

# Meltdown

- GM Guide -

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## Abstract

A science fiction RPG where the central gameplay involves fixing things and using futuristic weaponry creatively. Players are equipped with futuristic weaponry to be used in combat. Throughout the campaign they solve several mysteries based around modern scientific research and they'll have to use their equipment in new and creative ways in noncombat engagements.

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## 1 Preface

### 1.1 Notation

Typical D&D notation will be used, with some shorthand added.

- The *GM* is the game master and controls the game as a narrator.
- *1d6* means roll one 6-sided die.

## **2 Campaign**

### **2.1 Fusion Reactor**

### **2.2 Quantum Computer**

### **2.3 Gravitational Wave Interferometer**

### **2.4 Neutrino Detector**

### **2.5 Radiotelescope Array**

### **2.6 Particle Accelerator**

## **3 Engagements**

### **3.1 Outside station chasing on foot**

### **3.2 Inside station being chased on foot**

### **3.3 Space chasing in fighters**

### **3.4 Ground chasing in large vehicle**

### **3.5 Ground being chased in small vehicles**

### **3.6 Space being chased in large ship**

## **4 Combats**

## **5 Locations**

### **5.1 The Magnificent Station above Earth**

### **5.2 The Children about Jupiter**

### **5.3 The Settlement of Mars**

## **6 Upgrades**

Every class is allowed a number of upgrades throughout the campaign. The way in which you award upgrades is entirely up to you. I will award them after one or two completed mysteries depending on the pacing of the game. Players will get a normal upgrade every time and a special upgrade every other time for a total of four normal and two special upgrades to both weaponry and equipment.

When the time comes to upgrade, ask each player in what way they want to upgrade their weapon and their equipment. This can be in any way the player wishes. Should the player simply want to improve the damage of their weapon, that is encouraged as long as they think about what components specifically they would need to upgrade in order to do so. If they want to upgrade something more creative, it is up to the GM's discretion.

Below is a few suggested upgrades that fit within the balance of the game and the classes. Feel free to avoid these or modify them. These are split into regular upgrades, which can be taken any number of times (provided you come up with a new way of making the upgrade every time), and special upgrades which should only be taken once.

### **6.1 Arcmage Upgrades**

Normal Tesla coil upgrades

- +1 damage per attack. The player should upgrade something to do with the energy being sent to the coil, meaning a better set of capacitors, less resistant electrical components, or something of the like.

- +1 range (up to a maximum of 5 range for balance reasons). The player should upgrade something about the voltage of the coil, so better transformer coils or a better tuned set of circuits.

#### Special Tesla coil upgrades

- Instead of attacking, you can give up any number of attacks. If you do, add +N damage to all attacks next turn, where N is the number of attacks you gave up.
- Instead of making two separate attacks, you can combine your two attacks into one. If you do, it hits a single random component of either your choice of the thermal or electrical system. This attack loses -2 damage each time it leaps to another enemy instead of -1.
- You now have 3 attacks per turn but take -3 damage to each attack.
- You may move backwards one meter every time you make an attack.
- Every time an attack leaps to a relay, add either +1 damage or +1 range to it.
- The last enemy hit by every attack you make takes an additional +1 damage per range left over in the attack.

#### Normal equipment upgrades

- -1 size to any component. The player should describe how they are miniaturizing the component and the GM may ask for clarification about complications.
- +25% max heat to any component. The player should find some way of insulating the component without getting in the way of other parts.
- +1 max heat to all components. The player should describe what kind of insulation they apply to their entire system.
- +1 max phys to all components. The player should detail exactly how they are reinforcing the different components.
- -1 coil heat flow. How can more thermal piping get into the coil without causing disruption to the circuitry?
- -1 robes heat flow. How could a player induce more evaporation or more flow throughout the robes?
- -1 min thermal fluid (absolute minimum 1). What efficiencies is the player making that allows less fluid to do more work?

#### Special equipment upgrades

- -1 other heat flow. The player should describe a major upgrade they make to allow the entirety of the thermal system to function more smoothly.
- Remove a component from ever being hit. Ideally this is used because a player is tired of one component getting hit constantly, though it can be preventative as well. The player should come up with some way that they might hide this component deep away in the recesses of their outfit.
- Add a decoy component of size 3 to a system. The player should come up with a shape and function that it might make, that's completely false. You may also elect this as an upgrade if the player simply wants to add armor to the outside of themselves.
- +2 total thermal fluid. The player should justify why they can carry more weight in water and how it fits into their outfit.
- +1 movement speed. The player can describe themselves removing weight and making the entire contraption lighter, or replacing components with lighter counterparts.