Wanderverse

ROLEPLAYING GAME

PLAYTESTING MATERIALS

From The Author

Greetings traveler, and WELCOME to the *WANDERVERSE* Playtest!

First and foremost, thank you for taking the time to explore this game. It is not possible to create a game of this magnitude without your help and that should be recognized! *WANDERVERSE* is class-leveling tabletop game that is played using a fantasy theme not too unlike some of your favorite places! If you've ever let your imagination take you through Middle Earth, Narnia, Greyhawk, or even the Forgotten Realms, this setting will feel familiar to you. Every game mechanic, story hook, and piece of lore is designed to create a unique ttrpg experience while also feeling familiar, which is why WANDERVERSE is sometimes called, "Tabletop's Greatest Hits." But it wouldn't be the GREATEST hits without YOUR help, shaping it into the best version possible. So, thank you again!

This playtest is an opportunity to refine the mechanics, balance the gameplay, and ensure that the *WANDERVERSE* experience is as engaging and intuitive as possible. We encourage you to push the system, experiment with different approaches, and most importantly, have fun!

Your feedback is so important—whether it's about the flow of play, the clarity of the rules, or the way the game makes you feel. If something doesn't work, let us know. If something excites you, we want to hear about that too!

So gather your party, embrace the adventure, and dive into *WANDERVERSE!*

We can't wait to hear what you think!

Happy adventuring!

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Overview

What is This Playtest?

This playtest is a **bite-sized version** of *WANDERVERSE*. It is designed to introduce you to its **unique – yet familiar** - gameplay.

Have fun, push the limits, and tell us which aspects are a **critical hit** (or what might need some tweaking).

If you find yourself struggling to understand a concept, feel free to reach out and send us an email or a DM anywhere you can reach us. We love hearing your feedback and we want you to have a great time playtesting this material.

What You Need to Play

- This playtest document.

- A standard set of **polyhedral dice** (d20, d12, d10, d8, d6, d4).

- 2−6 players + a **Game Master (GM)**
- **Any small thing you'd like to use as a token** (or just track on paper)
- A sense of adventure!

How WANDERVERSE Works

1. Roleplaying Mode – You talk, interact, and shape the story. No turns, just play!

2. Combat Mode – Tactical battles using Delta Points (Δ) for movement, attacks, class abilities, spells, and more.

3. Downtime Mode – Craft, build, scheme, or rest between adventures. This feature of the game is for when you are away from the table and is not featured in this playtest.

Game Mechanics

What the heck is a DELTA Δ!?

It's Just Action Points – A DELTA, represented by the Greek letter "Δ" is the symbol used in WANDERVERSE for how much a player character can do on their turn during the *Combat Mode* of WANDERVERSE. Almost every type of action a player will take in combat will have a minimum cost of 1Δ. Anything that can be done mentally or quickly has a cost of 0Δ and may also be listed as —.

Each character sheet will have 3 Δ action points that can be spent to do things like move, attack, cast a spell, use a class ability, or anything you can imagine (within reason). There is also a comprehensive list of OTHER things you could do with Δ on your turn in the table on the **ACTION POINTS OPTIONS** table (to the right).

But what happens when you want to do something that isn't listed on the table? You can choose to negotiate the Δ cost from your Game Master. Plead your case to the Game Master and, depending on the complexity of what you wish to do, the Game Master will assign a Δ cost. The GM may also choose to have your action span across multiple rounds if the cost would be greater than your base Δ. Therefore, you would continue and finish this action in your next turn when you Δ replenish.

The Δ points replenish with the start of each new turn. If you don't use 'em, you lose 'em. So, any unspent Δ from your turn should be allocated to make a *REACTION* or *BOLSTER your DEFENSES* to avoid missing out on unused potential.

In the full game, Players will gain an addition Δ *Action Point* once they reach 5th, 9th, 14th, and 18th level to a maximum of 7Δ unless noted otherwise by their class features. Some class abilities, spells, or other features of the game may also give out temporary Δ points to spend.

ACTION POINT OPTIONS	
Acrobatic movement (Flipping, sliding, etc.)	+1Δ to normal movement
Activating or adjusting an item or object	1Δ
Bull rushing	+1Δ
Burying an object	1Δ (+1Δ per size category above Medium)
Casting a spell	1Δ+ (See spell description for Δ cost)
Channeling divinity	–
Crafting an improvised object in combat	1Δ
Communication Skills	–
Consuming food, drink, or potion	1Δ
Controlling an independent mount	1Δ
Decryption / Inscription	Out of combat only
Defending	1Δ+
Disarming	2Δ
Disengaging from melee combat	1Δ
Drawing an item or weapon	–
Dropping an object	–
Falling prone	–
Fixing a broken object (Simple fix)	2Δ
Forging a signature or document	2Δ
Grappling (Escaping)	3Δ
Grappling (Initiating)	2Δ
Grasping an item or object while falling	1Δ
Infusing a potion	1Δ
Knowledge Skills	–
Lifting an object	2Δ (+1Δ per size category above Medium)
Lockpicking (during combat rounds)	2Δ
Medicine skill	1Δ
Melee or ranged attack (Not proficient)	+1Δ to attack
Melee or ranged attack (Proficient)	2Δ
Mounting and dismounting	1Δ
Movement	1Δ
Movement with a controlled mount	–
Moving up the Condition Tracker	3Δ
Offhand Weapon Attack	2Δ
Opening a heavy chest or door	1Δ
Operating a complex machine or vehicle	2Δ
Opportunity Attack	1Δ
Performance	1Δ
Physical skills	1Δ+
Pushing	2Δ
Rage	1Δ
Reloading	1Δ
Sensory Skills	–
Stealth (1/2 movement speed)	1Δ
Throwing a willing creature	3Δ (+1Δ per size category above Medium)
Throwing an unwilling creature (Must be grappled prior to throw)	4Δ (+1Δ per size category above Medium)
Tripping	2Δ
Tug-of-war	2Δ (+1Δ per creature engaged with the object)
Tying a rope	1Δ
Unarmed strike attack	2Δ
Using tools (Trained)	1Δ
Using tools (Untrained)	2Δ
Wielding an oversized weapon	3Δ (+1Δ per size category above Large)
Wild shape	1Δ

When the game shifts and *Combat* mode is needed, the rules must also shift into a turn-based style of play. During this mode, there are limitations to what a character can do inside and outside of their turn. Once the players and the GM have taken their turn, a *Round* has concluded. The *Round* is the timeframe for how much a character can do before their next turn and accounts for six seconds of real time thematically.

<u>INITIATIVE</u> – The GM determines when combat is needed and the style of play should switch. When this happens, they will have each player *ROLL INITIATIVE* by adding their roll from the d20 and by adding their *Initiative Skill* that is listed on the front page of the character sheet AND under *Physical Skills* in the character's skill list. Once everyone has rolled, the GM will order the encounter by highest to lowest total for turn order.

<u>WHAT YOU CAN DO ON YOUR TURN</u> – When your turn arrives during combat rounds, use your character sheet and the **ACTION POINT OPTIONS** table to help you determine what you would like to do. Your turn concludes when you have no more Δ to spend. Everything your character can do is listed on your character sheet.

Attacking

The most common action to take in combat is the *Attack* action. Whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists - you are making an attack. Striking with a melee weapon, firing a weapon at range, or casting spell are all considered attacks and have a simple structure.

1. **Choose a target**. Pick a target within your attack's range: a creature, an object, or a location.

2. **Expend the necessary Δ cost for your attack.** A normal melee or ranged attack has a cost of 2Δ. Spell Δ cost will be determined by the spell description. Some class abilities or class features will adjust the Δ cost of attacks.

3. **Determine your "To Hit" base attack roll modifier.** Typically, an attack roll using 1d20 will consist of adding a corresponding ability bonus and your proficiency bonus (if you are proficient with the weapon or spell). The defense you target will depend upon the type of attack you are making. See the DEFENSES on your character sheet for more information.

4. **Favorability.** The GM determines whether you are favorable or unfavorable against the target. Any spells, special abilities, class features, or condition effects may also apply penalties or bonuses to your attack roll's *To Hit* total.

Favorability and Unfavorability is used when a situation is either advantageous or disadvantageous to your character. Your GM will let you know the degree to which you are Favorable or Unfavorable prior to your roll. You then add or subtract the respective die to your d20 roll.

SLIGHTLY UNFAVORED (-d4)	SLIGHTLY FAVORED (+d4)
UNFAVORED (-d6)	FAVORED (+d6)
HEAVILY UNFAVORED (-d10)	HEAVILY FAVORED (+d10)

5. **Resolve the attack.** Once your modifier has been calculated, and any favorability dice have been determined, you roll the d20 and add it all up to calculate your *To Hit* total. If the total matches or exceeds the target's AC or RC, it is a hit! Once your Game Master tell you that you've hit, you will now roll your damage, unless the particular attack has rules that specify otherwise.

Some attacks cause special effects or conditions that linger in addition to or instead of damage. If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Critical Hits, Failures, and DAMAGE

Critical Failures – **Rolling a Natural 1** on a d20 will always result in a *critical failure.*

The effects of a *critical failure* denotes that your attempt at **whatever you were doing has failed without any question**. The only way to negate this negative outcome is to use a *Failure Features* from a character class. Each *Failure Feature* can be used once per long rest; Multiclasses will have more *Failure Feature* options. If there are no *Failure Features* available, a *critical* failure results in the loss of Δ points equal to that which was used leading up to the failed attempt. Alternatively, the GM may choose to handle a *critical failure* as an unfortunate event that results in being dealt extra damage, an opportunity attack by another creature, a negative side effect, or an alternate determination made at the GM's discretion.

Critical Hits – **Rolling a Natural 20** on a d20 will always yield a *success* when making an attack roll. The effects of a *critical hit* denotes that your attempt at whatever you were doing has succeeded without any shadow of a doubt! ANY attack roll can be a critical hit – Even spells! Rolling a natural 20 and only a natural 20 on the d20 in a combat mode scenario will grant the player the following two effects:

1. **Gain an additional 1Δ** that must be used immediately. A player cannot gain more than 1 additional Δ per round from a natural 20 roll.

2. **Crunchy Critical Damage** – The total of the damage roll consists of the original damage dice sum being maximized and the base damage dice being rolled and added to the total.

   For example, a critical hit with a greatsword deals 2d6 damage. This weapon can deal a maximum amount of 12 damage. The player character would take that 12 + 2d6 damage + *Strength* modifier. This same principle applies to spells and class abilities. If you roll dice for damage, they are maxed out first before you roll.

Damage Rolls – Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the total as damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage unless it is an offhand weapon for two-weapon fighting. A spell tells you which dice to roll for damage and whether to add any modifiers.

If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when someone casts *Fireball*, the spell's damage is rolled once for all creatures caught in the blast.

Damage Types – Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, vulnerability, and immunity rely on the damage type. The damage types follow, with examples to help a GM assign a damage type to a new effect.

- **Acid** – The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by an ooze deal acid damage. Acid damage can also be crafted.

- **Bludgeoning** – Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

- **Cold** – The infernal chill radiating from an ice devil's spear and navigating a frozen tundra are all examples of cold damage. Cold damage can be used to inflict the *Frozen* condition upon a creature or object. Cold damage is considered an elemental damage type.

- **Fire** – Red dragons breathe fire, and many spells conjure flames to deal fire damage. Fire damage can result in a creature or object taking on the *Burned* condition. Fire is considered an elemental damage type.

- **Force** – Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including magic missile and spiritual weapon. Attacks that use the wind or push are also considered force damage. When the damage is from the wind, it is considered elemental damage.

- **Gravity** – Anytime a spell or item manipulates a creature's ability to move, especially when flying, they are under the effects of gravity. Gravity can deal damage from crushing them with pressure. Gravity is considered an elemental damage type. A gravity effect reduces a creature's speed by half for one round.

- **Lightning** – A lightning bolt spell and a blue dragon's breath deal lightning damage. Lightning is considered an elemental damage type.

- **Necrotic –** Necrotic damage is dealt by certain undead and a spell such as chill touch. Necrotic damage withers matter and even the soul. Necrotic damage is considered a divine damage type. Anytime necrotic damage is dealt, the dealer gains a minimum of 1 alignment score point as wielding necrotic power corrupts the individual.

- **Piercing** – Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

- **Poison** – Venomous stings and the toxic gas of a green dragon's breath deal poison damage. Poison can have lingering effects when a creature has the *Poisoned* condition. Poison can also be crafted.

- **Psychic** – Mental abilities that attack a creature's cognitive abilities such as a psychic blast deal psychic damage. Psychic attacks

only target a creature's RC but deal physical damage from mental anguish.

- ━━ **Radiant** – Radiant damage, dealt by orderly magic or divine weapons, sears the flesh like fire and overloads the spirit with orderly power. Radiant damage is considered a divine damage type.

- ━━ **Slashing** – Swords, axes, monsters' claws, or any weapon with a long and sharpened edge can deal slashing damage.

- ━━ **Thunder** – A concussive burst of sound, such as the effect of the *Thunderwave* spell, deals thunder damage. Thunder is considered an elemental damage type.

- ━━ **Water** – The crushing waves or concentrated blast of water can bludgeon or pierce a target. Water can also be used to drown or douse a target. Water is considered an elemental damage type.

- ━━ **Wind** – The gust of wind can pierce or slash when it is focused and strong. Wind can also be used to increase the rate of something burning or completely douse a fire with force. Wind is considered an elemental damage type.

Combat Maneuver Options

Some offensive options that are not a melee or ranged weapon attack can be used during combat rounds of the game. Below are some of the alternative options available to a player character who wishes to do a combat maneuver.

Bull Rushing –When you move at least 15 ft. toward a creature to make a melee attack, you can expend an additional 1Δ to make a bullrush attack. The target of your bull rush must be no more than one size larger than you, it cannot have more than two feet, and it must be within your reach. You and the target of the bull rush must make opposing skill checks in either *Athletics*, *Acrobatics*, or the *Bull Rush* specialization skill check. If you win the contest, you knock the targeted creature back a number of feet equal to your *Strength* ability score (rounded down).

For example, a paladin with a strength of 14 can bull rush a target up to 10 ft. (2 squares) away. The affected creature is knocked prone. On a critical failure while attempting to bull rush, the attacker is knocked prone.

Coup De Grace –When a creature has the *Incapacitated* condition (i.e., they are on the last step of their condition tracker, asleep, or unconscious), an attacker can spend their entire action point economy (all their Δ) to perform a coup de grace if they are within melee range. A coup de grace requires a full Δ cost at all character levels and immediately kills the creature

regardless of its resistances or special abilities that may bring it back. For example, a coup de grace on a zombie attacks the brain. The attack is targeted and destroys the creature with a focus on its weakness.

Disarming –When you make a melee attack, you may attempt to disarm a creature. To do so, you expend 2Δ to disarm. You must make an attack roll using your *Strength* + Proficiency + Misc. Modifiers against the target's RC. On a successful attack, the target is disarmed and their weapon falls to the ground 5 ft. away in a direction determined by the GM. A disarm attack roll does not deal damage. A separate attack must be made to inflict damage with a weapon unless you are a Fighter with the *Disarm* maneuver.

Grappling –When you want to grab a creature or wrestle with it, you can expend 3Δ to make a special type of melee attack called a *Grapple*. You can attempt to grapple as many times as your action points allow.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. You can choose to either grapple one creature at a time of equal or larger size or two creatures that are both one size category smaller than you.

When you successfully grapple a creature, you are favored (+d6) on attack rolls against the grappled creature. You can expend 2Δ to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature will both be restrained until the grapple ends. Creatures that are more than one size category larger than the grapple initiator automatically succeed. Similarly, a creature that is two or more size categories larger than a creature it is grappling is heavily favored (+d10) and the smaller creature is heavily unfavored (-d10).

Initiating a Grapple – Using at least one free hand, you try to seize the target by making contested skill checks. Any creatures involved in the grapple, including you, may choose to roll either *Athletics*, *Acrobatics,* or a *Grapple* specialization skill check. When making the skill check, you succeed when your target rolls less than you. A creature that has been successfully grappled is placed under the *Grappled* condition.

- ━━ **CONDITION** - A grappled creature's movement speed is reduced to 0 and it cannot benefit from any bonuses to its speed. The condition ends if the grappler becomes *Incapacitated*. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect. A grappled creature's attacks are heavily unfavored (-d10). The grappler can remove the grappled creature as a free action (0Δ) on their turn.

Escaping a Grapple − A grappled creature can expend 3Δ on their turn to attempt an escape from being grappled. To do so, they must succeed on a contested skill check of either *Athletics*, *Acrobatics,* or a *Grapple* specialization.

Moving a Grappled Creature − When you move a creature you are grappling, you can drag or carry them with you at half your speed. A creature that is two or more sizes smaller that is grappled does not reduce speed.

Being Grappled − A *grappled* creature is considered heavily unfavored (-d10) when making attack rolls, casting somatic spells, or doing anything that requires them to have a range of motion. A grappled creature has a movement speed of 0 feet. Any Concentration skill checks used to maintain a spell are heavily unfavored (-d10).

Pushing − When you want to push a creature, you can expend 2Δ to make a special melee attack to push. Pushing a creature will either knock it prone, push it away from you, or both. You can perform this type of attack any number of times as long as you have the action points to do so.

The target of your push must be no more than one size larger than you, and it must be within your reach. You and the target of the shove must make opposing skill checks in either *Athletics*, *Acrobatics,* or the *Shove* specialization skill check. If you win the contest, you either knock the target prone or push it 5 feet away from you. Creatures that are more than one size category larger than the push initiator automatically succeed. Similarly, a creature that is two or more size categories larger than a creature it is pushing is heavily favored (+d10) and the smaller creature is heavily unfavored (-d10).

Tripping − When you want to trip a creature, you can expend 2Δ to make a special melee attack to trip. Tripping a creature will knock it prone and make all melee attacks heavily favored (+d10). You can perform this type of attack any number of times as long as you have the action point economy to do so.

The target of your trip must be no more than one size larger than you, cannot be flying, cannot have more than two feet, and it must be within your reach. You and the target of the trip must make opposing skill checks in either *Athletics*, *Acrobatics,* or the *Trip* specialization skill check. If you win the contest, you knock the target prone. Creatures that are more than one size category larger than the trip initiator automatically succeed. Similarly, a creature that is two or more size categories larger than a creature it is tripping is heavily favored (+d10) and the smaller creature is heavily unfavored (-d10).

Other Combat Options

There will be times where you may not want to make an offensive move and chose instead to defend. Or perhaps you are going to save your action point economy to react to someone or something in the environmental effects in the heat of battle. The following is a list of combat options that do not require an attack roll.

Unarmed Attacks − When you are unarmed, you can fight in melee by making an unarmed strike. An unarmed strike costs 2Δ to perform. A player character proficient with *Simple Weapons* gains proficiency + *Strength* modifier when making this type of attack roll. The damage for an unarmed strike is 1 + *Strength* modifier.

Making an unarmed strike against a creature holding a simple or martial melee weapon is considered unfavorable (-d6) and provokes an attack of opportunity. However, creatures with *Beast Traits* (Claws, Fangs, or Tail) or those who deal additional unarmed damage through class features are always considered armed and do not attack unfavorably.

Dual-Wield Fighting − When you use two melee weapons simultaneously, you are dual-wielding. In order for a weapon to be considered an offhand weapon, it must be categorized as *Simple.* You can expend 2Δ to make a melee attack with any melee weapon in your offhand. If the offhand weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Opportunity Attacks − In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack. You can make a single melee attack of opportunity when a hostile creature that you can see moves out of your reach. Making an opportunity attack is considered a *Reaction,* it costs 1Δ to perform, and must be a melee weapon attack. *NOTE* YOU CAN ONLY MAKE AN ATTACK OF OPPORTUNITY IF YOU HAVE THE Δ RESERVED TO DO SO or if you have a class feature that allows you to make an opportunity attack.

A successful opportunity attack interrupts the provoking creature's movement, occurring right before the creature leaves your reach, reducing their speed to 0 feet. The creature that was hit by the opportunity attack may choose to disengage again if they have the Δ points to do so.

- **Disengaging** – You can completely avoid provoking an opportunity attack by expending 1Δ to disengage. Disengaging does not provide any additional movement. It only prevents others from using their reactions to take opportunity attacks against you. Additionally, spells that have teleporting or instances where you are being moved against your will do not provide attacks of opportunity. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

- **Spellcasting** – When you are casting a spell in melee combat, you will provoke an opportunity attack from any hostile adjacent creatures who are capable of using their *Reaction*. Whenever you take damage while you are concentrating on a spell, you must make a *Concentration* skill check to continue focusing on your spell. The formula for calculating the *Concentration* skill check is as follows:

CONCENTRATING ON A SPELL:

DC = S*pell's Δ cost + half the damage taken rounded up*

If you take damage from multiple sources, such as an arrow and a dragon's breath, you make a separate skill check for each source of damage.

Extension Casting– Most spells have an option for extension casting listed below the spell's description. These options allow casters to manipulate or improve upon the power of the original spell. As players grow stronger, these extensions give casters more options with their increase in action points. However, a player may choose to cast any of their spells beyond their action point total by concentrating on it over multiple rounds. When this happens, the caster is concentrating on casting their spell beyond 1 round (6 seconds). An extended spell can only be cast on the spellcaster's turn once they have concentrated long enough to accrue the Δ needed.

Using magic that is above a caster's action point is thematically draining their power and weakening them. Damage from extension casting can *only* be healed by taking a long rest. When a spellcaster extends themselves, they take 1d6 damage for each Δ that is above their action point total and they take 1 level of exhaustion. For example, the Level 1 Sorcerer casting *Fireball* has only 3Δ and needs 6Δ total to cast the spell. Once the sorcerer finishes extending themselves and the spell is cast on their subsequent round, they immediately take 3Δ worth of damage, equaling 3d6 total, and a level of exhaustion. Similarly, the Sorcerer

may choose to move for 1Δ at the start of their turn and then begin their 4Δ *Fireball*. On their subsequent turn, they would take 2Δ worth of damage and move down the condition tracker 1 level with exhaustion.

Interacting with Objects – You normally interact with an object while doing something else, such as when pulling a mysterious lever, opening a door, or picking up a fallen weapon. Most of these objects can be interacted with as free actions on your turn. However, some may require expending action point economy in order for you to interact with the object. The Δ cost of interacting with any random object is determined by the GM based on its size, shape, weight, or how difficult it is to interact with.

Using Skills in Combat – Players can use any applicable skills on their turn during *Combat* rounds as part of their action point economy. In general, *Sensory, Communication,* and *Knowledge*-based skills can be performed as free actions, while *Creative, Physical*, and *Trained* skills all require expending at least 1Δ to perform. If a skill or skill specialization does not have the Δ cost listed, the GM will be required to determine the number of Δ necessary to use the skill.

Improvised Actions – Characters may choose to interact with things in their environment that do not explicitly require skill checks or attack rolls. Whenever a character chooses to do something outside of the listed options, the GM must determine the necessary Δ cost for the improvised action.

Rules for DEFENSES and Healing

Armor Class - Also known as AC, protects a creature from taking physical damage or certain physical conditions from attacks or spells. When a player character's AC is matched or beaten from a physical attack, the player character takes damage that will reduce their current hit point total. The *Armor Class* is calculated by combining the following:

AC = 10 + Armor + Shield +Dexterity Modifier + Items + Natural Defenses + Misc. Modifiers

For example, a *Rogue* wearing +2 leather armor with a *Dexterity modifier* of 18(+4) and no magical items or natural armor has a temporary modifier of +2 to their AC. Their total defense is now 18. A physical attack roll must match or exceed a total of 18 to succeed.

Items that grant bonuses to AC do not stack. When granted a bonus from an ability, item, or spell to improve AC, simply take the highest valued option and apply it while ignoring the smaller denomination. For example, a spell that grants a character +2 to their AC is cast while another character casts a spell to grant +3 to the AC of the same character. The +3 bonus overrides the +2, which is not applied. All modifier durations are replaced with the new effect.

Resistance Class - Also called RC, protects player characters from taking mental damage, certain conditional effects, and overall represents the ability to endure. When the RC score is matched or beaten from an attack, the targeted character will either take damage, move down the condition tracker, gain a conditional effect, or some combination of the three. The *Resistance Class* **DOES NOT** include negative modifiers and is calculated by combining the following:

RC = 10 + Intelligence Modifier + Wisdom Modifier + Charisma Modifier + Natural Armor + Misc. Modifiers

Condition Tracking - It is used when a player's character receives certain **conditional effects** or when their **Damage Threshold (DT)** is matched or exceeded from a single blow. When a conditional effect happens, the affected character moves down the conditional tracker according to the description of the attack. When a character's Damage Threshold is matched or beaten, the targeted creature moves down the condition tracker one space. Once a creature is forced to move down the condition tracker to the final step –

Immobilized – and can be Coup De Graced. The *Immobilized* creature must use 3Δ on its turn to move back up the condition tracker one space. The condition tracker has five steps as shown below:

CONDITION TRACKER

STABLE | INCAPACITATED

0 | -d4 | -d6 | -d10
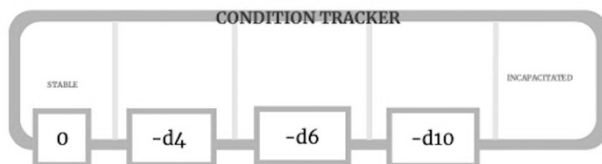
Defending – On your turn, you can choose to reserve any number of unused Δ to defend yourself outside of your turn as a reaction. Each 1Δ reserved grants you an opportunity to defend against one attack with a +1 to AC and RC. You must announce that you are using your reserved action point economy for AC and RC defense before your turn concludes in a given round.

Reactions – Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can choose to save any number of your Δ on your turn so that you can use it later in a round as a reaction. You can only make one reaction with your action points per before the start of your next turn. Some reactions, like *Defending* or certain spells will last the entirety of the round until the start of your next turn. You do not need a trigger to set off a reaction, only Δ that you did not spend from your previous turn.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives threequarters cover, the target has three-quarters cover.

Half Cover – A target with half cover has a +2 bonus to AC and RC. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

Three-Quarters Cover – A target with three-quarters cover has a +5 bonus to AC and RC. A target has threequarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

Full Cover – A target with full cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by means of metamagic or an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage and Healing

Injury and the risk of death are constant companions of those who wander the Common Lands. The thrust of a sword, a well-placed arrow, or a blast of flame from a fireball spell all have the potential to damage or kill the hardiest of creatures.

Hit Points – Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile. A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing. Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points. When a creature is below 0 hit points it gains the *Dying* condition. A dying creature loses 1 hit point each round until it is either healed or stabilized through a Medicine skill check. A creature dies when its negative number of hit points equals its Constitution Score.

Temporary Hit Points – Some spells and abilities give a player a boon to their hit points that exceeds their maximum. These are called *Temporary Hit Points* and must be expended before the window of time they can be used runs out. When a player with temporary hit points takes damage, they subtract all temporary hit points until they are 0 before subtracting additional damage from their hit points.

Resistance, Vulnerability, and Immunity – Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

- **Resistance** to a damage type will halve the amount of damage that is taken. Resistance is applied after all other modifiers are added to the damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

- **Vulnerability** to a damage type will double the amount of that damage type taken. Vulnerability is applied after all other modifiers are added to the damage. For example, a creature is vulnerable to slashing damage and is hit by an attack that deals 25 slashing damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then doubled, so the creature takes 40 damage.

- **Immunity** to a damage type will deal no damage of that damage type taken.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

OTHER Rules

Failure Features

When a player rolls a 1 on a d20 roll, they can utilize a *Failure Feature* from their class. Each class is equipped with one *Roleplaying Failure Feature* and one *Combat Failure Feature* option. Once a failure feature has been used, it cannot be used again until a long rest has been taken.

In the full WANDERVERSE Core Rulebook players may choose to multiclass their characters gaining additional Failure Features Taking this option will prevent your character from attaining the Level 20 *Legendary Feature* for your base class. As compensation, the cross classed character has a wider array of *Failure Features* they can select from between long rests. A character with multiple failure feature options can use each once per long rest.

Skills

Skills are used to determine how well a character communicates, uses their creativity, knowledge, physicality, senses, or training. The target number for any given skill is called a **Difficulty Class**, also known as DC. The DC is determined by the GM and typically ranges between 5 (easy) and 25 (nearly impossible). When a player attempts a skill, if the roll equals or exceeds the DC, the skill check is a success — the player overcomes the challenge at hand.

When a player selects their class and then selects their skills, they will select a minimum of 1 skill from their class list, even if their *Intelligence* modifier is

negative. Additionally, players may gain skills from their *Path* or *Class Features.*

Alignment

A typical sentient creature has an alignment which broadly describes its moral and personal attitudes. The *Alignment Score* measures the extent for which your character has been corrupted by evil or necromancy – Also called, "*The Dark Ways.*" The score is determined within a scale ranging from 0-26. A character's alignment score increases when they do evil deeds or tamper with necrotic spells. At the start of the initial gaming session, each player should describe information about their background. The GM then determines if the player's starting alignment score will be a 1d2, 1d4, 1d6 or 1d10 roll based on how evil the character is perceived.

1	2	3	4	5	6	7	8	9	10	11	12	13
14	15	16	17	18	19	20	21	22	23	24	25	26

ALIGNMENT SCORE

Anytime a character commits an evil act, it will increase their *Alignment Score* by 1-3 points. What constitutes an evil act is mostly determined by the Game Master but can be broken down into minor, moderate, or major transgressions. A minor evil transgression will grant 1 point, a moderate evil transgression is 2 points, and a major evil transgression is 3 points to a character's alignment score. It is up to the GM to best determine which type of transgression occurs in order to apply the correct adjustment to a character's alignment score.

A character's alignment score also increases anytime a character uses spells that are categorized as *Necromancy* or have alignment increases in the spell description. Each spell will detail the number of alignment score points gained under the *Conditions* section of the spell's description. If the caster uses extension casting with a *Necromancy* spell, their alignment score gains an additional point increase unless otherwise noted.

Conversely, the GM may choose to reduce alignment score points for any good deeds a player character does in game following the same 3-point scale.

A character who has an alignment score that is **equal to or above their *Charisma* ability score** is considered wholly evil. A character who becomes wholly evil is turned over to the GM and is now an NPC (unless the GM allows the player to continue playing as the evil character in their story).

Building Your Class

While you will not be wholly building your class from scratch using this playtest material, you WILL experience the customization of *CLASS FEATURES*. At every ODD level, regardless of multiclassing, you gain one Class Feature. Since you will be starting at Level 3, you will select TWO *Class Features* from your Tier 1 list as a part of setting up for the game.

There are four tiers of gameplay – Levels 1-5, Levels 6-10, Levels 11-15, and Levels 16-20. In WANDERVERSE you may select ONE Class Feature from the list in either your current tier of gameplay OR from a lower tier than your current tier of gameplay.

Additionally, each tier gives the player the option to select a class skill, trained skill, trait, or a bonus class ability (such as *Honor*, *Rage, Sneak Attack, etc.*) or spell slot (if they are a casting class) as one of their items instead of a class-specific feature.

Class Features are designed to help players develop their character with new powers and abilities. Some *Class Features* have prerequisites, that is requirements that are needed in order to progress. *Class Features* are listed with roman numerals (I, II, III, or IV) in the designated section of each respective class.

Class Options

In WANDERVERSE, you will have 16 class options to choose from. This includes:

- **Alchemist**
- **Barbarian**
- **Bard**
- **Cleric**
- **Commoner**
- **Druid**
- **Fighter**
- **Martial Artist**
- **Paladin**
- **Ranger**
- **Rogue**
- **Shaman**
- **Sorcerer**
- **Spellsword**
- **Warlock**
- **Wizard**

Character Sheets

In this playtest, you will be able to select from one of the following classes below. Use the link to download your preferred class character sheet.

- **Cleric** – [Character Sheet](#)
- **Druid** – [Character Sheet](#)
- **Fighter –** [Character Sheet](#)
- **Rogue** – [Character Sheet](#)
- **Sorcerer** – [Character Sheet](#)

In addition to the linked character sheet, you will also have a Δ action point options cheat sheet AND a list of selectable class features. You will need to pick two tha̶t̶... ...ᵗ̶ᵒ̶ ᵗ̶ᵒ̶ ᵗ̶ᵒ̶ ... the ... the *CLASS FEATUR̶...* (as se̶...

CLASS FEATURES & ABILITIES

Befo...

Here ... ...u begin t̶...

1. ... ...at ...ir ...of ...s ...ff ...s. ...e

2. ... ...N that you do not have all of the WANDERVERSE rules at your disposal. ***NOTE* If something**

seems unclear, feel free to send me an email at: CBurns@TheCommonLands.com

I love answering emails ☺

3. Have players share out their name and character name. Then allow everyone a moment to write it all down on Page 2 of their character sheets. You should write those down as well, GM!

4. Ask each player to give a brief 1–3-minute introduction of their character. Have them explain why they no longer live in the Capital City of Iscariot. Then, assign them either 1d2, 1d4, 1d6, or 1d10 to roll their starting alignment score based on your assumption of their alignment. If they seem to be more "evil-leaning," then roll 1d6 or 1d10. If they seem more wholesome and caring, have them roll a 1d2 or 1d4. Your choice!

5. You can set up a battle map using minis and terrain, similar to the example on the following page. Or, you can play theater of the mind where the events of the adventure are all verbally communicated with no use of minis or battle maps.

"You reside outside of the World's Capital of Iscariot in a small rural cottage. Each of you, longtime friends from your adventures, are enjoying a meal together. The scent of warm stew fills room. A fire crackles in the hearth, keeps your cozy cottage warm. For a moment, all is well…

The weight of the world seems lighter here… It's a place where the only pressing concern is whether there's enough bread to mop up that last bit of broth. As the evening draws nearer, you hear a group of men's voices. There is a rhythmic clatter of armor against packed dirt growing louder. As you pull the curtains aside and peer through your window, you see four Iscariotine riders, marked with royal blue cloaks with the World's Capital sigil etched upon the chest.

They slow as they approach the cottage and get off their horses. Not passing through. **Stopping.**

A loud, yet firm voice calls out, "We've come looking for [Player Name]! Your fealty has come into question and you owe the Capital a considerable amount of money. Will you pay??"

**The Capital's men are waiting outside for your response. What do you want to do?**

Running the Story

The playtest adventure story is very simple.

PLOT ➔ Your players are hanging out in their cottage home when they are suddenly confronted by Iscariotine soldiers. The soldiers are claiming SOMEONE hasn't paid their taxes and needs to fork it all up! Is it a ruse? Or is one of the player characters not telling the whole truth?

GM's NOTE ➔ The Iscariotine soldiers will continue to escalate the situation to the point of combat. They will break into the home if necessary, trying to claim "taxes" from one of the players.

Here is the flavor text for you to read:
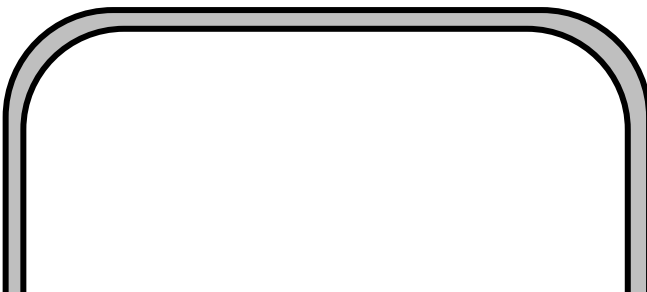
Managing the Encounter

When building this encounter, you will want to have 1 Iscariotine Soldier for each player character in the game.

Iscariotine Soldier

Iscariot is the World's Capital of the Common Lands. Many nations from across the world have aligned their banners with the Capital of Iscariot in exchange for protection, money, favors, or other less scrupulous exchanges. As such, individuals from around the world will come to the capital to find work as a soldier, often starting off protecting the city's walls. Some Iscariotine soldiers are shipped off to faraway regions of the Common Lands to enforce the Rule of Law, protect Iscariot's geopolitical lines, or protect/gather resources. While most soldiers wield their power to protect their city, there are many others who would use their authority to get ahead - which has led to their poor reputation amongst the people.

Physical Description – Iscariotine soldiers wear heavy armor, wield a heavy weapon, and don the Blue Cloak of the Tribunal – a tribute to their allegiances. For this reason, Iscariotine soldiers are often called, "Blue cloaks."

While humans are the predominant occupants of Iscariot, the Iscariotine soldiers are made up of a diverse collection of humanoids. Many individuals seeking opportunities from far off lands come to Iscariot and work as soldiers to earn citizenship and financial stability. Iscariot's Temple of Coin pays its soldiers well... and its politicians better.

Behavior – Iscariotine soldiers follow a commanding officer called a, "Lurch." The Lurch is someone who moves troops around and gives them their assignments. At times, Iscariotine soldiers will be assigned to cargo ships, siege battalions, or even smaller escort missions.

GM's NOTE: You can use the 4th page of the character sheet to transcribe the stats of the encounters you use to make combat easier to run.

Companion Character Sheet Link

Iscariotine Soldier

Medium Humanoid
Alignment Score – 5
Action Points: 3Δ
Challenge Rating: Tier 1

STR 16 (+3) | **DEX** 14 (+2) | **CON** 15 (+2) |
INT 8 (–1) | **WIS** 10 (+0) | **CHA** 12 (+1) |

Hit Points: 22 (2d20 + 10)
Damage Threshold: 20
Speed: 25ft. Run

AC 18 = 10 +3 Armor +2 Shield +2 DEX +1 Misc.
RC 11 = 10 +0 INT +0 WIS +1 CHA +0 Misc.

TRAITS: *Bulldozer**
SKILLS: *Athletics +5, Initiative +4, Ride +4*

SPECIAL: *Fighting Style – Defensive Fighting, Maneuvers (x2)*, Improved Attack*

ATTACK:
Longsword
Type: *Melee Weapon Attack (2Δ)*
To Hit: *+6 (+3 Strength +2 Proficiency Modifier +1 Masterwork)*
Reach: 5 ft., one target
Damage: 1d8 (one-hand) or 1d10 (two-handed)
+4 slashing damage.
Special I: Once per round, the Iscariotine soldier can make an attack with this weapon for 1Δ.

Crossbow (Ammo: x20)
Type: *Ranged Weapon Attack (2Δ)*
To Hit: *+4 (+2 Dexterity +2 Proficiency Modifier)*
Reach 80/320 ft., one target. *
Damage: 1d8 + 2 piercing damage.
Special I: Once per round, the Iscariotine soldier can make an attack with this weapon for 1Δ.

The Iscariotine Soldier has 2 maneuver points. They can expend a maneuver point to use one of the following:

Maneuver Points Spent ◯◯

MANEUVER 1 → Battlecry - *When the fighter successfully lands a melee attack against a creature's AC and RC, they can choose to goad the creature into fighting only them. Any attacks that are not made against the fighter are unfavored (-d6).*

MANEUVER 2 → Evasive Footwork – This maneuver doubles the Iscariotine Soldier's Dexterity modifier bonus to their AC until the start of their next turn.

---

*TRAITS → Bulldozer – Once per round, you can use a successful melee attack roll to also target the creature's RC. On a successful attack roll against AC and RC, the creature is knocked prone.

*REACH → 80/320 ft. – Shooting past 80 ft. is unfavored (-d6). The weapon cannot fire beyond 320 ft.

Initiative Order

When you begin the combat encounter, you will have everyone roll for their initiative.

You can keep track of it on this playtest sheet below!

[Optional Rule] Lump the Iscariotine Soldiers into ONE initiative roll and operate them all on one turn for the purposes of keeping the game moving along

INITIATIVE (Turn Order)	
Character Name	Initiative Rolled
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	
11.	
12.	

Tracking Encounters

You can use the layout on the right to help you keep track of the Iscariot Soldier hit points and conditions. This is a *slightly fancier* way of how it may be written down on your own pad or paper while running a combat encounter. You will not need all of the soldiers listed unless your party size is 5 or greater.

The center box can be used for writing down current hit points. The stats on the left are the Iscariotine Soldier's defenses and movement speed.

The circles on the right side of the box can be used for the levels of condition tracking. No checked circles means that the character is *Stable*.

○ –d4

○ –d6

○ –d10

○ *Incapacitated*

ISCARIOT SOLDIER #1

AC:18
RC: 11
DT: 20
Speed: 25

HP: 22

○ ○ ○ ○

ISCARIOT SOLDIER #2

AC:18
RC: 11
DT: 20
Speed: 25

HP: 22

○ ○ ○ ○

ISCARIOT SOLDIER #3

AC:18
RC: 11
DT: 20
Speed: 25

HP: 22

○ ○ ○ ○

ISCARIOT SOLDIER #4

AC:18
RC: 11
DT: 20
Speed: 25

HP: 22

○ ○ ○ ○

ISCARIOT SOLDIER #5

AC:18
RC: 11
DT: 20
Speed: 25

HP: 22

○ ○ ○ ○

ISCARIOT SOLDIER #6

AC:18
RC: 11
DT: 20
Speed: 25

HP: 22

○ ○ ○ ○

Using a Battle Map & Miniatures

You can choose to run this encounter through your imagination – Called "Theater of the mind." However, WANDERVERSE encourages the use of miniatures - or simple tokens - on grid paper to run an encounter so that you get a more complete feel for the game's mechanics.

If you are someone who may not have grid paper, miniatures, or the artistic skills to recreate this battle map -that's okay and don't worry! Use the link below for the printout of this map and tape the four pages together. If you do not have minis, you can use any token items to represent the characters and NPCs in the game. In fact, I used bottlecaps and dollar store gem stones myself when I was just starting out long ago.

GM's NOTE – If you ARE someone interested in getting better at drawing your own battle maps, let me tell you the best kept secret I had to learn the hard way destroying my wrist... CRAYONS. Yeah, they make filling in your maps much easier. A few black sharpies and crayons go a long way.

If you don't feel like you have the artistic skills to recreate this map yourself AND you can't print it out – don't sweat. Simply replicate the thick black lines on this map only and that should be sufficient for running this encounter.

As an aside – I LOVE looking at homemade battle maps. Please feel free to @/TheCommonLands anywhere you like and show us your map- making skills!

[WANDERVERSE Playtest – Cottage Battle Map](#)

Become a Wanderer

Share YOUR Feedback

There are SO many ways for you to let us know what you thought of this game and we'd LOVE to hear it so that we can provide you with the best gaming experience possible. Here are some ways you can share your feedback:

- Fill out the **GOOGLE FORM** – Helps us a **TON!**

- Post about it on your socials and join the discussion. Use **#WANDERVERSE**

- **Share the Kickstarter link** and let everyone know what you thought.

Support WANDERVERSE

The WANDERVERSE Kickstarter comes out March 25th, 2025. Join the campaign here:

- WANDERVERSE Kickstarter Pre-Launch

- [On March 25th] WANDERVERSE Kickstarter

Are you late to the Kickstarter game and just seeing these playtest materials now? No worries! You can get your copy of WANDERVERSE on www.thecommonlands.com as soon as it is released.

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