

MAWBREAKERS

This pamphlet includes the playtesting rules for the MAWBREAKERS Roleplaying Game. v0.1

CHARACTER CREATION. Assign 1d4, 1d4, 1d6, and 1d8 to: **Brains**, **Brawn**, **Speed**, and **Weird**. Then, choose a **Paranormality**. (**Note:** +1D means to go up a size in die: d4 becomes d6, d8, d10, etc.)

- **ALIEN: +1D Brains. +1 Engineering.** HD: 2d6.
Shapeshift (BP 1): Transform into any creature after observing it for a round. Those familiar with the creature can roll to **resist**.
Dimensional Phase (BP 3): Phase through a wall or obstacle.
- **ATLANTEAN: +1D Speed.** Can breathe underwater. HD: 2d8.
Healing Touch (BP X): Heal someone **close** by Xd4 HP. X=Lvl
Hydroportation (BP 3): Teleport from one body of water to another.
- **DEMON: +1D Brawn. +1D Hand-To-Hand.** Flyer. HD: 2d10.
Ring of Fire (BP 2): Xd4 damage to those **nearby**. X=Lvl.
Bloodthirsty (BP 5): For 1d6 rounds double all **Blood Points** gained.
- **ESPER: +1D Brains.** HD: 2d4.
Read Mind (BP 1): Read someone **nearby's** thoughts for 1d6 rounds.
Pyrokinesis (BP X): Control an existing flame for 1d6 rounds. Can be thrown at a **nearby** target (Weird+Ranged) for Xd6 damage. X=Lvl.
- **FAIRY: +1D Speed.** Can't wear armor. Flyer. HD: 2d4.
Lucky (BP 1): Re-roll a roll (that you made or that was made against you).
Invisibility (BP 3): Turn invisible for 1d6 rounds.
- **ROBOT: +1D Armor.** HD: 2d12.
Defender (BP 1): Gain advantage on Armor rolls for the next 1d6 rounds.
Machine Language (BP 5): Issue a single command to a **nearby** machine which it will obey to the best of its ability.
- **VAMPIRE: +1D Weird.** HD: 2d12.
Drain Life (BP 1): Bite HTH attack that deals Xd6 damage and heals you as much as damage as you deal. X=Lvl.
Hypnotize (BP 3): **Close** target follows your orders for 1d6 rounds. Target may roll to **Resist** (with (+) if being asked to hurt themselves).
- **WEREWOLF: +1D to All Stats.** HD: 2d12. During the day, you are in human form with d4s in every Stat. Level up forms separately. Werewolf starts with no Support Skills (the human form gains them as per normal).
Cleave (BP 1): After killing an enemy, attack a **nearby** enemy.
Wolf Pack (BP 3): Summon 1d6 **Wolves** (A:1d6 D:1d6 HP:1d6). Arrive in: 1 round (outdoors), 1d4 rounds (city), 1d10 rounds (everywhere else).

Weapon	Dmg	Range	Ammo	Special
Unarmed	1d4	Close	-	<u>dmg + Brawn</u>
Mk. 2 Combat Knife	1d6	Close	-	<u>dmg + Speed</u>
Louisville Slugger	1d10	Close	-	<u>dmg + Brawn</u>
M1911 Colt .45 Pistol	1d10	Nearby	d8	<u>Agile</u>
M2-A1 Flamethrower	1d12	Nearby	d6	<u>Fire, Terror</u>
M1903 Springfield Rifle	1d20	Faraway	d8	<u>AP, Bulky</u>
M1A1 .30 Carbine	2d8	Faraway	d8	-
M1918 BAR Machine Gun	2d12	Nearby	d10	<u>Suppress, Bulky</u>
Winchester M12 Shotgun	2d20	Close	d6	<u>Spread</u>
Mk. 2 Grenades*	3d8	Close	d4	<u>AP, Blast</u>
M9 Bazooka*	3d12	Faraway	1	<u>AP, Bulky, Heavy</u>
M37 Demolition Kit*	3d20	-	1	<u>AP, Blast, Heavy</u>
.50 cal M2 Machine Gun	4d6	Faraway	d12	<u>V, AP, Suppress</u>
Ronson Flamethrower	4d8	Close	d10	<u>V, Fire, Terror</u>
75mm Gun M6	4d12	Distant	d12	<u>V, AP, Blast, Heavy</u>
90mm Gun M3	4d20	Distant	d12	<u>V, AP, Blast, Heavy</u>

- **Agile:** Can be used in HTH combat without (-).
- **AP:** Armor Piercing. **Defense rolls** against this weapon are at (-).
- **Blast:** On a successful attack, this weapon also deals damage to 1d6 nearby targets.
- **Bulky:** Attack rolls at (-) if fired at a **close** target.
- **Fire:** Deals 1d6 damage per round. If the damage rolled is a 1 or 2, then decrease the die size (like a **Supply Roll**).
- **Heavy:** Able to damage **Heavy Vehicles**. Takes 1 round to reload.
- **Suppress:** Instead of attacking, the target and those **nearby** must make a **resist roll** or seek cover immediately. Additionally, those who roll a 1 or 2 are hit. Roll **Ammo die** with (-) after combat.
- **Spread:** Damage rolls are at (+) if fired at someone **close**.
- **Terror:** A target hit with this weapon must immediately make a **resist roll** or flee for 1d6 rounds.
- **V:** Vehicle Weapon only.
*Uses **Explosives** Combat Skill to attack.

Equipment	Ammo
Ammo: +1D Ammo for one weapon.	Same
Compass: (+) on Surprise rolls.	-
Gross: (+) on Armor rolls against Demons.	-
Fatigues: Armor d4.	-
First Aid Pouch: Heals 1d10 HP. Roll Supply after each use.	d8
Helmet: +1D Armor.	-
Lockpick Set: Given time, grants access to locked obstacle.	-
MRE: Re-roll all HD, keep result if higher than HP.	d6
Radio: Allows for communication over Long range.	-
Scope: Increases range of rifles by one.	-
Whiskey: (+) on Attack rolls for 1d6 rounds. Afterwards, all rolls are (-) until a Long Rest .	d4

Vehicle	HP	Speed	Special
Jeep (d10 Fuel) .50 cal M2 Machine Gun	20	d20	<u>ATV, Pass-3</u>
M3 Half Track APC (d8 Fuel) .50 cal M2 Machine Gun or Ronson Flamethrower	40	d10	<u>Heavy, Pass-8</u>
M24 Chaffee Light Tank (d8 Fuel) 75mm Gun M6 and .50 cal M2 Machine Gun	50	d10	<u>Heavy, Pass-2</u>
M66 Heavy Walker (d6 Fuel) x2 .50 cal M2 Machine Gun	65	d12	<u>ATV, Heavy</u>
M26 Pershing Heavy Tank (d8 Fuel) 90mm Gun M3 and .50 cal M2 Machine Gun	75	d6	<u>Heavy, Pass-2, Anti-P</u>

- **Anti-p:** Anti-personnel. Every opponent that comes within 30' of the vehicle takes an automatic 2d10 damage.
- **ATV:** Vehicle is not slowed down by **difficult terrain**.
- **Heavy:** Only damaged by **Heavy Weapons**.
- **Pass-X:** Can carry X amount of passengers.

Vehicles roll fuel after each drive or combat where they are used.

Level	Enemy	HP	ATK	DEF
1	Minion Mordemaschine Trooper MG 42: 1d10 dmg. Nearby.	1d8	d8	d6
3	Elite Pit Demon Machine Fist: 2d6 dmg. Nearby. Gore: 2d8 dmg. Close.	3d8+10	d10/d8	d8
5	Miniboss Panzergeist Walker Flamecanon: 4d8 dmg. Nearby. ATV, Heavy. Slow.	5d8+30	2d8/ d12	d10
7	Boss Sorcerer Magick: Raise Army (3), Might (3), Fireball (3). Open Maw: Requires 4 turns. Summons Jörmungandr .	7d8+70	2d12/ d20	d12
10	Megaboss Jörmungandr, World Eater Vomit Horde: 1d6 <u>Minions</u> and 1d4 <u>Elites</u> pour out of its mouth. Earthquake: Everyone nearby takes 2d10 damage. Buildings fall. Poison Breath: Target takes 1d8 damage per turn. Blast.	10d8+250	d20/ d20/ d20	d20

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http://playtkg.com @playtkg

CHARACTER CREATION (CONT'D).

Choose an MOS below. Add +1D to any one Skill. Finally, roll your **Hit Points** (HD+Lvl) and starting **Blood Points** (1d6).

- BERSERKER**: Re-roll 1's on **Hand-to-Hand** damage rolls. +1D **Athletics**. Issued: Ka-Bar, M12 Shotgun, Whiskey, Fatigues & Helmet.
- CHAPLAIN**: Can cast **Magick Spells**. +XD BP X=Lvl. Issued: Fatigues (can't wear helmet), M1911 Colt .45 Pistol, Cross, 2 **Magick Spells**.
- GEARHEAD**: (+) to operate/repair vehicles. +1D **Vehicles & Engineering**. Issued: M9 Bazooka, M1A1 Carbine, Fatigues & Helmet.
- INFANTRY**: Re-roll 1's on Ranged Combat damage rolls. +1D Ranged. Issued (roll 1d6):
 - Mk. 2 Grenades, Louisville Slugger, M1A1 Carbine, Fatigues & Helmet.
 - M12 Shotgun, First Aid Pouch, x2 MREs, Fatigues & Helmet.
 - M1903 Springfield Rifle, Scope, Compass, Fatigues & Helmet.
 - M1918 BAR Machine Gun, Mk. 2 Grenades, x1 MRE, Fatigues & Helmet.
 - M2-A1 Flamethrower, Whiskey, Toolbox, Fatigues & Helmet.
 - M9 Bazooka, M1911 Colt .45 Pistol, x1 MRE, Fatigues & Helmet.
- MEDIC**: Re-roll 1's on First Aid Kit rolls. +1D Survival. Issued: x2 First Aid Kit, M1911 Colt .45 Pistol, Ka-bar, Fatigues & Helmet.
- SABOTEUR**: Re-roll 1's on **Explosives** damage rolls. +1D Explosives. Issued: M37 Demolition Kit, Mk. 2 Grenades, Ka-bar, Fatigues & Helmet.
- SCOUT**: Deals double damage when attacking unseen. +1D **Infiltration**. Issued: M1903 Springfield Rifle & Scope, Compass, Fatigues & Helmet.
- SPY**: +1D to any 2 **Support Skills**. +1 Languages. Issued: Map of the area, M1911 Colt .45 Pistol, Ka-bar, Radio, Enemy Officer Uniform (d4 Armor).

HOW TO PLAY. Every roll in **MAWBREAKERS** is an **opposed roll**. The player rolls the most relevant **stat** and (if relevant) up to 1 **Combat Skill** and 1 **Support Skill**. If they're being helped by other squad members, then they may add an additional d4 as well. The GM makes an **Obstacle Roll** and if the Mawbreaker wins, then they get what they want. Ties go to the Mawbreaker, however at a cost (rolling an **Ammo Roll**, taking Damage, taking extra time, etc.).

Obstacle rolls represent the different challenges in the game. They can be added up or combined however the GM sees fit. For example:

- D4 OBSTACLE**: Light cover, an easy task, a time sensitive task.
- D10 OBSTACLE**: Medium cover, a normal task, its raining, hard to see.
- D20 OBSTACLE**: Heavy cover, a difficult task, you're swimming or jumping out of an airplane while you perform the maneuver.

For example: Parachuting out of an airplane at night. The Mawbreaker rolls Speed d4 + Athletics d6 against the GM who rolls d10 (parachuting is normal for Mawbreakers) + d10 (it's night). The Mawbreaker rolls a 3 and the GM rolls a 13. The jump goes poorly and the Mawbreaker makes a hard landing off target. They take damage from the fall and are lost.

COMBAT SKILLS. Each **Combat Skill** is rolled with a specific **Stat** to make an attack (you can also roll a **Combat Skill** with another **Stat** if its relevant, like **Speed+Explosives** to see if you can disarm a bomb in time). **The Combat Skills are: Ranged** (+Speed), **Hand-to-Hand** (+Brawn), **Explosives** (+Brains), **Gunnery** (+Brains), and **Paranormal** (+Weird). Paranormal is used for making attacks with Magick Spells and some Blood Powers, as well as when using arcane or advanced technology. **All Combat Skills start out at d4.**

SUPPORT SKILLS. **Support Skills** are other areas of expertise your Mawbreaker may have. They can be rolled with a Stat or with a Stat and 1 **Combat Skill** (if its relevant). For example: If you're jumping down on an enemy from a rooftop you might roll **Brawn+Hand-to-Hand+Athletics** when making your **Hand-to-Hand Combat Roll**. **The Support Skills are:** Athletics, Command, Engineering, Infiltration, Survival, Vehicles, and anything else you and your GM come up with. Try to make them specific and only apply to certain situations.

MOVEMENT. Range, distance, and movement are tracked abstractly as per the table below. On your turn you may move somewhere **nearby** and take an action, or you may move somewhere **faraway**.

CLOSE	NEARBY	FARAWAY	DISTANT
5' or less	Around 25'	Around 100'	More than 100'

ATTACKING AND DEFENDING. To attack, roll your Stat + Combat Skill + Support Skill (if relevant) against the enemy's Defense + Cover + Other Obstacles (if relevant). If you roll higher than the enemy, then roll damage. When the enemy attacks you, you roll your Armor + Cover (you usually don't add any Combat or Support skills).

DAMAGE, DEATH, & HEALING. When you are hit you subtract the damage rolled from your HP. If you run out of HP then you're **Down**. **Downed** Mawbreakers are "knocked out" until the fight is over after which they heal 1 HP and can rejoin play. If a Mawbreaker is hit while they are already **Down**, they die. Other Mawbreakers can stabilize a **Downed** combrade by spending a round making a **Brains Roll** and rolling anything other than a 1 or 2. Additionally, any **healing** (say from a First Aid Pouch or **Magick Spell**) will remove the Mawbreaker's **Down** status.

AMMO ROLLS. In **MAWBREAKERS** we track ammunition and supplies abstractly. At the end of every combat, roll the **Ammo Die** for every weapon you used. If you roll a 1 or 2 your Ammo Die decreases by 1D. If your Ammo Die is a d4 and you roll a 1 or 2, then you run out of ammunition. When you use an item other than a weapon (like a First Aid Pouch), you roll its Ammo Die immediately.

BLOOD POINTS. Whenever a Mawbreaker kills an enemy, they gain Blood Points equal to the enemy's level. BP can be spent to:

- Activate a Blood Power.
 - Cast a Magick Spell.
 - Add 1 to any roll.
- Heal 1 HP.
 - Level Up.
 - Use certain weapons.

You must declare how many BP you are spending before rolling. Enemies may **resist** some Blood Powers by rolling **Lvl+Def** vs. **Weird + Paranormal**.

LEVELLING UP. At the end of every session any unused BP are converted to Experience Points (XP). BP cannot be banked for future use. Every Mawbreaker starts with 1d6 BP at the beginning of each session. Additional XP is given by the GM for completing missions and objectives Upon Levelling Up, Mawbreakers can increase the die of **1 Stat, 1 Combat Skill, and 1 Support Skill**. Additionally, they gain +1 HD (so 2d8 becomes 3d8, etc.). Each Mawbreaker also chooses 1 new **Blood Power** from those available to their **Paranormality**. Chaplains must find new **Magick Spells** during play.

P.	Blood Power	BP
Allen	Poison Blood: When you take damage in HTH combat, your attacker takes Xd6 damage. X=Lvl.	0
	Empath: While holding an item see through the eyes of its owner.	5
	Laser Eyes: Deal Xd20 Blast damage to a nearby target. X=Lvl.	10
Atlantean	Chain Lightning: Deal xd6 AP damage to nearby enemies. X=Lvl.	2
	Water Elemental: (A:2d8 D:1d12 HP:1d20) in nearby water.	5
	Healing Wave: Heal everyone nearby Xd10 HP. X=Lvl.	10
Demon	Fire Breath: 3d8 damage to nearby target. Terror, fire, spread.	2
	Imps: Summon 1d6 Imps (A:2d6 D:1d6 HP:1d4) flyer.	5
	Soulsteal: Deal xd20 blast damage to someone close . X=BP spent.	X
ESPer	Premonition: Roll 2 d20s at the start of the session. You may swap their rolls out for a roll made by anyone this session.	2
	Forcefield: For 1d6 rounds nearby PCs gain (+) on Armor Rolls .	5
	Mind Blast: Deal Xd12 AP damage to a faraway target. X=Lvl	10
Fairy	Shimmer: Distract an enemy from taking its turn.	2
	Curse: Grant (-) to a nearby enemy's rolls for 1d6 rounds.	5
	Dust: Nearby target's Blood Powers cost 1/2 BP for 1d6 rounds.	10
Robot	Radio Disruption: Speak through a nearby radio.	2
	Overload: Your attacks are Heavy for the next 1d6 rounds.	5
	Living Weapon: Gain a 90mm Gun M3 for Xd6 rounds. X=Lvl.	10
Vampire	Animal: Transform into a bat, rat, or wolf for Xd6 rounds. X=Lvl.	3
	Sire: Target killed through Blood Drain becomes loyal minion.	10
	Resurrect: As long as there's no stake in your heart.	15
Werewolf	Call of the City: Gain your Human Form's Skills for 1d6 rounds.	2
	Howl: Scare a nearby enemy into fleeing for 1d6 rounds.	5
	Feral: Your HTH attacks/damage gain (+) for Xd6 rounds. X=Lvl.	10

Magick Spells (Unless specified last Xd6 rounds. X=Lvl.)		BP
Conduit: Charge target with a pre-loaded Spell. X=Spell's BP.		X+1
Night: The nearby area becomes shrouded in supernatural night.		1
Fireball: Deal Xd20 terror, fire damage to a nearby target. X=Lvl.		X+5
Resurrect: Return a nearby corpse to life. Difficulty=Xd10. X=days.		X+9
Bless: Nearby weapon's attack/damage gains (+) against Demons.		2
Speak with Dead: Ask a nearby corpse 3 questions.		1
Locate: Internal guidance to an object/person. Requires that you first touch someone who has seen or felt the object.		1
Sleep: Put Xd6 nearby Minions to sleep. X=Lvl.		3
Knock: Unlock something locked nearby .		1
Raise Army: Xd6 nearby corpses rise as your minions . X=Lvl.		5
Haste: Nearby target takes another turn after their next turn.		3
Sanctuary: Holy circle around those nearby . Demons cannot cross.		3
Death Ray: Kill nearby enemy of a level lower than yours. X=PC Lvl.		X
Might: Grant nearby target +3D Brawn for 1d6 rounds.		2