

ERA: RANDOMWORLD

A 2-page RPG of Battle-Beasts in honour of the Randomworlds 25th Anniversary!
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INTRODUCTION: A WORLD OF MASSIVE MAGICAL CREATURES

Life doesn't end at the western frontier... it just gets stranger.

Beyond the last cities lie scattered towns, isolated ranches and vast stretches of wilderness where the law travels slowly, and people live as free as any in all creation.

But what's ranched here is not cattle; it's Battle-Beasts, colossal creatures bred for strength and speed. They are short-lived, with increasing degradation as they receive injuries, but they make life out here possible.

When directed by a Keeper perched on their back (or as they are colloquially referred to, "Battle-Pets"), they are capable of moving huge blocks of stone for construction, transporting people rapidly from place to place and, unfortunately, massive destruction.

The Battle-Beasts are completely loyal to their Keeper, acting as one mind through the magical device known as a "World" (because it resembles a tiny globe). When the creature dies, its World can be salvaged and combined with the World of the next, adding the essence of the previous Battle-Beast in an evolution process that changes them in untold ways.

You are a Keeper – a "Battle-Pet" – and you must decide whether you will use your World and the Battle-Beasts you control for everyone's good or for personal gain. Your choice could change life on the western frontier.



CHARACTER CREATION: BATTLE-PET (KEEPER)

Your Keeper has three Attributes that describe their abilities. One Attribute is assigned an Attribute Level of 4, one of 3 and one of 2. **You choose which!**

Cunning – This makes it easier for you to look beyond the obvious, construct tactical strategies and outwit your opponents.

Moxie – This defines how likeable you are, and how well you both manipulate and resist the same in return (up to and including torture!).

Luck – This is a measure of how likely things are to turn out your way!

N.B. Keepers have no Health in this game: if they are stabbed, lose a gunfight, or are crushed by a Battle-Beast, they die.

Background and Quirk

These tell us who you were before and how you became who you are. Your **Background** describes where you are from and why you are a Keeper. Your **Quirk** is a negative personality trait, which can compromise your approach to situations, like fear, curiosity, thoughtlessness or greed.

Keeper Equipment

Your character may have whatever is functional for them (GM's Discretion)! A six-shooter or a knife due to your fighting style, a long coat or no jacket depending on how you ride your Battle-Beast, or a food stockpile are narrative differences rather than mechanical ones.

CHARACTER CREATION: BATTLE-BEAST (MONSTER)

Your Battle-Beast has four Attributes. One Attribute is assigned an Attribute Level of 4, one of 3 and the others are 2. **You choose which!**

Might – This makes the Battle-Beast more physically powerful; it is able to lift more weight and ram harder.

Reaction – This improves the Battle-Beast's reaction time in emergencies as well as its ability to move stealthily and run fast.

Grit – This is a measure of how much punishment the Battle-Beast can take, mentally and physically.

Power – This is how good the Battle-Beast is at using its magic: whether its strength is enhanced or it can spit poison, this defines how effective and potent that ability is.



Health and Size

Battle-Beasts are **Size 5** (6-8 metres tall). +1 Size means doubling volume. The amount of **Health** they have when uninjured is **Size + Grit**.

BATTLE-BEAST POWERS

Each Battle-Beast starts with one of the following Powers.

The World is salvaged when it dies, so a Battle-Beast's Power may be transferred via "Evolution" onto a new Battle-Beast: insert the World and allow **a day without combat** for magical combination with the new Beast's.

If the same Power is evolved onto a Battle-Beast, its effect stacks:

- Acid Pustules twice deals 2 Damage. Max Damage is [Power].
- Burrowing twice adds [Power x 2] dice to your sneak attacks.
- Flight twice lets the creature fly [2 x Power x 5] metres up.
- Constrict three times makes breaking free take [Power x 3].

POWER LIST

1. **Acid Pustules** – When fighting at close range, deal 1 Damage to its opponent, win or lose.
2. **Burrowing** – Dig down and burst out in a sneak attack to add [Power] Attack dice.
3. **Camouflage** – Add [Power] dice to stealth rolls when hiding (or pretending to be a hill or building!).
4. **Constrict** – Restrain your opponent with coils, tentacles or webbing. They must roll [Power] Successes on a [Might x 2] roll to break free.
5. **Elemental** – Choose one of fire, ice or electricity (only one per Power). At will, deal [Power] Damage to everything within [Power x 5] metres. *N.B. This may have an effect on the surrounding environment, too!*
6. **Enormous** – Gain +1 Size and Might for every 2 Power you have. *N.B. +1 Size also adds +1 Health!*
7. **Flight** – Fly up to [Power x 5] metres above the ground.
8. **Grasping Hands** – Pick up or manipulate objects, including using the surroundings as improvised weapons for +[Power] dice on attacks!
9. **Invulnerable Form** – Become a mist, liquid or similar for up to [Power] Turns. You are immune to Damage and cannot attack while in this form.
10. **Regeneration** – Gain 1 Health after a battle where you took Damage.



THE ERA D10 LITE RULE SET FOR ERA: RANDOMWORLD

The Era d10 Lite Rule Set has been created to make the process of playing the game as simple as possible, while remaining reasonably representative. It is easy to learn and leaves resolution of uncertainties to the GM.

Dice and Exploding 10s

The game is played with a pool of multiple d10s, and every 10 rolled adds an extra dice, as well as using the 10 in the result.

How Many Dice?

The GM decides the appropriate combination of Attributes for any attempted action. These may be a combination of Keeper and Battle-Beast Attributes if both are involved (such as in battle). For example, Cunning + Grit might be used to play dead, or Might + Moxie to distract the enemy while attacking.

The GM may also decide that the attempt is so likely to succeed that no roll is needed – it is a “Trivial Action”. Talking in Combat is usually a free trivial action, but sometimes these can also take time, such as running to relocate.

N.B. Where a “Turn” is referred to, that is 6 seconds or one Combat Round.

Threshold and Successes

A Success Threshold is set based on the difficulty of the Action attempted. **7 is a standard Threshold** but if the action is easier it can be lowered as low as 3 and if it's more difficult, it could go up to 10 (GM's Discretion).

The more dice rolled at or over the Threshold, the better the outcome:

1 Success is a minor success with limited benefit.

3 Successes is a moderate outcome with more benefits

5 Successes is a strong success and 7 Successes is outstanding!

In cases where two entities are opposed, including combat, both roll. The “Success Margin” (how many more the winner has) is the Level of Success.

If the Number of Successes is equal, the Defender wins.

Failures and Fumbling

Rolling a 1 on any dice is a “Failure”. If you have more Failures than Successes, you have “Fumbled” the roll, leading to a bad outcome.

1 Failure more than Successes might mean you fall over, with worse results up to 3 Failures more, which has life-threatening consequences!

Luck Points

For each Point the character has in their Luck Attribute, they have a Luck Point. Luck Points are used to add 2 Successes after the result of a roll. However, they also give the GM a Bad Luck Point which removes 2 Successes from a roll after its result, so use them wisely!

Battle-Beast Combat, Taking Damage and Degradation

Two combatants each roll two appropriate Attributes at an appropriate Threshold (GM's Discretion – it does not have to be the same for each!). Whichever gains more Successes deals [Success Margin] Damage to their opponent, meaning attacking can make you take Damage.

Battle-Beasts are in a constant state of degradation – the stress of using their World drains their life essence. As a result, they cannot regain their Health when it is lost (except via Powers). If their Health reaches 0, they die.

When they die, their World can be salvaged with a GM-defined roll.

FOR THE GM

This game runs rules-lite, and is easy to run, even for beginners.

Simply choose whichever two Attributes make sense to you – you are right!

Adventures may include wild Battle-Beasts terrorising an area, raiders taking a ranch full of Battle-Beasts to increase their strength or rival Keepers wanting control. The game works best when Battle-Beasts are both the problem and the solution to the scenario.

Luck Points – Don't allow Bad Luck and Luck to counter each other!

Random Beasts – Roll 1d10 to determine a random Power for encounters.