



in 5 minutes

Awoken is a fantasy Role Playing Game for 4 to 7 Players where Players embark on epic quests and adventures. On these quests Players will face off against monstrous creatures and meet interesting towns folk all controlled by a single Game Master. It's the Game Master's role to guide the other Players on their journey and bring the collective story to life.

The Major mechanics of Awoken hinge on rolling dice and adding character's modifiers. These rolls allow your characters to do basically anything, as long as the dice allow it.

Climb a tree? Roll for it. Pick a lock? Roll for it. Punch that guy in the teeth? Roll for it.

Characters, Classes, Stats

Awoken is an escapist medium where Players have the opportunity to live the few hours of play as an entirely different person. Players are able to be someone else and create characters of different physiques, genders, and even species!

Each character has 5 major **Attributes** that encompass who the character is.

Strength (Ability to lift and resist physical power)

Dexterity (Ability to move, jump, throw)

Intelligence (Ability to think, reason, and understand)

Charisma (Ability to converse and charm)

Will (Ability and potential with magic, also personal Will Power)

Each of these Attributes has a current max score of 20 (Larger number). The higher the Attribute number is, the higher the modifier will be (smaller +/- number).



Players have **Skills** which show more specialization of characters. Players can have a max of 5 points in each of the Skills which allow players to be better in these fields. Some of the Skills are Stealth, Monster Affinity, Persuasion and Lock Picking.

Players will choose one of the ten **Classes** and gain special Passive and Triggerable Abilities. These Abilities are unique to their class and are what really set Players and play styles apart. Some classes focus on damage and strength (Berserker) while others hone their skills on healing and support (Bard).

Players have an amount of Speed which allows them to move that number of Meters/Hexes around the maps per turn.

Players also have an amount of Health which allows them to take a certain amount of damage before passing out or dying.

Role Playing

Role Playing is the essence of Awoken. Players take on the guise of another person and fully embody that creation; often changing voices and body gestures. The beauty of this RPG is the ability to do **anything** you want. Players are put into a world of magic and mystery that is more or less their playground. It is the Game Master's job to describe and paint the world for the Players, but it's up to them to fill it with adventure.

You want to chat with the Baker? Let's do it!
 You want to jump over that table and grab the thief? Woo awesome!
 You want to...climb the wall like a spider? Could you roll for that?

Making rolls or **Checks** are integral to Awoken's flow and realism. Any action is possible, within reason. It will generally fall to the Game Master's to decide if the action is viable or not. If a Player wants to fly the Game Master might say no. Or they might have some fun and ask the Player to make a **Dexterity Check** setting the Check extremely high at 40; nigh on impossible. When the Player fails the Game Master might describe "You fall flat on your face, arms stretched out wide."

When making a Check Players will roll a D20 (20 faced Die) and add any modifiers from Attributes, Skills, or Abilities.

Gregor must make a Stealth Check to sneak past the patrolling Guards.

Game Master sets the check to 16 in their mind

Gregor rolls a D20 and gets...



Gregor adds 1 for his Stealth Skill and 2 for his Dexterity modifier

With a 17 Gregor successfully sneaks past the patrolling Guards and into the store room.

Combat

Every Player has an **Action Count** that notes how many actions they can make per round. Different types of actions require different amounts of action points. These types of attacks are listed on the Player's character booklet and offer Players a wide range of options during combat.

Players can only attack or use magic once per turn, they cannot do both per turn.

How to attack?

When attacking an enemy, Players are attempting to roll equal to or above the enemy's Armour Level. Players add 2 modifiers to their roll; either Strength (melee weapons) or Dexterity (ranged weapons) modifier and their Weapon Proficiency.

Weapon	Modifier	Damage
<u>Wooden Staff</u>	<u>+2</u>	<u>1D10 + 8</u>

If the attack is successful then Players deal the Weapon's damage; rolling the intended dice and adding any intended extra damage.

Magic

Awoken's magic is powerful and is not limited to certain classes. Any character can wield magic but it must be unlocked first.

Once magic has been unlocked for your character you can fill in the **Total Magic** section of your character booklet.

All magic comes directly from the **Will Attribute** so Players gain 5 magic for each point in Will. Players then place a counter on their Magic Pool corresponding with their Magic Total. For each spell that is cast the counter will move down. At the beginning of a Player's next turn their Magic Pool will rise by their Magic Regeneration score.

Spells have Magic and Actions costs. Magic cost is how far the counter moves when casting a spell. Action cost is how many actions it costs to cast per turn.



Level	Spell	Cost	
		Mana	Actions
<u>1</u>	<u>Fire Blast</u>	<u>15</u>	<u>1</u>
<u>1</u>	<u>Daze</u>	<u>10</u>	<u>1</u>