

KOMDAK : THE KOMDAKENING

CHARACTER.....	2	TACTICS.....	13
STATISTICS.....	2	ATTACKING.....	14
SKILLS.....	2	CRITICAL HITS.....	14
TRAITS.....	2	THE THIRD ACTION.....	15
SPECIES.....	4	NON-COMBATIVE ACTIONS.....	15
HUMAN (<i>Ignorant Idiots</i>).....	4	MEDICINE.....	15
ADVANTAGES.....	4	POISONS.....	15
DISADVANTAGES.....	4	LEVELS, EXPERIENCE, & ADVENTURING....	16
MIRNA (<i>Elf</i>).....	4	EXPERIENCE.....	16
ADVANTAGES.....	5	LEVELS.....	16
DISADVANTAGES.....	5	SPENDING EXPERIENCE.....	16
ARJUNT (<i>Dwarf</i>).....	5	THE INVENTORY.....	17
ADVANTAGES.....	5	CREDITS.....	17
DISADVANTAGES.....	5	BUYING, MAINTAINING, REPAIRING	
ASTANGA (<i>Giant</i>).....	5	EQUIPMENT.....	17
ADVANTAGES.....	6	ADVANCED GEAR MAINTENANCE.....	17
DISADVANTAGES.....	6	UPGRADING EQUIPMENT.....	18
IPLA (<i>Bat-Person</i>).....	6	QUICK START.....	18
ADVANTAGES.....	6	BASICS.....	18
DISADVANTAGES.....	6	CLASS.....	18
CLASS.....	7	STATISTICS.....	18
THE BRAWLER.....	7	SKILLS.....	19
THE MARINE.....	7	SPECIES.....	19
THE APOTHECARY.....	8	HUMAN.....	19
APOTHECARY POTIONS.....	8	MIRNA.....	19
APOTHECARY POISONS.....	8	ARJUNT.....	19
THE TINKER.....	8	ASTANGA.....	19
THE OUTLAW.....	9	IPLA.....	19
THE CHARMER.....	10	TRAITS.....	19
CHARMER SPELLS.....	10	WEAPONRY.....	19
CHARMER INCANTATIONS.....	10	MELEE WEAPONS.....	19
CHECKS.....	11	RANGED WEAPONS.....	20
ABILITY CHECKS.....	11	GUNS.....	20
SAVING THROWS.....	11	ADVANCED MELEE.....	20
SKILL CHECKS.....	11	ADVANCED RANGED WEAPONS.....	20
CONTESTED ROLLS.....	12	ADVANCED GUNS.....	20
EXHAUSTION.....	12	CORE WEAPONS.....	20
COMBAT.....	13	ARMOR.....	20
TURN FLOW.....	13	STANDARD ARMOR.....	20
HIT POINTS.....	13	ADVANCED ARMOR.....	20
RESILIENCE.....	13		

CHARACTER

Your character will be one of *The Chosen*. The Chosen are individuals of varying morality and background who possess *Wards*, smart devices that enable communication with *the Core*, the central deity of Komdak. Your character will be the central way you interact with the way of the world around them.

STATISTICS

Your Chosen is defined by seven essential statistics (also known as abilities). These determine how well they will perform in certain situations, with benefits associated with each. Each statistic has certain attributes of your character that they help represent.

Physique (PHY)	Strength, Speed, Endurance
Intelligence (INT)	Wisdom, Perception, Intellect
Dexterity (DEX)	Coordination, Agility
Charisma (CHA)	Charm, Deceit, Eloquence
Power (POW)	Class Abilities, Core Influence
Willpower (WIL)	Mental Resilience, Stubbornness
Health (HEA)	Vitality, Physical Resilience

Each of these statistics have various situations where they apply, and influence whether or not you pass *Ability Checks*, which determine if you succeed in certain activities. The rules for conducting *Ability Checks* will be discussed later in this manual. Statistics are mostly set in stone from character creation, with only minor options for alteration, so one should take great care when creating them.

SKILLS

In addition to the seven statistics, there are also *skills* associated with each. Unlike the statistics, each skill is a specific subset of an action that allows greater specialization. Skills may be improved over time, unlike statistics, allowing a user to gradually improve in certain subsets of their abilities. Each attribute besides WIL and HEA has three skills associated with it.

PHY	Intimidate	Intimidation
	Force	Breaking Doors & Guns
	Grapple	Restraining People & Things
INT	Rig	Repairing & Creating Tech
	Medicine	Healing & Hurting
	Hack	Overriding Tech
DEX	Sneak	Stealth & Hiding
	Sleight	Swiping, Palming, & Stealing
	Finesse	Lockpicking, Finger Dexterity
CHA	Persuade	Eloquence & Diplomacy
	Bluff	Lying, Deceit, & Swindling
	Act	Imitation & Confidence
POW	Melee Ability	Damage & Accuracy
	Ranged Ability	Damage & Accuracy
	Core Ability	Damage & Accuracy

WIL and HEA do not have any skills associated since they are primarily *Saving* statistics. These are used to lessen the success of an enemy's checks rather than improve your own.

TRAITS

Your Chosen may also chose one of many traits, which provides both benefits and hindrances to them. Essentially, it exchanges some actions or abilities around

to create more flavor and characterization. Your character is allowed to have one of the following traits.

<i>Cowardly</i>	+3 to <i>Sneak</i> , <i>Medicine</i> , <i>Persuade</i> , and <i>Bluff</i> +1 die to <i>Intimidate</i> , <i>Grapple</i> , and <i>Weapon Abilities</i>
<i>Paper Skin, Glass Bones</i>	+4 to critical hit threshold for your attacks and all attacks against you
<i>Five-Finger Discount</i>	+5 to <i>Finesse</i> and <i>Sleight</i> All prices are doubled
<i>Egghead</i>	+3 to INT, CHA, and WIL -3 to PHY, DEX, and HEA
<i>Brute</i>	+3 to PHY, DEX, and HEA -3 to INT, CHA, and WIL
<i>Skilled</i>	+20 skill points -2 to all stats
<i>Gifted</i>	-15 skill points +1 to all stats
<i>Barbarian</i>	+3 damage +1 die to all <i>Weapon Abilities</i>
<i>Tactical</i>	+4 to all <i>Weapon Abilities</i> -2 damage
<i>Purple</i>	Everything you see is purple
<i>Nearsighted</i>	-1 attack die on melee weapons +2 attack die on ranged, core weapons
<i>Farsighted</i>	-1 attack die on ranged weapons +2 attack die on melee weapons No change to core weapons
<i>Guns Akimbo</i>	Gain a separate action turn for each gun if dual-wielding +1d4 to both attack rolls
<i>Hammerspace</i>	Draw any weapon for free May not carry large or heavy weapons
<i>Medical Malpractice</i>	-1 <i>Medicine</i> die Failing a check hurts the patient by an amount equal to number of dice rolled
<i>Speedster</i>	+2 DEX, +2 PHY, +10' movement on your third-action -2 HEA, +2 die to <i>Stealth</i> and <i>Finesse</i>
<i>Robber</i>	+500 Credits, +6 <i>Finesse</i> , <i>Sleight</i> , <i>Sneak</i> , <i>Intimidate</i> All of Komdak law enforcement are out to get you
<i>Rat</i>	+300 Credits, +6 <i>Hack</i> , <i>Persuade</i> , <i>Bluff</i> , <i>Act</i> All of the Komdak underworld are out to get you
<i>Accurate</i>	Gain two <i>precision</i> tactics for every tactic die Cannot use <i>damage</i> or <i>lethality</i> tactics

<i>Damned Bird</i>	There is a seagull that follows you everywhere. You can't control it
<i>Survivor</i>	-1 die to all Saving Throws +1 to all other rolls
<i>Lone Wolf</i>	+2 to all stats when alone -1 to all stats when in a group
<i>Insane</i>	-1 to INT and CHA +1 to WIL and HEA
<i>Compulsive Liar</i>	-1 die to <i>Bluff</i> +2 die to <i>Persuade</i>
<i>Tech Support</i>	Advanced Weapons no longer Overheat Advanced Armors no longer Reboot Standard Guns take an extra round to reload Standard Armors lose one RES

Note that you are not required to take a trait and are indeed encouraged if you want a well-rounded character. Traits encourage specialization and indeed create new weaknesses your character might not have had otherwise.

SPECIES

As with other worlds, Komdak has a variety of species (or sometimes archaically called 'races') living on it. Due to generations of natural selection and specialization, each species has its own strength and weaknesses associated with it.

HUMAN (*Ignorant Idiots*)

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). Being genetically enhanced to be perfect in any scenario, the humans are adaptable yet not extremely specialized.

ADVANTAGES

+10 Skill Points at Base

+2 WIL

DISADVANTAGES

+1 die on all *Persuade* & *Bluff* checks against native Komdakians

MIRNA (*Elf*)

The Mirnon (MEER-non, *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.¹⁵

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.

ADVANTAGES

+ 2 CHA

DISADVANTAGES

- 2 PHY

- 1 HEA

ARJUNT (*Dwarf*)

The Arjunta (AR-joon-ta, *singular: Arjunt*) 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 Arjunta 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. Arjunta are the most common tinkers and inventors on modern Komdak.

Similar to the Mirnon, the Arjunta have black eyes and exceptionally pale skin.

Their proportions involve a disproportionately large head on a stocky build, and they worship machinery and technology. Arjunta have brilliant intelligence and decent strength from their stocky bodies, but their clumsy bodies leave much to be desired in terms of agility.

ADVANTAGES

+ 2 INT

+ 1 PHY

DISADVANTAGES

- 3 DEX

- 1 RES

ASTANGA (*Giant*)

The second-youngest species on Komdak, the Astuung (AH-stung, *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.

ADVANTAGES

+4 PHY

+2 HEA

DISADVANTAGES

-2 DEX

-2 INT

-1 RES

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.

ADVANTAGES

+2 DEX

DISADVANTAGES

- 2 HEA

- 1 RES

IPLA (*Bat-Person*)

The Iplum (IH-plum, *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

CLASS

Your Chosen has a set *class* dependent on their ward, training, and artifact. A class essentially represents the “profession” of your character, with each class serving a dedicated role on the team, as well as having a preset group of abilities and perks to allow them to fulfill that role. The classes, alongside their respective perks and abilities are as follows:

THE BRAWLER

The Brawler specializes in melee combat, serving as one of two **Damage Cores** for the team. Possessing a high level of resilience and damage potential, they are capable of dealing and taking a substantial amount of damage, but possess limited use outside of battle.

Well Built: The Brawler gains a passive +4 HEA and +1 RES.

Adrenaline: The Brawler may remove an PHY dice to any check and add 1d6 to damage if they are at or below 3 HP.

Fighting Spirit: The Brawler gains a free melee tactic each turn in combat.

Come Here, You Little: The Brawler may remove a dice on all Grappling checks.

Focus: The Brawler may exhaust INT to remove an attack dice for one swing.

Rage: The Brawler may exhaust PHY to gain an additional two melee tactics for one turn.

THE MARINE

The Marine is the other potential **Damage Core**. Whereas the Brawler focuses on overwhelming damage and outlasting their opponent, the Marine uses tactics and crowd control to support the battle. Heavily trained in a regime steeped in human military traditions, the Marine utilizes Human weaponry to eliminate targets at range. They are less useful in one-on-one fights, but can hold their own in crowds and swarms.

Trained Killer: The Marine gains a passive +2 HEA and +2 RES.

Accelerated Healing: The Marine gains a +25% bonus from all healing effects.

Fast Hands: The Marine does not need to take a turn to reload.

Gun-Fu: The Marine gains a free ranged tactic each turn in combat.

Multiattack: The Marine may spend a tactic of any kind in exchange for an additional action turn. For each additional attack, however, another 1d4 is added to the attack roll, with each additional attack getting less accurate than the one before it.

Precision: The Marine may exhaust INT to remove one attack dice on all their attacks for one turn.

Dodge: The Marine may exhaust DEX to completely nullify any attack against them for one turn.

THE APOTHECARY

Trained in medical tradition from Human and Komdak sources, the Apothecary is an elite combat medic. As a **Support Core**, they focus on healing and buffing their party members while simultaneously sabotaging the enemy by utilizing a careful mixture of potions and poisons. The apothecary blends traditional medicine with refined pharmaceuticals in order to turn the tide of battle.

Trained Botanist: The Apothecary removes two die in all plant-related checks.

Trained Doctor: The Apothecary removes one die in all *Medicine* checks.

Brewer: The Apothecary may manufacture one flask or vial of potion or poison for every two points in POW and one for every four points in INT.

EMT: The Apothecary may exhaust POW and INT in order to manufacture a potion immediately.

Pharmacist: The Apothecary may mix potions or poisons to combine their effects.

Hip Flask: The Apothecary may create *flasks*, which can be thrown instead of drunk. Any targets within 3' of the flask's location will be hit, and the effects of the potion will be halved.

APOTHECARY POTIONS

Healing Potion	+1d6 HP
Iron Elixir	+2 RES 4 rounds / 20s
Concentration Elixir	+1 Tactic 3 rounds / 15s
Brilliance Elixir	+3 INT 12 rounds / 1m

Robust Elixir	+3 PHY 12 rounds / 1m
Power Elixir	+2 POW 6 rounds / 30s
Quick Elixir	+3 DEX 12 rounds / 1m
Snake Oil	+3 CHA 12 rounds / 1m
Miracle Tonic	+3 WIL, +3 HEA 12 rounds / 1m

APOTHECARY POISONS

Potent Poison	-3d4 HP
Clumsy Poison	-1 Tactic 3 rounds / 15s
Draining Poison	-1d4 HP 4 rounds / 20s
Draft of Gullibility	+2 die on WIL Saves against CHR 12 rounds / 1m
Draft of Sickness	+2 die on all HEA Saves 4 Rounds / 20s
Draft of Failure	+1 die on all Checks 4 rounds / 20s <i>May not be flaked</i>
Draft of Blindness	<i>Renders the subject blind</i> 2 rounds / 10s <i>Flasks halve duration</i>
Draft of Phantoms	<i>Induces paranoia and hallucinations</i> +2 die on WIL Saves against <i>Intimidate</i> 2 rounds / 10s <i>Flasks halve duration</i>
Draft of Face-Blindness	<i>Friends and foe become indistinguishable</i>
Draft of Weakness	<i>Critical hit threshold raised by 3</i> 3 rounds / 15s

THE TINKER

Unlike the Apothecary, the Tinker prefers inorganic means to organic. The other **Support Core**, they provide a variety

of means to manipulate plentiful pre-crash technology surrounding them. The tinker maintains and improves the weaponry and armor of the party, and can sabotage and control the technology surrounding them to gain tactical advantages in battle and outside of it.

I.T. : The Tinker removes two dice in any non-hacking technology check.

Exploit: The Tinker may remove two dice from any Hacking check.

Repair: The Tinker may instantly repair or reboot any weaponry or armor.

Enhance: The Tinker may perform a *Rig* check in order to provide an additional damage dice to a weapon, or +2 RES to armor, provided they are advanced.

Disable: The Tinker may perform a *Hack* check to remotely disable equipment for an amount of rounds equal to *Hack* dice cast minus one. *Exploit* provides no bonuses.

Drone: The Tinker may send an autonomous drone to survey an area. Footage is recovered upon the drone's return.

Trapper: The Tinker may remove one die on any trap-related *Rig* check.

Breacher: The Tinker is heavily experienced with explosives. They may roll *Rig* checks to produce shaped charges in order to blow open non-reinforced doors. They may also produce conventional explosives and mines, dealing 1d4 damage per die *Rig* cast.

THE OUTLAW

While not as useful inside of battle as outside of it, the Outlaw serves as a useful **Technical Core** for the team. Capable of infiltrating quietly, conning opponents, and eliminating unaware foes, the Outlaw serves as a useful jack-of-all trades. The skills an Outlaw provides are often useful for bridging gaps to the objective, or often circumventing other avenues of attack. While not as useful in combat as the others, the Outlaw can still incapacitate unaware enemies quicker than any other class, allowing certain targets to be quickly incapacitated before entering battle.

The Deceiver: The Outlaw may remove one die from all Bluff checks.

The Con Artist: The Outlaw may remove one die from all Act checks.

The Shadow: The Outlaw may remove one die from all DEX skills.

The Grifter: The Outlaw may mimic any voice they have heard with an Act check.

The Backstabber: If undetected and near a target, the Outlaw may perform a Stealth check to deal 2d6 damage per die cast. *The Shadow* provides no bonuses.

The Assassin: If undetected, the Outlaw may enter combat with a Stealth check to reveal themselves. They gain an additional tactic for every die cast. *The Shadow* provides no bonuses.

THE CHARMER

Focusing primarily on channeling the power of the Core, the Charmer is the other **Technical Core** of the team. The Charmer is unique in that they may shape the energy of the Core, and use it to manifest useful effects for the party to utilize in their travels. The Charmer thrives by utilizing their magic for unorthodox solutions, often serving a position no other class can fill.

The Studied: The Charmer may remove a die from all raw INT ability checks.

The Influential: The Charmer gains a free core tactic every third turn.

The Powerful: The Charmer may spend core tactics to cast additional spells on their turn

The Magical: The Charmer may cast one spell for each two points in POW, and one for every four points in CHA.

The Unlimited: The Charmer may cast one incantation every fifteen seconds / 3 rounds. These otherwise have unlimited use.

The Familiar: The Charmer possesses a small, floating orb of energy called their *focus*. The Focus is the origin of most Charmer spells, and can be mentally moved around by the charmer, but must remain in sight. If destroyed, the focus will reform upon rest.

CHARMER SPELLS

Blink	Immediately swap position with the Charmer's focus.
Veil	All subjects in contact with the focus are rendered invisible 2 rounds / 10s
Smoke Bomb	The focus emits a 10' cloud of smoke, obscuring all within it 5 rounds / 25s
Counterfeit	Produces 3d10 counterfeit credits Disappear after 1 minute

Shield	Projects a 3' x 3' energy shield from the focus Absorbs 3d4 damage before shattering
Heal	Heals 1d4 on contact with focus Unlimited targets
Telepathy	Read the current thoughts of a subject
Magnekinesis	Remotely move up to 20lbs of ferromagnetic material Cannot move anything smaller than a key
Hypnosis	Induce in target: +3 die on WIL Saves against CHR skills
Save Point	Allows single teleportation back to this point at any time Must touch focus to teleport back Only one save point may persist
Explosive	The focus explodes, dealing 3d20 damage to all within 10'. Destroys the focus
Flashbang	Blinds all with line of sight to focus 2 rounds / 10s
Hover	The Caster may fly 2 rounds / 10s
Illusion	Summons a small, person-sized illusion at the Focus 2 rounds / 10s
Blackout	Extinguishes all light sources in a 30' radius 3 rounds / 15s
Resurrect	Reanimate a corpse and command it Has 5 HP, 0 INT, 0 CHA, 0 WIL, 0 POW Can talk, and act semi-autonomously 6 rounds / 30s

CHARMER INCANTATIONS

Pyrokinetic	The focus ignites Deals 1d6 damage on contact
Cast Light	The focus provides bright light 1 hour
Divination	Observe a previously-visited area
Electrify	The focus produces an electric current Deals 1d4 + 1 damage on contact
Chill	The focus becomes icy Can freeze small volumes of liquid Deals 1d4 + 1 damage on contact
Night Vision	Grants one target infrared vision
Secure	Allows remote locking of doors or latches
Quench	The focus condenses the air around it Produces 0.5L of water
Brownout	Disables all advanced weaponry and gear 2 rounds / 10s

CHECKS

In order to determine your success at certain actions, *checks* will be made. A check is an event that compares a random result to your skills or statistics, and uses that to determine the results. The higher the relevant statistic or skill, the more likely you are to succeed.

ABILITY CHECKS

The most basic kind of check is the *Ability check*. An ability check rolls a certain amount of die (on average, two to four) and checks the sum of the dice against the relevant ability. If the value is lower or equal to the statistic, the check is passed. If it surpasses the value of the statistic, you fail.

Each statistic will have various ability checks that might be made, such as drawing general knowledge (INT), climbing up walls (PHY), or thumb-wrestling (DEX). The amount of dice rolled will be determined by the GM, with higher dice representing a more difficult check.

SAVING THROWS

A special kind of ability check, often used with WIL or HEA is the *saving throw*. A saving throw is the result when an enemy succeeds their check, a player fails their check, or an unfortunate result is about to be applied to the player. In most cases, a saving throw determines whether or not the effects are lessened, although in some instances, the saving throw will outright negate negative effects.

For example, if an enemy Apothecary throws poison at a player, they may make a 3-die saving HEA throw against it. If they succeed, the poison's effect is halved (rounded up), but if they fail, the effect is fully applied. Similarly, if a player makes a Bluff check against an NPC, that NPC might make a WIL check against the player. If they fail, they will believe the lie, but if they succeed, they will not.

SKILL CHECKS

As discussed earlier, each ability is further broken down into three key skills. Each of these skills might be individually in certain circumstances, such as if a player bluffs their way through a conversation, or attempts to pick a lock.

In these cases, similar rules to the ability checks apply, but with the value of the skill. The total score of the skill is compared to a roll of multiple die, with the check succeeding if the sum is less than or equal to the value of the skill, and failing otherwise.

However, unlike ability checks, skill checks may be *flushed*. A check can be flushed if either the check is failed or the character has no points in the skill (and therefore would automatically fail if attempted). If the skill is flushed, the same check is tried again, but as an check of the relevant *ability*, with two die added.

For example, a player who fails a one-die *Hack* check may flush it and instead perform it as a three-die INT check.

Likewise, a player with no skills in *Persuade* may flush it and try a two-die check as a four-die CHA check.

CONTESTED ROLLS

In the case of two characters working against each other, a contested roll is made. The characters need not be working at the same time for a contested roll to be made; if one character set up a security system one hour earlier, and another is hacking it now, a contested check is still made.

Contested rolls are made by one character setting the difficulty target. The character who gets to set the difficulty target is the character who made the check first chronologically. If both characters are making the check at roughly the same time, a coin flip or dice roll determines the player who sets it.

The character who sets the difficulty target rolls as many dice as they want against the relevant statistic.

If the difficulty check is passed, the other characters must roll one more dice than what was set in order to pass the check.

If the difficulty check is failed, the other characters must instead roll one dice for every four points in the relevant statistic of the setter in order to pass the check.

Note that statistics or skills might be used asymmetrically. For example, in contested bluff checks, one character will use *Bluff* and the other will use WIL. The rules for contested checks only work if both parties are aware of the "contest" that is

being entered. If not, a saving throw will be used instead.

EXHAUSTION

A character may choose to use all their energy for the day and *exhaust* a statistic. Exhaustion will make any one check for that statistic two dice easier. In exchange, once exhausted, all checks with the statistic will be one day harder until the next rest. Note that some class abilities may exhaust a statistic. Each statistic may be individually exhausted.

COMBAT

This ain't no pretty little fantasy world, maggot. There do be some serious monsters. Here's how you're going to fight.

TURN FLOW

The single unit of combat is a *turn*. As you might expect, each character gets one turn unless otherwise specified (some creatures may get more turns per battle). Once each character gets their turn, a *round* has been completed. One round lasts five seconds, with each turn within it happening simultaneously. Each character is guaranteed to get their turn if they are conscious at the start of a round, regardless of if they perish during it.

At the start of combat, if one party surprised the other, they are guaranteed to go first. Otherwise, 1d10 is rolled for each party. The group with the highest value goes first. This, as in many games, is called *initiative*.

Within each party, members are required to figure out their turn flow. If the game is played asynchronously, turn flow does not matter, as long as all players post their moves within a certain time frame.

HIT POINTS

Each player has a certain number of *hit points*, or HP. HP determines the overall healthiness of your character. It should *not* be confused with HEA, which is a statistic.

Each character has a maximum HP determined by their HEA score plus two points per level. This may be further raised or lowered by potions, armor, or artifacts. HP is constantly in flux depending on any healing or damage done to the character.

Once your hit points reach 0, you will be presented with a three die WIL check every turn in order to stay conscious. If you fail this check, you will go unconscious and lose your turn. If you succeed, you will gain your turn. For every three HP you lose after this point, another die is added to the check.

Your character will die if their points drop below zero by an amount equal to half HEA. If they are dead, you lose all turns and are unable to be revived unless brought to a doctor within 24 hours.

RESILIENCE

Resilience (RES) determines the likelihood that a hit will manage to deal damage to you. Resilience represents your character's capabilities of dodging damage, as well as their armor's toughness. For every seven points in PHY or DEX, the character gains one point in RES. Armor or potions may additionally lower RES. A character's total RES score is capped at 14.

All players start at a minimum of three RES.

TACTICS

At the beginning of a turn, a player can choose to attempt a tactic roll. For a tactic roll, the character may choose to roll as many dice as they want against any of the

tactical skills (*Melee Ability, Ranged Ability, or Core Ability*). If they succeed, they gain a *tactic* for each die cast minus one. (e.g. three dice cast against *Melee Ability* will grant two *melee tactics*)

If a character is using a weapon corresponding to a tactic they have, they may choose to use the tactic for *precision*, *damage*, or *lethality*. All tactics must be announced before actually attacking.

For each tactic used in *precision*, the hit roll for the character's attack is lowered by two.

For each tactic used in *damage*, the damage value for the character's attack is raised by three (for melee) or two (for ranged and core).

For each tactic used in *lethality*, the *critical hit threshold* is raised by one.

ATTACKING

In order to attack, a character must first define their target and what tactics they are using. After that point, the character must *roll to hit*.

To *roll to hit*, a player must roll four dice, which is called the *attack roll* or *attack dice*. If the sum of those dice is less than or equal to the character's *vulnerability*, the attack hits. A character's vulnerability is defined as twenty minus their resilience. Remember that each *precision* tactics will lower the sum by two.

Each weapon has a defined *range*. Melee weapons may not attack enemies outside their range. Core and Ranged weapons may, but for each additional

multiple of the range, they add a single dice to the *roll to hit*. Thus, a player with a crossbow of 10ft range who is thirty feet from a target must roll two additional dice.

The damage dealt by a weapon is typically defined by a sum of a constant and a dice roll. If the attack is a hit, the damage is calculated and applied. *Damage* tactics also apply their damage upon a hit.

Weapons will also deal additional damage depending on their relevant statistics. For every four points in the statistic, they deal an additional one point of damage. For melee weapons, it is PHY, for ranged weapons it is DEX, and for Core weapons it is CHA.

CRITICAL HITS

In the off-chance that a character gets absurdly lucky and manages to land a hit of an enemy's weak spot, they gain a critical hit. These critical hits deal maximum damage and impart other effects to the enemy.

In order to land a critical hit, the attack roll must be at most four. Using *lethality* tactics raises this threshold by one each, but the value used to calculate the critical hit is the *raw* value and not the modified value. Thus, *precision* tactics and other roll-altering effects do not apply.

If a critical hit is landed, the enemy takes double maximum damage. This is determined by taking the maximum possible damage (i.e. greatest possible value for weapon damage rolls) and doubling it. In addition, the enemy must make a four-die HEA save. If they fail, an additional effect is

applied for the rest of the battle, determined by rolling 1d20:

1-3	Blinded	Add one attack dice
4-6	Weakened	Lose three attack damage
7-9	Bleeding	Lose two HP per round
10-12	Wounded	-2 RES
13-15	Disarmed	Lose weaponry (if any)
16-19	Winded	Lose third action
20	Obliterated	Partly explodes into chunks, -10 HP

THE THIRD ACTION

Attacking only takes up two-thirds of your turn, in what is called the *action turn*. The other remaining third may be used to complete other actions, known as the *third action*. This is known as a “third-action”, and may be used in a variety of ways. The character may also forfeit their attack turn to gain back the other two-thirds, and gain three third actions per turn.

A third may be used to change position by up to twenty feet. It may be used to drink or throw a potion, or it may be used to perform a non-tactic check of up to two die (flushed checks are not affected by this limit). The Brawler and the Marine may also activate their exhaustion perks using the third.

NON-COMBATIVE ACTIONS

There are also a variety of actions that can take up two-thirds of your turn, allowing a character to spend time doing things other than attack. These *action turns* can be used as follows:

- By any class, to draw a weapon or item from the inventory. Characters

must draw weapons if they do not have them ready when heading into combat.

- By any class that is not The Marine, to reload ranged weapons.
- By any class, to perform a *Medicine* or *Rig* check.
- By The Apothecary, to manufacture a potion or poison
- By The Tinker, to launch their drone, *Enhance* equipment, *Disable* an enemy's equipment, or disable an enemy's artifacts
- By The Caster, to cast a spell or command their Focus

Other actions may be completed under GM approval

MEDICINE

The *Medicine* skill is worth mentioning here, since it allows players to heal others with a skill check. A one-die *Medicine* check will remove any existing status effects. Every die rolled above one will heal two HP (So a 3-die *Medicine* check will restore 4 HP).

POISONS

Since the Apothecary has the ability to apply poisons to weapons and imbue drinks and foods with poisons, it's worth talking about here. If the Apothecary poisons a character, a contested roll of the Apothecary's POW versus the poisoned character's HEA is made. If the poisoned succeeds, the poison only has half effect (rounded up)

LEVELS, EXPERIENCE, & ADVENTURING

Congratulations, you've killed something. While you ponder the value of the life you've just taken in exchange for some measly credits and/or equipment, it's time to think about what it means for your *progression*. Y'know, the thing that's actually valuable to you. Not life. Psycho.

EXPERIENCE

In other games, monsters and characters each have a unique, assigned experience reward that the player receives for killing them. That's convoluted and over complicated for what we need, however. In Komdak, experience is a value that gains a set amount of value from completing certain actions.

Killing is the most common way of gaining experience points. The amount of experience points you gain depends on the classification of the enemy killed. A common enemy (often called a "grunt") is worth a single point of experience. "Commander" enemies who are typically encountered as the leader of a group of enemies is worth three. A "miniboss", usually encountered at the halfway point of an adventure or in unique encounters, is worth seven points. A "boss", usually encountered at the end of an adventure, is worth fifteen points.

Interactions are also a valid way of gaining experience points. Passing a skill

check of any kind outside of combat grants one point of experience per dice cast. "Pointless" checks that have no reason other than to farm experience will not be granted experience boost.

Quest Objectives are the final way of gaining experience points. Optional question objectives grant seven experience per quest completed. Completing a quest grants fifteen experience points.

LEVELS

As a character gains experience continuously, levels are essentially a discrete way of representing a character's experience level. Levels begin at zero experience and increase linearly, with each level requiring fifteen more experience than the one before. So level two requires fifteen experience, level three requires thirty, level four requires forty-five.

Note that this is the amount required in *addition* to what is required before. So a 2nd level player has a minimum of fifteen experience, a 3rd level player has a minimum of forty-five experience (fifteen for 2nd level plus forty-five for 3rd level), etc.

SPENDING EXPERIENCE

Unlike the previous version of Komdak, upon reaching the end of a quest, the player may use any unspent experience points to level up their skills, rather than getting a set amount of points per level.

In order to increase a skill, a player must pay an amount of experience equal to the current level plus one. For example, a player with 6 points in *Melee Ability* must

pay 7 experience points in order to buy the next level. After this, they will need to pay 8 points again in order to rank up to level 8, then 9 points for 9, etc.

The player may also pay an amount of experience equal to one-half of their max HP in order to increase it by two. For example, if they have 14 HP, they must pay 7 points to raise it to 16. Players should note that their HP also passively raises as their level raises, so spending here is less crucial.

THE INVENTORY

CREDITS

Characters also use *credits*, the key currency on Komdak. As much of computation and technology relies on the Core, a banking system is also routed through it. Due to the uncaring and consolidating nature of the Core, credits are always transferred upon death of an individual. In many cases, they are transferred to loved ones or family, however, in the case of the lone adventurer, they are often transferred to the killer as a reward.

Players will often get credit rewards for killing enemies, as well as completing quests. Credits may be exchanged for goods and services at a variety of kiosks or shops.

BUYING, MAINTAINING, REPAIRING EQUIPMENT

As you adventure, you may come across shops or kiosks that sell desirable

equipment. At any time, you may exchange credits to buy additional equipment and expand your arsenal.

ADVANCED GEAR MAINTENANCE

Unlike other pre-crash technology like standard guns and blades, most advanced gear is an antique at this point, having been used for possibly fifty to sixty years. As such, it is often prone to breaking down.

If advanced weaponry is disabled, either by misuse, overuse, or a nefarious tinker, it loses all of its properties over that time and essentially becomes a metal brick.

Similarly, if advanced armor is disabled, it stops providing any relevant benefits, but – importantly – still causes any negative effects or downsides associated with wearing it.

Gear may be maintained by a party tinker or by visiting any shop and paying a fair price for the service. Non-tinker players may also attempt a 3-die *Rig* check to enable their gear.

Advanced gear will automatically disable if used continuously. In the case of weapons, this is *overheating*, and will happen after one magazine's worth of continuous use without at least one round of cooling. Melee weapons cannot overheat.

In the case of armor, this has a chance of happening if the armor is hit at least thrice in consecutive rounds without a round in between. After this point, each hit has a 15% chance of disabling the armor (if one is rolled on 1d6).

Gear disabled in combat will be reboot after three rounds. The timer for

armor rebooting is reset if the player is hit during the rebooting period.

UPGRADING EQUIPMENT

As one would expect, weapons are far from complete once

QUICK START

The following is a brief guide to help create your character and make them your own.

BASICS

Name, Age, Gender, Appearance.

CLASS

The Brawler, The Marine, The Apothecary, The Tinker, The Outlaw, or The Charmer.

STATISTICS

A beginning player gets scores of 14, 13, 12, 11, 10, 10, and 8. You may assign these to whichever of the seven statistics you wish (PHY, INT, DEX, CHA, POW, HEA, WIL). You may also distribute two additional points however you wish (adding two points to one stat, or one to two stats).

It is recommended that players choose statistics allocations that synergize well with their class statistics. If in doubt, POW works well as a jack-of-all trades stat, since it determines Weapon Abilities, HEA works well since it determines your max HP.

The recommended focal statistics for each class are as follows:

The Brawler: PHY, HEA

The Marine: DEX, POW

The Apothecary: INT, POW

The Tinker: INT, POW

The Outlaw: CHA, DEX

The Charmer: POW, CHA

SKILLS

In addition to their Statistics, players are granted 25 “skill points” to invest in their skills, according to the ‘Spending Experience’ section, although these points are entirely separate from skills. Much like statistics, certain skills are more or less desirable for each class, but players can be much more flexible in their spending choices.

The Brawler: *Intimidate, Grapple, Force, Melee Ability*

The Marine: *Intimidate, Force, Ranged Ability*

The Apothecary: *Medicine, Rig, Ranged Ability*

The Tinker: *Rig, Hack, Ranged Ability*

The Outlaw: *Bluff, Act, Sneak, Sleight, Finesse*

The Caster: *Persuade, Core Ability*

Again, you will not be severely handicapping yourself if you do not allocate your skills according to recommendations, and indeed building a well-rounded character involves spending skill points easily. However, given the benefits certain classes gain, it is wise to specialize your skills in order to build a more well-rounded *party* rather than individual.

SPECIES

In addition to your class, statistics, and abilities, it may also benefit you to

choose a species that synergizes well with your class. Below is the list of each species and the benefits and drawbacks associated with each.

HUMAN

+2 WIL, +10 Skill Points, +1 WIL die against your *Persuade* and *Bluff*

MIRNA

+2 CHA, -2 PHY, -1 HEA

ARJUNT

+2 INT, +1 PHY, -3 DEX, -1 RES

ASTANGA

+4 PHY, +2 HEA, -2 INT, -2 DEX, -1 RES

IPLA

+2 DEX, -2 HEA, -1 RES

TRAITS

You may also choose one trait to grant your character, if you wish. Remember that traits will cause both positive and negative effects, meaning it might be best for some to not take traits at all.

WEAPONRY

In addition to your traits, you are also allowed to bring in one weapon with you (The Brawler and The Marine get two) as you start your adventure. You may pick from the lists below. (“*Advanced*” signifies “*technology-based*”)

MELEE WEAPONS

Name	Hands	Damage	R
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Broadsword	2	1d6	7
Longsword	2	1d8	9
Shortsword	1	1d4	6
Quarterstaff	2	1d4	6
Battleaxe	2	1d6	7
Dagger	1	1d4	3

RANGED WEAPONS

Name	Hands	Damage	R
Dagger	1	1d4	10
Crossbow	2	2d4	25
Bow	2	1d8	15
Javelin	1	1d6	10

GUNS

Name	Hnds	Mag	Damage	R
Revolver	1	6	1d6	15
Pistol	1	10	1d4	25
Flintlock Pistol	1	1	3d4	15
Rifle	2	12	1d8	20
Musket	2	1	2d6	15
Bolt-Action Rifle	2	4	2d6	100
Shotgun	2	6	1d12	3
Double-Barrel Shotgun	2	2	2d8	3

ADVANCED MELEE

Name	Hands	Damage	R
Plasma Sword	2	1d12	7
Hotknife	1	1d6	3
Jackhammer	2	1d10	6
Chainsaw	2	1d8	7

ADVANCED RANGED WEAPONS

Name	Hands	Damage	R
Hotknife	1	1d6	10
Laser Bow	2	1d12	25

ADVANCED GUNS

Name	Hnds	Mag	Damage	R
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Plasma Pistol	1	4	1d10	25
Laser Pistol	1	6	1d8	25
Plasma Rifle	2	6	2d6	30
Laser Rifle	2	8	1d8	30
Microwave Shotgun	2	2	3d6	5

CORE WEAPONS

Name	Hands	Damage	R
Radcaster	2	3d4	5
Hydraulic Gauntlet	1	1d6	7
Zapstaff	2	1d8	10
Boomstick*	2	1d10	5
Bombcaster	2	2d6	10
Firefly	1	1d8	15
Chillrod	1	1d8	15

*The Boomstick deals half damage back to the user, unless they pass a 3-die HEA save

ARMOR

Once you have your weaponry selected, you must choose your armor. Armor increases your resilience at the cost of your movement abilities.

STANDARD ARMOR

Name	RES	DEX	PHY	1/3 Distance
None	~	~	~	20
Leather Armor	+1	-1	~	15
Studded Leather Armor	+2	-2	~	10
Steel Armor	+2	-1	-1	10

ADVANCED ARMOR

Name	RES	DEX	PHY	1/3 Distance
None	~	~	~	20
Power Armor	+2	-1	+1	15
Strike Armor	+1	+2	-1	25
Trooper Armor	+2	-2	+2	15