



RPG ANYWHERE

Welcome, intrepid adventurer, to RPG Anywhere! This guide is your gateway to crafting countless sagas, exploring boundless worlds, and forging the thrilling adventures of your own making.

RPG Anywhere is a flexible and intuitive roleplaying system designed to adapt to any story you wish to tell. Whether your heart yearns for daring spaceship battles, cunning heists in a neon-drenched cityscape, heroic quests in a realm of magic and monsters, or a tense survival struggle against cosmic horrors, this system provides the robust yet elegant tools to bring your unique characters and their incredible tales to life.

Here, your imagination is the ultimate guide. Your choices shape the narrative, your character's strengths define their destiny, and every roll of the dice weaves a part of your unique legend. From the darkest dungeons to the furthest stars, the horizons are truly infinite, and your story begins now.

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System Overview

RPG Anywhere is a versatile and intuitive roleplaying system designed to empower players and Storytellers to create and explore any story across an endless array of genres. It balances robust mechanics with narrative flexibility, ensuring every adventure is unique and engaging.

Core Mechanics

RPG Anywhere employs a simple yet powerful dice pool system. When a character attempts a challenging action, they build a dice pool based on their inherent Traits and learned Skills. Each die rolling 7 or higher counts as a success, with 10s exploding for critical outcomes. This mechanic ensures quick resolution while allowing for dramatic highs and lows.

Character Creation

The character creation process in RPG Anywhere is designed to be flexible and intuitive. Players allocate points to six core Traits (Body, Finesse, Wits, Awareness, Presence, Resolve) and twenty-four diverse Skills, allowing for deep customization. This system supports a vast array of character concepts, from mighty warriors and cunning spies to brilliant inventors and arcane scholars, all tailored to fit the specific needs of your chosen genre.

Scenario Resolution

Actions and challenges are resolved through opposed rolls or against a difficulty set by the Storyteller. Successes are directly compared, with net successes determining the outcome. This dynamic approach keeps the narrative flowing and ensures that every action, whether in combat or social interaction, feels impactful and contributes directly to the story.

Combat and Damage

Combat in RPG Anywhere is fast-paced and narrative-driven, with all actions happening simultaneously. Damage is tracked using a unique Wound Track (Minor, Major, Critical), where the severity of wounds is determined by net successes. A character's Body and Resolve Traits directly influence their resilience, allowing them to shrug off minor blows. There are no separate damage rolls or static armor, emphasizing active defense and the direct consequence of successes.

Progression and Advancement

RPG Anywhere supports continuous character growth and development. As characters overcome challenges, achieve goals, and participate in adventures, they gain experience that can be used to improve their existing Traits and Skills, learn new abilities, and adapt to the evolving narrative.

Narrative Focus

The system places a strong emphasis on collaborative storytelling. Players are encouraged to describe their character's intent and approach, influencing the mechanics used for resolution. This fosters a rich, immersive experience where the shared narrative is paramount, and the rules serve to enhance the unfolding story.

Character Creation

This guide will walk you through creating your unique character, ready to embark on incredible adventures in any setting you can imagine. Your character in RPG Anywhere is defined by a blend of their inherent talents (Traits) and their learned abilities (Skills), allowing for deep customization and fitting any concept.

Step 1: Describe your Character

In RPG Anywhere, you don't start with stats, traits, skills. You start with your character. How are they? What were their life choices? What decisions have they made in their life? How do they view the world? What is important to them? - Only then can you build their traits and skills.

Step 2: Define Your Core - Traits

Traits represent your character's fundamental, innate aptitudes. They are broad categories that define your raw potential in different areas. Every character has six Traits, which you'll customize to reflect your character's unique strengths from the ground up.

Your Six Traits

Body

Your physical strength, constitution, stamina, and resilience.

Finesse

Your agility, dexterity, coordination, and reflexes.

Wits

Your intelligence, reasoning, problem-solving, and analytical thinking.

Awareness

Your sensory perception, intuition, alertness, and observational skills.

Presence

Your charisma, force of personality, social influence, and leadership.

Resolve

Your willpower, mental endurance, determination, and inner spiritual strength.

Allocating Trait Points

You begin with **zero** in every Trait. To customize your character, you have a total of **8 points** to distribute among these six Traits.

- Assign these points to increase a Trait's rating.
- No single Trait can start higher than **4**.

Example: If you put 3 points into Body, your Body Trait score would be 3. If you put 4 points into Wits, your Wits Trait score would be 4.

Step 3: Hone Your Abilities - Skills

Skills represent your character's learned knowledge and practiced abilities. They define what your character knows how to do, whether through training, experience, or study. When you attempt an action, you'll often combine a relevant Trait with a specific Skill. The twenty-four (24) available skills are:

Allocating Skill Points

Like Traits, you begin with **zero** in every Skill. You have a total of **10 points** to distribute among your 24 Skills.

- Assign these points to increase a Skill's rating.
- No single Skill can go higher than **3**.

Example: You could put 3 points into Stealth (making you quite proficient), 3 points into Melee, and 3 points into Pilot, with 1 point left to spend on another skill.

Your 24 Available Skills

Acrobatics

Used for tumbling, balancing, swinging, climbing with grace and agility, or performing complex evasive maneuvers.

Academics

Represents formal knowledge in history, sciences, mathematics, philosophy, and general learned information. Use it for research or recalling scholastic facts.

Arcana

Covers the practical understanding, knowledge, and interaction with supernatural phenomena, magic, psychic powers, and esoteric principles. Use it for identifying or manipulating strange energies.

Artistry

Your ability to create static or consumable art, such as painting, sculpting, writing prose or poetry, composing music, designing fashion, or culinary arts.

Athletics

Used for running, jumping, swimming, climbing (for strength/endurance), lifting, throwing (for power), and general physical exertion or sports.

Brawl

Your proficiency in unarmed combat, including fist-fighting, grappling, wrestling, and dirty fighting.

Craft

The general practical construction, repair, and modification of physical objects like carpentry, tailoring, basic electronics, simple mechanisms, or smithing.

Diplomacy

Your ability in formal negotiation, conflict resolution, forging agreements, and convincing others through reasoned argument or tact.

Empathy

Used for understanding emotions, reading subtle social cues, sensing motives, detecting lies, and comforting others.

Engineering

Covers the design, construction, and repair of complex mechanical, structural, or large-scale systems, from engines and starship reactors to fortifications or intricate magical automatons.

Investigation

Your skill in finding clues, making deductions, analyzing evidence, solving mysteries, following leads, and active research.

Intimidation

Used for coercion, threatening, and inspiring fear or submission to gain compliance through menace or aggressive display.

Leadership

Your ability to inspire, organize, command, and guide groups of people, manage subordinates, and direct tactical operations.

Lore

Represents obscure, esoteric, or highly specialized knowledge like specific myths, monster weaknesses, secret societies, ancient languages, or specific historical events.

Medicine

Your skill in healing, diagnosis, treatment of biological injuries and diseases, first aid, and surgery.

Melee

Your proficiency in armed, hand-to-hand combat using weapons like swords, axes, staves, knives, and other close-quarter armaments.

Performance

Used for engaging an audience through live presentation, such as acting, singing, dancing, public speaking, comedy, or playing instruments.

Pilot

Your skill in operating vehicles of any kind, including land-based, airships, sailing ships, starships, mechs, or fantastical mounts and magical conveyances.

Ranged

Your proficiency in armed combat at a distance, using weapons like bows, firearms, energy weapons, or thrown weapons.

Stealth

Used for concealment, silent movement, blending into surroundings, avoiding detection, and setting up ambushes.

Strategy

Your ability for long-term planning, grand tactical decisions, campaign management, outmaneuvering opponents on a broader scale, and handling logistics.

Survival

Your knowledge of wilderness living, environmental adaptation, foraging, tracking, navigating natural environments, predicting weather, and basic animal handling.

Tech

Deals with digital systems, computing, hacking, electronic security, advanced gadgetry, cybernetics, and programming. In fantasy settings, this might relate to complex magical devices.

Thievery

Your skill in covertly acquiring property, bypassing security devices (locks, safes, alarms), sleight of hand for illicit purposes, and disguises for criminal intent.

RPG Anywhere can also support custom skills at your Storyteller (ST) discretion.

Story Play & Dice Rolls

Now that you've created your character, let's talk about how you'll bring them to life in the * world! **RPG Anywhere** focuses on a blend of narrative freedom and clear mechanics to resolve actions.

Describing Your Intent

The first step isn't to grab dice; it's to describe **what** your character is trying to do and **how** they are attempting it. This "how" is crucial, as it determines which **Trait** and **Skill** will be used for your roll.

What do you want to accomplish?

Clearly state your character's goal. For example, "I want to open that locked door," "I want to convince the guard to let us pass," or "I want to swing across the chasm."

How do you accomplish it?

Describe your character's method or approach. This is where your Traits and Skills come into play. * Are you using brute force, stealth, cunning, charm, or something else? * Are you relying on a learned ability, raw talent, or both?

Your Storyteller (ST) and you will then identify the most appropriate **Trait** and **Skill** combination based on your description. Sometimes, there might be multiple valid approaches, and your ST will ask you to choose the one that best fits your character's style.

How It Works: Trait + Skill Checks

In RPG Anywhere, when your character attempts an action where the outcome is uncertain, you'll make a Trait + Skill check. This usually involves combining the rating of a relevant Trait with the rating of a relevant Skill to determine your dice pool or target number.

Example

If your character tries to sneak past a guard, you might combine your **Finesse** Trait with your **Stealth** Skill.

Example

To decipher an ancient text, you might combine your **Wits** Trait with your **Lore** Skill.

Example

To convince a merchant to lower prices, you might combine your **Presence** Trait with your **Diplomacy** Skill.

Example

When trying to **Intimidate** someone, the Trait you use depends on your approach:

- Using your **Presence** for sheer force of personality or a menacing aura.
- Using your **Body** for overt physical threat, a display of brute strength, or a menacing posture.
- Using your **Wits** for subtle psychological pressure, revealing compromising information, or making a chillingly precise threat.

The specific dice rolling and success determination mechanics will be covered in later sections of this guide.

The Core Roll: Building Your Dice Pool

Once the **Trait** and **Skill** are determined, you'll build your dice pool to see if your character succeeds. The core mechanic in RPG Anywhere is simple:

You start with a base of 1 die. You then add your relevant Trait score and your relevant Skill score to determine the total number of dice in your dice pool.

1(base die) + Trait + Skill = Your Dice Pool

You then roll this number of dice. Each die that rolls an **7 or better** counts as a **Success**.

Exploding Dice for Critical Success!

Whenever you roll a **10** on any die in your dice pool, it counts as a Success, and then you get to **roll that die again!** This new roll can also generate successes and potentially explode again if you roll another 10. There's no limit to how many times a die can explode, allowing for truly exceptional outcomes.

The ST will tell you how many **Successes** are needed for the task. If you roll enough Successes, you succeed! More Successes often mean a better outcome, faster completion, or additional benefits.

Example:

You want to pick a lock on a heavy vault door. You tell the ST, "I carefully examine the tumblers and the tumblers and use my lock-picking tools."

- The ST determines this is a Finesse (for dexterity) + Thievery (for lock-picking knowledge) roll.
- If your character has Finesse 3 and Thievery 2, your dice pool is 1 (base) + 3 (Finesse) + 2 (Thievery) = 6 dice.
- You then roll those 6 dice, counting any 7s, 8s, 9s, or 10s as Successes. If any die rolls a 10, you roll that die again. The ST might require 3 successes to open the vault.

Example:

You need to cross a roaring river. You tell the ST, "I'll try to leap across the narrowest point with all my might."

- The ST determines this is a Body (for raw strength) + Athletics (for jumping prowess) roll.
- If your character has Body 4 and Athletics 1, your dice pool is 1 (base) + 4 (Body) + 1 (Athletics) = 6 dice.
- You then roll those 6 dice, looking for Successes (7, 8, 9, or 10) and exploding 10s. The ST might require 2 successes to safely clear the river.

This core mechanic is the heart of resolving actions in RPG Anywhere, allowing for flexible and descriptive play while quickly determining the outcome of risky endeavors.

Combat, Damage, and Opposed Roles

In **Infinite Horizons** combat, actions unfold simultaneously, and the number of successes you achieve, or those your opponent achieves, directly tells the story of who gains the upper hand. There are no separate “damage rolls”. All outcomes are resolved directly through the exchange of successes.

All of the following are optional. Infinite Horizons can be played with or without wounds, stability and mitigation – all depending on your story setting and table.

Opposed Rolls: Successes in Direct Conflict

When two characters are directly opposing each other in combat (e.g., an attack and a parry, or two characters grappling), you both roll your respective dice pools.

Net Successes: Compare the total number of successes each participant achieved. The character with *more* successes wins the exchange, and their **net successes** are the difference between their successes and their opponent's.

Example: You roll for your attack and get 4 successes. Your opponent rolls for their defense (dodge or parry) and gets 2 successes. You have 2 net successes (4 - 2 = 2). This means your attack has a significant impact.

Example: You roll for your attack and get 3 successes. Your opponent rolls for their defense and gets 5 successes. Your opponent has 2 net successes (5 - 3 = 2). They have successfully negated your attack, potentially gaining an advantage or even striking back.

Damage Mitigation: Shrugging Off Injury

Instead of making an extra roll to defend, a character's natural resilience and armor provide a static Damage Mitigation value. This value is subtracted from the successes of an incoming attack, absorbing a certain amount of punishment.

Calculating Your Damage Mitigation Value

Your Damage Mitigation is a passive value that is subtracted from an incoming attack's successes. It is calculated as follows:

$$\text{Damage Mitigation Value} = ((\text{Body} + \text{Finesse}) / 4, \text{ rounded down}) + \text{Armor Value}$$

- Body Trait Score: Represents your character's raw toughness and endurance.
- Finesse Trait Score: Represents your character's ability to instinctively move with a blow, reducing its impact.
- Armor Value: A static number assigned to any armor you are wearing.

How It Works

- The attacker makes a single roll (e.g., Finesse + Ranged) and counts their total successes.
- The defender subtracts their Damage Mitigation value from the attacker's total successes.
- The final result is the number of net successes that inflict damage on the defender's Wound Track.

Example: An attacker gets 5 successes on a pistol shot. The defender has a Damage Mitigation of 2 (from a Body 3, Finesse 2, and Light Armor 1). The attack inflicts 3 net successes of damage (5 successes - 2 mitigation = 3 net successes).

If the attacker's successes are equal to or less than the defender's Damage Mitigation, the attack is “shrugged off,” and the character takes no damage.

Damage Tracking: The Wound Track

Instead of a numerical Health Pool, your character tracks damage using a visual **Wound Track**, divided into three escalating tiers: **Minor**, **Major**, and **Critical**.

The number of boxes in your **Minor** Wound Track is determined by your character's combined resilience: **4 + your Body Trait score + your Resolve Trait score** (to a maximum of 10).

Your **Major** and **Critical** Wound Tracks each have a fixed **4 boxes**.

When your character takes damage, you mark off boxes in the appropriate tier.

Once all boxes in a given tier are filled, any *further* damage that would go into that tier instead **spills over** and fills boxes in the **next higher tier**.

For example, if all your Minor boxes are filled, and you take another source of Minor damage, it instead fills one Major box.

If all your Major boxes are filled, and you take Major damage, it fills a Critical box.

Net Successes and Wound Severity

When an attacker achieves **net successes** against a target (after any passive mitigation from Body and active defenses), the number of net successes determines the severity of the wound inflicted:

1 Net Success: Inflict **1 Minor Damage**. Fill one Minor box.

2 Net Successes: Inflict **1 Major Damage**. Fill one Major box.

3+ Net Successes: Inflict **1 Critical Damage**. Fill one Critical box.

Consequences of Wounds

As you fill boxes on your Wound Track, your character suffers increasing penalties, representing fatigue, pain, and mounting injuries. The specific penalties will be detailed in a later section, but generally:

Minor Wounds: Minor wounds represent scrapes, bruises, and exhaustion. These do not impose any direct dice pool penalties.

Major Wounds: Represent significant injuries like deep cuts or sprains. Penalties become more severe, affecting broader categories of actions. Once you have one or more Major Wound boxes filled, you suffer a penalty.

- For every 2 Major boxes filled, reduce your dice pool by 1 for all rolls.

Critical Wounds: Represent life-threatening injuries like broken bones or internal trauma. Penalties are severe, making most actions very difficult. Once you have one or more Critical Wound boxes filled, your situation is dire.

- For every Critical box filled, reduce your dice pool by 1 for all rolls (this stacks with Major Wound penalties).

Full Critical Wounds: Your character is incapacitated. They are unconscious, dying, or otherwise out of the fight and can no longer take actions.

Stability: Tracking Your Mental Fortitude

While the Wound Track handles physical damage, Stability is a measure of your character's mental and emotional resilience. This is particularly relevant in horror, mystery, or cosmic genres where characters face shocking, surreal, or psychologically damaging events.

1. Calculating Your Stability Track

Your character's Stability is represented by a track of boxes, similar to your Wound Track. The number of boxes is determined by your Wits and Resolve Traits.

Stability Boxes = Wits + Resolve + 2

- On the character sheet, cross out any boxes that aren't needed for ease of reference

2. The Stability Check

When your character faces a mentally or emotionally traumatic event, the ST will call for a Stability check. This roll tests your ability to withstand the shock without breaking.

- Dice Pool: Your dice pool for a Stability Check is your Wits Trait + Resolve Trait + 1 (Base Die).
- The Roll: You roll your dice pool, and the outcome determines the consequence.

Outcomes of a Stability Check

- 1 or More Successes: Your character withstands the shock and loses no Stability.
- Zero Successes (Failure): The experience rattles your character.
 - At the storytellers discretion, they might lose 1 Stability point or suffer from a vision or delusion, etc

Critical Failure

The event is overwhelming. Your character loses 1 Stability point. In addition, the Storyteller may add a condition to your character that affects their personality, sanity, or stressors.

3. Compounded Stability Loss

As your character's Stability declines, the chance for further cognitive decline increases, and the stress becomes greater and greater until they break

4. The Breaking Point

When your Stability track is completely filled, your character suffers a mental breakdown. They are effectively incapacitated or insane and may gain a temporary or permanent mental condition (e.g., a phobia, a new personality quirk, a period of catatonia). They can still take actions, but will likely begin working to actively hinder the rest of the group.

Your Role as the Storyteller

In Infinite Horizons, the Storyteller (ST) is the heart of the *, the guide who brings worlds to life and orchestrates the unfolding narrative. While players portray their individual characters, you are the world, its inhabitants, its challenges, and its secrets. This guide will help you understand your core responsibilities, regardless of the specific setting or genre you choose to explore. Your ultimate goal is to create a memorable, engaging, and fun experience for your players, fostering a collaborative journey into imagination.

Crafting the World

You are the architect of the setting. Whether you're using one of the pre-designed worlds or creating one from scratch, your role is to bring it to life. This involves:

- **Describing the Environment:** Paint vivid pictures of the locations, from bustling cities to desolate landscapes, futuristic stations to ancient ruins.
- **Defining the Lore:** Establish the history, myths, and important facts that shape the world. Decide what information is common knowledge and what is hidden.
- **Populating the Setting:** Introduce characters, factions, and organizations that make the world feel alive and reactive.
- **Establishing Dynamics:** Define the political, social, and cultural landscapes, including any ongoing conflicts, alliances, or common beliefs.

Designing Challenges

It is your responsibility to design and present a series of adventures, quests, or missions for the players to embark upon. These can vary greatly in scope and complexity.

- **Setting Objectives:** Provide clear goals for the players, but also allow for emergent objectives based on their actions.
- **Crafting Encounters:** Design specific situations that challenge players through combat, puzzles, social dilemmas, or environmental hazards.
- **Introducing Dilemmas:** Present choices with no easy answers, forcing players to think critically and weigh consequences.
- **Balancing Difficulty:** Ensure challenges are appropriate for your players' characters and provide a sense of accomplishment without being insurmountable.

Guiding the Story

Your voice is the primary vehicle for the story. You will narrate events, describe surroundings, and provide vivid depictions that immerse players in the unfolding adventure. This includes:

- **Setting the Scene:** Beginning each session or new area with a clear description of where the characters are and what's happening.
- **Driving the Plot:** Presenting hooks, mysteries, and clear objectives that motivate the players to act.
- **Pacing the * :** Controlling the flow of information and action, knowing when to build suspense and when to resolve tension.
- **Responding to Players:** Adapting your narrative to player choices, making the world feel reactive and their actions meaningful.

Portraying NPCs

You will take on the roles of all the non-player characters that populate the * world. NPCs are vital for making the world feel dynamic and for driving the story forward.

- **Giving Them Life:** Provide NPCs with distinct personalities, voices, and mannerisms.
- **Defining Motives:** Ensure each important NPC has clear goals and motivations, even if they are hidden from the players.
- **Facilitating Interaction:** Design opportunities for players to engage with NPCs through conversation, negotiation, conflict, or collaboration.
- **Reacting Realistically:** Have NPCs respond to player actions in ways that make sense within their personality and the world's dynamics.

Applying the Rules

You are the arbiter of the * 's rules. Your understanding and consistent application of the mechanics ensure fair and engaging * play.

- **Interpreting Rules:** Apply the rules to the unique situations that arise during play.
- **Adjudicating Actions:** Determine the outcomes of player actions, skill checks, and conflicts based on dice rolls and character abilities.
- **Managing Consequences:** Track effects that impact characters and the environment.
- **Making Rulings:** When an unexpected situation arises, make a fair and logical ruling to keep the * moving.

Fostering Engagement

Your role extends beyond just running the * ; it's about ensuring everyone has a good time.

- **Active Listening:** Pay attention to player ideas, concerns, and interests, and try to incorporate them where appropriate.
- **Promoting Role-Playing:** Encourage players to inhabit their characters, make choices based on their personality, and interact with the world authentically.
- **Adapting to Preferences:** Recognize what your specific group enjoys (more combat, more social interaction, more puzzles) and tailor the * to fit.
- **Creating a Safe Environment:** Ensure the * space is welcoming and respectful for all participants.

Let the players make their decisions. You decide what they roll based on their narrative. When they roll, you paint the picture of the outcome. Good or bad. Make it entertaining for everyone, and that includes you.

- Did they succeed amazingly well? Give them an unexpected bonus on success.
- Did they fail spectacularly?" Give them a way to redeem themselves, no matter how outlandish.

Continue the narrative. Rinse. Repeat.

And have fun. Always have fun.

Typical Session Workflow in Infinite Horizons

A session of **Infinite Horizons** is a collaborative storytelling journey, guided by the Storyteller (ST) and driven by the players' imaginations. While every adventure is unique, a typical session often follows this flow:

Set the Scene

The Storyteller begins by vividly describing the current location, setting, and scenario. Paint a compelling picture to immerse the players, getting them into the space and ready to participate in the unfolding narrative. This is where the "Infinite Horizons" truly begins to unfold, whether it's a bustling cyberpunk city, a haunted pirate ship, or an alien jungle.

Character Introductions (or Re-entry)

With the stage set, the (ST) facilitates how the player characters arrive or re-enter the scene. This might be a dramatic entrance, a quiet infiltration, or simply picking up where the last session left off.

Present the Plot Hook

The (ST) introduces the central conflict, mystery, or objective that will drive the session. This doesn't have to be overly complex; even a simple premise can lead to epic adventures in Infinite Horizons.

Examples

- "Banana supplies are in shortage at the grocery store. Head to the docks, fix the problem, and retrieve the bananas."
- "It's time for the annual Sky-Pirate Regatta, and you've been hired to ensure Captain 'Redbeard' McGill's airship wins... by any means necessary."
- "A child is missing from an orphanage in the Undercity. Find them before the Guild Enforcers do."
- "Your arcane mentor's most prized magical artifact has been stolen. Track down the thieves and recover it."

Equipment & Preparation (Optional)

Depending on the story, players may begin with their standard gear, or they might need to strategize and acquire specific equipment they believe is necessary for the task ahead. This can involve planning, scouting, or even making **Trait + Skill** rolls to acquire rare or specialized items.

The Story Unfolds: Player Agency & Dice Rolls

Now comes the heart of the * ! Players describe what their characters want to accomplish and, crucially, **how** they intend to do it.

- **Player Describes:** "I want to sneak past the guard by using the shadows."
- **ST Determines:** "Okay, that sounds like a **Finesse + Stealth** roll."
- Players then build their **dice pool** (1 + Trait + Skill) and roll. The ST narrates the outcome based on the **successes** achieved (7+ is a success, 10s explode!).
- Whether they achieve their goals, face unexpected complications, or even fail spectacularly, the ST paints a vivid picture of the results, always keeping the narrative flowing. The goal is to embrace both success and failure as opportunities for an exciting story.

The Story Concludes (or Continues)

The session reaches a natural conclusion, whether the immediate goal is achieved, a new plot hook emerges, or the characters face a cliffhanger. Success or failure, the ultimate goal is to tell a memorable story that players will share with their friends and eagerly return for more.

More Laughter. More Drama. More Friendship. Infinite Horizons Awaits.

Infinite Horizons: Crafting Monsters & NPCs

Creating compelling adversaries and allies is key to bringing your world to life. In **Infinite Horizons**, Monsters and NPCs use the same fundamental Trait and Skill system as player characters, scaled to represent their power and role in the story. This ensures consistency and makes it easy for the Storyteller to understand their capabilities.

We can categorize NPCs and Monsters into a few general tiers to simplify creation and combat management:

- **Minions/Brutes:** Numerous, often nameless foes. Simple to stat and quickly defeated.
- **Competent Foes/Supporting NPCs:** Have a distinct role and some specific abilities. More resilient than Minions.
- **Villains/Bosses:** Powerful, unique individuals or creatures that serve as major antagonists. Fully fleshed out with high stats and special abilities.

1. Assigning Traits

NPCs and Monsters have the same six Traits as player characters (Body, Finesse, Wits, Awareness, Presence, Resolve). Their scores will reflect their general capabilities.

- **Minions/Brutes:**
 - Typically have **1 or 2** in their most relevant Traits, and **0** in others.
 - *Example: A basic Thug might have Body 2, Finesse 1, and 0 in all others.*
- **Competent Foes/Supporting NPCs:**
 - Distribute **5-7 points** among their Traits, starting from zero, similar to a simplified PC.
 - No Trait should exceed **3** (unless they are truly exceptional).
 - *Example: A seasoned Guard Captain might have Body 3, Finesse 2, Awareness 2, Presence 1, Wits 1, Resolve 1.*
- **Villains/Bosses:**
 - Distribute **8-12+ points** among their Traits, starting from zero.
 - Can have Traits up to **5** or even **6** for legendary figures.
 - *Example: A powerful Arch-Mage might have Wits 5, Resolve 4, Presence 3, Finesse 2, Body 1, Awareness 3.*

2. Assigning Skills

NPCs and Monsters use the same 24 Skills. You'll assign skill points based on their role and expertise.

- **Minions/Brutes:**
 - Have **1-3 points** total in their most relevant combat or functional skills.
 - *Example: A Thug might have Brawl 2, Intimidation 1.*
- **Competent Foes/Supporting NPCs:**
 - Distribute **5-8 points** among their relevant skills.
 - No Skill should exceed **3** (unless they are a specialist).
 - *Example: A Guard Captain might have Melee 3, Leadership 2, Investigation 1, Ranged 1.*
- **Villains/Bosses:**
 - Distribute **10-15+ points** among their skills.
 - Can have Skills up to **4** or even **5** for masters of their craft.
 - *Example: An Arch-Mage might have Arcana 5, Academics 4, Diplomacy 2, Lore 3.*

3. Wound Tracking

NPCs and Monsters also use the Wound Track system, but it can be simplified for ease of play, especially for Minions.

Minions/Brutes

Often have a very limited Wound Track, or even just a simple "Hits to Defeat" count.

- *Example:* A "Thug" might have 2 Minor boxes. Any 1 net success fills a Minor box. If they take 2 Minor damage, they are defeated. They typically don't have Major or Critical tracks, or they are defeated once their Minor track is full.

Alternatively, a Minion might be defeated by **any 1 net success** from a PC.

Competent Foes/Supporting NPCs

Use the full Wound Track system, but their Minor boxes might be a simplified calculation (e.g., 2 + Body, or a fixed number like 4-6 Minor boxes). Major and Critical tiers typically have 4 boxes each.

They suffer penalties from Major and Critical Wounds just like PCs.

Villains/Bosses

Use the full Wound Track system, with their Minor boxes calculated as **2 + Body + Resolve**. They have 4 Major and 4 Critical boxes.

They suffer penalties from Major and Critical Wounds exactly like PCs. Some powerful Villains might even have unique "phases" or additional Wound Tracks that unlock new abilities or vulnerabilities as they take damage.

By applying these principles, you can create a diverse range of NPCs and Monsters that feel consistent with the player characters and the core mechanics of **Infinite Horizons**, making them intuitive to run and exciting to face.

4. Special Abilities & Attacks

Beyond Traits and Skills, powerful NPCs and Monsters often have unique abilities or signature attacks. These should also be expressed in terms of the dice pool system.

Bonus Dice

A special attack might grant the NPC **+X dice** to their pool when performing that specific action.

- *Example:* A Dragon's "Fiery Breath" might be a *Presence + Arcana* roll with *+3 bonus dice*.

Automatic Successes

Some abilities might grant a certain number of **automatic successes** on a roll, in addition to any dice rolled.

- *Example:* A Vampire's "Mesmerizing Gaze" might be a *Presence + Intimidation* roll that grants *2 automatic successes*.

Special Wound Effects

Unique attacks can inflict specific wound types or complications regardless of net successes, or if a certain number of net successes are achieved.

- *Example:* A Giant Spider's "Poisonous Bite" might inflict *1 Minor Damage* and also require a *Resolve* roll to resist a debilitating poison effect.

Resistances/Immunities

Instead of flat damage reduction, these are typically represented by:

- Granting the NPC/Monster **bonus dice** to defense rolls against specific damage types.
- Allowing them to **mitigate additional successes** from certain damage types (e.g., "This creature mitigates 1 additional success from fire damage").
- Being immune to certain wound *types* (e.g., "Immune to Minor Wounds from blunt force").

Quick Stats for Foes

For nameless minions, simple obstacles, or when you need to improvise quickly, you can use an even more streamlined approach. These simplified stats are perfect for creatures or NPCs that aren't meant to be long-term threats.

Attack Dice Pool

Assign a direct dice pool for their primary attacks, without needing to reference Traits and Skills.

- *Example: A basic Goblin might have a "Melee Attack: 4d10"*
- *Example: A simple Guard might have a "Ranged Attack: 3d10"*

Wound Capacity

Assign a simple number of "Wounds" they can sustain before being defeated. Each net success from a player's attack fills one of these "Wounds."

- *Example: A Goblin "can sustain 2 Wounds." (Meaning 2 net successes from a PC attack will defeat it).*
- *Example: A Guard "can sustain 3 Wounds."*

Defense

For simplicity, assume they typically don't make active defense rolls. Instead, players just need to achieve net successes against them. If you want them to have a slight defense, you can give them a static "Defense Value" that reduces incoming successes (e.g., "Defense: Reduces incoming successes by 1").

This streamlined method allows for incredibly fast setup, perfect for populating scenes with immediate challenges without extensive preparation.

Examples

Goblin Scavenger (Minion)

- **Melee Attack:** 4d10 (rusty knife, crude club)
- **Ranged Attack:** 3d10 (thrown rocks, short bow)
- **Wound Capacity:** □ □
- **Special:** *Cowardly:* If a Goblin takes any Wounds, it must make a Resolve check (ST's discretion) or attempt to flee.

Eldritch Shade (Competent Foe / Minor Threat)

- **Attack (Chilling Touch):** 6d10 (inflicts Minor Damage)
- **Wound Capacity:**
 - Minor □ □ □ □ (4 boxes)
 - Major □ □ (2 boxes)
- **Special:** *Incorporeal:* Cannot be harmed by non-magical attacks unless it chooses to become partially corporeal (as an action, losing this trait for 1 round).
- **Special:** *Draining Presence:* Any character starting their turn within close proximity of the Shade must make a Resolve check (ST's discretion) or lose 1 die.

Vampire Thrall (Minion)

- **Melee Attack:** 5d10 (claws, brute force)
- **Wound Capacity:** □ □ □ 3 Minor Wounds
- **Special:** *Mindless Obedience:* Immune to Intimidation and Diplomacy.
- **Special:** *Sunlight Aversion:* Takes 1 Wound per round when exposed to direct sunlight.

Vampire (Villain / Major Threat)

- **Traits:** Body 4, Finesse 3, Wits 3, Awareness 3, Presence 4, Resolve 4
- **Skills:** Melee 4, Brawl 3, Intimidation 3, Stealth 2, Lore (Occult) 2, Diplomacy 2, Acrobatics 2
- **Wound Track:**
 - * Minor: □ □ □ □ □ □ □ □ □ □ (10 boxes)
 - * Major: □ □ □ □ (4 boxes)
 - * Critical: □ □ □ □ (4 boxes)
- **Trait-Based Resilience:** Mitigates 1 success of damage per round (Body 4)
- **Special Abilities:**

- *Supernatural Speed:* Gains +2 dice to all Finesse-based defense rolls (Acrobatics, etc.).
- *Mesmerizing Gaze:* As an action, the Vampire can make a Presence + Intimidation roll against a single target. If successful, the target is mesmerized and cannot take hostile action against the Vampire for 1 round per net success.
- *Mist Form:* As an action, the Vampire can transform into mist, becoming immune to physical damage and able to pass through small gaps. It cannot attack in this form. Lasts for 1 round per Resolve success on a Resolve check.
- *Vulnerability: Sunlight:* Takes 1 Critical Damage per round when exposed to direct sunlight.
- *Vulnerability: Holy Symbols:* Characters wielding holy symbols gain +2 dice on Intimidation rolls against the Vampire.

