

# BROKEN WORTH



THE POST-APOLCALYPTIC  
FANTASY ROLE-PLAYING GAME



# BROKEN URTHE



## THE POST-APPOCALYPTIC FANTASY ROLE-PLAYING GAME

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# Chapter I - About the Game

## Introduction

Broken Urthe is an adventure role-playing game where you play a character exploring a once decimated, now reborn, Earth (which is now called “Urthe”) in the 45<sup>th</sup> century. Like other role-playing games, you create a character that you then become in a world of pure post-apocalyptic adventure. The rules here will help you get started on your own set of adventures in this vast world.

These rules use a very simple game play approach. They focus on story and role-playing out problems. In the spirit of classic role-playing games, these rules are meant to allow for faster play with little rules, tables, and charts to keep track of.

As a character, you will go on many adventures in unexplored regions. You will encounter creatures both friendly and hostile. You will discover ancient cities where civilization may be prosperous or lying in ruins. Maybe a buried city will be found, where great adventure and mystery lie within. One may discover great technology from the past and powerful artifacts. Anything is possible.

The one who controls the game and tells the story is the Storyteller. As the Storyteller, you can create your own setting in this shattered world. Although you can create adventures from your favorite stories, you can also go beyond that and create something your own. The possibilities are endless with the simple use of your imagination. So let's get ready to dive right in and enter Urthe...

## Playing a Role-playing Game

Role-playing games are not played like traditional games, such as board and card games. There is no board to play on. There are no cards to deal. There is simply some dice, paper and pencils. In order to play, you will need at least two people. One must be the Storyteller and their responsibility is to know all of the rules and tell the story that the players are involved in. They are the final judge in the game. The others are the actors in the story that unfolds.

There is no winning in a role-playing game, as with traditional games. Players will take their characters on many adventures throughout the land. Some adventures may cause their deaths. Others may be a crushing defeat, but the players live another day. The most desired result is that the players complete their current goal and celebrate before their next adventure. In the end, winning is defined by the players.



The adventure possibilities are endless. Players may be on the hunt for a criminal. Maybe ancient robots are terrorizing a nearby settlement...and must be dealt with. You could be a group of artifact hunters. Whatever the reason, all in the world may one day know your name.

## The Roll of the Dice

There are six different types of dice used when playing. There are dice with four sides (d4), six sides (d6), eight sides (d8), ten sides (d10), twelve sides (d12) and twenty sides (d20). These dice can be found at most game, hobby, or book stores.



These rules will reference dice by the abbreviation (1d4 for example). If the rules describe rolling a 2d8, that means you will have to roll two eight sided dice and add the result together. If the rules describe rolling a 3d6+2, this means you will roll three six sided dice, add them together, and then add two to that result. The only variation to this rule is when percentile dice must be rolled. Percentile dice are used when you need to acquire a percentage number (between 1 and 100). To achieve this, roll two ten sided dice. One number will be the 10's and the other will be the 1's. If (for example) you were to roll an 8 (for the 10's) and a 7 (for the 1's), you would have rolled an 87. If both dice roll to zero, then you rolled a 100. If you had to roll a ten sided die, and you rolled a zero, that translates to a ten.

# Chapter 2 - Character Creation

## The Basics

Before you begin you will need a set of dice, pencil, and a blank sheet of paper. Instead of a blank sheet of paper you may use the character sheet included with Broken Urthe. You will roll 3d6, add them together, and writing that number down. Repeat this four more times until you have five values. Assign these to the abilities you want, depending on the skills you will be choosing. Next, choose a species and some skills that you will like to have. Record your character's stamina score and your defense values. Buy some equipment and you are ready for your first adventure.

## Abilities

Each character will have five different abilities. These define the core characteristics of the individual. Table 1 shows the bonuses you get for having certain ability scores. Record this information on your character sheet. Abilities also help with some skills, which will be discussed later.

During the game, a character may need to make an "ability test". These tests are determined by rolling 1d20 equal, or lower, than the particular ability being tested. If a roll is higher, the test fails. Storytellers may add or subtract from this roll depending on the difficulty of the situation.

*EXAMPLE: Borgul needs to move a heavy piece of equipment to block a door. The Storyteller may have Borgul make a strength test to see if they are successful in moving the equipment.*

### Strength [STR]

Strength determines how strong a character is and their ability to hit enemies with melee weapons. This ability also determines any extra damage done by melee weapons. If you need to physical move something, strength is important.



## **Reflex [REF]**

Reflex determines how fast a character can move. It shows how well one can aim weapons and whether they can gain the initiative. Reflex also may help a character avoid being hit from weapons.



## **Endurance [END]**

Endurance is the physical condition of the character. A character, with a higher endurance, may also receive a bonus to their stamina. This also improves a character's toxin and shock defenses.

## **Intellect [INT]**

Intellect determines how intelligent a character is. The more intelligent a character is, the more languages they can learn. Characters learn languages from being exposed to other alien species. They will need to spend time actively learning their language. They may also come into possession of learning material that they can also acquire a language from in a few weeks. The number of languages a character may learn is equal to this score. Each character will know galactic chat (a universal language understood by most species) and the language of their species. These both count as two of the total languages. One may get extra skill points when they achieve a level if they have a higher intellect.



## **Personality [PER]**

Personality is a character's personal charm. Your ability to persuade others is directly affected by your personality. Trying to get some information will rely heavily on this particular ability. Even interrogation will rely on personality tests to determine if you are told a truth or a lie.

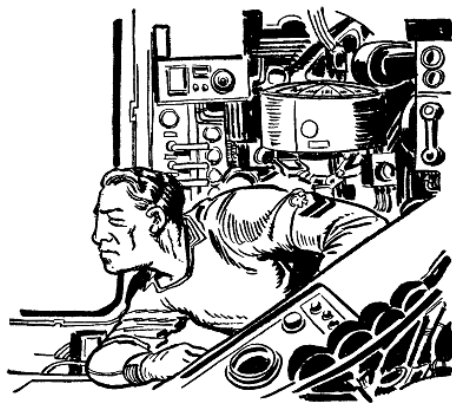


**TABLE 1: ABILITY BONUSES**

<b>Ability Modifiers</b>	<b>3</b>	<b>4-5</b>	<b>6-8</b>	<b>9-12</b>	<b>13-15</b>	<b>16-17</b>	<b>18</b>	<b>19</b>
STR Melee/Martial Hit & Damage	-3	-2	-1	0	+1	+2	+3	+3
REF Protection & Ranged Hit	-3	-2	-1	0	+1	+2	+3	+4
REF Initiative Modifier	-2	-1	-1	0	+1	+2	+3	+3
END Stamina Modifier Per Level	-3	-2	-1	0	+1	+2	+3	+4
END Toxin & Shock Modifier	-2	-1	0	0	0	+1	+2	+3
INT Skill Modifier Per Level	-3	-1	0	0	+3	+5	+7	+9

## Stamina

Stamina measures how much a character can take before being knocked out or killed. It is not just simply the health of the character, but the acquired skills of survival over time. The ability to avoid dangers from experience is all lumped in the stamina value. Characters cannot go below zero stamina. If they reach zero stamina they are dead unless they make an ability test against their endurance. If they are successful, they are simply knocked out. If they fail, then they are dead. If characters are knocked out, then they must do another endurance test each round until they are brought back above zero stamina (usually by someone healing them) or they die. Refer to Table 2 to see how much Stamina one has per level.



# Protection

Protection is the measure of a character's ability to avoid being hit, or taking damage, by weapons. A higher reflex ability may improve this score. Wearing armor is an example of how to have a better protection score. Unprotected characters (or characters simply wearing common clothing) have a protection score of zero (not including the reflex modifier).

# Adventure Points

As you go on various missions, you will gain adventure points. Characters acquire adventure points so they may then increase in levels. Levels are important because they will increase skills, defenses, and stamina over time. Adventure points are gained from finding xormite, successfully dealing with creatures, and from acquiring xormite from the sale of goods and artifacts.

# Levels

Levels are a numeric representation of a wasteland explorer's increased experience over time. All characters begin their journey at level 1 with no adventure points. Characters save all of their adventure points as they earn them. Table 2 shows how many adventure points a character needs to achieve a particular level along with the increases in stamina and defenses. *EXAMPLE: Borgul has already accumulated 690 adventure points so far. After completing a dangerous mission, he finds that he was rewarded 500 adventure points. This brings his total adventure points to 1,190. This is just 10 adventure points from attaining level 4. After the next mission, he receives 300 adventure points. This brings his total adventure points to 1,490. He now has enough to declare himself level 4.*



# Defenses

Each character will have five different defenses. When one needs to do a “defense test”, they must roll 1d20 equal or under their score to succeed at the test. Unlike abilities, defenses are all pretty low when the adventure begins, but getting better as one journeys through Urthe.

*EXAMPLE: Borgul encounters a creature that is able to read his thoughts. Borgul knows the secret location of an abandoned military outpost and does not want this creature to learn where it is. To avoid having his mind read Borgul needs to perform a mind test. His mind defense is 7 but he rolled a 13. The creature successfully discovered where this ancient outpost lies.*

## Energy

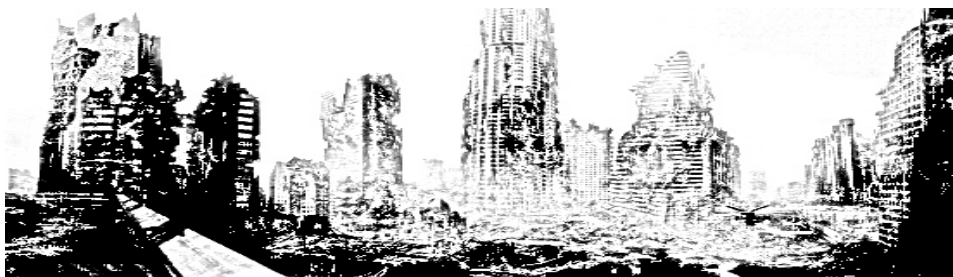
Energy defense is a character’s ability to handle a sudden bolt of energy. Electricity, fire, and explosions are examples of these types of dangers. Usually this defense test only minimizes damages from such things, and does not really avoid it.

## Mind

Mind defense is the mental strength of the character. Some species may be telepathic, where this defense may help you resist such things. There also may be situations where one is attempting mind control, where this may help. This isn’t just to avoid the negative, but could also be tested when trying to send a thought to a telepathic creature.

## Radiation

Radiation defense determines a characters reaction to any form of harmful radiation. Getting caught in a contaminated laboratory may require this test. Sometimes an entire region of Urthe may be heavily contaminated with radiation.



**Shock**

Shock defense is the determination of the body to handle a sudden physical or emotional shock. Shock failures do not cause damage to the individual, but may cause them to fall unconscious or become paralyzed. Emotional shock failures deal with one’s fear when in a frightful situation. Seeing a rolling boulder coming at you might require this test to see if you can overcome the fear and jump out of the way.

**Toxins**

Toxin defense determines how a character handles the effects of poisons, gases, or even illnesses. A creature spraying you with venom would require this test.

**TABLE 2: LEVEL ADVANCEMENT**

Level	Adventure	Stamina	Hit	Energy	Mind	Radiation	Shock	Toxins
1	0	10	10	5	3	4	5	4
2	200	20	10	6	4	5	6	5
3	600	30	9	6	5	5	7	6
4	1,200	40	9	7	6	6	8	7
5	2,000	50	8	7	7	6	8	8
6	3,000	60	8	8	8	6	9	9
7	4,200	70	7	8	9	7	9	9
8	5,600	80	7	9	10	7	10	10
9	7,200	90	6	9	10	7	10	10
10	9,000	100	6	9	10	8	11	11
11	11,000	110	5	10	11	8	11	11
12	13,200	120	5	10	11	8	12	12
13	15,600	130	4	10	11	9	12	12
14	18,200	140	4	11	12	9	13	13
15	21,000	150	3	11	12	9	13	13
16	24,000	160	3	11	12	10	14	13
17	27,200	170	2	12	13	10	14	14
18	30,600	180	2	12	13	11	15	14
19	34,200	190	1	12	13	11	15	14
20	38,000	200	1	13	14	12	16	15

# Species

There are many new intelligent species that roam Urthe. Humans are still the most common of intelligent species, but they are not the only ones. Humans are the baseline of all the intelligent species. They do not have any advantages and disadvantages.

## Human

Humans are an ancient race of Urthe. They are roughly 6 feet tall with skin covering their bodies. Their skin varies in colors from light to dark. They have hair on their heads and faces that vary in many colors. Females are often shorter than males and they do not grow hair on their faces. Their eyes vary from green, blue, or brown in color. They are omnivores by nature and often prefer to cook their food. They are an average race that has no highly defined characteristics.

## Others

There are many other types of species one may play in Broken Urthe. Due to the amount of options available, they are not contained in this rule book. For more options, get yourself a copy of the [Broken Urthe – World Guide](#). There you will find many different choices from humanoid insects and bipedal animals. You can even create a totally unique mutant character of your own.

# Skills

There are four different skill categories with four skills in each category. Characters are limited to learning a maximum of four skills. The categories are a guide to tailor the type of character you want to create. You may want to create a tech head or a pure scientist. Maybe you want a tough soldier. In the end you can mix and match any of the skills to tailor the character you want to play. Once these skills are chosen, they remain with the character for the rest of their lives. Any character may use any of these skills. They all require a percentile roll where a roll equal or lower than the needed value is a success. The exception to this rule is three of the military skills (ranged, martial, and melee). Those three skills simply provide bonuses to some forms of combat.

As previously stated, you don't need a skill to make any type of attempt. Each skill has an ability indicated in brackets. This is the ability being tested with the skill. Let's go over an example where a character has skill in Astronomy. *EXAMPLE: Zordun is looking at an old map to try and determine whether a desert is safe to travel. He has a geography skill of 10 and an intellect of 14. He would need to roll equal, or under, 24 to successfully determine this correctly.* Now let's go over an example where a character has no skill in geography. *EXAMPLE: Brug is looking at the map to try and determine whether a desert to safe to travel. He would have a better chance at determining this if he had the geography skill, but he doesn't. If he can roll equal, or under, his intellect...then he will successfully determine this.*

Characters begin their adventure with 20 skill points they must spend on four different skills. When characters achieve a level, they are awarded an additional 10 skill points that they must spend on their skills. This may be higher or lower depending on the character's intellect. If a character has all four skills from a single category, they are awarded an additional 5 skill points. Having all four skills from a single category represents the character's commitment to a particular career path, hence the bonus skill points.

## Academic Skills

[INT] **Geography** is the study of the land, the features of the land, and any type of phenomena that occurs with the land. Geographers are able to navigate areas easier, determine a regions condition, and even determine the potential effects of any irradiated areas. Computers are often used for this skill.

[INT] **Medicine** allows one to heal the wounded and cure the sick. They are able to sometimes revive people after they have died. They can create antidotes for poisons and make medicines from some newly discovered plant life. A successful adventure may hinge on the group's medic. Items that can be used for this skill are medshots, medwraps, and toxshots. Without any useful items, this skill can at least heal one's stamina by 1d6 points for every hour of care. A good medic (with at least 50 medicine skill) can perform surgery with the use of a laboratory bag. This can come in handy when a parasite needs to be removed, for example.

[INT] **Science** is a mixture of the general areas of chemistry and biology. Scientists are able to determine what newly discovered items are capable of. They may also determine the monetary value of such items. They can also analyze liquids to determine what it composes of. They can also examine plants or animals and determine if such things may be poisonous or even how an animal might behave. They



can also tell if a water source may be safe to drink. Items that can be used for this skill are computers, hot discs, and laboratory bags.

[INT] **Sociology** is the study of different cultures and how they interact with each other. Those skilled in this can communicate better with other species...allowing one to decipher languages spoken by others. They can also decipher odd “written” languages. Those skilled in Sociology would be the group’s linguist. Those that successfully communicate with other intelligent species may add that to the list of their known languages if they are able to learn more. They also have a good understanding about other society’s laws, rituals, and taboos. They can recognize religious symbols and have a better understanding of how others worship. They can behave in a way that does not offend another group of people, potentially opening the door for trading and bartering goods.

## **Spying Skills**

[REF] **Pilfering** is the talent of thieves and pick-pockets. Sneaking up behind someone and taking their gun from their holster is another use for this skill. Stealing a key card from someone’s back pocket would require Pilfering. One can only pilfer in light armor.

[INT] **Security** allows one to bypass locks of a mechanical and computerized design. If a computer has a password, security allows one to break the code. Computers and multi-tools are often needed for this skill.

[REF] **Sneaking** allows one to not only travel quietly, but also leave no trace that they were in the area. Hiding in foliage or shadows is also something that can be done with sneaking. One can only sneak if they are wearing light armor.

[INT] **Tracking** helps one to look at the environment and determine where something traveled. Tracking only works if the target was recently in the area being investigated. Trackers can get into the mindset of the one they are tracking. This also allows trackers to determine where a vehicle may have gone by looking over tire tracks or ground indentations from hover devices. One may also investigate an area to see if anything may have traveled through, meaning they don't have to have fore knowledge of such.



## Technical Skills

[INT] **Computers** are used by one civilization or another. Those with this skill can program a computer to do a specific thing. They can also probably find information from the computer much easier than the average user. Those who need to fix a computer often seek out one with this skill. Computers and multi-tools are used for this skill.

[INT] **Mechanics** is the ability to fix a piece of machinery like an engine, rocket, or other machinery. This does not include robots as they are engineered quite differently. Fixing a spaceship is the most obvious use of this skill. Fiberux tape, glue, multi-tools, plasma torches, and tool



bags are often used with this skill. Mechanics can only repair a non-robotic machine 1d6 points every hour. This can be enhanced by using certain tools. *EXAMPLE: A mechanic is trying to repair damage to a hover car. He can repair 1d6 hull points every hour or he can use a multi-tool to repair 3d6 hull points in an hour.*



[REF] **Piloting** allows one to give a vehicle that extra control the average operator cannot. Avoiding obstacles, chasing another vehicle without losing them, or racing is dependent on one's piloting. When one pilots a vehicle, they may have to make piloting tests to see if they jump a canyon or avoid a tree. There is another aspect of piloting and that is combat piloting. Combat piloting does not require piloting tests, but simply gives your vehicle a "piloting dodge" score. This is similar to a character's protection score and is explained later in Chapter 4.

[INT] **Robotics** is the engineering skill to build, maintain, and program any kind of robot. It could be a simple factory robot to a large battle robot. Those with robotics can also quickly determine how to disable robots. Multi-tools and tool bags are often used with this skill. Technicians can only repair a robot 1d6 condition points every hour. This can be enhanced by using certain tools. *EXAMPLE: A technician is trying to repair a damaged robot. He can repair 1d6 condition points every hour or he can use a multi-tool to repair 3d6 condition points in an hour.*

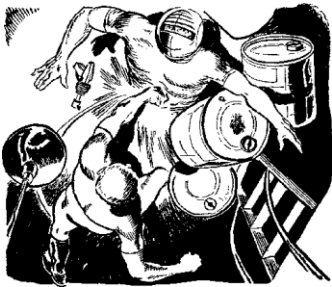
## Military Skills

[INT] **Explosives** are the art of arming, and disarming, bombs. Setting up a proper timer for bombs relies on this skill. If one needs the proper amount of explosives to do a precise job, this skill will help one determine that. To determine if a remote detonator will function properly is also an example of using this skill. Damages can potentially increase due to a character's skill level. Table 3 shows how much extra damage explosives will do when implemented by this character. Although it does not help one throw a grenade better, it does increase the damage caused from it if thrown by this character.



[NON] **Martial** arts are the ability to perform hand to hand combat in a more graceful and effective manner. Unlike the other skills, this skill only adds bonuses to combat using bare hands and does not make use of the percentile dice. Table 3 has the combat bonuses one has when they practice this skill. There are potential bonuses to hit and damage, but also a potential increase in the amount of attacks one may perform per combat round.

[NON] **Melee** is the proficiency with weapons like clubs, swords, and knives. If a melee weapon is broken, this skill may allow one to fix the weapon. Unlike the other skills, this skill only adds bonuses to combat using melee weapons and does not make use of the percentile dice. Table 3 has the combat bonuses one has when they practice this skill. There are potential bonuses to hit and damage, but also a potential increase in the amount of attacks one may perform per combat round.



[NON] **Ranged** allows one to better use weapons like bows, pistols, and rifles. This skill also allows one to fire a vehicle’s weapons with better accuracy. If a ranged weapon is broken, this skill may allow one to fix the weapon. Unlike the other skills, this skill only adds bonuses to combat using ranged weapons and does not make use of the percentile dice. Table 3 has the combat bonuses one has when they practice this skill. There are potential bonuses to hit and damage, but also a potential increase in the amount of attacks one may perform per combat round.

**TABLE 3: SKILLED COMBAT BONUSES**

	Ranged / Martial / Melee / Piloting			Explosives	Piloting
Skill	To Hit	Damage	Attacks	Damage	Dodge
5	+1	-	1	+1	1
10	+1	+1	1	+2	2
15	+1	+1	2	+3	3
20	+2	+2	2	+4	4
25	+2	+2	2	+5	5
30	+2	+2	3	+6	6
35	+3	+3	3	+7	7
40	+3	+3	3	+8	8
45	+3	+3	4	+9	9
50	+4	+4	4	+10	10
55	+4	+4	4	+11	11
60	+4	+4	5	+12	12
65	+5	+5	5	+13	13
70	+5	+5	5	+14	14
75	+5	+5	6	+15	15
80	+6	+6	6	+16	16
85	+6	+6	6	+17	17
90	+6	+6	7	+18	18
95	+7	+7	7	+19	19
100	+8	+9	8	+20	20

# Chapter 3 - Equipment

## Money

As Earth was long forgotten, the world's currency grew more and more worthless. Paper and coins have very little value in the 45<sup>th</sup> century. The most common way of trade is bartering, but many often use a new element called xormite (pronounces Zor-mite). Xormite is a rare element that is mined in the mountains of irradiated areas. It is processed into solid 1 inch discs about  $\frac{1}{4}$  of an inch thick. Some xormite will also be stamped with the group that mined it, or maybe even the city it was processed at. What makes xormite valuable is that it is the best known fuel source. It produces no pollution and powers everything from laser guns, generators, vehicles, power grids, and portable electronic devices. Most devices built now have simple slots that you can put xormite into. A laser pistol has a slot in the handle where you would put a piece of xormite into, for example. Xormite slowly vaporizes as it is being used for a power source. Xormite is hard to counterfeit because it feels slightly warm to the touch. Characters begin their adventure with 200 xormite. They can use this to buy equipment before setting off into the world.

## Weapons

Before heading into the unknown, it is best to bring along a weapon. Although some inhabitants may be friendly, chances are most of them will probably attack you on site. Table 4 has a listing of weapons in the game. Lasers and plasma weapons require 1 xormite per day to be used as a weapon for that day.

The primitive weapons are for sale to the beginning adventurer, but are also used as a reference for those items found that are similar. An example would be if a character picked up a huge pipe to defend themselves. The Storyteller can then use the club as a reference to what this pipe can do in combat.

**TABLE 4: WEAPONS**

<b>Weapon</b>	<b>Value</b>	<b>Damage</b>	<b>Skill</b>
Detonix	345	1d10x4	Explosives
Flamethrower*	240	1d20+5	Ranged
Grenade	80	3d6	Explosives
Grenade, Plasma	100	3d8	Explosives
Grenade, Smoke	58	-	-
Grenade, Stun	62	-	-
Laser Pistol	32	2d6	Ranged
Laser Rifle*	45	2d8	Ranged
Missile Launcher*	480	1d20+10	Ranged
Missile (1)	100	-	-
Plasma Broadsword*	25	1d10	Melee
Plasma Knife†	12	1d6	Melee
Plasma Pistol	56	2d8	Ranged
Plasma Rifle*	67	2d10	Ranged
Plasma Sword	18	1d8	Melee

<b>Weapon, Primitive</b>	<b>Value</b>	<b>Damage</b>	<b>Skill</b>
Axe	10	1d6	Melee
Battle Axe*	15	1d8	Melee
Bow*	9	1d6	Ranged
Arrows (10)	6	-	-
Broadsword*	15	1d8	Melee
Club	3	1d4	Melee
Gunpowder Pistol	20	1d10	Ranged
Gunpowder Rifle*	30	1d12	Ranged
Shot & Powder (10)	8	-	-
Knife†	3	1d4	Melee
Sling	4	1d4	Ranged
Bullets (10)	2	-	-
Spear*†	8	1d6	Melee
Staff*	8	1d6	Melee
Sword	10	1d6	Melee
Fists	-	1d3	Martial

\* These are two-handed weapons.

† These weapons can also be thrown.

**Detonix** – is an explosive compound that comes with an electronic device that can work as either a timer or remote detonator. Adding more detonix will increase the damage done by the bomb. Although used mostly for mining, it has other unconventional uses.

**Flamethrower** – has a small tank attached that will liquefy xormite so it can then be fired in a spout of flame. Each shot requires one xormite.

**Grenades** – are thrown devices where one simply pulls a pin and tosses it at their target. Grenades affect a 30' x 30' area with varying effects. Normal and plasma grenades do damage to all in that area of effect. Smoke grenades will provide concealment and distraction. Stun grenades will require all in the radius to make a defense test for shock. If they fail, they will be stunned for 1d4 rounds.

**Lasers** – are the most commonly carried weapon in Urthe. They fire an intense beam of light that burns through many different materials.

**Missile Launchers** – fire a missile up to 1,000 feet away. They are often used to bring large aircraft down or destroy a vehicle. They have a targeting system that allows the user to fire the launcher these great distances, as though they were simply firing a normal laser for example.

**Plasma** – weapons are ones that use powerful green-colored plasma as its form of damage. The pistols and rifles are like lasers but cause much more damage. Plasma melee weapons are merely handles with a button on the hilt. Once pressed, it will ignite plasma out the end to the proper length. They cut much more efficiently than their standard counterparts.

## Armor

Protective gear is often worn when exploring unfamiliar locations. The fear of lurking danger is often in the minds of many explorers. Table 5 has a listing of armor one may purchase. Like the weapons, the primitive armor is listed for not only purchase, but also as a reference to similar items (like riot gear, for example). Some armor can allow one to survive in irradiated areas. These are generalized items and can be described in a custom way such as colors and emblems the player chooses.

**TABLE 5: ARMOR**

Armor	Value	Protection	Weight
Battle Armor*	400	+10	Heavy
Battle Armor, Heavy*	800	+15	Heavy
Combat Fatigues	30	+3	Light
Fiberux Padded Suit	100	+6	Medium
Fiberux Plate Suit	120	+8	Medium
Leather Coat	45	+4	Light
Radiation Suit*	50	+2	Light
Scout Armor	65	+5	Light

Armor, Primitive	Value	Protection	Weight
Chain Armor	85	+6	Medium
Leather Armor	45	+4	Light
Plate Armor	120	+8	Heavy
Clothing	0	0	Light

\* These can be used to travel irradiated areas safely

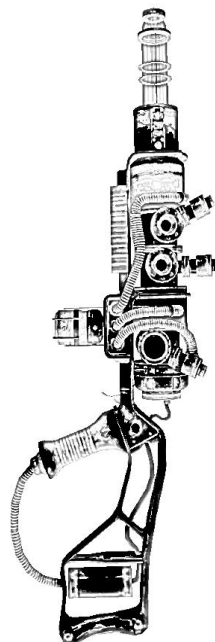
**Battle Armors** – is a suit of thick metal armor use by soldiers and guards. It comes in a heavier type, but is more expensive. When one wears this type of armor, they have the look of a large robot as power is needed to move the arms and legs around. Without power (1 xormite per day), this suit would not allow the wearer to move.

**Combat Fatigues** – are similar to the camouflage uniforms we see today. They may have different patterns dependent on the terrain commonly traveled. They are made from a heavy fabric (known as fiberux).

**Fiberux Suits** – the plated suit is made of sections of fiberux and metal plates that protect the wearer from many types of injuries. The padded suit is made of fiberux and a lighter, padded material.

**Leather Coat** – is either a normal leather jacket or a long leather trench coat. In this century, this type of leather is lighter and more durable than leather from the past.

**Radiation Suit** – are commonly worn by soldiers of an ancient war. They are one piece outfits that are climbed into and zipped up. They usually have a patch of some type of emblem on the chest or back.



**Scout Armor** – looks almost identical to combat fatigues but are made of a thicker weave of fiberux that is more protective to the wearer.

**Clothing** – has no protection and does not need to be paid for, but does need to be purchased. This simply means a character can only get new clothes if they visit a store that has clothing. If a character wants to get a lab coat for their character, they can have it. Maybe they want to wear jeans and a sweater. It is up to them but they should try to stay within the realms of the setting and time period and the Storyteller will be the final authority on the clothing style.

## Gear

There are many handy items one may want to have with them when traveling the world of Urthe. Table 6 has many different items and gadgets you may find useful.

**TABLE 6: GEAR**

Item	Value	Description
Air Mask	45	This mask fits around the mouth and requires an air tank for a day of oxygen.
Air Tank	5	This small tank is required for producing oxygen in some masks and armor. It provides a full day of air.
Anti-Grav Cart	1,000	This cart can carry about two humanoids. It hovers about 3 feet off the ground and requires 10 xormite per day to function.
Backpack	20	This backpack is made from fiberux and can hold many items.
Binoculars	125	These allow you to see up to 5x the distance than normal vision.
Camera	300	These small devices can be used to transmit video to a computer or take simple pictures.
Collapsible Pot	8	This 10" disc can be extended like an accordion to have a 6" deep metal pot. This pot can be used for many things but is often used for cooking.
Communicator	30	These handheld devices allow one to communicate with others about 1 mile away.
Compass	20	These small devices will point toward Urthe's magnetic pole. It can also be calibrated to point toward a single pre-programmed location.
Computer	800	These handheld computers can do many things from watching video, downloading files, mapping the area, keep notes, or hack other systems. Computers are also needed to program a robot.

<b>Item</b>	<b>Value</b>	<b>Description</b>
Crowbar	3	This is a standard metal crowbar.
Darklight Goggles	360	These goggles allow one to see in complete darkness up to 60' away. They require 1 xormite per day to function.
Decon Spray	46	This small can of spray can decontaminate a humanoid (or a pile of items the size as a humanoid) that suffered from radiation exposure.
Fiberux Tape (100')	2	This is a roll of very adhesive tape. It is made from fiberux so it requires a strength test to break. There is a +1 penalty to the die roll per thickness of the tape, if wrapped around. This can also be used by mechanics to repair 2d6 points per hour.
Fire Extinguisher	25	This small can of spray can put out a fire consuming a 10' area.
Flare	5	This is a simple metal rod filled with plasma that will fire high in the air. It is discarded after use.
Folding Shovel	10	A small metal shovel that folds up to fit in a backpack.
Food Pack (10 days)	30	Preserved food of various types.
Gas Mask	35	This mask fits around the mouth and will filter out impurities in the air.
Generator	500	This device is an 8" cubed device that will convert xormite into simple electricity. It requires 10 xormite per day of use.
Glue	18	This bottle of glue is made from juices of an amber spider. It is quite strong, dries in seconds, and can even hold metal together. Usually, only a plasma torch can cut through this substance after it dries. This can also be used by mechanics to repair 1d8 points per hour.
Grappling Hook	8	A metal hook that can be tied to a rope. Useful for climbing cliffs and walls.
Handcuffs	6	Simple metal restraints that have a key code to unlock.
Hololamp	125	This small lamp fits in the palm of a hand. It can be used to generate a realistic 3D image of anything captured from a camera. It requires 1 xormite to run for 15 minutes.
Hot Disc	130	This disc rests on a small metal box and is mainly used for cooking and warming a campsite. If you put 1 xormite into the box, the disc will heat up for 1 hour. It has a dial on the box to control the temperature.



Item	Value	Description
Jet Pack	650	This device is worn on the back and can allow one to fly up to 400 feet above the ground. It requires 1 xormite for every 15 minutes of flight.
Laboratory Bag	34	This bag has various scientific tools (test tube, flask, microscope, tweezers, scalpel, beaker, funnel, syringe, rubber hose, and spoon).
Lamp	25	This is a small light used to illuminate a 60' area. It requires 1 xormite per day to function.
Light Rod	10	This is a handheld rod that illuminates a 30' area. It requires 1 xormite per day to function.
Lock Box	58	This metal box is 1'x1'x2' container that has a electronic lock with a keypad. It requires the owner to set the 5-digit code.
Magnetic Gloves	60	These gloves can have the magnetism turned on or off. They are often used for climbing metal structures.
MedShot	12	These syringes are used by medical professionals to heal damage to others. Requires a successful medicine skill test to heal 3d6 stamina. Otherwise, it will only heal 1d6 Stamina.
MedWrap	24	These bandages are used by medical professionals to heal damage to others. Requires a successful medicine skill test to heal 3d6x2 stamina.
Metal Detector	260	Often used for xormite hunting, these devices can be set to detect different types of metals.
Motion Sensor	90	These small sensors can detect movement and either emit an alarm sound or transmit the alarm to a computer.
Multi-Tool	12	This small pocket tool has many different functions. They have devices like scissors, a knife, wire cutters, wire strippers, and bottle opener. This can also be used for mechanics, robotics, and computers to repair 3d6 points per hour.
Net	24	This 10'x10' net is made from a thick, fiberux weave that requires a strength test (with a +10 penalty to the die roll) to break free.
Plasma Torch	80	This torch can cut through, or seal, almost any metal with its extremely hot flame. It requires 1 xormite per cutting/sealing job. This can also be used by mechanics to repair 4d6 points per hour.
Raft	70	This inflatable raft has a red button that will inflate or deflate the fiberux raft. It can be folded quite tightly for easy storage.

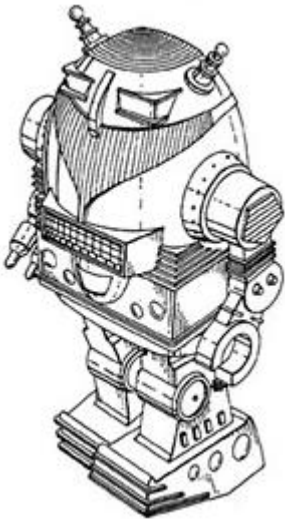
Item	Value	Description
Rope (100')	4	This rope is about ½ inch thick and made of fiberux. It can hold at least 3 humanoids at a time.
Sleeping Bag	9	This inflatable sleeping bag has a red button that will inflate or deflate the fiberux sleeping bag. It can be folded quite tightly for easy storage.
Spray Paint	3	This is a can of spray paint which the color is chosen by the character purchasing it.
Swaging Kit	100	This device is a 6" cylinder about 3" wide. It has a hollowed out center where you can place a shell, lead, and powder. You would then push both ends toward each other to make a bullet. The top of the device has a cap that one can put some metal in where it can be programmed to make either a projectile or jacket for the bullet. This kit can make about 30 bullets in an hour. It requires a one xormite a day to run the forging mechanism.
Tent	34	This folded, one person, tent has a button on the top. When pressed, electrical current rushes through the fiberux making it form a solid shape. Pressing the button will collapse the tent where it can then be refolded.
Tool Bag	34	This bag has various tools (hammer, screwdriver, saw, clamp, drill, file, and wrench). This can also be used for mechanics and robotics to repair 5d6 points per hour.
ToxShot	15	These syringes are used by medical professionals to cure one of illness or poison. Requires a successful medicine skill test.
Water Pack (10 days)	30	A plastic pouch of purified water.
Water Purifier	570	This 6" long cylinder is used to pour water from the 2" top and purified water comes out the bottom. It is powered by 1 xormite per gallon of water purified.
Xormite Liquefier	680	This device is the size of a backpack and has straps to be carried as such. It will convert solid Xormite into a liquid substance that can act as a petroleum fuel substitute. It requires about 10 xormite to make a gallon of liquid and a xormite a day to power the device.
Xormite Grinder	340	This hand powered device is the size of an ancient soda can. It can grind up 5 xormite to create a substance similar to the gun powder the ancients once used. The ground up xormite must be mixed with equal parts sand to keep the resulting explosion to the levels of gunpowder. The sand, mixed with the ground up 5 xormite, can create about half a pound of explosive powder.

# Robots

Robots are handy servants to those with a limited group. They can fill the void that is left from the missing expertise of your band of adventurers. They are designed to accompany explorers so they are usually built with two legs, two arms and about 5 feet tall. They have a head for a voice unit and visual sensors. When robots are purchased, they have no programming at all. Programs must be bought and installed. Robots may hold up to 4 different programs at a time. Upgrades may then be purchased to further extend the functionality of the robot. There are a total of 16 different software packages that correspond to the skills. Characters can customize their robots any way they want. They must purchase the Basic Robot and then they can buy Software to install in the robot depending on how they want the robot to function. Table 7 lists the robot and software one may purchase.

TABLE 7: ROBOTS

Item	Value	Skill Level
Basic Robot	500	-
Software I	100	10
Software II	200	20
Software III	300	30
Software IV	500	40
Software V	800	50
Software VI	1,300	60
Software VII	2,100	70
Software VIII	3,400	80
Software IX	5,500	90
Software X	8,900	100
Installation Service	200	-



A character may want a robot that has some medicine skill, along with some security skill. They would then need to install both of those software packages into the robot. One must have a computer attached to the robot to install software. The one installing the software needs to make a test against their computer or robotics skill to succeed. One may also pay the installation service and have a trained technician do it for them. Each software level must be purchased and installed. One cannot

skip a software level, meaning you cannot install a Software IV until you have installed I, II, and III.

*EXAMPLE: A character wants a new robot to perform as a medic for the group. They want to be successful 50% of the time so they need a Software V installed. The total cost for the robot would be 2,400 xormite.*

Basic Robot	500
Software I	+ 100
Software II	+ 200
Software III	+ 300
Software IV	+ 500
Software V	+ 800
<b>Total</b>	<b>2,400</b>

If a robot already has 4 unique software packages installed, one can be totally removed and have a fresh one installed. The removed program must be reinstalled from scratch if the robot was ever to get that skill back again.

*EXAMPLE: A character removes the Science VI software from their robot to install a Medicine I software. If they ever want to reinstall a Science software package, they must start with Science I all over again.*

Robots follow the commands of the owner. It is recommended to only allow 1 robot per character. They can be a valuable asset to a smaller group where soldiers lack a medic, for example.

There are rules specific to robots. They share adventure points with the rest of the group, but they do not keep them (as they do not gain levels like characters do). To function, robots require 10 xormite for fuel per day they are running. They are immune to shock, toxin, and mind affects. Robots have “stamina” like living organisms, but it is referred to as “condition”. A robot’s level is equal to their highest installed level of software. This means if a robot has Software VII installed, they are equal to a level 7 character in terms of stamina (or in their case, condition) and defenses in radiation and energy. The character purchasing the robot must spend 48 points on strength, reflex, endurance, and intellect. They have no personality. Any ability cannot be above 18 or below 3. They can also learn languages just like characters do. Their intellect is a measure of storage space of how many languages they can store.

# Vehicles

Vehicles consist of anything driven like jeeps, hover cars, tanks, trucks, and motorcycles. Characters generally don't begin their journey with any vehicle, so they get to places by other means. They may hop on a cargo truck heading their way or they may be brought to an area by the one who hired them. This is just a small listing of the possible vehicles (Table 8) that could exist on Urthe and the Storyteller should feel free to create new vehicles.



TABLE 8: VEHICLES

Vehicle	Value	Fuel	Size	Crew	Cargo	Hull	Pilot	Move
Motorcycle	2,500	10	T	2	1	40	+5	80
Anti-Grav Cycle	2,800	10	T	2	1	50	+10	120
Jeep	3,000	20	S	4	3	80	-	60
Anti-Grav Car	4,000	20	S	4	3	100	+5	80
Explorer	5,000	30	M	6	8	200	-	60
Anti-Grav Explorer	6,000	30	M	6	8	250	+5	80
Helicopter	10,000	40	L	8	14	200	+15	200
Jet	20,000	40	L	6	12	280	+25	500
Semi & Trailer	16,000	45	G	12	30	500	-	60
Ship	50,000	50	G	20	60	1,000	-	50

**Fuel:** is the amount of xormite this vehicle needs for about 8 hours of travel. If it is liquid petroleum based, it simply equals gallons.

**Size:** is the general size of the vehicle. They come in tiny, small, medium, large, and gigantic.

**Crew:** is the number of humanoids the vehicle can hold. This includes robots.

**Cargo:** is the storage capacity the vehicle has. A cargo point is equal to the amount of gear a single humanoid can carry with them. This does not mean that 2 fully loaded humanoids will count toward the cargo count. Cargo counts are separate from passenger inventory.

**Hull:** is the “stamina” of the vehicle. This depletes when the vehicle takes damage from a collision or weapons fire. Like medicine does for humanoids, mechanics can recover lost hull points.

**Pilot:** is the bonus a pilot would get when trying to maneuver the vehicle with their piloting skill.

**Move:** is the miles per hour the vehicle can move.

Some vehicles can carry some other vehicles. A tiny vehicle can fit in a medium vehicle. A small vehicle can fit in a large vehicle. A medium or large vehicle can fit in a gigantic vehicle. The Storyteller may decide that a ship can hold a couple of large vehicles.

There are outfits one may purchase for their vehicle. Table 9 has some additional items you may get. Some may have damage listed, as they are weapons. Each outfit will only fit on a vehicle of a particular size.

TABLE 9: VEHICLE OUTFITS

Outfit	Value	Description
Armor Plate - L/G	5,000	This plating will give an additional 100 hull points to the current vehicle.
Grappling Cable - L/G	400	This thick retractable cable has a magnetic grappling hook at the end. The cable is 1,000 feet long and can be used for tasks like connecting to other vehicles.
Laser Cannon - L/G	500	This cannon requires 1 xormite to fire a single shot. The impact inflicts is 5d6 damage.
Laser Cannon, Heavy - G	1,000	This cannon requires 2 xormite to fire a single shot. The impact inflicts is 5d8 damage.
Plasma Cannon - L/G	1,500	This cannon requires 5 xormite to fire a single shot. The impact inflicts is 5d10 damage.
Plasma Cannon, Heavy - G	2,000	This cannon requires 10 xormite to fire a single shot. The impact inflicts is 5d12 damage.
Rocket - L/G	600	A rocket is a devastating weapon that can inflict 1d10x10 damage on it's target.
Scrambler - T/S/M/L/G	800	These devices can possible jam another ship's sensors and communications.
Tow Cable - S/M	200	This thick retractable cable has a magnetic grappling hook at the end. The cable is 200 feet long and can be used for tasks like pulling vehicles out of the mud.

# Chapter 4 - Exploring

## Setting

Broken Urthe takes place far into the 45<sup>th</sup> century. The civilization we know has long since been decimated by some unknown event, or many cataclysmic events. No one knows for sure what caused it and many care very little as it is so long ago. The planet has recovered after centuries of time, and people are beginning to explore.

Many different civilizations have come and gone. Once major cities are overgrown with thick vegetation and have been absorbed into jungles or forests. Others still stand as haunting ruins. Some have been swallowed from deep snow or drifting desert sands. Groups have remained mostly isolated over time, working on the formation of their own societies. The players assume the role of adventurers that are determined to leave the safety of these communities and explore what is now...the unexplored.

For more information about the world of Broken Urthe, get yourself a copy of the [Broken Urthe – World Guide](#).



## Time

There are two types of time measurements, turns and rounds. When battle is not taking place, time is measured in turns. A turn is equivalent to 10 minutes of game time. When battle is taking place, time is measured in rounds. A round is equivalent to 10 seconds of game time.

# Movement

Generally, humanoids and robots can move normally at 120' per turn. They can run 120' per round (which means this distance is equal to their movement per turn) or move normally at 40' per round (a third of their movement rate). They can move up to half of this distance if they are going to also perform an attack that round. This means, if a character is going to move and then perform an attack, then they can run 60' or move normally up to 20'. Creatures will have movement rates associated with them, to use as a reference for chasing or determining when one gets from point to point. Vehicles record their movement in miles per hour.

# Lighting

One might find themselves in total darkness. Some species can see, somewhat, in the dark. Others will simply have to have something like a light rod to help them out. When carrying a light source, you do lose all elements of surprise. If a characters ends up fighting in darkness (or even blinded), they suffer a -4 to all attack rolls.

# Food, Water & Resting

Most adventures may take place during the course of a day or two. Some may take place during longer journeys across the landscape of Urthe. If one does manage to find time to rest, then they will need one food and water to get a good 8 hours of rest. This amount of time is good for characters because they can be restored to maximum stamina from a good 8 hours rest. If characters are interrupted during this 8 hour period, the rest is wasted.



# Inventory

Inventory is measured in a real-life equivalent. Imagine what you could possible carry if you had a backpack, scout armor, and a laser gun. The



Storyteller will let players know if their character is carrying too much and the impact that may have. They may move slower or they may have to leave something behind. They may not be able to carry their weapon for a quick reaction to attacks.



## Technology

Characters will encounter technology ancient, new, and maybe even alien. Anything they are not familiar with needs to be analyzed on how it functions, or what the purpose is for the item. These determinations are done with a simple science test. A character that knows how an item works can teach another character how to use it. The one learning would simply need to perform an intellect test at this point.

## Climbing

Climbing is determined by performing a strength test. This may have a difficulty added if the climb is steep or treacherous. There may be a bonus if the climb is somewhat easy. Climbing checks must be made every 100 feet. If they fail, and fall, then they take 1d6 for every 10 feet they fall.

# Adventure Points

Characters are awarded adventure points at the end of every mission. They get rewarded for defeating enemies, which are equal to the stamina/hull/condition points of the enemy. This means that in Broken Urthe, enemies consist of biological beings, robots, and vehicles. Characters are also awarded points for each xormite they earn along the way. This may be xormite they mined, found, or acquired from selling their recently found items (meaning items they found during “that” particular mission).

## Tracking

Tracking is a useful skill, which only works if the one being tracked is in the local area and has just been recently seen by someone to inform the tracker. If one is successful at their tracking, it will be woven into the story. If someone spotted a spy, and just lost sight of them, they can track them. If they are successful at tracking them, it may be told like this...

*As you turn the corner, you do not notice the woman anywhere. You do spot a door slowly closing to your right.*

## Hit Scores

Everyone that attacks another has a hit score. A hit score is a number that one needs to achieve to successfully hit one with zero protection (no armor and/or basic clothing). Hit scores are dependent on the level of the one attacking. Table 2 has the hit scores that correspond to the level of the attacker. Although located in **Chapter 2 - Character Creation**, these values are also used for any non-player attackers.

*EXAMPLE: A level 12 character is trying to shoot a creature with her laser pistol. Her hit score is 5 because she is level 12, which means she can hit something with a 5 or better if the*



target's protection is 0. She has a ranged skill of 20 (giving a +2 to her attack) and a reflex of 16 (giving her an additional +2 to her attack). The creature is a giant sand worm with a 12 protection score. She rolls 1d20 and gets a 9. So here is the final result...

12	giant worm's protection score
+5	add character's hit score
=17	she needs to roll a 17 or higher

---

9	her 1d20 roll for the attack
+2	add her reflex attack modifier
+2	add her ranged skill attack modifier
=13	her total attack roll result

---

As you can see, she missed because  $17 > 13$ . She would have needed to roll a 17 or better to hit the creature.

This is the same method used for non-player attackers. The one difference is that they commonly do not have ability and skill adjustments. They simply use their hit score for their level.

## Course of Play

As characters move around exploring, their time is measure by turns. They may be searching around a room, trying to get a door open or travelling across the landscape. They will be looking throughout their surroundings trying to get an idea as if they were really there. The Storyteller will be telling the players these details. The Storyteller may say that the players see a large sealed door blocking their way. The players may ask if they see a control panel next to the door. The Storyteller may then state that they see a panel on the left side of the door, with a red light and a keypad.



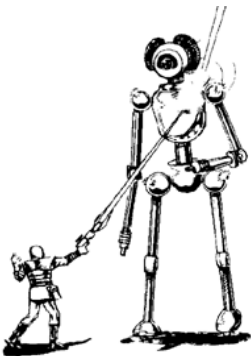
Players may continue playing this way, listening to the story and environments unfold. They will make choices to open doors, look in boxes, take something, use something, etc. They will eventually come face to face with a non-player character. They may choose any number of actions to deal with this character. They may do nothing or attack them. They may talk to them or follow them at a distance. The Storyteller will never know until the players state their actions.

These actions will continue through the course of the game. It is up to the Storyteller to keep the adventure moving along and the players involved. The adventure should have a satisfying conclusion for the players. The players may feel victorious because they accomplished their goal. They may feel relieved because they barely escaped with their lives.

## Combat

As characters travel the world of Urthe, they are going to encounter enemies along the way. These enemies are controlled by the Storyteller just as the players control their characters. The Storyteller may place enemies in predetermined locations or they may use randomness to set them. Enemies are obstacles that must be overcome by the players. They may need to kill them or can simply talk their way through. They may even have to run away.

When combat begins, each side rolls 1d6 to see who gets the initiative for that combat. Player characters may have a bonus due to their reflex, so usually the character with the highest reflex usually rolls the die for the group. The Storyteller will roll a 1d6 for the enemies. Whoever has the highest roll attacks first. If the roll is a tie, the dice are rerolled. This process is repeated at the beginning of each combat round, potentially changing which side may attack first that round. Characters can do actions other than attack during their round of combat. They may want to run, hide, or flip a nearby switch.



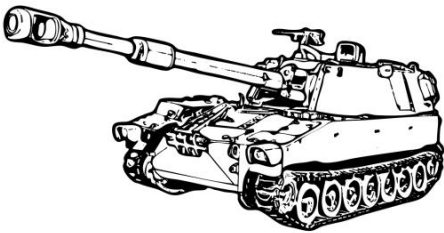
A ranged combat example was given in the **Hit Scores** section previously. We will now go through a melee example...

*EXAMPLE: A level 9 character is trying to slice a raider with a plasma sword. His hit score is 6 because he is level 9, which means he can hit something with a 6 or better if the target's protection is 0. He has a melee skill of 15 (giving a +1 to his attack) and a strength of 18 (giving him an additional +3 to his attack). The raider is wearing some type of armor with a 5 protection score. He rolls 1d20 and gets a 12. So here is the final result...*

5	raider's protection score
+6	add character's hit score
<hr/>	
=11	he needs to roll a 11 or higher
12	his 1d20 roll for the attack
+3	add his strength attack modifier
+1	add his melee skill attack modifier
<hr/>	
=16	his total attack roll result

*As you can see, he hit because  $16 \geq 11$ . He would now roll 1d8 for damage (which the plasma sword causes) and add 3 to that result (because his strength is 18). He rolls a 5 so his total damage to the raider is going to be 8 points of stamina. This is subtracted from the raider's stamina. If the raider gets to 0 stamina (or lower), they are killed.*

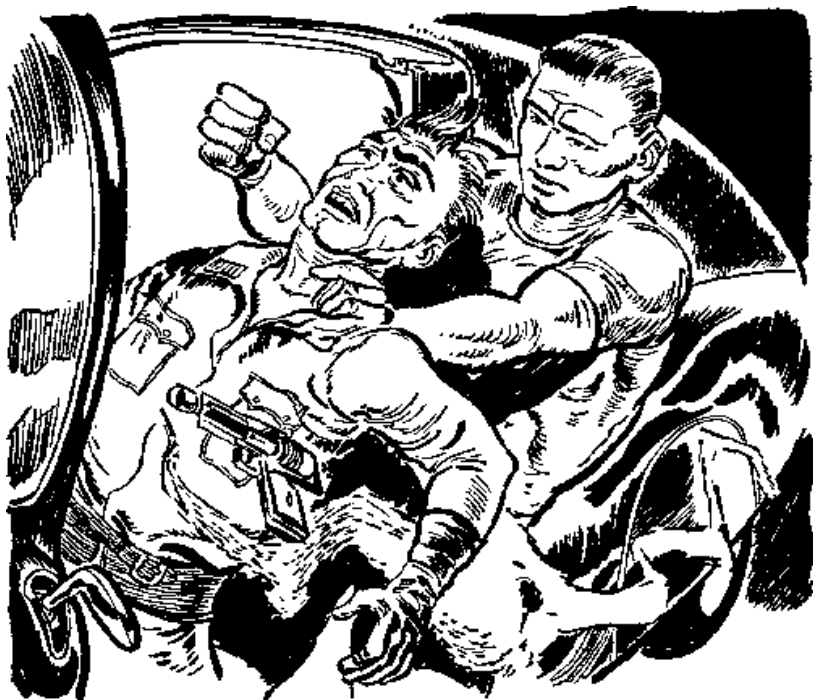
Vehicle combat is handled in the same manner. The pilot of the vehicle can only attack with a weapon mounted on the vehicle. The pilot gets bonuses to hit, damage, and attacks based off their Piloting skill (see Table 3). They also use their piloting skill to determine the protection score (referred to as “dodge” for vehicles) of the vehicle. Any passengers may attack if they have a ranged weapon available to use. Passengers and pilots cannot use the same exact weapon during a combat round. Some passengers may use their own hand-held weapon to shoot at targets if the vehicle is open to do so (like a motorcycle or jeep). Vehicles like tanks or fighter jets must have weapons attached or mounted (see Table 9 for vehicle outfits) that can be used by passengers. Passengers fire these weapons just like normal hand-held ranged weapons, meaning they gain bonuses from reflexes and ranged skills. When vehicles lose all of their hull points, the vehicle is destroyed unless the pilot can make a piloting test. If the pilot succeeds, the vehicle is



disabled and can be repaired. If the vehicle suffers damage again, then it will be destroyed. Destroyed vehicles will more than likely have all passengers instantly killed. The Storyteller may decide that passengers survived due to the nature of the attacks on the vehicle. This might have passengers fall off a motorcycle for example.

## Subduing & Disabling

Characters may want to subdue an enemy instead of killing them. This is done with the normal combat rules with one difference. When an enemy reaches less than 1 stamina, they are captured or knocked out. If they take any other form of damage after that, they are killed. Players must announce that they are performing such an action before the enemy is killed. If they announce it afterwards, it is too late. If the last attack does maximum damage, it is too late. Disabling is handled the same way, except it deals with vehicles and robots. This lets the characters recover the robot or vehicle to fix later, and perhaps keep it for themselves.



# Personality

Throughout adventures, player characters will need to question someone to gain information. It is up to the Storyteller to weave these conversations into the game. Characters perform personality tests to see if someone even wants to talk to the player or if they are going to lie. If a character wants to convince a non-player character to do something they want, these tests are made. Characters cannot convince someone to do something suicidal with this, but they may convince them to wait in a spot or come along and help...maybe even calming one's fears.

# Death

Characters might be killed during an adventure. This is simply the way it goes. Bad decisions and dice rolls can simply be summed up to fate. You can handle this numerous ways. You can have the player simply make a new character and have them start at the level of the other player characters. You can even simply have the character knocked out and captured by the enemy. Have the other player characters mount a rescue for their comrade. If they end up creating a new character, you can introduce them into the current adventure or have them join in on the next adventure. Make sure to have a good story as to why this new character has joined the group.

# Wealth

One of the goals of some explorers is to obtain wealth. Dependent on the goals of the group, they may want to buy a ship or better weapons. They may want to find highly advanced technology for their own means. They may want to raid caravans to take what they want. This is by no means the exact premise of Broken Urthe. A group of players may want to be a police force that fight evil and save the day. These rules allow for that style of play. Wealth comes in the forms of xormite and artifacts mostly. Characters may sell "common" items like lasers and plasma swords, but they will only get  $\frac{1}{4}$  of the price back in xormite. This goes for robots and vehicles as well.

# Artifacts

Artifacts come in the categories of ancient and hi-tech. Ancient artifacts may come from a long dead civilization where a mysterious music box is found, for example. These are valuable to museums and antique collectors. Hi-tech artifacts are items that have technology beyond the modern technology. This is usually sought after by a military group, criminal organizations, and security personnel. Table 10 has a few of these artifacts as example to cultivate more ideas.

TABLE 10: ARTIFACT EXAMPLES

Ancient Artifact	Value	Description
Ancient Digital Clock	50	An ancient device that would tell time by using a 24 hour system.
Wheel Chair	20	This device seems to be the dawn of cybernetics for ancient man.
Telephone	40	This old device was once used to communicate with others. It appears to use a code of numbers and bell rings to send messages.
Old Urthe Map	100	This paper map shows how Urthe once was, when the planet was tilted a different way. Some lands do not exist on this map, but some lands on the map no longer exist today
Hi-Tech Artifact	Value	Description
Teleportation Ring	1,500	This odd ring can teleport the wearer to another location when they turn the dial on the ring to the right. The ring must be set at the destination by turning the dial in the opposite direction when standing on the future destination spot.
Psionic Helmet	2,000	This helmet looks like a fancy space suit helmet but it allows one to hear the thoughts of others when the wearer concentrates on them. The target needs to make a defense test for mind or risk being probed.
Murx Photon Rifle	1,800	A mad scientist, named Murx, created this rifle over a century ago. This rifle does 2d10+2 damage and provides a +2 bonus to hit due to the targeting system built into the weapon.
Z23 Recon Suit	2,250	This experimental armor was developed centuries ago to be as protective as a fiberux plate suit (+8 protection) but is made of a rare light material. This allows scouts to sneak through enemy territory without being detected. Since this material is so rare, only a few have ever been manufactured.



# Chapter 5 - Creatures & Robots

The world is filled with different creatures. Some have achieved stages of development where they reached advances in great technology...thus creating robots as well. These are not always enemies of the characters as they are encountered in friendly cities, colonies, and other parts of the world. Broken Urthe does not give any statistics on creatures and robots as one Storyteller's world will be different from another's. This section will give you the tools you need to quickly make your own set of creatures and robots for your adventures. The [Broken Urthe – Creature Guide](#) has 300 creatures for you to get started with. The [Broken Urthe – World Guide](#) has 100 robots you can use as well.

## Statistics

Creatures and Robots have a set of statistics that a Storyteller will need to use them in an adventure. This is a simple list of values that define some characteristics about the creature or robot. They are by no means as detailed as a character, but give just enough to have them operate in the game world. Table 11 describes the different statistics used in the game.

**TABLE 11: CREATURE & ROBOT STATISTICS**

Statistic	Description
Stamina/Condition:	Their score on how much damage they can take. This is also their adventure point value. Determine this by rolling a single die and multiplying that result by the creature's or robot's Level.*
Protection:	Their protection score. This is a combination of their ability to dodge along with any physical protection.
Hit:	Their hit score (to hit a 0 protection opponent).
Attacks:	How many attacks they get per combat round.
Damage:	The damage their attacks do.
Speed:	How fast the creature or robot moves per turn.
Stage:	The development of the creature. They may be animals or intelligent beings. They may use clubs or laser guns (refer to Table 11).
Size:	How big the creature or robot is.
Defenses:	Their defense scores. A dash indicates immunity.
Habitat:	Their preferred climate (arctic, desert, swamp, forests, etc)
Level:	The level of the creature or robot.

\* As a guideline, use these types of dice for the level of difficulty you want in your game (1d6 for easy, 1d8 for medium, 1d10 for difficult, 1d12 for very difficult).

Creatures all have a particular stage of development. Some are just instinctual parasites or some can be highly advanced species. This stage of development has a huge impact on how a creature will respond to the characters...or others in general. Animals may simply attack for food or to protect their young. Primitive species may run in fear from your magical laser weapons. Table 12 describes the different stages of development that creatures may be categorized under.

**TABLE 12: CREATURE STAGES OF DEVELOPMENT**

Stage	Description
Instinctual	Parasites are example of this stage. They don't know why they do what they do...they just do it.
Animal	These are creatures that live in the wild and survive on the plants or animals around the area. They do not reason with others and their behavior is within their nature.
Primitive	This is a range from cavemen to knights. They use weapons like clubs and swords. Some can create armor from metal.
Industrial	When a species has begun creating firearms, vehicles, and large cities...they fall under this stage in their development.
Modern	This is the stage of the player characters in Broken Urthe. They have some advanced technology, but much as been lost over the centuries.
Advanced	This is a highly advanced stage in development and technology. They have invented things that modern species have yet to imagine.
Omnipotent	This is a classification of rare species that have mastered the power of the mind. They are encountered with very little technology and can perform wondrous feats by merely thinking about it.



When creating creatures or robots for an adventure, you will want to try and make most of them appropriate for the level of the adventure. You can use Table 2 to help guide you on how much stamina one would have for the level you are designing for. You can also get an idea what their hit scores are, along with potential defense values. Remember, this is just a guide. You should feel free to make a creature or robot more powerful, where the characters will need to flee. You can also give a

creature total immunity to radiation for example. Below is an example of a creature that you can create.

**Sand Worm**

Stamina:	40	
Protection:	8	
Hit:	10	
Attacks:	1 bite / 1 spit	This giant worm lives in the desert region and hunts by feeling vibrations on the surface. This gives the sand worm a +2 to their first initiative roll. It has a huge bite it commonly attacks with, but it also has a spit attack. This spit attack requires a defense test for toxins or be paralyzed for 2d4 rounds.
Damage:	1d8 bite / 1d4 spit	
Speed:	100'	
Stage:	Animal	
Size:	50' long / 3' wide	
Defenses:	E:7/M:6/R:8/S:8/T:3	
Habitat:	Desert	
Level:	5	

That was an example of an creature that lives in a desert. Below is an example of a robot you can create.

**H34-U War Droid**

Condition:	40	
Protection:	6	
Hit:	9	
Attacks:	2 lasers	These robots were used centuries ago for a long forgotten war. They are humanoid in appearance with 3 legs. They do not have hands but instead lasers at the end of each arm. They are programmed to kill any target they calculate as being a threat.
Damage:	2d6/2d6	
Speed:	150'	
Stage:	Modern	
Size:	5' tall	
Defenses:	E:3/M:- /R:15/S:-/T:-	
Habitat:	Any	
Level:	5	

The one thing to remember about robots is that player characters may actually achieve at taking ownership of it. The above example describes a level 5 robot that uses lasers as weapons. If the player character gets control of this robot (and plan to keep it) then have them construct a robot as per the rules in **Chapter 3**. This particular robot would more than likely have “ranged” software installed at level V.

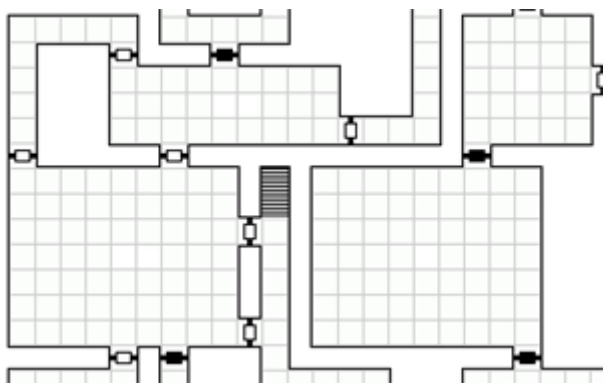
When designing your landscape, ruins, or any other adventure setting...you will only need to create a few creatures or robots to populate your game. Come up with something wacky or take inspiration from television, movies, or books. Keep them organized in case you need to reference them again one day. Come up with some new things for every adventure as it will keep the players guessing what is hostile and what is friendly. They will probably run into many other surprises.

# Chapter 6 - The 45<sup>th</sup> Century

When designing your world, it is best to start small and let the story expand it. We are familiar about how Earth is today, but think about what has changed over the centuries. What kind of things changed the land over the many disasters, wars, and radiated evolutions.



Draw yourself a map of sorts. Maybe even begin with a world map and alter it to fit the needs of the 45<sup>th</sup> century. As the characters head off into different directions, then slowly expose them to new areas to explore. If you designed a city in one direction, but the group heads in the opposite direction, just move the city since they never knew where it was anyway. The world will expand as they explore, giving you time to develop it.



If you create cities, ruins, bases, caves, or military stations...draw a map of that. If it helps you be a much better Storyteller, predetermine what is where. Note where items can be found or where doors that are locked. Write down encounters you have planned. Make

a small table of random encounters to roll dice against. Maybe jot down some area descriptions that set the tone or give a feel. Is there slime on the wall? Maybe a pipe burst and the room is very humid. Are there any strange noises? Remember, the players are portraying a character in a story you create. So with creativity, inspiration, and imagination... prepare to embark on a journey into Broken Urthe.

# Chapter 7 - Storytelling

## Example of Play

**The Scaly Beast** was once a myth in the swamps surrounding the village of Rusty Springs. Lately, some have gone hunting and have never returned. Those that investigated have reported back of tales of a walking fish man in some parts of the muck filled swamp. Brandon (a human played by Denis) and Tigra (a humanoid tiger played by Linda) have decided to investigate the disappearances and perhaps solve the mystery. Here is just a small sample on that game session...



**Storyteller:** “You follow the tracks for a few hours and come to a large spacecraft mostly sunk in the swamp. A hatchway is open, and there are muddy tracks leading in. It appears to be quite dark inside.

**Denis:** “Brandon pulls a light rod out of his pack and draws his laser pistol. He then heads into the hatchway.”

**Linda:** “Tigra draws her laser rifle and follows behind Brandon.”

**Storyteller:** “As you head down the hallway, you can hear the faint noise of squishy sounds coming from the darkness up ahead.”

**Linda:** “Tigra turns around to see if anything is coming up from behind us.”

**Denis:** “Brandon moves forward more slowly to let the light rod illuminate more of the area.”

**Storyteller:** “Tigra sees no one coming from behind. Brandon creeps forward as his light penetrates the darkness. Suddenly you come across the corpse of a human male. He stomach is torn open and you can see a creature eating away at it. It is a humanoid about 8 feet tall, covered in blue scales. The two eyes are large, with a yellow color that seems to glow in the dark. It appears to be wearing

a very tattered, short pair of pants...mostly worn away from age. As the light reaches the creature, it turns to you and stands.”

**Denis:** “Brandon shoots at it with his laser pistol.”

**Linda:** “Tigra attacks as well.”

**Storyteller:** “Roll for initiative.”

*Linda rolls 1d6 for the group as her reflex is the highest at 17. She rolls a 3 but has a +2 bonus, giving her group a total of 5. The Storyteller rolls 1d6 for the creature and gets a 4.*

**Storyteller:** “Alright, you guys get to go first. The creature has a protection score of 3.”

*Denis rolls 1d20 and gets a 14. His hit score is 9 with no ranged skill or reflex bonuses. He needed at least a 12 to hit.*

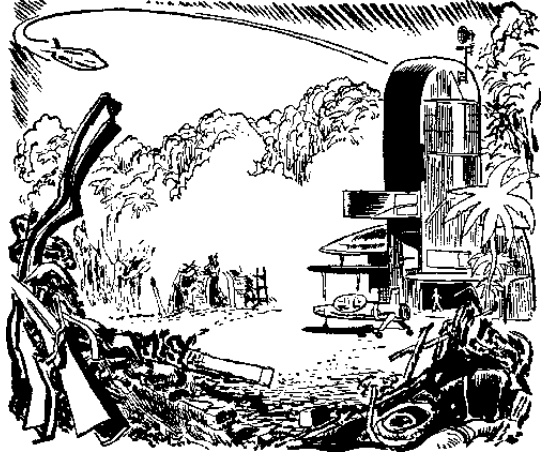
**Denis:** “Got him!”

**Storyteller:** “Roll for damage.”

*Denis rolls 2d6 and gets a 7.*

**Denis:** “7 points of damage.”

**Storyteller:** “Alright. That blast didn’t seem to bother it too much. Tigra, it’s your turn.”



*Linda rolls 1d20 and gets a 5.*

**Linda:** “Ugh...I missed.”

**Storyteller:** “Your laser blast just hits the nearby wall over its head. It leaps forward and tries to claw Brandon.”

*The Storyteller rolls 1d20 and gets a 12. The creature’s hit score is 7 and Brandon is only wearing scout armor so his protection is 5.*

**Storyteller:** “The creature rips into Brandon’s arm as he screams in pain.”

*The Storyteller rolls 1d8 for the creature’s claw damage and gets a 5.*

**Storyteller:** “Brandon takes 5 points of damage from the claw. It is a new round, what do you do?”

**Denis & Linda:** “We attack.”

*Linda and the Storyteller roll 1d6 for initiative. Linda gets a 5 and the Storyteller gets a 6. Since Linda has a +2 bonus, her total is really 7.*

**Storyteller:** “Alright, you guys are up.”

*Denis rolls 1d20 and gets an 11.*

**Denis:** “Ahh...so close!”

*Linda rolls 1d20 and gets an 18.*

**Linda:** “Yah! I got him!”

*Linda rolls 2d8 and gets a 10.  
The Storytellers sees the result.*



**Storyteller:** “Alright, you did 10 points of damage. As the creature was about to strike again, Tigra’s laser beam burns a hole right through its head. It flops over and appears to be dead.”

**Denis & Linda:** “Yah!”

**Storyteller:** “As you two start to breathe easy, Brandon starts to feel a tight sensation where he was scratched. Make a toxin test, Denis.”

*Denis rolls 1d20 and gets a 13. He needed a 7 or lower because his toxin defense is currently 7.*

**Storyteller:** “Brandon collapses to the ground.”

**Linda:** “I check to see if he is alive.”

**Storyteller:** “He seems to have no pulse.”

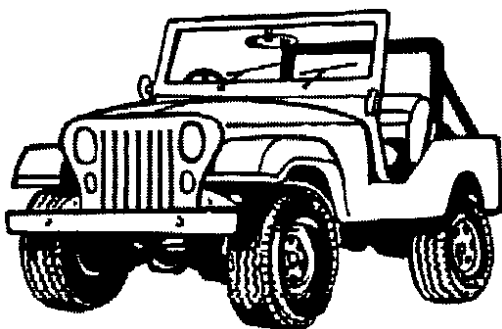
**Linda:** “I drag him back to the village and see if that doctor there can help him.”

## Dream Job

Before you and your group get started, simply go over what this group of characters wants to be. If they want to be raiders, then you can design adventures where they try to outwit the law and try to sell their stolen cargo. If they want to be some form of police, then they can be the ones that search for raiders. Maybe they just want to explore the world and find new artifacts. If you let the group play in a game setting they want, they will have more fun.

## I'm Rich!

Keep a careful eye on the goods that are found by the group. If you don't want them to afford a jeep until level 3, then plan for that when spreading around artifacts and xormite. Make them earn the goods they find. If they find a crate full of powerful rifles, maybe they can't carry the entire thing out in one trip. Maybe they have to go back and forth while at the same time they may encounter dangers on return trips.



## Impossible

Scale your adventures where the characters can actually perform with reasonable success. Don't design an adventure with 1<sup>st</sup> level characters, only to have hallways full of 5<sup>th</sup> level robots hunting them down. This doesn't mean that you can't throw in a giant snow worm that is level 20. Just don't require the adventure to kill the beast. The characters sometimes need to flee.

As an optional rule, you can also allow automatic success and failures. If an attack roll is a "1", then it is an automatic miss. If they had no chance to hit an enemy, but roll a "20", then that is an automatic hit.



# It Is Your 45<sup>th</sup> Century

You are the Storyteller of Broken Urthe. This means you are the final authority of what is to be. It is good to listen to the players and hear their arguments, but when the game needs to move on...then what you rule must be accepted by all. You also decide what rules you may want to remove from your game. This also means you can add anything you want to Broken Urthe that makes it the game “you” want to play.

You may want to add new skills or extra species for players to be. Add all the items, robots, creatures, and vehicles you want. If you want to emulate a television series you watched as a kid, go right ahead.



Also remember this is a game of “fantasy”, which means you do not have to get scientifically accurate to have radiation causing mutations at an accelerated rate...as an example. The reason behind the destruction of what Earth once was is completely up to you. It can be a cosmological event. It could have been a nuclear war. Maybe something went wrong with the atmosphere. One thing is for sure; whatever caused the event it lead to very high levels of radiation. High enough levels to begin altering the current plant and animal life. What would take millions of years of evolution, now took merely a couple thousand years.

The other reason for a scenario of such a quick alteration of the world is a sense of familiarity with the players. Since only a few centuries have passed by, they can still explore locations they may recognize. Although the characters would probably be seeing these places for the very first time, the players get to see how this particular world has changed. What lies in the ruins of New York City? How did Chicago sink deep into Lake Michigan?

The 45<sup>th</sup> century may sound like a place of high technology, but in Broken Urthe...it is not. This world is just starting to get back on its feet. Pockets of civilization are now in a position to question, “what else

is out there?” These people may have only crude weapons or armor to begin their journey. Others may have their laser guns and plasma swords. It will be up to the Storyteller to determine what type of civilization the characters begin. Broken Urthe assumes that some type of organized community has prospered in a location the characters begin. Maybe Houston has been re-colonized after centuries. There could have been an entire group of people that took refuge in an underground area before whatever disaster occurred...and now they are coming to the surface to explore.

The characters more than likely come from a community that never went beyond the great desert, or climbed over the newly formed mountain range to the west. They may find a ruined city as it was left over 2,000 years ago. They might explore a once thriving space port, but has been long since abandoned. There might be some intelligent brain that telepathically communicates and controls armies of robots. Maybe he collects other people to work in his xormite mines.

The possibilities are endless and you should just let your imagination run wild. If you need some help in shaping your version of Urthe, get yourself a copy of the Broken Urthe – World Guide. It contains ideas for new species, robots, vehicles, artifacts, and some good information on the planet now called Urthe.

## **When in Doubt...**

You may suddenly come upon a scenario that isn't clear in the rules. Don't panic. Simply decide on a percent chance to decide the outcome. Then roll percentile dice to see what happens. You will probably be able to use ability/skill/defense tests to solve almost any situation. If a situation is difficult or easy, give a +4 or -4 to the roll.

These rules should give you the tools you need to run a post-apocalyptic fantasy role-playing game. Have fun and enjoy the simplicity of the rules in the spirit of classic role-playing games. Use all of these rules, add extra rules, or simply use only some of the rules. Be fair and listen to the players. Though you are the final authority, this does not mean you have to also be a rules dictator. The players may have clever ideas, or even points of view, that are reasonable and well thought out.

# BROKEN MORTHE™



**Name:** \_\_\_\_\_

**Level:** \_\_\_\_\_

**Species:** \_\_\_\_\_

**Stamina:** \_\_\_\_\_

**Adventure:** \_\_\_\_\_

**Hit:** \_\_\_\_\_

**Protection:** \_\_\_\_\_

## Abilities

## Defenses



### Strength

\_\_\_\_\_  
Melee Hit  
& Damage



### Reflex

\_\_\_\_\_  
Protection  
& Range

\_\_\_\_\_  
Initiative  
Bonus



### Endurance

\_\_\_\_\_  
Stamina  
Per Level

\_\_\_\_\_  
Toxin &  
Shock



### Intellect

\_\_\_\_\_  
Skill Points  
Per Level



### Personality



### Energy



### Mind



### Radiation



### Shock



### Toxins



# BROKEN WORTH™

## Skills

Skill Points Per Level

Skill	Score	Bonuses

## Equipment

[illegible]

## Notes, Wealth, & Languages

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**Name:** \_\_\_\_\_

**Level:** \_\_\_\_\_

**Hit:** \_\_\_\_\_

**Condition:** \_\_\_\_\_

**Protection:** \_\_\_\_\_

## Abilities



### Strength

\_\_\_\_\_  
Melee Hit  
& Damage



### Reflex

\_\_\_\_\_  
Protection  
& Range

\_\_\_\_\_  
Initiative  
Bonus



### Endurance

\_\_\_\_\_  
Condition  
Per Level



### Intellect

## Defenses

### Energy



### Radiation



### Software

### Level


## Equipment & Notes

\_\_\_\_\_

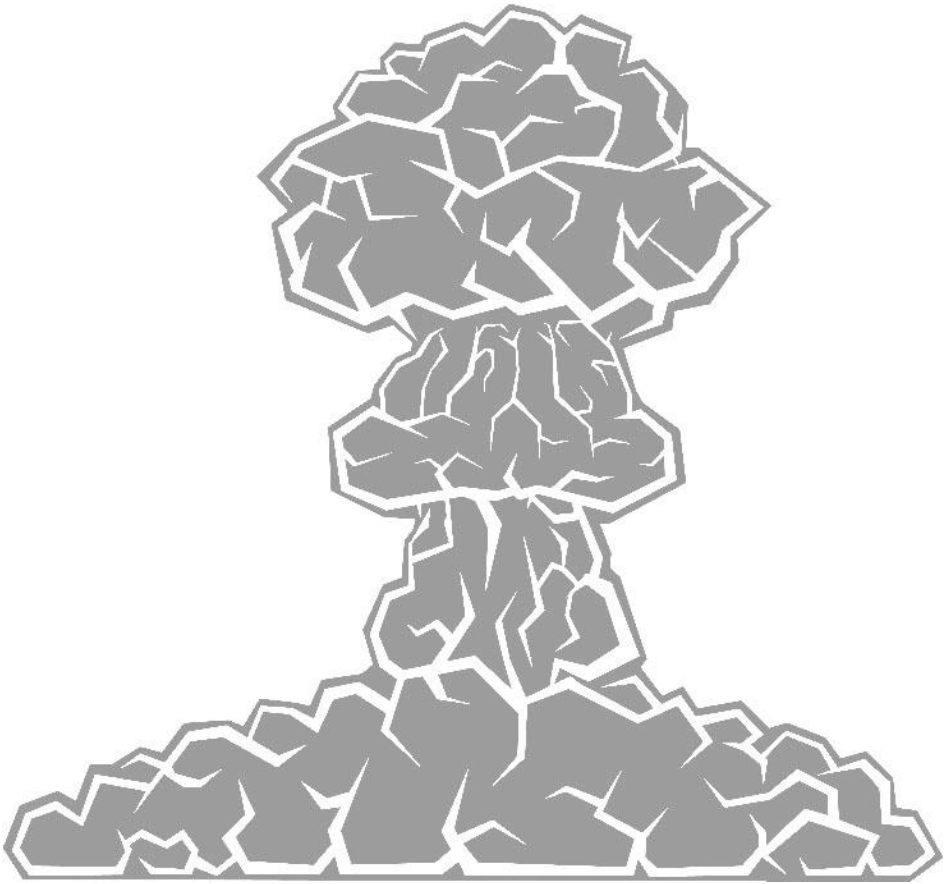
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# Ruined cities, mutated creatures, robots, and killer plants...

These are just some of things one will encounter when exploring Broken Urthe. This book contains all of the rules you will need to create a world of exploration and adventure. Assemble a group of various species and venture out into a post-apocalyptic world. Maybe the group will defend a village from a deadly group of raiders. They might decide to become the most feared raiders around. They may just want to explore the entire world of Urthe. It is totally up to the group as they take their first steps into a world with over 2,000 years in the making.



This game is fully compatible with the futuristic adventure role-playing game...

## **SPACE RYFT™**