1: Amazing Engine Core Rules - System Guide - Noble Knight Games

*System Guide (Amazing Engine Rule Booklet, Am1/) [David Zeb Cook] on www.enganchecubano.com *FREE* shipping on qualifying offers. This is a game system unlike any you've played before. In this booklet are the rules you need to create a character core.*

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2: Am3 Bughunters (Amazing Engine System, Am3/) () by TSR

System Guide has 1 rating and 0 reviews: Published October 28th by Wizards of the Coast, pages, Paperback.

Eric Nelson, Samuel K. Walters; John Gaines, Brennan M. Cereso, William Tracy, Verne D. Printed in the U. Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distibuted in the toy and hobby trade by regional distributers. This material is prorected under the copyright laws of the United States of America. Any reproducrion or other unauthorized use of the material or artwork printed herein is prohibited without the express written permission of TSR, Inc. Player Characters, 10 1. Generate Attributes, 10 Table 1. Species Bonus, 12 Table 1. Defensive Adjustments, 13 2. Choose Skills, 13 3. Equip the Character, 20 4. Determine Background, 21 Chapter 2: Skill List, 27 Skill Descriptions, 29 Chapter 3: Items and Equipment, 86 Money, 86 Table 5. Initiative Resolution, Table 6. Action Modifiers, Table 6. Campaign Background, Appendix IV: Scrolls have been made using these symbols for centuries, and recent developments in quantum relationships have enabled learned spellcasters to create three-dimensional, crystalline "scrolls" that hold spells until they are activated. Adventure awaits as well, for there are all the problems of modern society, plus centuries of ruins to explore on terraformed Hanahpu, and in a Europe devastated by powerful magic at the end of the last great war. I started tossing out ideas from my old premise, and the other members of the group added their own. I thought about the name, and wondered for a time if the universe should contain both magic and scientific technology. The idea of cybernetic spellbooks intrigued me. Eventually, I went back to my original concept of a "grown-up" fantasy world, and eliminated most technology. This provides a world that is similar to our own in many ways, and therefore somewhat familiar, but that has a unique flavor and mystique all its own. As I rewrote history for this alternate earth, things began to fall into place. On this fantasy world, magical items are as common as technological items in our own world. In fact, they are so common that they are not referred to as magical. We do not refer to a television as a "technological item," or call it a gloss box of watching or some other odd title. Similarly, the people of this alternate universe seldom think twice about the function of the enchanted mirrors on which they watch entertainment, news, and sporting events. Even calling it enchanted is redundant, in the same way that it would be redundant in the real world to call the device an "electronic television. The setting is 20th-century Earth. While similar in many ways to the real world, it differs in a number of other ways. It is a world where magic is commonplace, complex machines are almost unknown, and "fantasy" degrees in their areas of spellcasting. In more primitive creatures play major roles in history and current events. A book like this cannot be written in a vacuum. Many were the times I discussed a concept over lunch, or walked around the TSR building for an hour trying ideas on whoever would listen. The following people helped me solidify ideas into game material, offered useful feedback, furnished resource material, provided a needed diversion, sparked an idea, or offered computers for me to use while I was away from the office: In addition, there were the playtesters, who gave me many fine ideas. I took their comments to heart and incorporated many of their suggestions and ideas into this book, and I thank them as well. Players should read the introduction, and can read chapters , and appendices II-IV. NPCs The third appendix covers campaign background. Though not absolutely necessary to run the game, this section provides useful background for the gamemaster, who can use it to add color and depth to the campaign. The first part of the appendix provides relevant information on the history of the game world. Appendix III also offers short descriptions of the major political powers of the world, and describes many elements of current society. It is one of wonder, of magic, and of adventure. This introductory section gives a broad overview of what is required for the game and what is recommended. It covers some basic game mechanics that are used in this universe, and it also gives a feel for the flavor of the universe. Included is a short overview of the world, its current situations and problems. Gamemasters and players should read this section to get a feel for the world and what a typical campaign in it can be like. The GM should choose a focus for the campaign, then describe it to the players so they may make an informed decision about the type of characters they want to play. Once the players know something about the campaign, they are ready for Chapter 1, which covers the creation of player characters. Several races are available, and a

number of possible origins and backgrounds are described. Many professions are available, from journalist or archaeologist to army scout or necromancer. Regardless of profession, almost every character knows a few spells. After the basic character is assembled, skills can be found in Chapter 2. The skills chosen for a PC determine the spells initially available to that character, as well as the manner in which they are cast. The magic system is described in Chapter 3: Spell lists and descriptions are found in Chapter 4. The fifth chapter describes the equipment available to PCs, as well as a number of items they might encounter in everyday life. The monetary system is also covered in this chapter. A number of appendices are included in this book as well. It is not necessary to purchase other Universe Books created for the system. In addition, there are no further supplements planned for this or any other already-created universe. This means that the reader does not need to purchase more than this book to play in the MAGITECH universeâ€"but it also means that there is little more available than what is found in this book. If you are interested, please write and let us know. It is expected that the reader understands some basic concepts and terminology used in role-playing games. First and foremost, this is a game, one in which the player assumes the part of a character and imagines what that character does in reaction to certain situations. This book is a piece of fiction created for enjoyment. Knowing terminology includes knowing that a play session is called an adventure, a campaign is a series of adventures, a gamemaster or GM referees an adventure for several players, a dlO is a sided die, and two 10sided dice read consecutively, to generate a number between one and , are called percentile dice. Three common abbreviations are used throughout this book: Other terms are introduced in the text, but these should be easy to understand, and will become second nature after the game has been played a few times. The information in this book is presented primarily for the gamemaster, who should choose what information to pass on to the players. It is not necessary to read this book cover-to-cover to play the game. The book serves primarily as a rules reference, and it can be skimmed, read piecemeal, or read thoroughly and completely; whatever works best for the gamemaster. This book contains expansions on the rules, covering all the special quirks of this universe. In some cases, rules are added to flesh things out; in other cases, an existing rule is tweaked so it works just right. Several optional rules are mentioned in the text; these may enhance enjoyment in certain campaigns. Try the standard rules first, applying optional rules as needed or desired. Some chapters should be given special attention. Player Characters and Chapter 6: A new subsystem of rules is presented in Chapter 3: This chapter is integral to this universe, and should be thoroughly studied. Most commonly used for skills, it consists simply of rolling percentile dice and trying to roll a number less than or equal to the attribute; a roll of always fails. In many cases, margin ratings as described in the System Guide are used; a thorough reading of the relevant section of the System Guide is in order. Thus a margin rating of S1 means the character is critically successful if the roll succeeds and the ones digit is 1 or 0; a margin rat- ing of F8 means the character fails critically if the roll fails, and the ones digit is 8, 9, or 0. Most adventures take place on the planet Earth, the third planet out from the star Sol in the Milky Way galaxy. The time-frame is the late 20th century, the s to be exact. Okay, so how is it different from the real world? For one thing, there are other intelligent races besides humans. Most of these racesâ€"elves, dwarves, centaurs, and othersâ€"have existed since the dawn of time. Others, such as minotaurs, are more recent additions. Now, they play a major part in politics and world events. The elves are the people of the Mayan republic, minotaurs rule the nation of Texas, and a dwarven attempt to build an empire in Europe led to World Wars I and II. It is done simply to add some diversity and fun to the game. Space travel is relatively common. Venusâ€"usually known as Hanahpuâ€"has been terraformed by magic, and there are several colonies there, as well as ruins of the early settlers, who arrived there almost years ago.

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4: Amazing Engine - Wikipedia

System Guide (Amazing Engine Rule Booklet, Am1/) by David "Zeb" Cook 1 edition - first published in Time of the Dragon (Advanced Dungeons and Dragons Dragonlance, Boxed Set).

5: AM1: Amazing Engine System Guide - Wizards of the Coast | www.enganchecubano.com

AM1: Amazing Engine System Guide - This is a game system unlike any you've played before. In this booklet are the rules you need to create a character core This is a game system unlike any you've played before.

6: AM1: Amazing Engine System Guide | RPG Item | RPGGeek

A 32 page rule booklet containing the core of the Amazing Engine rules. Not a playable system in itself; requires additional rules from one of the Amazing Engine setting books.

7: System Guide by David Zeb Cook

System Guide (Amazing Engine Rule Booklet, Am1/) (Amazing Engine Rule Booklet, Am1/) David "Zeb" Cook. Published by Wizards of the Coast ().

8: The Magitech Game (Amazing Engine System) - PDF Free Download

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9: TSR Inc. | LibraryThing

Amazing Engine was designed from the outset as a two-part system. You'd have the core rules (this book) and then you'd add the 'universe book' of your choice to make a complete game. These core rules contain all that's needed to create player characters and have those characters use skills, fight, and move.

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