

<p>CHARACTER CREATION</p> <p>1. 3D6 STATS : The lowest of the three dice on each roll is that Ability's Modifier. Add 10 to find its Ability Score. STRENGTH SPEED TOUGHNESS INTELLECT WILL</p> <p><i>Design Note: I write SPEED or TOUGH to indicate the modifiers. I'm rarely going to be referring to the ABILITY SCORE and when I do I'll write SPEED SCORE instead of SPEED. Assume SPEED or the equivalent means modifier.</i></p> <p>2. DERIVED STATS:</p> <p>Attack – STRENGTH for melee, SPEED for ranged</p> <p>Defense – SPEED + ARMOR, if applicable</p> <p>Health – Roll 1d8 + TOUGH</p> <p>Inventory Slots – 6 + STR</p> <p>Body Slot – Only 1, can be fitted with one cybernetic. Any further cybernetic augmentations must replace an existing body part.</p> <p>Mind Slot – You can fit one psychic power or one Spelldrive into your mind slot. Some classes can gain more mind slots.</p> <p>5. BODY / SPECIES / BACKGROUND</p> <p>Roll a d10:</p> <p>01 – Mutant (random mutation)</p> <p>02 – Psychic (random psi power)</p> <p>03 – Cyborg (random cybernetics)</p> <p>04–07 – Human (extra item)</p> <p>08 – Vat Clone (immune to disease)</p> <p>09 – Abductee (alien language)</p> <p>00 – Alien (alien power)</p> <p>3. STARTING CLASS</p> <p>Knight – Hi-Tech Melee Weapon, Ranged Weapon or Tool. Scrap Armor.</p> <p>Warlock – Random Spelldrive (Spell, Perk, Drawback)</p> <p>Wanderer – Stranger, Gunslinger</p> <p>Stalker – Silent, Gas Mask</p> <p>Marauder – Rage, Honed Weapon</p> <p>Mechanist – Schematic, Tools</p> <p>4. FACTION ALIGNMENT / GODS – RITUAL</p> <p>Slime CHAOTIC DREAM</p> <p>Crystal CHAOTIC SIMULATION</p> <p>Chrome LAWFUL DEATH</p> <p>Star LAWFUL JUDGEMENT</p>	<p>4. GEAR</p> <p>Roll on the Item table three times. 1d20 for item type and roll the corresponding table:</p> <p>01–04 Food</p> <p>05–08 Lo-Tech Tools & Junk</p> <p>09–12 Lo-Tech Clothing + Armor</p> <p>13–14 Lo-Tech Melee Weapons</p> <p>15–16 Lo-Tech Ranged Weapons</p> <p>17 Hi-Tech Tools + Junk</p> <p>18 Hi-Tech Clothing + Armor</p> <p>19 Hi-Tech Melee Weapons</p> <p>20 Hi-Tech Ranged Weapons</p> <p>You also start with a Scrap weapon of your choice, 10 bullets and enough food for two days. One player in the group always starts with a partially complete map of a space of their choice. (A dungeon, a wilderness area, a hex, a city.)</p> <p>5.</p> <p>01 – MUTATIONS</p> <p>(see full table for Mutation descriptions)</p> <p>1d20</p> <p>1 Multiple Arms</p> <p>2 Multiple Legs</p> <p>3 Carapace / Protective Skin</p> <p>4 Extra/Segmented Eye</p> <p>5 Heightened Vision</p> <p>6 Photosynthetic Skin</p> <p>7 Regeneration</p> <p>8 Amphibious</p> <p>9 Chameleon Skin</p> <p>10 Heightened Hearing</p> <p>11 Enhanced Strength/Agility</p> <p>12 Electrical Skin</p> <p>13 Gas Generation</p> <p>14 Frog-like Poisonous Secretion</p> <p>15 Flammable venom</p> <p>16 Grasshopper-like jump-legs</p> <p>17 Light-sensitivity, Burrowing</p> <p>18 Face-Change</p> <p>19 Fleshy/insectoid wings</p> <p>20 Bone Spear/Crab/Tentacle Arm</p>	<p>02 – PSIONICS</p> <p>(see full table for Psychic Power descriptions)</p> <p>1d20</p> <p>1 Telekinesis</p> <p>2 Stunning Force</p> <p>3 Pyrokinesis</p> <p>4 Cryokinesis</p> <p>5 Sunder Mind</p> <p>6 Suspend Animation</p> <p>7 Precognition</p> <p>8 Invisibility</p> <p>9 Teleportation</p> <p>10 Levitation</p> <p>11 Bio-psionics</p> <p>12 Mind-control</p> <p>13 Telepathy</p> <p>14 Light-Control</p> <p>15 Force Field</p> <p>16 Empath</p> <p>17 Phase</p> <p>18 Death-Field</p> <p>19 Warp Space</p> <p>20 Warp Time</p> <p>04–07 – HUMAN</p> <p>Extra item.</p> <p>08 – VAT CLONE / CRYOSLEEPER</p> <p>Immune to disease.</p> <p>09 – ABDUCTEE</p> <p>Alien language.</p>	<p>03 – CYBERNETICS</p> <p>(see full table for Cybernetic Enhancement descriptions)</p> <p>1d20</p> <p>1 Bionic Arm</p> <p>2 Prosthetic Limb</p> <p>3 Optical Bioscanner</p> <p>4 Robot Blueprint Database</p> <p>5 Optical thermoscanner</p> <p>6 Noctural Optics</p> <p>7 Revenant Wiring</p> <p>8 Emergency Stabilizer</p> <p>9 Gecko Anchors</p> <p>10 Dermal Armor</p> <p>11 Embedded Weapon</p> <p>12 Hyper-Elastic Ankle Tendons</p> <p>13 Arm-Lock Actuator</p> <p>14 Pneumatic Pentaceps</p> <p>15 Vampyric Mandible</p> <p>16 Phase Harmonic Modulator</p> <p>17 Nav-Overlay</p> <p>18 Laser Vision</p> <p>19 Retractable Mechanist Devices</p> <p>20 Brain Jar</p> <p>00 – ALIEN</p> <p>(Aliens speak their own language and also 1 Human language of their choice)</p> <p>1d4</p> <p>1 Slüg – Slug person! Telepathy, wall climbing.</p> <p>2 Oozeling – Can turn into liquid at will. Doing so will make you drop whatever you're carrying.</p> <p>3 Grey – You can hypnotize Humans by staring into their eyes. Save allowed. Hypnotized Humans will answer questions but will be too dazed to perform any other actions.</p> <p>4 Reptilian – Can shape-shift to appear as any previously observed Human.</p>
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<div>5. BODY / SPECIES / BACKGROUND</div> <div>Roll a d10:</div> <div>01 – Mutant (random mutation)</div> <div>02 – Psychic (random psi power)</div> <div>03 – Cyborg (random cybernetics)</div> <div>04–07 – Human (extra item)</div> <div>08 – Vat Clone (immune to disease)</div> <div>09 – Abductee (alien language)</div> <div>00 – Alien (alien power)</div>	<div>01 – MUTATIONS</div> <div>(see full table for Mutation descriptions)</div> <div>1d20</div> <div><div>1</div><div>Multiple Arms</div></div> <div><div>2</div><div>Multiple Legs</div></div> <div><div>3</div><div>Carapace / Protective Skin</div></div> <div><div>4</div><div>Extra/Segmented Eye</div></div> <div><div>5</div><div>Heightened Vision</div></div> <div><div>6</div><div>Photosynthetic Skin</div></div> <div><div>7</div><div>Regeneration</div></div> <div><div>8</div><div>Amphibious</div></div> <div><div>9</div><div>Chameleon Skin</div></div> <div><div>10</div><div>Heightened Hearing</div></div> <div><div>11</div><div>Enhanced Strength/Agility</div></div> <div><div>12</div><div>Electrical Skin</div></div> <div><div>13</div><div>Gas Generation</div></div> <div><div>14</div><div>Frog-like Poisonous Secretion</div></div> <div><div>15</div><div>Flammable venom</div></div> <div><div>16</div><div>Grasshopper-like jump-legs</div></div> <div><div>17</div><div>Light-sensitivity, Burrowing</div></div> <div><div>18</div><div>Face-Change</div></div> <div><div>19</div><div>Fleshy/insectoid wings</div></div> <div><div>20</div><div>Bone Spear/Crab/Tentacle Arm</div></div>	<div>02 – PSIONICS</div> <div>(see full table for Psychic Power descriptions)</div> <div>1d20</div> <div><div>1</div><div>Telekinesis</div></div> <div><div>2</div><div>Stunning Force</div></div> <div><div>3</div><div>Pyrokinesis</div></div> <div><div>4</div><div>Cryokinesis</div></div> <div><div>5</div><div>Sunder Mind</div></div> <div><div>6</div><div>Suspend Animation</div></div> <div><div>7</div><div>Precognition</div></div> <div><div>8</div><div>Invisibility</div></div> <div><div>9</div><div>Teleportation</div></div> <div><div>10</div><div>Levitation</div></div> <div><div>11</div><div>Bio-psionics</div></div> <div><div>12</div><div>Mind-control</div></div> <div><div>13</div><div>Telepathy</div></div> <div><div>14</div><div>Light-Control</div></div> <div><div>15</div><div>Force Field</div></div> <div><div>16</div><div>Empath</div></div> <div><div>17</div><div>Phase</div></div> <div><div>18</div><div>Death-Field</div></div> <div><div>19</div><div>Warp Space</div></div> <div><div>20</div><div>Warp Time</div></div> <div><div>04–07 – HUMAN</div><div>Extra item.</div></div> <div><div>08 – VAT CLONE</div><div>Immune to disease.</div></div> <div><div>09 – ABDUCTEE</div><div>Alien language.</div></div>	<div>03 – CYBERNETICS</div> <div>(see full table for Cybernetic Enhancement descriptions)</div> <div>1d20</div> <div><div>1</div><div>Bionic Arm</div></div> <div><div>2</div><div>Prosthetic Limb</div></div> <div><div>3</div><div>Optical Bioscanner</div></div> <div><div>4</div><div>Robot Blueprint Database</div></div> <div><div>5</div><div>Optical thermoscanner</div></div> <div><div>6</div><div>Nocturnal Optics</div></div> <div><div>7</div><div>Revenant Wiring</div></div> <div><div>8</div><div>Emergency Stabilizer</div></div> <div><div>9</div><div>Gecko Anchors</div></div> <div><div>10</div><div>Dermal Armor</div></div> <div><div>11</div><div>Embedded Weapon</div></div> <div><div>12</div><div>Hyper-Elastic Ankle Tendons</div></div> <div><div>13</div><div>Arm-Lock Actuator</div></div> <div><div>14</div><div>Pneumatic Pentaceps</div></div> <div><div>15</div><div>Vampyric Mandible</div></div> <div><div>16</div><div>Phase Harmonic Modulator</div></div> <div><div>17</div><div>Nav-Overlay</div></div> <div><div>18</div><div>Laser Vision</div></div> <div><div>19</div><div>Retractable Mechanist Devices</div></div> <div><div>20</div><div>Brain Jar</div></div> <div><div>00 – ALIEN</div><div>(Aliens speak their own language and also 1 Human language of their choice)</div></div> <div>1d4</div> <div><div>1</div><div>Slüg – Slug person! Telepathy, wall climbing.</div></div> <div><div>2</div><div>Oozeling – Can turn into liquid at will. Doing so will make you drop whatever you’re carrying.</div></div> <div><div>3</div><div>Grey – You can hypnotize Humans by staring into their eyes. Save allowed. Hypnotized Humans will answer questions but will be too dazed to perform any other actions.</div></div> <div><div>4</div><div>Reptilian – Can shape-shift to appear as any previously observed Human.</div></div>
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<p>5. Mutations Mutants gain one of the following mutations upon character creation and more can develop through play.</p> <p>1d20 – MUTATIONS</p> <p>1. Multiple Arms Attack twice in a round.</p> <p>2. Multiple Legs Move twice as far in a round (60’).</p> <p>3. Carapace / Protective Skin Permanent +4 Armor. Once a day you must shed your skin like a snake and you are vulnerable during this process.</p> <p>4. Extra/Segmented Eyes +2 to all ranged attacks.</p> <p>5. Heightened Vision 1d4</p> <ul style="list-style-type: none">1 Heat Vision2 Detect Psychic Wavelength3 Detect Electronic Activity4 X-Ray Vision, see through walls	<p>6. Photosynthetic Skin You can go without food as long as you spend time (1 hour/day) basking in the sun.</p> <p>7. Regeneration Every round regain 1 HP.</p> <p>8. Amphibious Must consume water through your skin and generally keep yourself damp. Can breathe underwater and swim at run speed.</p> <p>9. Chameleon Skin If you don’t move for 1 round you can blend into your environment. As long as no one inspects you too closely you will be unnoticed.</p> <p>10. Heightened Hearing Roll under WISDOM to detect movement within 100’.</p> <p>11. Enhanced Strength/Agility +4 to Strength or Agility Score, choose.</p> <p>12. Electrical Skin Like an eel, generate electric shocks by touch. Can also be used to sabotage electronics (save or paralyze robot for 1d6 rounds).</p>	<p>13. Gas Generation Large holes in your body can release a gas cloud (20’ area) with one of the following effects, chosen at character creation: 1d4</p> <ul style="list-style-type: none">1 Poison – 4 damage.2 Smoke – Impairs vision.3 Healing – Heals 4 damage.4 Flammable – 6 damage when ignited. <p>14. Frog-Like Poisonous Secretion Inflict via touch. Can be used for arrow-tips or melee weapons, you secrete enough for 1 dose/day. Deals 4 damage.</p> <p>15. Flammable venom Spit a gout of flammable venom. Range: 20’, covers a 10’ area. 6 damage when ignited.</p> <p>16. Grasshopper Legs You can jump 20’ into the air and survive falls of 40’ without taking any damage.</p> <p>17. Tunneling Claws Your hands deal 2 damage and you can use them to move through dirt and other materials at 1/4 your normal speed (5’).</p> <p>18. Face-Changing You can assume the appearance of any human you’ve previously seen.</p> <p>19. Fleshy/Insectoid Wings You can fly at normal speed for 3 rounds before becoming exhausted.</p> <p>20. Bone Spear/Crab/Tentacle Arm Your arm deals 4 damage but can’t use normal weapons.</p>	<div>X</div> <div>X</div> <div>X</div>
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<p>4. Psionics Psychics have a number of Psi-Dice (d6s) equal to their Wisdom Modifier. When one uses a Power they roll all of their Psi-Dice. Any dice under 2 remain, the rest are lost for 24 hours.</p> <p>L indicates the level of the Psychic and is = to their remaining Psi-Dice.</p> <p>Unless otherwise noted, all spells with ongoing effects last up to Lx10 minutes, and have a range of up to 40 feet. If a spell directly affects another creature, the creature may make a save to avoid it (as described previously). Success reduces or negates the spell's effects.</p> <p>1d20 – PSYCHIC POWERS:</p> <p>1. Telekinesis R: 10'xL T: 1 D: 0 mage hand, precise telekinesis, throwing small objects as projectiles, unarmed attacks at ranged.</p> <p>2. Stunning Force R: 10'xL T: 1 D: 0 imprecise telekinesis, concussive blast, force push</p> <p>3. Pyrokinesis R: 10'xL T: 1 D: 0 flame manipulation, fireball, no firebolt, hard to control area destruction, requires fire source.</p> <p>4. Cryokinesis R: 10'xL T: 1 D: 0 Ice manipulation, cryoblast, ice spear, requires water source.</p> <p>5. Sunder Mind R: 10'xL T: 1 D: 0 Precise mental attack. Exploding dice -> exploding heads.</p> <p>6. Suspend Animation R: 10'xL T: 1 D: 10xL minutes Target becomes cryogenically frozen, unharm-able and paralyzed. On self, can last any duration.</p>	<p>7. Precognition R: 10'xL T: 1 D: [sum] Play [sum] rounds into the future and then revert back to when you used this power (ask what if, get a do-over).</p> <p>8. Invisibility R: Self T: 1 D: 10xL minutes. Can't be seen, except by heat-sensors.</p> <p>9. Teleportation R: 10'xL T: 1 D: 0 Instantly jump to a visible or near location. Can be activated as reaction to dodge an attack.</p> <p>10. Levitation R: 10'xL T: 1 D: 10xL minutes. Float self or object 10xL' feet into the air. Move at normal speed.</p> <p>11. Bio-psionics R: 10'xL T: 1 D: 0 Heal [sum points] or warp flesh [sum damage].</p> <p>12. Mind-control R: 10'xL T: 1 D: 10xL minutes Create illusions, cause enemies to flee in fear, turn on their allies, surrender, etc. Save allowed, cannot force enemies to directly harm themselves.</p> <p>13. Telepathy R: 100'x[sum] T: 1 D: LxHours Mind reading. Save allowed. Can also be used for silent communication at range.</p> <p>14. Light-Control R: 10'xL T: 1 D: 0 Can be cast as reaction, bend/redirect lasers and beams. Blinding attack. Requires light source.</p> <p>15. Force Field R: 10'xL T: Self D: [L] rounds Can be activated as reaction, blocks Lx10 damage and then breaks.</p> <p>16. Empath R: Touch T: 1 D: 0 Target feels what you feel and vice versa. You deal as much damage as the HP you currently have lost.</p>	<p>17. Phase R: 0 T: self D: [L] Rounds Move through solids, become immaterial</p> <p>18. Death-Field R: 10'xL T: area D: 0 Knocks the Psychic unconscious for [sum] hours, everyone else in range is reduced to 1HP.</p> <p>19. Warp Space* R: 10'xL T: area D: [sum] rounds Opens a 10'xL wide vortex which sucks in objects and people and leads to a random point in time. Extremely dangerous. 1d4 – Portal Destination 1 Random location within sight. 2 Random location within current hex. 3 Random location on hex-map/planet. 4 Random location in star system (99% chance its just empty vacuum space).</p> <p>20. Warp Time* R: 10'xL T: area D: [sum] rounds Opens a 10'xL wide vortex which sucks in objects and people and leads to a random point in time. Extremely dangerous. 2d8 – Portal Destination 2-3 Random time 1d10 years in the past. 3-4 Random time 1d10 days in the past. 5-7 Random time 1d10 hours in the past. 8-10 Random time 1d10 minutes in the past. 11-12 Random time 1d10 minutes in the future. 13-14 Random time 1d10 hours in the future. 15 Random time 1d10 days in the future. 16 Random time 1d10 years in the future.</p> <p>*These powers are potentially hard to deal with at the table/without extra preparation, GMs discretion if they are allowed.</p>	
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<p>4. Cybernetics Each cybernetic enhancement takes a toll on your body. You cannot have more than your Cybernetic Threshold without damaging your nervous system.</p> <p>1d20 – CYBERNETIC ENHANCEMENTS:</p> <p>1. Bionic Arm +4 Strength Score, with a successful melee attack, can sunder weapons by crushing them.</p> <p>2. Prosthetic Limb Replaces a lost limb.</p> <p>3. Optical Bioscanner You can see the vital signals of visible creatures and assess their level of threat (HP values and number of Hit Dice).</p> <p>4. Robotics Blueprint Database You can sometimes detect weaknesses in Robots. Save allowed. 1d4 – Robot Weakness</p> <ul style="list-style-type: none">1 Flawed locomotion design. Limbs can be disabled if hit in the right spot.2 Facial recognition dependent targeting. High contrast face paint or masks can confuse the robots sensors. Weapons won't target anyone wearing these.3 Poorly insulated processor. An electrical charge to a certain hard-to-hit spot will deactivate the robot.4 Faulty power supply. If you are able to open the access panel, the robot's power supply can be rewired to self-destruct. <p>5. Optical Thermoscanner You can see heat. Useful for tracking organics but ineffective against robots.</p>	<p>6. Nocturnal Optics At night you can see perfectly in the dark and gain +2 to all attacks.</p> <p>7. Revenant Wiring Your body will keep fighting for 3 rounds even after you're dead with full temporary hit points.</p> <p>8. Emergency Stabilizer Injects a healing serum as soon as you reach a programmable HP level (default 0), serum heals 4 damage.</p> <p>9. Gecko Anchors You can climb sheer surfaces.</p> <p>10. Dermal Armor Permanent +4 Armor.</p> <p>11. Embedded Weapon Retractable and hidden version of a random weapon. 75% chance lo-tech, 25% chance hi-tech.</p> <p>12. Hyper-Elastic Ankle Tendons Double move speed (60'), deal 4 damage with kicks.</p> <p>13. Arm-Lock Actuator +2 ranged attacks.</p> <p>14. Pneumatic Pentaceps Jump triple your height.</p>	<p>15. Vampyric Mandible Metal-fanged bite deals 4 damage and heals you for 4 points.</p> <p>16. Phase Harmonic Modulator 1/day move through solids, become immaterial for 1 round.</p> <p>17. Satellite Linked Nav-Overlay You can always tell where you are on the hex map, and you can detect mass heat-signals (cities and other populated areas) anywhere within your hex.</p> <p>18. Laser Vision You can shoot lasers from your eyes which deal 6 damage.</p> <p>19. Retractable Mechanist Devices You can repair and modify machinery and robots without any tools. You still need materials and parts.</p> <p>20. Brain Jar Your brain is held in a glass-domed jar of brightly colored fluid. You can detach the jar from its socket between your shoulders and connect it to a robot's chassis to take control of that robot. Your body can only endure this for up to 1 hour/day and is incapacitated and very vulnerable during this time.</p>	
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<div>ITEMS</div> <div>WEAPONS:</div> <div>Weapon have a damage value and sometimes an effect. Players may choose to deal damage or deal the weapon’s effect when they attack successfully.</div> <div>Design Note: Weapons have static damage to speed things up a bit. Also, for GMs used to D&D, guns are fairly common which is something to account for: this affects combat, but also negotiations.</div> <div>Bleed – Enemy suffers 1 damage/round until bandaged.</div> <div>Impale – Enemy is stuck to a surface, either a wall or the ground.</div> <div>Dismember – Enemy loses a limb, suffers 1 damage/round until bandaged.</div> <div>Stun – Enemy cannot act for 1 round.</div> <div>ARMOR</div> <div>Armor adds to your Defense.</div> <div>All shields can be sundered to negate a melee attack, this can be done as a reaction anytime the shield-holder takes damage.</div> <div>1d20</div> <div>01–04 Food</div> <div>1d6</div> <div><div>1Beer</div><div>2Freeze-Dried Fruit! (A delicacy)</div><div>3Twinkie (A staple)</div><div>4Can o’ Beans</div><div>5Block of Ration-Bars</div></div>	<div>05–08 Lo-Tech Tools + Junk</div> <div>1d20</div> <div><div>1Backpack – +5 INV slots</div><div>250 ft. Rope</div><div>310 ft. Chain – 4</div><div>4Gas Mask</div><div>5Flashlight</div><div>6Lighter</div><div>7Toolbox</div><div>8Fire extinguisher</div><div>9Gasoline – Deals 4 damage when ignited, burns for 3 rounds, 1 can covers a 20ft area.</div><div>10Crowbar – Sunder – 4</div><div>11Sunglasses / Goggles</div><div>12Vid-Comm / Radio</div><div>13Bandages</div><div>14Winter Coat</div><div>15Tent</div><div>16Map</div><div>17Flares</div><div>18Padlock and Key</div><div>19Bullets (20)</div><div>20Book</div></div> <div>09–12 Lo-Tech Clothing + Armor</div> <div>1d6</div> <div><div>1Coat with Inside Pocket</div><div>2Rubber Boots</div><div>3Cool Pants – People occasionally say to you: “Cool Pants.” Or “Hey those are cool pants.”</div><div>4Clean Socks – Valuable and unbelievably nice to find.</div><div>5Scrap Armor – +2 Armor</div><div>6Scrap Shield – +1 Armor</div></div>	<div>13–14 Lo-Tech Melee Weapons – E – D -----</div> <div>1d10</div> <div><div>1Scrap Knife – Bleed – 2</div><div>2Scrap Spear – Impale – 2</div><div>3Scrap Sword – 4</div><div>4Scrap Axe – Dismember – 4</div><div>5Scrap Flail – Stun – 4</div><div>6Steel Knife – Bleed – 3</div><div>7Steel Spear – Impale – 3</div><div>8Steel Sword – 6</div><div>9Steel Axe – Dismember – 6</div><div>10Steel Flail Flail – Stun – 4</div></div> <div>15–16 Lo-Tech Ranged Weapons</div> <div>1d6</div> <div><div>1Pistol – 2</div><div>2SMG – 3</div><div>3Shotgun – 4</div><div>4Rifle – 3</div><div>5Assault Rifle – 4</div><div>6Machine Gun – 6</div></div> <div>17 Hi-Tech Tools + Junk -----</div> <div>1d10</div> <div><div>1Energy cell</div><div>2Arc Welder</div><div>3Telekinesis Gauntlet</div><div>4Tractor Beam</div><div>5Arm-Mounted Grappling Cable</div><div>6Recycling Suit</div><div>7Haz-Mat Suit</div><div>8Night Vision Goggles</div><div>9Robot-Override Puck</div><div>10Psi-Wave Detector</div></div>	<div>18 Hi-Tech Ranged Weapons-----</div> <div>1d8</div> <div><div>1Laser Pistol – 6</div><div>2Laser Rifle – 7</div><div>3Laser Cannon – 8</div><div>4Beam Rifle – 8</div><div>5Beam Cannon – 10</div><div>6Plasma Pistol – 10</div><div>7Plasma Rifle – 11</div><div>8Plasma Cannon – 12</div></div> <div>19 Hi-Tech Armor-----</div> <div>1d4</div> <div><div>1Shield emanator – Activated as a reaction, negates 1 attack.</div><div>2Survival Solar Cloak – Can shield you from high and low temperatures, can slowly recharge energy cells.</div><div>3Carbide Armor +4 Armor</div><div>4Carbide Shield +2 Armor</div><div>5Magna-Plate +4 Armor, repulses bullets for 1 round, consumes an Energy Cell.</div></div> <div>20 Hi-Tech Melee Weapons-----</div> <div>1d10</div> <div><div>1Carbide Knife – 4</div><div>2Carbide Spear – Impale – 3</div><div>3Carbide Sword – 6</div><div>4Carbide Axe – 8</div><div>5Laser-Sword – 10</div><div>6Laser-Flail – Stun – 10</div><div>7Beam-Sword – Dismember – 10</div><div>8Plasma-Edged Sword – 12</div><div>9Plasma Flail – Stun – 12</div><div>10Plasma Axe – Dismember – 12</div><div>6Live cow, 2 heads, very valuable DNA</div></div>

<p>PLAYING THE GAME</p> <p>1. COMBAT</p> <p>ONE MEMBER OF EACH SIDE ROLLS INITIATIVE, 1D6 + SPEED, THE HIGHER ROLL GOES FIRST AND THE WINNING PARTY DECIDES THE TURN ORDER.</p> <p>On each player’s turn they may take a number of combat options. Most of these will be resolved with a contested roll between the Player’s Attack roll and the Enemy’s Defense roll.</p> <p>COMBAT OPTIONS: This is a lot like Rock–Paper–Scissors. Attack beats Aim, Defend beats Attack, Aim beats Defend.</p> <p>ATTACK – 1d20 + ATTACK vs. 1d20 + DEFENSE If the attacker wins, they deal damage, if the defender wins they don’t. Ties go to the attacker.</p> <p>DEFEND – Gain advantage on your next DEFENSE roll.</p> <p>AIM – Gain Advantage on your next ATTACK.</p> <p>PARRY –</p> <p>x</p> <p>x</p> <p>x</p>	<p>CRITICAL HITS</p> <p>During an attack roll, if the attacker rolls a natural 20 or the defender rolls a natural 1, the defender gains a wound based on the damage roll.</p> <p>WOUNDS & DYING</p> <p>Generally, wounded enemies must make a morale check or flee.</p> <p>When you reach 0 Health or lower, compare your negative Health to the Wounds table.</p>	<p>HEALING</p> <p>Each ration restores 1d6 HP when consumed. After a meal or a full night’s rest, PCs regain lost hit points equal to 1d6. Resting at a safe haven restores all lost HP.</p> <p>MONSTERS</p> <p>All monsters from OSR bestiaries should work as-is in Bastard with no major conversion needed. Here are some guidelines.</p> <p>Hit Dice/Hit Points: All monster hit dice can be assumed to be d8s unless otherwise specified. To get the monster’s hit points, just multiply the number of hit dice they have by 4 (or 5 if you’re feeling mean.)</p> <p>Armor: Monster AC (if ascending) is identical to Armor defense. If the AC is descending, subtract it from 19 (if it is from OD&D or B/X D&D) or from 20 (if it is from AD&D) to find its ascending equivalent.</p> <p>Attack Bonus: Any attack bonus given is unchanged, and can be added to both melee and ranged attacks. If an attack bonus is not given, assume that it is the same as the monster’s number of hit dice.</p>	<p>REACTIONS – The GM can roll reactions during combat if the party tries to make peace. +3 if the PCs have killed any of their opponents.</p> <p>1D6</p> <ol style="list-style-type: none">1. Friendly and helpful.2. Friendly.3. Willing to be helpful if treated well, or incentivized.4. Ambivalent.5. Clearly will turn hostile if treated badly, sometimes it’s possible that they could be negotiated with to make them ambivalent.6. Immediately hostile. <p>MORALE – The GM can roll morale at any time to determine whether or not the enemy party might decide to flee or surrender. +1 for every significant loss they have faced in the battle (a major combatant killed, an important weapon sundered or disarmed, a valuable tactical position lost, etc.)</p> <p>1D6</p> <ol style="list-style-type: none">1. They decide to fight to the death.2. They become more aggressive.3. They start thinking defensively.4. They retreat but still hope to win the fight.5. They flee.6. They surrender.
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SPELLDRIVES & WIZARDS

Some say Spelldrives contain ancient data rituals so complex that they would fill vast libraries if recorded in readable text. Others say that Spelldrives contain alien technology beyond any possible understanding. Spelldrives look like floppy discs and plug into a port in the back of your head. They also give you the memories of all of the Warlocks who have used the drive before you. Your spell drive allows you to communicate with any other wizard using the same spell drive, like the internet.

1d10 SPELLDRIVES

1. Biomancy <https://coinsandscrolls.blogspot.com/2018/01/osr-class-biomancer.html>
2. Neuromancy / Psychomancy <https://princesses-and-pioneers.tumblr.com/post/183711068718/telemancer> <http://www.remixesandrevelations.com/2018/01/osr-psychomancers-lords-of-mind.html>
3. Pyromancy <https://thethingswedoforxp.blogspot.com/2019/07/glog-wizard-pyromancer.html> <https://coinsandscrolls.blogspot.com/2017/03/osr-elementalist-wizards.html>
4. Cryomancy <https://coinsandscrolls.blogspot.com/2017/03/osr-elementalist-wizards.html>
5. Necromancy <https://coinsandscrolls.blogspot.com/2017/11/osr-necromancers.html>
6. Illusion <https://coinsandscrolls.blogspot.com/2017/03/osr-illusionist-wizards.html>
7. Astromancy (gravity, luck, divination, astronomy, <http://www.remixesandrevelations.com/2017/10/osr-cosmomancer-scholars-of-stars.html> <https://crateredland.blogspot.com/2019/03/warlock-patron-baleful-star.html>
8. Radiomancy (radiation) <http://unlawfulgames.blogspot.com/2018/08/osr-radiomancer.html>
9. Floramancy (garden wizardry) <https://coinsandscrolls.blogspot.com/2018/01/osr-garden-wizards.html>
10. Somnamancy (portals, oozes and the dream) <https://princesses-and-pioneers.tumblr.com/post/183711068718/telemancer> <https://coinsandscrolls.blogspot.com/2018/05/osr-class-summoner-20.html>

BIOMANCER

Perk: When you drink a potion, you have a 50% chance to recycle it via whatever orifice you prefer. You have 10 minutes to excrete the potion. You start with two black thumb rings (the secret mark of your profession) and a random potion.

Drawback: Whenever you receive magical healing, Save or gain a mutation. The regeneration spell does not trigger this.

Cantrips

1. Transfer a blemish or cosmetic feature from one creature to another. You could swap eye colours with an elf or pull warts off a toad and put them on a princess. You cannot transfer significant effects (poison glands, wings, etc.).
2. Taste blood to tell what kind of creature it came from.
3. If you wish, your appearance will no longer age. Once you activate this, you will always look the same age. This may fail in times of dire stress.

Spells

1. Acid Arrow
2. Alter Self
3. Animate Potion
4. Extract Venom
5. Shrivelf
6. Hand of the Hound
7. Infantilize
8. Monsterize
9. Regeneration
10. Blood Jelly

Emblem Spells

11. Wave of Mutilation
12. Mutate

NEUROMANCER

Power: Can cast spells without speaking or moving your hands, as long as they are Psychomancer spells.

Drawback: Can constantly hear the "loudest" thoughts of people within 100', "loudest" here being defined by the thought most prominent in their mind. For example, if your friend's feet hurt, his "loudest" thought might be "Gee, my feet hurt." This makes concentrating on anything difficult at best.

Psychomancer starting spells:

1d10

- 1- Army of One
- 2- Telerend
- 3- Detect Attention
- 4- Force of Personality
- 5- Hijack Vision
- 6- Hypnotic Laser
- 7- Lead Tongue
- 8- Rewrite Memories

- 9- See Invisibility
- 10- Stand Firm
- 11- Take Captive
- 12- Telepathy
- 13- Detect Psychic Footprints
- 14- Enthrall
- 15- Incept
- 16- Mental Dominion

PYROMANCER

Perks: can recover one magic die by starting a fire and tending it for an hour. This is your only way of recovering magic dice.

Drawbacks: smell slightly smoked, cannot eat uncooked food. Forbidden to put out fires and cannot cast fire magic if you are soaking wet. Use the Size of fire table below to determine how many magic dice you lose when hit with an equivalent amount of water. Four buckets of water should drench you, as will a barrel full.

Cantrips

1. You can always start a fire, even if the wood is soaked or a gale is blowing.
2. Snap your fingers to summon a flame the size of a candle's for a second. Cannot deal damage.
3. Sense the direction and rough distance to the nearest fire.

Size of fire: [dice]

An apprentice can't yet command a forest fire, and even a master will struggle to make a forest fire do their bidding.

1. torch – can fit in the palm of your hand, perhaps fill a bucket.
2. campfire – size of a barrel or a small child.
3. pyre – size of a cart –or a person– requires two hands to control.
4. bonfire – size of a cottage, requires two hands and half your movement to control
5. conflagration – size of a small keep or forest fire, requires two hands and your whole round to control

1. Control fire
2. Protection from fire
3. Ignite
4. Ancient Flame
5. Wall of Fire
6. Fire Sight
7. Fireball
8. Black Flame
9. Fiery retribution
10. Unburn
11. Heart fire
12. Body of Fire
13. Phoenix

CRYOMANCY

Perks: can recover one magic die by freezing yourself for an hour. This is your only way of recovering magic dice.

Drawbacks:

Cantrips

1. Can turn water into ice, up to 1 gallon.
2. Can create light snowfall in an area up to 10ft.
- 3.

Size of ice: [dice]

The size of water you may turn to ice/scale of your effects

1. torch – can fit in the palm of your hand, perhaps fill a bucket.
2. campfire – size of a barrel or a small child.
3. pyre – size of a cart –or a person– requires two hands to control.
4. bonfire – size of a cottage, requires two hands and half your movement to control

5. conflagration – size of a small keep or forest fire, requires two hands and your whole round to control

1. Control Ice
2. Circle of Frost
3. Protection from Cold
4. Ice Breath
5. Frostskin
6. Cryogenic Stasis
7. Cryogenic Sleep
8. Cryogenesis
9. Sealed Chamber
10. Cryo-Banishment

NECROMANCER

Perk: You can cause creatures you touch to reroll any Fatal Wounds they are trying to remove in a round. You can allow them to reroll failed tests or force them to reroll successful tests. If a creature successfully removes a Fatal Wound because of the reroll you provided, it permanently loses 1 HP.

Drawback: You require a ritual ingredient to cast your spells. The ingredient has a negligible cost (2cp) and is not consumed, but water, fire, or isolation could render you unable to cast spells. Roll on the Ritual Ingredient List below.

Cantrips

1. You can call on the spirit of a recently dead creature by interrogating its body. Provided the creature died before dawn, and it wasn't particularly pious or exceptionally blasphemous, it will answer 3 of your questions. At dawn, the spirit departs. The dead are rarely coherent or helpful. Answers may be cryptic. If the creature had 3 or more HD, everyone present can see and hear the spirit. Otherwise, only you can see it.
2. You can ritually protect a corpse against possession by unwelcome spirits. Alternatively, you can deliberately invite spirits to possess a corpse. The ritual takes 10 minutes. The most dangerous time is between death and dawn; after that, the corpse becomes less appealing to wandering spirits.
3. You can permanently lose 1 HP to add 1 MD to a spell you are casting. You can only lose 1 HP per spell.

1. Raise Spirit
2. Explode Corpse
3. Death Mask
4. Fear
5. Rot
6. Raise Undead
7. Innocent Revenant
8. Command Undead
9. Fog
10. Death Scythe
11. Finger of Death
12. Fatal Doom

ILLUSIONIST / LUMEMANCER / CRYSTAL WIZARD

Perk: Your illusion spells have a duration of “Concentration + 1 minute”. You start with rainbow-coloured gloves. (You also know that reality is a simulation but don't tell the other characters, it will only freak them out. You can often determine via hunch if things are real or false.)

Drawback: You cannot cast spells unless you can see all 7 primary colours. Your magic supplies the 8th: octarine.

Cantrips:

1. Create a shower of illusory sparks or a puff of illusory smoke from your hands.
2. Touch another caster's illusion and make an Opposed Intelligence check. If you succeed, you gain control of the illusion.
3. You always know the position of the sun in the sky.

1. Illusion
2. Disguise
3. Prismatic Ray
4. Mirror Image
5. Mirror Object
6. Light
7. Hypnotic Orb
8. Colour Spray
9. Wizard Eyes

10. Wall of Light
11. Mirror Self
12. Fade
CRYSTAL REALITY

ASTROMANCER

Power: Can make your light shine like a flashlight. The light can be any color you like.

Drawback: Cannot sleep without a roof over your head. You probably also have agoraphobia as well. The Stars are spying on you, you're sure of it.

Starting Spell(s)

- 1- All Things Adjacent
- 2- Baleful Moon
- 3- Blinding Halo
- 4- Contact Outer Sphere
- 5- Enlarge
- 6- Focus Light
- 7- Lucky
- 8- Meteor Guard
- 9- Portal
- 10- Reduce
- 11- Sun Shower
- 12- Transpose
- 13- Calculate Probability
- 14- Curse
- 15- Horoscope
- 16- Teleport

Legendary Spells: Call Meteor, Time Travel

RADIOMANCER

Perk: You have set of clothing which works as a Hazmat suit with built-in wizard hat, protecting you from external radiation. It does not give you armour value, and ceases to function when damaged, though you know how to repair it.

Drawback: Constantly working with radiation has left your genetic code more like a genetic guideline. -4 to saves against mutations.

Cantrips:

- 1. You can produce or make disappear a Geiger counter, allowing you to measure the ambient radiation level. You can pass this device to others but you cannot produce more than one at the same time. If it leaves your sight it automatically disappears.
- 2. You can force radiation onto crystal, glass, liquid or gas, making it scintillate and emit light as a candle as long as you touch it.
- 3. You can determine the exact time of death of any organic thing through carbon dating

- 1- Photon Multiplier
- 2- Isotope Tag
- 3- Excitation
- 4- Suppression Field
- 5- Ionise
- 6- Radioscan
- 7- Contamination

- 8- Reactor Exhaust
- 9- Alpha Insertion
- 10- Cascade Effect
- 11- Annihilation
- 12- Emblem Spells
- 13- Pripyat Sunrise
- 14- Mutagenesis

FLORAMANCER

Perk: You can imbue spells into plants that you grow yourself.

Drawback: You must meditate each morning within sight of natural beauty. Even some mold growing on a rock counts. You must describe this to other players. Druids hate you.

Cantrips:

1. Permanently change the colour or form of a small plant.
2. Plants grow just a little bit better in a [level] mile radius around you. It takes at least a season to be noticeable.
3. You can sleep anywhere, in any position, with a few moments notice. You can set environmental conditions that will wake you, such as “sunrise” or “rain.”

Garden Wizard Spell List

1. Clarity
2. Woodbend
3. Dendrigraphy
4. Whirling Staff
5. Locate Animal
6. Magic Missile
7. Obedient Stone
8. Control Earth
9. Light
10. Sleep
11. Wall of Earth
12. Uproot

SOMNAMBULIST / SOMNAMANCER

Perk: When you dream you enter a plane called The Dream for the duration of your sleep. You are incorporeal in the Dream. It is similar in many ways to the area surrounding your body, but with uncanny differences. (No one has any skin. Everyone is replaced by animals. Every object is alive. There’s dirt all over the floor and on your hands its growing flowers.) Everyone in the party can meet in their dreams if they sleep simultaneously. You can make yourself wake up at any moment with a Will Save, even to avoid death.

Drawback: If you die in the dream you die in real life. Lol not really. If you die in the dream whatever killed you starts to feed off of your sleep and you can’t sleep for 1d6 days.

1. Sleep
2. Dream
3. Summon Slime
4. Summon Ooze
5. Summon Memory Slime
6. Summon Dream Eater
7. Dream Projection (Dream while your body is awake/bodyjump/kill someone who you meet in the dream)
8. Summon Dream Monster
9. The Altar of Oobilex
10. Sleep Thief

DREAM HOUSE