

A VALE BEYOND

The AnimaPlanet Setting & The Yarr System

QUICKSTART GUIDE

Everything You Need for Your First Session

Includes:

Core Rules • 4 Pregenerated Characters • Introductory Adventure
“The Trouble at Daegwood Hollow”

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Welcome to Vale

This Quickstart Guide contains everything you need to play your first session of *A Vale Beyond* — a pen-and-paper roleplaying game set in a world torn from Earth by cosmic catastrophe, now adrift between physical reality and myth. One player takes the role of the Game Master (GM), who describes the world and controls the non-player characters. The remaining players each control a character exploring, fighting, negotiating, and surviving in the world of Vale.

You will need: this document, two ten-sided dice (d10) per player, pencils, and a few hours. The dice represent the “ones” and “tens” digits of a percentage roll — the core mechanic of the Yarr system.

What is Vale?

Billions of years ago, a cosmic event called the Great Calamity tore a continent from Earth and cast it into a dimensional space between physical reality and the realm of myth. That continent became Vale — a world where the laws of nature bend, where magic is an extension of elemental composition, and where objects gain souls through sustained use.

Vale is home to thirteen playable races, from the psychically-gifted Annu to the great-ape Pongo to the anthropomorphic Wuji. Its civilizations span three historical ages, from cosmic-scale wars between beings called Aspects and Abstracts to the present-day frontier of the O’Pinne Sea — a chain of 21 island nations connected by trade, piracy, and ships that sail, swim, and fly.

The sea itself is alive: coral cities grow toward music, ancient leviathans sleep in volcanic trenches, and the xenophobic Nommu’Ea maintain kingdoms beneath the waves. On land, creatures range from the domesticated Babat (a raccoon-sized pet that produces pheromones making you want to care for it) to the Bishuut’Daede (a monstrous Abomination sealed beneath an ancient keep).

And in this world, everything remembers. A sword carried through a hundred battles develops a personality. A ship sailed across the O’Pinne for years becomes a member of the crew. This is the Anima system — the signature mechanic of Yarr.

The Yarr System — Core Rules

Stats

Every character has three Major Stats, each rated 1-6 at creation (10 maximum through play):

- **Mind** — Intellect, perception, memory, reasoning
- **Body** — Strength, endurance, physical resilience
- **Soul** — Willpower, spiritual awareness, charisma, magical aptitude

From these three, six Minor Stats are derived:

Minor Stat	Formula	Governs
Intelligence	$(\text{Soul} + \text{Mind}) / 2$	Knowledge, analysis
Willpower	$(\text{Mind} + \text{Body}) / 2$	Mental fortitude
Ki	$(\text{Body} + \text{Soul}) / 2$	Inner energy, life force
Agility	$(\text{Ki} / \text{Body}) \times 2$	Speed, reflexes, grace
Strength	$\text{Willpower} + \text{Body}$	Raw physical power
Charisma	$\text{Intelligence} + \text{Body}$	Presence, persuasion

Making a Check

When your character attempts something uncertain, the GM sets a target number (1-100) based on the difficulty of the task. You then roll your dice pool and try to produce a result as close to the target as possible without going over.

Your dice pool is determined by the relevant stat plus any bonuses from your job level. Each pip (point) in a stat gives you one d10 to roll. For this Quickstart, each character has a pre-calculated pool for each type of action.

Before rolling, you decide which dice in your pool represent the tens digit and which represent the ones digit. You can assign as many as you want to either position — more tens dice give you a wider range, more ones dice give you finer control.

Example: Tilda the Cook has a pool of 5 dice for a Soul check. The GM sets the target at 45. Tilda's player assigns 2 dice to the tens place and 3 to the ones place. She rolls: tens dice show 3 and 4; ones dice show 2, 7, and 1. She can build: 42, 41, 37, 31, 32 — or 47, 43, 42, etc. She picks 42 — the closest to 45 without going over. Success!

The Ace

A 0 on any die is the Ace — a wild card. An Ace in the tens place can count as 0 or any tens digit you choose. An Ace in the ones place adds +10 to your best possible result. Rolling multiple Aces is extraordinary luck and may trigger special narrative outcomes at the GM's discretion.

Difficulty Guidelines

Target	Difficulty
10-20	Trivial — barely worth rolling
25-40	Easy — routine for a trained character
45-60	Moderate — requires skill and some luck
65-80	Hard — even experts may fail
85-95	Extreme — legendary feats
96+	Near impossible — divine intervention territory

Precision Checks

Some actions have a precision range — a narrow band around the target where success quality varies. Rolling within the precision band but below the target produces a better outcome; rolling above produces a worse one. The further you are from center, the more extreme the result.

Example: Casting Fireball in a small room. Target: 73, Precision: ± 5 . Rolling 68–72 = excellent (contained blast, no self-damage). Rolling 73 = success (normal damage). Rolling 74–78 = success but with collateral (2× self-damage, loud noise). Rolling outside the band = failure or catastrophe.

Combat

Combat proceeds in rounds. Each round has three phases:

1. **Action Phase** — Declare what your character intends to do: attack, cast a spell, move, use an item, or take another action.
2. **Implementation Phase** — Roll the relevant dice pool against the target. For attacks, the target is based on the enemy's defense and any modifiers (range, cover, wounds).
3. **Outcome Phase** — Resolve the results. Apply damage, status effects, or narrative consequences.

Initiative order is determined by species and can be modified by magic or items. For this Quickstart, use the initiative values on each character sheet.

Hit Locations

Attacks can target specific body parts. Each location has a hit modifier and a damage multiplier:

Location	Hit Modifier	Damage	If Disabled
Head	–25%	×3	Dead
Torso	+0%	×2	Dead
Arm	–20%	×1	Unusable
Leg	–15%	×1	Immobile

Wounds & Healing

Wounds come in three types. Normal wounds heal naturally or with basic curatives. Aggravated wounds cannot be healed by potions or low-rank spells — they require a Rank III healing spell or a trained Physician. Elemental wounds require application of the opposing element before any healing takes effect.

Jobs & Advancement

Characters advance by earning pips from adventures (1 pip per mission, 5+ per campaign). Pips are spent on progression:

- **5 pips** = 1 job level (unlocks new abilities)
- **10 pips** = 1 Anima level (advance a bonded item)
- **20 pips** = 1 stat point (increase a Major Stat)

Each job level grants a 25% bonus to checks using that job’s skills. A Level 1 Cook using a cooking skill starts with a 25% base + 25% from the job = 50% effective success rate. Jobs unlock new abilities at each level (1-5), and progressing through job tiers (F through S) opens new career paths.

A character holds one active job at a time but can equip a limited number of abilities from previously held jobs in their racial job slots (humans get 2 slots, other races vary).

The Anima System

Objects in Vale gain a spirit through sustained use and care. At 3 Anima, an item becomes semi-aware. At 5, it can communicate. At 7, it has a full soul. At 10, it can learn, hold jobs, and even reproduce. Your starting gear in this Quickstart has low Anima ratings, but over a full campaign, your sword, your ship, and your cooking pan become characters in their own right.

Magic

Magic in Vale is organized into nine Chromatic Schools, each tied to an elemental domain:

School	Element	Domain
Red	Fire	Destruction, heat, passion, transformation
Blue	Water	Illusion, healing, flow, cold — water’s mercurial and fluid nature
Green	Spirit	Life, nature, growth, summoning
Orange	Earth	Strength, defense, stability, gravity
Yellow	Wind	Speed, sound, lightning, freedom
Violet	Time	Haste, slow, aging, precognition
White	Light	Purification, truth, radiance, barriers — white’s purity
Black	Darkness	Shadow, fear, necromancy, stealth
Indigo	Mind	Telepathy, control, memory, dreams

Spellcasting uses the same dice pool system as all other checks. The spell’s AP (Action Point) cost is paid from the caster’s pool each round in combat. Spells interact with target materials through the 18-element composition system — a fire spell against a water-aligned creature does more than just damage.

Elemental Interactions – GM Guide

Elements in Vale have strengths and weaknesses against each other. When a spell or elemental attack hits a creature with an opposing affinity, damage is modified. This is a core tactical consideration in combat:

Element	Strong Against (×2 dmg)	Weak Against (½ dmg)
Red / Fire	Green / Spirit, Black / Darkness	Blue / Water, Orange / Earth
Blue / Water	Red / Fire, Orange / Earth	Yellow / Wind, Green / Spirit
Yellow / Wind	Blue / Water, Violet / Time	Orange / Earth, Black / Darkness
Orange / Earth	Yellow / Wind, Red / Fire	Blue / Water, Green / Spirit
White / Light	Black / Darkness, Indigo / Mind	Violet / Time
Black / Darkness	White / Light (mutual), Green / Spirit	Red / Fire, White / Light (mutual)

Example: A Goisan Bloodwurm has a Water affinity. Nellico casts Firebolt (Red/Fire). Fire is weak against Water, so the Bloodwurm takes only half damage. If Nellico instead uses Gust (Yellow/Wind), Wind is strong against Water — the Bloodwurm takes double damage. Smart players learn to read elemental affinities and adapt their tactics.

Creatures with no elemental affinity (most Wyld base species) take normal damage from all elements. Only Engraph and Goisan creatures have affinities that modify incoming elemental damage.

Pregenerated Characters

Choose one of the four characters below. Each is ready to play with stats, abilities, and starting equipment. The adventure “The Trouble at Daegwood Hollow” is designed for all four working together.

Bie’Caro — Wuji Guard

Race: Wuji (Bear) • **Job:** Guard (D Tier, Level 2) • **Initiative:** 4

Mind: 2	Body: 4	Soul: 2	HP: 28	Fate: 1
Derived Stats			Value	
Intelligence 2 • Willpower 3 • Ki 3			Agility 1.5 • Strength 7 • Charisma 6	

Background: Bie’Caro is a Wuji bear who grew up in the logging towns near the Thornthick Wood. Broad-shouldered and steady, he took work as a town guard for the Confederacy of Pum. He’s protective of those weaker than himself and slow to anger — but devastating when provoked.

Abilities: Stand Ground (passive: cannot be knocked down while conscious), Shield Wall (active: +15% defense when adjacent to an ally), Heavy Strike (active: +1 damage multiplier on a successful Body check)

Equipment: Iron shortsword (QR 4, Anima 1), wooden round shield (QR 3), leather chest armor (QR 3), traveler’s pack, 12 silver

Dice Pools: Body checks: 6d10 • Mind checks: 2d10 • Soul checks: 2d10 • Combat (melee): 6d10 • Guard skills: 4d10+50% base

Nellico — Adamu Red Mage

Race: Adamu (Human) • **Job:** Magician (C Tier, Level 1) • **Initiative:** 5

Mind: 4	Body: 1	Soul: 3	HP: 14	Fate: 2
Derived Stats			Value	
Intelligence 3.5 • Willpower 2.5 • Ki 2			Agility 4 • Strength 3.5 • Charisma 4.5	

Background: Nellico is a traveling wizard-for-hire based out of the lakeside apartments in Daegwood Hollow. He studied at the Royal Academy in Noaisau but left before graduating — too many rules, not enough fieldwork. Specializes in Red (Fire) magic with a smattering of Yellow (Wind).

Abilities: Firebolt (active: ranged fire attack, 2 AP, Red School), Gust (active: push target 10 ft, 1 AP, Yellow School), Arcane Sense (passive: detect magical auras within 30 ft)

Spells Known: Firebolt (Red I), Kindle (Red I — ignite flammable material), Gust (Yellow I), Spark Shield (Red II — brief flame barrier, 3 AP)

Equipment: Oak staff (QR 2, Anima 2 — warm to the touch), cloth robes, spell component pouch, 3 healing potions, 8 silver

Dice Pools: Mind checks: 4d10 • Body checks: 1d10 • Soul checks: 3d10 • Spellcasting: 7d10 • Magician skills: 4d10+25% base

Iri — Wuji Thief

Race: Wuji (Deer) • **Job:** Thief (C Tier, Level 1) • **Initiative:** 7

Mind: 3	Body: 2	Soul: 3	HP: 18	Fate: 2
Derived Stats			Value	
Intelligence 3 • Willpower 2.5 • Ki 2.5			Agility 2.5 • Strength 4.5 • Charisma 5	

Background: Iri’Lonaya Oonse is a young Wuji deer visiting her aunt’s family at the Dilli Orchard in Daegwood. Quick, quiet, and too curious for her own good, she learned lockpicking from a traveling merchant and never looked back. She’s not malicious — she just can’t resist a locked door.

Abilities: Lockpick (active: open locks, Mind check), Sneak (active: move silently, Soul check at –10% to observer’s perception), Quick Hands (passive: +15% to sleight of hand and disarm checks)

Equipment: Two iron daggers (QR 3, Anima 0), lockpick set, dark cloak (+10% to Sneak at night), rope (50 ft), 15 silver

Dice Pools: Mind checks: 3d10 • Body checks: 2d10 • Soul checks: 3d10 • Stealth: 6d10 • Thief skills: 3d10+25% base

Qistus — Wuji Herbalist

Race: Wuji (Hare) • **Job:** Medic (C Tier, Level 1) • **Initiative:** 6

Mind: 3	Body: 2	Soul: 3	HP: 18	Fate: 1
Derived Stats			Value	
Intelligence 3 • Willpower 2.5 • Ki 2.5			Agility 2.5 • Strength 4.5 • Charisma 5	

Background: Qistus “Quisy” Rooney tends the herb gardens at Hare Farms on the edge of Daegwood Hollow. She knows every plant in the valley and half the ones in the Thornthick Wood. When someone gets hurt, Quisy is the first one called. She carries a satchel of remedies and a calm demeanor that steadies everyone around her.

Abilities: Heal Wounds (active: restore HP with herbs, Soul check, 2 AP), Diagnose (active: identify illness/poison/status ailment, Mind check), Calming Presence (passive: allies within 10 ft get +5% to resist fear/panic)

Spells Known: Mend (Blue I — minor healing, 1 AP), Purify (White I — remove minor poison/disease, 2 AP)

Equipment: Walking staff (QR 2), herb satchel (6 uses of Heal Wounds), 5 healing potions, mortar and pestle, field journal, 6 silver

Dice Pools: Mind checks: 3d10 • Body checks: 2d10 • Soul checks: 3d10 • Healing: 6d10 • Medic skills: 3d10+25% base

The Trouble at Daegwood Hollow

An introductory adventure for 4 players and a GM. Expected play time: 2-3 hours.

Setting

Daegwood Hollow is a small village in the Confederacy of Pum, nestled between the Thornthick Wood and a quiet lake. Its residents are mostly Wuji — anthropomorphic animal-folk — living peaceful lives farming, fishing, and trading. The village has an orphanage, a general store, a bakery, a blacksmith, a magic shop, a pub with rooms for rent, and a constabulary outpost staffed by Sheriff Bie'Yen and his deputies.

At the edge of town stand the Orrinfort Ruins — an old medieval fort called Di'wol'uud, now used for town meetings and festivals. Beneath the ruins, sealed chambers hold monsters, old equipment, and books from a forgotten age. The townsfolk know something is down there. They leave it alone.

Until tonight.

The Hook

The characters are staying at the Laughing Feesh pub (run by Runsk the Otter and his wife Lenora) when Sheriff Bie'Yen arrives looking grim. Three children from the orphanage — Garlund, Enjolla, and Pa'Cal — went exploring the Orrinfort Ruins this afternoon and haven't returned. Matron Nayruna (a Fox and Blue Mage) is frantic. The Sheriff's deputies searched the surface level but found nothing. The sealed door to the lower chambers has been forced open.

The Sheriff asks the characters for help. His deputies are constabulary, not dungeon delvers. He offers 50 silver and whatever salvage they find below.

Part 1 — The Village

Before descending, the characters can gather information and supplies. Key NPCs who can help:

- **Matron Nayruna** (Orphanage) — Describes the children: Garlund is brave but reckless, Enjolla is cautious, Pa'Cal is small and fast. They took a lantern and rope.
- **Geise** (Lakeside Bait Shop) — An old Fox tinkerer. Sells rope, lanterns, and basic supplies. Knows the ruins well — warns that the lower levels flood periodically and the walls “move.”
- **Nellico** (if being played as a PC, skip; otherwise he's at the Lakeside apartments) — Confirms magical residue around the ruins has been stronger lately. Something down there is waking up.

- **Margarite / Rita's Magic Shop** — Sells potions (healing: 3 silver each, antidote: 5 silver) and can identify magical items found below.
- **Mmunse the Blacksmith** — Can sharpen weapons (+5% to hit for 24 hours, costs 2 silver) and lend a spare shield.

Part 2 — The Upper Ruins

The Orrinfort surface level is an open courtyard with a fountain, garden, and the town bell tower. The sealed door is in the northwest corner — heavy iron, now wrenched open. Stone stairs descend into darkness.

Room 1 — The Entry Hall. A long stone corridor with collapsed shelving. Dust disturbed recently — small footprints leading deeper. A Mind check (target 30) finds scratched markings on the wall: a child's attempt at a map.

Room 2 — The Old Armory. Rusted weapons and rotted wood. One intact chest (locked — Lockpick target 40, or force it with Body target 55). Contains: 2 iron short swords (QR 4), a faded map of the lower level, and a sealed vial (healing potion, if Qistus Diagnoses it with Mind check target 25).

Room 3 — The Collapsed Library. Bookshelves fallen like dominoes. Most books are ruined. A Mind check (target 45) finds one intact journal describing the fort's original purpose: it guarded a seal over something called the 'Sleeping Problem.' The journal warns: 'Do not sing near the lower door.'

Part 3 — The Lower Chambers

Room 4 — The Flooded Hall. Ankle-deep water, ice cold. Moss Balls (aquatic predator plants) lurk in the clear water — 3 of them. They attack anything that disturbs the surface. Combat encounter (easy): each Moss Ball has 8 HP, attacks with constricting tendrils (target 35 to hit, 4 damage). Body check target 40 to wade through without alerting them; failure triggers initiative.

Room 5 — The Split. The corridor forks. Left path: dry, echoing, with a faint glow. Right path: wet, descending, with children's voices echoing from below. The map from Room 2 shows the left path leads to a 'treasury' and the right to a 'cistern.'

Room 6 (Left) — The Treasury. A small room with a locked iron door (Lockpick target 55 or find the key in Room 7). Inside: a small hoard of old coins (120 silver equivalent), a necklace with a green gem (Anima 3 — it pulses faintly when worn; identifies as a Minor Ward of Spirit if Nellico uses Arcane Sense), and a sealed scroll (Spell: Shield of Bark, Green School, Rank II).

Room 7 (Right) — The Cistern. A large circular chamber, half-flooded. The three children are huddled on a raised stone platform in the center. The water between the entrance and the platform is waist-deep and dark. Something is moving beneath the surface.

Part 4 — The Rescue

The children are frightened but unharmed. Garlund explains: they found the armory, explored deeper, and when they reached the cistern something in the water cut off their retreat. It's been circling the platform for hours.

The Creature: A Goisan Bloodworm — a large aquatic serpent with a leech-like mouth, suffused with water-elemental energy. It's 8 feet long, eyeless, and hunts by vibration. It has been sealed down here for decades, feeding on Moss Balls and cave fish. The children's arrival woke it from torpor.

Goisan Bloodworm	Stats
HP: 35 • Initiative: 6	Armor: QR 2 (thick hide)
Bite: target 50, damage ×2, drains 2 HP to self-heal	Constrict: target 45, immobilizes (Body check 55 to escape)
Weakness: Yellow/Wind (×2 damage — lightning disrupts water alignment)	Resistant to: Red/Fire (half damage) and Blue/Water (immune). Hunts by vibration — loud noise confuses it.

The GM should run this as a tense encounter. The Bloodworm attacks whoever enters the water first. Key tactical considerations:

- Nellico's Firebolt does HALF damage against the water-affiliated Bloodworm — water resists fire. However, his Gust (Yellow/Wind) does normal damage and can push the creature away from the platform, buying time.
- If Nellico can improvise a Spark (Yellow School — GM may allow a Mind check at target 55 for creative spellcasting), lightning does DOUBLE damage against the water-type Bloodworm
- Bie'Caro's Shield Wall can protect a second character wading to the platform
- Iri can Sneak along the wall (Soul check target 40) to reach the children and help them escape while others fight
- Qistus should stay back and heal — the Bloodworm's drain bite means the front-liner will need attention
- Loud noise (banging a shield, shouting) forces the Bloodworm to reorient for one round (free action for another character)
- If the characters recovered the journal warning about singing — singing near the Bloodworm enrages it, doubling its attack speed for 3 rounds

Resolution

Once the Bloodworm is defeated or driven off and the children are safe, the adventure concludes. The characters escort the children back to the surface where Matron Nayruna and the Sheriff are waiting.

Rewards: 50 silver from the Sheriff (split among the party). Any salvage from the ruins (weapons, coins, the necklace, the scroll). 2 pips per character for completing the adventure. Garlund gives Bie'Caro a carved wooden token "for being brave" (Anima 1 — it has sentimental value).

And if anyone checks the sealed door past the cistern — the one the journal called the 'Sleeping Problem' — it's still sealed. Heavy. Warm to the touch. Something on the other side shifts in its sleep.

What's in the Full Game

This Quickstart barely scratches the surface. The full A Vale Beyond core rulebook includes:

- 13+ playable races with unique physiologies, abilities, and cultural histories
- 82 jobs across 6 tiers (F through S), forming a branching career web with multiple paths to every destination
- 210 spells across 9 Chromatic Schools with the full AP cost system
- Complete Anima progression for objects — your gear levels up with you
- The O'Pinne Sea — 21 island nations with economies, governments, and naval conflict
- Ship construction with 61 components across 18 archetypes and 6 methods of flight
- A crafting system with 8 station types, a materials catalog, and the 18-element composition framework
- 176+ creatures across land and sea with full ecological documentation
- 109 named characters across three historical ages
- Campaign modules, encounter tables, maze mechanics, and boss fight rules
- The full cosmology of Om, the Aspects, the Abstracts, and the Great Calamity

A Vale Beyond is currently in development. This Quickstart is a playtest document — your feedback shapes the final game. Tell us what worked, what didn't, and what you want to see more of.

 *[Feedback email / website / Discord link placeholder]*

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