

40% Human, How to Play

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Special thanks to my friends and family that have helped to support me on the way. A special thank you to all the playtesters, editors, proofreaders for making this possible. And a Special thank you to all our fans for giving us reasons to keep pushing forward, even when we didn't want to. And you, for being right here, right now.

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40% HUMAN

Welcome to 40% Human. This Tabletop roleplaying game is designed with an underlying premise to **keep it simple**. As it has grown, the options and information have grown with it. But the basic rules are kept as easy as possible to understand. Don't be intimidated - most of the information ahead is just a formality to understanding the mechanics. The core rules and math are intended to be intuitive, using a d6 or two and sticking mostly to single-digits. This way, we give you more control over what you can do without bogging one down with All the extras. Below, you will find the basic rules on how to play, and related information. Thank you for coming, We sincerely hope you enjoy.

Table of Contents:

First page, legal disclaimers, Special thanks.....	12:00
Skillsaves: What they are and how they work	2:10
Timing, Turn Order and Bonus turns	3:15
Action Points and what you can do with them.....	4:20
Speed and Moving.....	5:35
Attacks, Hits, Defenses and Dodge.....	6:40
Health, Dying, or just having a nap.....	7:55
Weapons, Shields, Armor and Equipment.....	8:05
Character Creation.....	9:20
Status Effects and other ways to die.....	10:30
Keywords and things of Note.....	11:50
Digital links, Google, Discord and Socials....	After Midnight
Character Sheet, Basic (don't laugh).....	In the back
Action Point Cheatsheet.....	Last Page

45% HUMAN

Skillsaves: What they are and how they work.

First up is the most important thing in the game: Skillsaves. Two words combined into one, it strives to be self-explanatory. No big list of skills or stats or saves - everything is divided into 7 categories. If your character wants to try and do something that isn't combat-related (or maybe is?) - its a Skillsave! Skillsaves are made by rolling a D6, and then adding any Ranks (bonus from your character just existing) or Modifiers (bonus from equipment or consistently doing something). And just to be clear, Skillsaves are NOT stats! Having more Reflex or Smarts doesn't improve any other part of your character. Skillsaves are more based around roleplay and non-combat scenarios (although they can be used in combat, for a small cost). The 7 Skillsaves and a brief description are as follows:

- **Power:** Utilizing your raw physical prowess. Strength, torque, force, mass
- **Reflex:** This relates to dexterity-based maneuvering. Things involving agility, nimbleness, reaction speed
- **Guts:** Your Guts correlates to your overall health. Constitution, resilience, perseverance, survival
- **Charm** : The ability to convince someone else to do something you want. Persuasion, convincing, intimidation, diplomacy,
- **Smarts:** What it takes to apply knowledge and understanding to your world. Intelligence, examination, analysis, academics, mathematics
- **Wits:** How ones senses takes in their environment and surroundings. Perception, observation, awareness, stimuli, sensory input
- **Psyche:** Dedicated "magic" or related stat. Ether, arcana, enchantments, elementals, wards, sigils

Doing a Skillsave in combat costs 2 Action Points. Your turns start with 5 Action Points.

When not in Combat, Your character can do 1 of any action. Action Points only exist in combat/Events.

Being asked to do a skillsave, like evading a trap with a Reflex check, does not cost action points.

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Timing Score, Turn Order and Bonus Turns

Next, we have Timing. Whenever there is an Event that needs a turn order, players roll 1d6 + (Base and Modifiers) to determine who gets to go first. Once Turn Order has been established it Does Not Change until the end of the Event. After Turn Order has been established, the same roll result is used to determine each characters Timing Score. The Timing Score can be raised or lowered by various means, from equipment to abilities.

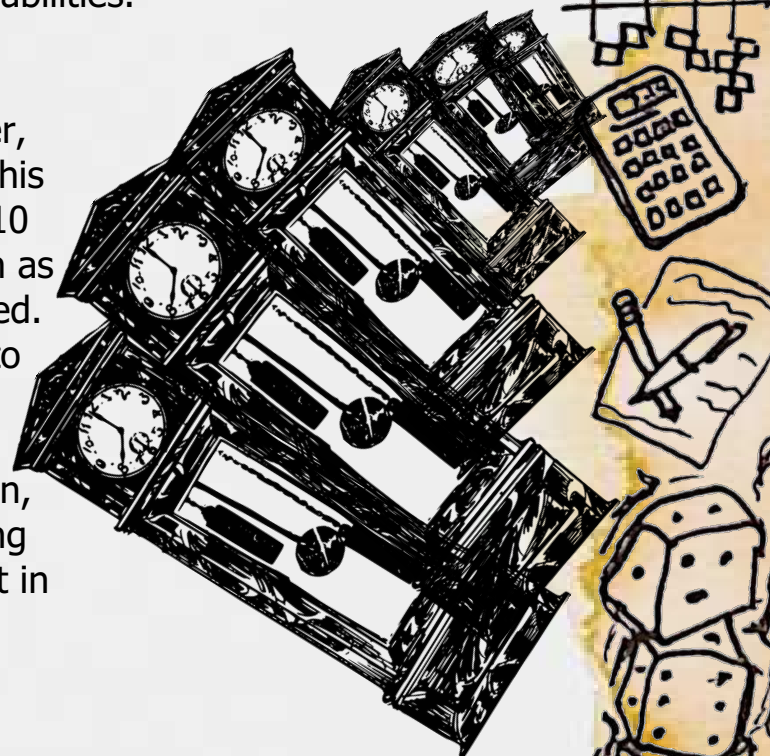
If your Timing Score is 11 or higher, you may take the Extra Turn action. This is a Reaction that costs (-0 AP), AND 10 Timing score. This action can be taken as soon as turn order has been established. You cannot reduce your timing score to less than 1 this way.

If you do take the Extra Turn action, You gain a Bonus Turn at the beginning of the next Round. Ergo, you could act in the bonus turn of the 1st round!



Bonus turn order is decided by using the Turn Order sequence - So whoever rolls highest in the beginning almost always gets to go first! You cannot have more than 1 bonus turn each round.

If your Timing Score is ever 0, you are effectively removed from combat until your next turn in turn order. You lose any bonus ap or bonus turns you may have, lose your dodge bonus and cannot take reactions. When it is your turn using the established Turn Order, you re-roll for a new timing score - This costs 5 Action Points.



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Action Points, and what you can do with them

Action Points (AP), the primary components of the combat system. Rather than having choices dictated for you, you get to decide what kind of Actions you'll do. And almost everything a player could do has an Action Point cost. Attacking, moving, skillsaves, techniques or abilities - they all cost some amount of AP (even if its 0). Every character starts with 5 as their Base. This can be increased by certain trainings or different equipment. Regardless, whenever you begin a turn, you begin with whatever is your Base amount. Then, you'll apply any bonus AP you may have accumulated - or lost! At the back of the book will be a cheatsheet for your quick reference needs. For now, here are the important rules!



- Action Points +1 Rule: If you end your turn and have any amount of remaining Action Points, your next turn begins with +1 action point. You can only gain a +1 bonus this way, but it is a tactical approach to potentially manipulate combat in your favor.

- Action Points Maximum Rule: No matter the circumstances, you cannot spend more than 10 total action points on your turn. Even if you start with 5 and can gain 7, your maximum is 10, not 12. If your turn starts with 1, you could gain up to 9, but no more.

- Reactions: Anything that has the Action Point cost in Brackets/Paranthesis. An example would be: (-1 AP). These are used when it is not your turn, and often in response to something happening. The Action Points are taken from your next turn - but you must have those Action Points next turn to use! So if you were sleeping or paralyzed or NIC or similar, you're not reacting!



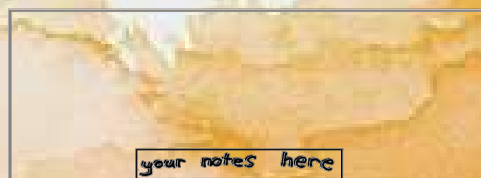
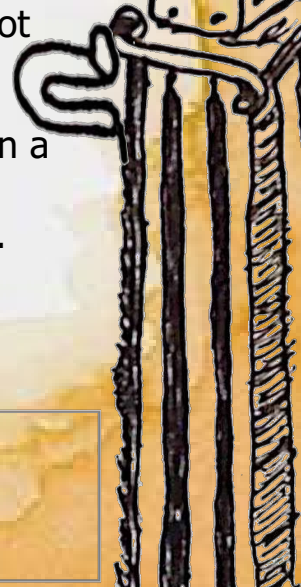
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Action Points, continued...

What else can I do with action points? Plenty of things! Read on for a brief overture of the options

- **Attack:** Most attacks cost between 2 and 4 action points, depending on weapon.
- **Defend:** For 2 AP, you can gain +1 Temp HP. More, if you have a shield.
- **Techniques:** Each Technique has its own independent AP cost. Most ap costs are reduced through upgrading.
- **Items:** Like Techniques, each have their own AP cost to fully use. Keep on your belt for quick access!
- **Search pack:** 3 AP. If its not on your belt, its going to take a moment to search for.
- **Swap Ammo:** 3 AP. Swap lasts until new ammo is depleted or changed back.
- **Interact with:** 2 AP. Whether opening a door or pulling a rope, it takes a moment.
- **Dropping something:** (-0 AP). Letting go of something or falling down is brief.
- **Standing up:** 1 AP. Whether sitting or lying down, it takes a moment to stand up.
- **Delay:** (-1 AP) Before your turn begins, you may choose to Delay instead. This gives you a Bonus Turn at the beginning of next round (with 1 less AP), allowing you to take your turn "later". You cannot delay if you already have a bonus turn next round.
- **Extra Turn:** (-0 AP) + 10 Timing score. Once chosen, you gain a Bonus Turn at the beginning of the next round. Can be used as soon as Turn Order is established before combat officially begins.
- **Re-roll Timing:** 5 AP. If you are ever NIC, getting back into combat takes a hot minute.



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Action Points, continued...

- **Help:** 2 AP. You must be nearby the target you want to help.

This action lets you do one of 3 things:

- 1) Wake that target up and/or help them stand
- 2) Give the target Dubs on their next Action
- 3) Give them an extra dice to roll for their death save (roll 3d6, choose 2)

- **Hide:** (-3 AP) Wits check Vs Highest wits among (active) enemies. If your result is higher, you cannot be targeted by attacks until your next turn.

- **Trip:** 2 AP. Reflex check Vs nearby target. If your result is higher, the target becomes prone. You can only trip small/medium/large targets, and only once per turn

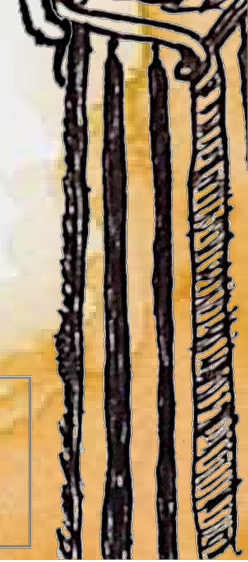
- **Grapple:** 2 AP. Power check Vs nearby Target. If your result is Higher, then you are both grappled. Grappled targets cannot take Move, Step, or Dodge Actions.

A) Grappled characters can try to break free by making their own Grapple check. Whoever has the highest result is the one in control. Whoever is in control may Let go for (-0 AP), ending the grapple on both characters.

B) If whoever is in control does not let go, the controller gains dubs on their attacks against the defender and the defender gains Nubs on their attacks against the controller.

- Boost Rule

Whenever your character does something that impresses the GM, they may be rewarded with a Boost. Boost last until they are used, you can bank up to 3, and you can use as many as you want at a time. When you use a Boost, you add +1d6 to whatever roll you are currently making.



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Speed, Moving, and Terrain

- **Speed:** This is how far your character can move in combat! Speed starts at base 4 units. Like Skillsaves and timing, there are many bonus that can be applied. The important part is that there are 3 main types of movement actions:
- **Step:** Spending 1 AP will allow you to move 1 unit - but you cannot be attacked while doing so. You can only take 1 step action on your turn (unless you have something that would give you an extra or free).
- **Move:** Spending 2 AP will allow you to move up to your maximum speed. If you want to move more, Move again! The only limit is your Action Points. Be careful not to be Exploited!
- **Escape:** Spending 4 AP will allow you to move up to twice your maximum speed and Not be exploited. You must be moving away from combat to use this.

- There are 3 types of terrain: Normal, Rough, Extreme

Normal : No penalties, full Speed available

Rough: Speed is Halved, Rounded down

Extreme: All of your move actions cost 1 more AP (Move/Step, or even techniques/abilities that would reposition you)

Notes:

- You can combine a Move and Step action to move in and out of a hostiles melee range without being exploited.
- Exploited means you left an enemies melee range, and they get a free standard attack against you. This attack ignores dodge, and uses whatever their equipped weapon is for damage.
- Group Movement is not Combat Movement. A group travels together at a moderate pace, whilst combat is at a different pace and tempo for each character.
- Diagonal movement: The first diagonal movement each turn costs 1 unit. Every other diagonal movement except for the first costs 2 units. This includes using the Step Action.

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Attacks, Hits, Defenses and Dodge

Whenever any creature makes an Attack, whether they are PC, NPC, Monster or even BBEG, they all follow the same rules:

1: Choose the Target(s) you are attacking (you can attack more than one target, but each target may get a Dodge Action in return) (If your attack has an Area of Effect and hits someone else, you are not targeting them and dodge does not normally apply)

2: Choose how many attacks against your target you are making (This consumes Action Points, so make sure you have enough to make all the attacks desired!)

3: Roll all of your attacks. For each attack, add your Modifiers. So if you make Two attacks for $1d6+3$ each, your total attacks are $2d6+6$

4: That's it for you. Now, your target gets to apply Dodge, Defenses and Temporary Health to prevent that amount of damage.

5: If, after your target has reduced your damage as much as they can, and your attack still has numbers left, you hit! The numbers left are the reduction to Current Health that the Target loses.

6: If you have something that is activated or triggers when you make a hit, apply those effects now. If those effects cause you to make another attack, then make another attack and repeat step 1. If you still have Action Points, you can continue with the rest of your turn and make more attacks or move or whatever you decide.



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Attacks, Hits, Defenses and Dodge continued...

Wait, what's the difference between (**Attack vs Hit**)?

- An **Attack** is the entire combination of spent Action Points in an attempt to harm something. Whether you attack Once or 3 times or more, the total of all your rolls and modifiers is your potential damage.

- A **Hit** is actually succeeding at dealing damage to somethings Health. The amount of damage is greater than the defenders Damage Reductions, Dodge and Temp HP.

The difference is trying (attacking) vs succeeding (hit). Note: Removing Temporary HP is not a hit! Only Health reductions matter when determining a Hit or not.

- **Expanding Step 4:** Defending and not getting hit, Damage is applied in this particular order:

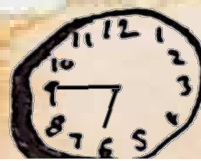
1st, **Dodge!** Avoiding as much of or all of the attack is the best way to not get hit.

2nd, **Reduce!** Most armors have a level and type of Damage Reduction.

3rd, **Resistance!** Some effects may Halve incoming damage. This is where that particular effect applies

4th, **Temporary HP!** These are your "Last Line" of defense. These are "Temporary" Health that are used up before your Main health is lowered. If your Temporary Health gets reduced but your health doesn't, then the attack does not "Hit".

5th, **Health!** At this point, if there is any damage leftover, your health is reduced by that much. You have now been Hit, and may be subject to other effects (Like Bleed or Poison)



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Attacks, Hits, Defenses and Dodge continued...

- **Dodging** is a key component to keeping your health high. It's an unlockable and upgradable skill. How it works is once per turn, each turn, when you are targeted by an attack, you may roll a Dodge. That dodge number will be the first reduction against the Attack number. Dodge does not normally apply against Ether, Traps, or Area-of-Effects - but it can be upgraded to do so. Dodge does not work if one is Exploited, Prone, NIC (Not-In-Combat), Grappled or similar conditions. Some techniques and abilities may even temporarily remove someones Dodge ability.

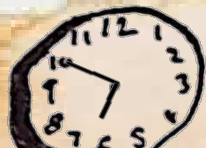
- **Damage Reduction** is complimentary to Dodge. This benefit is often acquired by wearing equipment such as Armor. There are two types; Physical and non-Physical. Whatever type of damage reduction you have reduces that type of damage by the determined amount. Dodge and Damage Reduction work together, but wearing armor often incurs a Dodge Penalty. The other benefit to wearing armor is that it almost always gives a bonus to your Hit Points, and it can be Upgraded/enchanted for further protection (Like Elemental Resistance or Both damage reductions). Lastly, damage reduction: type applies to Trap damage of that type (unless specified otherwise)

- There are basically two types of Damage: **Physical and Non-Physical**. Physical relates to Melee/Ranged attacks or anything similar. Non-Physical relates to Ether/Mana, digital/virtual, or the Elements (Fire, Water, Air, Earth, Electricity, Shadow and Light).

Temporary HP:

- These are intended for combat only, and expire when combat is finished. You can gain Temporary HP outside of combat, but they apply to the next damage you take and expire at the end of your next combat - even if you don't use them. If your Dodge and Defenses do not eliminate incoming damage, Temporary Health are used up before Health is reduced. Lastly, Temp HP does not apply against Traps (Traps ignore Dodge too!)

- Any Character can take the Defend action on their turn. This costs 2 AP, and gives Temporary Health based on your Shield Bonus (or default +1 if no shield).



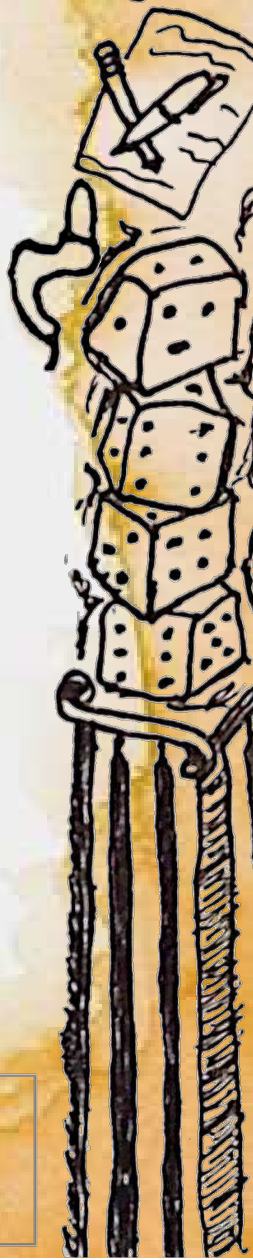
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Health, Dying, or just having a nap

Health is how much damage you can take before you begin dying. Every character starts with 7 Health. When your health reaches exactly 0, you enter the dying state. Your character becomes Prone and Unconscious, and has to do Death Saves on their turn instead of taking actions.



- While dying, your turns start with 0 Action Points.
- At the Beginning of your turn, you roll a Death save. To do so, roll 2d6. You are trying to get the same number on both dice. If you succeed, your health becomes 1 and you stop dying. If you fail, then your turn is over. If you fail 3 times, you're dead!
- If you are healed while dying, you stop dying immediately. You are still prone when your turn begins.
- If you are attacked while dying, then you instead fail a death save. This accounts for all the attacks done to you on any given turn, not a failed save for each individual attack.
- Death save failures last until the end of the Event/Combat, and then reset.
- If someone uses the Help action on you while you are dying, you gain a 3rd dice to roll for your next death save (roll 3 dice, choose 2 for result). You cannot gain this benefit more than once per death save.
- If someone gives you Dubs on your death saves, treat it as the Help action and gain an extra dice to roll
- There are many more ways to die than having 0 Health. Exhaustion, freezing, falling, melting and more!



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Health, Dying, or just having a nap continued...

Break/Rest:

During break/rest is when you can spend your Experience on anything you like! These moments are where your testing and practicing of new skills and abilities, or just reading a book or having a snack. Whether you are taking a Break or a Rest, you'll get to restore some health.

Break:

Lunch, Siesta, Nap, Prayer, Practice, tend wounds, repair gear. About an Hour.

- Can have 1 per day/24 hour period. Can be taken almost anywhere not actively hostile.
- Restore: Half of your lost or missing Health, rounded down

You could give players a Boost for not taking a Break/Rest for an extended period. Like a second wind or another chance

Rest:

A safe location where once can get a full sleep and a full meal. Time for personal development and de-stressing. 8-10 hours or so.

- Can only have 1 per day/24 hour period. Can only have in a "safe" location where you could sleep relatively undisturbed.
- Restore: half your MAXIMUM health, rounded down
- Bonus: Remove 1 level of Exhaustion

Note: Having your Rest/Break persistently interrupted may not give any healing bonus. GM Discretion advised.

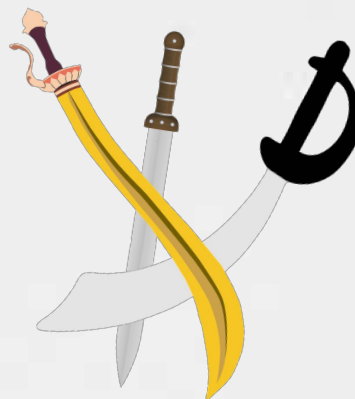


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Weapons, Shields, Armor and Equipment

Weapons:

There are 3 type of weapons: Melee, Ranged, or Ether. They all have a Light or Heavy Option. Each have their own advantage and disadvantages.



Melee weapons cost the least amount of Action Points to use. They deal Physical damage, are cheap and easy to use.

Ranged weapons cost more action points and also deal physical damage, but from much farther away. Regular munitions are not tracked or counted, it is assumed you are armed - Special ammo and items are a different story.

Ether weapons cost more action points than melee, and have less distance than Ranged. In return, they deal Ether damage - something armor doesn't always protect against.

Then, there are 2 categories of weapons: Light and Heavy.

Light weapons use one hand, cost less AP than Heavy weapons to use, and deal 1d6 damage.

Heavy weapons use two hands, cost more AP than light weapons, and deal 2d6 damage.

Light weapons, whether melee, ranged or Ether, can be paired with another weapon or a shield or a torch or similar.

Heavy weapons, using two hands, cannot be paired with another weapon or shield.

Untrained weapons have Nubs and deal 1d6 damage only

Ether weapons target Creatures and can be dodged. Ether spells target Units and can't be dodged.

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Weapons, Shields, Armor and Equipment continued...

Shields:

Shields are often used as both a defensive and offensive tool. There are 2 categories of Shields: Light and Heavy. Regardless of category, shields use 1 hand.

Untrained shields still work, but any Hit against you knocks it out of your hands. Also, you can't bash.

Light shields: Defending gives +2 Temp HP, Bash for 1d6, and have a Speed penalty of -1

Heavy shields: Defending gives +4 Temp HP, Bashes for 2d6, and has a Speed penalty of -2

Armor:

Armor is a common line of defense against most physical attacks. Wearing armor usually provides you with 3 things: A Bonus to your Maximum Health, a Damage Reduction bonus against Physical attacks, and a Dodge Penalty. Through enhancing, these parameters can be changed. As a standard:

Light Armor: +10 Bonus Health, Damage Reduction: Physical +2, -1 Dodge. Donning/Doffing Light Armor takes 3 Action Points.

Heavy Armor: +20 Bonus Health, Damage Reduction: Physical +4, -2 Dodge. Donning/Doffing Heavy Armor takes 5 Action Points.

Equipment:

Besides your Hands and Body, Your character carries a Belt for their important items, a Pack for storage, and has room for gear on their Head, Shoulders, Arms and Feet.

Untrained armor does not provide any Health bonus, and decreases dodge by -1 more

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Weapons, Shields, Armor and Equipment continued...

Belt:

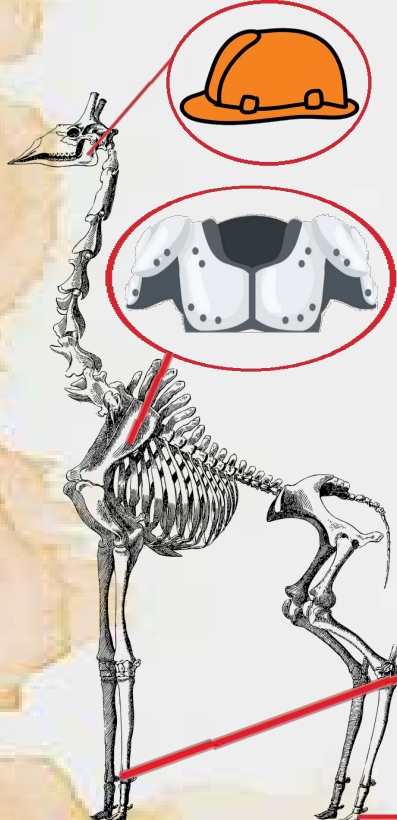
Also known as your Pockets/Sheath/Quiver/Holster, is where your character keeps the important things.

- Can hold up to 3 items
- Allows you to use/swap/draw/arm to these items as a Free action, once per turn
- Usually Weapons/Shields, sometimes different ammo or an item/potion

Pack:

Where you keep everything else. Your money, loose items, loot, rations, spare weapons, clothes, etc.

- Can hold 10-12 "extra" items or so.
- Includes your Bedroll, Water skin, eating utensils, Firestarter
- Can be cosmetically whatever you want: saddlebags, fannypack, bunch of cords and strings.
- Don't overthink it too much



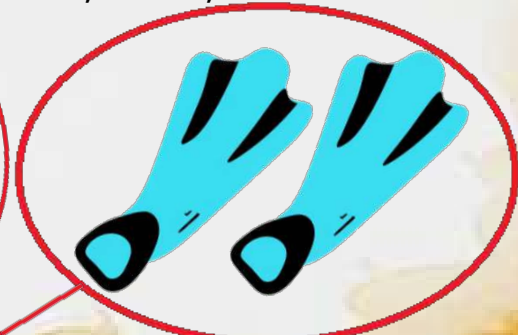
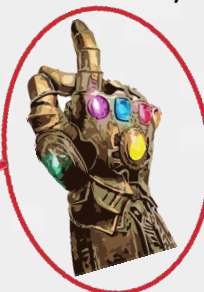
And a few examples of some of the other gear to equip:

Head: Helmet, Earrings, Crown, Bandana

Shoulders: Cape, Necklace, Pauldrons, Sash

Arms: Rings, Bracelets, Bracers, gauntlets

Feet: Greaves, Boots, Shoes, Chausses



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Character Creation:

40% Human has been designed to allow complete character customization. There are no true Classes or levels - You simply spend experience as you see fit on what you want. There are many Species to choose from, but they are mostly cosmetic. To keep this system as open as possible, there are instead "Character Traits" to choose from. Players have complete freedom when making their character, from equipment to species to gear.

To begin with, your character has these Base stats:

Health: 7

Speed: 4

Timing : 0

All Skillsaves: 0

Dodge: 0

Damage reduction: 0

- 50 000 Experience

- 2000 monies

- 3 Character Traits



Here is a list of **Character Traits** to choose from:

- **Strong:** Your melee attacks deal +1 damage
- **Smart:** gain +1 to your Ether-Based attacks
- **Farsight:** Increase ranged weapon attack distance 1 unit
- **Slick:** Your dodge attempts gain +1
- **Quick:** Gain +1 to your Timing
- **Thick:** Extra health (7)
- **Prepared:** Start each combat with two Temp HP
- **Technician :** gain +1 to Rolls when using Techniques
- **Taught:** You gain the first two levels of a Technique (3500 Exp)
- **Skilled:** You gain the first two levels of one Skillsave (3500 EXP)
- **Tough:** Damage Reduction Physical +1
- **Shiny:** Damage Reduction Ether +1
- **Durable:** You gain permanent Resistance to an Element of Choice.
- **Affinity:** All of your attacks become a particular Element of Choice.
- **Wealthy:** Gain 2500 Monies



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Character Creation continued...

So... What are the Species? I'm glad you asked! In no particular order;

Humans: Available everywhere near you, check your local listings for details. Largely considered a pest, humans are equal parts dangerous and harmless.

Demi-Humans: Like Humans, but with Animalistic qualities. Dogman, catgirl, anthropomorphic monkey or chimeric blend of genetics. Whatever it is, proceed with caution

Aves: A variant of Bird People, they have manipulating digits halfway across their wings. Their feathers are largely for show and protection as most Aves cannot fly.

Draken : As ancient as the swamp, these Lizardfolk have rumors that their lineage ties to dragons. If only anyone knew what that meant or what a dragons was...

Chitnus: Bug People. They live short lives and are often shunned by others species and cultures. Often dismissed as lower-caste, just because they literally eat shit for a living.

Mutants: If you just happen to not fit most definitions of what something is, then you're probably a mutant. Nothing wrong with that, but your genetics may disagree.

Elyad: Born of the Forest, these locomotive plant people are considered Soulless. Not because of anything nefarious - sometime after they die they are reborn from the tree they originated. They literally skip death in a psuedo-immortal way.

Goyles: Originating from the Moon, Goyles have a firm, rocky exterior. They can be considered hard to get along with, but mostly its just alien cultures clashing.

Shadelings: From a flat plane of existence to here, Shadelings are confused interlopers. Hardly substantiating themselves, they are often considered a cute nuisance trying their best.

Feysa: Magical creatures born of the Ether itself, these manifestations have very short and often chaotic lives. Existing for but a moment, from whence they came they will soon return.

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Status Effects, Exhaustion, and other ways to die

The Important note for Status effects is the **Meet it, Beat it** rule. Any **Ties always work in the Defenders favor**. Anyone trying to inflict status effect has to have the higher result for success. Below is a list of the most common types of status effects and their effects. These don't usually involve Skillsaves. Not all status effects are negative!

- **Prone:** Lying down, basically. Costs 1 AP to Stand Up (2 from a friend if they instead help you up) (Nubs on Attacks, No dodge action)
- **Exploited:** Moving out of a hostiles melee radius provokes a free basic melee attack against them. This attack ignores dodge.
- **NIC/Not-In-Combat** (no dodge, no reactions, lose bonus turns/ap): Being attacked before combat or when disoriented from combat can be devastating.
- **Bleeding:** Take 1 damage per bleed stack at beginning of your turn. Effect persists until healed or end of combat. (Commonly applied from weapons with the "Bleed" Quality)
- **Falling:** Falling begins after 2 units distance. 1 unit falling height = 1d6 damage (so the smallest fall damage is 2d6). Maximum falling damage is between 20d6 and 30d6, GM discretion.
- **Dying:** When your character is dying they are subject to different rules. On your turn, roll a Death save (2d6, try to get the same result). On success, you stop dying and are conscious. If you fail, your turn ends. If you are hit while in Dying state, you instead lose a death save. If you fail 3 death saves, you are dead.
- **Bubble:** You can neither cause nor take any Health damage in any way until the end of your next turn.
- **Fear:** At the beginning of your next turn, you must take a Move Action away from whatever caused the fear effect
- **Engulfed:** You're inside somethings digestive system. Your turn begins with 2 less AP and you take 3d6 unpreventable damage. GM discretion advised.

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Status Effects, Exhaustion, and other ways to die continued...

The following status effects are all skillsave related. These can become serious problems if left unchecked. The best defense against status effects is having high skillsaves.

- **Numb:** (Power Vs) Your Attacks have nubs until the end of your next round
- **Enraged:** (Power check Vs) You must make an Attack Action on your next turn (Prioritizing hitting closest target, even if this means attacking yourself) (you cannot dodge your own attack)
- **Shocked:** (Power check Vs) (Electric Element) Target cannot take the Dodge action. Lasts for up to 3 turns. At the beginning of turn, the Target may re-roll against the Difficulty. Success ends this effect. (If you have Electric Resistance, your roll has dubs)
- **Slow:** (Reflex Vs) All terrain is difficult terrain until the end of your next turn.
- **Sprain:** (Reflex Vs) You have Nubs on all Dodge actions until the end of your next turn
- **Burning:** (Reflex Vs) (Fire Element) At beginning of turn, Deal 1d6+3 fire damage for up to 3 turns. During each turn, the target or anyone next to target may spend 4 Action Points to Extinguish flames. (If you have Fire Resistance, your roll has dubs)
- **Dizzy:** (Guts Vs) You have Nubs on all Skillsaves until the end of your next turn.
- **Sick:** (Guts Vs) You cannot be gain any health until the end of your next turn.
- **Poisoned:** (Guts Vs) (Earth Element) At the beginning of turn, Deals 2d6 earth damage for up to 3 turns. After this effect is applied, target may re-roll against the Difficulty that made them poisoned. Success ends this effect. (If you have Earth Resistance, your roll has dubs)

Too easy? Try adding severities!

- Add +1 And/ Or +1d6 to difficulty
- Give Dubs to the attacker and/ or give Nubs to the Defender
- Effect lasts an additional round
- Effect lasts until end of combat
- Effect deals more damage

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Status Effects, Exhaustion, and other ways to die continued...

- **Dazed:** (Charm Vs) You cannot take hostile actions against a particular target
- **Footloose:** (Charm Vs) You must move in a particular direction on your next turn.
- **Wasting:** (Charm Vs) (Shadow Element) Whenever you lose/use an Action Point, you lose that much health. Lasts up to 3 turns. At the beginning of turn, the Target may re-roll against the Difficulty. Success ends this effect. (If you have Shadow Resistance, your roll has dubs)
- **Stunned:** (Smarts Vs) Your next turn begins with 2 less Action Points.
- **Susceptible:** (Smarts Vs) Vulnerability Physical next attack you take.
- **Frozen:** (Smarts Vs) (Water Element) Your Actions and reactions cost one additional AP. Even 0 AP actions cost 1 AP. Lasts up to 3 turns. At the beginning of turn, the Target may re-roll against the Difficulty. Success ends this effect. (If you have Water Resistance, your roll has dubs)
- **Paralysis:** (Wits Vs) Your next turn as a 50/50 chance to start with 0 Action Points.
- **Dim:** (Wits Vs) Whenever you take damage, take 1d6 more damage. Lasts until the end of your next turn.
- **Blind:** (Wits Vs) (Light Element) Standard Attack and Move Actions have a 50/50 fail chance. Lasts for up to 3 turns. At the beginning of turn, the Target may re-roll against the Difficulty. Success ends this effect. (If you have Light Resistance, your roll has dubs)
- **Sleep:** (Psyche Vs) You are unconscious and prone. If you take any damage, you wake up. If someone tries to wake you up with the Help/Aid action, you wake up. Otherwise, you stay asleep for up to 3 Rounds (possibly more if deafened or exhausted or similar circumstance).
- **Tingles:** (Psyche Vs) Vulnerability to the next Ether attack you take.
- **Vertigo:** (Psyche Vs) (Air element) Targets Actions have nubs. Lasts for up to 3 turns. At the beginning of turn, the Target may re-roll against the Difficulty. Success ends this effect. (If you have Air Resistance, your roll has dubs)

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Status Effects, Exhaustion, and other ways to die continued...

Exhaustion:

There are 7 levels of exhaustion, with level 7 being complete death. At the Gms Discretion, exhaustion begins around 10 (+-2) hours of travel. Without breaks, exhaustion checks happen every 4-8 hours or less after the first occurrence - and the difficulty may increase each time. Environmental effects may change these conditions. First suggested check is (Guts: 4/5), with difficulty increase for each consecutive check (regardless of pass/fail) or each additional factor (such as environment, or bleeding, or starving).

Exhaustion Level 1: No effect or changes, you just have it.

Exhaustion Level 2: Nubs on all attacks or techniques.

Exhaustion level 3: Dodge action not available.

Exhaustion Level 4: All terrain is now Rough terrain. Rough Terrain is now Extreme terrain.

Exhaustion level 5: Action Points are halved, rounded down. Armor is no longer effective.

Exhaustion level 6: Each day you lose 10 maximum health. If you fail a guts check, you lose 10 more until...

Exhaustion level 7: Death. Maximum health is now 0.

Once you reach exhaustion level 6 and begin losing maximum health, you must remove all the levels of exhaustion first before your health begins to restore. Once your exhaustion is gone, you restore 10 maximum health each day until full restored.

Lastly, some alternatives to dying that subvert the rules:

- **Infected:** You cannot be healed by HEK, Ether or Rest. Must be removed by a Doctor, Panacea, or elixir equivalent. When health=0, you're dead.
- **Petrify:** Each time you fail against a petrification effect, you get 1 stack. If you get 5 stacks, you're dead. Full Rest removes 1 stack.
- **Drown/suffocate:** At beginning of suffocation/drowning, roll a guts save. That is how many turns you have left to live.
- **Crushing:** 4d6 unpreventable damage per turn until death. (Example: If swallowed whole or squished by a heavy thing)

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Keywords and things of Note

- **Resistance (Type):** Having Resistance is to halve any potential damage that is not already prevented by Dodge and Damage Reduction. Commonly a particular Element, but can be applied to any type of damage - even Physical or Ether. It cannot be combined with itself (no quartering damage), but you can have multiple different types of Resistances.
- **Prevention and Absorption** of damage types is rare, and applies in the Resistance step of damage order
- **Round:** The complete sequence of all active characters turns before repeating. Bonus turns happen at the beginning of the Round.
- **Turn:** When a particular character has the opportunity to spend their Action Points
- **Elemental:** Ether, But a particular type. Standard 7 are Fire, Water, Earth, Air, Electric, Shadow, Light. (other elemental types are: Steel, Sound, Gel, Blood, Soul/Chakra, and more)
- **What is Ether?** Basically, anything magical. Technology often uses Ether or Light element, and is treated as such when applying reductions/resistances.
- **Base** is the increase to your results that you would have if your character was basically naked
- **Mods** are the modifications to your results that come about from doing something particular, or wearing a particular thing.
- **Experience:** The most common method of becoming more powerful, almost everything you do will reward you with experience.
- **Training:** Getting better at something you do often. Spend experience to advance your character.
- **Techniques:** Taught through experience, Techniques are usable once per combat. They can be levelled up to greater effects.
- **Credits, Coins, Cash;** Depending on where/when you are, currencies can come in many forms. Don't overthink it; wherever you come from, Money is Money.
- **HEK (Healing Emergency Kit):** A relatively basic survival kit with bandages, gauze, alcohol wipes, stitching/sewing supplies, etc. Every HEK comes with 10 uses. Each use allows a character to heal themselves or someone else for 1d6 recovery. In combat, using the HEK is a skill. Once learned, it costs 3 action points to use and has melee range only.

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Keywords and things of Note continued...

- **Players can use the HEK freely outside of combat.** You do not need to wait for a rest break.
- There are **other Healing** Items, Techniques and Abilities that can restore health (and more!)
- Damage reduction from equipment may reduce damage from Traps and Attacks, but has **no effect on environmental damage**. A ring of fire resistance will not protect you from the desert heat.
- Resistance: Ether/Element - only applies to that type of Ether/Element-based attacks. Ergo, Fire resistance **doesn't give protection** against a bonfire.
- The **only protection against Environmental damage**/conditions is proper equipment/clothes. Heavy wools in the cold, light and flowy for hot.
- **Digital/Virtual** actions are usually (Light Element) for purposes of damage/interaction, even though they are very different than their actual elemental counterparts. If not Light-Elemental, digital would be either Ether, Electric or Physical (sound).
- A **Standard Round** can be between **30-90 seconds**. Combat is fluid and doesn't always fit solid parameters. Moving around and trying to attack and defend takes time, a 1v1 is much faster than a 5v5.
- **Boost:** A GM gift, this allows you to add 1d6 to any one of your Rolls. You may have up to 3 boosts at any given time, and can use as many as desired at a time.
- **Combos:** Commonly repeated attacks. If you find yourself repeatedly doing 3 unarmed attacks for 3 action points, just make it a combo to save everyone time.
- **Afflicted:** A condition that Monsters can have, making them gain a variety of powers and abilities
- **Mach:** an extremely rare ability, this insures your character always goes first in combat. If two characters have Mach, the one with the most Current Health goes first. Mach replaces the turn in (normal) turn order, going before bonus turns. If a character has Mach and a bonus turn, then both will be occurring one after another. Mostly, this is a Boss ability.
- **Plastic:** Another rare Monster ability, this reduces all the incoming damage from an attack to 1. Bosses can have several layers of Plastic to get through.

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Keywords and things of Note continued...

- **Traps:** ignore Dodge/Temporary Health but not Damage Reductions.
- **Sigils:** Just like Traps, but magical in nature.
- **Swarms** attacks ignore Dodge. Swarms can share your space. Beginning your turn in a swarm deals damage. Swarms take double damage from AoE attacks.
- There are **no Negative Numbers**, except when using reactions.
- **Always** round down
- **Defenders always wins ties** in any Vs check.
- **Dubs:** Roll an Extra dice, chose your results
- **Trips:** Roll 2 extra dice, choose your results.
- **Quads:** Roll 3 extra dice, choose your results.
- **Nubs:** Roll an extra dice, take worst results.
- **Trubs:** Roll 2 extra dice, take worst results.
- **Free Action:** This means it does not use AP and cannot be responded to. Its an action that just happens, and cannot be added to or combined with any other action.
- **Ray:** A type of Ether attack that hits the first thing in its way. Doesn't target characters so dodge is not applied against it.
- **Wave:** A type of attack that goes in a straight line, and hits all the units within it. Half damage on diagonals, Waves do not target characters (no dodge)
- **Cone:** A type of attack that Targets the first unit in front of the User, then the next 3 units horizontally. No targetting, no dodge.
- **Bomb:** A type of ether attack that is thrown and then explodes upon impact into a much larger area, usually 2x2. No targetting, no dodge.
- **Nova:** A type of ether attack that hits all the units around the caster. Again - no targetting, no dodge.
- **Ether Weapons** are not spells. They do target, and can be dodged.
- If an **attack ignores dodge**, then the attacker may apply Sneakstrike if they know how.
- Weapons, Shields, Armor and equipment can be enhanced in exchange for Money! Make sure to check out the **Crafting System**
- **There is lots of other content yet to come! Worlds, Monsters, Heros, Legends, Treasures and more!**

40% HUMAN

Digital links, Google, Discord and Socials:

Well, you've made it this far. Congratulations and thank you! I've worked very hard to make this content for your enjoyment. If you would like to follow the development, hang out and chat, give feedback or become a sponsor - we would be glad to have you! Please check in with us at any of these socials, and please use the Links below to finish your character creation.

Direct link to 40% Human - Character Creation

https://docs.google.com/spreadsheets/d/1OB0tu533IOpQ-SLZBuu_igeiwIIejPh_K9Dc-lbUy7c/edit?usp=sharing

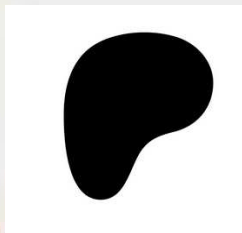


Discord:

<https://discord.gg/Gee3bDTu>

Instagram

<https://www.instagram.com/dr.klyne/>



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When I have the website completed, I'll add the links here. for now, <https://4d6.ca/> is the old website. The links don't work properly and the information is rather dated. Thank you for your understanding.

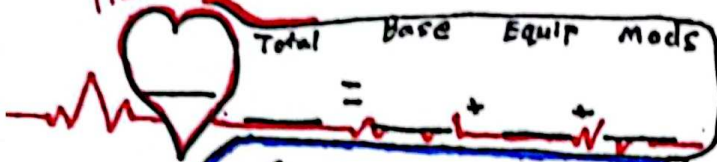
your notes here

45% HUMAN

Race?

NAME: _____

CURRENT
HEALTH



Total Base Equip Mods

TEMP HP

Defense:

ARMOR

SHIELD

Damage Reduction; Physical:

Damage Reduction; Non-Physical:

OTHER EFFECTS:

Dodge:

$\frac{\text{Total}}{\text{dice}} = \frac{\text{Base}}{\text{dice}} + \frac{\text{Mods}}{\text{dice}}$

Common Attacks:

ITEMS

Important Information:

Skillsaves:

Always

DG + total

Roll twice
take Best

Type	Base	Mods	Total	Roll
Power				
Reflex				
Guts				
Charm				
Smarts				
psyche				
Wits				

Speed:

$\frac{\text{Total}}{2} = \frac{\text{Base}}{2} + \frac{\text{Mods}}{2}$
($\frac{1}{2}$ for Rough Terrain, Rounded down)

Timing:

Turn order does not change

DG +

$\frac{\text{Total}}{\text{dice}} = \frac{\text{Base}}{\text{dice}} + \frac{\text{Mods}}{\text{dice}}$



Action Points:

- start with 5 on your turn

Base max 10 per turn

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Action Point Cheatsheet (as promised)

Action	APcost	Effect
Attack	2-4 AP	Try to deal damage to something
Skillsave	2 AP	Get creative
Defend	2 AP	Gain +1 Temp HP. More effective with a shield.
Help	2 AP	3 options, check details
Technique	Specified	Each Technique has its own AP cost
move	2 AP	Move up to your maximum Speed, half in Rough Terrain
step	1 AP	Take a single-unit movement, avoiding Exploits
Stand up	1 AP	From either lying or sitting, takes a moment to stand
Fall Prone	0 AP	From standing or sitting, takes less than a moment
escape	4 AP	Move twice your maximum Speed away, avoiding Exploits.
Draw item off Belt	0 AP	Perhaps a Holster or Extra Weapon or Potion
Searching Pack	3 AP	pack: 10 items storage total. check description
Using an Item	Specified	includes getting item and following all directions
Swapping Ammo	3 AP	Swap is until ammo is depleted or swapped back.
Interact (EX: open door)	2 ap	Takes a moment to touch and manipulate something
Drop Item/Weapon	0 AP	Takes less than a moment to let go of something
Extra turn	(- 0 AP)	Also costs 10 Timing Score
Re-rolling Timing	5 AP	For when you find yourself NIC
Delay	(-1 AP)	For when you just need a moment
Exploit	(- 0 AP)	melee range, equipped weapon only.
Dodge	(- 0 AP)	Only when targetted by an attack.
Grapple	2 AP	Power check Vs Target. See description
Trip	2 AP	Reflex check Vs Target. See description
Hide	(-3 AP)	Wits check Vs Target. See description