

SPHERECHILD



QUICKSTARTER

WELCOME TO SPHERECHILD

This quickstarter summarizes the idea behind Spherechild with simplified rules for a first look. The eight sample characters, four for each world, were created specifically for the adventure in this book - Secrets in deep space. No additional materials are needed to play - just a six-sided (D6) die and a twenty-sided (D20) die.

This book, the eight starting-characters and four additional characters can be downloaded from the Spherechild website for free.

The basic rulebook offers a lot more possibilities and variations. It also introduces the worlds of Valcreon (Fantasy) and Sol Thu'ma (Sci-Fi).

The German version of Spherechild started in 2007, resulting in a third edition in 2018, being followed by a translation into English in autumn 2023.

For more information and news about Spherechild, additional books, downloads and upcoming products please visit our website www.spherechild.de and join our Discord community.

And now, have fun ...



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THE STORY BEHIND SPHERECHILD

Do you dream of spending your life in the magnificent forests of the North, attending the gathering of the great Illusion magicians, or simply enjoy the market of the city of Teromberg? Perhaps you are from Sol Thu'ma and want to cross the galaxy in a spaceship, or spend your twilight years on a pleasure planet?

In that case, I have bad news for you - this will not happen. Because you are chosen to be the defender of your home sphere. That is your destiny.

That probably sounds better than it is. Very few inhabitants of your sphere know what you really do. You won't be celebrated as a hero, you won't get a medal, but you do have a good chance to die an early death.

This is not a job you can quit. Your mission is immensely important. If you fail, not only you and your friends die, but the entire sphere. On Valcreon, that may be one planet, but on Sol Thu'ma, your failure would result in the extinction of an entire galaxy. Thousands of planets, billions of lives.

No one said it was going to be easy. So, stop complaining and get ready. The adventure has already begun...

The cosmos

„I thought my world was rich in adventure, magic and wonder, full of strange species, mysterious animals and exotic plants, until the first time I was allowed to see through the eyes of my sphere brother. I had no idea.“

Spherechild is home to a variety of worlds, the spheres, which differ in way of life, level of development, and size. They include worlds full of magical wonders, vast galaxies traversed by starships, and planets with creatures that have left their materiality behind. In this book we focus our attention on two of them, Valcreon and Sol Thu'ma.

Valcreon is characterized by the elements of fantasy without machines and gunpowder, but its spellcasters have created a fantastic world of their own. Magic is integrated into everyday life, from healing illnesses to the great teleportation circles that transport a person hundreds of kilometers in the blink of an eye.

Sol Thu'ma is science fiction, a galaxy with many solar systems at the center of one of the largest and oldest spheres. Faster-than-light spaceships travel between the planets and trade between different species booms. Supercomputers are leading science and medicine into a brighter future. Most parts of Sol Thu'ma are mapped except for the great anomaly and a few unexplored remote areas. All secrets seem to have been uncovered - but this could not be further from the truth.

Even though both spheres are very different, they share a special background – the myths.

The return of the myths

„As children we listened to the stories about black men, scary beasts and haunted cities. But in recent years, we found everything is true, worse even than in the most gruesome tales. I can't tell when it began. All I know is that life was never the same after that.“

A few years ago, the spheres experience a phenomenon known as the return of the myths. Horrible creatures from legends roamed remote villages, mystic islands rose from the seas, and lost planets appeared on starship sensors. At the beginning a rarity, these oddities soon got out of hand and became a threat.

On Valcreon, after centuries, the Boak returned, a cruel species, powerful as they were ruthless, willing to rise again as masters of the world. The other species barely had time to face this threat. But this return is not the only danger. Many regions were haunted by creatures known only from ancient tales. Child-stealing ghosts, flying lizards which ruled the skies, or creatures that were immune to any kind of magic. The knowledge from the libraries was useless and even the brightest minds resigned themselves to this new threat. Solely the ancient knowledge of the ancestors promised salvation. But their records are rare. Many of them are lost.

The history of Sol Thu'ma dates back more than ten thousand years. The oldest records tell of a species of conquerors who ravaged the galaxy. The fearsome Usuur required new slaves for their war god. The species of today were barely developed, savage Barbarians, without a common language, millennia away from spaceships, computers and modern science. Only the Raan were able to oppose the Usuur at that time. But the Raan have long since disappeared, while there are increasing signs of a return of the Usuur.

This metaplot runs through all worlds. At some points there are overlaps that go beyond the boundaries of one sphere. The questions are the same everywhere: Why did the myths disappear back then, and why are they returning now?

THE RULES

Create characters with your own ideas

The Spherechild rulebook only provides a framework that allows freedom in the creation of characters. These characters are the defenders of their spheres, equipped with special powers that set them apart from the normal inhabitants.

Through the free choice of skills, the development of an individual background and the creation of unique powers, the player can create any character they like. They can choose between two methods of creation, one based on dice or the other based on points.

Fast rules with optional features

The rule system is intuitive, clear and fast. This idea applies to all aspects the game, from combat, to character progression, to magic and supports typical Spherechild play.

Some sections contain additional, optional rules with more details (e.g., aimed hits) or provide an alternative to existing rules (e.g., initiative).

Create an infinite cosmos

Spherechild allows the creation of spheres of any kind, according to the ideas and preferences of the players. Due to their universal framework, the rules remain the same across all the spheres and do not need to be adapted.

Adventures across the spheres

The spheres are not independent from one another, they are connected. Unusual events on one sphere can have an effect on others. This idea allows adventures that confront the characters with completely new challenges.

THE CHARACTER CREATION

Before describing the rules of the game and the two spheres, we start with character creation. How is a character created? What can they learn? What makes them special? This chapter is an introduction, so we deliberately renounce from explaining the rules. Nothing of this introduction needs to be memorized. Everything necessary is explained in the rule section following afterwards.

The first idea

The first idea for a character is detached from scores and rules. It is the basic enthusiasm for a species (the proud warriors, the mysterious mountain people ...), for a profession (gladiator, wizard, thief, doctor ...) or a mixture of both. Spherechild infuses this idea with more life and facilitates the creation of a playable character for countless adventures.

Species and profession

The groundwork of each character is laid through choosing a species and a profession. This provides the character with a framework which becomes unique through the players individual choices. Experienced players have the option of building a character according to their ideas, without any restrictions by a profession or dice.

The character in game terms

A player character consists of four elements, these are:

- the physical and mental attributes.
- the acquired skills with their subskills.
- the unique powers of a Spherechild.
- the „soft“ factors, such as background, appearance and features of the characters personality.

To illustrate the creation of a character, we accompany the thief Yarena on the fantasy sphere Valcreon in her creation. She comes from the species of Sinites. She will start off colorless and hard to imagine, but by the end of the chapter, Yarena will be a remarkable player character.

THE ATTRIBUTES OF A CHARACTER

The six physical and mental attributes form the basis of a character.

Strength stands for physical power, while Constitution describes a characters robustness. Dexterity includes their sense of balance, speed, and agility. Charisma includes a characters appearance, appeal, and their effect on others. Intelligence represents knowledge and the ability to learn. And finally, Willpower describes a characters strength of will, mental responsiveness, and their affinity with magic.

Attribute scores

In order to „measure“ the ability of a character, all attributes are expressed in numbers. The minimum value of an attribute is 4. The species intended for character creation may not exceed the value of 18.

For example, an intelligence score of 4 indicates an uneducated, stupid person. While a character with the value of 10 is averagely smart, at 18 they possess extraordinary intelligence. The following example illustrates this:

Intelligence-score	
2	„Ugh!“
6	„Reading? It’s too hard for me.“
10	„The final exams were pretty tough.“
14	„Of course I have a degree.“
18	„Cogito ergo sum!“

Yarenas attributes

From a physical point of view, Yarena is a slender, but muscular woman, nimble with her fingers and quick on her feet. As a child she entertained her family with her sleight of hand. Her home were the desolate slums of Teromberg. She had to work for a living early in life, so she used her dexterity to relieve unwary merchants of their valuables. This is reflected in her very high **Dexterity** (17 - almost the maximum). Yarena is not weak, but she cannot compete with a well-trained warrior. She has a **Strength** of 10 and a **Constitution** of 9.

Life on the street taught her how to deal with other people. She has an eloquent manner, which is reflected in a **Charisma** score of 9. She is not unattractive, but she is not a beauty either. Her neglected education is reflected in her **Intelligence** of 7. Finally, she seems to have no affinity for magic (**Willpower**: 6). On the character sheet, this is denoted as follows:

Attribute	
Strength	10
Constitution	9
Dexterity	17
Charisma	9
Intelligence	7
Willpower	6

THE SKILLS OF A CHARACTER

During their life, a character acquires physical and mental talents, in Spherechild this is divided into general skills, weapon skills and magic skills.

The general skills

The general skills include languages or knowledge of history, as well as acrobatic talents or driving a car. These skills are also expressed in scores. For many applications of a skill, an initial score of 4 is sufficient. Characters with a score of 10 are considered experienced, and with 18 they are true masters.

Yarenas general skills

Yarenas skills revolve around anything that requires Dexterity. Not surprisingly, this attribute is her highest in value. Thanks to her life on the streets, she has little education. Despite this, she is able to make a good living with her talents.

General skills	Score
Perception	7
Acrobatics	12
Burglary	16
* Pick locks +4	20
* Pickpocket +4	20
Secret skills	7
Stealth	13
* Hide +4	17

Yarena has a **Perception** score of 7, which is an important skill for thieves and includes the senses of hearing, smelling, tasting, seeing, and touching.

As a thief, she is an excellent acrobat (**Acrobatics**: 12). Anything that requires Dexterity, agility, or speed is covered by this. She can juggle, take risky jumps or keep her balance on a rope.

Yarena excels at **Burglary**. She can use it to detect weak points and security measures in buildings or pick locks. This includes stealing valuables from clothing or luggage. Not only does Yarenas total score of 16 show this ability, but so do her two subskills, **Pick locks** and **Pickpocket**, which give her a +4 modifier each, on top of the main skill.

With a score of 7, Yarena has mastered the basics of **Secret skills**. This includes encrypting messages, spying, lip reading and imitating voices. With this skill, the character can make contacts with secret guilds and read secret signs.

Her talents as a thief are completed by **Stealth**, which includes both sneaking and hiding. The subskill **Hide** indicates another talent of hers, walking in the Shadows.

Weapon skills

On all spheres, a character can learn how to use weapons. Each is treated as a skill with three scores: Attack strength is expressed by the A-score (A = attack), defense ability is shown by the P-score (P = parry), and damage is reflected by the DP-score (DP = damage points).

The scores under „+/-“ correspond to a bonus pool that may be distributed to the weapons A or P-scores at will during combat, reflecting a more aggressive style (when set to A) or a more passive tactic (when set to P). This modifier depends on the associated attribute of the weapon.

Yarenas weapon skills

Weapon skills	A	P	DP	+/-
Martial arts	2	2	1D6-4	0
Dagger	6	5	1D6+2	4

Like any character, Yarena has mastered the basics of **Martial arts**. Being more agile than strong, the thief has learned **Dagger**. Her acceptable stats of 6 (attack) and 5 (parry) show that Yarena doesn't like fighting. She is proficient with the weapon for emergencies. Nevertheless, she does much more damage (DP) with the dagger than with her fists.

Magic skills

Regardless of their profession, every character is able to learn the art of magic, as long as it is common within their world. Magic is the manipulation of mind and matter. A wizard uses it to control the elements, the mind of a person, or to summon creatures from other dimensions.

The art of spellcasting comes from the spellcaster themselves. It is not bestowed by gods or tied to materials. Some Mages learn magic from books, while others are taught the art by instructors. The wild magic of Spherechild is divided into magic skills with a specific area. It allows the creation of a spell according to the players wishes and ideas.

Yarenas magic skills

Yarena has never had much use for magic. On the one hand, she lacks the mental foundation (Willpower: 6), on the other hand mages are hated by thieves. Magical security measures have often prevented profitable robberies.

The interaction of skills and attributes

The ability of a character also depends on the attributes. Firstly, the associated attribute score determines the maximum learning level for each skill. Secondly, a higher attribute also provides a higher modifier to add to the character's skill score.

This modifier ranges from -4 to +4. All the math on the character sheets has already been done for this introduction.

Yarena has a Dexterity of 17, so her Dexterity-dependent acrobatics skill cannot be higher than 17. The excellent Dexterity gives her a +4 modifier, so Yarenas Acrobatics skill score is 12, even though she learned it only at 8 (8+4).

Subskills characteristics

Subskills highlight the specialties of a character. They give them depth, individuality and help to develop their preferences.

Yarena earns her living as a burglar. To do this, she spies on houses, opens poorly secured windows and sneaks through rooms in search of valuables. Therefore, subskills of use to her are *Pick locks* and *Hide*.

Subskills affect stats and give a +4 modifier to the corresponding skill.

Pick lock is part of the normal *Burglary* skill. Every time Yarena picks a lock, she gets a +4 modifier.

THE POWERS OF A CHARACTER

A Spherechild distinguishes from the other inhabitants of their world by their powers. These are special talents or traits that go beyond the ordinary. All player characters have a general power, an individual power and a group power from the start.

General powers

The general power is the same for all characters. Using Attribute and skill transfer, the Spherechild can borrow the attribute or skill (or its score) from a sibling for five minutes. The borrowing sibling on the other sphere endures no penalty.

Individual powers

The individual powers can be chosen freely. For Yarena, it is Always a rope at hand. She can produce a 10m rope out of thin air for the duration of an hour.

Group power

As a team, characters have group powers. These can be used individually or together, depending on their type. Yarenas group has chosen Group telepathy. This power allows Yarena to talk telepathically with the other members of the group. The maximum distance of the conversation, as seen from the activating character, is 500 meters and extends through matter. The power has a duration of five minutes.

Powers

Attribute and skill transfer
Group telepathy
Always a rope at hand

THE CHARACTERS DESCRIPTION

The attributes, skills and powers are the framework of a character. The essence of the character is generated through a deeper description. What drives the character? What are his desires for the future? What is he afraid of? What are his weakness? These are only four possible questions. Part of the description are the character's external characteristics and origin. All this is not rolled up, but freely determined by the player. The chapter concerning character creation in the basic rulebook contains a lot of help for creating a character with depth.

Yarenas character description

So far, Yarena is a skilled thief from Terombergs slums, a talented burglar with special powers. The stats tell us nothing about her character or appearance. Is she tall or short, blonde or black-haired? Is she a thief who steals only for greed, or does she have a good heart and shares her loot with the poor? Does she want to rise to the top of the thieves' guild or does she want to steal enough money to live a comfortable live? Here is a suggestion:

Twenty-one-year-old Yarena is from the hovel district of Teromberg. She is a slender, visibly well-trained woman with long black hair that reaches curly over her shoulders, usually tied into a braid. She wears light, soft clothing that gives her plenty of freedom of movement.

Yarena has a good heart and gives away money to friends from her neighborhood. She tends to be reckless as she seeks admiration from her fellow thieves. This almost cost Yarena's life, as she tried to rob a wealthy merchant, whose magical security is feared in the guild. Only a lucky coincidence saved her from the city guard. It is this unpredictable, intangible magic that frightens her. She cannot grasp or understand it. Nevertheless, she is brave and loyal. Her maxim would be: „Adventure is waiting behind the next closed door.“

The character-creation of Yarena is hereby finished. The result can be found on p. 10.



VALCREON

Valcreon is a world of magic and wonder, inhabited by numerous species. For many centuries, around the campfires, people told stories of powerful creatures, terrible monsters, and civilizations long gone. Some of them hardly frightened the children, but a few years ago they came back, the myths, haunted the species and devastated landscapes. First the outlying areas, the great forests, the vast deserts and the lonely mountain landscapes. Then, they came closer to the villages and the big cities. The number of victims grew.

The first encounter took place on the sixth day in the year 670 – fourteen years ago. West of Alt Weiden, two children from the village of Birkenweide went missing during the night, kidnapped out of their beds. During the search, four men encountered a creature they knew only from ancient tales - a Syjar, a cruel invulnerable creature, immune to magic. Only one man lived to tell the tale.

A similar event occurred near the Vendal town of Loc Mar. A confused man arrived at the city wall with torn clothes and begged to be let in. Delirious, he babbled something about a Kut'tomak, a fearsome desert demon only known from the stories of the Nomads. The man was Calov N'Tarle, a well-known caravan leader. The captain of the guard assembled a force to search for other survivors of N'Tarle's caravan. Finally, forty kilometers east of Loc Mar, the bodies of the missing were found. They had been drained of all liquid and their faces suggested a gruesome death.

Among the Qwe, the ancient tale is told of a cave giant, a creature that dwells deep in the rock, avoiding sunlight, usually asleep. Generations of Qwe feared to come across such a sleeping place of a rock giant during their excavations and to wake him up, because one touch of this creature is enough to turn any creature into stone. The victim does not die, but lapses into rigidity, unable to move or age, cursed to the eternal immobility. When a mining crew from Ge'zil went missing, a search party discovered a shaft that reached far into the depths. At its bottom the missing people were found, turned to stone and their faces distorted in pain.

Initially, the return of the myths was attributed to the return of the chaos god Kelghu, but he was only a shadow of his former powers, his fanatical followers were not numerous enough, and so the warlike Vendal sent out their army, the Sinites searched their libraries, and the wise shamans of the Tham sought advice from their spirits. The T'chk offered vast sums to whomever could find a cure for the new danger, and the Qwe turned to their secrets of the dark arts. But the results remained sparse. Only in ancient stories did they find any clues, but too fragmented and too few in number to defeat this threat of bygone days.

Ultimately, brave adventurers had to go searching for long-gone civilizations, explore cursed places and ruins that no one had entered for centuries. Somewhere, there has to be knowledge about the monsters and creatures. Otherwise, all is lost.

Valcreon in general

Gunpowder has not yet been invented on Valcreon. There are no steam engines or heavy industry. The level of education varies. In rural areas, 70% of the population cannot read. In the cities, the illiteracy rate is much lower. Most dwellings are wooden. Stone houses are only found in cities. In recent centuries, blacksmithing has improved, as has shipbuilding and agriculture, but overall, there has been little technical progress on Valcreon. However, this is compensated by magic.

There is nothing mystic about magic on Valcreon. It is common. In the cities and larger villages, there are numerous Priests, Mages, and Alchemists who offer their services at affordable prices.

There are many different species on Valcreon. Since the species can only reproduce among themselves, there are no mixed species. This period is largely one of peace, but the history of Valcreon is full of conflicts that can re-ignite at any time.

The forms of government are as diverse as the species, ranging from dictatorships and oligarchies to monarchies. Only democracy has not found its way into Valcreon.

Faith plays an important role. Knowledge about the existence of the nine gods is part of the culture of all the species of Valcreon. Many inhabitants concentrate their prayers on one god, according to whose principles of faith they live - godless people are rare.

SPECIES OF VALCREON

The **T'chk** live in a theocracy. The laws of the priesthood are binding. The highest priest is not only the defender of the faith, but also the ruler of all T'chk and commander of the army. His power is absolute and infallible. He can determine, reshape or break laws at will. His word must not be doubted.

The T'chk's religious life is only for show. Most of them opportunistically adapt to the current ruler and faith.

The religious leaders of the T'chk are obsessed with power and use their tenure to gain even more influence and eliminate opponents. The power of the priesthood has made many T'chk fearful. They do not trust strangers, suspect everyone to be a possible spy of the priesthood.

The T'chk cities are built in the dense jungle areas of Valcreon and are connected by paved, well-maintained roads. The settlements are amongst the largest and most magnificent ones of Valcreon. Beggars are nowhere to be found. The streets are clean and the buildings shine with a functioning sewer system.

Their penchant for perfection is reflected in their huge administration and their cleanliness. A T'chk visits the bathhouse at least once a day. The bathhouses are also places for meeting and exchanging information. Many business deals and arrangements are concluded there.

The T'chk prefer noble, ostentatious clothing and wear expensive jewelry. They value good workmanship, high quality and the height of fashion. These things are subject to great variation. The T'chk shave their heads, leaving only a small scalp curl that falls across the back of their necks.

The **Sinities** are the largest and most diverse species on Valcreon. No one has greater diversity in lifestyle and morals. They prefer warm and temperate climates, where they raise livestock and cultivate crops.

They are sociable and diplomatic with a great willingness to help. Hospitality is taken seriously and will be practiced.

City dwellers attach more importance to cultural events and cater to the latest fashion trends. Smaller numbers of children per family predominate and the family cohesion is not as strong as in rural areas. Rural children are integrated into their parents' work at an early age and receive less schooling. As a result, there is a clear difference in education between the rural and urban population.

The Sinite empire is divided into 15 principalities, which are ruled by princes who are directly subordinate to the ruling king. The title of king is passed on to the next male heir. The princes have great freedom in governing their realms, which regularly leads to conflicts with the king.

The **Vendal** live in the great deserts and warm steppes of Valcreon. Their cities are magnificent stone buildings, with high walls and powerful watchtowers. The size and height of a stone building expresses prosperity for the Vendal. Their architecture knows no curves. They prefer angular columns, roofs and rooms. The cityscape is dominated by statues and monuments of honor- every victorious battle is immortalized in a monument.

Their life is dedicated to the fight. Strength, fighting ability and courage are the essential elements of their society. Vendal take combat seriously and fight duels to the death. Their fighting code obligates them to give any worthy opponent a chance to surrender. Nor is it shameful to surrender to a better opponent.

Members of the army have the highest esteem in Vendal society. The family of a fighter rises in the hierarchy, if yonder has proven themselves by courage or military ability. The Vendal have a close relationship with their family and species. This is shown by wearing the family crest on their clothes or weapons. Traitors will be expelled from the family and anything that reminds of them will be destroyed.



SPHERECHILD

Name
Yarena Yomirad

Species
Sinite

Profession
Thief

Sphere
Valcreon

Attributes	
Strength	10
Constitution	9
Dexterity	17
Charisma	9
Intelligence	7
Willpower	6

Dodge	5
Spell resistance	6
Initiative	17

HP	MP
20	-

General skills	Score
Perception	7
Acrobatics	12
Burglary	16
* Pick locks +4	20
* Pickpocket +4	20
Secret skills	7
Stealth	13
* Hide +4	17

Weapon skills	A	P	DP	+/-
Martial arts	2	2	1D6-4	0
Dagger	6	5	1D6+2	4

Magic skills	Score
-	

Powers
Attribute and skill transfer
Group telepathy
Always a rope at hand

Character description
<p>Twenty-one-year-old Yarena is from the hovel district of Teromberg. She is a slender, visibly well-trained woman with long black hair that reaches curly over her shoulders, usually tied into a braid. She wears light, soft clothing that gives her plenty of freedom of movement. Yarena has a good heart and gives away money to friends from her neighbourhood. She tends to be reckless as she seeks admiration from her fellow thieves. This almost cost Yarena's life, as she tried to rob a wealthy merchant, whose magical security is feared in the guild. Only a lucky coincidence saved her from the city guards. It is this unpredictable, intangible magic that frightens her. She cannot grasp or understand it. Nevertheless, she is brave and loyal. Her maxim would be: „Adventure is waiting behind the next closed door.”</p>

Equipment
Set with lock picks



SPHERECHILD

Name
Vurloc N'tho

Species
Vendal

Profession
Fighter

Sphere
Valcreon

Attributes	
Strength	18
Constitution	17
Dexterity	10
Charisma	7
Intelligence	6
Willpower	7

Dodge	3
Spell resistance	7
Initiative	10

HP	MP
42	-

General skills	Score
Perception	4
Athletics	10
Military	10
Ground vehicles	5
* Mounted fighting +4	9

Weapon skills	A	P	DP	+/-
Martial arts	8	4	1D6+1	4
Battle sword	13	9	2D6+2	4
* 2 attacks per round				
* Disarm				
Throwing spear	9	0	1D6+3	4

Magic skills	Score
-	

Powers
Attribute and skill transfer
Group telepathy
Death blow - one time attack (A+6 / SP+3)

Character description
<p>The Vendal are one of the great warrior species on Valcreon and live in the hot deserts of this world. 2.27 m in height and 121 kg in weight make you a powerfully built fighter. With 25 years you are still young for a Vendal. You have a very close relationship with your family and show this by proudly wearing your N'tho family crest, a gloved fist holding a sword. You are an honourable, brave fighter. Insidiousness and treachery are unknown to you. Therein lies your weakness - there is only good or evil, black or white. And you are afraid of things you cannot fight with your sword.</p>

Equipment
<p>Plate armor (Protection 4)</p>



SPHERECHILD

Name
Pvt Krgt

Species
T'chk

Profession
Mage

Sphere
Valcreon

Attributes	
Strength	6
Constitution	6
Dexterity	14
Charisma	9
Intelligence	16
Willpower	17

Dodge	4
Spell resistance	17
Initiative (magic)	17

HP	MP
13	20

General skills	Score
Perception	4
History	10
* Religion +4	14
Read & write	15
Science	10
Spell lore	13

Weapon skills	A	P	DP	+/-
Martial arts	2	2	1D6-5	-2
Dagger	2	3	1D6	2

Magic skills	Score
Air magic	9
* Air strengthening +4	13
Illusion	8

Powers
Attribute and skill transfer
Group telepathy
Safe spell (Bonus of +6 for one spell)

Character description
<p>You belong to the T'chk, a very wealthy species who have provided you with a good education. Unfortunately, your father was on the wrong side during the election of the highest priest and was executed for treason. Your mother, your two siblings and you managed to escape to Teromberg, the capital of the Sinites. For many years, fear of the long arm of the T'chk priesthood paralyzed you, until you began your training as a mage. You learned the arts of illusion and air, two areas with which you can confuse or defeat any opponent. Magic has given you self-confidence, but your T'chk way of showing off your wealth and superior intelligence always comes through. At 1.25 m tall and 31 kg in weight, you are small even for a T'chk, and at the age of 23 you are still young for a trained mage.</p>

Magic spells
Air damage spell (10 m range, 2D6 DP) – difficulty: 15 / With 3D6 DP – difficulty: 18
Air control (2x2x2 m area, 1 minute duration, 10 m range) – difficulty: 10 / With 5 minutes duration – difficulty: 11
Air strengthening (2x2x2 m area, 5 minutes duration, 75 kg weight) – difficulty: 18 / With 4x4x4 m area or 105 kg – difficulty: 20
Create illusion (2x2x2 m area, 5 minutes duration) – difficulty: 12 / With command - difficulty: 13 / With command & speech - difficulty: 18



SPHERECHILD

Name
Moru Merek

Species
Sinite

Profession
Hunter

Sphere
Valcreon

Attributes	
Strength	16
Constitution	12
Dexterity	15
Charisma	8
Intelligence	7
Willpower	8

Dodge	5
Spell resistance	8
Initiative	15

HP	MP
33	-

General skills	Score
Perception	7
Nature lore	7
Hunting	12
* Tracking +4	16
Acrobatics	9
Athletics	8

Weapon skills	A	P	DP	+/-
Martial arts	8	5	1D6	3
* 2 attacks per round				
Longbow	10	0	2D6+3	3
* 2 attacks per round				

Magic skills	Score
-	

Powers
Attribute and skill transfer
Group telepathy
Animal language (1 min. / one animal)

Character description
<p>You grew up in the wilderness of the Sinite steppes, where your parents lived in a large hut. Hunters themselves, they taught you to survive alone in the nature, so you prefer solitude over staying in the city. You are calm, patient and reserved. But as a well-trained boxer and an excellent archer, you can be a dangerous enemy. You are 1.82 m tall, weigh 73 kg and have a slim build. Your clothes are practical and not fashionable. 21 years old, you have decided to explore the world because your extreme curiosity draws you to unusual places.</p>

Equipment
<p>Longbow with 20 arrows</p> <p>Hunting knife</p>





SOL THU'MA

With the construction of the first antimatter reactor in 2130, the recent history began. It still took another 82 years before the merchants of the insectoid species of the Imbany left their solar system and made first contact with the humanoid Daree. The Daree gave the Imbany resources in exchange for their faster-than-light technology. After that, the Imbany moved on to the warlike Naark and the science-dominated Enraji.

However, the new technology did not just provide advantages. The Naark strove for more territories and started a war with other solar systems. Through the galaxy wide trade, epidemics also found their way to the other species.

Despite all the problems, Sol Thu'ma prospered and the great species formed a pact in 3388 conceding free travel and trade. Today, in 3500, technology has risen tremendously. Everybody thought that everything had been discovered - but they could not have been more wrong.

The star cluster Sol Thu'ma

Sol Thu'ma has a diameter of about 400 light years. Little is known about the outskirts and the anomalies. The nearest galaxy is two million light years away and cannot be reached with current technology.

Development level and everyday life in the galaxy

The technological level of the species is similar. Computers are an essential element in everyday life. They support the majority of the population in their work and the education of the children is mainly computer-based. Communication is visual and the knowledge of a whole species can be accessed through databases. Computers control everything from the heat in a room and the brightness of the lighting to the public transportation system and the planetary wide energy distribution. Purchases and business are mostly done from home.

There are still shopping malls and pubs to satisfy the need of distraction from everyday life. The need for goods, food and drink is only secondary. Personal contacts are on the decline. Many friends meet online in the countless virtual worlds.

SPECIES SOL THU'MAS

The **Daree** are the numerically largest species in Sol Thu'ma, spread over seven solar systems. Despite their numbers, the Daree depend on trade. They are unable to feed their huge population on their own. Daree are open-minded and are free to move or settle on their territory.

The Daree suffer from overpopulation and a weak economy. This is reflected in the decreasing status of public buildings and social services. The gap between rich and poor is widening. Feeding the billions is difficult, so each household has its own food-producing vending machine that can create any dish from a nutritious uniform mush. The vending machine provides the substance with the appropriate consistency, color and flavor, depending on the recipe request. Real food is expensive. An ordinary citizen cannot afford them.

The population is growing faster than affordable housing can cope. Huge high-rises are being built to house tens of thousands of residents in a small space. Rising unemployment leads to an exodus from the smaller cities to the metropolises. The houses grow ever taller, so that hardly any light reaches into the lower apartments. The social disparity is high.

The **Enraji** are one of the most technologically advanced species in the galaxy in terms of science and research.

The Enraji tolerate strangers on their territory if they are of use. Scientists of other species like to work on the planets of the Enraji, because they find perfect research environments there. However, they are not recognized as equals there, as anything "external" tends to be looked upon with contempt or at least suspicion. "As arrogant as an Enraji" is a common expression.

Enraji are extremely neat, pedantic and vain. They prefer a sterile environment with practical living and working arrangements. Dirt and disorder are abhorrent and upsets them. They have laws for everything, or at least standards that everyone follows. They disapprove of loud, uncivilized behavior. No matter how good friends you are with an Enraji, they always keep their distance and do not form social bonds with each other. They reproduce only artificially, avoiding physical contact. Enraji do not need food in the classical sense. They consume a potion once a day which nourishes them and eliminates their need for sleep.

The **Imbany** are a species of insectoids with an instinct for trade. Over the centuries they developed excellent logistics which led to a domination of the transportation industry in Sol Thu'ma. This makes them untouchable, because all species need their services, therefore the Imbany military structure is weak. They have only a small army and no conscription. There is always some deception involved in every deal, as every Imbany primarily bears their personal benefit and financial gain in mind.

A large part of the state is in the hands of companies, e.g. the roads, prisons, hospitals and even parts of the military. The Imbany have a liberal jurisdiction. It includes revocation of the trading license, which is tantamount to ruin. This penalty is imposed for hard fraud, evasion and forgery.

The **Naark** are aggressive warriors who enjoy fighting. Besides their ambition to become the all-dominant power of Sol Thu'ma, they also started wars to pass the time. Naark have a patriarchal structure. Women play a subordinate role. They take care of the preparation of food and the offspring. Men are responsible for the livelihood.

The species has hardly any scientists, piracy and raids are part of the culture. Technology theft is officially condemned by the Naark government, but was initiated by them. Only the food production is sufficient.

Naark despise weakness. Never expect consideration, pity or mercy, but Naark fight openly and fairly. This kind of honor is above all else to a Naark.

Especially as adolescents, Naark are quick-tempered, wild and impetuous. During this time, they go on risky adventures, try to kill dangerous wild animals with their hands or to survive without equipment in a hostile area. Even legally, might makes right. It is legitimate to shoot a rival or to repay an insult with death.

THE USUUR

The first invasion

The Usuur come from a distant galaxy where they had already wiped out or assimilated all alien cultures. The Usuur are a species full of anger and destructiveness, whose life is dedicated only to war and the expansion of their territory. Usuur consider themselves the only worthy rulers of the universe. Other species are either slaves or ritual sacrifices to their god Buuq.

11,500 years ago, space rifts opened into this galaxy and the Usuur started their invasion of Sol Thu'ma. - At that time, the species were barely developed and had no technology worth mentioning. Only the Raan were able to stand up to the invaders. The Raan were a highly evolved species of powerful mages who were able to use the energy of the suns to perform powerful magic. Initially surprised by the power of the Raan, the Usuur suffered severe defeats. After a decade of war, the Raan closed the rifts between the galaxies.

They then gathered their most powerful spellcasters and roamed the galaxy, looking for the leaders of the Usuur and killing them. The plan worked, but then the Raan encountered the Nal Usuur, powerful ritual mages who could increase their power with sacrifices for the god Buuq. These rituals brought back their deceased leaders.

The Raan changed their tactics. They bound the leaders and their bodyguards with a strong magical spell that would keep them alive, but force them into incapability. After that the Raan were weakened and had to return to their home planet, while the Usuur gathered their armies for a final blow.

The sky was darkened by their ships and the Usuur's battle robots roamed the cities with fury. Facing defeat, the Raan resolved to an act of desperation. Instead of harnessing the energy of the sun, they poured all their power into it, creating a supernova that destroyed all life within light years. The Raan home planet was destroyed as was the Usuur. But the Raan disappeared from Sol Thu'ma.

The second invasion

Eight years ago, in the year 3492, the spell around one of the strongest Usur, Ead Chinu Athava, weakened. A meteorite impact uncovered the entrance to his prison on the planet Inra Ru. With him, his bodyguard of a hundred men freed themselves. His powers were just enough to capture a research ship to escape into the great anomaly on the planet Mitheth. But contact with his home galaxy had been lost.

The Usuur in their home galaxy have evolved over the last eleven millennia and would be technically superior to the species of Sol Thu'ma. And with the creation of a space rift, an invading army could come to Sol Thu'ma and the end of the species living here would be inevitable.

The second Usuur invasion has begun and they are putting their plans into action. These are:

The search for more Usuur

Knowledge how to build a new gate between the galaxies is still missing. The Usuur must find more exiles with the appropriate abilities. The locations of the prisons are unknown, so the Usuur seek Raan relics to learn more about the time before the great battle.

Reshaping the planet

Mitheth must be transformed into a life-friendly planet for Usuur, since the atmosphere and the gravitational conditions make it impossible to stay outside. The transformation would not only facilitate the work of the Usuur, but also make an attack more difficult for enemies. But they need more resources which Mitheth cannot offer.

The personalities of the Usuur

The Usuur are a combination of three personalities with different attributes and skills. Nevertheless, they are one person and act with one mind. The current form is determined by who is best suited for the mission. Usuur can change their shape within an instant.

The rituals of the Usuur

While magic has been unknown in Sol Thu'ma ever since the end of the Raan, rituals are essential for the Usuur. The greater the sacrifice made, the stronger the effect of the ritual. These range from strengthening an Usuur, to calling a death-spirit, to adapt technology to their needs.

The player characters and the Usuur

Like all the other inhabitants of Sol Thu'ma, the player characters initially know nothing about the new danger but during upcoming adventures, they will slowly acquire more information about the Usuur threat.

SPHERECHILD

Name
Ralec Pasiron

Species
Daree

Profession
Pirate

Sphere
Sol Thu'ma

Attributes

Strength	12
Constitution	10
Dexterity	16
Charisma	9
Intelligence	8
Willpower	7

Dodge	5
Spell resistance	7
Initiative	16

HP MP

23	-

General skills	Score
Perception	4
Acrobatics	11
Stealth	12
* Hide +4	16
Air vehicles	12

Weapon skills	A	P	DP	+/-
Martial Arts	3	5	1D6-1	3
Daakin P 16 - Laser pistol	9	0	2D6+3	3
* 3 attacks per round				
Light grenade	7	0	4D6+3	3

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Fast draw (weapon in hand immediately)

Character description

Your name is Ralec Pasiron. You belong to the Daree, the numerically largest species of Sol Thu'mas. You were born on Daree Sark in 21A.3477, so you are now 23 years old. You have a slim, athletic build, are 1.84 m tall and weigh 83 kg. You used to be a pilot in the Daree Army. Your pay was too low, so after your military service you joined the pirates. Your bank account was steadily filling up, your life was great, but then you were betrayed. Your comrades died in battle. Only you have managed to escape. Your equipment, your ship, your money - everything was gone. Now you travel the galaxy in search of adventures to make you wealthy and influential again, because eventually you will take revenge on the traitor. You are persistent and ambitious, but also ready to take extreme risks, which always gets you into trouble.

Equipment

Smoke grenade



SPHERECHILD

Name
Ujionera

Species
Enraji

Profession
Medic

Sphere
Sol Thu'ma

Attributes	
Strength	7
Constitution	6
Dexterity	12
Charisma	13
Intelligence	18
Willpower	11

Dodge	4
Spell resistance	11
Initiative	12

HP	MP
14	-

General skills	Score
Perception	4
Medicine	13
* First aid +4	17
Science	13
Psychology	9

Weapon skills	A	P	DP	+/-
Martial arts	2	4	1D6-3	1
Shock staff	4	1	1D6	1
Daakin P 16 - laser pistol	5	0	2D6+1	1
* 2 attacks per round				

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Diagnosis sight (+6 for medicine during check-up)

Character description
<p>You belong to the Enraji, the technically most advanced species of Sol Thu'ma. You were born on Najin Arjin in 11A.3472, which makes you 28 years old. With a height of 2.87 m and a weight of 79 kg, you are lean with slender hands. At the age of 15 you started your studies of medicine and biology and then took up a research position. There you heard about an ancient advanced civilization called Raan. In the search for whose traces you became a restless wanderer. You left your familiar surroundings behind and began your journey across the galaxy. You take a nutrition potion once a day that is both nourishment and eliminates your need for sleep. Your cleverness has made you arrogant. Together with your outspoken nature, this always gets you into trouble.</p>

Equipment
<p>Medical scanner</p> <p>First-aid-kit</p>



SPHERECHILD

Name
Valev Nuk Herc Fim

Species
Imbany

Profession
Spy

Sphere
Sol Thu'ma

Attributes	
Strength	9
Constitution	7
Dexterity	17
Charisma	16
Intelligence	12
Willpower	8

HP	MP
17	-

Dodge	5
Spell resistance	8
Initiative	17

General skills	Score
Perception	4
Burglary	12
* Pick locks +4	16
Secret skills	12
Technology	11
* Cause short circuit +4	15

Weapon skills	A	P	DP	+/-
Martial arts	4	4	1D6	4
Shock gun (25 m)	7	0	1D6+2	4
Daakin P 16 - laser pistol	8	0	2D6+4	4
* 2 attacks per round				

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Perfect senses (Perception 18 for 5 min.)

Character description
<p>Your name is Valev Nuk Herc Fim. You belong to the Imbany, a species of traders and merchants. You were born in 29A.3478 on Va Lairon, hence you are 22 years old. You are 1.66 m tall, with a very insectoid build and therefore weigh only 41 kg. At the age of 19, you enrolled in the Imbany ministry as a „trade representative for informations“ and became a spy. Your specialization was in the field of burglary and technology. Your first assignment was extremely dangerous - you stole a prototype from an influential computer company. As a result, the company has put a bounty of 50,000 Lak on your head. For your own safety, you went underground and are now traveling the galaxy as an adventurer. You are intelligent and determined. Only your vanity sometimes stands in your way.</p>

Equipment
Thermal vision glasses
Pocket computer



SPHERECHILD

Name
Kaarloc co Sorlaa

Species
Naark

Profession
Marauder

Sphere
Sol Thu'ma

Attributes	
Strength	17
Constitution	16
Dexterity	13
Charisma	7
Intelligence	7
Willpower	6

Dodge	4
Spell resistance	6
Initiative	13

HP	MP		
42	-		

General skills	Score
Perception	4
Athletics	11
Ground vehicles	9
Military	12
* Explosives +4	16

Weapon skills	A	P	DP	+/-
Martial arts	7	3	1D6+1	4
* 2 attacks per round				
Plasma machete	6	3	1D6+7	4
Daakin P14 - laser rifle	12	0	3D6+4	4
* 2 attacks per round				
Heavy grenade	8	0	6D6+4	4

Magic skills	Score
-	

Powers
Attribute and skill transfer
Shared sense
Hard to hit (Dodge-score triples for 2 rounds - 12)

Character description
<p>Your name is Kaarloc co Sorlaa. You belong to the Naark, a very patriarchal species fascinated by war and weapons. You were born in 07B.3479 on Aarvak Loog, making you 21 years old. You are 2.42 m tall and strongly built, which is why you weigh 142 kg. Your father was in the army. Due to this, you have been interested in his weapons and equipment since you were a child, hence your path was predestined. You got bored in your homeland, so you travel the galaxy looking for new challenges. You fight without guile, but you can get frenzy in a battle and lose control.</p>

Equipment
<p>Heavy armor (protection: 12)</p> <p>Explosive 50 gr. (10gr. = 1D6 DP) including remote detonator</p>



THE SPHERECHILD

Each player character is a Spherechild in a chosen sphere. They appear as an inhabitant with a normal life. In this state, the character knows nothing of his destiny, until he receives a visit from a mentor.

The mentor

On a certain day of their existence - usually around the 18th or 19th birthday - the Spherechild receives a visit from a mentor. This mentor is a Spherechild himself and is supposed to introduce their student to their true destiny. In the process, yonder also learns to choose and control their powers. This takes several days, but in the end the young Spherechild is prepared for the battle against the so called Vhoort, powerful and destructive beings. Their only goal is the destruction of all spheres.

The birth of a Spherechild and their siblings

The birth of a Spherechild is an act in which the power of all the spheres is needed. In a moment of complete harmony, a defender is created on each sphere. Thus, each Spherechild has one brother or sister on each of the other spheres.

Communication with siblings

The Spherechild are aware of the existence of their siblings on the other spheres and know their names. The connection is permanent and independent of where they are. This relationship allows the Spherechild to communicate with each other to exchange important information or to ask for help.

They must focus on the other for one round. The latter then notices they are being called. If the called sibling is ready to communicate, they must also focus on the connection. If the characters close their eyes, they see a projection of the other person.

The game master or another player can take the role of the other Spherechild.

Visions and premonitions

The sphere cannot communicate directly with a Spherechild. As soon as its order is endangered, the sphere asks one or more defenders to act against this. This manifests in a vision or premonition that is woven into everyday life. Visions do not only consist of images. The sphere also transports feelings with these impressions. The character feels fear, anger, curiosity or the urge to help.

Ujionera has bought a newspaper. For a moment, she sees an elderly man become kidnapped. The vision flashes before her eyes only briefly. When Ujionera opens the daily newspaper, she reads in an article that an important scientist is missing. The photo in the newspaper resembles the man in the vision. She contacts her comrades and sets out to find him.

The powers

A Spherechild distinguishes themselves from the other inhabitants of their world by their powers. These are special talents or characteristics beyond the normal. The Spherechild in this playbook have two individual powers and one group power. The power to call their siblings and communicate with them indefinitely is not explicitly noted on the character sheet.

Individual powers

Available to all of them is attribute and skill transfer. This allows each Spherechild to borrow the attribute or skill (or just its value) of a sibling for five minutes. The borrowing sibling has no disadvantages during this time. Mage skills can only be borrowed by the character if he or she is a magic user.

Yarena (of Valcreon) knows that her sphere-sister Ujionera (of Sol Thu'ma) is a good healer. Since the thief needs to tend to a friend's wound, she borrows the Medicine skill with a learned value of 13.

Most skills (e.g. Medicine) are adapted to the development level of the sphere. Therefore, Yarena doesn't have the knowledge of modern medicine like Ujionera. She simply is as good as any other doctor with a skill score of 13.

The second individual power is different for each character. In the context of this quickstarter, they are:

- **Diagnostic vision** gives the character a +6 modifier to Medicine for an examination.
- With **always a rope at hand** a 10 m rope is created out of thin air for the duration of an hour.
- **Perfect senses** increases the character's Perception to the value of 18 for 5 minutes.
- The **safe spell** gives a +6 modifier to a spell skill test.
- Thanks to **animal language**, the character can converse with an animal species for 5 minutes.
- **Deathblow** allows the character to make a one-time attack for which their attack value (A) increases by +6 and the damage (DP) of their weapon increases by +3.
- **Quick draw** lets the character have their weapon in hand immediately if they carry it on their body.
- **Untouchable** means that the character triples they dodge value for 2 rounds.

Group power

The characters form a group and therefore have common powers. Depending on the type, these can be used individually or only in combination.

Group telepathy

This power allows a character to converse mentally with the other members of the group. The maximum distance of the conversation, seen from the activating character, is 500 meters and extends through matter. The power lasts for five minutes. When activated, all party members are able to partake in the conversation. It is not possible to exclude a character.

Sense overtaking

A character can take over a sense (sight, smell, taste, hearing, touch) of another for five minutes without any disadvantage to that character. The range of this power is unlimited, but it only works between two party members. The activating character specifies which sense they want to take over from the other.

Sphere points

The use of powers requires sphere points (SP). Each group has a common pool of 8 SP at the beginning of the adventure. Using a power costs 1 SP. Each player decides when to use a sphere point. Only one power per character can be activated per round.

The activation depends on the character's initiative - the higher value of physical or mental initiative is relevant. Activation does not require an action and is available immediately. Any active power can also be canceled early. Powers have no value and do not require skill checks. As soon as the character spends a sphere point (SP), it is active.

Sphere points for the game master

The game master also receives two sphere points. They can use these at any time to:

- Roll an extra D20 on a skill check and choose the higher result.
- Giving an opponent another skill or subskill.

THE VHOORT

The spheres were filled with great harmony and although many souls existed in the all-encompassing union, they were united by a universal mind formed from the thoughts and desires of each. But their happiness did not last forever. The Vhoort, a species of anger, begrudged the spheres their power and fought the community. The spheres underestimated the threat and a great catastrophe occurred - a storm of destruction broke the unity. The great mind was shattered and the individual spheres were scattered throughout space. In order to survive, each of them created their own universe according to their own ideas, so that they might regain their powers. It would take eons, but with each day the great unity would come closer. The Vhoort looked at this development with great concern, still fearing the power of the spheres. And so, the Vhoort went into battle again, to attack the individual spheres one by one.

The Vhoort are the mortal enemies of the spheres. The Spherechild were created in order to fight them. After the destruction and re-creation of the individual spheres (such as Valcreon and Sol Thu'ma), the spheres have become invulnerable from the outside, so the Vhoort have to enter a sphere. There a Vhoort creates a new body as a vessel for their mind to begin their evil doing.

During this infiltration process, the Vhoort is subdued to the order of the sphere. It indicates the level of spiritual and technical development of the population, the knowledge of magic and the existence of all creatures.

The omnipotence of the Vhoort is reduced when they enter the sphere. They become a creature of it and must adhere to the technological limitations. But the Vhoort retains some powers which makes them very dangerous.

Failure?

The sphere suffers damage when a Vhoort attacks, even if this is not immediately noticeable. The damage manifests in disturbances such as climatic changes (snow in summer), effects on the population (harmless diseases become difficult to cure) and even large-scale effects (comet impacts). If the Spherechild allow the Vhoort to continue with the chaos that has been caused, the greatest possible catastrophe occurs - the death of a sphere.

Triumph?

When the Vhoort's body dies, its power is absorbed by the sphere. This is passed on to the characters as experiences in the form of skill points.

GAME RULES

The following chapter explains all-important Spherechild game-rules for this quickstarter.

SKILL CHECKS

Skill checks are used in stressful situations or difficult missions with uncertain outcomes. All actions that a character can accomplish without much effort do not require skill checks. Like most role-playing games, Spherechild uses dice to determine success or failure in such skill checks. A twenty-sided die (D20) is required for this.

There are two types of skill checks: the skill check to a score and the comparative skill check. These are applied identically to attributes and skills.

Skill check to a score

Basically, the normal use of attributes and skills succeeds at the value of 10. This allows a character to lift a heavy weight (Strength), climb a tree (Climbing/Athletics), or make a good first impression (Charisma).

In a skill check to a score, the value of the applied attribute or skill is added to a roll of 1D20. If the overall result is at least equal to the required result, the skill check is successful.

Vurloc climbs a tree in the rain (required overall result: 15). He has learned the Climbing (Athletics) skill with a score of 10 and rolls a 6 with 1D20. With an overall result of 16 (10+6), he can climb the wet tree.

Any aggravating circumstances increase the required score of a skill check, any facilitating circumstances reduce it. The difficulty and the required score are summarized in the following table.

Difficulty	Required score
Normal	10
Complicated	15
Difficult	20
Hard	25
Very hard	30
Daring	35

Routine

If the character's attribute or skill score matches the required score, no die roll needs to be made - this is considered routine and cannot fail. The skill checks succeed automatically.

Kaarloc has a Strength of 17, so he can lift a wine cask at any time (fixed score: 15) without a skill check or rolling a die.

Comparative skill checks

In a comparative skill check, the attribute or skill checks of two or more persons are compared with each other. This differentiates it from the minimum score check.

The participants roll 1D20 and add the score of the corresponding attribute or skill. The higher total score of the two skill checks counts - the character with the better overall result wins the comparison. There is no minimum score to be achieved.

Yarena (Dexterity: 17) competes against the wizard Wiron (Dexterity: 11) in a foot race. Yarena's player rolls a 5 with 1D20 and gets an overall result of 22 (5+17). Wiron's player rolls an 8 and gets an overall result of 19 (8+11). Yarena wins the race.

Special successes and failures in skill checks

A rolled 1 is a special failure. The skill check fails under any circumstance. The character fails miserably and disgraces themselves in front of possibly involved parties. In addition to the failure, the character suffers other negative effects.

A 20 rolled is considered a special success. The skill check succeeds under any circumstance and in an impressive manner.

It is up to the game master's discretion how to interpret the special success or failure. A positive effect can be a scientific breakthrough, a perfect hit in combat (all six-sided damage dice are automatically counted as a rolled 6). From a negative point of view, the character may hold a completely wrong doctrine, get into a dangerous combat position, or their spell may have unpredictable side effects.

Yarena has snuck into the kitchen of a wealthy man during a banquet to scout out the house. She has little experience with cooking or dressing. Therefore, her enthusiasm pushes her too far, wanting to appear smart and elegant. The skill checks on her Dexterity fail miserably (rolled 1) and the platter of fruit in her hands lands clattering on the floor.

COMBAT

On every sphere, a character can learn weapons. Each one is treated as a skill with three values: Attack strength is expressed by the A-score (A = attack), the parry ability is shown by the P-score (P = parry), and damage is reflected by the DP-score (DP = damage points).

A tactical elemental is the modifier (+/-) which can be distributed at will, to the learned A- or P-scores of the weapon used during the fight. The maximum learnable values can be exceeded. It corresponds to an additional pool of points for the fight. But first things first...

Fighting sequence

The character may basically attack an opponent once in each round and repel all attacks made against them. To determine if an attack is successful, the offender's attack must be compared to the defender's parry (comparative skill check). If the defense is at least as good as the attack of their opponent, they have successfully repelled the attack and will not be hit.

Conversely, if the offender's attack is better than the defender's parry, the defender will be hit and will take damage. The consequence is the loss of hit points (HP).

To determine the value of an attack, the attacker must roll a twenty-sided die (D20) and add the result to the A-score of their weapon. To determine the defense of the defender, they must roll a D20 and add this result to the P-score of their weapon. Now both end results are compared.

During the first night, a thief tries to steal the merchant's cargo. Vurloc confronts the man, draws his sword, and attacks. The player rolls a 4 for Vurloc's attack with 1D20. Added to the battlesword A-score of 13, the total attack score is 17 (4+13).

The thief uses a shortsword (A:5, P:3 DP: 1D6): To defend himself, he rolls a 10 with 1D20. Adding this to his P-score of 3 gives an overall result of 13 (10+3). Since Vurloc's attack total (17) is higher than the thief's parry total (13), he hits and wounds the opponent. The damage can be rolled (see the next section, "Damage Points").

Ranged weapons

Ranged weapons are treated like melee weapons. The decisive difference is the defense. A ranged weapon cannot be parried with another weapon - it can only be dodged. This is not a full movement of the body. The character turns head or shoulder to the side or makes some other dodge reflex. Instead of the parry score (P) of the weapon, the defending character may only add the dodge score to the die result. The value of dodge is equal to one-third (rounded down) of a character's Dexterity.

Damage points

A successful hit (total attack score > total parry score) results in the loss of hit points (HP). In that case, this loss of HP is rolled using the damage points (DP). All DP are determined with a number of D6 depending on the weapon used.

Vurloc's battlesword deals 2D6+2 DP. He has hit the robber and rolls 2D6 resulting in a 1 and a 3. Thus, the robber loses 6 HP (1+3+2).

Increased damage

The greater the difference between the attack and the defense, the higher the damage. If the total attack value is at least 10 points higher than the total parry value, the attacker may add an additional 1D6 to the damage roll.

Modifier to A or P

An additional strategic elemental in combat is the modifier to A or P ("+" or "-"). This is allocated at the beginning of each combat round to the learned A- or P-score of the weapon used.

Vurloc (battlesword, A:13, P:9) goes for an aggressive attack tactic. He fully applies his modifier of 4 to his attack, meaning he fights with A:17 (4+13) and P:9 scores a hit this round.

Armor

An armor reduces the damage received and thus the HP loss. The armor's protection score may be subtracted from each hit - the DP are reduced by this value.

Initiative

In combat or situations where activities are time-sensitive, the order is based on the Dexterity of the participants, with the fastest participant starting the round. For mental activity (such as spells), Willpower is the deciding factor. If two opponents have the same initiative, the attacks are carried out one after the other, but the possible effects (e.g. loss of HP) take effect simultaneously.

Combat rounds

To maintain clarity, battles are divided into rounds. A round (or combat round) lasts 10 seconds. During this time, a character can perform one action, e.g. to mounting a horse, to drawing a weapon or performing an attack with the weapon.

Weapon subskills

A tactical combat element in Spherechild are the weapon subskills. Each weapon allows you to learn a specific set of subskills, which enriches combat with a lot of variety.

Disarm knocks the weapon out of the opponent's hand, causing it to fall to the ground 1D6 meters away.

Vurloc has learned the subskill *Disarm* for his battlesword. If an attack succeeds, the attacker is disarmed instead of suffering any damage.

2 or 3 attacks per round allows multiple attacks per round without withdrawal. The first attack will be executed at the normal initiative score (= initiative of the attacker). If the attacker has *2 attacks per round*, the second attack is made at half the initiative (rounded down). If the attacker has the subskill *3 attacks per round*, the initiative is divided by three and the attacks are made at the respective (rounded down) partial scores.

Ralec (initiative: 16) wants to fire his pistol three times per round. Thus, with initiative 16, 10, and 5, he may make one attack each.

THE SKILLS

We have already described some of Yarena's talents at the beginning of the quickstarter. Below is a short overview of all the skills characters can acquire:

Acrobatics involves physical activities that require dexterity and agility. A acrobat possesses good body control, they can juggle, run through crowds without collision or balance across ropes.

Air vehicles is about all flying vehicles of a sphere, whether inside or outside a planetary atmosphere.

Athletics includes physical, strength-based activities such as climbing, jumping or swimming and the character's endurance.

Burglary allows a character to perform burglaries and steal valuables from other people's clothing or luggage.

With **History** the character has detailed information about historical events of their sphere. Religion is part of this skill, including knowledge about the different beliefs of a sphere.

Hunting includes hunting itself, tracking and knowledge of ropes or knots.

Land vehicles describes the ability to operate common ground vehicles, depending on the development level of the respective world. On a sphere such as Valcreon, this skill includes riding lizard mounts or driving carriages. In Sol Thu'ma it includes piloting ground gliders.

Medicine includes the handling of injuries, diseases, and poisons, as well as knowledge about the anatomy of all living beings.

Military includes military tactics, handling explosives and operating heavy artillery. Survival techniques are also part of the skill.

Nature lore is the knowledge about plants and animals or weather forecast.

Perception are the senses of hearing, smelling, tasting, seeing and touching.

Psychology helps in detecting lies and is essential for interrogations. A character can obtain important information, even against the will of the interrogated.

Science is the umbrella term for biology, chemistry, mathematics and physics, depending on the level of development of a sphere.

Secret skills includes encrypting messages, spying, lip reading and imitating voices. Also, the character has contacts to secret guilds. Finally, this skill allows you to forge documents, currencies or works of art.

Spell Lore is known only on spheres with magic. This skill includes all knowledge related to magic.

Stealth includes sneaking and hiding, but also the art of discovering secret passages or places.

Technology is dependent on the level of development of a sphere. It includes knowledge about all technological systems and devices. On Sol Thu'ma it includes operating computers, hacking passwords and programming viruses.

Subskills for skills

Subskills are personal preferences and specializations. They are a way to make a character unique in giving him depth, individuality or help expanding his preferences. Thus, the subskill is the expansion of a part of a skill.

Pvt Krgt has learned *History*. Since the T'chk deal a lot with faith and the gods, she has the subskill Religion. Whenever it comes to religious issues, she gets a +4 modifier to the History skill.

WILD MAGIC

The wild magic is one of the most interesting mechanics of Spherechild. It starts earlier than the most magic systems. In those, a wizard chooses his spells from lists. The wild magic allows you to compose a spell according to your own wishes and ideas on the basis of one magic skill or several combined magic skills.

The mage Pvt Krgt has mastered the element *Air*. With it, she is able to control and strengthen air or summon air elementals.

The magic rules provide the framework - the final execution depends on the player's imagination.

Pvt Krgt wants to cross a small river without getting her new shoes wet. The river is three meters wide. She amplifies the air above the river and creates a hard structure that can carry her weight. With this bridge, she gets to the other side dry-footed.

An example of Illusion magic

A spell consists of two parts. The first part is the so-called fixed score. The second part of the spell includes the variable scores such as the range, duration and damage effect. The variable scores can be adjusted depending on the situation.

Pvt Krgt likes to use illusions to confuse her opponents. When she is being chased through the alleys of the city of Teromberg by a group of robbers, she tries to distract her pursuers with the illusion of a city guard.

This spell requires the fixed score *create illusion*, in addition to some variable scores. The city guard should be about two meters tall and stand on the street for the duration of one minute. The appearance can be freely shaped by Pvt Krgt according to her ideas.

To give the guard a more realistic appearance, Pvt Krgt let the Illusion shout "Stop! Freeze!" loudly. It effectively creates a second Illusion, so the fixed score must be added another time. Because the guard should only call it once, the duration of one round is enough.

All fixed scores and variable scores can be determined with the help of only two tables from the basic rulebook. The creation takes only a few seconds. If the two fixed scores (sight illusion and hearing illusion) are added to the variable scores (size and duration), the result is a difficulty of 15, which is the basis of the skill check.

This illusion is just one of the many possibilities of wild magic. Illusions can be given a smell and can be made larger or smaller. Furthermore, they can be equipped with commands or can mimic behavior.

Pvt Krgt makes her city guard illusion more realistic by having the guard patrol back and forth on the path. To do this, she gives the Illusion the command to walk two meters to the right, turn around, and walk two meters to the left again. This command increases the difficulty of the spell by only one point, to 16.

In the basic rulebook all possibilities of the wild magic are described. This introduction does not allow that, so a selection of already calculated spells were created for the quickstarter.

The cost of a spell

A spell costs its total difficulty value divided by 10 (rounded up) in magic points (MP).

Pvt Krgt's spell has a total difficulty of 16 and therefore costs her spell 2 MP.

Spell attack and spell resistance

A spell can't be dodged and never misses its target. All spells directed at a creature with hostile intent allows the affected target to make a spell resistance roll. If the resistance succeeds, the spell has no effect on the creature affected.

If a character wants to resist an enemy spell, the result of 1D20 added to their spell resistance must be at least equal to the enemy's spell attack.

Pvt Krgt is attacked by an enemy mage. He casts a fireball with an attack value of 27. Since Pvt Krgt has a spell resistance of 17, she must roll at least a 10 (27-17) to resist the spell.

The spell attack is the value level of the magic skill used, plus the result of the D20 rolled on the sample roll.

Pvt Krgt has learned the air magic skill with a value of 9. She rolls an 11 with 1D20. Both added together result in a spell attack value of 20 (9+11).

The magic skills

The possible applications of the 20 available magic skills are very diverse. In the context of this quickstarter, we will limit them to the two magic skills of the mage Pvt Krgt.

Air magic

This magic skill allows you to control the element air. In addition to that, it can be condensed or its speed can be varied. The following spells were prepared for the quickstarter:

Air control (difficulty: 10) allows the character to control an area with air up to 2x2x2 m. The maximum range of the spell is 10 m and the duration is 1 minute. Doors can be slammed or torches can be extinguished with the help of this spell. For a duration of 5 minutes, the difficulty increases to 11.

If the **air damage spell** (difficulty: 15) is aimed at a creature, it receives 2D6 DP of magic damage. The spell has a maximum range of 10 meters. Since the spell takes effect at once it has no duration. For 3D6 DP damage the difficulty increases to 18.

With the help of **air strengthening** (difficulty: 18), the character can harden an air-area of maximum 2x2x2 m so that it can support up to 75 kg, which turns the affected air cloud-like white. If the area is increased to 4x4x4 m or the weight is increased to 105 kg, the difficulty changes to 20.

Illusion magic

Illusions deceive the senses of hearing, smelling, tasting, seeing and touching. These spells are immaterial and produce no immediate damage.

Create illusion (difficulty: 12) was created for the quickstarter. It can create a visual illusion with maximum dimensions of 4x4x4 meters up to five minutes. Sight illusions are immaterial, hollow mirages whose outer shell is 1 cm thick. Everyone can stay inside and pass through the illusion without any danger.

If the mage commands the illusion to move within a certain radius, the difficulty increases to 13. If the Illusion should speak a short sentence, the difficulty is 18.

FOR THE GAME MASTER

Before starting the game, the game master should be acquainted with the rules and should have read through the adventure.

Preparation of a game

The following overview should help the game master to organize a Spherechild game with the adventure Secrets in deep space.

- Start explaining the multidimensional concept and introduce the basic idea: Playing on multiple worlds. The character's fight against the arch-enemies of the spheres, the Vhoort, whose influence can reach into different spheres which results in cross-world adventures.
- Then, Valcreon and Sol Thu'ma should be introduced. In this context, each player can choose one character per sphere - the combination of these does not matter.
- Based on the characters, attributes, skills and powers should be explained. Finally, the rules concerning skill checks, combat and magic should be explained.

The player character and the group

Becoming a Spherechild and finding the group cannot be done in a small quickstarter. For the following adventure, it suffices that the characters know each other and are together in one place.

Comparison of quickstarter and basic rulebook

The quickstarter provides no more than an overview of the rules and ideas of Spherechild. The comprehensive rulebook describes the two worlds in detail, with bestiaries, more species and professions for character creation. The characters have more powers, more subskills with more background. The secret of the myths is explained more detailed, including their origins. Furthermore, many ideas for scenarios and campaigns are presented.

Despite further releases, the basic rulebook is enough to play Spherechild. It contains three adventures to introduce the worlds and the idea of Spherechild to the players.

SECRETS IN DEEP SPACE

The following adventure was written for this quickstarter and can be played with the characters included herein. The opponents of the group are presented only with the most important values.

BACKGROUND

The plan of the Vhoort

Since the Raan have become extinct, magic is virtually non-existent on Sol Thu'ma. Magic shields, healing spells and teleportation are not possible on this advanced sphere. A powerful artifact from a magical sphere such as Valcreon, would give the wearer great advantages.

For this reason, a Vhoort comes to Valcreon and forces a powerful alchemist to produce artifacts for him. Then, the Vhoort lures an Usuur into a mining station on Sol Thu'ma, where he left the artifacts for this creature to discover making the Usuureven stronger and more dangerous.

The Vhoort himself stays on Valcreon and secures the artifact supply from there. The adventure begins on Sol Thu'ma.

The disturbances

As a result of the Vhoort's appearance and interventions, disturbances arise on both spheres, initially small, yet increasing in strength over time, should the Spherechild not stop the Vhoort. The disturbances are:

- On Sol Thu'ma, the artifacts create an ion storm around the asteroid with the mining station.
- On Valcreon, the city of Teromberg is afflicted by a growing crystal cloud which is getting increasingly bigger.

THE ADVENTURE

Through an encrypted radio signal (initiated by the Vhoort), an Usuur reaches a mining station in the Vorlet asteroid field. He is able to overcome the security measures and capture the crew.

The Usuur's first target is the erbium mined there, a metal that amplifies a light signal without converting it into an electrical signal. This resource is important for the Usuur's plans. Fortunately for him, he finds magical artifacts that he can use for himself and his guardians.

The assignment

The group is invited to the branch of the mining company Isa Kaleos on Cormalon. The characters know each other from a previous job and are looking for a lucrative deal, so this offer comes at just the right time.

In a secured room, they meet an authorized representative of the company, the Daree Korun Elket. The executive assistant is a well-dressed, polite and educated man. He briefs the group about the situation:

A day ago, contact with a mining station called Vorlet 14 in the Vorlet asteroids field broke off. The communication channels are not blocked (this was checked by an analysis program). Since nobody responds, the incident has to be investigated. For this purpose, the characters are hired to visit the station.

Your mission directives are:

- Why is it not possible to contact the station?
- What about the facility and the engineers?
- Backup the data from the central computer.

Isa Kaleos pays 2500 Lak (the currency on Sol Thu'ma) per person. 1000 immediately, the rest upon successful completion. To get into the station, the characters receive the access code ("589917") to the airlock and a coded stick to download the data. To do this, they just need to plug it into the station's central computer. The download takes a few minutes.

GENERAL INFORMATION ABOUT THE STATION

Mining Station

The station is not armed but it is equipped with a special safety locking mechanism in case of an air leak. All rooms are connected by a corridor with two gates. The back gate must be closed before the next gate opens - this closing process takes ten seconds. If the characters ask, they can get the floor plan of the station.

The engineers

There are a total of six people on the station. Five mining engineers and one security guard (all from the species Daree). They range in age from 25 to 49 and have been on site for two months. Korun gives the character's photos of the engineers for identification purposes.

The way to the station

The asteroid field is about eight light years away from Cormalon. The characters are given a pilot with a very fast spaceship. Inside are six comfortable seats with plenty to eat and drink. The journey to the asteroids takes 24 hours. If the characters accept the mission, they can take off immediately.

THE MINING STATION

Arrival

The journey to the Vorlet asteroids is uneventful. An ion storm rages around the station (the disturbance due to the Vhoort intervention). The pilot can only land briefly and then has to get away from the asteroid again. He waits outside the storm for a radio message from the characters to pick them up again. Three minutes pass until his arrival.

If the characters try to reach someone via internal communications, they get no response. From the outside, the facility appears intact. Everything seems to be ok. The landing is jerky, but without complications. The ship lands in front of the airlock and docks with it. No spacesuit is needed to get inside.

Landing platform

The landing platform is illuminated. Via a retractable airlock that couples to the spaceship, the group can enter the airlock room without a spacesuit. A code is not needed yet.

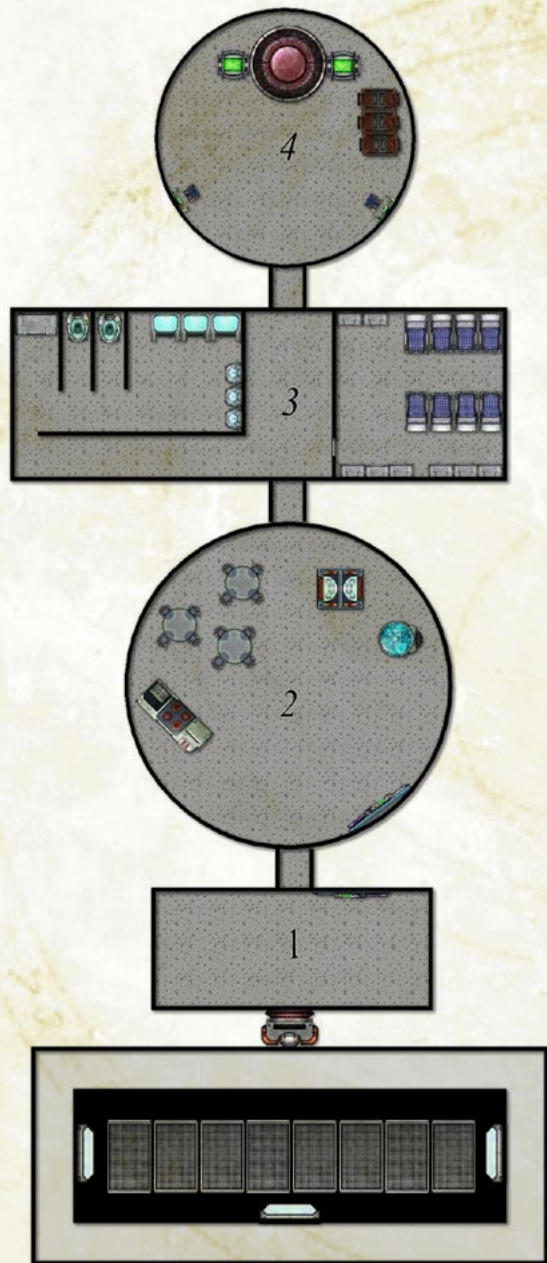
Room 1 - lock room

The airlock room is empty. There is only a small console in front of a sturdy metal door that requires an access code to open. Scans show a normal environment with breathable air, without radiation.

According to the computer, the code was changed a few hours ago. "589917" no longer works, so the complex must be broken into (Burglary: complicated skill check - 15) or the door must be opened by force. Alternatively, a short circuit can be caused using the Technology skill, which will open the lock (hard skill checks - 25).

Room 2 - battle damage and corpse

This is the crew's recreation room. The middle is occupied by tables and chairs, a vending machine and a food production device. It can produce various dishes from a nutritious paste. The appearance and taste of the food resemble real food. There are also slot machines and monitors with a selection of movies. In the entrance area, a person stands staring motionlessly at a monitor. It is one of the engineers. When he becomes aware of the group, he ponders for a moment, then pulls out a small laser pistol and fires.



Engineer

Initiative	HP	Dodge		Spell resist.	
9	16	3		6	
Weapon skills		A	P	DP	+/-
Martial arts		2	2	1D6-5	-1
Mini laser pistol		6	0	1D6	0

Note to the game master

The small pistol does hardly any damage - the man is not a real threat to the group. He is under the control of the Usuur, so he will not cooperate or answer questions should the characters be able to overpower the engineer.

Once the immediate danger has been averted, the characters are able to search the room more thoroughly. The chairs, tables and monitors are smashed. A character experienced in Military (complicated skill check - 15) interprets the holes in the walls as laser holes. Clearing away some debris, the group finds a dead man who looks unharmed. A medic (Medicine: complicated skill check - 15) can determine that the man's neck was broken. His clothing and appearance identify him as one of the engineers.

Vision in the corridor to room 3

When the characters leave room 2, one of them receives a vision from the sphere. This shows a creature unknown to the characters crafting an amulet. This one has white, almost transparent skin without body hair. It is about five feet tall and has a slender, frail-looking physique. The creature sits in a bare room lit by torches and a fire in the fireplace. It is carving a symbol into an amulet with very fine tools, a crown with an "A". The creature stands up, speaks something in an unknown language and moves its hands strangely. Upon that, a shadow enters the room and takes the amulet.



Note to the game master

The vision is a reference to the creation and sending of a magic artifact made by an alchemist of Valcreon.

Room 3 - bedroom and sanitary room

The room is divided into three parts by narrow walls made of sturdy plastic. The left wall to the corridor is a little torn, while the right wall has been destroyed extensively. There are more laser holes.

In the sleeping area to the right, two dead engineers are hanging on the wall. Their hands and legs are tied. Their carotid artery is open, the skull is crushed and burnt tissue is found in front of them. A medic (Medicine: difficult skill checks - 20) can determine that these are the brains of the two people.

Note to the game master

The characters see the remains of a ritual that the Usuur used to break the will of the engineer and the security guard (from room 4).

The characters haven't really looked around yet when the door to room 4 opens. A Daree (with an amulet around his neck) appears and immediately opens fire. It is the security guard of the station. If the attack is returned, he speaks an unknown word and the entrance to room 4 is blocked by an impenetrable shield.

No matter what weapons or tools the character's use, the shield is indestructible and the attacker behind it is invulnerable.

Note to the game master

The security guard has triggered a magical shield spell on his amulet. He is under the influence of the Usuur (like the engineer). After overpowering the engineer in room 2, the Usuur has sent him to stop the group so he can finish his work in the mine.

Security guard

Initiative	HP	Dodge	Spell resist.
13	31	5	8

Weapon skills	A	P	DP	+/-
Martial arts	6	3	1D6	3
Laser rifle	12	0	3D6+3	3

* 2 attacks per round

Teleported hand grenade

While the characters are trying to destroy the shield, the security guard pulls out a hand grenade, puts an amulet around it and speaks an unknown word. The hand grenade teleports to the group in the room (thanks to a spell on the amulet). The characters have little time to act. If they jump into cover, they won't be hit by the splinters, otherwise they have to dodge the grenade (total A-score: 15). If they fail to do so, they receive 3D6 DP.

Switching to Valcreon?

The group can see a symbol on the amulet of the security guard, which was also on the amulet wrapped around the hand grenade. It is a crown with an "A" (the sign of the creature from the vision). If the characters touch the remains of the amulet, they feel that it is not from Sol Thu'ma, but from Valcreon. Furthermore, the composition of the copper and its processing are unusual for Sol Thu'ma.

Note to the game master

Despite their best efforts, the characters will not be able to advance or penetrate the shield. They need help from the amulet's place of origin to be able to dissolve the (very powerful) spell.

The intermediate conversation

The only clue the characters have, are the artifacts or the imprint on them. If the characters on Valcreon get this imprint sufficiently described, they can figure out that the crown-like symbol with the "A" belongs to an alchemist (known in Teromberg) who produces such artifacts in the guild there. The gestures of the creature from the vision could have been a spell.

VALCREON

The characters of Valcreon are in Teromberg, having breakfast at the inn "Gesinde" in the harbor street. One of the characters (the mage Pvt Krgt) knows the coinage and easily assigns it to an alchemist named Averoo. The famous spellcaster (belonging to the Moran species) works in the alchemist-guild in Teromberg. The other party members know that weapons, as well as alchemical items, are imprinted by the creator, so the crown with the "A" indicates the maker of the artifact.

Teromberg

The capital of the Sinites has more than 100,000 inhabitants but only 45,000 people live inside the walls. The main streets are 10 meters wide, and the narrow alleys in between are 2.50 meters wide. The streets are paved and street lights are placed in intervals of 25 meters, which are lit every night. Teromberg is one of the few Sinite cities with a sewer system designed by the master builders of the T'chk which is still functioning after more than 300 years. Teromberg is divided into four quarters. The scholars' quarter in the southwest of the city is home to all the teachers and engineers, many temples, the university and schools. The alchemists' guild is located there as well.

The crystal cloud

On the streets of Teromberg, there is a certain restlessness. For the past two days, a large cloud has hovered over the city and the surrounding area. It is of an unusually bright white color, with crystalline speckles in which the light is refracted. A soft tinkling can be heard. Some are fascinated by this phenomenon, but the T'chk in Teromberg hardly dare to go out into the street. In their ancient stories, they mention an apparition called Jkrt Mlsd ("glass rain"), which resembles the cloud and produces rain in the form of razor-sharp ice crystals.

Note to the game master

It is up to the game master to decide how and if they want to deploy this myth. They can use it as moody descriptor of the city or play it out as a hazard. It could rain said ice crystals when the characters are out and about. Depending on the desired level of danger, this can vary from light (A: 10, 1D6+1 DP) to life-threatening (A: 20, 3D6+3 DP).

The Alchemists guild

About 100 years ago, the guild was more centrally located, but a failed experiment led to a large fire and that caught onto the surrounding buildings. After this incident, the Alchemists' guild was moved to the southwest corner of Teromberg and surrounded by its huge wall.

From the "Gesinde" it is a 10-minute walk to the guild in the far left corner of Temple street.

In the Alchemists guild

The guild can only be entered through the sales room. This is filled with shelves of artifacts at a wide variety of prices. They range from healing spells on rings to magical battleaxes. The characters are immediately approached by a Sinite salesman and engaged in a sales pitch.



Averoo himself is not to be spoken to unless the characters give a good reason (e.g. they want to commission an expensive, special artifact) or bribe the man. Then, they are led to him.

In Averoo's simple study room, the Moran will deny in words that he has created such an artifact, but will talk telepathically with the group's mage. In the process, he will explain why he made the amulets.

The kidnapping

Averoo's assistant and friend Taruu was kidnapped. As a result, he was forced to make five very strong artifacts (those for the Usuur), which contain a shield and teleportation spells. In two days, he will receive a new order and have to forge artifacts again. Only then will his assistant be released.

The telepathic dialogue

Averoo believes that he is under surveillance, hence the secrecy. He has made an artifact with a spell that can be used to find Taruu. It is a ring with a pearl that gets brighter the closer you get to the assistant. The pearl is dark blue, so the kidnapped person is a few hundred meters away. Averoo asks the group to take the ring and rescue his assistant. When Taruu is freed and returned in good health, he will help the characters take out the artifacts.

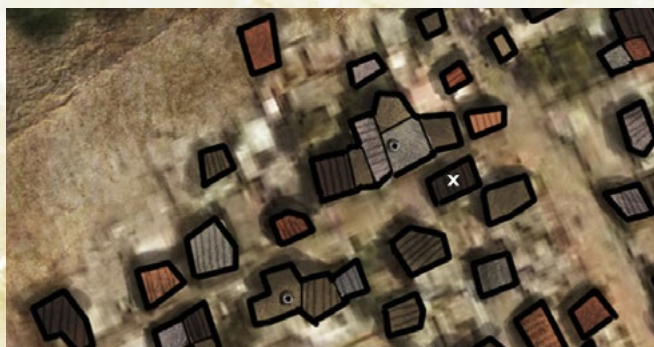
THE RESCUE

The path leads to the lower town, a dirty area with dilapidated huts without sewers and or pavement. If the characters follow the ring, they come to a hut (here marked with "x").

The house of the kidnapper

The Vhoort has hired Minkon Marik, a criminal who specializes in kidnapping and robbery. Accordingly, Minkon has secured his house in such a manner that his enemies have problems overpowering him.

Externally, the house looks inconspicuous. The door is locked and the window is nailed shut. To break open the door or window, the characters need a total strength check of 30. If this succeeds, the frame breaks and the door or window falls into the hut.



Alternatively, the lock on the door can be picked (Burglary: complicated skill check - 15). If the door is opened quietly and the characters do not make any noise, they can surprise Minkon.

Room 1 - corridor

The one-meter-wide corridor is only a facade and the eastern door leads directly into a trap. The only actual way is through the secret door in the south. If the characters consciously look for it, they can discover it (Secret skills: complicated skill check - 15 or Perception: hard skill check - 25). Otherwise, they will not notice the secret passage.



Room 2 - trap

When the door is opened, a firing mechanism is triggered that shoots an arrow into the corridor (total attack: 22, 2D6+2 DP). The first character in line gets hit. The room is a dead end.

Room 3 - kitchen and lounge

The room smells like a mixture of old frying fat and smoke. There is a dining table with four chairs, a work table and a cupboard with supplies. A bucket of water and a narrow fireplace complete the furnishing. This is where Minkon spends most of his time. If the group manages to enter quietly and does not trigger the trap of room 2, he will be here.

Room 4 - bedroom

The sleeping room is for four people, as Minkon sometimes teams up with other raiders. The boxes contain clothes and a variety of equipment. A ladder leads down into the cellar.

Room 5 - anteroom

The cellar has been prepared for a possible ambush. If Minkon notices the group, he will hide behind the barrels and shoot with a crossbow. Furthermore, he will turn off the light in the cellar and activate his amulet with heat vision.

He gets support from the Vhoort, who also wears such an amulet. Both have similar combat values. The Vhoort spends most of his time down here guarding his precious prisoner.

Minkon Marik & Vhoort

THE END

Initiative	HP	Dodge	Spell resist.
11	28	3	7

Weapon skills	A	P	DP	+/-
Martial arts	6	3	1D6	3
Longsword	9	8	1D6+3	3
Crossbow (50m)	7	0	1D6+4	3

If the character's defeat Minkon and the Vhoort, they can open the door to room 6.

Note to the game master

With the death of a Vhoort, their energy flows into the sphere. Blue light rises from their body and slowly flows upward until it dissipates. This energy strengthens the Spherechild involved in the form of skill points.

Room 6 - Cell

Taruu is held here. The young Moran is bound and gagged and is very grateful when he is freed.

Return to the Alchemists guild

If the characters bring Taruu back to Averoo, he will help the group. He calls them a kind of "wild trigger" ("Averoo Taruu"), with which they can activate an unpredictable spell on the amulets. This spell was secretly cast on the artifacts by the alchemist. Averoo recommends keeping a distance from the amulets.

BACK TO SOL THU'MA

If the character shouts "Averoo Taruu" into the room, all the runes are triggered simultaneously and the artifacts self-destruct. The opponent dies in a devastating fireball. The shield is dissolved and the way to room 4 is clear.

Room 4 - Research room with data core

Several workstations are arranged in a circle around a central data station in the middle. From here, the Usuur keeps the production running. For this purpose, he has converted the drill and the conveyor to Usuur technology with the help of a ritual. For this reason, the last of the missing engineers is tied to the wall. His wrists were opened and bled out. The Usuur has been burned to ashes by the triggering of the amulets that he wore around the neck.

Note to the game master

This is where the characters first encounter the Usuur's altered technology. The technology is very different from the one on Sol Thu'ma and is not understandable even for a technician.

The group is able to secure the data core because the explosion did not damage the central computer. The amulets are destroyed or rendered ineffective and the Vhoort has been stopped. The disturbance in the form of the ion storm (Sol Thu'ma) and the crystal cloud (Valcreon) are gone. The pilot is able to land on the asteroid safely and bring the group back.

Reward

When the group on Sol Thu'ma deliver the data stick and deliver an explanation for the events on the mining station, they will receive the remaining 1500 Lak from Korun.

As appreciation of their help in freeing Taruu, the party on Valcreon receives an artifact of their choice (such as a healing amulet or shield spell) from Averoo for free.

Skill points

Any experience a character has in an adventure is expressed in skill points, which allow increasing or learning new skills. These can be general points, which reflect new experiences of a character and successfully solving the given mission. Special points are distributed when a character has used a skill or when he has suffered a particularly hard failure. The exact rules for this can be found in the basic rulebook.

SPHERECHILD

“It was a Syjar. By the gods, I wish I was crazy, but I saw her. In her billowing dress, the gaunt face covered with sickly pale skin. And her eyes, glowing red, angry, marked by madness. The old people told us the gruesome stories about the child-stealing monster around the campfire. But if Syjars are fairy tales, what is out there?”

This quickstarter is an introduction to the roleplaying game Spherechild. Besides the short rules for a easy start, the booklet contains descriptions of the Fantasy-world Valcreon and the Sci-Fi-world Sol Thu'ma. Eight ready-made characters and an introductory adventure allow you to start playing in little time.

