



FOUR FACTIONS.
ONE DESTINY

WWW.UNITY-RPG.COM

WHAT IS UNITY?

Unity is a new epic fantasy tabletop RPG currently under development that's headed to Kickstarter on **July 12th, 2016**.

The game is set in a world that stands at the brink of apocalypse -- a world torn apart by the very same God that created it. His children, the four races of Unity, were punished for their hubris and then left for dead. Now they struggle to come together and unite against the grim horrors of a world on fire. The origin stories of both the world and the races are immersive, emotional and rich. Every piece of lore is geared to creating an evocative environment for GMs and players to explore and adventure in.

Mechanically, the game has been designed to blend narrative ease for telling spectacular stories with a robust combat system that facilitates deep and engaging tactical battles. The game emphasizes teamwork and allows players to combine their abilities and develop powerful synergies to overcome difficult encounters. Simultaneous turns, gridless maps, and diceless GM'ing come together to create a fast paced and highly engaging gaming experience.

FEATURES



Tactical Team Combat

Combat system designed to facilitate teamwork and the development of synergistic combos between party members. Initiative has been streamlined. No individual turns. No more counting squares. Less tedium, more fighting.



Class Fantasy

Evocative class design paired with free-form character creation allow you to embrace your own unique vision of the character you want to play. Each power is designed to exemplify flavour while providing compelling tactical and creative choices.



Diceless GM-ing

GM dice rolling is optional. You can if you want, but the rules are designed to let you simply focus on narrating, adjudicating and creating interesting situations for your players.



Gridless Combat

Unity has been designed from the ground up to not require a map grid or miniatures. However, these props can still be used and can enhance your feeling of immersion in the world of Unity.



2D10 Resolution

Roll **2d10** with modifiers to achieve your goals. A simple roll versus a target number across all activities in and outside of combat to determine success.



Fail Forward

Even when failing a roll there are rules that facilitate either moving the narrative forward in an interesting way or providing the option to move combat along. A miss doesn't have to mean that nothing happens.

WHAT IS EXCITING ABOUT UNITY?

At its core, Unity has always been about telling spectacular stories while still having a tactically satisfying combat experience. Unity attempts to marry the R and the G in RPG in a blend that captures the narrative freedom and ease of storytelling games while possessing the tactical depth of a crunchier, more combat focused game. It achieves this by leveraging design philosophies from innovations in both the tabletop and video game industry. Smoothness of play is key -- less time spent thumbing through a rulebook and more time attempting the ludicrous and impossible in-game. The spirit of the game dares the players and GM to dream big and continue to push the story forward in interesting ways.

The secret sauce that makes Unity a unique contender in the RPG market is the painstakingly designed classes and their combinable powers coupled with a fast and furious combat engine. Each power goes through multiple iterations to ensure that it is compelling, flavourful and presents players with an opportunity to synergize with their party members for a cohesive team experience. To further emphasize the tactical combinations in combat, we've removed individual turns to allow groups to plan and execute their strategies in **unity**. By facilitating teamwork and synergy, we create more high-five moments and incredibly satisfying combat, especially when an elaborate plan and the dice come together and agree. Every time we add a new class feature or power we exponentially multiply the tactical options and combinations possible at the table. We are so excited to have a game with a ruleset that gets out of the way of play and creativity yet still provides a deep and fulfilling tactical experience.

SETTING AND THEMES

Unity is epic fantasy with an infusion of magically powered technology. Most of the technology has been lost to the sands of time. It came from a bygone era when the races on Unity thrived and were at the peak of their civilizations. United, they were unstoppable and without equal in the world.

The game takes place in a time many hundred years ahead of this Golden Age during a time known as the Age of Wrath. The Children of Unity have been punished for their hubris and the world has been sundered by the Skyfather, the god that created them. The constituents that hold reality together are coming apart at the seams and the spiritual and psychic energies of a parallel world called the Drift are seeping into the physical world of Unity. With this came the Fell -- demonic entities that washed over the land like a black tide of doom. But they aren't the only threat to the denizens of Unity. The savage hordes of creatures (think the classical fantasy fare goblins, orcs and bugbear types) created to unite the races against a common enemy during a bygone era have begun re-emerging from the dark places of the world following the sundering. The dead are also rising and the automatons that were once mindless slaves are gaining sentience – all results from the spillover of spiritual energy into the physical realm. Now the world sits on the edge of oblivion but there is still hope, there is always hope.

Unity's lore isn't trying to break any new ground but the goal is have rich tropes to draw on to provide fodder for creating emotional stories and moral dilemmas for GMs and players. Questions about cultural tension between the races, questions about the morality of hunting and killing sentient robots, questions about the rights of those that were once dead now risen and trying to carve out their own society. What of the savage hordes of creatures? They are extremely tragic – created to fulfill a purpose of uniting the “better children” of Unity. The Fell exist to represent this unstoppable force that threatens all life on Unity. They are the bogeyman of boogymen. They provide a reason for not just the four main races of Unity to unite, but for all of the world to come together and fight an overwhelming and horrific foe.

While things are grim there are also poignant moments of beauty to be discovered in Unity. Hidden gems of untouched lands, underground multi-cultural societies that have found a way to live together, and gods that still have faith in the redemption of their children.

MECHANICS THAT MAKE UNITY DIFFERENT

Unity makes some bold moves in the mechanics department. Engagement is at the forefront of design goals. Unity removes the need for grids, individual turns and also GM rolling. Some of these design choices prevent the discrete individual interactions between GM and a single player during combat that leave the rest of the table out of the conversation. Traditionally, there usually is absolutely nothing to do for the other players when one player's turn is up and they are figuring out what to do. Even if they plan their turn ahead, by the time their turn comes up the battlefield might have changed to the point where they now need to hold up the group so they can re-jig their plan. Unity attempts to remove these barriers that create that one to one relationship and instead make it a 4 or 5 to 1 relationship so a lot of actions happen concurrently which means players always have something to do and can always be part of the dialogue.

Outside of combat, Unity has very free-form character creation that pushes the player to come up with interesting stories to explain their characters. As a fresh group adventures together there are mechanics in place that slowly reveal and continually shape the character's backstory and history. Players usually get attached to their own characters but as these story/character development bits come up as a function of the resolution mechanics, the entire party start to get invested in *each other*. Characters are humanized and begin to develop depth organically.

What Unity does differently is that every class and power created always has “how does this fit together in a group?” as a question at the forefront. Having players feel the joy of discovery of wacky and effective combos between different class abilities is part of the Unity experience. Combine that with simultaneous turns and combat is a fast and deeply tactical experience. A lot of collective wisdom and innovation from both tabletop and video games are leveraged to fulfill these design goals. Disassembling this wisdom and translating it on a design level provides the framework for Unity's combat engine.

Please take a look at the PREVIEWS & SAMPLES section at the end of this document to see examples that further explain how these mechanics play out.



SCHEDULE

The plan is to launch a Kickstarter on **July the 12th, 2016** to bring the 330+ page hardcover full colour book to life.

During this time fans can expect a deeper dive into some of the mechanics, more artwork, more class reveals, combat examples, and rules videos -- generally any information that will help them make an informed decision if Unity is for them.

In the future, depending on how the Kickstarter goes and what the fans' request we are very open to generating supplements. More classes, more playable races, more setting -- whatever the demand is but that's all contingent on interest and Kickstarter success.

PREVIEWS & SAMPLES

Click on any of the links below:

[FREE 43 Page Sampler of Unity](#) (located on DriveThruRPG)
[Character Creation Video](#) that is a companion to the Sampler
[Combat Example](#)
[Simple Combo Example](#)
[Sentinel](#) and [Fell Hunter](#) Class Spotlight

HOW TO CONNECT WITH US

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