

# GEAS PLAYTEST PACKET 1: GUIDE

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*This packet is playtest material only. It is not the final material and is subject to change.*



# OVERVIEW

## What is GEAS?

This is a high fantasy heroic role-playing game. Players choose a hero (or anti-hero) to play, taking on their roles as an adventure unfolds before them. The game is managed and run by one of the players called the “Game Master”.

## Design

There are several design goals that makes GEAS stand out from a field of hundreds of other fantasy role-playing games. First is to find that perfect marriage between simplicity and player options. The dice pool system in this game helps achieve that. Whenever possible, the same game mechanic is used, ensuring it's easy to learn and fast to play.

The second goal is to allow as much player agency as possible without taking away any agency from the Game Master. This game is designed for collaboration of all players, not competition. If everyone is having fun, mission accomplished!

## Core Mechanic

Most things in this game are resolved by a dice pool system. You roll your dice pool, and if the highest die beats the highest die of your opponent or the Target Number, you succeed! It's that simple. No math during game play needed!

## Flexibility

While the core mechanic is simple, you are still presented with a ton of flexibility. Once you feel comfortable with the rules, you can modify your dice pools in ways you desire by using skills or traits. If you get more than one success in your roll, you are presented with several options to perform exceptional feats. If that wasn't enough, you can also spend your energy reserves to boost attacks, powers, and spells.

## Playtest Instructions

The other packets part of this playtest will provide you what you need to play the game. Having familiarity with RPGs is highly recommended but not required. While you are playing the playtest, and have finished a session, you will be asked to fill out the Playtest Feedback Form and send it to [admin@izegrimcreations.com](mailto:admin@izegrimcreations.com).

As part of a playtest participant, you are eligible for digital products created by Izegrim Creations as found [here](#). When the playtest ends and feedback forms have been received, you will receive communication in how to redeem your rewards.

## Using Pre-Generated Characters

This packet includes six pre-gens for you to use if you like. It is recommended that you pair the character with their appropriate profession trait page, so when you gain XP, you can easily track which traits you spend that XP on.

# DICE POOLS EXPLAINED

GEAS uses a dice pool system meant to accomplish three things:

- No math whenever possible to speed up play
- Simple and easy to learn mechanic
- Offer a lot of flexibility and choice for the player



**The Dice Pool:** When you roll your dice pool, you only look at the highest number. In this case, your result is an "8". Ignore the 7.

**The Challenge Roll:** Each side rolls their dice pools. The person with the highest wins! Ties go to defender. If more than one of your dice beats the highest from the opponent, you gain additional successes!



**VS. TCN: 5**

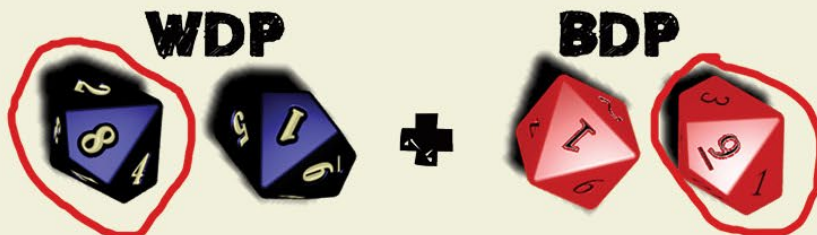
Not all checks are contested. Sometimes you have to beat a Target Challenge Number (TCN). Again, just take the highest die result and if you are higher, you succeed!

**Trading UP:** You can trade in two dice of one type to get one die of the next higher type. Trade in 2d6 for 1d8, 2d8 for 1d10, and so on. This gives you a chance to get a higher result at the cost of lower potential result.



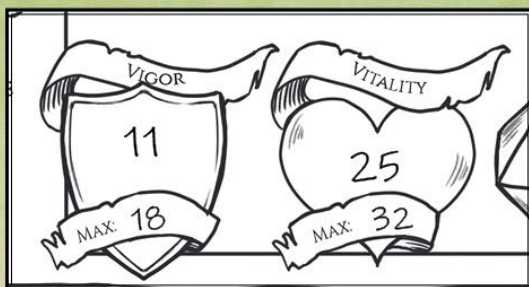
Rolling for damage is also a pool. Instead of adding, you again just take the highest. In this example, your attack does 6 points of damage. The more dice, and higher die type, the better chance to inflict more damage.

**Bonus Dice Pools (BDP):** Some attacks can do extra bonus damage. You have two pools for damage: WDP - your main damage, and BDP - bonus damage. Roll both, take the highest value, and add together. In this case your total damage is 17 (8+9).





# SUPER FLEXIBLE

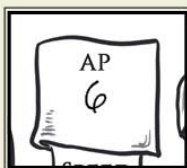


Vigor & Vitality are important. Vigor is your stamina, and is used to power abilities and maneuvers. Vitality is your health, and when dropped to zero or below, you're dead.

Things you can do with Vigor:

- Add dice to your dice pools
- Power up spells or attacks
- Perform special maneuvers

Your Core Die (CD) makes things really simple. Each profession has it's own core die type. In this example, the CD is a d10. When you increase your vigor, vitality, or roll for damage (spells and weapons), you use this die type.



Action Points (AP) are used whenever you want to do something. Move, attack, read a book, sing a song, etc. Every action costs some action points. But you don't need to use them all on your turn! You can save them to use a special response action outside of your turn if appropriate.

## FLEXIBILITY IN PLAY

What does this look like in play? Let's assume the following:

**Your CD is a d10, and based on your experience and skill, your dice pool consists of 3d8. You have 10 vigor. Your AP pool is 6.**

You are making an attack against an ogre. Normally you would roll 3d8. You decide to trade 2d8 up to 1d10, so your dice pool is now 1d10 and 1d8. You roll to hit with your battle axe. The axe normally has a damage of 2 CD and an AP cost of 4. Your attacking dice pool results are 8 and 2. The ogre rolls a 6 and 3. Your 8 beats the 6, so your attack hits. You roll 2d10 for damage, getting a 7 and 4. You take the highest so the ogre suffers 7 points of damage. However, you also decide to spend 5 vigor to hamstring the ogre, reducing its movement by half.

You have 2 AP remaining, and decide to save them in case something triggers an opportunity for a response outside of your turn (for example, you have a trait that allows you to spend 2 AP to increase an ally's defense by 1 CD if they are targeted by an attack).