Futurequest

An RPG by Luke Fogelson

Introduction

In the 26th Century, faraway alien lifeforms have come into contact with humans, space travel is widely used, Canada has taken over Antarctica and has monopoly over the metal Canadium, and the UN is broken, with the universe forming into nine factions. Although it is a period for war, it is a period for exploration too, with fantastic creatures, zooming starships, and lots of space marines.

Have Fun\_

Character Creation

Before you play, you must first create a character, although a character is more than just classifications and labels, you must first choose a race, gender, class, and faction. All stats start at 1, and you are given 10 points to put anywhere you want at the beginning

**Gender**

Male: +2 Strength -2 Speed

Female: +2 Speed -2 Strength

**Races**

Human

Venetian

Android

Martian

Reptile

Tratsk

Merme

Purple

Gradian

Plutonian

Ancient

Mercurian

Sluggian

Pladian

**Class:**

Marine

Sniper

Technician

Scout

Commando

Juggernaut

Enforcer

Medic

Drill Sargent

Pilot

Engineer

Psychokinetic

Diplomat

Craftsman

Spy

**Factions:**

Lightbringer

Harbinger

Vigilante

Empire

Aeon

Cosmic

Overseer

Intergalactic Mafia

Deathwielder

Human

Masters of their home world, Earth. Humans have been around in this area of the universe before warp technology. They are inhabitants of one of the only few inhabitable planets

+ Fast Learner: +2 Stat Points at character creation

Weight Modifier: 0

Psychokinetic: No

Lifespan: Male- 84 Years Female- 87

Adult Age: 18

Venetian

A reptile race from the planet Venus. Being cold-blooded, when the Venetians came to the Milky Way, they immediately settled for Venus because of the heat signatures. Years living here has built up a high acid tolerance for the lizards.

+ Cold Blooded: 50% Fire Resistance

+ Lizardflesh: 50% Acid Resistance

Psychokinetic: No

Weight Modifier: -25

Lifespan: Male- 75 Years Female- 70 years

Adult Age: 14

Android

As they are robots, androids are a synthetic race, taking the form of humans. Android appearances are very different depending on the generation of androids. While some look very much like a machine, some are easily mistakable for actual humans, being able to produce even synthetic emotions.

+ Synthetic: Androids do not need to eat, drink, or breathe

+ Mechanical Parts: Androids heal via fuser and are revived via batteries

- Robotic: Androids are genderless and are unable to marry

- Electrical: Androids are killed instantly from EMPs and can be hacked

Psychokinetic: No

Weight Modifier: +15

Lifespan: N/A

Adult Age: N/A

Martian

As the name states, they are residents of Mars. Martians have grey skin and are hairless, and slightly shorter than most humans. While this race has been shown to not always have the best technology, they were one of the first to discover warp travel and come to our solar system. They are also known for their mysterious language and large eyes

+ Vehicle Expert: Requires 5 less expertise and 3 less intelligence to operate a vehicle

Psychokinetic: No

Weight Modifier: +10

Lifespan: Male- 100 Female- 110

Adult Age: 24

Reptile

A lizard race with distinct frills and completely blue eyes. The frills on them are blue if they are male and grey if they are female. Not much is known about their history, except for the fact that most are incredibly intelligent. Reptiles are in no way related to Venetians.

+ Inner Genius: Abilities take 1 less stat point to learn

Psychokinetic: Yes

Weight Modifier: -10

Lifespan: Male- 200 Female- 196

Adult Age: 35

Tratsk

A race of humanoids with rock-like flesh. Because of this, they are fully fire resistant. The Tratsk re home to an unknown planet, only called EUN-1290, which is a very naturalistic planet, but heavily populated by these creatures.

+ Stoneflesh: Full fire resistance

- Erosion: 50% extra damage from acid

Psychokinetic: No

Weight Modifier: +75

Lifespan: Male- 91 Female- 93

Adult Age: 21

Merme

The Merme is a race of fish people. Originally belonging to the planet Mermia, the people had to leave because the Deathwielder faction razed the planet although not all of them are good people, they all have a burning hatred for the Deathwielder faction and will stop at nothing to see one or more of them dead

+ Fishlike body: 50% Ice Resistance

Psychokinetic: Yes

Weight Modifier: 0

Lifespan: Male- 156 Female- 154

Adult Age: 40

Purple

Purples are people who look similar to the Martians, except they are purple. They have the same properties of Martians and have no significant lore because they were added in after forgetting about needing an extra race

+ Hide Alignment: Once a day, hide civility, morality, reputation, and faction ties for 12 hours

Psychokinetic: No

Weight Modifier: +10

Lifespan: Male- 100 Female- 110

Adult Age: 24

Gradian

Even though they technically have a home world, the Gradians are a nomadic race of warriors, with their homes being their starships. Gradians belong to a massive fleet that few sane people have ever tried to fight. They are also recognizable for everything neck up, which appears to be metal.

+ Battle cry: Once a day, make all enemies within a 7x7 radius around you flee, takes 2 actions

Psychokinetic: No

Weight Modifier: +35

Lifespan: Male- 200 Female- 65

Adult Age: Male- 50 Female- 16

Plutonian

Plutonians are an asexual race that reproduces via budding. All have masculine features and are referred to in society as a male. Although not as technologically advanced as most other races, the Plutonians have vast amounts of knowledge stored in the archives inside the barren dwarf planet of Pluto, where they have stored a vast amount of forgotten history.

+ Mitosis: Create a clone to fight for you once a day, takes 1 round to create a clone

- Family-less: Due to reproducing via budding, Plutonians cannot marry

Psychokinetic: Yes

Weight Modifier: Normal- 0 during Mitosis- +30

Lifespan: 70

Adult Age: N/A

Ancient

This race looks very similar to humans, except for the fact that males have green skin, and females have blue skin. These people have been the first to study psychokinesis, for their people have been using it for centuries. Although they haven’t been around longer than other races, they get their names from their enormous lifespan.

+ Mental Power: +2 Skill points each level per intelligence roll score

+ Mental Shield: 50% Stun and Paralysis resistance

- Lack of Exercise: Lose 1 strength during character creation

Psychokinetic: Yes

Weight Modifier: 0

Lifespan: Male- 2000 years Female- 2001 years

Adult Age: 100

Mercurian

Mercurians live on the closest planet to our sun Mercury. As a result, they have learned to survive in the harshest conditions, being exposed to extreme hot and extreme cold. As far as looks go, the Mercurians have featureless white faces, apart from their light grey eyes, and the rest of the body is also a featureless snow color.

+ Mercury Survivalist: 50% resistance to fire and ice

Psychokinetic: No

Weight Modifier: -50

Lifespan: Male- 98 Female- 99

Adult Age: 20

Sluggian

Sluggians are faceless creatures who have murky gray bodies and tails to stand upright. Like slugs, they need to stay constantly hydrated to survive. Although to most people disgusting, Sluggians are known to be very kind and are generous. Even though they are nice, they have very sharp claws that can do lots of damage.

+ Claws: +50 Damage with unarmed attacks

- Dryness: Upon reaching 0 Hydration, you die instantly and cannot be recovered

Psychokinetic: Yes

Weight Modifier: -5

Lifespan: Male- 50 Female- 48

Adult Age: 5

Pladian

Pladians are a race of dog people. Although they act almost nothing like dogs, they hold something dear to them above all else, honor. This makes most of them obsessed with order and not much else, while others only do things to boost their own honor.

+ Honor Bound: x3 Damage to anyone belonging to a chaotic faction

- Being of Order: Cannot join a chaotic faction

Psychokinetic: No

Weight Modifier: +10

Lifespan: Male- 60 Female- 60

Adult Age: 10

Marine

Marines are the bread and butter of any military in Futurequest. Marines are resilient, hardy, and tough. Marines also become experts in modifying weapons, teaching themselves to equip more attachments than normal.

Starting Stats: Marksmanship +5, Constitution +3, Strength +2

Wearable Armor: Medium, Heavy

Usable Weapons: Assault Rifles, Submachine Guns, Shotguns, Handguns, Melee Weapons

+ Weapon Modifier: Equip up to 2 attachments per weapon

+ Grenade Launcher: On assault rifles, you may fire grenades, grenades have a clip capacity of 1 (separate clip) and have a range of 5, impact explosion

Sniper

Snipers are long range tacticians with a talent for rifles. At the cost of usually not being very strong, Snipers are able to do massive damage at long range. They have also trained to fire at ranges longer than what people can normally fire at, and have very keen eyes

Starting Stats: +6 Marksmanship, +2 Speed, +2 Intelligence

Wearable Armor: Light, Medium

Usable Weapons: Assault Rifles, Sniper Rifles, Melee Weapons

+ Keen Eyesight: +1 to weapon range and sight range

+ Focused Aim: +2 range with scope

+ Marksman: +1 Range with Sniper Rifles

Technician

While not as durable, technicians have both the know-how and access to use portable artillery carried in a launcher. While Technicians do not turn out to be the best in combat with conventional weapons, they are skilled in using tools that most do not use.

Starting Stats: +8 Intelligence, +2 Expertise

Wearable Armor: Light

Usable Weapons: Launcher, Melee Weapons

+ Energized: Heal 10 HP from batteries, along with skill

+ Grenade Pouch: Hold any materials for the launcher up to 50 weight in this item, items inside the pouch weigh nothing, item can be sold and has a base value of 50 credits

Scout

Scouts are fast, agile, and are useful for light assault and reconnaissance. Scouts have been trained to be light on their feet and to be able to, as their name says, scout out hostile territory. Although not a defensive class, scouts make up for it for their usefulness on offense.

Starting Stats: +6 Speed, +4 Intelligence

Wearable Armor: Light

Usable Weapons: Shotguns, Submachine Guns, Handguns, Melee Weapons

+ Agile Feet: 2 actions per 5 speed instead of 1

+ Speed Conditioning: Move 2 spaces in 1 action

Commando

Special operations units are rarely seen, but when they are, they are the commando. Commandos have extensive training in combat and plenty of experience in the field. They have a wide range of weapons and can wear any armor. In essence, the ability of the commando is to adapt to whatever situation they are in

Starting Stats: +3 Strength, +2 Marksmanship, +3 Constitution, +2 Expertise

Wearable Armor: Light, Medium, Heavy

Usable Weapons: Assault Rifles, Sniper Rifles, Shotguns, Submachine Guns, Handguns, Melee Weapons

+ Dual Wielding: Can equip two one handed weapons at once

Juggernaut

Identified by their hulking, brutish behavior on the battlefield, Juggernauts carry and fire the heavy weapons. Juggernauts are plated with the heaviest armor, carry Miniguns and Rocket Launchers, and genuinely scare even the bravest of soldiers. The only thing the Juggernaut has against itself, is the slow speed armor provides

Starting Stats: Marksmanship +5, Strength +5

Wearable Armor: Heavy

Usable Weapons: Miniguns, Rocket Launchers, Assault Rifles

+ Intimidating Appearance: +5 to intimidation checks

Enforcer

Enforcers are those hired by the government to keep order in cities and take care of criminals. As keeping the peace demands, enforcers are highly defensive and carry nonlethal as well as lethal weapons. As a result, enforcers are tanks who are great at crowd control.

Starting Stats: +8 Constitution, +2 Strength

Wearable Armor: Heavy

Usable Weapons: Shotguns, Handguns, Melee Weapons

+ Riot Shield: Riot Shields have an equal amount of HP to you and will absorb that amount of HP, if a riot shield reaches 0 HP, it can be restored via battery, Riot shields absorb damage for the wielder, can be carried if one hand is free

+ Nightstick: Nightsticks deal 10+strength nonlethal damage and stuns, rules apply for a one handed weapon

- Restricted Alignment: All enforcers must be lawful, if they become chaotic, they become classless

Medic

Medics are doctors that are deployed on the battlefield. They are there for one purpose, heal the wounded. Medics are noncombatants and will not commit actions that would lead to the death of another person, for they have sworn to uphold a code where they must do no harm in the call of duty.

Starting Stats: +5 Expertise, +5 Intelligence

Wearable Armor: Light

Usable Weapons: Regeneration Cannons, Fusers

+ Medical Kit: Medics carry a bag where they can hold medical supplies for up to a total of 50 weight. Items in the bag weigh nothing and the medical kit can be sold for a base value of 50 credits

- Solemn Vow: Medics cannot do anything that would kill another person, if they do, they become classless

Drill Sargent

If you thought Juggernauts scared a soldier the most, you were wrong. Drill Sargents are the most intimidating class out on the field. He is able to “motivate” fellow allies into increasing performance on the field.

Starting Stats: +5 Marksmanship, +5 Expertise

Wearable Armor: Light, Medium, Heavy

Usable Weapons: Rocket Launchers, Assault Rifles, Shotguns, Melee Weapons

+ Extreme Intimidation: +10 to intimidation

- Fear Inducing: -5 to persuasion

Pilot

Pilots are able to use flying craft and become experts in it. While other classes spend most of their time on the ground, the pilot will stay above and work there. Although excelling in aerial combat, they don’t do so well when they are on the ground.

Starting Stats: +6 Intelligence, +4 Expertise

Wearable Armor: Light, Medium

Usable Weapons: Fusers, Handguns, Melee Weapons

+ Aviator: Can use flying vehicles

+ Mechanic: Heal vehicles an extra 10 HP per heal

Engineer

Engineers are experts in building machines to aid their allies. From everything from an automated sentry gun controlled by their AI to robots that are set to heal, and even mech suits and hover bikes, engineers build whatever gets the job done on the battlefield. Their weakness is mostly that they are not good in head on combat.

Starting Stats: +5 Intelligence, +3 Speed, +2 Strength

Wearable Armor: Light

Usable Weapons: Construction Scepters, Fusers, Handguns, Melee Weapons

+ Quick fix: Once a day, an Engineer can fully repair any technological item in one action

Psychokinetic

Psychokinetics don’t use weapons for combat like others do. Instead, Psychokinetics prefer to use special PSI powers that they were born with. While some may be very useful on the battlefield, others are for more practical occasions.

Starting Stats: +10 Intelligence

Wearable Armor: Light Traveler Armor only

Usable Weapons: None

+ Natural Powers: All abilities are chosen at character creation, rather than learned

+ Concentration: You do not regain energy via batteries, instead you concentrate, when you concentrate, you use up an action doing nothing. Regain 10 energy per action concentrating

+ Psychokinetic vision: Perception is tied to intelligence instead of marksmanship

- Mind Bond: If you run out of energy, you cannot do anything

Diplomat

Diplomats are not combatants, In fact, most diplomats do not wish to fight at all. Diplomats are more of a persuasive

Starting Stats: +10 Expertise

Wearable Armor: Light Traveler Armor only

Usable Weapons: None

+ Natural Charisma: Once a day, automatically succeed any charisma check

+ Aristocracy: Start out with 10 times more money than everyone else

Craftsman

Craftsmen are not fighters, but they can make gear that is more than suitable for the job. While also being a breadwinner for the team, craftsmen can create gear for themselves and others.

Starting Stats: +4 Intelligence, +4 Strength, +2 Marksmanship

Wearable Armor: Light, Medium, Heavy

Usable Weapons: All

+ Detach: A craftsman can detach attachments, they will get the attachment in their inventory and the gun will lose the attachment

+ Sharable Attachment: Like the marine, the craftsman can install 2 attachments, but unlike the Marine, he can give the weapon to non-marines

+ Working Class: Start out with three times more money than everyone else

Spy

Spies are very stealthy non-combatants, although they usually carry weapons to defend themselves, spies rarely use them and rely on others to do killing for them. Spies are usually sent on missions where brute force is not as effective, such as retrieving intelligence or sting operations.

Starting Stats: +10 Speed

Wearable Armor: Light Traveler Armor only

Usable Weapons: Handguns, Knives

+ Silent Killer: Weapons with silencers deal twice as much damage

+ Stealthy Approach: A spy must be within 3 spaces of someone to be detected, regardless of detection range, if the range is less than three, they must be one space away

Lightbringer

Lightbringer is a faction devoted to bringing order and justice, keeping all safe and fighting all who hate good. Lightbringer values virtue, honor, and righteousness. However, they are not united as much as other factions, as people have had many different interpretations on how their religion should be ran. Lightbringer is an allied group of nations and military ranks must be respected

Alignment: Lawful Good

Religion: Monotheistic

Ranks Titles:

1. Squire
2. Knight
3. Justiciar
4. Paladin
5. Grandmaster

Harbinger

Harbinger is a faction that believes that as long as you are doing good deeds, order and chaos are subjective. Harbinger has answered the call to aid from both Lightbringer and Vigilante multiple times, and is not afraid to help others in the name of good. Orders from superiors are only respected if it is the best way to carry out good

Alignment: Neutral Good

Religion: Polytheistic

Rank Titles:

1. Fighter
2. Veteran
3. Philanthropist
4. Hero
5. Harbinger

Vigilante

Vigilante is not a group of nations, in fact, it has no territory at all. Vigilante is a group of freedom fighters that bring down corrupt nations and then leave as soon as another faction can take over. In vigilante, orders do not exist, however, advice from the experienced has more standing.

Alignment: Chaotic Good

Religion: Polytheistic, but with one chief god

Rank Titles:

1. Vigilante
2. Militant
3. Veteran
4. Elite
5. Liberator

Empire

The empire is not a group of nations like the other factions, but rather, one nation. They are a huge interplanetary force who seeks to colonize land and keep it peaceful. Often, they will take land from the “barbaric” natives and establish their territory there.

Alignment: Lawful Neutral

Religion: Polytheistic

Rank Titles:

1. Petty Officer
2. Officer
3. Lieutenant Officer
4. Major
5. General

Aeon

When war breaks out, and people take sides, Aeon is the one who changes around every so often. Aeon believes that a balance must be with all things, or it could result in the apocalypse, so they will constantly change their position on things unlike the more absolute good, evil, orderly, and chaotic factions

Alignment: True Neutral

Religion: Ditheistic

Rank Titles:

1. Gatherer
2. Craftsman
3. Hunter
4. Warrior
5. Shaman

Cosmic

Cosmic is a group of ruffians and rebels. Although they don’t really care about who’s in charge, they don’t like people who are in charge. The members of the faction believe that everyone should be separate from each other, and they are extremely hedonistic. Most governments rightfully brand these people as anarchists.

Alignment: Chaotic Neutral

Religion: Atheistic

Rank Titles:

1. Initiate
2. Adept
3. Apprentice
4. Expert
5. Master

Overseer

Overseer is a combined federation of dictatorships. They are often known for oppressing their own citizens for personal gain. As a result, they are the most targeted faction for the group Vigilante. Most people do not consider citizens of the Overseer countries a part of the faction, only soldiers and officials.

Alignment: Lawful Evil

Religion: Monotheistic

Rank Titles:

1. Patrolman
2. Soldier
3. Officer
4. Taskmaster
5. Commander

Intergalactic Mafia

The mob is the most known and successful group in the criminal underworld. Unlike other groups, they will often manipulate and exploit laws so that they can commit crimes untouched. They are known for dealing illegal weapons, illicit goods, and hired guns. They are the leader in the assassin and mercenary trade and crimes involving such are usually traced back to them.

Alignment: Neutral Evil

Religion: Polytheistic, but deities are not really worshiped

Rank Titles:

1. Henchman
2. Bootlegger
3. Mobster
4. Mob Boss
5. Godfather

Deathwielder

Deathwielder is a horde of planetary destroyers, spending all their time, energy, and resources to destroying life. A primary target for Lightbringer, Deathwielder has only brought destruction and are made up of the vilest people.

Alignment: Chaotic Evil

Religion: Polytheistic

Rank Titles:

1. Raider
2. Pillager
3. Destroyer
4. Annihilator
5. Destructoid

Stats

A character’s abilities are defined by their stats, they are:

Strength: A measurement of muscular power and endurance, for every 1 strength, you get 1 extra melee and throwing damage and 1 extra carry weight, for every 5 you get an extra roll point

Marksmanship: How good you are with guns. For every 1 marksmanship, you get 1 extra gun damage and for every 5 you get an extra roll point to perception

Intelligence: The measurement of thinking and analyzing. For every 1 intelligence, you get 10 extra energy and for every 5 you get an extra roll score point

Constitution: How much physical endurance you have. For every 1 point you get 1 damage reduction and for every 5 you get an extra roll point

Speed: How fast and agile you are. For every 5 you get an extra action and a roll point

Expertise: How skilled you are in specific tasks, such as driving of operating medical gear. Every 1 point gives you 1 extra healing for healing based items (regeneration cannon and fuser) and every 5 gives you 1 roll point in charisma

Vitality: Maximum health you possess. For every 1 vitality, you get 10 hit points and you start with 10 vitality.

Metabolism: How effectively you process food: for every 1 point, you get 5 extra maximum hydration and 5 extra satiety.

Lung Capacity: How much air you can hold. For every 1 point, you get 5 maximum air.

Hit Points: Your life, how much you can get hit before you die. If your health drops to 0, you go unconscious and can be restored if you are given an adrenaline needle within 5 rounds, which will bring you back to 1 HP. If no one revives you, you die.

Energy: Energy judges how many and what special attacks you may use. Every time you use an ability, you remove the energy cost from your energy. Energy can be fully restored with batteries.

Satiety: How hungry/full you are. When satiety reaches 0, you will take 5 damage every round until you die or satiety is restored. It can be fully restored with food.

Hydration: How much water you have in you. If hydration reaches 0, you have 3 rounds to restore you hydration or else you die. You can restore it with liquids.

Air: In space and unbreathable environments, your air supply constantly goes down, it can be refueled with air tanks, if air drops to 0 you die. Lung Capacity increases maximum air by 5

Civility: An Order/Chaos Gauge. If you start as lawful, start with +5, neutral, 0, and chaotic, -5. If civility drops below -1, you are chaotic, but if it rises above +1 you are lawful, the ends of the gauge are -5 and +5

Morality: A Good/Evil Gauge. If you start as good, start with +5, neutral, 0, and evil, -5. If morality drops below -1, you are evil, but if it rises above +1 you are good, the ends of the gauge are -5 and +5

Reputation: A gauge with the same numbers of the morality/civility gauges, but measures how well you are liked. This has nothing to do with moral or ethics, a lawful good Enforcer may have a low reputation for killing several convicts or an evil dictator may be very charismatic and have a high reputation. Reputation goes up and down based on actions and will increase by 1 every time charisma goes up by 1

Weapons

The world of Futurequest has a variety of weapons, from things intended for fighting, to things you could’ve blindly pulled out of a dumpster, this list will tell you what weapons do

Assault Rifles

Damage Modifier: x1

Base Value Modifier: x1

Clip Capacity: 30

Weight: 20

Range: 5

Attack radius: 1x1

Fire Rate: Single, Automatic

Actions per shot: 1

2-Handed

Sniper Rifles:

Damage Modifier: x3

Base Value Modifier: x3

Clip Capacity: 3

Weight: 25

Range: 7

Attack Radius 1x1

Fire Rate: 1x1

Actions per shot: 2

2-Handed

Launcher

Damage Modifier: -5

Base Value Modifier: -5

Clip Capacity: 35

Weight: 20

Range: N/A

Attack radius: N/A

Fire Rate: Single

Actions per shot: 1

2-Handed

Shotgun

Damage Modifier: x1

Base Value Modifier: x1

Clip Capacity: 8

Weight: 25

Range: N/A

Attack radius: 1st space: 1x1, 2nd: 3x1 3rd: 5x1 etc.

Fire Rate: Single

Actions per shot: 1

2-Handed

SPECIAL RULE: every 1 space, with the exception of the first, the attack travels, it loses half of its damage

Submachine Guns

Damage Modifier: -10

Base Value Modifier: -10

Clip Capacity: 40

Weight: 10

Range: 4

Attack radius: 1x1

Fire Rate: Single, Automatic

Actions per shot: 1

1-Handed

Handguns

Damage Modifier: /2

Base Value Modifier: /2

Clip Capacity: 10

Weight: 5

Range: 3

Attack radius: 1x1

Fire Rate: Single

Actions per shot: 1

1-Handed

Minigun

Damage Modifier: x1

Base Value Modifier: x3

Clip Capacity: 200

Weight: 50

Range: 4

Attack radius: 1x1

Fire Rate: Automatic

Actions per shot: 1/10

2-Handed

Regeneration Cannon

Healing Modifier: x1

Base Value Modifier: x1

Clip Capacity: N/A

Weight: 10

Range: 5

Attack radius: 1x1

Fire Rate: Single

Actions per shot: 1

2-Handed

Rocket Launcher

Damage Modifier: x10

Base Value Modifier: x10

Clip Capacity: 1

Weight: 40

Range: 10

Attack radius: 3x3

Fire Rate: Single

SPECIAL RULE: Use explosive rules

Actions per shot: 1

2-Handed

Fuser

Healing Modifier: x1

Base Value Modifier: x1

Clip Capacity: N/A

Weight: 10

Range: 1

Attack radius: 1x1

Fire Rate: Single

Actions per shot: 1

1-Handed

Knife

Damage: 150

Base Value: 100

Clip Capacity: N/A

Weight: 2

Range: 1

Attack radius: 1x1

Hit Rate: Single

Actions per hit: 1

1-Handed

Sword

Damage: 500

Base Value: 750

Clip Capacity: N/A

Weight: 75

Range: 1

Attack radius: 1x1

Fire Rate: Single

Actions per shot: 2

2-Handed

Construction Scepter

Damage: Strength

Base Value Modifier: x1

Clip Capacity: N/A

Weight: 2

Range: 1

Attack radius: 1x1

Hit Rate: Single

Actions per hit: 1

1-Handed

Unarmed

Damage: Strength

Actions: 1

Melee with object

Damage: Strength + Object Weight

Actions: 1

Throwing Object

Damage: Strength + Object Weight

Range: Strength Roll Score

Actions: 1

Explosive Rules

Roll a D6 die

1-3: Deal Damage, no other effect

4-6: Target loses a limb

Limb Loss

1. Deal Damage
2. Lose offhand arm
3. Lose Both Arms
4. Lose a leg
5. Lose both legs
6. Instant Kill, no recovery allowed

Limb Loss Rules:

1 arm: cannot use 2-handed weapons

2 arms: cannot use items

1 leg: may walk with support

2 legs: cannot walk, must be carried

Fragmentation grenades may be thrown, while others must be launched, they follow both explosive and throwing rules and have an explosion of 3x3, all fragmentation grenades deal 1000 Damage

When supporting someone, you must be able to carry half of their weight, with carrying, you must carry their full weight, and you cannot carry something if it is too heavy

Weapon Grade

All weapons listed here have a grade, the grade is a multiplier to damage and base value

MK I: x1

MK II: x2

MK III: x3

MK IV: x4

MK V: x5

Items

|  |  |  |
| --- | --- | --- |
| Weapon/Armor | Base Value (Credits | Damage/Defense |
| Traveler | 20 | 20 |
| Hunter | 50 | 30 |
| Militia | 100 | 45 |
| Carbon Cloth | 150 | 50 |
| Carbon Plate | 250 | 75 |
| Civilian Miltek | 300 | 100 |
| Miltek | 375 | 150 |
| Experimental Miltek | 450 | 200 |
| Titanium | 600 | 300 |
| Palladium | 800 | 450 |
| Power | 1000 | 550 |
| Bluesteel | 1500 | 700 |
| Canadium | 3000 | 1250 |
| Proto-plasm | 4000 | 2000 |
| Invictum | 10000 | 5000 |

Armor Defense Percentage

Helmet: 25%

Breastplate: 50%

Gauntlets: 10%

Boots: 15%

Money:

Credits: Standard Currency

Micro-bits: Worth 100 Credits

All Base Value is in credits

Medical Supplies

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Base Value | Weight | Effect |
| 10mg Heal Gel | 10 | 2 | Heals 10 HP |
| 20mg Heal Gel | 20 | 2 | Heals 20 HP |
| 50mg Heal Gel | 50 | 2 | Heals 50 HP |
| 100mg Heal Gel | 100 | 2 | Heals 100 HP |
| 200mg Heal Gel | 200 | 2 | Heals 200 HP |
| 500mg Heal Gel | 500 | 2 | Heals 500 HP |
| Vitalizer | 1000 | 5 | Fully Heals |
| Fire Serum | 25 | 2 | Cures Burn |
| Ice Serum | 25 | 2 | Cures Freeze |
| Gas Serum | 25 | 2 | Cures Poison |
| Base Cream | 25 | 2 | Cures Corrosion |
| Stun Serum | 25 | 2 | Cures Stun/Paralyze |
| Unsomnia | 25 | 2 | Cures Sleep |
| Eye Serum | 25 | 2 | Cures Blindness |
| Adrenaline | 1000 | 1 | Revives |
| Battery | 20 | 2 | Restores Energy |
| Snake Oil | 1500 | 5 | Cures all status effects, fully heals, and revives |

Augmentations

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Base Value | Weight | Effect |
| Strength Serum | 10 | 1 | +5 Strength for 5 turns |
| Perception Serum | 10 | 1 | +5 Marksmanship for 5 turns |
| Constitution Serum | 10 | 1 | +5 Constitution for 5 turns |
| Speed Serum | 10 | 1 | +5 Speed for 5 turns |
| Intelligence Serum | 10 | 1 | +5 Intelligence for 5 turns |
| Charisma Serum | 10 | 1 | +5 Charisma for 5 turns |
| Vitality Serum | 10 | 1 | +5 Expertise for 5 turns |

Effects can be stacked

Food

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Base Value | Weight | Effect |
| Ration Kit | 10 | 2 | Fully Restores Satiety |
| Water | 10 | 1 | Hydrates |
| Coffee | 10 | 1 | Hydrates, Caffeinated, Warms |
| Soda | 10 | 1 | Hydrates, Caffeinated, Cools |
| Venus Tea | 10 | 1 | Hydrates, Warms |
| Mars-aid | 10 | 1 | Hydrates, Cools |
| Green Milk | 10 | 1 | Hydrates, Caffeinated |
| Xenoclaw Blood | 20 | 1 | Hydrates, Caffeinated x2 |

Key

Hydrates: Fully Restores Hydration

Caffeinated: If Fatigued, you are now exhausted, if exhausted, you are not tired, if normal, become energized, all moves are half the action price

Warm: Resist all ice-based attacks for 3 turns

Cold: Resist all fire-based attacks for three turns

You must choose a favorite soda flavor, you get double the effect with your favorite soda

Ammunition

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Base Value | Weight | Effect |
| Assault Rifle Ammo Box | 10 | 2 | 300 Assault Rifle Rounds |
| Sniper Rifle Ammo Box | 30 | 2 | 30 Sniper Rifle Rounds |
| Launcher Ammo Box | 10 | 2 | 350 Launcher Rounds |
| Shotgun Ammo Box | 10 | 2 | 80 Shotgun Rounds |
| Submachine Gun Ammo Box | 5 | 2 | 400 Submachine Gun Rounds |
| Handgun Ammo Box | 2 | 2 | 100 Handgun Rounds |
| Minigun Ammo Box | 50 | 5 | 2000 Minigun Round |
| Rocket | 25 | 2 | 1 Rocket Launcher Round |
| Spare Clip | 5 | .25 | Can load 1 magazine into clip beforehand, takes 1 action to reload instead of 2 |

Components

|  |  |  |
| --- | --- | --- |
| Item | Base Value | Weight |
| Fragmentation Grenade | 50 | 1 |
| Rappelling Rope | 25 | 1 |
| Tranquillizer Dart | 15 | .1 |
| Neurotoxin Bullet | 25 | .1 |
| Incendiary Bullet | 25 | .1 |
| Cryo Bullet | 25 | .1 |
| Acid Bullet | 25 | .1 |
| Flame Capsule | 20 | 1 |
| Cryogenic Grenade | 20 | 1 |
| Gas Grenade | 25 | 1 |
| Acid Grenade | 25 | 1 |
| Laser Charge | 15 | 1 |
| Rock Catalyzer | 30 | 1 |
| Explosive Node | 30 | 1 |
| Effect Node | 30 | 1 |
| Explosive Charge | 50 | 2 |
| Nano Pill | 35 | 1 |
| EMP Grenade | 20 | 1 |
| Tranquilizer Canister | 10 | 1 |
| Flashbang | 15 | 1 |
| Drone | 45 | 1 |
| Attack Drone | 60 | 1 |
| Shield Generator | 30 | 1 |
| Smoke Grenade | 20 | 1 |
| Incarceration Sphere | 35 | 1 |
| Neptunium Mace | 20 | 1 |
| Healing Node | 35 | 1 |
| Regeneration Node | 35 | 1 |
| Metal (10) | 10 | 1 |
| Deconstruction Drone | 40 | 1 |
| Dissolve Pill | 25 | 1 |
| Disguise Kit | 20 | 1 |

Cybernetic Parts

If you lose a limb, you may replace it with cybernetic parts. If you have a cybernetic limb, it can be destroyed via EMP or hacking.

|  |  |  |
| --- | --- | --- |
| Item | Base Value | Effect |
| Cybernetic Arm | 2000 | +200 Strength |
| Cybernetic Leg | 2000 | +200 Speed |
| Cybernetic Torso | 5000 | +200 Constitution |

Cybernetic Attachments (Replaces an Arm

|  |  |  |
| --- | --- | --- |
| Item | Base Value | Effect |
| Minigun | 2000 | MK I Miltek Minigun |
| Plasma Cannon | 2000 | Deals 5000 Damage, Explosive, takes 2 turns to recharge |
| Sword | 2000 | MK 3 Sword |

Tools

|  |  |  |  |
| --- | --- | --- | --- |
| Item | Base Value | Weight | Effect |
| Crowbar | 50 | 35 | Can open locked doors, strength check, damage is 25+weight |
| Axe | 50 | 40 | Can destroy small structures, damage is 50+weight |
| Sledgehammer | 50 | 75 | Destroys larger structures, damage is 50+weight |
| Drill | 50 | 40 | Can dig underground |
| Lock pick | 1 | .25 | Can unlock doors, requires a hit roll |

Abilities

Marine

Ability Name: Burst Fire

Effect: Fires Three Rounds at once

Requirements to Learn: 10 Marksmanship

Requires: An Automatic weapon with three bullets

Energy Used: 10

Actions: 1

Ability Name: Charge

Effect: Deal x2 melee damage

Requirements to Learn: 10 Strength

Requires: Nothing

Energy Used: 10

Actions: 1

Ability Name: Quick Reload

Effect: Instantly Reload, no actions used

Requirements to Learn: 15 Speed

Requires: A gun

Energy Used: 15

Actions: 0

Ability Name: Soldier’s fortitude

Effect: Take no damage for a full round

Requirements to Learn: 30 Constitution

Requires: Full Armor suit equipped

Energy Used: 30

Actions: 1

Ability Name: Automatic Fire

Effect: Fire all bullets in the clip

Requirements to Learn: 30 Marksmanship

Requires: Automatic weapon equipped

Energy Used: 5 per bullet

Actions: 2

Ability Name: Bash

Effect: Stuns the target, deals damage

Requirements to Learn: 15 Strength

Requires: Nothing

Energy Used: 15

Actions: 1

Ability Name: Modified Grenade

Effect: Standard grenade rules, but deals twice as much damage

Requirements to Learn: 50 Marksmanship

Requires: Fragmentation Grenade

Energy Used: 50

Actions: 2

Ability Name: Climb/Rappel

Effect: Go up or down a height greater than 1 on a wall or face

Requirements to Learn: 15 Intelligence

Requires: Rappelling Rope

Energy Used: 15

Actions: 1 per height

Ability Name: Quick swipe

Effect: Use a melee attack in half as many actions

Requirements to Learn: 20 Speed

Requires: A weapon equipped

Energy Used: 20 per 2 swipes

Actions: ½ of a standard melee action

Sniper

Ability Name: Long Shot

Effect: Fire twice the distance

Requirements to Learn: 10 Marksmanship

Requires: A loaded gun equipped

Energy Used: 10

Actions: 2

Ability Name: Focus Shot

Effect: x2 damage

Requirements to Learn: 15 Marksmanship

Requires: A loaded gun

Energy Used: 15

Actions: 3

Ability Name: Tranquilizer Dart

Effect: Puts enemy to sleep, deals nonlethal damage

Requirements to Learn: 10 Intelligence

Requires: Tranquilizer Dart

Energy Used: 10

Actions: 2

Ability Name: Neurotoxin Bullet

Effect: Paralyzes the target

Requirements to Learn: 15 Intelligence

Requires: Neurotoxin Bullet

Energy Used: 15

Actions: 2

Ability Name: Incendiary Bullet

Effect: Burns the Target and anything within 1 space of the target

Requirements to Learn: 20 Intelligence

Requires: Incendiary Bullet

Energy Used: 20

Actions: 2

Ability Name: Cryo Bullet

Effect: Freezes the target

Requirements to Learn: 25 Intelligence

Requires: Cryo Bullet

Energy Used: 25

Actions: 2

Ability Name: Acid Bullet

Effect: Corrodes target

Requirements to Learn: 30 Intelligence

Requires: Acid Bullet

Energy Used: 30

Actions: 2

Ability Name: Glass

Effect: Detect an entire row/column

Requirements to Learn: 15 Marksmanship

Requires: A helmet equipped

Energy Used: 15

Actions: 3

Ability Name: Double Tap

Effect: Fire Twice in the standard fire time

Requirements to Learn: 20 Marksmanship

Requires: A loaded gun with at least 2 rounds

Energy Used: 20

Actions: 2

Ability Name: Zoom

Effect: Fire 2 spaces farther

Requirements to Learn: 25 Marksmanship

Requires: A scoped weapon

Energy Used: 25

Actions: 3

Ability Name: Silent Shot

Effect: Shoot without being detected

Requirements to Learn: 30 Speed

Requires: Equipped Sniper Rifle

Energy Used: 30

Actions: 2

Ability Name: Hide

Effect: Stay invisible as long as you don’t do anything

Requirements to Learn: 35 Speed

Requires: Full Armor Suit equipped

Energy Used: 35

Actions: 3

Ability Name: Center Mass

Effect: Instantly kill target, target cannot be revived

Requirements to Learn: 65 Marksmanship

Requires: An equipped gun

Energy Used: 65

Actions: 4

Technician

Ability Name: Charged Plasma

Effect: Automatically hits, weapon + Intelligence Damage

Requirements to Learn: 10 Intelligence

Requires: Equipped Launcher, 5 ammo

Energy Used: 10

Actions: 1

Ability Name: Fragmentation Grenade

Effect: Deals damage in a 3x3 radius, deals 1000 damage at center, 500 around the center, follows explosive rules

Requirements to Learn: 20 Intelligence

Requires: Fragmentation Grenade

Energy Used: 20

Actions: 1

Ability Name: Flamethrower

Effect: Burns everything within weapon range, has no base damage

Requirements to Learn: 15 Intelligence

Requires: Flame Capsule

Energy Used: 15

Actions: 1

Ability Name: Frozen Mist

Effect: Freezes anything within weapon range

Requirements to Learn: 25 Intelligence

Requires: Cryogenic grenade

Energy Used: 25

Actions: 1

Ability Name: Toxic Gas

Effect: Create a 5x5 radius of gas around you that poisons anyone within the radius (except the user). The gas stays for 3 rounds

Requirements to Learn: 30 Intelligence

Requires: Gas Grenade

Energy Used: 30

Actions: 1

Ability Name: Acid Grenade

Effect: Create a 3x3 radius of acid that corrodes all targets in the radius

Requirements to Learn: 35 Intelligence

Requires: Acid Grenade

Energy Used: 35

Actions: 1

Ability Name: Fireball

Effect: Create an explosion in a 3x3 radius, also burning all targets within the blast

Requirements to Learn: 40 Intelligence

Requires: Flame Capsule, Fragmentation grenade

Energy Used: 40

Actions: 2

Ability Name: Laser

Effect: Damage all targets in one row, deal weapon plus intelligence damage

Requirements to Learn: 45 Intelligence

Requires: Laser Charge

Energy Used: 45

Actions: 1

Ability Name: Petrify

Effect: Target is encased in stone unconscious, paralyzing them for three turns, and dealing 100 damage ignoring armor for every turn paralyzed. Target only takes half damage to any attacks from an outside source and is immune to fire and poison

Requirements to Learn: 50 Intelligence

Requires: Rock Catalyzer

Energy Used: 50

Actions: 2

Ability Name: Explosive Node

Effect: Shoot a spot on the ground with a node that, when going within 1 space of it, will explode in a 5x5 radius, follows explosive rules and deals 2500 + intelligence damage

Requirements to Learn: 55 Intelligence

Requires: Explosive Node

Energy Used: 55

Actions: 1

Ability Name: Effect Node

Effect: Shoot a spot on the ground with a node that, when going within 1 space of it, will explode in a 5x5 radius, dealing 2 status effects of your choice

Requirements to Learn: 55 Intelligence

Requires: Effect Node

Energy Used: 55

Actions: 1

Ability Name: Armor Eater

Effect: Release a swarm of Nano bots that will eat the target’s armor. The target will lose 20 armor points a round, and when the armor reaches 0, the armor is destroyed, and no longer exists

Requirements to Learn: 60 Intelligence

Requires: Nano Pill

Energy Used: 60

Actions: 1

Ability Name: Remote Charge

Effect: Works the same as explosive node rules, except it can bet detonated at will, also deals damage to any structures within the blast, must be placed on an adjacent space

Requirements to Learn: 60 Intelligence

Requires: Explosive Charge

Energy Used: 60

Actions: 2

Ability Name: Electromagnetic Pulse

Effect: Destroys all electronics, including androids, in a 5x5 radius. Affected electronics cannot be recovered unless stated otherwise

Requirements to Learn: 30 Intelligence

Requires: EMP Grenade

Energy Used: 30

Actions: 2

Ability Name: Tranquilizer gas

Effect: Same rules as Toxic Gas, but puts targets to sleep instead of poisons, deals nonlethal damage

Requirements to Learn: 35 Intelligence

Requires: Tranquilizer Canister

Energy Used: 35

Actions: 1

Ability Name: Anti Air Blast

Effect: Works the same as Charged Plasma, but deals no damage to targets on the ground, instantly destroys flying targets, regardless of health or effects

Requirements to Learn: 65 Intelligence

Requires: 20 Ammo

Energy Used: 65

Actions: 2

Ability Name: EMP Node

Effect: Works the same as Explosive Node, but has the effect of an EMP

Requirements to Learn: 50 Intelligence

Requires: EMP Grenade, Explosive Node

Energy Used: 50

Actions: 1

Ability Name: Quantum Rift

Effect: Open a hole in space to another area for a short time, place a teleporter on an adjacent space and then one anywhere you want, the portals stay open for 3 turns

Requirements to Learn: 65 Intelligence

Requires: Nothing

Energy Used: 65

Actions: 2

Ability Name: Sticky charge

Effect: Place a charge on a target to detonate at will. Explosion is a 3x3 radius and deals 1000 damage

Requirements to Learn: 60 Intelligence

Requires: Explosive Charge

Energy Used: 60

Actions: 1

Ability Name: Energy Transfer

Effect: Steal Energy from a target, deals no damage

Requirements to Learn: 50 Intelligence

Requires: Launcher Equipped

Energy Used: 0

Actions: 1

Scout

Ability Name: Sprint

Effect: Move four spaces

Requirements to Learn: 10 Speed

Requires: Equipped Boots

Energy Used: 10

Actions: 1

Ability Name: Propelled Leap

Effect: You are launched up 1 height and move 3 spaces ignoring pitfalls and obstructions of the previous height

Requirements to Learn: 15 Speed

Requires: Equipped Boots

Energy Used: 15

Actions: 2

Ability Name: Ski

Effect: Move In any direction four spaces after each person’s turn

Requirements to Learn: 20 Speed

Requires: Equipped Boots

Energy Used: 5 per four spaces

Actions: 1

Ability Name: Survey

Effect: Detect everything within a 7x7 radius centered around user

Requirements to Learn: 10 Marksmanship

Requires: Equipped Helmet

Energy Used: 10

Actions: 2

Ability Name: Bullet Dodge

Effect: For 1 round, user is immune to bullets

Requirements to Learn: 30 Speed

Requires: Nothing

Energy Used: 30

Actions: 2

Ability Name: Thermal Scan

Effect: Detect anything invisible within sight

Requirements to Learn: 10 Intelligence

Requires: Equipped Helmet

Energy Used: 10

Actions: 2

Ability Name: Climb

Effect: Move onto a wall of 1 or more height

Requirements to Learn: 15 Strength

Requires: Equipped Gauntlets

Energy Used: 15

Actions: 1 per height traveled

Ability Name: Laser Cutter

Effect: Cut a hole in a wall of 1 height

Requirements to Learn: 20 Intelligence

Requires: Laser Charge

Energy Used: 20

Actions: 2

Ability Name: Blink

Effect: Teleport to any spot on the battlefield

Requirements to Learn: 25 Intelligence

Requires: Full Armor Suit Equipped

Energy Used: 25

Actions: 1

Ability Name: Enhanced Recoil

Effect: Move Backwards 1 space after firing

Requirements to Learn: 15 Marksmanship

Requires: An equipped weapon

Energy Used: 15

Actions: 1

Ability Name: Tele-Swap

Effect: Switch places with an ally

Requirements to Learn: 30 Intelligence

Requires: Full armor suit equipped on both targets

Energy Used: 30

Actions: 2

Ability Name: Power Shell

Effect: Shotgun retains full damage regardless of distance traveled, range is 7

Requirements to Learn: 35 Marksmanship

Requires: Equipped Shotgun

Energy Used: 35

Actions: 1

Ability Name: Hide

Effect: Stay invisible as long as you don’t do anything

Requirements to Learn: 35 Speed

Requires: Full Armor Suit Equipped

Energy Used: 35

Actions: 3

Ability Name: Lifeline

Effect: Teleport to the nearest allied medic

Requirements to Learn: 20 Expertise

Requires: Full Armor Suit Equipped

Energy Used: 20

Actions: 1

Ability Name: Hype

Effect: Increase speed by 5 for 1 turn

Requirements to Learn: 35 Speed

Requires: Nothing

Energy Used: 35

Actions: 1

Commando

Ability Name: 3 Round Burst

Effect: Fire three rounds in one action

Requirements to Learn: 10 Marksmanship

Requires: Automatic Weapon equipped

Energy Used: 10

Actions: 1

Ability Name: Automatic Fire

Effect: Fire an entire clip in one action

Requirements to Learn: 30 Marksmanship

Requires: Automatic Weapon equipped

Energy Used: 30

Actions: 1

Ability Name: Flashbang

Effect: Stuns and blinds the enemy, deals nonlethal damage

Requirements to Learn: 10 Intelligence

Requires: Flashbang

Energy Used: 10

Actions: 1

Ability Name: Fragmentation Grenade

Effect: Deals damage in a 3x3 radius, deals 1000 damage at center, 500 around the center, follows explosive rules

Requirements to Learn: 20 Intelligence

Requires: Fragmentation Grenade

Energy Used: 20

Actions: 1

Ability Name: Climb/Rappel

Effect: Go up or down a wall or face with a height greater than 1

Requirements to Learn: 15 Intelligence

Requires: Rappelling Rope

Energy Used: 15 per height traveled

Actions: 1 per height travelled

Ability Name: Heal

Effect: Heal an adjacent unit, healing is Expertise + 20

Requirements to Learn: 15 Expertise

Requires: Nothing

Energy Used: 15

Actions: 1

Ability Name: Survival Instinct

Effect: Immune to status effects for 1 turn

Requirements to Learn: 25 Constitution

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Bash

Effect: Stun a target that is in an adjacent space

Requirements to Learn: 15 Strength

Requires: An equipped weapon

Energy Used: 15

Actions: 1

Ability Name: Quick Switch

Effect: Equip a different weapon in 1 action

Requirements to Learn: 15 Speed

Requires: an equipped and unequipped weapon of choice

Energy Used: 15

Actions: 1

Ability Name: Regenerate

Effect: Heal yourself 50 HP

Requirements to Learn: 25 Expertise

Requires: Full Suit of Armor Equipped

Energy Used: 25

Actions: 1

Ability Name: Care Package

Effect: Drop 1 item from your inventory anywhere you want

Requirements to Learn: 35 Expertise

Requires: Drone, Item

Energy Used: 35

Actions: 2

Ability Name: Quick Swipe

Effect: Melee attacks cost half the actions for 1 turn

Requirements to Learn: 20 Speed

Requires: An equipped weapon

Energy Used: 20

Actions: ½ of melee actions

Ability Name: Revitalize

Effect: Remove all status effects from yourself

Requirements to Learn: 40 Constitution

Requires: Full Armor Suit Equipped

Energy Used: 40

Actions: 2

Ability Name: Anti-Entropy

Effect: Freeze yourself with no base damage and burn a target

Requirements to Learn: 30 Intelligence

Requires: Cryogenic grenade, Flame Capsule

Energy Used: 30

Actions: 2

Ability Name: Drone Strike

Effect: Pick 5 spots on the map and treat those spots as if a grenade hit

Requirements to Learn: 50 Expertise

Requires: Attack Drone

Energy Used: 50

Actions: 1 turn

Enforcer

Ability Name: Nonlethal rounds

Effect: Deal nonlethal damage

Requirements to Learn: 10 Marksmanship

Requires: 1 round

Energy Used: 0

Actions: 1

Ability Name: Shield

Effect: Create a 3x1 impenetrable barrier for 1 turn/intelligence roll score

Requirements to Learn: 10 Constitution

Requires: Shield Generator

Energy Used: 10

Actions: 1

Ability Name: Flashbang

Effect: Stuns and blinds the enemy, deals nonlethal damage

Requirements to Learn: 10 Intelligence

Requires: Flashbang

Energy Used: 10

Actions: 1

Ability Name: Incarceration Sphere

Effect: create a 3x3 shield around target that cannot be shot out of, but can be shot into

Requirements to Learn: 15 Intelligence

Requires: Incarceration Sphere

Energy Used: 15

Actions: 1

Ability Name: Skin shield

Effect: gain 200 Damage reduction for 3 turns, can be applied to a target within melee range

Requirements to Learn: 25 Constitution

Requires: Shield Generator

Energy Used: 25

Actions: 1

Ability Name: Smoke Grenade

Effect: Blind all targets within a 5x5 radius, conceals all allies

Requirements to Learn: 15 Intelligence

Requires: Smoke Grenade

Energy Used: 15

Actions: 1

Ability Name: Surrounding Shield

Effect: Create a 5x5 shield targeted around you for 5 turns, can be shot out of but not in to

Requirements to Learn: 40 Constitution

Requires: Shield Generator

Energy Used: 40

Actions: 2

Ability Name: Neptunium Mace

Effect: Blinds the target, deals nonlethal damage

Requirements to Learn: 30 Intelligence

Requires: Neptunium Mace Can

Energy Used: 30

Actions: 1

Ability Name: Medivac Center

Effect: Create a 5x5 shield that cannot be shot into or out of for 3 turns, everyone inside the shield is healed 50 HP a turn and healing items have double the effect

Requirements to Learn: 45 Expertise

Requires: Shield Generator, 200mg Healing Gel

Energy Used: 45

Actions: 1 turn

Ability Name: Breach

Effect: Open any locked container

Requirements to Learn: 20 Strength

Requires: Gauntlets Equipped

Energy Used: 20

Actions: 2

Juggernaut

Ability Name: Automatic Fire

Effect: Fire an entire clip in one action

Requirements to Learn: 30 Marksmanship

Requires: Automatic Weapon equipped

Energy Used: 30

Actions: 1

Ability Name: Brute Force

Effect: Stun and deal double melee damage

Requirements to Learn: 15 Strength

Requires: Nothing

Energy Used: 15

Actions: 1

Ability Name: Resilience

Effect: Resist explosive effects for 3 turns, still take damage

Requirements to Learn: 40 Constitution

Requires: Nothing

Energy Used: 40

Actions: 1

Ability Name: Rush

Effect: Move double the amount of spaces you usually would and paralyze all targets you ran into

Requirements to Learn: 35 Strength

Requires: Nothing

Energy Used: 35

Actions: ½ of usual actions

Ability Name: Accurate Strike

Effect: Automatically hit a melee attack

Requirements to Learn: 15 Intelligence

Requires: A Melee weapon equipped

Energy Used: 15

Actions: 2

Ability Name: Quake Landing

Effect: If jumping from a height of 1 or greater, stun all enemies within a 3x3 radius

Requirements to Learn: 30 Constitution

Requires: Full Armor Suit Equipped

Energy Used: 30

Actions: 1

Ability Name: Rope Dart

Effect: Bring an enemy into melee range, deals half of normal damage

Requirements to Learn: 20 Marksmanship

Requires: Rappelling Rope

Energy Used: 20

Actions: 2

Ability Name: Throw

Effect: Throw the enemy, deal throwing damage, cannot throw an enemy heavier than you

Requirements to Learn: 30 Strength

Requires: Nothing

Energy Used: 30

Actions: 2

Ability Name: Spray

Effect: Fire at 3 spots next to each other within weapon range

Requirements to Learn: 30 Marksmanship

Requires: Automatic Weapon Equipped

Energy Used: 30

Actions: 2

Ability Name: Enhanced Grenade

Effect: Works as if it was a fragmentation grenade, but explodes in a 5x5 radius

Requirements to Learn: 20 Intelligence

Requires: Fragmentation Grenade

Energy Used: 20

Actions: 1

Medic

Ability Name: Quick Fix

Effect: x2 Healing

Requirements to Learn: 10 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 10

Actions: 1

Ability Name: Thorough Heal

Effect: x3 Healing

Requirements to Learn: 30 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 30

Actions: 2

Ability Name: Overheal

Effect: If target is at full health, give 50 temporary HP

Requirements to Learn: 15 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used:

Actions: 1

Ability Name: Vaccinate

Effect: Target is invulnerable to Poison and Paralysis for 3 turns

Requirements to Learn: 35 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 35

Actions: 1

Ability Name: Patch

Effect: Target is invulnerable to bleed for 3 turns

Requirements to Learn: 25 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 25

Actions: 1

Ability Name: Regrow

Effect: Regrow a destroyed/amputated limb (does not work on androids)

Requirements to Learn: 40 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 40

Actions: 2

Ability Name: Critical Support

Effect: Teleport to an area within one space of someone below 50% health

Requirements to Learn: 15 Intelligence

Requires: Full Armor Suit Equipped

Energy Used: 15

Actions: 2

Ability Name: Evacuate

Effect: Teleport a target under 50% health to you

Requirements to Learn: 45 Expertise

Requires: Nothing

Energy Used: 45

Actions: 2

Ability Name: Anesthetic

Effect: Remove all nonlethal damage

Requirements to Learn: 30 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 30

Actions: 1

Ability Name: Continuous Healing

Effect: Continue to heal a target once every other person’s turn

Requirements to Learn: 50 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 50

Actions: N/A

Ability Name: Healing Node

Effect: Attach Node to a target, when health reaches 0, node will heal them to 50% health, the node will then fall of and break

Requirements to Learn: 50 Expertise

Requires: Healing Node

Energy Used: 50

Actions: 2

Ability Name: Regeneration Node

Effect: Works similar to healing node, node will stay on for 5 turns and will heal target 25% total HP every turn, then it will fall off

Requirements to Learn: 55 Expertise

Requires: Regeneration Node

Energy Used: 55

Actions: 2

Ability Name: Pull Out

Effect: Teleport a party member that is under 25% health out of battle to a safe location

Requirements to Learn: 45 Expertise

Requires: Nothing

Energy Used: 45

Actions: 1

Ability Name: Invincibility

Effect: For 3 turns, make you and another targets invulnerable to all damage

Requirements to Learn: 60 Expertise

Requires: Equipped Regeneration Cannon

Energy Used: 60

Actions: 2

Ability Name: Pharmaceutical Enhancement

Effect: All healing items in your medical kit now heal twice as much

Requirements to Learn: 60 Expertise

Requires: 1 or more healing items in medical kit

Energy Used: 60

Actions: 2

Ability Name: Recover

Effect: Wake up a knocked out target

Requirements to Learn: 50 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 50

Actions: 1

Ability Name: Self Recovery

Effect: Heal yourself Expertise + 50 HP

Requirements to Learn: 45 Expertise

Requires: 10mg of healing gel

Energy Used: 45

Actions: 2

Ability Name: Avoid Death

Effect: Stays on until your health reaches 0, when it does, regain 75% of your total health

Requirements to Learn: 45 Expertise

Requires: Full Armor Suit Equipped

Energy Used: All

Actions: 1

Ability Name: Revive

Effect: Revive a dead target, has a 3 in 6 chance to fail

Requirements to Learn: 65 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: All

Actions: 2

Ability Name: Rejuvenate

Effect: Remove 1 status effect from target

Requirements to Learn: 35 Expertise

Requires: Equipped Regeneration Cannon/Fuser

Energy Used: 35

Actions: 1

NOTE: To heal biological creatures, you must use a regeneration cannon, to heal mechanical ones, such as androids, you must use a fuser.

Drill Sargent

Ability Name: Enhance Strength

Effect: Allies within a 5x5 radius gain 5 extra strength for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Marksmanship

Effect: Allies within a 5x5 radius gain 5 extra marksmanship for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Intelligence

Effect: Allies within a 5x5 radius gain 5 extra intelligence for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Speed

Effect: Allies within a 5x5 radius gain 5 extra speed for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Constitution

Effect: Allies within a 5x5 radius gain 5 extra constitution for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Expertise

Effect: Allies within a 5x5 radius gain 5 extra expertise for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Vitality

Effect: Allies within a 5x5 radius gain 5 extra vitality for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Metabolism

Effect: Allies within a 5x5 radius gain 5 extra metabolism for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance Lung Capacity

Effect: Allies within a 5x5 radius gain 5 extra lung capacity for 5 turns, can be stacked

Requirements to Learn: 20 Expertise

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Enhance All

Effect: Allies within a 5x5 radius gain 5 extra all stats for 5 turns, can be stacked

Requirements to Learn: 50 Expertise

Requires: Nothing

Energy Used: 50

Actions: 1

Engineer

Ability Name: Durable Sentry

Effect: See Construction List

Requirements to Learn: 10 Intelligence

Requires: 50 Metal

Energy Used: 10

Actions: 1

Ability Name: Sentry

Effect: See Construction List

Requirements to Learn: 10 Intelligence

Requires: 50 Metal

Energy Used: 10

Actions: 1

Ability Name: Sniper Sentry

Effect: See Construction List

Requirements to Learn: 10 Intelligence

Requires: 50 Metal

Energy Used: 10

Actions: 1

Ability Name: Medibot

Effect: See Construction List

Requirements to Learn: 20 Intelligence

Requires: 75 Metal

Energy Used: 20

Actions: 1

Ability Name: Ammo Dispenser

Effect: See Construction List

Requirements to Learn: 20 Intelligence

Requires: 75 Metal

Energy Used: 20

Actions: 1

Ability Name: Refuel Center

Effect: See Construction List

Requirements to Learn: 20 Intelligence

Requires: 75 Metal

Energy Used: 20

Actions: 1

Ability Name: Small Teleporter

Effect: See Construction List

Requirements to Learn: 30 Intelligence

Requires: 100 Metal

Energy Used: 30

Actions: 1

Ability Name: Medium Teleporter

Effect: See Construction List

Requirements to Learn: 30 Intelligence

Requires: 100 Metal

Energy Used: 30

Actions: 1

Ability Name: Large Teleporter

Effect: See Construction List

Requirements to Learn: 30 Intelligence

Requires: 100 Metal

Energy Used: 30

Actions: 1

Ability Name: Deconstruction Drone

Effect: Remotely deconstructs construction, returns all metal to you

Requirements to Learn: 35 Intelligence

Requires: Deconstruction Drone

Energy Used: 35

Actions: 1

Ability Name: Hover Bike

Effect: See Construction List

Requirements to Learn: 35 Intelligence

Requires: 100 Metal

Energy Used: 35

Actions: 1

Ability Name: Combat Mech

Effect: See Construction List

Requirements to Learn: 40 Intelligence

Requires: 300 Metal

Energy Used: 40

Actions: 4

Ability Name: Construction Mech

Effect: See Construction List

Requirements to Learn: 40 Intelligence

Requires: 300 Metal

Energy Used: 40

Actions: 4

Ability Name: Repair Center

Effect: See Construction List

Requirements to Learn: 45 Intelligence

Requires: 200 Metal

Energy Used: 45

Actions: 1

Psychokinetic

Ability Name: Beam

Effect: Deal Intelligence Damage x5, has a range of 5

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 10

Actions: 1

Ability Name: Wave

Effect: Deal Intelligence Damage x5, fires like a shotgun

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 30

Actions: 1

Ability Name: Fire

Effect: Deal Intelligence Damage x5, Burn enemies, fires as if it were a wave

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 45

Actions: 1

Ability Name: Ice

Effect: Deal Intelligence Damage x3, freeze an enemy within a 7x7 radius

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Lightning

Effect: Deal Intelligence Damage x3, has a range of 5, paralyzes target, hits others within a 4x4 radius of the target, chain effect

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 45

Actions: 1

Ability Name: Mind Control

Effect: Control 1 unit for intelligence roll score turns

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 50

Actions: 1

Ability Name: Telepathy

Effect: Read minds and speak through thoughts, target can be any distance

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Concentrated Beam

Effect: Deal Intelligence Damage x10

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 50

Actions: 1

Ability Name: Teleport

Effect: Teleport you and anyone within a 5x5 location anywhere

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 40

Actions: 3

Ability Name: Destroy Item

Effect: Destroy a target’s equipped armor piece or weapon

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 55

Actions: 1

Ability Name: Push

Effect: Move a target within 6 spaces of you back 3, deals no damage

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 20

Actions: 1

Ability Name: Telekinesis

Effect: Pick up an object/unit and move it anywhere, objects/units can be thrown for throwing damage plus intelligence

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 50

Actions: 1

Ability Name: Regenerate

Effect: Heal Intelligence x2

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 60

Actions: 1

Ability Name: Energy Ball

Effect: Has a range of 5, same effect as a fragmentation grenade

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 45

Actions: 1

Ability Name: Phase

Effect: Take no damage and go through objects for 3 turns

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 35

Actions: 1

Ability Name: Pacify

Effect: Put an enemy to sleep

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 45

Actions: 1

Ability Name: Light

Effect: Remove darkness based sight debuffs from you and anyone within a 5x5 radius

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Laser

Effect: Deal Intelligence Damage x2, has unlimited range

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 40

Actions: 2

Ability Name: Rock Barrier

Effect: Take no damage for 5 turns, cannot move or attack

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 30

Actions: 2

Ability Name: Sleepwalk

Effect: See section on Sleepwalking

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 0

Actions: N/A

Ability Name: X-Ray Vision

Effect: See through walls for 1 turn, cannot see through lead

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 25

Actions: 2

Ability Name: Disarm

Effect: Pull the quipped weapon of a target within 5 spaces into your inventory

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 40

Actions: 2

Ability Name: Camouflage

Effect: Take on the texture of a material of your choice for 3 turns, when up against the same material, you are considered invisible

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 30

Actions: 2

Ability Name: Flash

Effect: Blind all targets within a 6x6 radius and become invisible for 3 turns, deals intelligence damage, ignores armor

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 30

Actions: 2

Ability Name: Amnesia

Effect: Target within a range of 5 is stunned and forgets what they did 1 turn ago

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 30

Actions: 1

Ability Name: Smite

Effect: Deal Intelligence x10 Damage to a predetermined creature decided when learning this ability, has unlimited range (ex: Smite Marines)

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 60

Actions: 1

Ability Name: Absorb

Effect: Transfer 50% of enemy energy to you

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 0

Actions: 4

Ability Name: Illusion

Effect: Make 3 identical versions of you appear, the two illusions can attack, but they will do no damage

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 50

Actions: 1

Ability Name: Deflect

Effect: For 3 turns, all damage done to you will be reflected back to attacker

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 65

Actions: 1

Ability Name: Nuke

Effect: Kill everyone on the battlefield not protected by a shield, including yourself

Requirements to Learn: Nothing

Requires: Nothing

Energy Used: 200

Actions: 5

Diplomat

Ability Name: Prepared Speech

Effect: +1 to persuasion for 5 turns, can be stacked for both time and potency

Requirements to Learn: 15 Expertise

Requires: Nothing

Energy Used: 15

Actions: 1

Ability Name: Threaten

Effect: +1 to intimidation for 5 turns, can be stacked for both time and potency

Requirements to Learn: 15 Expertise

Requires: Nothing

Energy Used: 15

Actions: 1

Ability Name: Offer Money

Effect: +1 to Bribery for 5 turns, can be stacked for both time and potency

Requirements to Learn: 15 Expertise

Requires: Nothing

Energy Used: 15

Actions: 1

Ability Name: Propose Deal

Effect: +1 to haggling for 5 turns, can be stacked for both time and potency

Requirements to Learn: 15 Expertise

Requires: Nothing

Energy Used: 15

Actions: 1

Ability Name: Raise Morale

Effect: Raise Hireling Morale by 1

Requirements to Learn: 25 Expertise

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Logos

Effect: Gain +5 to charisma around lawful beings for 5 turns

Requirements to Learn: 25 Expertise

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Pathos

Effect: Gain +5 charisma around chaotic beings

Requirements to Learn: 25 Expertise

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Ethos

Effect: Gain +5 charisma around good beings

Requirements to Learn: 25 Expertise

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Influence

Effect: Gain +5 charisma around evil beings

Requirements to Learn: 25 Expertise

Requires: Nothing

Energy Used: 25

Actions: 1

Ability Name: Change Reputation

Effect: Change reputation to whatever number for 5 turns

Requirements to Learn: 30 Expertise

Requires: Nothing

Energy Used: 30

Actions: 1

Spy

Ability Name: Hide

Effect: Become invisible as long you are not doing anything

Requirements to Learn: 10 Speed

Requires: Full Suit of Armor Equipped

Energy Used: 10

Actions: 1

Ability Name: Disguise

Effect: Appear as a person of the same race and gender and wear the same clothes as a fabric sample until damage is taken

Requirements to Learn: 20 Speed

Requires: Disguise Kit, DNA Sample, Fabric Sample

Energy Used: 20

Actions: 1

Ability Name: Cloak

Effect: Become invisible for 5 turns

Requirements to Learn: 30 Speed

Requires: Full Armor Suit Equipped

Energy Used: 30

Actions: 1

Ability Name: Disarm

Effect: Turn off all mechanical devices within a 5x5 radius

Requirements to Learn: 15 Intelligence

Requires: EMP Grenade

Energy Used: 15

Actions: 1

Ability Name: Backstab

Effect: Kill a target that did not detect you

Requirements to Learn: 45 Speed

Requires: Knife Equipped

Energy Used: 45

Actions: 1

Ability Name: Decoy

Effect: Create a fake version of any item in your inventory

Requirements to Learn: 20 Intelligence

Requires: Real item in inventory

Energy Used: 20

Actions: 2

Ability Name: Dissolving Pill

Effect: Dissolve any dead biological matter

Requirements to Learn: 45 Intelligence

Requires: Dissolve Pill

Energy Used: 45

Actions: 1

Ability Name: Feign Death

Effect: When at 25% health, create a decoy of your “corpse” at the site where you “died” and go invisible for 5 turns

Requirements to Learn: 50 Speed

Requires: Full Armor Suit Equipped

Energy Used: 50

Actions: 1

Ability Name: Detect

Effect: Detect everything within a 7x7 Radius

Requirements to Learn: 25 Marksmanship

Requires: Helmet Equipped

Energy Used: 25

Actions: 1

Ability Name: Hack

Effect: Hack into any electronic based device within melee range

Requirements to Learn: 45 Skill

Requires: Nothing

Energy Used: 45

Actions: 1

Vehicles

Key:

Size: How many spaces it takes up, crew is what is needed to fully operate the vehicle

Move speed: How far it moves in 1 action

Actions: How many actions a vehicle operator has

Ground

Name: α-6 Zephyr

Vehicle Type: Truck

Size: Small (1x2) 1 Pilot, 1 gunner

Move Speed: 1

Actions per Turn: 10

HP: 1000

Attacks: Minigun (MK II Experimental Miltek)

AA Gun (Attacks air vehicles, 10 energy)

Name: β-35 Hermes

Vehicle Type: Hover bike (goes over small obstructions)

Size: Small (1x1) 1 Pilot

Move Speed: 2

Actions per Turn: 30

HP: 50

Attacks: None

Name: γ-47 Chieftain

Vehicle Type: Tank

Size: Medium (2x2) 1 Pilot 2 Gunners

Move Speed: 1

Actions per turn: 3

HP: 10000

Attacks: Cannon (Cybernetic Cannon Damage x5) Minigun (MK II Experimental Miltek)

Name: Δ-21 Tarantula

Vehicle Type: Walker (can climb up walls)

Size: Medium (2x2) 2 Pilots

Move Speed: 2

Actions per Turn: 15

HP: 1000

Attacks: Minigun (MK II Experimental Miltek)

Name: Ε-93 Liberator

Vehicle Type: Tank

Size: Large (3x3) 1 Pilot, 4 Gunners

Move Speed: 1

Actions per Turn: 2

HP: 20000

Attacks: Minigun (2) (MK III Experimental Miltek)

Plasma Cannon (2) (Same rules as other plasma cannon)

Name: Z-13 Champion

Vehicle Type: Car

Size: Large (3x3) 1 Pilot, 1 Gunner

Move Speed: 1

Actions per Turn: 4

HP: 30000

Attacks: Minigun (MK I Miltek)

Flying

Name: H-33 Wraith

Vehicle Type: Interceptor

Size: Small (1x1) 1 Pilot

Move Speed: 2

Actions per Turn: 35

HP: 500

Attacks: Machine Guns (250 Damage, 1/5 actions firing time)

Name: θ-59 Avenger

Vehicle Type: Bomber

Size: Small (1x1) 1 Pilot

Move Speed: 2

Actions per Turn: 10

HP: 750

Attacks: Bomb (Ground, 5x5 AoE, 5000 Damage, Explosive, 1 action) Gun (250 Damage, 1 Action, 20 Energy)

Name: I-99 Centurion

Vehicle Type: Fighter

Size: Small (1x1)1 Pilot

Move Speed: 2

Actions per Turn: 15

HP: 2000

Attacks: Minigun (Experimental Miltek MK II) Bomb (5x5 AoE, 5000 Damage, Explosive, 1 action, 50 energy)

Name: K-210 Hawk

Vehicle Type: Spy Plane

Size: Small (1x1) 1 Pilot

Move Speed: 2

Actions per Turn: 20

HP: 100

Attacks: Detects within a 7x7 radius, is not detected unless seen by other flying vehicles

Name: λ-41 Archon

Vehicle Type: Cruiser

Size: Medium (2x2) 1 Pilot, 20 Passengers

Move Speed: 1

Actions per Turn: 10

HP: 3000

Attacks: None

Name: M-16 Salvation

Vehicle Type: Carrier

Size: Medium (2x2) 1 Pilot, 1 Gunner, 20 Passengers

Move Speed: 1

Actions per Turn: 10

HP: 3500

Attacks: Minigun (Miltek MK III)

Name: N-501 Vera

Vehicle Type: Gunship

Size: Medium (2x2) 1 Pilot, 6 Gunners, 6 Passengers

Move Speed: 2

Actions per Turn: 10

HP: 5000

Attacks: Minigun (Experimental Miltek MK III), Missile (3x3 AoE, 5000 Damage, 25 Skill)

Civilian

Name: ξ-211 Wombat

Vehicle Type: Rover (Ground)

Size: Small (1x1) 1 Pilot, 1 Passenger

Move Speed: 1

Actions per Turn: 5

HP: 100

Attacks: None

Name: O-89 Thunderstorm

Vehicle Type: Flying Car

Size: Small (1x1) 1 Pilot, 3 Passengers

Move Speed: 1

Actions per Turn: 8

HP: 100

Attacks: None

Name: π-314 Magellan

Vehicle Type: Transport Truck (Flying)

Size: Small (1x2) 1 Pilot, 1 Passenger, 1000 Weight Storage

Move Speed: 1

Actions per Turn: 5

HP: 250

Attacks: None

Experimental

Name: P-111 Shadow

Vehicle Type: Flying Saucer

Size: Small (1x1) 1 Pilot

Move Speed: 5

Actions per Turn: 20

HP: 50

Attacks: Cloak (Go Invisible for 3 turns, 50 Energy)

Name: Σ-222 Apocalypse

Vehicle Type: Nuke Ship

Size: Small (1x1)

Move Speed: 1

Actions per Turn: 5

HP: 100

Attacks: Nuke (1000000 Damage, 10x10 AoE, Poisons the radius, 1000 Energy)

Massive

Name: Ω-999 Emperor

Vehicle Type: Starship

Size: Massive

Move Speed: 2

Actions per Turn: 1 per Gun

HP: 10000000

Attacks: Gun (10000 Damage) Torpedo (100000 Damage, 50 Energy

REQUIREMENTS TO FLY: 1 Appointed Captain (Any Class) with at least 30 Expertise, 1 Pilot with at least 25 Expertise and Intelligence, 10 Engineers with at least 20 Intelligence, 10 Technicians with at least 20 Intelligence, and 1000 Total Crew Members, Ships have 300 Guns, and 50 Torpedo Launchers

Vehicle Requirements

Add up the following for expertise

Civilian: +0

Military: +5

Experimental: +10

Small: +5

Medium: +10

Large: +15

Ground: +0

Flying: +5

Required Intelligence is 5 less than required Expertise

Status Effects

Burn: Harms 30% of total health for 3 turns

Poison: Harms 10% of total health until cured

Corrosion: Harms 10% of total health until cured, while under the effect, armor does not protect

Bleeding: Harms 20% of total health until cured, cured by any increase in HP

Stun: Lose 1 turn

Freeze: Lose 2 turns

Paralyze: Lose 3 turns

Asleep: Cannot do anything until cured

Blind: Cannot read, do sight checks, or use ranged weapons for 3 turns

Protected: No damage is dealt to you for duration of protection

Fear: Cannot Move towards target

Attachments

Attachments go on weapons and armor. Any weapon or armor piece can have 1 attachment, unless otherwise stated. Attachments cannot be removed unless a craftsman removes it

Weapons

Name: Scope

Effect: Increase range by 1

Weapons Available: Assault Rifle, Sniper Rifle, Handgun, Submachine Gun, Rocket Launcher

Base Value: 15

Name: Extended Magazine

Effect: Hold twice as many rounds in the gun

Weapons Available: Assault Rifle, Minigun, Handgun, Shotgun, Submachine Gun

Base Value: 15

Name: Energizing Rail

Effect: x2 Damage

Weapons Available: Assault Rifle, Sniper Rifle, Submachine gun, Handgun, Shotgun, Minigun

Base Value: 50

Name: Silencer

Effect: Stay hidden if firing while undetected

Weapons Available: Assault Rifle, Sniper Rifle, Submachine Gun, Handgun

Base Value: 25

Name: Effect Rail

Effect: Game Master chooses 1 effect for the weapon to always give upon hit

Weapons Available: All

Base Value: 55

Name: Light

Effect: Remove darkness related sight effects, always detected when light is on

Weapons Available: Assault Rifle, Sniper Rifle, Shotgun, Handgun, Launcher, Regeneration Cannon, Submachine Gun

Base Value: 25

Name: Bayonet

Effect: Acts as a MK II Knife

Weapons Available: Assault Rifle, Sniper Rifle

Helmet

Name: Night Vision

Effect: Remove darkness related effects

Base Value: 20

Name: Extra Padding

Effect: Resist all stun based attacks

Base Value: 25

Name: Thermal Vision

Effect: See all invisible objects and people within sight range

Base Value: 20

Name: Enhanced Visor

Effect: See 1 extra space farther

Base Value: 1

Breastplate

Name: Fireproofing

Effect: Resist all fire attacks

Base Value: 30

Name: Frostproofing

Effect: Resist all ice-based attacks

Base Value: 30

Name: Extra Plating

Effect: Gain 50% More Armor

Base Value: 50

Name: Padding

Effect: Resist Paralysis attacks

Base Value: 35

Boots

Name: Feather Falling

Effect: Take no damage from falling

Base Value: 40

Name: Speed Enhancement

Effect: Gain x2 Actions

Base Value: 30

Name: Spring-Loaded

Effect: Jump 1 extra height

Base Value: 35

Gauntlets

Name: Force Enhancement

Effect: Melee Attacks knock target back 2 spaces

Base Value: 35

Name: Pressure Suppression

Effect: Gain a +2 to stealing and pickpocketing checks

Base Value: 40

Name: Spikes

Effect: Inflict bleeding with an unarmed attack

Base Value: 30

Constructions

An engineer can make constructions, to see the energy cost and stat requirements, refer to the engineer skill list

Durable Sentry: Can be loaded with up to 500 Handgun ammo, can fire twice per action, has 5 actions, has 3000 HP, has range of 3, deals the damage of a MK II Miltek Handgun

Sentry: Can be loaded with up to 2000 Assault Rifle ammo, can fire 5 times per action, has 20 actions, has 1000 HP, has range of 5, deals the damage of a MK II Miltek Assault Rifle

Sniper Sentry: Can be loaded with up to 100 Sniper Rifle ammo, can fire 1 time per action, has 10 actions, has 100 HP, has range of 8, deals the damage of a MK III Miltek Sniper Rifle

Medibot: Heals 100 HP to all adjacent targets every turn, has 100 HP

Ammo Dispenser: 2 types of ammo up to 1000 can be loaded in, automatically reloads weapon for targets within an adjacent space, and has 100 HP

Refuel Center: Restores all skill to adjacent targets each turn, has 100 HP

Small Teleporter: Can teleport 1 unit or 1 Small vehicle to another small teleporter, 200 HP, 1 turn recharge

Medium Teleporter: Can teleport 3 units, 2 small vehicles, or 1 medium vehicle to another medium teleporter, 200 HP, 2 turn recharge

Large Teleporter: Can teleport 5 units, 3 small vehicles, 2 medium vehicles, or 1 large vehicle, 200 HP, 3 turn recharge

Hover Bike: Construct a β-35 Hermes

Combat Mech: Has the same Minigun as the I-99 Centurion and a plasma cannon that has an AoE of 3x3 and deals 2500 Damage (explosive) for 75 energy. Pilot gets a +100 to speed, strength, constitution, and marksmanship while in it, has 500 HP

Construction Mech: Same stat bonuses and stats as the combat mech, but deals no damage to units, can deal 1000 Damage to walls or other infrastructure

Repair Center: Fully heals all flying craft that land on it, has 50 HP

Crafting

The Craftsman can make items, the component requirements are here

Tools

|  |  |  |
| --- | --- | --- |
| Item | Base Value | Weight |
| Chemistry Lab | 200 | 50 |
| Workbench | 200 | 50 |
| Tool Forge | 200 | 50 |
| Extractor | 25 | 1 |

Extractors: Extractors are used to gather certain components, once it is used, it is used up

Chemistry Lab

Healing Gel: Requires the extraction of tree sap. 1mg of tree sap is equal to 1mg of gel (20mg dosage requires 20mg of tree sap)

Status Healing Items: use an extractor on someone with the effect you want to make a cure for, it will cure the effect for them and, when used on a chemistry lab, will make the desired status curing item

Augmenting Items: augmenting items (such as strength serum) requires you to extract 1 of the desired stat from a target (target can be dead). For example, 1 extracted strength point used on a chemistry lab will make 1 strength serum

Workbench

Workbenches require metal to make weapons, armor, and ammunition, the metal then must have the same amount of the desired material to match it (example: carbon plate handgun requires 5 metal and 5 carbon plate)

Handgun: 5 Metal

Knife: 5 Metal

Submachine Gun: 10 Metal

Fuser: 10 Metal

Shotgun: 15 Metal

Construction Scepter: 15 Metal

Assault Rifle: 20 Metal

Launcher: 25 Metal

Sword: 25 Metal

Sniper Rifle: 30 Metal

Regeneration Cannon: 30 Metal

Minigun: 35 Metal

Armor (Full Suit): 100 Metal

Materials

|  |  |
| --- | --- |
| Tier | Material |
| Traveler | Kevlar |
| Hunter | Space Fiber |
| Militia | Tempered Fiber |
| Carbon Cloth | Carbon Cloth |
| Carbon Plate | Carbon Plate |
| Civilian Miltek | Hardened Carbon Plate |
| Miltek | Enhanced Carbon Plate |
| Experimental Miltek | Ionized Carbon Plate |
| Titanium | Titanium |
| Palladium | Palladium |
| Power | Charged Palladium |
| Bluesteel | Bluesteel |
| Canadium | Canadium |
| Proto-plasm | Proto-plasm |
| Invictum | Invictum |

Ammo: Creating 5 of any ammo requires 1 metal and 1 plasma cell

To enhance a weapon (Ex: MK I to MK II) add 1 extra material

Tool Forge

Crowbar: 25 Metal

Drill: 35 Metal

Sledgehammer: 40 Metal

Axe: 30 Metal

Roll Scores

Every 5 of a stat, you gain 1 roll score, a roll score is how often you will pass a check. To perform a check, roll a D12 die. To succeed, roll a number of equal or lesser value of the roll score, roll scores start at 1 and end at 12, they are as follows

Strength

Upper Body: Physical force involving upper body

Lower Body: Physical force involving lower body

Constitution

Endurance: Muscular endurance

Fortitude: Resistance to force

Immunity: Resistance to disease/poison

Perception

Sight: Seeing

Sound: Hearing

Speed

Speed: How fast you move

Agility: Ability to be quick and graceful

Dexterity: Judges motor skills

Intelligence

Interpret: Understand foreign languages, secret codes, etc.

Sense: Discover motives

Comprehend: Learn meaning of something

Charisma

Persuasion: Convincing someone to do/believe something

Intimidation: Scare someone into doing something

Bribing: Coerce with money

Haggling: Lower prices while shopping

NOTE: You can only bring items down to half price with haggling

Education and Rank

At character creation, roll a d12 to see what degree you got for bonuses

|  |  |  |
| --- | --- | --- |
| Number | Name | Effect |
| 1 | Nothing | Nothing |
| 2 | Business | +5 to haggling |
| 3 | Law | Once a day, get away with 1 crime |
| 4 | Mechanics | Remove Expertise Requirement for vehicles |
| 5 | Medicine | 2d6 extra healing from all healing items |
| 6 | Education | 1 extra skill point per level  |
| 7 | Financing | +100 Credits at character creation |
| 8 | Public Speaking | Never lose hireling morale |
| 9 | Banking | Gain 10 Credits a day |
| 10 | Athletics | +5 Strength and Speed |
| 11 | Engineering | Once a day, fully heal a damaged mechanical item |
| 12 | Chemistry | Once a day, create 1 recovery item of your choice |

Rank

Upon reaching 5 more levels (up to level 25) title based on faction (see faction list) and get to choose one of three feats.

Rank 1

1. Man of Arms: Choose 1 weapon that is not a class given weapon to use
2. Teacher’s Pet: Roll for an extra degree
3. Trainee: Gain 1 extra skill point a level

Rank 2

1. Shout of War: Once a day, make 1 target within a range of 3 run away from you for 5 turns
2. Natural Leadership: Once a day, boost all hireling morale by 1
3. Brute Force: Once a day, stun deal double damage, and knock back 1 space with a melee attack

Rank 3

1. Dual wielding: Hold and fire 2 1 handed weapons at once, if commando, dual wield 2 handed weapons
2. Grenadier: Throw 1 other grenade of your choice
3. Armor Specialist: Choose another armor type to wear

Rank 4

1. Conditioning: Armor does not weigh you down, gain x2 speed in light armor
2. Swordsman: Gain x2 damage for melee attacks
3. Sniper: Gain 1 extra range for ranged attacks

Rank 5

1. Last Stand: Upon dying, explode in a 5x5 radius, killing everything. Your body and equipment cannot be recovered
2. Noble Sacrifice: Upon dying, fully heal all party members and remove all status effects
3. Avoid Death: Upon dying, fully heal yourself, can only be used once a day

Hirelings

You may hire mercenaries of any class. A hireling costs 10 Credits a level a day to hire. Hirelings gain experience and has stats just like any other character. Hirelings start with 12 morale, which is the maximum. Every day, you must make a morale check to see if the hireling does not desert the party

Artificial Intelligence

Upon acquiring your first helmet, you will receive a patch. Upon placing it on your skin, and putting on your helmet, you will be greeted by your personal Artificial Intelligence, or AI. The AI has all known lore, all known languages, and all known customs in its system database. There are two different kinds which you can choose from, a companion who operates similar to a human and can be put in an android shell, or an operator, which just runs functions and are not good for conversations. While not special mechanics-wise, it is useful roleplaying-wise

Androids merge their CPU with the AI

Monsters/Enemies

The + is how many points they gain there each level, monsters shown are at level 1, EXP gained is Level x100

Humanoid

Has same abilities as the class, add racial traits and starting stats. Loot will be whatever their inventory is

Marine

Strength: 3 +2

Marksmanship: 5 +2

Intelligence: 1 +1

Constitution: 4 +2

Speed: 1 +2

Expertise: 1

Vitality: 10 +1

Lung Capacity: 10

Metabolism: 10

Sniper

Strength: 1 +1

Marksmanship: 7 +2

Intelligence: 3 +2

Constitution: 1

Speed: 3 +2

Expertise: 1 +2

Vitality: 10 +1

Lung Capacity: 10

Metabolism: 10

Technician

Strength: 1

Marksmanship: 1 +2

Intelligence: 9 +3

Constitution: 1

Speed: 1 +2

Expertise: 3 +2

Vitality: 10

Lung Capacity: 10 +1

Metabolism: 10

Scout

Strength: 1 +1

Marksmanship: 1 +2

Intelligence: 5 +2

Constitution: 1

Speed: 7 +3

Expertise: 1

Vitality: 10 +1

Lung Capacity: 10 +1

Metabolism: 10

Commando

Strength: 3 +1

Marksmanship: 3 +2

Intelligence: 1 +1

Constitution: 3 +1

Speed: 3 +1

Expertise: 3 +2

Vitality: 10+1

Lung Capacity: 10

Metabolism: 10

Juggernaut

Strength: 6 +2

Marksmanship: 6 +2

Intelligence: 1

Constitution: 1 +2

Speed: 1 +2

Expertise: 1

Vitality: 10 +2

Lung Capacity: 10

Metabolism: 10

Enforcer

Strength: 3 +1

Marksmanship: 1 +2

Intelligence: 1 +1

Constitution: 9 +3

Speed: 1 +1

Expertise: 1

Vitality: 10 +2

Lung Capacity: 10

Metabolism: 10

Medic

Strength: 1

Marksmanship: 1

Intelligence: 6 +3

Constitution: 1

Speed: 1 +3

Expertise: 6 +3

Vitality: 10

Lung Capacity: 10 +1

Metabolism: 10

Killing a medic will result in a -2 reputation and civility

Drill Sargent

Strength: 1 +2

Marksmanship: 6 +2

Intelligence: 1

Constitution: 1 +1

Speed: 1 +2

Expertise: 6 +2

Vitality: 10 +1

Lung Capacity: 10

Metabolism: 10

Pilot

Strength: 1

Marksmanship: 1

Intelligence: 7 +5

Constitution: 1

Speed: 1

Expertise: 5 +5

Vitality: 10

Lung Capacity: 10

Metabolism: 10

Engineer

Strength: 3 +2

Marksmanship: 1

Intelligence: 6 +4

Constitution: 1

Speed: 4 +2

Expertise: 1

Vitality: 10 + 2

Lung Capacity: 10

Metabolism: 10

Psychokinetic

Strength: 1

Marksmanship: 1

Intelligence: 11 +5

Constitution: 1

Speed: 1 +2

Expertise: 1

Vitality: 10 +1

Lung Capacity: 10 +1

Metabolism: 10 +1

Diplomat

Strength: 1

Marksmanship: 1

Intelligence: 1 +4

Constitution: 1

Speed: 1

Expertise: 11 +6

Vitality: 10

Lung Capacity: 10

Metabolism: 10

Killing a Diplomat is killing a noncombatant, and will come at the same consequences of killing a medic

Craftsman

Strength: 5 +1

Marksmanship: 3 + 1

Intelligence: 5 +3

Constitution: 1 +2

Speed: 1 +2

Expertise: 1

Vitality: 10 +1

Lung Capacity: 10

Metabolism: 10

Spy

Strength: 1 +1

Marksmanship: 1 +1

Intelligence: 1 +3

Constitution: 1

Speed: 11 +5

Expertise: 1

Vitality: 10

Lung Capacity: 10

Metabolism: 10

Radio Operator

A semi-combatant who gathers enemy Intel via radio

Strength: 1

Marksmanship: 6 +5

Intelligence: 6 +5

Constitution: 1

Speed: 1

Expertise: 1

Vitality: 10

Lung Capacity: 10

Metabolism: 10

Detect: Can detect any hidden target, requires an intelligence check at the beginning of a turn (0 actions, 10 Energy

Technomancer

A programmer who manipulates the digital world and cybernetics

Strength: 1

Marksmanship: 1

Intelligence: 11 +5

Constitution: 1

Speed: 1 +5

Expertise: 1

Vitality: 10

Lung Capacity: 10

Metabolism: 10

Minion: Creates a minion, check cybernetic monster list (1 action, 10 Energy)

Zombie: Creates a zombie, check cybernetic monster list (2 actions, 25 Energy)

Mech Lich: Creates a Mech Lich, check monster cybernetic list (5 actions, 100 Energy

Animals

The animal list is meant to be added on by players, these are animals that can survive most atmospheres, not necessarily earth animals, loot is the animal’s parts which will be listed

Sabretooth Cow

A failed experiment deigned to help rancher’s gone rogue

Strength: 10 +4

Marksmanship: 0

Intelligence: 1

Constitution: 4

Speed: 7 +5

Expertise: 0

Vitality: 10 +1

Lung Capacity: 10

Metabolism: 10

Loot: Meat, Hide

Acrachna

Giant Spiders that has resistance to all poison

Strength: 20 +3

Marksmanship: 5 +2

Intelligence: 2 +2

Constitution: 1

Speed: 15 +1

Expertise: 0

Vitality: 5 +1

Lung Capacity: 10

Metabolism: 10

Acid Breath (Range 5, deals marksmanship damage, corrodes, 10 Energy)

Web Shot (Range 6, Paralyzes, marksmanship damage, 10 Energy

Loot: Gas Grenade

Crawler

Giant Centipede-like creatures that are known for their destructive mandibles

Strength: 40 +5

Marksmanship: 0

Intelligence: 0 +1

Constitution: 5 +1

Speed: 10 +3

Expertise: 0

Vitality: 9

Lung Capacity: 10

Metabolism: 6

Crushing Mandible: 1 in 6 chance to instantly kill (20 Skill)

Loot: Bone

Hive mind

Wasp like animals that are controlled by a queen

Strength: 10 +2

Marksmanship: 0

Intelligence: 0

Constitution: 10+4

Speed: 15

Expertise: 0

Vitality: 5+4

Lung Capacity: 10

Metabolism: 10

Loot: 1 credit

Hive Mind Queen

Controller of the hive minds

Strength: 0

Marksmanship: 0

Intelligence: 10 +10

Constitution: 1

Speed: 5

Expertise: 0

Vitality: 8

Lung Capacity: 10

Metabolism: 10

Lay Egg: Creates 2 hive minds

-Hive Controller: Upon dying, so do all controlled hive minds

Loot: None

Basilisk

A lizard that is known for turning people to stone

Strength: 10 +5

Marksmanship: 10 +3

Intelligence: 2

Constitution: 10 +1

Speed: 1

Expertise: 0

Vitality: 10 +1

Lung Capacity: 10

Metabolism: 10

Eye Beam: 1 in 6 chance to burn, range 4, marksmanship damage

Stony Gaze: Paralyzes, no damage, melee range

Loot: Bone, scales

Graboid

This creature hides under the earth to eat people

Strength: 200 +5

Marksmanship: 0

Intelligence: 0

Constitution: 10

Speed: 35 +5

Expertise: 0

Vitality: 10

Lung Capacity: 10

Metabolism: 10

-Unpassable Barriers: Graboids cannot dig through stone

Graboids are at a height of 0

When a Graboid kills someone, their gear cannot be recovered

Loot: Scales

-Weakness: Weak to acid (x2)

-Resistance: Graboids cannot be tranquilized

Anubis

A humanoid jackal

Strength: 15 +3

Marksmanship: 0

Intelligence: 3

Constitution: 5 +3

Speed: 15 +2

Expertise: 0

Vitality: 10 +2

Lung Capacity: 10

Metabolism: 10

Can use melee weapons

Loot: Hide

-Weakness: Extra Damage to fire (x2)

Hide: Base value of 50

Meat: Base value of 100

Scale: Base value of 150

Bone: Base value of 100

Experimental

Experimental loot will be listed, EXP is Level up EXP Requirement for Experimental’s current level x5

Space Dragon

Flying lizards the size of starships

Strength: 2000 +5

Marksmanship: 5000 +5

Intelligence: 250 +5

Constitution: 300 +5

Speed: 500 +5

Expertise: 50 +5

Vitality: 100000000000 +5

Lung Capacity: 1000 +5

Metabolism: 10 +5

Breath Weapon: Burns and deals marksmanship damage, has range of 7, area of effect of 3x3, 5 actions, 50 Energy

Regenerate: Heal Expertise amount of health, 50 Energy, 5 actions

-Weakness: Due to being cold-blooded, dragons take extra damage to ice (x2)

Loot: 1000000 Credits/Level

CAIN Soldier

Genetically and cybernetically augmented super-soldiers that have lost all emotion and sanity

Strength: 500 +5

Marksmanship: 2500 +5

Intelligence: 750 +5

Constitution: 450 +5

Speed: 200 +5

Expertise: 750 +5

Vitality: 10 +5

Lung Capacity: 10 +5

Metabolism: 10 +5

Loot: Gear worn by CAIN Soldier

Cybernetics

No loot, normal EXP rules

Assassin Bee

A robot bee with a syringe stinger

Strength: 0

Marksmanship: 0

Intelligence: 0

Constitution: 0

Speed: 50 +10

Expertise: 0

Vitality: 1

Lung Capacity: 0

Metabolism: 0

Poison: Melee range, poison, paralyze, and Deal 100 Damage to target

Minion

A digital creation of a soldier brought into the physical world

Strength: 0

Marksmanship: 5 +5

Intelligence: 0

Constitution: 0

Speed: 5 +5

Expertise:

Vitality: 1 HP

Lung Capacity: 0

Metabolism: 0

Zombie

A fully cybernetic person being controlled by an external source

Strength: 20 +2

Marksmanship: 0

Intelligence: 0

Constitution: 20 +4

Speed: 5

Expertise: 0

Vitality: 11 +4

Lung Capacity: 0

Metabolism: 0

A Mech Lich is a zombie in a mech, mech rules apply

NOTE: This monster list is meant to be expanded upon, the GM can add any monster they wish

Sleepwalking

A Psychokinetic’s dreams are much different than a normal person’s dream, as in they actually live them. Psychokinetics create a temporary mental plane that has 1:1 proportions with our plane. A Psychokinetic can use sleepwalking, and can choose anyone within their general proximity to join them. Any gear collected or used during sleepwalk will be used in reality. If any health is lost during sleepwalk, you lose that health in reality. You do not lose air, satiety, or hydration while sleepwalking. Rules also may or may not apply, and can change whenever the GM wishes. Note that it also a teleport and you will teleport the amount of spaces you move, so caution is advised when ejecting from sleepwalk. The psychokinetic who initiated sleepwalk can “eject” at any time, making all people go from sleepwalk to the reality. Sleepwalk is instantaneous, and no time will have passed from initiation to ejection.

Unique Items

These items cannot be bought, and is sold for any amount the GM decides. Items cannot be enhanced and attachments cannot be put on them.

Railgun

Damage: 100000000

Clip Capacity: 1

Weight: 100

Range: 15

Attack radius: 1x1

Fire Rate: Single

Actions per shot: 1

2-Handed

Ammunition is 2 Batteries

Katana

Damage: 150

Clip Capacity: N/A

Weight: 1

Range: Melee

Attack radius: 1x1

Hit Rate: Single

Actions per shot: 1

1-Handed

Ignores any and all armor

Holy Hand Grenade

Damage: 50000000

Clip Capacity: N/A

Weight: .5

Range: Throwing Range

Attack radius: 5x5

Fire Rate: Throwing

Actions per shot: 3

1-Handed

Follows throwing rules

Must be of a good alignment to use

Legendary Rifle of Stor Mtrooper

Damage: 50

Clip Capacity: 100

Weight: 20

Range: 5

Attack radius: 1x1

Fire Rate: Single

Actions per shot: 1

2-Handed

Always Misses

Red Shirt

Breastplate

Armor: 0

Weight: 0

Draws all shots to you

Gentlemanly Cap

Helmet

Armor: 20

Weight: 0

+10 to charisma score, can only be equipped by males

Courtly Dress

Legs

Armor: 20

Weight: 0

+10 To constitution score, can only be equipped by females

Combat and Rules

This lists combat elements that were not presented elsewhere

Abilities

Sneak: Move half as fast, if in range of sight, do a speed check to stay undetected

Unequip: 1 Action

Equip: 1 Action

Use item: 1 action

Reload (No clip): 2 actions

Reload (Clip): 1 Action

Pick Up: 1 Action

Hold Breath: Allows you to not lose air for 1 turn, lose double air next turn

Structures

Sniper tower: Takes 1 action to climb, fire 2 extra spaces

Mounted Gun: Gun stays still, can fire if in melee range, GM decides weapon properties

Alarm: Causes every hostile within a 7x7 Radius to detect you

Trap: Causes a GM determined effect when stepped on, if dealing normal damage, it can only deal up to 500 damage (ignoring armor), can only be 1 effect

Combat is done on a board, a regular battle sheet such as one used in *Dungeons & Dragons* TM but a standard piece of grid paper with spaces of 2x2 works fine. The turn order is fastest to slowest. To attack, you must be the range amount of spaces or less of your equipped weapon and roll a hit d6 and a miss d6. If the hit die is higher than the miss die, you hit and deal weapon damage plus the weapon modifier (strength for melee, marksmanship for range). You may do anything you want within your turn so long as you have the same amount of actions. TO mark your character, use a figurine or anything that will fix on a 1x1 space of the grid. Allies and enemies should be marked with distinguishing colors and so should hirelings.

To loot a fallen unit, you must be standing on the same space.

In combat, hydration and air goes down every 1 space and satiety goes down 5 spaces. Upon running out of water, you lose 25% health a turn, upon losing all satiety, you lose 10% health a turn, and upon losing air, you lose 50% health a turn.

Abilities require energy, when using an ability, you lose the amount of energy it costs and can be fully regained through batteries.

When dying, you have 3 turns to be either revived by a medic with the revive ability or anyone with an adrenaline needle before you die.

Outside of combat, there are no actions required to move around, as long as you are in an area where you are not in danger of being attacked at the moment (such as a city, spaceport, or street that is secure). If there are enemies, combat rules apply.

You may move 1 space per action.

When killing an enemy, you gain reverse civility and morality, and if you are seen, reputation. For example, Alan the marine sees a well-known mob boss with -3 civility, -5 Morality, and +4 Reputation and kills him. Alan gains +3 Civility and +5 Morality, but is seen and loses 4 reputation.

Space battles work just like ground battles, but with space ships instead of ground units.

Falling 1 height will deal 100 Damage (ignoring armor)

Although sleepwalking can draw you into battle, you cannot sleepwalk while being attacked, since it requires you to be asleep

Getting in to or out of a vehicle takes 1 action, landing takes 1 action

If a vehicle you are driving is destroyed, it explodes, follow explosive rules

You may move in any direction, as long as you step on an adjacent space

Walls go to a height of 1, civilian flying craft goes to a height of 2, and military flying craft goes to a height of 3

Throwing Range is strength roll score

Someone detects something they didn’t know when they get into sight range. If it is a hidden object such as an explosive node or trap, the GM secretly rolls to see if they detect it. Same rules go for a sneaking target

Character Sheet

Name: Example Sheet Faction:

Race: Beginner Level:

Class: Beginner EXP: 0000/1000

Strength: 1 Strength: 1

Marksmanship: 1 Perception: 1

Intelligence: 1 Intelligence: 1

Constitution: 1 Constitution: 1

Speed: 1 Speed: 1

Expertise: 1 Charisma: 1 Abilities

Vitality: 10 HP: 100/100 1.

Lung Capacity: 10 Air: 100/100 2.

Metabolism: 10 Satiety: 50/50 3.

Civility: 0 Hydration: 50/50 4.

Morality: 0 Carry Weight: 0/51 5.

Reputation: 0 Credits: 50 6.

 Microbits: 0 7.

Feats 8.

1. 9.

2. 10.

3.

4.

5.

Final Note

This is First Edition, the game is yet to be revised and play tested, rules are subject to change

Credits

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Special thanks to the whole playground