Rogue* disappears into the void, suddenly reappearing anywhere within the line of sight of the surrounding area. They may immediately follow this action with a *Combat Action*, excluding another *Shadow Jump*. Attacks made immediately after a *Shadow Jump* are considered *Stealth Attacks*.

Smoke Screen [Active]: The *Rogue* creates a thick billow of smoke which quickly fills the area, eliminating visibility for everyone except *Rogues* for the remainder of the *Sequence*. The *Rogue* may clear the smoke at any time. Attacks made within or from the *Smoke Screen* are all considered *Stealth Attacks*. Non-*Rogue* characters must pass a 4+ *Perception Check* in order to perform an attack within the *Smoke Screen*.

Speed Demon [Buff]: The *Rogue* moves at maximum swiftness and is able to perform two *Combat Actions* per turn for the rest of the *Sequence*. This includes being able to perform two *Shadow Jumps* in a row, each one individually allowing the *Rogue* to follow up with a separate *Combat Action*. Activating this ability counts as the single *Combat Action* allowed for that turn, so this ability's two *Combat Actions* cannot be used until the next turn.

Monk



Background

The *Monk* becomes one with each moment. Unburdened by ego and a student of stillness, the *Monk* holds all moments, good and bad, with equal value.

Devoted and disciplined in both mind and body, the hands of the *Monk* are deadly weapons. Masters of martial arts and studied in most *melee weapons*, the *Monk's* strikes are quick and precise. Monks rely on their training and focus of

mind to avoid attacks and help their teammates while delivering incredible damage to their enemies in return.

Class Bonus

The *Monk* always has the *Counterattack Combat Attribute* regardless of their *Armament*. Despite their *Armament Monks* always retain a 6+ *Counterattack*. Should they also wield two one-handed weapons, their *Counterattack* will be active on a 4+ rather than a 5+.



Monk Class Special Abilities

Combat Foresight [Reactive]: The *Monk* can use their intuition and reflexes to sometimes foresee enemy attacks before they happen. If successfully activated, the *Monk* can avoid damage that was just dealt to them, or they can use this ability to warn a party member who can then avoid damage just dealt to them.

Concussive Strike [Active]: The *Monk* performs a sudden and precise attack that can either deal 2HP damage or 1HP damage and *Stun* the target at the player's discretion.

Fists of the Storm [Active]: The *Monk* unleashes 5 powerful strikes in quick succession to a single or multiple enemies in close-quarters combat. If this ability is successfully activated, the *Monk* automatically deals 1HP of damage to a target. They then roll 4 more D6s. For each roll, a 4+ equals an attack dealing 1 HP of damage. A 3- equals a miss. Successful attacks may be distributed among the enemies of the *Monk's* choosing within a 15ft radius of the GM's discretion.

Healing Hands [Active]: The *Monk* is able to heal another player, an NPC, or themselves for 1

HP. On an *Activation Roll* of 6, it heals for 2 HP. This can also be used to revive someone, excluding themselves, if they are at *Death's Door*.

Mantra of Tranquility [Active]: The *Monk* recites a powerful ancient mantra which *Curses* all enemy NPCs within earshot at the discretion of the GM. Affected targets become passive and will not attack unless attacked first. A *Cursed* target must roll a 4+ *Fortitude Check* on their next turn to return to normal.

State Of Mind [Active]: For up to a *Sequence*, the *Monk* enters into a meditative connection with each member of the team. During this state, the *Monk* forgoes their turns. In exchange, any time another player activates a *Special Ability*, the *Monk* also rolls 1D6. If 3+, that player's *Special Ability* costs 0 VP. If that player's *Activation Roll* was a 6+, the *Monk* regains 1 VP. Any damage caused to the *Monk* will end *State Of Mind*.

Third Eye [Active]: The *Monk* is able to identify a strong opponent's physical area of vulnerability. Attacks made to this spot by anyone deal an extra point of damage for the rest of the *Sequence*. On *Outcome* or *Activation Rolls* of a 6, the amount of damage dealt is doubled.

For the Game Master



The GM's most important job is to provide the most fun and enjoyable experience to the players as possible. This is accomplished through entertaining storytelling, ensuring the game is being played fairly, and finding and maintaining a good overall balance between difficulty and ease for the players.

Among all the players, this is the most difficult role for someone to take on, as the GM must have a firm grasp of the rules as well as be able to flexibly improvise the story based on the actions taken by the players, both expected and unexpected. It is also, in many ways, the most rewarding role, as being able to "wow" your players and see them become immersed in the

story, through both the highs and the lows, is usually an incredibly gratifying experience.

Because Game Master skills are probably the most transferable from one TTRPG to another, someone with previous GM experience could take their own story and apply the Unbound Lore rules to it. However, for both new and experienced GMs, all official Unbound Lore pre-made adventures include specific instructions to GMs on how to guide players through gameplay from beginning to end. If you haven't already, download our free content at www.unboundlore.com. You can also follow us on Youtube @UnboundLore for additional information.



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