Revolution D100 Package Template

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This template demonstrates how to create a package for Revolution D100. A package is a selection of options from the generic core rules which represent a specific genre or setting (for instance the Cyberpunk genre or the lost continent of Mu). You are free to release the contents of your Revolution D100 package as Product Identity and even to sell it as a commercial product. However, we encourage you to release it as Open Game Content and for free. In either case, please include the license reference above, deleting the option that does not apply.

# Introduction

Describe which setting this package represents: a historical period, a popular legend, a novel or series of novels, a film or series of films, or a broader genre.

# Character creation

List any recommendations for characteristic determination method, and whether improved power levels are permitted. Remember that the standard character generations method in Revolution D100 already produces powerful adventurers, so encouraging higher levels of power may be unnecessary.

## Species

If the setting allows the creation of non-human characters, list here the species available as player characters and how to determine their characteristics. For each species, list the innate powers and make a reference to the species entries in the background section, specifying whether this species has multiple background entries or only one.

## Background table

Use the guidelines on page xx 12 the core rules to create your backgrounds and list all of them in a table. Even if a background is already in the core rules, list it again to give the actual name for the Language Trait. You can omit the table and just list the standard Traits if there is only one background available.

## Profession table

Provide a table with all the new professions available at character creation time, and what backgrounds allow access to the profession. Use the guidelines on page 12 of the core rules to design professions compatible with the standard ones. If some of the standard profession entries from the core rules are applicable without changes, list them at the bottom of the table rather than repeating them.

# Skills

Specify whether some standard skills are split into two or more specialist skills (for example Agility becomes Agility and Athletics) or whether there are new skills. Before adding new skills, ask yourself whether they are really needed. If they contain just one or two traits, the answer is most likely “no” and the new skill is better represented as a Trait in an existing skill.

### Unavailable Skill list

List which standard skills are better left out of the game (for instance Operate in a low technology setting, or Concentration when there are no powers available). When a skill can contain just one Trait, it is a good candidate for omission. Note also under which other skills to list Traits which usually go with an omitted skill (for instance Craft if Operate is not in use).

# Traits

List any Traits present in the setting which are new or differ from the version described in the core rules.

### Status

List which statuses are available, and what they imply in terms of social standing and influence. If the setting is rich in Status Traits (for example, a society with a caste system), add a table showing the equivalence in wealth of the various Status Traits, each of which may have more than one wealth equivalent.

### Unavailable Trait list

Specify which Traits described in the core rules are unavailable in this setting (for example beam weapons in a setting with no sci-fi aspects).

# Stunts

This section should be one of the most detailed, as Stunts are heavily dependent on the setting. List here all the special abilities which require a Stunt to use. If you wish Stunts to occupy the same slot as their main skill, specify it here. You may also decide that some types of Stunts use up a slot while others do not.

### Agility stunts

If your setting includes special agility feats, list them here. If this is the case, consider also splitting Agility into Agility and Athletics to free up slots for the Stunts.

### Communication stunts

If your setting includes them, list the Stunts your character can use when interacting with others, such as using a superior Status to avoid Resolution Point damage in a social conflict (Status as Armour).

### Driving and Piloting stunts

If your setting includes plenty of conflicts while driving or piloting vehicles, your characters will most likely have Stunts they can use in these circumstances. List them here along with their effects.

### Martial Art stunts

If your setting includes Martial Arts, you should list here the various schools available and their Stunts. Do not forget to specify which Stunt is automatically included in the school Trait.

### Weapon use stunts

When a weapon special ability is available only with a specific Stunt, list the stunt here and specify whether the ability is totally unavailable without the Stunt or whether it becomes advantage only. The weapon entry in the weapon table should include an asterisk after the ability name to remark that it requires a Stunt.

### Other combat stunts

Describe a Stunt for each combat feat which is not the activation of a weapon special ability. Some of these stunts may still be linked to a specific type of weapon (for instance, a stunt called Shield Bash which allows you to attack with a shield without suffering a Penalty, or Dual Wield for a weapon).

# Equipment

Describe which kind of new items are generally available in the setting. Provide generic equipment tables if necessary.

### Weapon tables

Provide at least one table for close combat weapons and one for ranged weapons. If the setting many new close combat weapons, consider splitting the close combat weapon table into three tables for light, heavy and two-handed weapons, too. At the bottom of each table, list the weapons from the core rules which are available in the setting. Weapons which have the same name as a standard weapon but have been modified should be listed in the table, instead.

Do not forget to provide a table for ammunition, too, if the setting introduces new ammo.

### Armour tables

Provide a table for the typical armour elements available in the setting. Most historically accurate settings will include a slightly adapted version of the standard armours present in the core rules; in this case, replicate the table entries for each armour element rather than just providing a list as we recommended for weapons.

### Unavailable equipment list

Describe which equipment from the core rules is not available.

# Powers

All entries which contain the [belief system] or [power system] clause in their name refer only to that specific system and may thus appear multiple times. The entry may also refer to multiple belief systems if the latter have some characteristics in common.

Do not forget that advanced science can be treated as a power, too. If your characters can use or create technologically advanced gadgets that surpass the abilities of weapons, they should be listed in this section.

## Allegiances

If your setting contains one or more belief systems, list them here and specify which power systems they give access to.

## [Belief system]

Provide a brief description of your belief system.

### [Belief system] organisation

Does the system have a hierarchical structure? Do its ranks provide the equivalent of a Status Trait?

### Traits and Stunts for [belief system]

List all Traits that the belief system has as prerequisites, or that it gives access to, and whether they are learned automatically when the character starts following the belief system or achieves a certain rank.

### Channelling and Holiness for [belief system]

Does the system use Channelling and Holiness? Does it rename them somehow? How do you calculate them? How do characters use them?

### Power types for [belief system]

Does the system give access to powers? Describe the power systems provided here and their peculiarities (for example, mention the fact that Buddhists learn cantrips as powers derived from meditation). If the powers have a non-standard duration or range, or calculate Might in a peculiar way, mention it here.

### Standard [power system] powers

List the standard powers of the specified power system that the belief system gives access to. The list may be arranged per sect if the belief system is organised in such a fashion (for example, list the cantrips that different Buddhist school teaches).

### Special [power system] powers

List any new powers of the specified power system that the belief system provides, in the same format used in the core rules. Standard powers which differ from the core rules should be listed here, too, possibly repeating part or all of the description of the power given in the SRD.

### Sects/schools of [belief system]

If your belief system is split into sects or schools, list them by using the following template

**<Name>**
<Description>
Traits: favoured/trained traits
[Power type]: power list, by power type

## [Power system]

If your setting contains a power system which is not connected to a belief system, or which is a completely new power system, you should list it in a separate entry.

### Attributes for [power system]

Describe here the default value for If the powers have a non-standard duration or range, or calculate Might in a peculiar way, mention it here.

### Channelling for [power system]

Does the system use Channelling? Does it rename it somehow? How is it calculated? How is it used?

### Powers in [power system]

List the standard powers of the power system that are available in the setting (for example, list the power families that psionics can be born with, and which powers they include).

List any new powers that the power system provides, in the same format used in the core rules. Standard powers which differ from the core rules should be listed here, too, possibly repeating part or all of the description of the power given in the SRD.