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# KOMDAK : ADVENTURE AWAITS

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## 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 *Hariitus* (HAW-REE-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 Hariitus opened, releasing the creatures that had created it and caused the near-decimation of Komdak.

### **Humans.**

The Hariitus, 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 led 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 led 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:

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## 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 slight 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

## EVASION

Evasion determines how likely you are to dodge a given attack. The higher your evasion, the more likely you are to successfully dodge the attack against you. All players start with 4 Evasion.

## 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:

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## 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.

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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 gains an additional attack dice if the weapon is a melee weapon.

### **POWER**

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

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

### **PERKS**

- The Brawler gains a passive +4 Health, and +1 Evasion.
- 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 gain an additional 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 gains an additional attack dice if the weapon is a ranged weapon or 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 seven, rounded down. This number determines the amount of additional damage dice they gain.

## **PERKS**

- The Marine gains a passive +2 Health and +2 Evasion.
- 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 gain one additional 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 gains an additional dice in

### **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<br>( <i>Thrown</i> )                              | *  |
| Healing Potion       | Heals 1D6 / 2AP<br>( <i>Drunk</i> )                               | *  |
| Light-Toed Elixir    | +2 Evasion<br>1 Minute<br>( <i>Drunk</i> )                        | 10 |
| Fury Elixir          | +1 Damage Dice<br>1 Minute<br>( <i>Drunk</i> )                    | 8  |
| Concentration Elixir | +1 Attack Dice<br>1 Minute<br>( <i>Drunk</i> )                    | 14 |
| Brilliance Elixir    | +3 Intelligence<br>1 Minute<br>( <i>Drunk</i> )                   | 6  |
| Robust Elixir        | +3 Physique<br>1 Minute<br>( <i>Drunk</i> )                       | 6  |
| Power Elixir         | +2 Power<br>30 Seconds<br>( <i>Drunk</i> )                        | 8  |
| Quick Elixir         | +3 Dexterity<br>1 Minute<br>( <i>Drunk</i> )                      | 6  |
| Snake Oil            | +3 Charisma<br>1 Minute<br>( <i>Drunk</i> )                       | 6  |
| Pax Poison           | -1 Damage Dice<br>( <i>Thrown</i> )                               | 4  |
| Clumsy Poison        | -1 Attack Dice<br>( <i>Thrown</i> )                               | 6  |
| Potent Poison        | Damages 1D4 / 6AP<br>per round<br>24 Seconds<br>( <i>Thrown</i> ) | *  |
| Resurrect            | Resurrects 1<br>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 gains an additional 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.

## ***ABILITIES***

| NAME            | EFFECT   | AP |
|-----------------|--|----|
| Maintain        | Maintains one Weapon or Armor  | 1  |
| Repair          | Repairs broken technology  | 3  |
| Improve Armor   | Tech Armor<br>+2 Evasion<br>1 Minute                                 | 4  |
| Improve Weapon  | Tech Weapon<br>+1 Damage Dice  | 6  |
| Burst Fire      | Tech Weapon<br>3x Damage Dice<br>24s Disabled                        | 6  |
| Hack            | +1 Hacking Dice / 4 AP<br>Allows Hacking Checks                      | *  |
| Disable         | Tech Weapon or Tech Armor<br>30s Disabled                            | 6  |
| Overload        | Tech Weapon or Tech Armor<br>Overheats, 1D4 Damage<br>12s Disabled   | 6  |
| Sentry          | Creates Sentry Gun<br>Guaranteed to Hit<br>1 Attack Dice<br>6 Health | 18 |
| Mine            | Creates Landmine<br>4 Attack Dice                                    | 12 |
| Security Camera | Creates Security Camera<br>Remote Monitoring Allowed                 | 10 |
| Secure          | Secures Technology<br>+3 Difficulty / 1 AP                           | *  |
| Modify          | Tech Weaponry<br>Installs Mods<br>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 gains an additional die on all Charisma checks.

### **POWER**

The Outlaw's Ability Points are double 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.

### **ABILITIES**

- The Outlaw can sacrifice one Physique or Dexterity point to gain four additional Ability Points.

| NAME       | EFFECT                   | AP |
|------------|--------------------------|----|
| Sneak      | + 1 Sneak Die / 1 AP     | *  |
| Lockpick   | +1 Lockpick Die / 3 AP   | *  |
| Pickpocket | +1 Pickpocket Die / 2 AP | *  |
| Lie        | +1 Lying Die / 4 AP      | *  |
| Hide       | +1 Hiding Die / 2 AP     | *  |
| Disguise   | +1 Disguise Die / 5 AP   | *  |
| Escape     | +1 Escape Die / 2 AP     | *  |

# 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 gains an additional dice on all Intelligence rolls.

### 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.

## ABILITIES

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

