

DELTA WORLD

A Dimension-jumping Year Zero RPG By Sean Patten v1.0

BASE RULES

Delta World is built on The Year Zero Engine. Find the YZE SRD here:

<https://freeleaguepublishing.com/wp-content/uploads/2023/11/YZE-Standard-Reference-Document.pdf>

Delta World uses the dice pool and attribute damage variants of the YZE rules (same as Mutant: Year Zero).

CHARACTER CREATION

- Start with **14 pts of Attributes**. Attributes should be between 2-5 unless GM authorizes otherwise.
- Start with **10 pts of Skills**. Starting skills cannot be higher than 3.
- Start with **One Talent** of your choice.
- Choose a **Species**. Start with **6 XP** which you may use to **purchase Species powers**.
- Start with **10 Randomly drawn resources**. You may trade with other players once the game starts.

ATTRIBUTES

All action rolls and checks are based on one of the four attributes. Attribute dice can roll BANES when pushing.

- **STR**: Strength. Physical power and health.
 - **Carry value**: STR, +2 if you have a pack. This is how many items you can carry, and how much of each resource you can carry. If you exceed the value, take -1 Str and -1 Agil while encumbered. You cannot ever take more than 2x the value.
- **AGL**: Agility. Motor skills and hand dexterity.
 - **Speed**: AGL+3. (This is the distance your model moves with a move action, in tabletop inches.)
- **WIT**: Wits. Your ability to observe, figure things out, and retain information.
- **EMP**: Empathy. Your gut feelings and ability to understand and interact with others.

SKILLS

Skills contribute to your dice pool when performing certain actions or checks. (See ACTIONS, P.___ for details).

- **FIGHT**: Close combat skill, both armed and unarmed. Usually must be adjacent to target to fight them.
- **FORCE**: Used to push, pull, lift, or break heavy or sturdy things.
- **ENDURE**: Resist harmful effects of environment, exertion, attack, or push attacks.
- **SHOOT**: Ranged combat skill. Range penalties apply when target is not in range.
- **MOVE**: Jumping a gap, climbing, etc. Also used for Dodging. Can push move.
- **SCOUT**: Spot hidden things or creatures, get the lay of the land, find a safe path.
- **TECH**: Operate machinery or computers, make repairs, build something from scratch.
- **PLAN**: Help others work together, form strategies, prepare for eventualities.
- **INSPIRE**: Understand and motivate others, influence how others feel.
- **HEAL**: Take care of others' injuries, both physical and mental.
- **VIBE**: Emotional and spiritual energy and awareness. Read the room, sense danger.

RESOURCES

Resources are consumables that power equipment and abilities, and also function as currency.

- Resource types: **Food, Fuel, Water, Oil, Data, Tech, Energy, Scrap**.
- **EAT**: Must spend 1 food / energy / fuel (per Species) each day (typically at session start), or take 1 STR damage.
- **DRINK**: Must spend 1 water / oil (per Species) each day (typically at session start), or take 1 AGL damage.
- Note some Species abilities, Mutations, or Bionics require resources to use.
- Note that some resources are required to purchase or craft Weapons, Gear, or Bionics.

SPIRIT

At THE start of each session, roll EMP: add number of successes to your SPIRIT value (max 5).

Other events may grant you Spirit at the GM's discretion.

- You may spend 1 SPIRIT to gain an **automatic success** on any 1 skill roll, before rolling.
- You may spend 1 SPIRIT to **convert all rolled 5s into 6s** on any 1 skill roll, after rolling.
- You may spend 1 SPIRIT in place of **any 1 resource requirement** for Mutations, Cybernetics, or other Powers that are part of your character.

SONG

Songs are a consumable resource that can inspire your crew. Musically inclined crews can even create their own songs!

- When used, a song grants +1 SPIRIT to everyone of the player's choice within hearing range. Range is based on the playback device, but typically 12".
- Songs can be CRAFTED with 3 successes on a musical INSPIRE check (takes about 3 minutes). Multiple participants may roll together as a band, pooling their results.
- A crafted song either applies immediately (LIVE performance), or can be recorded if RECORDING equipment and a blank tape is available, then played later (takes a fast action to start playing a recorded song).
- Songs can also be found, or may be traded at the GM's discretion.
- A song is "used" when playing it for the first time to an audience. For fun players should play an actual song when using one in game.

TALENTS

You may purchase a Talent by spending 3 XP. (More talents to come)

BODYGUARD	If someone within Short range of you is hit by an attack, you can dive in to take the hit. Roll for Move. It doesn't count as an action in combat. If you roll one or more successes, you take the hit instead of your friend. You can push the roll.
COMPASSION	You can push any skill roll based on Empathy twice, not just once like other characters.
CHARGE	As a slow action, you may make 1 move to a target in melee and fight them.
HARD HITTER	You get a +1 modification to Melee Combat if you sacrifice a fast action in the round.
INQUISITIVE	You can push any skill roll based on Wits twice, not just once like other characters.
MENACING	You have a scary physical presence that makes it easy to intimidate people. You can roll for Inspire using Strength instead of Empathy when you threaten someone.
MUSICIAN	You get a +1 modifier to all Inspire rolls in situations where singing or playing an instrument is helpful.
PACKRAT	Your carry limit is increased by +2.
QUICK DRAW	You can draw or reload your weapon so quickly it doesn't cost you a fast action.
RECKLESS	You can push any skill roll based on Agility twice, not just once like other characters.
SECOND WIND	When you are broken, you can get back on your feet immediately. Roll for Endure. You cannot push the roll. For every success you roll, you get one attribute point back. You can only use this specialty once while broken.
SNIPER	You get a +1 modifier to Marksmanship rolls when firing a single shot (not full auto) at Long range or more, from a hidden position.
TRUE GRIT	You can push any skill roll based on Strength twice, not just once like other characters.
WEAPON SPECIALIST	You're an expert at using a certain type of weapon. When you use this type of weapon, you get a +1 modifier. You can choose this specialty several times, once for each weapon type. You can be a specialist at fighting unarmed.

STRESS / STRAIN

- A character may incur 1 STRESS instead of taking 1 damage to WIT or EMP resulting from banes rolled.
- A character may take 1 STRAIN instead of taking 1 damage to STR or AGL damage resulting from banes rolled.
- A character MUST take 1 STRESS if their WIT or EMP is broken, or 1 STRAIN if their STR or AGL is broken.
- Characters other than Mutants or Morphs must take 1 Stress and 1 Strain if they acquire a Mutation.
- The GM can also apply stress or strain as a negative consequence, should one arise.

Once you accrue 5 stress or 5 strain, you MUST immediately spend all 5 to take an appropriate CHALLENGE (see below).

CHALLENGES

In addition to any challenges inherent to your SPECIES, you have to take challenges when you accumulate stress / strain. You may earn up to 1 xp per session when impacted by your challenges. It should be hard to remove a challenge, typically requiring 3 major steps, and outside help. Examples how one might are provided below. GM has final say.

PHYSICAL CHALLENGES (Purchase with 5 Strain)

ALLERGY	Pick one resource: carrying, consuming, or using that resource causes 1 Strain.
ARM INJURY	For FIGHT and FORCE checks, rolling any banes do 1 Attribute damage even if not pushed.
LEG INJURY	For MOVE and FORCE checks, rolling any banes do 1 Attribute damage even if not pushed.
BODY INJURY	For ENDURE and FORCE checks, rolling any banes do 1 Attribute damage even if not pushed.
EYE INJURY	-1 to Scout rolls. -1 to Shoot rolls unless using a long range or scoped weapon.
CHRONIC PAIN	Any time you take 1 strain, you also take 1 stress.
UNSTABLE	You sometimes flicker between worlds, at the worst possible moment. GM decides how long.
INSTINCTIVE	One of your mutations or bionics will activate involuntarily if you take any stress or strain.

RESOLVING PHYSICAL CHALLENGES

• Major surgery • Months of physical therapy • Intense physical conditioning	• Paradimensional Shift • Time Travel • Physical Transformation	• Replacement Bionics • Develop a relevant Mutation • Holistic Treatment
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MENTAL CHALLENGES (Purchase with 5 Stress)

AMNESIA	You have partial memory loss (GM determines what or who).
ANXIOUS	You avoid specified people, locations or activities, or suffer 1 stress when exposed to them.
ARROGANT	You insist on doing things your way and often act before you think.
CURSED	Trouble seems to follow you. The GM may direct extra threats or weirdness at you.
DELUDED	You are convinced of something that isn't true, to your detriment.
DEPRESSED	You doubt your abilities, and struggle to make connections or try new or risky things.
NIGHTMARES	Roll Vibe when Resting. If less than your stress level, you do not benefit from the rest.
PARANOID	You don't trust or share easily. You avoid others and hoard resources.
PHOBIA	You have an irrational fear (of heights, closed spaces, etc) that prevents you from acting.

RESOLVING MENTAL CHALLENGES

• Shared Hardship / Bond • Mentoring / Counseling • Reconciliation	• Shaken by major event • Major selfless act • Someone sacrifices for you	• Paradimensional Shift • Time Travel • Develop relevant Mutation
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WEAPONS / GEAR

TO BARTER: Roll Inspire or Scout, Successes must = or > ⚙. Then spend the material costs.

TO CRAFT: Roll Tech, successes must = or > ⚙. Spend Materials on success. Time = Total materials x ⚙ in Hours.

TO REPAIR: Roll Tech, successes must = or > ⚙. Additional successes can repair additional damage. Add +1 die for each material spent to repair.

Bonus dice may come from having access to a workshop, lab, medbay, or market as GM sees fit (typically +1-2 dice).

⚙ = Complexity rating. Material costs: T=Tech, S=Scrap, D=Data. * = As weapon being upgraded

MELEE	⚙	T	S	D	"			RULES
Knife / Club	1	-	1	-	M	1	1	
Sword	1	-	2	1	M	2	2	+1 to parry.
Axe	1	-	2	-	M	1	2	
Spear	1	-	2	-	2"	1	1	May throw 12"
Whip	1	-	1	1	2"	0	1	Damage vs. Agility, or as Disarm.
+Heavy	1	-	2	-	*	*	*	Heavy item. User may spend a fast action to add +1 damage.
+Chain	2	1	1	-	*	-1	+1	Uses 1 fuel per encounter.
+Vibro	3	2	-	1	*	0	3	Ignores 1 armor success. Uses 1 energy per encounter.

ARMOR	⚙	T	S	D		RULES
Heavy Clothes	1	-	1	-	1	
Roughrider	1	-	2	-	2	
Ballistic Pad	2	-	2	1	3	
Flexmail	2	2	3	2	4	
Scrap Plate	1	-	5	-	5	-2 to Sneak rolls. Heavy Item.
Ballute	2	3	1	1	6	On any successs, knocks adjacent enemies prone, and must be repaired / replaced.
EVA suit	2	3	3	3	6	Agility -1. Protects against hazards.
Exo-Frame	3	3	5	2	3	Adds +2 strength. -2 to Sneak rolls. Requires 1 Power for every 4 hours use.
Powersuit	3	4	4	2	8	Protects against hazards. Requires 1 Power for every 4 hours use.
Hazmask	2	2	2	1	3	Protects against hazards.

RANGED	⚙	T	S	D	"	🎲	🧠	RULES
Slingshot	1	-	1	-	8	1	1	
Scrapgun	2	1	1	-	12	1	2	Slow action to reload.
Crossbow	1	1	2	-	24	1	1	Slow action to reload.
Hunting Bow	2	1	2	-	12	2	1	Fast action to reload. 2 handed.
Fireworks	2	-	1	-	24	0	1	Also does 1 stun (target loses 1 fast action). 3" Area effect.
Foamer	2	1	1	1	12	1	1	Agility damage. 2" Area effect. Uses 1 oil per encounter.
Phasma Gun	3	2	1	2	12	3	1	Ignores 1 armor success. Uses 1 energy per encounter.
D Cannon	4	3	1	2	24	1	2	Broken targets are warped to another world! Uses 1 Energy per shot.
Warplock	4	2	1	3	24	2	1	Empathy damage.
+Rifle mod	2	1	1	1	x2	*	*	2 handed.
+Machine mod	2	2	2	1	*	+1	+1	Heavy item. 2 handed. Auto reloads.
+Cannon mod	1	1	3	-	x2	*	+2	Heavy item. 2 handed. Requires 1 fuel to fire.
G.Launcher	2	1	2	1	24	-	-	Can fire any type of grenade (see below)

Material costs: F=Fuel, O=Oil, E=Energy. A = area of effect (diameter): roll applies to each target within the area.

GRENADES	⚙	F	O	E	"	🎲	🧠	A	RULES
3 Fireworks	2	1	-	-	24	0	1	3	Also does 1 stun (target loses 1 fast action).
3 Smoke	1	-	1	-	12	-	-	12	Provides cover in, out, or through area. (+2 sneak)
3 Molotov	1	2	-	-	12	2	1	3	Fire damage.
2 Foam	2	-	2	-	12	1	1	3	Agility damage.
2 Teargas	2	1	-	-	12	1	1	6	Agility damage. Counts as hazard.
1 ECM	3	-	-	1	12	1	1	3	Int damage. +1 damage vs. Robots, Androids.
1 Sponge	3	1	1	-	12	3	-	6	Contested roll vs. Hazards in the area. Win = hazard safely absorbed.
1 Warp	3	-	1	1	12	1	1	3	Emp damage.
1 Grav	4	-	-	2	12	1	1	6	Knock targets prone for 3 rounds. To stand, roll contested: Force vs. damage.

EQUIPMENT	⚙	T	S	D	RULES
Backpack	1	-	1	-	Carry +2. Move checks -1 while carried.
Drums	1	1	2	-	+2 to Inspire when played. Requires Musician talent. Heavy item.
Microphone	2	1	-	1	+2 to Inspire when singing / speaking. Requires an Amp or Tapedeck.
Keytar / Guitar	2	2	1	1	+2 to Inspire when played. Requires Musician talent. Requires an Amp or Tapedeck.
Amp	2	1	2	-	Uses 1 power per day.
AV Deck	2	2	1	1	You may record audio and video, including Songs, and play it back. You can project it on a wall or play it loud if you have an Amp. Requires 1 tape per hour of recording.
3 Blank Tapes	2	1	-	1	Required for recording. Creating a Song uses 1 tape.
Comms	2	1	-	1	You may broadcast / receive radio communications up to 50 mile range.
Grapple	1	1	2	-	+2 to Move rolls when climbing / descending.
Perfume	1	-	-	1	+2 to Inspire when target is in 6" range.
Caffinator	2	1	1	-	Brews 3 doses, +1 to Wit for 1 hour, +1 stress. Requires 1 food, 1 water per day.
Medkit	2	1	1	1	+2 to Heal rolls, +1 strain.
Reserve Tank	2	-	3	-	You may carry +2 of a resource of your choice with no penalties.
Divesuit	2	2	1	-	Cancels penalties for movement / breathing under water.
Toolkit	2	1	1	-	+2 to tech rolls for vehicles. +1 to all other tech rolls.
Minicomp	3	2	-	2	+2 to tech rolls for electronics/hacking. +1 to all other tech rolls.
Hoverboard	3	3	1	1	+2 to MOVE.
Holocloak	3	2	-	2	+3 to Sneak. Can also be used as a display screen. Requires 1 Energy / day.
Scouter	3	1	1	-	+3 to Scout.
3 Grav Stickers	3	2	-	2	Float a medium sized target or heavy item. -2 AGL to the target. Lasts 4 hours.
Goggles	4	2	-	2	-1 scout, +1 Vibe while worn. See into other dimensions.
Warp Paint	4	1	-	1	2D Graffiti art that "comes to life". Great for painting exit doors. (1 use).
Gravity Anchor	4	2	3	1	Immoveable anchor point you can place anywhere, even midair. Uses 1 Energy per hour.
Chronoscope	4	3	1	3	See up to 1 day into the past. Uses 1 Energy per hour.

SPECIES

- Choose species at character creation. (Note, NPC variants of you might be other species.)
- Start with up to 6 XP worth of powers. May unlock more later by spending earned XP.
- Species challenges may not be resolved without GM approval (perhaps as part of campaign resolution).
- Resource costs for Powers: you may at any time substitute 1 SPIRIT for 1 resource.
- You may be **Normal** sized (no special rules), **Tiny**, or **Huge** as you see fit.
 - **TINY**: 1 size smaller than Normal (for pushing, etc). STR max: 3. AGL max: 6. +1 to Sneak rolls.
You may move through small openings and may move past larger enemies.
 - **HUGE**: 1 size larger than Normal (for pushing, etc). STR max: 7 AGL max: 3. +1 to Force rolls.
You may not move through normal sized openings but may move past smaller enemies.

HUMAN CYBORG- Part human, part machine. Most bionics were designed by humans for humans, but Robots, Androids, and even other living creatures may take Bionics (as noted below).

CHALLENGE: Power Source. Must spend 1 energy per day to use Bionics (any number of times) that day. Other resource costs listed in the Bionics descriptions.

IMMUNITIES: None, although some bionics provide additional protections.

POWERS: You may start the campaign with up to 6 XP worth of Bionics. You do not have to pay the resource costs or make a grafting check for these starting Bionics.

ANDROID- A machine (or artificial life form) with the appearance of a human (or other living creature). Your creators have made some improvements, represented by bionics and immunities.

CHALLENGE: Imitation. Your artificial nature is hidden by realistic behaviors and features... but it's not perfect. Anyone that distrusts artificial life forms may make a contested VIBE roll against your INSPIRE attempts.

TRAIT: Power Source. Must spend ENERGY instead of FOOD, and OIL instead of WATER, for daily sustenance.

IMMUNITIES: Cold, Poison, Disease.

POWERS: You may start the campaign with up to 6 XP worth of Bionics. You do not have to pay the resource costs or make a grafting check for these starting Bionics.

ROBOT- A sentient machine, built for a purpose, with no pretext of trying to look like a human (but you know how to interact with them- sort of).

CHALLENGE: Unfeeling. Your EMP value cannot be higher than 2. On the plus side, you cannot be hurt by attacks that do damage to EMP.

TRAIT: Power Source. Must spend ENERGY instead of FOOD, and OIL instead of WATER, for sustenance.

IMMUNITIES: Cold, Poison, Disease.

POWERS: You may start the campaign with up to 6 XP worth of Bionics. You do not have to pay the resource costs for these starting Bionics. When undergoing a Grafting check, you automatically get 1 success for HEAL instead of rolling for it. **Armored.** You have a base armor value of 3 dice, in addition to any armor gear you take.

BIONICS

Bionics function as gear (but without the encumbrance) and usually have an associated Gear Bonus. Gear Damage can be fixed the same way as equipment. Bionics may be purchased by anyone during the campaign by spending the material and XP costs, and making a GRAFTING check. NOTE that characters other than human cyborgs, robots, and androids suffer a -1 success penalty on the Grafting check. The cost in resources is shown with each bionic.

GRAFTING CHECK- The operator(s) must make a HEAL check and a TECH check, and add up successes. Apply 1-2 bonus dice to the checks if performed with specialized equipment / facilities such as a hospital or workshop.

Success	Time	RESULT
3+	1h	Perfect! Patient is ready to go.
2	3h	Good! Patient takes 3 STR/AGL damage, which can be recovered as normal.
1	6h	Complications. Patient takes 3 STR/AGL damage, AND 6 Stress/Strain.
0-	3h	Failure. Bionics are not installed. Patient takes 3 STR/AGL damage. Resources are returned.

Material costs: T=Tech, S=Scrap, D=Data, X= Experience.

BIONIC	T	S	D	X	RULES
Air Tank	1	1	-	3	+2 to MOVE in water or vacuum. 15 minutes of air. Immune to toxic gases while in use. When depleted, tank can refill itself for 1 ENERGY with access to a supply of air.
Alloy Frame	-	2	1	3	+3 natural armor. Can be used in addition to worn armor.
AV Deck	1	-	1	5	+1 to TECH, PLAN, SCOUT rolls if relevant information recorded first. See gear for other uses. You do not need cassettes to record data, it's written to your head!
Bionic Arm	2	1	1	3	+1 to FIGHT and FORCE rolls. Can take this Bionic twice. Costs 1 Energy / use.
Bionic Legs	2	1	1	3	+2 to MOVE and FORCE rolls (if kicking). Costs 1 Energy per successful use.
Comms	1	-	1	3	As the gear. Can be used discreetly.
Data Spike	1	-	2	5	+2 to TECH, PLAN rolls using a computer. Hack a robot or cyborg: Make a successful Grapple attack, then make a contested Tech roll as normal.
Generator	1	1	1	3	You may convert 1 FOOD or FUEL into 1 ENERGY, twice per day.
Hardpoint	1	1	-	3	You may mount 1 handheld weapon (purchased separately), concealed inside your body when not in use. You may draw the weapon for free.
Infravision	2	-	1	3	+2 to SCOUT for living creatures. Ignore effects of darkness up to short range.
Jet Boosters	2	1	1	3	+2 to MOVE for 1 turn, may make 1 free Charge attack, can fly during the move. Costs 1 Fuel per use.
Laser Eye	2	-	-	5	As Fast 2 dice ranged attack, damage 1, range 12". Can cut bars, chains, locks. Costs 1 Energy per successful use.
Painkiller	2	-	1	3	Ignore 2 points of damage to STRENGTH or AGILITY for number of dice to roll.
Purifier	1	-	1	3	+3 to ENDURE rolls vs. toxins, radiation, warp distortion.
Shockpads	2	-	-	5	Fast 2 dice unarmed melee, Agility damage 1. Costs 1 Energy per successful use.
Targeter	1	-	2	5	+2 to aimed shots. +2 to SCOUT rolls when pursuing a target.
Voit-kampf	2	-	1	5	+2 to VIBE rolls when interacting with living creatures or Androids within 6".
Tool Hand	1	2	-	5	+2 to TECH rolls to build/repair. Unarmed melee attacks do 2 damage.
Trash Gut	1	2	-	3	You can convert any organic material into 1 FOOD, once per day.
Voice Amp	1	-	1	3	+2 to INSPIRE rolls when shouting is useful. -1 when shouting is NOT helpful.

Species, Continued

FANG – You are a sentient beast with opposable thumbs and genetic memory for the hunt. Leopards, wolves, bears- your ancestors stalked on four legs, but now you stalk on two- most days anyway.

CHALLENGE: Instinct: The urge to chase things is almost overwhelming. Make a Vibe roll to restrain yourself.

IMMUNITIES: Cold.

POWERS:

- **Tracker.** (3 XP). Your increased sense of smell grants +2 to Scout rolls when tracking or spotting a target you have smelled before.
- **Claws and Teeth** (3 XP). Add +2 dice when making unarmed attacks.
- **Fleet Footed.** (3 XP) You can run on all fours. Double your move speed for an entire encounter (10 minutes). **Costs 1 Food.**
- **Hackles Up.** (3 XP). Add +1 die to Vibe rolls when detecting threats from other creatures.

GRAZER – Your hind brain dreams of grassy fields and safety in numbers. Bison, Antelope, Rabbits,- your ancestors foraged the wilds, alert for danger.

CHALLENGE: Instinct: The urge to run from things is almost overwhelming. Make a Vibe roll to restrain yourself.

IMMUNITIES: Cold.

POWERS:

- **Herbivore.** (3 XP). Once per day, 1 hour of foraging on plants will grant **1 food** (must use that day).
- **Horns and Hooves** (3 XP). Add +1 die for any unarmed combat, or any parrying or blocking reaction.
- **Evasion.** (3 XP) +1 free DODGE reaction every turn, for an entire encounter (10 minutes). **Costs 1 Food.**
- **Danger Sense.** (3 XP). Add +1 die to Vibe rolls when detecting threats from other creatures.

LIZZLER- Your ancestors were reptiles- or amphibians. You have found new uses for your strange biology.

CHALLENGE: Cold Blooded. You take 1 damage to your Agility on cold days where you can't get warm.

IMMUNITIES: Poison.

POWERS:

- **Sticky Tongue.** (3 XP) As 6" ranged Grapple, can pull target 3" toward you per turn.
- **Suspension.** (3 XP) You may shut down your body for 4 hours to ignore hazards, dehydration, starving.
- **Chameleon.** (3 XP) Grants +1 automatic success on any sneak rolls. **Costs 1 Data per day.**
- **Toxin.** (3 XP) When you hit with an unarmed melee attack, you do +1 Poison damage. **Costs 1 Oil.**
- **Amphibian.** (3 XP) You may breathe in water, add +1 to move rolls in water, and add +1 to escape Grapples. **Costs 1 Water per day.** (May not take Scales).
- **Scales.** (3 XP) You have +2 natural armor. (May not take Amphibian).

OCTOPOID – you are an octopus, (almost) adapted for land travel. You are able to smoosh yourself into a vaguely humanoid shape, can wear clothes and use tools (sort of)... but your true strength is your flexibility!

CHALLENGE: Hydration: to recover STR or AGL, you must consume 1 additional Water.

IMMUNITIES: Water.

POWERS:

- **Chameleon.** (3 XP) Your body naturally adapts to blend into any environment. +2 to Sneak rolls.
- **Grapple.** (3 XP) Your multiple strong limbs and suckers can really latch on! +2 to Grapple attacks.
- **Squeeze.** (3 XP) You, or your tentacles, can squeeze through gaps the size of your fist. You can fit in a container of any shape provided there's enough volume. Cannot use with armor equipped. **Costs 1 Water.**
- **Ink blast.** (5 XP) You can blind an opponent. As a ranged attack with 3 gear dice, range 12", damage 1, all damage goes against target's Agility. **Costs 1 water.**
- **Hydrojet.** (5 XP) Spend a maneuver to move 3x your normal speed! **Costs 1 Water.**

PHASED— you are not all there! Are you a ghost, an echo, or just split across dimensions? Who cares- you can pass through things and move between worlds, and sometimes, even touch them.

CHALLENGES: Phantom. You cannot physically touch, interact, attack, use, or carry things without your powers. On the plus side, you cannot be hurt by attacks that do damage to STR unless the weapon is made of pure iron. **Haunting.** Even when you are unseen, anyone within 12" that passes a VIBE check will feel... something.

IMMUNITIES: Cold, Water, Fire, Poison, Disease.

POWERS:

- **Apparition.** (3 XP). You are hard to see, like glass or smoke. +2 to Sneak rolls.
- **Phase.** (3 XP) You may move through anything as part of your move, as long as you end in open space, and the thing isn't psychically conductive or made of iron. While phasing, you are actually split between two worlds, seeing hazily into both... it can be hard to tell which is which. (GM determines world and effect).
- **Tangible.** (3 XP) Sometimes you can actually touch, interact with, and pick up stuff as if you were... normal! You may not phase while tangible. Lasts 10 minutes. **Costs 1 Energy.**
- **Shove.** (5 XP) You can psychically throw a wave of force that can knock things over (as prone) or push them back (3"). Affects any human-sized or smaller target. **Costs 1 Energy.**
- **Shriek.** (5 XP) You may attack all targets within 8" (friend and foe alike). Make a VIBE roll for the attack. Damage 1/success, all damage goes against target's WITS. **Costs 1 Spirit.**
- **EMP.** (5 XP) You may overload all electronics within 12" (friend and foe alike). Make a FORCE roll for the attack. Damage 1/success, all damage goes against target's AGL. Any successes will shut down lights and machinery for 1 minute. **Costs 1 Energy.**

MORPH— Your form is constantly changing, searching for the impossible- a perfect form.

CHALLENGE: Identity crisis. You cannot control when or what mutations you get. And you tend to freak people out.

IMMUNITIES:

POWERS:

- **Doppelganger.** (5 XP). You may attempt to imitate another creature you have seen or touched. Roll Vibe to achieve a passable match, and Endure every 10 minutes to maintain it. **Costs 1 Food.**
- **Polymorph.** (5 XP). Start with 1 random mutation. At the beginning of each day, discard one mutation and acquire another one at random.

MUTAN— At some point in your evolutionary history you were human. Now, you are something else.

CHALLENGE: Mistrusted. Mutants are pretty universally misunderstood and feared in most cultures.

IMMUNITIES:

POWERS: Start with 1 mutation of your choice. You may purchase additional mutations with XP during the campaign.

MUTATIONS

Mutations may be purchased by anyone except Robots or Androids during the campaign, by spending the XP costs, and making a MUTATION check. NOTE that characters other than Morphs or Mutans suffer a -1 success penalty on the MUTATION check.

MUTATION CHECK- Make an ENDURE check and a HEAL check, and add up successes.

Success	Time	RESULT
3+	1h	Metamorphosis! You develop the mutation, AND generate 3 resource of your choice.
2	3h	Good! You develop the mutation with no complications.
1	6h	Complications. You take 1 damage to each Attribute in addition to the new mutation.
0-	3h	Catastrophic Mutation. You take 1 CHALLENGE in addition to the new mutation.

List of Mutations

- **Acid Spit (3 XP).** Glands in your mouth generate a potent acid. You can Spit acid at a target at up to 3" range. Deals one point of damage directly, and one more each turn until the victim rolls to Move. Armor works against the acid. You may also use your acid to melt a thin rope or bar, or a small object. **Costs 1 Oil.**
- **Drain (5 XP).** You may attempt to drain energy from other sources. Make a VIBE roll: you MUST push this roll if the source is a living source. Take **+1 Energy per success.** Banes do damage to Emp as normal.
- **Flame Breath (5 XP).** You can spew out flammable gases and ignite them on the way through your gullet to create a deadly cascade of fire. You can spew fire at up to 3 adjacent enemies within 6" range, doing 1 Fire damage and igniting the targets. **Costs 1 Fuel.**
- **Multi-Armed (5 XP).** You can make a second attack in the same turn by spending a fast action. You get +2 move when climbing.
- **Magnetic (5 XP).** You have the ability to generate strong magnetic fields at will. As a fast action, you can push away or attract metal objects within Short range, weighing no more than yourself. You can throw metal objects at a target at up to Short range (as ranged attack, 3 dice, 1 damage) as a fast action. You may add +3 armor dice against bullets and other metal weapons. **Costs 1 Energy per encounter.**
- **Chloroplasts (3 XP).** Once per day, you may spend 1 hour outside in contact with soil to generate **+1 Food.**
- **Insectoid (5 XP).** +2 to move rolls when climbing, even on the ceiling. Twice per day, you may instantly recover 1 STR or AGL damage by spending **1 Food.**
- **Wings (5 XP).** You may fly as part of any move (must land at end of move).
- **Flash (3 XP).** You can emit light, up to a 12" radius. As a fast action, you can make a FLASH attack against all targets within 6", as a VIBE roll, does AGL damage- this **costs 1 Energy** if you succeed.
- **Mind Blast (5XP).** You can overload the mind of a target within 12" range (no line of sight needed). As an INSPIRE roll, does WIT or EMP damage, or with 2+ successes, you can cause the target to miss their next turn. Costs 1 energy if you succeed.
- **Hazard Eater (5 XP).** You may **spend 1 Water** to ignore the effects of any hazard. You may **spend 1 Oil** to create a clear path through a hazard up to 12" long and 3" wide. You may **spend 1 Energy** to absorb a hazard and then discharge it later, up to a 3" area.
- **Telepathy (5 XP).** You can read and affect the mind of other humanoid creatures, at up to 6" range. Roll VIBE: spend one success to know what your target is thinking right now and whether they are hiding something. Spend TWO successes to plant a simple thought in your subject's mind- they will think it is true. Spend any number of successes to do that much WIT damage to your target. **Costs 1 Spirit** if you get any successes.
- **Cryokinesis (5 XP).** As a slow action, you may **spend 1 Energy** to: freeze water up to 6" area, do 1 STR and 1 AGL damage to a target within 3", or extinguish up to 6" area of fire.

■ **Corrode (5 XP).** Your touch can cause metal to rust and decay. As a fast action, you can Reduce the Gear Bonus of an item at close range by 1, even if held by an enemy. You may damage a Door, Machine, Robot or Vehicle at close range: as an unarmed melee attack with +1 automatic success, does 1 damage. **Costs 1 Oil** per use.

■ **Electrokinetic (5 XP).** As a slow action, you are able to shoot lightning from your fingertips. **Spend 1 Energy** to do 1 STR or AGL damage to any target in 12" range. Robot or Android targets will take 1 STR and 1 AGL damage. You may hit one additional target with the attack if they are in water or touching metal. Once per day you may **convert 1 food or 1 fuel** into 1 Energy.

■ **Gelatinous (3 XP)** Your body is slimy and translucent. **Spend 1 Oil or 1 Water** to: squeeze through any gap your hand could fit through, automatically escape a Grapple or restraint (rope, handcuffs, etc).

■ **Lure (3 XP)** You can produce pheromones, glowing lights, or strange sounds that lure unsuspecting targets. As a fast action, you can cause a target within 12" range to make one move towards you. They will lose cover or stealth.

■ **Psychometry (3 XP)** You can see where an object has been just by touching it. **Spend 1 Data** to learn the history of an object, gaining a vague glimpse where it has been, what it was used for, and who handled it over its lifetime. When repairing an item, add +2 to your Tech rolls.

■ **Quills (3 XP).** You are covered with thick, spiny quills, like a hedgehog. You can **spend 1 Scrap** to: automatically do 1 point of STR damage to anyone that attacks you in melee, or reduce an incoming STR damage by 1. You may **spend 2 scrap** to roll Force as a ranged attack against all targets within a 6" area of you (does 1 damage).

■ **Reanimate (3 XP).** Your touch can bring a spark of life back to the dead- sort of. You can spend **1 Food and 1 Energy** to revive a dead target. They will have only 1 point in each statistic. They will stay "alive" until they take any trauma of any type, and will not last more than 1 day regardless. You may spend a fast action to try to control them: roll **Inspire or Vibe**, control them for 1 minute / success. The reanimated will not be able to speak clearly or perform complex actions, but can mumble and move around jerkily.

■ **Time Shift (5 XP).** You can duck out of time, reappearing later when it matters most. **Spend 1 Energy** to remove yourself from play during a combat, for 1-3 rounds. After that many rounds, you reappear where you were when you left. During the round that you reappear, you will get +1 fast action for each round you shifted.

■ **Warp (5 XP)** Your power lets you distort space and distance in strange ways. **Spend 1 Energy** to transfer all damage you received back into your attacker. You will still take one point of damage, but if the attacker rolled multiple successes, you can apply all of them against the attacker. **Spend 1 Energy** to warp yourself as if making a move maneuver. This does not cost an action. You may move through an obstacle, such as a locked door.

Combat Actions

Each round of combat, you may perform two fast actions and one slow action, or hold them for reactions.

□ Fast action ■ Slow action ∪ Fast Reaction

TYPE	PREPARE	SKILL	Modifies	Conditions
□	Draw Weapon	-	-	From belt, scabbard, back, or off ground
□	Ready	-	-	Before aiming / firing a Bow or Sling
■	Load	-	-	Before firing Crossbow, Musket, Pistol, Blunderbuss
□	Aim	-	+1 to Attack	Ranged, > or = to Short distance
□	Swing	-	+1 Damage	Heavy weapon, must do just before attack
TYPE	ATTACK	SKILL	Modifies	Prerequisites
■	Melee	Fight	Dodge +2	Edged or Blunt weapons
■	Unarmed	Fight	Parry +2	Unarmed (blunt)
■	Shoot	Shoot	-	Ranged Weapon
■	Grapple	Fight	-	Can only perform Break Free action if grappled.
□	Sucker punch	Fight	-	As unarmed attack. Must be grappling target.
■	Break Free	Fight	-	If you are grappled. OPPOSED melee roll.
□	Shove Prone	Fight	Attackers +2	Hook or Shield. Target may block / dodge.
□	Disarm	Fight	Drops weapon	
TYPE	DEFENSE	SKILL	Result	Prerequisites
∪	Dodge	Move	- successes	
∪	Dive	Move +2	- successes	Must go Prone. May move 2" if you get a success.
∪	Parry	Fight	- successes	Weapon with Parry (else at -2)
∪	Block	Fight	- successes	Shield (+ gear bonus)
∪	Resist	Endure	- damage	Resist Talent
TYPE	MOVE	SKILL	Result	Prerequisites
□	Feint	-	Trade Initiative	Enemy at Arm's length
■	Charge	-	Move + Melee	6" range, must have Melee Charge talent
■	Crawl	-	Half move	You are prone
□	Get Up	-	Not prone	You are prone
□	Run	(Move)	Move 1 range	Skill check if dark, rough terrain, or enemy nearby.
Sp.	Strain	Move	2" /success	After any move, may "push" move to go even further.
TYPE	OTHER	SKILL	Result	Prerequisites
■	Persuade/Taunt	Inspire	provoke	vs. Vibe. Enemy in hearing range
□	Inspire	Inspire	+1 Die	Target willing to perform the inspired action
□	Use Item	As item	As item	As item
Sp.	Ambush	Sneak	Free ■	Before combat. vs. enemy Scouting.

RANGES

Arm	1"	melee	1 SLOW action + 2 FAST actions per round A Slow action can be used to perform a Fast Action A Slow or Fast action can be used to perform a Reaction  1 round = 10 seconds. 1 Turn = 10 minutes.  Initiative: 2D6 + Wits (or Agil for Monsters).
Reach	2"	polearm	
Near	6"	Thrown	
Short	12"	Pistol	
Medium	24"	Rifle	
Far	36"	Sniper	
Ballistic	48"	Artillery	
Distant	Off table		

COMBAT SEQUENCE

- 1. Attacker declares Attack Actions (don't roll yet)**
- 2. Defender declares Reactions if any**
- 3. Attacker rolls for Attack, Pushes if desired.**
- 4. Defender rolls for Reactions, Pushes if desired.**
- 5. If Attacker has at least one , determine Damage**
- 6. Defender rolls Armor, deducts from damage. Apply remaining damage.**
- 7. Additional  after the first can be spent on the options below:**

 **+1 Damage**

 **Move Opponent 1"**

 **Opponent -1 Armor**

  **+1 Damage**

  **Disarm Opponent**

  **Knock Opponent Prone**

STATES	EFFECT	RESOLUTION
PRONE	Can't dodge or attack except shove, Enemies get +2 to melee you	Fast Action to stand up
ON FIRE	Take 1 Str damage per round	Slow Action to extinguish
DARKNESS	Scout roll to attack, max range Near Ranged attacks at -2 Move roll to run or take 1 damage	Night vision or light source such as a Torch

SPENDING XP (N = new value, can only increase by 1)

TALENT	SKILL	POWER, MUTATION, BIONICS
3	5 X N	3-5 as indicated

NAME		PREYTRA UNORRY		PLAYER	
SPECIES				SESSIONS	
ROLE				NOTES	

RESOURCE	SPECIAL	STATS	SKILLS	CGR		NOTES	TALENTS / POWERS
Food	CARRY	STR	FIGHT				
Fuel	STR + Pouch		FORCE				
			ENDURE				
Water	SPEED	AGL	SHOOT				
			SNEAK				
Oil	Agd +3*		HIDE				
Data	INT	WIT	SCOUT				
			TECH				
Tech	2D6+Wits		PLAN				
Energy		EMP	INSPIRE				
			HEAL				
Scrap	Roll Emp at session start; add 1 spirit / success.		WBC				

SESSION - DISCOVERY - THREAT - SACRIFICE - COMMUNITY - LEVITY - FACE CHALLENGE - RESOLVE CHALLENGE

XP	00000	00000	00000	00000	00000	CHALLENGE
SPIRIT	♡♡♡♡♡	♡♡♡♡♡	♡	STRAIN	✖✖✖✖✖✖✖	CHALLENGE
SCOUTS		STRESS	◇◇◇◇◇◇◇◇◇◇	CHALLENGE		CHALLENGE