

1. INTRODUCTION

Rearth Vega is a fantasy tabletop roleplaying game. You're going to get some people together to build a fantasy action adventure story with **Players** controlling their character and the **Warden** guiding the setting and managing encounters and interactions.

This world is large and varied enough to accommodate just about every setting you would like to play in and you can homebrew any story or location you want. Your game is your game and you can modify or change whatever you'd like within your playthrough, but **Rearth Vega** was built with a few ideas in mind...

- 1) Gameplay should keep a brisk pace. **Rearth Vega's** original 2 dice **Tier and Grade System** and the universal mechanics should allow a **Warden** to keep the game moving without being bogged down in RAW discussions, figuring out what a character can and cannot do, overly complex math, or reliance on keeping track of extreme minutia.
- 2) This is not a deeply realistic strategy combat game- combat does happen but keep it in arcade mode.
- 3) The Warden and players can "yes, and" as much as their group would like, but the dice rolls will limit what you accomplish.
- 4) Your character has access to a full range of playable abilities from the beginning.

Author notes will be dispersed throughout the guide

An option will be listed throughout the guide to choose between **Basic** or **Extended Play**. For simplicity the game can be as bare-boned as possible and the **Basic** option is the most straight-forwards gameplay. **Extended Play** attempts to add some unique gameplay or flavor or a bit of crunchiness while not being overly complicated.

Rearth Vega is a world using the **Tier and Grade System** but connects through the **Liminal City** to all existences, times, and realities. You can build your own stories within **Rearth Vega** or use the **Tier and Grade System** to build your own worlds. If you'd like to use the **Tier and Grade System** or adapt your scenarios to this system go for it, this can be as setting agnostic as you want. Please check out the license so the community can get involved with **Rearth Vega!**

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1.2 What is Different in Rearth Vega?

What is the point? There are a handful of goals involved in the creation of Rearth Vega:

Adaptive Locations.

- A multi-genre world setting that can adapt almost any storyline. Utilize our growing library of lore or use a setting of your own design that can either fit within a known region or may exist in another realm of existence in Rearth Vega. Most settings from other role playing games should have space to fit in.
- Tell your stories how you want to tell your stories.

Faster adventuring.

- Play in Arcade Mode. Much of the minutia (which can be fun in its own way, if that's your thing) and math can be skipped in favor of saving time and keeping the game flow exciting.
- Less travel/wandering- Players can warp direct to adventure locations. Feel free to delve into traveling if that's a focus for your gameplay, or feel free to jump straight to where you want your session to take place.
- Fast start- You can build your backstory as the game progresses, no need to create your story before you're playing the story.

Faster fighting combat.

- The initiative order is side based and malleable. Players can get into battles quickly.
- Rolls are fast and often. All Players can stay involved with less time waiting.
- Players can take some hits and survive, so they aren't afraid to dive into combat. Death is likely but not a game ender as all players can stay involved after a death.
- Attacks and spells work similarly between any Job or Species the Player creates. Players and the Warden do not need endless knowledge of obscure spells or skills nor do they need to stop and look anything up in a book.

Create who you want.

- Characters are generally balanced equally and a Player can flavor their Character however they want.
- Flavor Species how you want. Flavor Jobs how you want. Flavor Spells how you want.
- Min/Maxing is irrelevant and your build doesn't need to be limited by imbalances amongst Characters.

Free.

- Get 2 d10's (or use a dice roller on your phone). Get a couple sheets of paper. You're good to go.
- No Big Corporations involved in monetizing every part of your gameplay.
- No prohibitively expensive purchases making a financial burden on Players.

1.2 What is Different in Rearth Vega?

General Lore of Rearth Vega

- Humans are extinct. Aside from Lich remnants of the Oldest Kingdoms, or travelers from the Liminal City, there are almost no Humans on Rearth. Some may be found in the Dusk Realm as many Humans did populate the world centuries earlier and their dead carry on. In the Liminal City Humans from many time periods can also be found but don't play a major active role outside of the Liminal City. Players can immerse in a world of a greater variety of species interacting with each other.
- Chimeras. There are few "pure" animals on Rearth, all are chimerical mixes of at least 2 IRL species. Ex. It would be rare to see "rats" or "birds" in an IRL sense, but rats with beautiful feathers can be found, and four legged birds with tails can flap about. Which is the Brat and which is the Rird? Ratbird or Birdrat?
- Fast and Alternate travel is commonplace. While each has its benefits and shortcomings, there are multiple methods of alternative travel that connect all lands in the continent. Traveling through the Faefree, the Duskrealm, and the Liminal City all allow fast travel for players to most locations. Even with far flung locations across distant corners of the continent, Players have the ability to access far flung locales that traditional travel may prevent.
- Countless Gods actively involve themselves in this world. The skills that all Adventurers rely on are gifts from their patron Deity. The Gods use Adventurers as their mortal instruments to manipulate the world on their behalf. An Adventurer gains a Blessing from their patron Deity and once having proved themselves may culminate their career by being given a direct order from their God as their life's true purpose.

1.3 Warden Guide part 1

“As there are Gods who manipulate the fate of individuals, there are also Those who build the reality in which all exist.”

<p>You are the Warden</p> <ul style="list-style-type: none">- You are not the enemy, you are not actively trying to defeat the players <p>Balance the game</p> <ul style="list-style-type: none">- If the monsters are too easy or hard, modify them. Adjusting your rolls a Tier up or a Tier down is a Warden's job. <p>Keep things moving</p> <ul style="list-style-type: none">- These are professional adventurers, if they want to sit in a pub all day they can do that on their own time.- Nudge when you can, some people are oblivious and need a gentle sign from their god to inspire them. <p>All basic, simple, standard, or obvious stuff is allowable or automatic.</p>	<p>Opt for Arcade mode.</p> <ul style="list-style-type: none">- There is a limited amount of math and inventorying, but don't make Players get bogged down in overly specific expectations or too many rolls. Ex.- if an enemy has 1 hp left, don't worry about the rest of the math- as soon as a Player hits they can kill it. <p>Opt for Cinema mode</p> <ul style="list-style-type: none">- Players can understand the difference between narration and what their character actually experiences. Set scenes or open adventures with glimpses at foreshadowing or points of view outside their immediate group. <p>Opt for heroic moves</p> <ul style="list-style-type: none">- These are fantasy adventures, accept that fantastic things can happen <p>Let them die</p> <ul style="list-style-type: none">- There are mechanics for resurrection, the spectre of death is not a game ender and in some cases may open new storylines and options.
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1.3 Warden Guide part 2

Character Creation

Players don't need to have a heavy in depth backstory- their backstory can evolve and be revealed during adventures.

Dungeons

Facing the unknown in an unfamiliar environment is stressful, apply **Stress** points to the group when entering such areas.

Facing danger similarly is stressful, new monsters or dangerous close calls can cause **Stress**.

Combat

Poison is commonplace with many enemies, expect players to deal with this often.

When fighting multiple enemies, especially hordes of smaller enemies, allow players to **Cleave** through the enemy they are attacking and apply the remainder damage to nearby enemies.

When rolling for a skill, roll 2 d10 and take the highest combination, add any bonus. You will generally want above 70 for passing, above 80 for good, and above 90 for awesome.

Resurrection

When a death occurs- Adventurers are Bonded to person/place/ thing... decide, based on conditions or plot, how quickly they come back. Whether it's by a Holy spell, returning to a place they're bonded to, or back at a Church in town- a player could immediately return to a fight, or slowly need days of rest to recuperate. Resurrection can be commonplace, but not easy or without repercussions.

Magic

Expect **Casters** to be knowledgeable on their own training. If they are expected to announce their spell and describe the level and range you can know what they should be rolling to pass. In combat they are rolling against themselves, so a level 5 spell they need to roll a 50 or above. In situational magic the **Warden** can decide what should be passed. In general 90-100 is Great, 80-89 is solid, 70-79 is accomplished but... meh. You can adjust based on the difficulty of what they are attempting to accomplish as well as the level with which they are casting the magic. The greater the difficulty, the less likely they should pass... and likewise the higher the level of magic, the more leeway you should give them to pass. You can let the player know a minimum level of magic it would take to accomplish what they are trying.

Items

Nearly every **Shop** should be heavily stocked. Due to the widely dispersed commerce throughout the world, common items should be stocked in most every region. Some regions may have banned some items. Unique **Named** or **Magic Weapons** may not be available everywhere as they may be one of a kind or they may be region or task specific.

1.4 Adventurer Guide

"Legends are built on the bravery of Adventurers"

Roleplay Your Character. Develop your character's personality, motivations, and background.

Roleplay Your Group. If you are playing with other people, be involved. Talk to and learn about their characters. Interact with others. Back them up

Do Things. Stay active. You are an Adventurer- not a farmer, not an Innkeeper, go adventure.

Say what you are doing

If in combat- say or describe the mechanics of each of your actions or your emotions. You can do 3 actions each turn.

If out of combat- say or describe what you're doing, thinking, feeling, or want to do.

Be ready to roll. Have those dice ready and roll them right- you bounce those off the table and it doesn't count.

Keep track of your info. Handle your HP and other information on your Character Sheet

Be Adventurers

There are no experience points of leveling but you will gain more powerful equipment and items as you adventure

Start with a Character Sheet. Follow through Character Creation to fill out your information.

Choose any **Species** and **Job** or create your own and verify with the **Warden** before play.

Pick 2 of the 4 Stats to add 1 point to. These will help with rolls related to those skills. Keep in mind Magic Casters must have 1 point in Magic, but also can't wear Armor or Shields. The other 2 of the 4 Stats will have a -1 applied.

Many spaces on your sheet will be filled in by adventuring, like **Background**, **Prey**, etc.

When rolling for a skill, roll 2 d10 and take the highest combination, add any bonus. You will generally want above 70 for passing, above 80 for good, and above 90 for awesome.

Decide with your Crew what order to go in when an encounter starts. Or Clockwise.

When rolling in combat, roll 2 d10 and take the highest combination. Add your **Attack** bonus if attacking, add your **Defense** bonus if defending.

Many effects can lower your skills or lower your HP. If your rolls are impacted it will be harder to do what you want. If your HP reaches 0 you are dead and others need to reincarnate you.