

Greetings from the Sundered Epoch on DriveThruRPG! We recently updated the SE:20 Core Rules. You can download the newest version of the files from your DriveThruRPG library.

Here's what changed:

Version 0.14

Chapter 1 – Introduction

- Concepts of the Game
- Materials
- Links (new)
- Dice
- Common Terms
- Your Turn (new)

Chapter 2 – Character Creation

- The Character Sheets
- Character Concept (new)
- Creating an Effective Team (new)
- Species (new)
- Magic & Powers (new)
- Occupation (new)
- Physical Appearance (new)
- Personality (new)
- Motivations (new)
- Background (new)
- Plot Hooks (new)
- Reputation (new)
- Notes (new)
- Free Skills
- Occupation Skills
- Starting Equipment
- Allies & Contacts (new)
- Cashing in Contacts & Allies (new)
- Encumbrance (moved)
- Optional Attributes (new)
- Reputation (new)
- Reputation Traits (new)
- Effects of Reputation (new)
- Social Standing (new)
- Starting Money (new)
- Skills
- Skill List (renamed from Skill List)

- Skill Ability Defined (moved)
- Combat Variables (reorganized)
- Magic Target Number
- Maximum Damage

Chapter 3 – Using Skills

- Action Cost
- Standard Skill Checks
- Control & Wrecked Condition
- Degree of Success & Failure (moved)
- Partial, Simple, & Hard Failure (renamed from Simple vs. Hard Failure)
- Group Effort (new)
- Impossible Tasks (new)
- Material Components (new)
- Multi-Step Skill Checks (new)
- Spending Extra Time

Chapter 4 – Character Improvement

Chapter 5 – Combat

- Combat Example (new)
- Unstable
- Combat Round
- 1. Choose Your Weapon
- Range
- Stun Time
- Dying
- Mending Wounds
- Reviving Characters (renamed from Reviving Unconscious Characters)
- Saving Dead Characters
- Ammunition Management (renamed from Cinematic Ammunition Management)
- Hard Success in Combat (renamed from Attack: Hard Success)
- Rate of Fire
- Bodyguard
- Defensive Stance
- Gang-Up
- Inspiration
- Intimidation
- Offensive Stance
- Overwatch
- Standing Up
- Stealth
- Take Cover

- Taunting
- Two-Weapon Attacks
- Entangled
- Exhaustion
- Falling Damage
- Helpless
- Morale
- Prone
- Sleeplessness
- Stress
- Optional Combat Rules (new)
- Called Shots (new)
- Critical Wounds (new)
- Crippling Wounds (new)
- Amputation (new)
- Critically Wrecked (new)
- Exploding Glance (new)
- Hit Location Rolls (new)
- Killing Blows (new)
- Lethal Damage (new)
- Using Miniatures (new)

Chapter 6 – Equipment

- Armor Properties
- Total Armor
- Sample Medieval Armor
- Sample Modern Armor (new)
- Scaling Glance
- Sample Explosives
- Maximum Effective Range

Chapter 7 – Non-Player Characters

- Basic NPCs
- NPC Sheet
- Sample Basic NPCs

Chapter 6 – Equipment

- Modern Currency (new)
- Medieval Fantasy Currency (new)
- Measurements (new)
- Damaging Equipment
- Armor (reorganized)

- Total Armor
- Armor by Hit Location (new)
- Layering Armor (new)
- Armor Properties
- Sample Medieval Armor
- Sample Modern Armor (new)
- Designing Armor (new)
- Explosives (reorganized)
- Sample Explosives Table
- Using Explosives in Combat (renamed from Using Explosives)
- Triggers (new)
- Melee Weapons (reorganized)
- Melee Weapon Properties
- Sample Melee Weapons
- Designing Melee Weapons (new)
- Ranged Weapons (reorganized)
- Maximum Effective Range
- Bows & Crossbows
- Sample Bows & Crossbows
- Firearms (reorganized)
- Sample Firearms
- Designing Firearms/Energy Weapons (new)
- Shields
- Trade Goods & Services (new)
- Toxins & Diseases (new)
- Medical Equipment (new)

Chapter 7: Non-Player Characters

- NPC Character Concept (new)
- NPC Mood (new)
- Sample Basic NPCs

Tables (new)

Version 0.13

Chapter 2 – Character Creation

- 4. Starting Merit Points Table
- Size Target Number Table
- Movement Types Table
- Simple vs. Hard Failure

Chapter 3 – Using Skills

- Spending Extra Time (new)

Chapter 5 – Combat

- Initiative Note
- Zone Movement
- Special Actions
- Critically Wrecked
- Surprised

Version 0.12

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Version 0.11

Chapter 1 – Introduction

Chapter 2 – Character Creation

- Encumbrance

Chapter 3 – Using Skills

Chapter 4 – Character Improvement

Chapter 5 – Combat

- Unstable

Chapter 6 – Equipment

- Bows & Crossbows

Character Sheets

Version 0.10

Chapter 1 – Introduction

- Common Terms

Chapter 2 – Character Creation

- The Character Sheet (new)
- Starting Experience
- Knowledge Skills
- Movement
- Dragging & Pushing (new)

Chapter 3 – Using Skills

- Control & Wrecked Condition
- Modifiers
- Impossible Tasks (new)

Chapter 4 – Character Improvement

- Group Awards (new)
- Player Awards (new)

Chapter 5 – Combat

- Initiative
- Interrupting Actions (new)
- Movement Types (moved)
- Zone Movement (moved)
- Zone Properties (new)
- Standard Attack Rules
- 1. Choose Your Weapon
- 2. Name the Target
- 3. Find the Shot Accuracy
- 4. Find the Target Number
- 5. Roll for the Attack
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- Cinematic Ammunition Management
- Rate of Fire (moved)
- Special Actions
- Entangling & Wrestling
- Intimidation
- Offensive Stance
- Search (new)
- Taunting
- Trample
- Two-Weapon Attack (new)
- Special Conditions (new)
- Blindness (new)

- Critically Wrecked (moved)
- Cold & Heat (new)
- Deafened (new)
- Entangled (new)
- Falling (new)
- Helpless (new)
- Invisibility (new)
- Morale (moved)
- Prone (new)
- Sleeplessness (new)
- Surprised (moved)

Chapter 6 – Equipment

- Damaging Equipment (new)
- Durability (new)
- Sample Firearms
- Using Shields (new)

Character Sheets

- Character Concept Sheet (new)
- Equipment Sheet (new)
- Stat Sheet

Version 0.06 – First release