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Sasquatch Game Studio is pleased to announce the return of *Alternity* (TM), a modular science fiction roleplaying game where you create your own future! The game system will launch in Q4 2017 with a 256+ page core rulebook and a range of supporting products, thanks to the help of all of our Kickstarter backers that supported the Kickstarter Campaign this past Spring. If you missed the Kickstarter and still want in on the action, you can visit our newly-launched webstore and purchase a *backer slot*! The *Alternity* Quickstart Beta Release is now available for free download on DriveThruRPG. We are also collecting playtest feedback on this iteration of the game on our *Alternity Beta Feedback* page. The game, which shares a name and heritage with a popular RPG from the 1990s, covers such action-packed scenes as starfighter dogfights, zero-G combat, and powered-armor troopers blasting aliens into their constituent atoms. The *Alternity* rules set is modular, so gamemasters can support the story arcs they create with the specific rules they need. A story of far-future space exploration, for example, will use a capital starship rules module, while a dystopian cyberpunk setting will use a virtual reality/hacking module instead. Developed with guidance from *Alternity*'s original designers, Richard Baker and Bill Slavicek, *Alternity* features a publicly available Beta Release, now available at DriveThruRPG. Based on feedback from external playtesters, and the outcome of a subsequent Kickstarter campaign (coming in Spring 2017), Sasquatch plans to release the game in the second half of the year. As Rich Baker put it on an *enworld.org* response: ...the short answer is that we want to give the *Alternity* rules an upgrade, so to speak. We're planning on making use of a core mechanic very similar to the "control die + situation die" approach of the original game, because rolling two polyhedrals at the same time was one of the things you did when you played *Alternity*. But there's definitely room for improvement in things like character leveling, encounter building, or damage and health. The "tech" of RPG system design has moved on a bit from 1997 and we're looking to create a system that captures the spirit and the key table experiences of the original game with an updated approach. So, yeah, we think that "Alternity" is the best name for the game we're working on. Let me put it this way: I'm one of the original designers of the *Alternity* system. And of course I'm proud of what I did back in the day. But I've also learned a thing or two over the last twenty years, and I think I can improve upon my earlier work. Plus, a lot of gamers playing now weren't playing in the late '90s; I want to bring them an *Alternity*-like experience that compares well against games that are available today. We're certainly not disrespecting the old game — that's why I'm involved, and that's why Bill Slavicek is going to lend a hand too. Sasquatch Game Studio plans a full line of support products, including modules to cover various subgenres of science fiction, ready-to-play adventures, and "Data Download" books that provide more planets, aliens, starships...and bug-eyed monsters to blast. Follow along on our facebook page to get the latest updates, including our *Alternity* Design Blog posts! FAQ Who are you guys? Three game designers comprise Sasquatch Game Studio: Richard Baker, David Noonan, and Stephen Schubert. Collectively they have more than 50 years' experience in the tabletop RPG industry and design credits in hundreds of great RPG books. Rich was one of the primary designers of the original *Alternity* back in the 1990s, and all three have been avid SF RPG gamers for almost as long as there have been SF RPG gamers for almost as long as there have been SF RPGs. Dave still has a well-worn map of the Spinward Marches on his wall, and Steve knows never to make a deal with a dragon! As a company, Sasquatch Game Studio has created the *Primeval Thule* fantasy campaign setting for multiple rules systems, *Princes of the Apocalypse*, and the *Ultimate Scheme* board game. Is this a second edition? A reboot? A remake? None of those things — the 2017 *Alternity* is its own game, through and through. We draw inspiration and a sense of heritage from the original *Alternity*, but this is wholly our creation... and yours, as soon as you start playing. What's the underlying game system? *Alternity* 2017 is a skills-based system. The core mechanic invokes the heritage of the 1990's *Alternity* and involves rolling a d20 Control die, and adding or subtracting a Situation Die (a variable die size that increases based upon situational modifiers). You compare the result to your skill score to determine your success. The system also incorporates degrees of success based upon how much you beat your target number. Do you guys have the necessary rights to make this game? We do, but it's worth a bit of explanation about what those rights are. Sasquatch Game Studio has registered the trademark to the *Alternity* game (the old trademark has been abandoned for many years). Any copyrighted material associated with the 1990s version of the game still belongs to the previous publisher. However, the beauty of making a science fiction roleplaying game is that there's a natural instinct to create anew rather than look to the past, and we intend to fully indulge that instinct. We are exciting new worlds to share with our new version of the *Alternity* game. The search field for character sheets The following is a list of current 'community-created and official character sheets templates that are available to be used in any Roll20 Game. Custom Sheets that are not in the Roll20 Sheet Template dropdown should be placed in the Custom Sheet-section. Related pages: Sheet Author/Contributors We welcome sheet authors to edit/update this wiki page to compile links and info about their approved character sheet(s) here. We ask to keep your sheet listing information brief and to the point. If you have documentation, a changelog, Companion API Scripts, or anything else; we recommend to link to these items rather than attempting to list their content in entirety in this index. Here's what an ideal character sheet index entry should look like: "Sheet Name" | Author(s): [Wiki Page Documentation (link) | Version # with Release Date] | Changelog (link) | Issue Tracking on GitHub (link) and/or Roll20 Sheet Forum Thread (link) | Companion Script Link (You don't need to have all this information provided. Use this as a guide to best direct users to where you'd want them to provide sheet feedback) Sheets By System 0-9 3D&T ALPHA (Portuguese) | Author: (Unknown) A A Song of Ice and Fire | Author: Raul Hess ACE System ACE System | Authors: Olivier L. | | page | sourcecode | Sheet contains options for the following systems: Blue Rose Dragon Age The Expanse Dragon Age RPG (Portuguese) | Author: Adalberto Aborea | Author: Teak | wiki page Advanced Dungeons and Dragons Advanced 1st Edition | Author: Adam Ness, Vince Advanced 2nd Edition (Simple Sheet) | Author: Aqua Alex, Elena S., Dylan G., Stephen S. | wiki page Advanced 2nd Edition | Author: Seth Farra (SFx) wiki page| Forum Feedback Thread Against the Dark Yogi | Author: Thoin Tabor Agon | Authors: Tsolval G Agone (French) | Authors: Le GDP (Logo : Maud Chalmel) Alderac Entertainment Group 7th Sea: 1st Edition | Authors: John W., with heavy influence from Niki K. 7th Sea: 2nd Edition | Author: Coal Powered Puppet Legend of the Five Rings: 4th Edition | Authors: Nick R. and Calle. 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