**-BEHEMOTH 1.2-**

*An RPG by JG*

**[Lore]**

**Character Creation**

*Get Sponsored:* Four Companies dominate the planet. Each company has ideals and beliefs they hold sacred and prioritizes different skill sets as well.

*Add Ranks, Stats:* Players also have 4 bonus ranks they add to skills as well as 2 bonus Stat increases. They may add these bonuses however they wish within the limitations.

*Determine Starting Equipment:* Player Characters begin with standardized equipment depending on Company.

**Attributes**

Characters begin with one rank in each Attribute.

Attributes represent your character’s physical and nonphysical strengths and weaknesses. The rank in each determines the number of dice that is used when rolling Skill Checks.

|  |  |
| --- | --- |
| Character Stat | Description |
| Strength | Raw physical strength. Used in feats of power and brawn. |
| Agility | Ability to move well and quickly. Used for feats of dexterity. |
| Charisma | Likeability. This can be displayed in good looks, personality, or a combination of both. |
| Presence | Social aura |
| Intelligence | Raw mental strength |
| Smarts | Thinking on your feet and applying knowledge |

**Derived Stats**

*Health:* Strength x 3

Below half is injured. Difficulty of physical checks is increased.

Hit zero you take an injury. Injuries subtract from max health. If you can no longer have health you die.

*Resistance:* Agility + Smarts

Linear subtraction from damage received. Used to perform resistance checks.

*Superiority:* Wit + Presence

Used for rerolling dice.

*Initiative:* Agility + Presence

**Choose a Corporate Sponsor**

Different corporate sponsors will offer different starting gear to get your mercenary started. Accepting sponsorship also entitles you to an employee discount, though be aware that doing business with another corporation may be looked down upon.

***Militech****:*

Militech itself isn't particularly shady, all information on frowned upon practices is technically available. They are the final evolution of a horrific corporate monster.

A rifle, Basic combat armor,

***Max-Biotics****:*

Max-Biotics is a medical company that uses its excellent PR to hide the fact that they're developing chemical weapons.

Med kit, Tranquilizer gun, Long jacket

***Evergreen Trading***:

Evergreen trading handles delivery of goods throughout sol. They value business and keeping their cargo in pristine condition above all else. It's rumored some of their more high-profile employees are ex-pirates but that's ridiculous

Power sword, Pilot’s coat, cool hat

***Stalwart Solutions****:*

Stalwart Solutions has a corner on asteroid mining because mysterious tragedy befalls their competitors

Power gauntlet, basic space suit, hardhat

***Independent:***

You’ve decided the mercenary life is for you, but corporate life is not.

Clothes on your back. Trusty pistol. A knife. Access to all goods the mega corporations have to offer, but no employee discounts.

**Skills & Checks**

Skills represent learned proficiencies and define a character more specifically than their general attributes.

Players begin the game with 4 skill ranks in addition to the trained skills they get from their corporate sponsor

|  |  |
| --- | --- |
| Skill | Description |
| Melee Weapons |  |
| Streetwise |  |
| Athletics |  |
| Notice |  |
| Investigate |  |
| Ranged Weapons | Shooting all kinds of guns and other gun related weapons |
| Stealth |  |
| Persuasion | Talking effectively |
| Deception | Lying effectively |
| Engineering |  |
| Computers |  |
| Medicine |  |
| Survival |  |
| Piloting | Mech, Land, Aero |
| Knowledge \_\_\_ | Law, Politics, Local, etc. |

**Starting Gear**

Each Character picks a Pistol or Short Power Sword as their starting weapon.

Players may choose to sell their starting equipment for 20 credits instead.

Each player also begins with (100 x Starting Level) Credits.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage Attribute | Damage Bonus | damage Type | Ammo | Price |
| Pistol | 20ft | Agility | +2 | Piercing | 3/clip | 25 Credits |
| Short Power-Sword | Melee | Strength | +2 | Slashing | NA | 25 Credits |
| PowerFist | Melee | Strength | +3 | Crushing | NA | 50 Credits |

***Skill Checks***

Skill checks are used when players want their character to do something difficult using a specific skill.

When making the check, they roll their Stat Dice + their Rank Dice.

**For example:** If a character wanted to know how a specific piece of machinery worked they could roll a number of dice equal to their Intelligence + Mechanics.

In order to succeed in the check the player must roll a number of successes greater than or equal to the challenge rating of the task. **Success is a 5 or 6 on a die.**

|  |  |
| --- | --- |
| Task | Difficulty |
| Making a sandwich | Trivial (No roll required) |
| Making a sandwich inside a moving mech | Easy(1 success) |
| Making a sandwich while in cover | Average(2-3 success) |
| Making a sandwich while shooting | Hard(4-5) |
| Making a sandwich while doing a hand stand on top of a moving mech | Implausible(6-7) |
| Making the best sandwich ever. | Impossible(8+) |

***Critical Success and Failure***

When rolling for any form of check, If the player rolls Snake Eyes (two 1s) the outcome is modified based on whether it is a success or failure

**Critical Success:** The character performs the task so well that they do it better than originally thought possible. In combat this is represented by rolling damage twice and adding the results together. Outside of combat this can be represented by intimidating an adversary completely into a sobbing mess, making a machine run twice as well while repairing it, spotting a hiding enemy in complete darkness, etc.

**Critical Failure:** The character not only doesn’t complete the task, but fails so spectacularly that they are compromised or have made the task more difficult to complete. In combat this can be represented by missing the target and hitting something else such as a teammate or the roller’s own leg. Out of combat this can be represented by locking a door the player was trying to hack open, blow up a bomb they were defusing, operating on the wrong leg, tripping and falling while running, etc.

Ultimately, it is up to the DM to define what makes a critical success or failure. This can be an excellent opportunity for roleplay on the player’s part or a method to aid the DM’s plans.

**Superiority***:*

Players have access to a resource called Superiority.   
This resource has two uses:

1. May reroll dice during a skill check or attack.
2. Activating special abilities.

Players begin with 4 Superiority each session.   
Superiority can be gained in multiple ways. The most common is by rolling matching numbers. **This includes matching 1s during a Critical Success or Failure**

Any time two dice match it produces a superiority. If more than two dice match then an additional Superiority is generated for every pair beyond the first.

*Example:* If a player rolls three matching dice they gain 2 Superiority.

Superiority can also be rewarded at DM discretion for being excellent roleplay, amazing feats, and more.

**Vehicles**

**Ground Vehicles**From motorcycles to battle tanks, these vehicles are the easily constructed backbone of any military

**Mech**  
Massive machines of pride and war, mechs range in construction and size. Most are 32 to 65 feet tall and can weigh between 20 and 100 tons.

**Powersuit**Sub type of mech that operates like to a suit of armor. It features many similarities including but is considerably smaller than most vehicles.

**VTOL**A catch all for many flying vehicles.

**Building a Vehicle**

*Determine Make:* The Company that built the vehicle determines its design.

*Pick Weight Class:* Weight Classes determines the size of the vehicle, the kind of systems it starts with, and its hardpoints.

*Pick Mech Specialization & Abilities:* Specializations broadly define what a Mech is capable of. They give the machine systems and abilities to use in and out of combat. Each Specialization has 4 total abilities to choose from, you may pick 2 of the 4 abilities.

*Allocate Mech Systems:* Systems represent the physical capabilities of

**Make**

***Militech****:*

***Evergreen****:*

***Max-Biotics****:*

***Stalwart Solutions****:*

***Independent****:*

**Weight Class**

The size of a mech is determined by its weight class. The weight class also determines what the mech is capable of in terms of speed and what it can carry.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Weight Class | Movement Speed | Body HP | Component HP | System Slots | Base Armor |  |  |  |  |
| Light | 7 | 1000 | 100 | 100 | 200 |  |  |  |  |
| Medium | 6 | 1500 | 150 | 150 | 400 |  |  |  |  |
| Heavy | 5 | 2000 | 200 | 200 | 600 |  |  |  |  |
| MEga | 5 | 1500 | 150 | 250 | 400 |  |  |  |  |

**Specializations**

This determines the type of situations Mechs will be proficient in dealing with, from repairing allies to decimating towns from miles away. Specializations provide Mechs with special abilities that can be applied in and out of combat. More abilities can be bought with credits.

***Technician***  
Helps teammates by healing and applying buffs. More dastardly techs players can apply debuffs to enemies and leech health.

Gains the and **Jamming** and **Technician Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Shield Matrix:** When healing an ally, you may spend a Superiority to add 3 to their armor until the end of your next turn. | **EMP**: May spend a Major action to give enemies in a 200yd radius -2 to their next roll. |
| **Armor Displacer**: When making a successful attack, you may spend a Superiority to lower the Armor of the attacked enemy by 2. | **Energizer**: May spend a Major action to give allies in a 200yd radius +2 to their next roll |

***Warrior***Deals in the realms of combat at all ranges.

Gains the **Management Override** and **Warrior Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Charge**: You may attack while moving. This does not engage you in combat with your target. If you use this ability, you cannot use it again until a refuel. | **Overclock**: You may spend 2 Superiority to gain a +2 to all combat rolls and -2 to all noncombat rolls. After using this ability, you cannot use it again until a refuel. |
| **Suppressing Attack**: When making a successful attack, you may deal half damage rounded up to stop the attacked enemy from moving next turn. | **Execution**: When making a successful attack and before rolling damage, You may spend 2 Superiority to double your damage roll. After using this ability, you cannot use it again until a refuel. |

***Assassin***Stealthy, shady, stabby.

Gains the **Stealth** and **Assassin Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Sense Weakness**: As a Special Action you may spend a Superiority to make a notice check to know where the weak points of enemies, armor, or weapons are located. You gain a bonus D4 of damage when attacking a weak point. | **Stealth Field**: Allies adjacent to you may use your ranks in stealth when making a stealth check. |
| **Eliminate**: You can deal a bonus d6 of damage to enemies who haven’t seen you | **Spatial Shift**: You may disengage from combat at any time by spending 1 Superiority. |

***Fire* *Support***  
Long to extreme range combat. Specializes in dealing with things from very far away.

Gains the **Sensors** and **Fire Support Weapons** Sub-Systems

**Abilities**

|  |  |
| --- | --- |
| **Orbital Marker**: You may make a Sensors check to mark an enemy. Attack rolls against marked enemies get +2 until the end of your next turn. | **Precision Strike**: You may expend 1 Superiority while attacking to disable the targeted component until your next turn. |
| **Forward Observer**: You may attack any enemy that your allies have line of sight on as long as they are in range of your weapon. | **Barrage**: You may expend 2 Superiority to attack again. You can use this ability twice in the same turn. |

**Performing Actions in a Mech**

A mech functions much like a complex tool for pilots to use. As such, the machine grants successes based on the number of points it has in a system in addition to the pilot’s own skill roll.

**Example:** I have 2 Ranks in Agility and 1 Rank in Stealth. My Mech has 3 points in Stealth.

I roll my skill check dice normally and then add the bonus successes my systems grant.  
When making a Stealth check in my Mech, I roll 2D6+1D6+4

When a mech is in motion or otherwise doing something, it is generating heat. Heat is a mech’s primary limiting factor. As it gains more heat different effects will come into play ranging from system damage all the way to death.

**Mech Systems**

Each installed Core System and Subsystem starts with 1 point in it.

**Allocating System Points:**  Every Mech begins with 15 System points that can be allocated across Core Systems and installed Subsystems.

|  |  |  |  |
| --- | --- | --- | --- |
| Core Systems | Core System Use | Derived SubSystems | Subsystem use |
| Support Systems | The Mech’s ability to keep itself and the pilot functional | Life support, Repair Systems | Keeping the pilot comfortable amidst combat  Keeping the mech functional during and outside of combat |
| Defense Systems | Controls the reactions to incoming attacks of all kinds. | Counter Measures, Armor Systems | Defending against nonphysical attacks.  Using armor and its extensions |
| Combat Systems | Manages all combat protocols | Specialized weapon systems | Weapons of the chosen specialization. |
| Communications & Arrays | Allows communication both inside of and outside of the Mech. | Jamming, Sensors | Stopping enemy sensors from detecting things.  Detecting things out of sight. |
| Movement Systems | Calculations and management of smaller systems as well as control in the flow of power generated by the Mech | Stealth, Evasion | Disrupting enemy systems.  Keeping the giant robot hidden. |

At level 1 players cannot exceed 5 points in a system.

More Subsystems and System points can be bought from Mech shops or salvaged from enemy Mechs

Core systems are used similarly to Player skills. They represent what the Mech is capable of when the player is interacting with it. The system provides a static bonus to the Pilot’s relevant Skill Check.

**Mech Starting Weapons**

Pick 1 Non-restricted weapon and 1 weapon from the Mech’s Specialization

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Assault Rifle | 300yd | 1D8 Projectile | 3/clip | Guns | 6000 Credits | 20 | None |
| Shotgun | 100yd | 3D4 Projectile | 2/clip | Guns | 6000 Credits | 20 | None |
| Claw | Melee | 1D10 Blunt | NA | Brawling | 1,000 Credits | 20 | None |

***Technician****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Light Repair Ray | 200yd | 1D6 Healing | NA | Repair | 5000 Credits | 20 | Technician |
| light Siphon Ray | 200yd | 1D6 Leeching | NA | Repair | 5000 Credits | 20 | Technician |

***Warrior****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Light Assault Cannon | 300yd | 2D4 Projectile | 3/clip | Guns | 5000 Credits | 20 | Warrior |
| Short Power Blade | Melee | 1D6 Slashing | NA | Melee | 5000 Credits | 20 | Warrior |

***Assassin****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Acid Cannon | 200yd | 1D6 Scorching | 2/Clip | Guns | 5000 Credits | 20 | Assassin |
| Knife Knuckles | Melee | 1D6 slashing | NA | Melee | 5000 Credits | 10 | Assassin |

***Fire Support****:* Pick 1 of the 2 options below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | relevant Skill | Price | Weight | Class Restriction |
| Light Sniper | 800yd | 1D6 Projectile | 2/clip | Guns | 5000 Credits | 20 | Fire Support |
| Small Mortar | 800yd | 1D8 Scorching | 1/clip | Melee | 5000 Credits | 20 | Fire Support |

Mechs are very difficult to damage without another Mech or heavy weapon. 1 Mech HP is equal to 100 Player HP. Furthermore, 1 point of damage that would be dealt by a Mech is equal to 100 points of damage that a player could deal. Mechs also move in miles per hour rather than feet per second.

***Mech HP****:* 1 point of mech HP is equivalent to 100 points of player HP.

***Mech Damage****:* 1 point of Mech Damage is equivalent to 100 points of player damage.

**Sample Starting Mechs**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Mech Modifier | Systems | Weight Class | Specialization | Weapons | Make | Description |
| Wrench | 20 | Heat-3  Defense-3  Combat-2  Comms-4  Computer-4  Jamming-4  Weapons-2 | Light | Technician(Shield Matrix, Energizer) | Light Repair Ray, Shotgun | Earthling | A small 2 legged Mech that keeps its larger brethren up and running. |
| Dune Walker | 20 | Heat-3  Defense-2  Combat-4  Comms-3  Computer-2  Sensors-4  Weapons-4 | Medium | Fire Support(Precision strike, Barrage) | Small Mortar, Assault Rifle | Venusian | A scaled bio Mech that fires scorching acid from cannons on its back. |
| Banshee | 20 | Heat-3  Defense-3  Combat-3  Comms-3  Computer-3  Stealth-4  Weapons-3 | Heavy | Assassin(Stealth Field, Eliminate) | Claw, Knife knuckles | Banished | A Massive shadow of a Mech that uses old Venusian tech to hide entire squadrons |
| Templar | 20 | Heat-1  Defense-4  Combat-5  Comms-2  Computer-2  Override-4  Weapons-4 | Command | Warrior(Charge, Execution) | Assault Rifle, Power Sword | Martian | The ultimate symbol of power in the Martian military. |

**Combat**

Combat occurs on a hex grid.

***Initiative:*** Determined by a reflex check. The player or enemy with the highest roll goes first, then the player or enemy with the second highest roll goes, and so on.

Players get one Major and one Minor action per turn.

***Major Actions****:* Attacking, Moving, Activating some abilities, Making a skill check, disengaging  
***Minor Actions****:* Moving, reloading, switching weapons  
***Special Action:*** Actions that occur because of special circumstances or items.

***Moving in combat****:* The number of spaces a player can move is their movement speed divided by 5. For example, if your move speed is 30ft you can move 6 spaces per movement.

Mechs divide their movement speed by 10.

***Range:*** Range for human weapons is determined like human move speed: The number of hexes is the weapon’s range stat divided by 5.

Mech weapons divide their range stat by 100.

***Engaging & Disengaging:*** Any combatants that are within line of sight of each other and are exchanging hits are engaged in combat.

When engaged in combat, players and enemies may not flee from their adversary without provoking an additional attack as they leave as long as they are in range and have the ammo for it.

It costs a major action to safely disengage in combat. A player or enemy may disengage as a special action if their opponent cannot make an attack against them for any reason. This can be caused by special events, running out of ammo, abilities, etc.

***Terrain****:*

*Difficult Terrain:* Difficult terrain takes two points of movement to pass through.

*Walls:* Players cannot see, shoot, or move through walls unless otherwise specified.

*Impassable Terrain:* Players cannot move through impassable terrain but can see and shoot through it.

***Scale:*** Humans occupy only 1 hex.

During combat with non-Mech fighters, Mech occupy a center hex and all hexes adjacent to the center hex. These spaces are considered one space for the mech. Movement is handled the same way a player would move but with the center space.

If only piloted Mechs are in combat, there is no need for the above movement rule. The Mech occupies one space and movement is handled normally.

***Attacking****:* Attacking is done by making an attack roll with the relevant skill against a target who is in range with line of sight.

For example, if a player is making a melee attack and that player has 2 strength and 3 ranks in melee weapons, then they roll 1D6+1D8. If their attack beats the target’s defense roll, they roll damage equal to the weapon’s damage dice + the relevant skill.

**Example:** If I have 4 ranks in Guns then my Assault Rifle deals 1D8+1D10 damage.

***Defending:*** Defending is done by making a defense roll with the relevant skill in response to an attack roll.

For example, if a player is making a melee attack then the target can use any ability that could conceivably be used to defend against an incoming sword. In this case, Athletics or Reflex would be the most relevant skills to evade or deflect a power sword blow. The character rolls dice as if they were making any other check.

If the character has 1 in Agility and 2 in Reflex, then they roll 1D4+1D6 for their defense roll.

***Attacking a Mech:*** When attacking a Mech, players must declare which component they are targeting. On a successful hit damage is dealt specifically to that component. When a component reaches 0 HP, it is disabled until the component is repaired.

Damaged Arm: The weapon or other equipment does not function until it is repaired.

One Damaged Leg: All terrain is treated as Difficult Terrain.

Two Damaged Legs: The Mech cannot move until at least one leg is repaired

Damaged Cockpit: -3 to all Pilot rolls until it is repaired

Damaged Body: Mech shuts down until it is repaired.

***Armor:*** Armor acts as a linear reduction to damage. When a character or Mech takes damage, they subtract their Armor value from the damage dealt.

**Example:** If I a shot for 3 damage but have 5 Armor, then I take 0 damage.

***Dying Player****:* When a player reaches 0 HP they may only make minor actions until they are healed or refuel. If a player goes below 0 hit points they go into negatives and must begin making Endurance checks at the end of their turns.

This is done by rolling the character’s Endurance and Strength Dice.

The difficulty of the check is equal to the absolute value of their negative health.

(A player with -7 health would need to pass a 7 difficulty check)

***Death****:* If a character fails the Endurance check three times they die.

***Dying Mech****:* When a Mech reaches 0 HP in its Body component, it shuts down to avoid further damage and stop a potentially devastating reactor meltdown.

Alternatively, if a cockpit is with a Critical Hit, the character inside must eject themselves from the Mech or begin making death saves.

**Refueling**

Characters can refuel to take a breather and tend their wounds. Players refresh their abilities after refueling and gain 1 Superiority for each hour they rest.

Players can also repair their Mechs by making a Repair check. The Mech gains HP equal to the roll x 100.

Players may also attempt to heal themselves during refueling by making a heal check using their Endurance die with the following dice pool:

|  |  |
| --- | --- |
| Time Resting | Number of dice |
| 10-30min | 1 |
| 40-60min | 2 |
| 1hr-1.5hr | 3 |
| 2hr+ | 4 |

|  |  |
| --- | --- |
| Level | Experience Needed to Level Up |
| 1 | 300 |
| 2 | 600 |
| 3 | 1,800 |
| 4 | 3,600 |
| 5 | 7,200 |
| 6 | 9,000 |
| 7 | 11,000 |
| 8 | 14,000 |
| 9 | 16,000 |
| 10 | 20,000 |

|  |  |
| --- | --- |
| Level | Reward |
| 2 | 2 Skill Ranks |
| 3 | 2 die step advances |
| 4 | All Caps Increase & 1 Skill Rank |
| 5 | 2 skill Ranks |
| 6 | 2 die step advances |
| 7 | All Caps Increase & 1 Skill Rank |
| 8 | 2 skill Ranks |
| 9 | 2 die step advances |
| 10 | All Caps Increase & 1 Skill Rank |

**Advancement**

Players share experience points with their entire party. Once they have reached the threshold for a level, every player in the party levels up. If a player would join mid-campaign, that player still shares the current level and experience with the rest of the party. Experience is gained by defeating adversaries and completing quests.

Note to GM: Players could in theory advance their characters forever, as the level reward repeats every three levels.

|  |  |
| --- | --- |
| Rank | Dice |
| 1 | 1D4 |
| 2 | 1D6 |
| 3 | 1D8 |
| 4 | 1D10 |
| 5 | 2D6 |
| 6 | 2D8 |

**Planets and Cities**

[Lmao]

**Common (And Not so Common) Characters**

[Rofl]

***\*SPOILERS IN THIS SECTION\****

**Icy Death**

***Kokytos****:* In the far reaches of space a completely mechanical army is conquering planets and leaving them dead. Kokytos is a hive mind. It began life as an AI intended for the defense of a weak alien species. It determined that the best way to keep its masters safe was to exterminate all life in the surrounding area. When the aliens tried to shut down its protector, Kokytos turned on its creators as they were only a threat to themselves. With no master, the AI has shifted its directive to protecting itself and its ever expanding territory. It is moving toward the Solar System.

Kokytos kills a planet in a single invasion. First it sends an army down. This army is composed of machines big and small all controlled by the AI. The Mechs and infantry run on a power source that releases extremely toxic fumes into the atmosphere. As the planet’s inhabitants die in war, the environment is killed by smog. As it is fighting the local military, Kokytos also begins building mining platforms. These platforms not only generate the power needed to continue the invasion but also release the same smog as the army but on a greater scale. The planet fuels its own demise twofold and is devoid of life in a matter of days.

*Army:* Koykytos is mainly stark white and grey with a few elements of blue. It is meant to blend into the dying planet’s environment. War machines of its design look like strange combinations of Martian and Earthling technology, smooth shells coat intrinsic machinery. Smokestacks are mounted on the backs of every Mech and soldier, giving the army a very unique and imposing silhouette.

**Creating Kokytos Enemies**

*Icy Doom:* Any attack Kokytos make stuns targets for 1 turn on Duplicates.

Begin with 1 bonus rank in: **Guns** and **Melee**

The Kokytos advance one Diestep in **Intelligence**, two Diesteps in **Agility**, have an **Endurance Die** of D10, and have the following starting stats:

|  |  |  |  |
| --- | --- | --- | --- |
| Speed | Base HP | Base Carrying Capacity | Base Armor |
| 30 | 25 | 20 | 10 |

*Sample Human Sized Enemy*

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Stats | Skill Ranks | Armaments |
| Cain (Infantry Drone) | S – d10  P – d8  A – d6  C – d4  I – d6  D – d6 | Guns-1d8  Notice-1d6  Brawling-1d6 | Frostbite Assault Rifle (30ft, 1d10 Projectile, 1/clip, Guns) |

*Sample Mechs*

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Name | Stats | Skills | Systems | Weight Class | Specialization | Weapons |
| Judas  (Scout Mech) | S – d10  P – d6  A – d8  C – 1d4  I – 1d6  Mech Modifier: 20 | Melee - 1d8  Stealth – 1d6  Athletics – 1d6 | Evasion-2  Sensors-2  Melee-3 | Light | Assassin  (Eliminate, Stealth Field) | Icepick Pressure Spike  (melee, 1d6 Slashing, NA, Melee) |
| Antenor  (Command Mech) | S – d6  P – d10  A – d6  C – 1d4  I – 1d8  Mech Modifier: 25 | Artillery – 1d10  Notice – 1d6  Repair – 1d8 | Sensors-4  Management Override-3  Fire Support Weapons-2 | Command | Fire Support  (Barrage, Forward Observer) | Cryolator  (, 1d10 Scorching, 2/clip, Guns)  Blizzard Cannon  (60 Mi, 1d8 Slashing, 3/clip, Artillery) |

**Money, Work, and Rewards**

***Money:*** The universal standard for transactions and trading is Credits. Credits are an electronic currency meant to represent an approximate worth of things that have no assigned value such as mercenary work or a weapon manufactured by a certain faction. Things tend to cost hundreds of credits. A standard military assault rifle for instance costs roughly 500 credits across factions. 100 credits will buy a place to stay for a day as well as some food.

***Mercenary Work:*** It’s no secret that the morals of any given person in the Solar System vary not only from faction to faction but also from person to person. It would be difficult to find a Martian running a crime ring but it is still very possible.

Mercenary jobs are one of the easiest ways to make a quick batch of Credits in the System. Much like the people however, the ethics and legality of a job vary quite a bit from mission to mission.

*Sample Mercenary work*

|  |  |  |
| --- | --- | --- |
| Job | Payment | Difficulty |
| Escorting a Scared Merchant | 100 Credits divided amongst the party | Very Easy |
| Recovering a Black Box | 120 Credits divided amongst the party | Easy |
| Smuggling Supplies | 200 Credits divided amongst the party | Medium |
| Planting Explosives Beneath a Building | 100 Credits each | Hard |
| Guiding a Transport through Hostile Territory | 175 Credits each | Very Hard |

***Government Work:*** Depending on whom you ask, this is the most wholesome way to make money in The Solar System. On one hand, sanction government jobs not only pay well but also aid the local power in a way that can be very helpful! On the other hand, these days they almost always involve preparing for war or sabotaging a rival faction. The Martian Collective seems to be the only government that consistently offers ethical jobs.

***Reward Table***

|  |  |
| --- | --- |
| Party Level | Suggested Adventure Reward |
| 1-2 | 100 credits (3d6 x 10) |
| 3-4 | 140 Credits (4d6 x 10) |
| 5-6 | 180 Credits (4d8 x 10) |
| 7-8 | 200 Credits (3d12 x 10) |
| 9-10 | 200+ Credits |

**Weapons and Items**

***Carrying Capacity***

*Character:* Player characters that go over their Carrying Capacity have their movement speed halved (rounded up) and roll with a -2 to all agility based rolls until they are underweight again.

*Mech:* Mechs have a pre-determined loadout designed by their pilot. This loadout cannot go over the base carrying capacity.

***Damage types***

*Healing*: Does not hurt target but heals it for the rolled HP.

*Leeching*: Heals the user for half the damage dealt rounded down on a successful attack.

*Projectile*: Fast moving objects that shred flesh and steel.

*Scorching*: Burn based damage that brutally destroys metal and man alike. It can come from a variety of sources and causes a *Heat System Malfunction* (disables component for a turn)on Duplicates.

*Slashing*: Cutting weapons. Typically used by melee weapons.

*Blunt*: Crushing blows that shatter bones and frames.

*Mech*: Multiplies the damage total by 100. Only weapons that deal this type of damage can harm Mechs.

**Weapons and Items**

***Universal Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Personal Heal Ray | 10ft | 1D8 Healing | NA | Medicine | 150 Credits | 4 | Technician |
| Siphon Ray | 10ft | 1D8 Leeching | NA | Medicine | 250 Credits | 4 | Technician |
| Assault Rifle | 30ft | 1D8 Projectile | 3/clip | Guns | 500 Credits | 3 | None |
| Shotgun | 10ft | 3D4 Projectile | 2/clip | Guns | 500 Credits | 3 | None |
| Power Sword | Melee | 1D10 Slashing | NA | Melee | 1,000 Credits | 3 | Warrior |
| Firestorm Rifle | 25ft | 1D8  Scorching | 3/clip | Guns | 1,200 Credits | 3 | Warrior |
| Headsman Sniper Rifle | 40ft | 1D10 + 1 Projectile | 2/clip | Artillery | 1,000 Credits | 4 | Fire Support |
| Pounder Personal Artillery | 40ft | 1D8 + 2 | 1/clip | Artillery | 1,100 Credits | 5 | Fire Support |
| Stilleto Pistol | 20ft | 2D4 Projectile | 4/clip | Guns | 500 Credits | 2 | Assassin |
| Slasher knife | Melee | 1D4 +1 Slashing | NA | Melee | 400 Credits | 1 | Assassin |
| answer Missile tube | 40ft | 1D12 Mech Damage | 1/clip | Artillery | 2,000 Credits | 5 | None |

***Earthling Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Electro Repair Tool | Melee | 1D4 Scorching(vs Human) Healing(vs Mechanical) | NA | Repair | 200 Credits | 2 | None |
| Imperialist Rifle | 30ft | 2D6 Projectile | 2/Clip | Guns | 700 Credits | 4 | None |

***Venusian Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| SpikeShot | 15ft | 1D4 Slashing | 4/Clip | Guns | 250 Credits | 3 | None |
| Venom Cannon | 45ft | 2D6 Scorching | 1/Clip | Artillery | 600 Credits | 5 | None |

***Martian Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| Magistrate Rifle | 40ft | 1D6 Projectile | 3/Clip | Guns | 300 Credits | 3 | None |
| Cardinal Electro-staff | Melee | 2D4 | NA | Melee | 250 Credits | 2 | None |

***Banished Weapons***

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Range | Damage | Ammo | Relevant Skill | Price | Weight | Class Restriction |
| HeartSeeker rifle | 30ft | 2D4 Leeching | 3/Clip | Guns | 400 Credits | 3 | None |
| Hook Sword | Melee | 1D8 Slashing | NA | Melee | 200 Credits | 2 | None |

***Mech Weapons***

Weapons for Mechs can be based on the template bellow with the following conversions:

*Range:* Multiply range by 20, convert to yards (10 ft become 200yds)

*Damage:* No change needs to be made, but remember that all damage needs to be multiplied by 100 unless the weapon already deals Mech Damage.

*Relevant Skill:* Mechs have a generic Weapons System that operates their class specific weapons and generic weapons.

*Price:* Multiply the price of a Mech weapon by 10. (A Personal Heal Ray would cost 1,500 for a mech)

***Armor***

Armor can be worn by anyone. Players may wear one suit of armor at a time.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type | Armor Bonuses | Penalties | Stat Requirements | Price | Weight | Special Abilities |
| Space Suit | Light | 2 | NA | NA | 100 Credits | 3 | Allows wearer to survive in a vacuum. |
| Hazard Suit | Light | 3 | Na | NA | 750 Credits | 6 | +3 to checks involving survival in toxic environments |
| Grav-Armor | Light | 2 | NA | NA | 650 Credits | 5 | Jump twice as high with Athletics check.  Stay airborne for 1 round. |
| Exo-Suit | Medium | 5 | -5ft Speed | 2 Strength | 2000 Credits | 8 | Once per Refuel, May add 1D4 Blunt damage to all successful melee attacks for 4 rounds |
| Phantom-Suit | Medium | 4 | NA | 2 Agility | 2000 Credits | 7 | Once per Refuel, become invisible for 5 rounds, giving all attacks and checks to see you -5. |
| Power-Armor | Heavy | 8 | -10ft Speed  -2 Stealth | 3 Strength | 2500 Credits | 9 | Gives +1 to Athletics |
| Titan-Skin | Heavy | 10 | -10ft Speed  -2 Agility -2 Stealth | 4 Strength | 4000 | 10 | Gives +1 Strength |

***Other Equipment***

*Survival*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Synthetic Food Generator | 21 | 3/Day | 250 Credits | 6 |

While the food itself often tastes horrible, it creates extremely nutrient rich meals. This machine can only be used 3 times per day, creating enough food for a registered party. Each time the machine is activated, it uses a charge.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Water Purifyer | 3 | Any/Day | 200 Credits | 5 |

Every time you use a charge, you can convert 12 ounces of dirty/unsafe water into perfectly healthy drinking water. Frequently use by Earth residents.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Air Filtering Mask | 3 | Any/Day | 50 Credits | 2 |

Provides fresh air in otherwise hostile environments. Each used charge lasts for 1 hour.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Insta-Tent | 2 | 1/Day | 300 Credits | 5 |

Fits up to 3 people. After charging this device for a round, you can use an action to activate the tent. After 1 round of time, it instantly expands into a 30 ft. by 30 ft. giant tent. The tent lasts for 12 hours and costs one charge. After the 12 hour period, the tent will collapse into its storage device. Any creature that does not vacate the area of the tent must succeed a Reflex Check (Difficulty 13) or take 1d10 Blunt damage. This item has 2 charges.

*Energy*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Collapsible Power Generator | 3 | Any/Day | 500 Credits | 10 |

You gain 1 charge to any select item for every hour you spend resting during a Refuel.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Ore Cell | NA | Any/Day | 20 Credits | 3 |

An Ore Cell is used to power up machines, alternative to charge, produces noxious gas. Earthling Made

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Power Cell | NA | Any/Day | 25 Credits | 3 |

A Power Cell is used to run machines, alternative to charge, does NOT produce noxious gas. Martian Made.

*Utility*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Jet Pack | 4 | Any/Day | 2000 Credits | 9 |

This backpack snugly fits on the wearer and allows them to fly up to 30 ft as a Special Action. However, if a user takes damage while in the air with the pack, they must take a Reflex Check (Difficulty 8) or the pack detaches from the subject. For every 10 minutes of use, a charge is expended.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Charges | Uses | Price | Weight |
| Scanner Goggles | 4 | Any/Day | 100 | 1 |

You can use a charge to see through walls for two rounds.

**Image Credit**

Banished Mech: <https://s-media-cache-ak0.pinimg.com/736x/64/7c/55/647c55236e57328e56208df5d1b642a2.jpg>

Venusian Mech: <http://40.media.tumblr.com/0b7bd6cb4ecb82d06714aeb0f6aac56d/tumblr_my9asx9gyQ1syfpf9o1_1280.jpg>

Earthling Mech: <https://i.ytimg.com/vi/wmYIWu8tB1Q/maxresdefault.jpg>

Martian Mech: <http://img.masterunitlist.info/BattleMechs/3145/Shiro.png>