

The Lost Room RPG: Train Adventure

Attribute and Combat Dynamics

Combat works like this. You can either attack with a gun, with an Object, or with fists. Gun attacks attack via **Gun Training** and are dodged via **Agility**. Object attacks attack via **Handle Object** and are dodged via **Resist Object** and/or **Agility** (depends on object). Improvised Weapons attack via **Strength** and are dodged via **Agility**.

Whenever combat or turn-based play begins, all players roll a number of d6 equal to their **Initiative**. The player with the most number of rolls 4 or above goes first. If a tie, both players roll a number of d6 equal to their **Initiative** again until the tie is resolved.

During each turn, if a player has a turn, he or she do one of the following things:

- A. Use a one-use item on any one target
- B. Use a multi-use item (gun, medicine) on one target, then optionally again on another or the same target
- C. Use an Object once
- D. Attack one target with fists once
- E. Give an object or item to another player (with that player's permission)
- F. Take an object or item from another player (with that player's permission or if that player is unconscious or with a special ability)
- G. Use an active special ability
- H. Interact with the environment in some other manner

Turns are skipped if the player is unconscious or under the influence of an Object or environmental factor that has that affect.

When attacking with fists, roll a number of d6 equal to your **Strength**. The target rolls a number of d6 equal to their **Agility**. Whoever has the most rolls of 4+ wins; the defender wins on ties. If the defender loses, the defender takes one damage. Players may decline to dodge if they so wish and may be prevented from dodging by an Object or other environmental factor.

When attacking with a gun, use up one ammo and roll a number of d6 equal to your **Gun Training**. The target rolls a number of d6 equal to their **Agility**. Whoever has the most rolls of 4+ wins; the defender wins on ties. If the defender loses, the defender takes two

damage. Players may decline to dodge if they so wish and may be prevented from dodging by an Object or other environmental factor.

When attempting to use an object's effect on a single target, roll a number of d6 equal to your **Handle Object** and the target rolls a number of d6 equal to their **Resist Object** and/or **Agility**, depending on the text of the Object. The target may decline to resist object or dodge if desired and may be prevented from doing so via some other Object or environmental factor. If the Object-user wins (defender wins on ties), the Object has its printed effect.

Some Objects affect multiple targets. If so, repeat the above procedure once per target. Some Objects also have global effects, which cannot be resisted and/or dodged. The text of the Object should clarify.

A player who is reduced to 0 health becomes unconscious and may no longer talk about in-game stuff except to request to be healed. An unconscious player may be healed in battle.

Players start with an amount of attributes equal to what is stated on their card, but receive 8 additional points to distribute however they wish. In order to place a skill at 7 or higher, 2 attribute points must be used.

Players start with an amount of health equal to their **Hitpoints**.

Skill Dynamics

To use any skill, roll a number of d6 equal to your value in that skill and count the number of 4+ dice (your number of successes). The amount of successes you have can be used to trigger plot events or such as determined by the GM.

Characters start with 0 points in each of the 5 skills, but may distribute skill points as they wish at the beginning of the game according to their sheet.

1. **Conning:** Used to bluff your way through NPC situations
2. **Electronics:** Used to perform actions with computers or other electronics; hacking.
3. **Investigate:** Used to gather information about the surroundings or see if anything is out of the ordinary.
4. **Search:** Used to find Objects or items to be placed in inventories.
5. **Sneak:** Used to perform an action undetected.

DOCTOR ERICA ROSE

Start with the base stats, and then add **seven** points. You must spend two points to make a skill go above **seven**.

Hitpoints 4 + _____ = _____ (_____)

Initiative 4 + _____ = _____

Gun Training 3 + _____ = _____

Strength 0 + _____ = _____

Agility 3 + _____ = _____

Handle Object 3 + _____ = _____

Resist Object 3 + _____ = _____

You're an incredibly attractive doctor who has an air of mystery, and isn't afraid to use it to seduce. But you're not the kind of person who needs to rely on her looks, because you're also well trained as a doctor.

SPECIAL ABILITY [Active]: First Aid Training

You may use a medical kit three times per round instead of the usual two.

Distribute **seven** points among any skills, then add a point to **conning**.

Conning _____

Electronics _____

Search _____

Converse _____

Investigate _____

Sneak _____

Presumably, you've been brought on this team for your skills as a doctor, and you do pretend to be dedicated to the mission, but honestly you just have other plans. You don't have any memories of your past, but you do have something — you remember why you're here.

Before you underwent whatever Object wipes memories, things were arranged that your mission would be preserved. You're a part of a group of people called **The Cabal**, who wants all the Objects for themselves. And what is the most important Object? Why **the Key** that Detective Caleb Marshall is so haplessly guarding.

So it should be easy – while everyone else is distracted by getting **the Box**, which you couldn't care less about, you are going to steal **the Key** by some means.

All characters have unique and individual win conditions, and you win if, at the end of the RPG, all three objectives have been met. You're three conditions are as follows:

You win if...

1. **The Key** is in your inventory at the end of the game.
2. **Detective Caleb Marshall** is unconscious.
3. You are conscious at the end of the game.

BARNETT BLACK

Start with the base stats, and then add **seven** points. You must spend two points to make a skill go above **seven**.

Hitpoints **5** + _____ = _____ (_____)

Initiative **4** + _____ = _____

Gun Training **1** + _____ = _____

Strength **5** + _____ = _____

Agility **4** + _____ = _____

Handle Object **1** + _____ = _____

Resist Object **1** + _____ = _____

You were definitely born a fighter, have trained a fighter, and remain a fighter. You are the heavy for the team, ready to punch anyone who needs punching, though you might not be too stealthy at it.

SPECIAL ABILITY [Passive]: Improvise Weaponry

You may wield as a weapon items that other people cannot, gaining an automatic +1 strength, +1 initiative, -1 handle object, -1 resist object when doing so.

Distribute **six** points among any skills.

Conning _____

Investigate _____

Sneak _____

Electronics _____

Search _____

You're a fighter, but you're not just any fighter. You're a *loyal* fighter. You don't have many memories, but one memory was so strong that it wasn't fully erased. You remember back a decade ago when you were running some less than legal operations, Detective Caleb Marshall intervened and saved your life and then also decided *not* to arrest you.

Now, it's probably because he's a corrupt cop, or probably because your \$1000 was very convincing, but you did learn a valuable lesson: you can't always trust your fists when other people have these things called guns. Though you may still try, because it's just like you to do that, and you don't want to be someone your not, right?

Detective Marshall won't remember you, but you're there for him.

All characters have unique and individual win conditions, and you win if, at the end of the RPG, all three objectives have been met. You're three conditions are as follows:

You win if...

1. **Detective Caleb Marshall** is conscious at the end of the game.
2. Either you or Caleb Marshall successfully steals **the Box** by the end of the game. *(It can be in any inventory of either you or Caleb Marshall.)*
3. You are conscious at the end of the game.

DETECTIVE CALEB MARSHALL

Start with the base stats, and then add **seven** points. You must spend two points to make a skill go above **seven**.

Hitpoints 3 + _____ = _____ (_____)

Initiative 3 + _____ = _____

Gun Training 4 + _____ = _____

Strength 3 + _____ = _____

Agility 2 + _____ = _____

Handle Object 3 + _____ = _____

Resist Object 2 + _____ = _____

You're the detective who stole the key from the evidence locker, and you're prepared to defend it with your trusty gun. Other than that, nothing about you is known to anyone else... and you like it that way.

SPECIAL ABILITY [Passive]: Forensic Investigation

*Once per round, you may re-roll any **one** die that is used in a **conning**, **investigate**, or **search** check that you preform.*

Distribute **three** points among any skills, then add a point to **Conning**, a point to **Search**, and **two** points to **Investigate**.

Conning _____

Investigate _____

Sneak _____

Electronics _____

Search _____

You're the guy who has **the Key**, and this makes you pretty darn important. Well, maybe. ... You probably could at least convince everyone else that you're pretty darn important.

But let's talk about **the Key** a bit more – it can basically teleport you anywhere, being the strongest of all teleportation Objects. However, it also is your only link to the **Lost Room** itself. This almost always means that other people will want to steal it, especially given the fact that you stole it once yourself from another person who stole it, from another person who stole it, etc...

All characters have unique and individual win conditions, and you win if, at the end of the RPG, all three objectives have been met. You're three conditions are as follows:

You win if...

1. **The Key** is in your inventory at the end of the game.
2. Your team successfully steals **the Box** by the end of the game. *(It can be in any inventory of any member of your team.)*
3. You are conscious at the end of the game.

MICKY “MOUSE” MONTEGUE

Start with the base stats, and then add **seven** points. You must spend two points to make a skill go above **seven**.

Hitpoints 3 + _____ = _____ (_____)

Initiative 4 + _____ = _____

Gun Training 1 + _____ = _____

Strength 2 + _____ = _____

Agility 5 + _____ = _____

Handle Object 2 + _____ = _____

Resist Object 3 + _____ = _____

Ever since you left middle school, your prowess for sneaking and stealing has given you the name “Mouse”. No one calls you Mickey... not your friends or your family. ...But the reason probably has more to do with you not having friends or family.

SPECIAL ABILITY [Active]: Blatant Thievery

*Once per round, you may attempt to steal something from a player or NPC even if they aren't unconscious. To do this, roll dice equal to your **Sneak** against their **Agility**, and then against their **Investigate**. If you win both, you get the thing.*

Distribute **three** points among any skills, then add **three** points to **Sneak**.

Conning _____

Electronics _____

Investigate _____

Search _____

Sneak _____

No one has their memories, so what could you know about yourself? All you really know is that presumably you're the rogue that was hired by the team for your rogue-ish skills, such as sneaking all over the place.

Well... not exactly. That's just what you tell people. It's really a lie. You're actually The Architect himself.

You're the mastermind behind this whole operation, the *super secret traitor* so to speak. In a massive plot twist *revealed early and to you and you alone*, you already have the Box. You've hired this team with the intent to see them fail.

Just make sure they don't find out about your duplicity. And make sure they fail to figure out anything about the Box. Hell, make sure they all get arrested. Whatever you have to do, do it in such a way that no one figures out about your identity until it's too late.

But why would you do something like this? Easy – you need information on the intended target, Mark Marcus, a known opponent of your operations. You need Mark Marcus dead, and you need no one to actually know about what you're doing. So why not accomplish all your goals at once?

Make it good.

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You win if...

1. **The Box** is in your inventory at the end of the game.
2. **Mark Marcus** is dead in some way by the end of the game.
3. You are conscious at the end of the game.

GUN

ITEM (Weapon, Multi-use)

The gun has six ammo, and each shot uses up one. You may shoot a gun up to twice per turn at up to two targets as an attack. The attack is your **Gun Training** against the target's **Agility**.

AMMO: ○ ○ ○ ○ ○ ○

"It shoots bullets, really fast."

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MEDICAL KIT

ITEM (Item, Multi-use)

The medical pack has three uses, and each use uses one. You may use it twice per turn to heal up to two people, yourself included. Each use heals 1 hitpoint no questions asked. A player may not exceed their maximum hitpoints.

USES: ○ ○ ○

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HIDDEN ITEM

ITEM (Item, Very Plot Relevant)

Use when relevant to the game.

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THE KEY

OBJECT (Object, Very Plot Relevant)

Can open any door that (a) does not to be a portal to the **Lost Room**. Once in the Lost Room, no one can take damage. When leaving out through the door of the Lost Room, you must recall the door that you which to leave through to leave out that door, otherwise you will exit out a door at random.

“Niessen 612a key with attached key fob stamped with Sunshine Motel logo and the words ‘Room 10’. The fob is brown.”

THE SCISSORS

OBJECT

???

“Vintage Solingen brand desk scissors.”

THE QUARTER

OBJECT

???

“U.S. Quarter, 1961.”

THE DECK OF CARDS

OBJECT

???

“Arrco brand playing cards in Redi-Slip box.”

THE FLASHLIGHT

OBJECT

???

“Vintage Stellar (or Winchester - both look EXACTLY the same) 14" chrome flashlight.”

THE HARMONICA

OBJECT

???

“Vintage Hohner Chrometta 8 with red trim.”

THE LIGHTER

OBJECT

???

“Vintage Auer Champion type 1950s chrome cigarette lighter.”

THE PENCIL

OBJECT

???

“Golden yellow full-length number 2 pencil with plain silver ferrule and pink eraser. The eraser is slightly used giving it a symmetrical rounded appearance, and the tip is short and hand sharpened with a knife. The only print on the pencil is the abbreviation “No. 2 - USA” in plain black text ending near to the ferrule and running parallel to the length.”

THE RAZOR

OBJECT

???

“Standard Straight Razor 1950s vintage with ivory handle.”

THE WRISTWATCH

OBJECT

???

“Vintage 1950's Bulova brand 17-jewel wristwatch with sunburst dial and sub-second feature. Case has "bent" flared lugs.”

THE WALLET

OBJECT

???

“A brown trifold wallet with pockets for notes and a window to display an identification card. It's empty.”

THE HAT

OBJECT

???

“It’s a grey fedora with a gutter-dent, side-dented crown, and the front of the brim snapped down. It seems impossible to snap the brim back into position.”

Unstated Object Powers

- Scissors (*when opened, causes any human PC or NPC to appear. This person is tangible and can engage in combat with the same stats (but not items) as the regular PC / NPC, but only has 1HP. This person will also do whatever you want, but as a zombie. Can only be used once per encounter.*) — belongs to Erica
- Quarter (*when in your possession, you cannot take any damage from gunshots.*) — belongs to The Architect
- Deck of Cards (*target will suffer -1 to all attributes except **Hitpoints** until end of combat. Can only be used once per encounter. Stopped via **Resist Object**.*)
- Flashlight (*anything the flashlight shines on will be shown not as it is, but as it was ten minutes ago.*)
- Harmonica (*grants the chosen target +1 strength and +1 gun training for one combat round. Can only be used once per encounter.*)
- Lighter (*when lit, all lights in the room and nearby rooms will turn off.*)
- Pencil (*creates a penny when tapped to a solid surface.*)
- Razor (*shatters glass on contact.*)
- Wristwatch (*causes NPCs to roll a Resist Object Check. If they fail, they think you are familiar.*)
- Wallet (*while held, guns do not need bullets to be able to fire*)
- Hat (*when worn, allows you to imitate anyone’s voice*)
- Box (*if opened, it will cause everyone within 20 feet to take 1 damage and lose their next turn. Can only be used once per encounter. Cannot be resisted.*) — belongs to The Architect

General Plot Structure

- Memory wipe, The Architect, Mark Marcus?
- Get on train (initial investigation, picture of door).
- Marcus has thugs — get passed with Wristwatch or Scissors
- Vault — Hat to imitate voice, Flashlight to get key code, has to be entered within ten minutes
- Box revealed to not be in the Vault.