HIDDEN WORLDS
REFINED CORE
HUNT MONSTERS. SAVE HUMANITY. SURVIVE?

Hidden Worlds is a story-centric RPG built on a new game system called the **ODG system**. The ODG system makes use of a single d20 for character creation and during gameplay. Hidden Worlds is designed to make sure the rules never get in the way of the story.

One of the main tenets of the ODG system is The Curve. The vast majority of the measurements are relative and based on an exponential curve. One of the easiest examples is range: Range 1 is close enough to touch, Range 2 is across the room, Range 3 is the next room over, and Range 4 is across the yard.

There are no levels or classes in Hidden Worlds. Character attributes and skill proficiencies are used to measure the effectiveness of the character. There are two primary pools of points that are used to measure the current status of the character. The Life Pool is connected to the physical attributes (MIG, HEA, HEC, QCK), and the Soul Pool is connected to the non-physical attributes (ITL, JDG, ALR, LCK).

Attributes:
MIG - Might
HEA - Health
HEC - Hand-Eye
　　　 Coordination
QCK - Quickness
ITL - Intellect
JDG - Judgement
ALR - Allure
LCK - Luck

Aspects:
Aspects are values based on related Attributes. This includes the two pools that measure the essence of the character - Life Pool & Soul Pool.

Skills:
Skills are divided into Core skills, Proficiencies, and Expertise. There are 15 Core skills, and each has multiple Proficiencies and Expertise.

Destiny Point:
Characters are assumed to have some greater "destiny" in the story. Each character starts with a Destiny Point, and can (rarely) gain more during Advancement. Destiny Points are the ultimate undo, the ultimate do-over, or the pen-ultimate get-out-of-death-free card. Players can use their Destiny Point to either correct a major mistake or bad moment retroactively, or proactively make a difference in the game.

Faith/Magic:
The faith/magic "spells" are called **Abilities**. There is no Ability list, each Ability is customized. Casting a Faith Ability uses *Faith: Cast Faith Ability* and is rolled vs. a target SC determined by the Ability during creation. The Ability will also have a specific Delivery Method and Soul Pool Drain.

Exploding Crits:
"Exploding Up": If you roll a "20" on the die, add the "20" to the total, roll again, and ADD the next number to the total. If you roll another "20", continue. "Exploding Down": If you roll a "1" on the die, add the "1" to the total, roll again, and SUBTRACT the next number from the total. If you roll another "1", continue as before. Once you explode Up or Down, the direction NEVER reverses.

$$[Attribute] + [Core\ skill] + [Proficiency] + [Expertise] + d20 + Modifiers$$
vs.
Static Check (SC) or Opposed Check (OC)

ORDER OF COMBAT
Every round is 2 seconds.
1. Declare Actions
2. Roll Initiative
3. Actions - Incl. rolls for Attacks
4. GameMaster weaves story

Combat Actions:
DECLARED ACTIONS
- Combat Movement
- Skille-based Actions
- Attribute-based Actions
- Cast Faith Ability
- Create New Faith Ability
- Cancel Faith Ability
- Grapple/Hold
- Draw/Holster Weapon or Item
- Target of Opportunity (ToO)
- Called Shot
- Scan Target
- Defend/Resist Only
- Extended Communications
- Open/Close Portal
- Activate Electronics
- Extended Look Around
- Triggered Actions
- Drop Weapon or Item
- Cancel Own Active Faith Ability
DEFENSIVE ACTIONS
- Combat: Evade
- (Combat) Evade: [Expertise]
- Combat: Melee
- (Combat) Melee: [Expertise]
- Combat: Unarmed
- (Combat) Unarmed: [Expertise]
- Faith: Resist
- (Faith) Resist: [Ability Expertise]
- Survival: Awareness
- (Survival) Awareness: Spot Hazards
- Passive Defense

Combat Distances:

Range	Approximate Distance
1	Close enough to touch.
2	Across the room.
3	Next room over.
4	Across the yard.
5	Across the parking lot.
6	About a block away.
7	About three blocks away.
8	Halfway across a small city.
9	Across a medium city.

Weapon Damage: X (+YY)
X=Base Damage (YY=Damage Modifier)

[(Difference of rolls) x (Base Damage)] + (Modifier)

Weapon Range:
AA/BB/CC/DD: Max Range Increments
EE/FF/GG/HH: Modifiers for Range

EE = Modifier up to Range AA
FF = Modifier between Range AA and BB
GG = Modifier between Range BB and CC
HH = Modifier between Range CC and DD
Weapon ineffective beyond Range DD

Movement
"Move" is the distance the character can move at regular speed in one combat round. **Fast Move** = (Move + 1). **Slow Move** = (Move − 1).

Grenade/AOE Ability Target SC is based on Difficulty

If SC fails, center is located away from target, with direction determined by chart to the right and based on the initial die roll.

Distance = (difference / 10, round down)

```
        17-20
    16  /  |  \  15
11-14 — TARGET — 6-9
    10  \  |  /  5
        1-4
      ATTACKER
```