Contents

BACKSTORY

The world is changing.

Armageddon? Possibly. Metamorphosis? Also possible. Kick-ass adventures with action, adventure, and plenty of opportunities to loot, shoot, and recruit other characters and players? Absolutely.

Komdak (COM-DACK) is a large, rocky planet on the outer edge of the Metisuli (MEH-TISS-YU-LIE) system. For millions of years, life habituated and evolved on the planet into an ecosystem vaguely mimicking our own on Earth. Large and small creatures roamed the planet, with a few sentient creatures living simple, medieval lives. Small towns and kingdoms arose, with larger and affluent nations eventually beginning to form. Technology prospered, with new steam machines and eventually electricity were harnessed, promising infinite capabilities. The world was on track to prosperity, and as the possibilities of electric computers was being developed, signaling a new age of technological revolution, the world came to an end.

As they called it, the *Haritus* (HAW-RUH-TUSS). A large metal spire, millions of miles across, which came screaming out of space and nearly cleaved the planet in two. Tremors beyond anything ever experienced on Earth rocked the planet, destroying the once-bustling cities that could have hailed the beginning of a golden age on Komdak. Nearly all infrastructure was destroyed, billions died in the resulting floods, quakes, and fires, and the people of Komdak were back to square one.

Life continued and the world was slowly rebuilt, although the ruins of the once-massive cities still stood. And then the Haritus opened, releasing the creatures that had created it and caused the near-decimation of Komdak.

Humans.

The Haritus, or *The Hope* as it was called by the humans, was a colony ship intended to populate the far reaches of the universe. It had passed too close to a star at *just* the wrong time, and a solar flare fried its computers. Due to limitations in design, the backup navigation array took a few minutes to back up, and they were (unfortunately) on a collision course with Komdak. And, as such, they collided at near-relativistic speeds, causing the colony ship to embed its front near the core. *More on that later.*

The humans woke from their stasis mostly unharmed from the crash, although the engineers and captain who were on board at the time of the collision (woken by the system as an automatic response to the solar flare) were all killed.

They climbed from the *Hope*, whose aft escape hatch protruded just a few meters from the bottom of a thousand-mile crater. The people of Komdak (The *Mirnon,* the *Arjunt*, the *Astuung*, and the *Iplum*) were shocked by the emergence of people from the Armageddon device that had recently threatened their entire existence, and were initially hostile to them. However, over decades of resolving the language barrier, they eventually (reluctantly) accepted that the humans were not at fault for the collision, and begrudgingly accepted them.

Humans introduced the people of Komdak to their technology. Although most of the tech had been destroyed in both the solar flare and the subsequent crash, their weapons and some tools had survived. That, combined with the lesser-trained maintenance personnel who survived the crash, meant they could both maintain and repair the equipment, as well as use it to create slightly more advanced machinery. They were still limited by the existence of established production facilities to create complex chemical and electrical components, however, and their ability to produce any more technology than what they arrived with was severely handicapped.

At the same time as the humans, Komdak's core (made of heavy, radioactive, metal) leaked its neutron flux into the core of the relativistic drive that powered the *Hope*, which had settled just a few hundred miles outside of the core. Its internal thermoelectric generator (normally fusion-powered) was kickstarted, and the drive began to restart, with quadrillions of watts flowing back through its circuitry. The drive began searching for a computer bank to restart propulsion and navigations, and due to an extremely poor design choice by the engineers, fell back on the extremely archaic Bluetooth. This lead it to connect with the one device not destroyed by the crash.

A personal assistant.

The incredible power and self-reconfiguring nature of the drive, plus a personal assistant device that only sought to answer wishes lead to the accidental first (and last) man-made god. This "god" (henceforth known as "The Core") was capable of providing both power and fantastic ability to a select few.

Those who possessed smart watches compatible with The Core were capable of controlling its ability through themselves and becoming powerful individuals themselves. These smart-watch-possessing individuals are known as "The Chosen", and often become adventurers, passing down their watches (known as "wards") to their apprentices or protégés.

And thus the Chosen and their wards allowed fantastic adventures and amazing results. Some of which you will get to experience yourself.

Let's dive in, shall we?

STATISTICS

Komdak is governed by seven essential statistics. These determine your character's ability in seven areas of life and skill. They are as follows:

PHYSIQUE

Physique determines your character's strength, speed, and endurance. It determines things like how much weight you can lift, how fast you can run, how long you can run, etc.

INTELLIGENCE

Intelligence determines your character's intellect, wisdom, knowledge, and perception. It helps determine how vividly you remember, whether you know certain facts, and how quickly you notice discrepancies or tiny details.

DEXTERITY

Dexterity determines your character's overall coordination and finesse. It determines things like your ability to dodge or perform acrobatic stunts, your finesse in lockpicking, and your capabilities to perform sleight of hand.

CHARISMA

Charisma determines your ability to speak and communicate. It determines things like your ability to perform diplomacy, lie, and cast magic.

HEALTH

Health determines, bluntly, your current state of being. More health indicates a healthier individual, whereas less health indicates someone close to death. All players start with 14 health.

VULNERABILITY

Vulnerability determines how likely you are to dodge a given attack. The higher your Vulnerability, the more likely you are to be hit by the attack against you. All players start with 16 vulnerability. Every seven points in dexterity and physique (independent of each other) reduce the score by one, down to a natural minimum of 11. After this point, only armor may further reduce vulnerability. Vulnerability may have (for players) a minimum of 6.

POWER

Power determines your strength in your class's ability. The higher your power, the more abilities you will be able to use, and the more powerful they become.

CLASSES

Among the Chosen, there are six types of professions that you may enter. Each has its respective strengths and weaknesses, and each has its own specific place on a well-organized party. These classes are as follows:

THE BRAWLER

The Brawler is one of two damage cores for the team. The brawler focuses on brute force by way of conventional weaponry – blades, battleaxes, and bats. They are a heavy, tanky class that has health bonuses and damage bonuses for their weaponry, while being more useful in battle than outside of it.

THE MARINE

The Marine is the other damage core for the team. Whereas the brawler focuses on damage by strength, the Marine focuses on damage by tactics. Trained by the traditions of human armies, the Marine uses a variety of Komdak and Human weaponry to fight at range. While they have less health and damage potential, they can also target more enemies from a longer range. Like the Brawler, the Marine is more useful in combat than out of it.

THE APOTHECARY

The Apothecary is one of two support cores for the team. They focus primarily on healing and supporting the party while also sabotaging their enemies, using a variety of crafted potions and poisons. Possessing knowledge of Komdak poultices and Human pharmaceuticals, with a sprinkling of post-impact magic, they can craft and use a variety of status-effect based products to change the tide of battle.

THE TINKER

The Tinker is the other support core of the team. Whereas the apothecary supports the organic components of the team, the tinker supports the inorganic elements. Capable of both maintaining and manufacturing technology, the Tinker can maintain, repair, and improve the weapons and armor of the party. The Tinker also has the capability to rig up defensive items and hack or sabotage existing technology in order to manipulate the capabilities of their enemies

THE OUTLAW

One of two technical cores for the team, The Outlaw has trained in the criminal arts of lockpicking, pickpocketing, lying, and theft in order to become a jack-of-all-trades for the party. Outlaws excel at providing their party alternate routes of completing the objective. While not as

damage capable as the other parties, Outlaws have bonuses that allow them to quietly incapacitate watchful enemies or guards in order to let the party pass quietly.

THE CHARMER

The final class to be covered, The Charmer has trained to gain an extensive connection to the Core, and can therefore regularly call upon it to manifest effects and abilities above the ground. While the majority of the Charmer's effects are based in non-combative abilities (such as creating illusions, telekinesis, and telepathy), they have some minor combative and supportive abilities as well.

With those brief descriptions of each class now given, the next few pages will be devoted to better explaining the mechanics of each class, as well as their capabilities. Some notes before we continue, however :

1. **Some abilities may allow a class to sacrifice stat points. This means that their points are lowered by the amount they sacrifice, until they are at a rest point. Sacrificed points are cumulative over a session.**
2. **Some classes use Ability Points (AP) to determine how often they can use their abilities. These reset after every rest point.**

THE BRAWLER

DAMAGE CORE

ROLE

As stated earlier, The Brawler is the team's heavy-hitter. The Brawler excels at dealing lots of damage in short periods of time. As such, the Brawler is strong in single-target combat against bulky enemies, but weak against hordes and groups. The Brawler is also an exceptional tank, capable of taking quite a beating before tapping out.

BONUS

The Brawler removes one attack dice if the weapon is a melee weapon.

POWER

The Brawler's Power Stat is divided by seven, rounded down. This number determines the additional number of dice they gain on damage rolls with melee weaponry.

The Brawler's Power Stat is also divided by three, rounded down. This number is subtracted from their attack roll.

PERKS

- The Brawler gains a passive +4 Health, and -1 Vulnerability.
- The Brawler will gain an additional Damage and Physique dice if they are at or below 3 HP
- The Brawler may, for any Attack Roll, choose to not roll a single die and instead assume its value is 3.

ABILITIES

- *Focus* : The Brawler may sacrifice one power point to remove an attack dice for one swing
- *Rage* : The Brawler may sacrifice two power points to get an additional damage dice for one hit.

THE MARINE

DAMAGE CORE

ROLE

Unlike the Brawler, the Marine was trained in combat tactics and crowd control. Marines have a proficiency with ranged weapons, especially Human guns. They are well-suited for crowd control and damaging multiple enemies at once. However, they are not great when it comes to up-close-and-personal combat, and tend to fight combat comfortably outside of the range of their enemies.

BONUS

The Marine removes one attack dice if the weapon is a ranged weapon or a gun.

POWER

The Marine's *Power* Stat is divided by six, rounded down. This number determines the number of additional targets they can hit in one turn.

The Marine's Power Stat is divided by four, rounded down. This number determines the amount of additional damage they gain on guns and ranged weaponry.

PERKS

- The Marine gains a passive +2 Health and -2 Vulnerability.
- The Marine gains a+25% bonus from all healing effects
- The Marine does not need to take a turn to reload.

ABILITIES

- *Precision* : The Marine may sacrifice one power points to remove one attack dice for all attacks for one turn
- *Dodge* : The Marine may sacrifice two power points to dodge any attack and completely nullify damage taken.

THE APOTHECARY

SUPPORT CORE

ROLE

The Apothecary is a medical-minded healer who focuses on the support of their teammates to increase combat effectiveness. Their medical capabilities also allow them to better sabotage and incapacitate their enemies.

BONUS

The Apothecary gains an additional dice in consuming or applying store-bought potions.

The Apothecary removes two die in all medicine and plant-related checks

POWER

The Apothecary's Ability Points are triple their Power value.

PERKS

- The Apothecary gains an additional Ability Point for every point in their Intelligence stat.

ABILITIES

NAME	EFFECT	AP
Healing Flask	Heals 1D4 / 2AP *(Thrown)*	*
Healing Potion	Heals 1D6 / 2AP *(Drunk)*	*
Light-Toed Elixir	-2 Vulnerability 1 Minute *(Drunk)*	10
Fury Elixir	+1 Damage Dice 1 Minute *(Drunk)*	8
Concentration Elixir	+1 Attack Dice 1 Minute *(Drunk)*	14
Brilliance Elixir	+3 Intelligence 1 Minute *(Drunk)*	6
Robust Elixir	+3 Physique 1 Minute *(Drunk)*	6
Power Elixir	+2 Power 30 Seconds *(Drunk)*	8
Quick Elixir	+3 Dexterity 1 Minute *(Drunk)*	6
Snake Oil	+3 Charisma 1 Minute *(Drunk)*	6
Pax Poison	-1 Damage Dice *(Thrown)*	4
Clumsy Poison	-1 Attack Dice *(Thrown)*	6
Potent Poison	Damages 1D4 / 6AP per round 24 Seconds *(Thrown)*	*
Resurrect	Resurrects 1 Teammate	60

THE TINKER

SUPPORT CORE

ROLE

The Tinker is a mechanically-trained inventor who can maintain and improve weapons owned by the party, as well as creating tools from their component pouch. They may also sabotage enemies and hack systems to their advantage, using the power afforded by The Core to mentally link with technology.

BONUS

The Tinker removes two dice on all checks involving technology.

POWER

The Tinker's Ability Points are triple their Power value.

PERKS

- The Tinker gains an additional Ability Point for every point in their Intelligence stat.
- The Tinker may use Core weapons

ABILITIES

NAME	EFFECT	AP
Maintain	Maintains one Weapon or Armor	1
Repair	Repairs broken technology	3
Improve Armor	Tech Armor -2 Vulnerability 1 Minute	4
Improve Weapon	Tech Weapon +1 Damage Dice	6
Burst Fire	Tech Weapon 3x Damage Dice 24s Disabled	6
Hack	+1 Hacking Dice / 4 AP Allows Hacking Checks	*
Disable	Tech Weapon or Tech Armor 30s Disabled	6
Overload	Tech Weapon or Tech Armor Overheats, 1D6 Damage 12s Disabled	6
Sentry	Creates Sentry Gun Guaranteed to Hit 1 Attack Dice 6 Health	18
Mine	Creates Landmine 4 Attack Dice	12
Security Camera	Creates Security Camera Remote Monitoring Allowed	10
Secure	Secures Technology +3 Difficulty / 1 AP	*
Modify	Tech Weaponry Installs Mods 50 CD / 1 AP	*

THE OUTLAW

TECHNICAL CORE

ROLE

The Outlaw is a Chosen who plays outside of the rules and is not afraid to get their hands dirty when necessary. They are capable of picking pockets and locks and using a variety of skills to get in and out of sticky situations.

BONUS

The Outlaw removes a die on all rolls relating to lying, pickpocketing, lockpicking, stealth, or disguises.

POWER

The Outlaw's Ability Points is equal to their Power value.

The Outlaw gains an additional Sneak Attack die for every six power points.

PERKS

- If the Outlaw attacks an unaware target, they get additional Sneak Attack die added to their damage roll.
- The Outlaw gains an additional ability point for every point in their Dexterity stat

ABILITIES

- The Outlaw can sacrifice one Physique or Dexterity point to gain four additional Ability Points.
- The Outlaw may spend one AP to remove one die from any non-attack check. They may remove as many as they like, so long as the check is still failable.

THE CHARMER

TECHNICAL CORE

ROLE

The Charmer is someone who spent their formative years building rapport with the Core, and learning to use its immense power for their own abilities. As a result, the Charmer is capable of casting powerful spells and abilities.

BONUS

The Charmer removes a die on all Intelligence rolls.

The Charmer gains an additional damage dice with Core weapons.

POWER

The Charmer's Ability Points is triple their Power value.

PERKS

- The Charmer gains an additional Ability Point for every point in their Charisma stat.
- The Charmer may use Core Weapons.

ABILITIES

NAME	EFFECT	AP
Heal	Heals 1 Health / AP	*
Illusion	Summons an illusion Human-sized 18 Seconds	10
Telekinesis	Move a small object 20 lbs or less	6
Telepathy	Reads subject's current thoughts	18
Blink	Instantly teleport somewhere Must be walkable distance	8
Promote	Target gains +4 Power Lasts Until Next Rest	12
Smoke Bomb	Creates an orb of smoke Explodes into cloud on contact 10' Radius	8
Hypnotize	Puts subject into suggestive state Will perform simple actions subconsciously	20
Sleep	Renders one subject unconscious 1 Minute	10
Light Orb	Creates an orb of pure light	2
Warp Point	Creates a Warp Point Persists for 1 Hour	12
Divination	Grants vision of previously-visited location	6
Counterfeit	Creates 3D6 CD/ 1 AP Disappears after 1 Minute	*
Pyrokinetic	Creates a small flame Deals 1D4 Damage	3
Invisible Mount	Creates an invisible horse	2
Counterspell	Counters the effect of a Tinker or Charmer	8
Sheild	Creates a magical barrier Absorbs 2D6 Damage	14
Hover	6 Seconds / 2 AP	*

SPECIES

Unlike Earth, Komdak has a wide variety of sapient species that inhabit it, a diversity that has only grown since the introduction of Humans. Komdak has five major species that inhabit it, each with their own relative strengths, weaknesses, histories and cultures. The Chosen are spread among these five species, with each tending to follow specific paths due to both genetic and cultural predispositions. This section details the relative merits, penalties, and histories of each species, as well as both their original Komdak name and the name given to them in English.

HUMAN

The reason why Komdak is so f*cked up right now, Humans hail from the planet Earth in the year 2610. Genetically bred over decades to be the most capable of their species, the colonists of the *Hope* are hardy and resilient. Their native English is not the same as the Komdakian *Ashrin,* however, leading to invariable communications issues, and most Komdakians have a general distaste for them (with them causing the apocalypse and whatnot). The Humans have a historical connection with the Core and therefore are the most used to it, both culturally and innately. As such, they have an advantage wielding its power.

HUMAN ADVANTAGES:

+ 2 Health

+ 2 Power

HUMAN DISADVANTAGES:

- 3 Charisma

MIRNON (ELVES)

The Mirnon (singular: *Mirna*) are the oldest of the Komdakian species, becoming sapient some time in the last millennia. After spending thousands of years in nature in small villages, they eventually encountered the Arjunt, which lead to subsequent technological advancements on Komdak. The Mirnon are the most populous race on Komdak, having a reproduction cycle somewhat similar to humans, but having a lifecycle that is around 50% longer. Their features strongly resemble the elves of human mythology (although some Mirthropologists argue that the Mirnon have resembled it more and more as time passes due to meddling from the core), with angular features and a taller, more slender build. They have pale-green skin and black eyes, and an upturned nose that resembles a snake. Their hands have six fingers and opposable thumbs. Their feet do not have toes. Importantly, they do not have pointy ears – they actually lack ears entirely. They do, due to a weird evolutionary fluke, have hair for whatever reason.

The Mirnon are the most eloquent of the Komdakian species, having a long and storied history. They are nature-worshippers due to their history with it, and often build their villages near forests or wide rivers. Due to their eloquence, they have a greater capability in speaking and communicating, but their slender build leads to a more delicate and fragile build.

MIRNA ADVANTAGES:

+ 2 Charisma

MIRNA DISADVANTAGES:

- 2 Physique

- 2 Health

ARJUNT (DWARVES)

The Arjunt (*singular: Arja*) are the second-oldest and second-most-common species on Komdak. Sporting a shorter, stockier build, they evolved over time to have a greater brain capacity – even more so than *Homo Sapiens*. They originally lived solitary lives above ground before eventually moving below to the mineral-rich bedrock of Komdak. There, they built cities and empires of stone, devising ingenious ways to grow crops and build infrastructure deep in caves and mountains excavated over centuries. However, their relative lack of sunlight and aboveground phenomena left them in the dark – both literally and figuratively – preventing Komdak from having amenities like electricity for thousands of years.

The Arjunt perfected the art of steamwork and built a society around machinery and inventing. Post-crash, they became the first society to accept the Humans, as they saw the value in their advanced technology. Arjunt are the most common tinkers and inventors on modern Komdak.

Similar to the Mirnon, the Arjunt have black eyes and exceptionally pale skin. Their proportions involve a disproportionately large head on a stocky build, and they worship machinery and technology. Arjunt have brilliant intelligence and decent strength from their stocky bodies, but their clumsy bodies leave much to be desired in terms of agility.

ARJUNT ADVANTAGES:

+ 2 Intelligence

+ 1 Physique

ARJUNT DISADVANTAGES:

- 3 Dexterity

+1 Vulnerability

ASTUUNG (GIANTS)

The second-youngest species on Komdak, the Astuung (*singular: Astanga*) share a common ancestor with the Mirnon, over two million years prior. Whereas the Mirnon progenitor went towards forests, the Astuung progenitor headed towards the poles of Komdak, similar to Earth's Neanderthals. There, over thousands of years, they grew in both size and strength,

with diminishing mental capacity as the generations went on. The Astuung hunted in the poles for over fifteen thousand years, eventually being discovered by Arjunt exploration parties. The Arjunt began using their exceptional strength to do work in their cities, moving large amounts of rubble and materials, and helping to build massive machines and towers.

The Astuung resemble the Mirnok closely, though they have a ten-foot-tall build, with female-favoring sexual dimorphism leaving eleven-foot-tall females. They have a much more bulky build, with larger muscles, and a proportionally smaller head with flatter features.

ASTUUNG ADVANTAGES:

+ 4 Physique

+ 2 Health

ASTUUNG DISADVANTAGES:

- 2 Dexterity

- 2 Intelligence

+1 Vulnerability

IPLUM (NA NA NA NA NA NA NA NA BATMAN)

The Iplum (*singular: Ipla*) are the newest of the species on Komdak, being a (relatively speaking) young offshoot of the Mirnon some few hundred thousand years ago. The Iplum have very light and very slender builds, having evolved for living on mountainous terrain. They have a pair of membranous "wings" on their backs, hanging from what can be considered vestigial "arms". The wings have scales attached to them, which allow the Iplum to glide, but not fly, from peak to peak, though it both requires a lot of speed and a lot of vertical distance between peaks (they are not efficient gliders).

The Iplum have since reassimilated into Mirnon culture and therefore have no real culture of their own. They are remarkably similar to the Mirnon, the only difference being their wings and their bodies being very lightweight. This lightweight nature leads to them being very agile and dexterous. Unlike their Mirnon counterpart, the Iplum also have a surprisingly lightweight but strong musculature, leading to them being stronger than their cousins.

MIRNA ADVANTAGES:

+ 2 Dexterity

MIRNA DISADVANTAGES:

- 3 Health

+ 1 Vulnerability

GAMEPLAY

Okay, I'm going to level with you.

The game doesn't have *super* strict rules. It has rules, but they aren't too complex, and most of them can be completed with a set of monopoly dice, some post-it-notes, and the ability to read.

SKILL CHECKS

This is the bread and butter of the game. A skill check is how it is determined if you succeed or fail at any action. It's how fair interactions are made and ensures nobody just says "I AM BRILLIANT AND SUCCEED AT EVERYTHING".

A skill check rolls a certain number of dice against your skill and – this is important – is succeeded if the total sum is *lower* than your existing skill.

This may be weird for some veteran players of other RPGs, since it's usually the other way around – GM sets a target, you roll a certain amount of dice based on your skill, and need to exceed it. Here, your target is your skill and the amount of dice determines the difficulty.

For example, a 3-die Intelligence check rolled against an Intelligence stat of 15 means the check is only succeeded if the sum of the three dice is equal to or less than fifteen.

Increasing the amount of dice *increases* the difficulty of the check. Likewise, decreasing the amount of dice *decreases* the difficulty of the check. Certain classes may take one or two dice off the check to make it easier.

All skill checks are guaranteed to be against one of the seven base statistics. Use common sense to determine which skill falls under which check. For example, Lockpicking and Pickpocketing are under a Dexterity check, since they are based around having nimble fingers. Use your brain!

COMBAT

Combat is what most adrenaline junkies look forward to. Combat is played as *rounds*, each round is composed of each character's *turn*. A round takes roughly six seconds in real time, with each turn happening concurrently.

Each turn is determined by a player determining who to attack and then attacking that person. Players may change their positioning by up to ten feet during a turn. If a player has two one-handed weapons, they may target a different enemy with each weapon.

The success of an attack is determined by a roll against the target's Vulnerability. A player must roll four dice, and if the sum is under the target's Vulnerability, the attack hits. If not, it misses. If a player is using a melee weapon and the target is outside of that weapon's

range, they add an additional dice to the roll for every multiple of that range in distance. A melee weapon cannot target outside its range.

The damage dealt by a weapon is typically signaled by a sum of a constant and a dice roll. If the hit is a success, that dice is rolled and the damage applied.

Melee weapons deal an additional damage point for every four points in Physique. Similarly, ranged and projectile weapons deal an additional damage point for every four points in Dexterity. Core weapons deal an additional damage point for every four points in Power.

If an enemy is killed during a round but their turn is yet to come, they may still complete their turn before dying. This is because all of the attacks are happening concurrently.

For The Apothecary, a separate turn must be consumed for making a potion. Similar rules apply for The Charmer and The Tinker. For all classes, a turn is consumed for consuming consumables. A turn is also consumed to reload guns or projectiles, with the exception of The Marine.

MONEY

As with all worlds, Komdak has money. Although the crash and introduction of humans led to financial hardships among the Komdakians, the Humans reworked old guidance computers that had survived the crash to use the generic currency of *Credits*. All transactions use credits, with a central financial system run primarily by the Core. As a result, the system is entirely electric, with most of the Chosen being able to conduct transactions using their wards. It is also, for the most part, unhackable (with the exception of Charmers who can temporarily create glitched credits).

LEVELING UP

Upon completion of a quest, all characters who the GM considers to have significantly helped will gain 2 Statistic Points. This is called a "level up". The characters may then add those statistic points to any of their statistics (minus vulnerability, which cannot be altered in this way). Every statistic point added to health increases it by two.

CREATING A CHARACTER

BASICS

Name, Age, Gender, Appearance. Obviously

CLASS

The Brawler, The Marine, The Apothecary, The Tinker, The Outlaw, or The Caster

STATISTICS

A beginning player gets scores of 13, 11, 10, 10, and 8. They may assign these to whichever of the five statistics (Physique, Intelligence, Dexterity, Charisma, Power) they wish. For example, a player could choose 13 Dexterity, 11 Intelligence, 10 Power, 10 Charisma, and 8 Physique. Or they could choose 13 Physique, 11 Charisma, 10 Dexterity, 10 Intelligence, and 8 Physique.

The player then gets three statistic points to invest as they wish (*See "Leveling Up" for how Statistic Points work*)

It is recommended that players choose statistic allocations that synergize with their class choices. If in doubt, Power synergizes well with all classes. The primary and secondary statistics for each class are as follows:

- The Brawler : Physique, Power
- The Marine : Dexterity, Physique
- The Apothecary : Intelligence, Power
- The Tinker : Intelligence, Power
- The Outlaw : Dexterity, Charisma
- The Charmer : Charisma, Power

SPECIES

Similar to Statistics, the player is recommended to choose a species that synergizes with their class's core statistics. Every species has its upsides and downsides, so you are recommended to choose a species that benefits your class, although it is not entirely necessary. Since the penalties and bonuses for species are comparatively small, choosing a certain species for story value instead of gameplay value will not have as major of an impact as statistic allocation.

The short list of species bonuses and penalties are as follows :

- Human : +2 Health, +2 Power, -2 Charisma
- Elf : +2 Charisma, -2 Physique, -2 Health
- Dwarf : +2 Intelligence, +1 Physique, -3 Dexterity, +1 Vulnerability
- Giant : +4 Physique, +2 Health, -2 Dexterity, -2 Intelligence, +1 Vulnerability
- Batmen : +2 Dexterity, -3 Health, +1 Vulnerability

INVENTORY

All characters start with 100 Credits and a weapon and armor of their choosing. The weapons they may choose are from the list below. Note that, for weapon type, "M"

represents a melee weapon, "R" represents a ranged weapon, "A" represents an archaic weapon, "T" represents a tech weapon, and "C" represents a core weapon.

Name	Type	Vuln	Phys	Dex
Strike Armor	T	1	-2	1
Trooper Armor	T	4	-1	-3

WEAPONS

Name	Type	Hnd	Mag	Dmg	R (ft)
Broadsword	M	2	N/A	4 + 1D6	4
Longsword	M	2	N/A	2 + 1D6	7
Shortsword	M	1	N/A	2 + 1D4	3
Battleaxe	M	2	N/A	3 + 1D6	5
Quarterstaff	M	2	N/A	2 + 1D6	6
Dagger	M/R	1	N/A	1D4	1
Revolver	R/A	1	6	2 + 1D4	10
Heavy Pistol	R/A	1	1	2 + 1D6	10
Pistol	R/A	1	10	1D4	10
Plasma Pistol	R/T	1	4	1D6	10
Rifle	R/A	2	12	4 + 1D4	15
Plasma Rifle	R/T	2	6	3 + 1D6	15
Shotgun	R/A	2	4	2 + 2D6	2
Nuke Shotgun	R/T	2	2	1D4 + 2D6	2
Radcaster	C/T	2	N/A	3 + 1D6	4
Power Gauntlet	C/T	1	N/A	3 + 1D4	5
Zapstaff	C/T	2	N/A	1 + 1D6	10

Below is the list of armor options a player may take. Listed along each type of armor is also the vulnerability reduction granted, in addition to the Physique and Dexterity penalties for wearing it.

ARMOR

Name	Type	Vuln	Phys	Dex
None	A	0	0	0
Light Leather	A	1	0	-1
Heavy Leather	A	2	0	-2
Light Metal	A	1	-1	0
Heavy Metal	A	2	-2	0
Light Power	T	1	+1	-2
Heavy Power	T	2	+2	-3