

VOTOMS RPG RULES

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1.. CHARACTER CREATION

ROLE: Choose a role to describe your character. Ace Pilot, Mechanic, Pirate, Spy, Negotiator, Medic, Heir, Rebellious kid, Hacker, Cheerful buddy, Grizzled veteran, Psychopath, Fanatic, War orphan, etc.

Personal Statistics: 12 points to spend across 4 stats. Recommended values 2-4. Only one stat can be at 5.

- **Strength (STR):** How strong and tough you are. Can you lift this, can you survive that?
- **Agility (AGL):** How agile and dexterous you are. Reflects both speed and precision.
- **Intelligence (INT):** How well you learn and think. Also represents your knowledge and focus.
- **Empathy (EMP):** How well you understand and interact with others.

Skills: 12 points to spread across all skills. No skill can be higher than 3 at the start of the campaign.

TO USE A SKILL: roll the associated attribute value in D6, plus the skill value in D6, plus any gear bonus in D6. Any 6s rolled are **successes**. You may **PUSH** your roll once: reroll any dice that did NOT roll 1s or 6s. If you push, each 1 on the stat dice does 1 DAMAGE to the stat- its value is reduced by the damage value until you RECOVER (see section 5-Damage). Any 1s on gear dice reduce the gear dice by one. Use unique colors for gear / attribute dice.

STR (Strength)	Fight- Your melee combat skill. See section 4- COMBAT for details. Force- Your ability to move or break things, such as forcing a door open. Endure- Your ability to survive. Each success reduces damage taken by one.	(Action) (Action) (Free)
AGL (Agility)	Shoot- Your ranged combat skill. See section 4- COMBAT for details. Sneak- Your stealth skill. Roll successes and deduct opponent SENSE successes. Move- Can you traverse difficult terrain, escape, dodge, or just flat out run.	(Action) (Maneuver) (Maneuver)
INT (Intelligence)	Medic- Your ability to heal. Each Success removes one damage or fatigue. Tech- Your mechanical and computer skills. Each Success can repair 1 damage. Tactic- Choose an ally and action. Each success grants them +1 success for that next action.	(Action) (Action) (Maneuver)
EMP (Empathy)	Sense- Can you tell if something is there, is lying, something is happening. Coerce- Can you convince others to do, think, or feel what you want? Cool- Can you remain calm in the chaos? Can you manage stress effectively?	(Free) (Maneuver) (Free)

GRUDGE: Points earned from events that anger your character- awarded at GM's discretion. Example: when you are beaten by your Nemesis. You may spend GRUDGE points to gain automatic successes on any skill marked with a Grudge (skull) icon. GRUDGE points may also be spent to gain an additional

NEUROSES: At character creation, you may take up to three neuroses, each gives you +1 skill point. At the GMs discretion (usually when you take Stress), you may have to take one or more **degrees** in one of your neuroses. Neuroses must be roleplayed- you cannot earn or spend Grudge points until you resolve all degrees in all neuroses. Resolving them usually earns you a Grudge point.

Example Neuroses: Amnesia, Defeatist, Forlorn, Fanatical, Escapist, Alcoholic, Regression, Manic, Split Personality, PTSD, Introvert, Rage, Fearless, Obsessive, Paranoid, Cynical.

Buddy- a close friend, family member, love interest, or under your protection.

Rival- someone you dislike and want to outperform. You may still cooperate with them however.

Nemesis- someone who wants to defeat, control, or destroy you- and the feeling is mutual.

Purpose- what you want to do with your life. Examples: Revenge, Political Upheaval, Profit, Escape, Power, Save Lives, End the War, Social justice, Forget, Love, Fame, Understand.

You may change your Buddy, Rival, Nemesis or Purpose at any time but you can only earn XP for relevant actions you did since the change, not before. You may only have one of each at a time.

EQUIPMENT: 2000 gildan to spend on Personal equipment, Armored Troopers and Weapons- see below.

2... PERSONAL WEAPONS AND EQUIPMENT

Equipment can provide bonuses to skills or provide other kinds of help to those who have them.

PERSONAL EQUIPMENT	Function	RMR	Gildan
Standard Gear	Basic clothes, Food and Water, Radio	-	100
Pilot Suit	+1 to Endure rolls in space or toxic environments	1	100
Military Uniform	+1 to Coerce rolls vs. military of that type	-	100
Survival Gear	+1 to Endure rolls in the wilderness.	-	100
Hand Scanner	+1 to Sense rolls.	-	100
Camo / Night gear	+1 to Sneak rolls	-	100
Crowbar/ Hammer	+1 to Force rolls, +1 to fight rolls	-	100
Tool Kit	+1 to Tech rolls when building or repairing	-	200
First Aid Kit	+1 to Medic rolls	-	100
Tactical Map	+1 to Tactic rolls	-	100
Trademark Item	+1 to Cool rolls	-	100
AT Com	+1 to Tech rolls	-	300
Drinks	-1 AGL & Sense, +1 Coerce & Cool for 4 hours.	-	10
Prosthetics	Can replace lost limbs or other body parts.	-	200
Bionics	+2 to skill of choice but take 1 neurosis	-	400

Weapons have their own stats and characteristics that make each one good at different tasks.

Range: The maximum range at which a weapon can be fired (in tabletop inches).

Dice: The number of gear dice the weapon gives when fired.

Damage (Dam): The amount of damage the weapon deals if it lands a hit.

* **SUBTRACT 2** from the damage if a personal weapon is used against an AT.

Traits: Unique effects that characterize a weapon.

PERSONAL WEAPONS*	Range	Dice	Dam	Traits	Gildan
Pistol	8"	1	1	Snap Fire	100
Armor Magnum	8"	1	3	Penetrate	200
Submachine Gun	8"	3	1	Clip	200
Assault Rifle	12"	2	2	Clip	200
AT Rifle	18"	1	3	Penetrate	300
Sniper Rifle	24"	1	2	Accurate	400
Heavy Machinegun	18"	3	3	Clip, Heavy	300
Flamethrower	8"	1	2	Volatile	300
Hand Grenades	8"	1	3	Munition 3, Blast, Thrown	200
Land Mine	0"	2	4	Blast, must place	100
Bazooka	18"	1	3	Munition 3, Blast, Heavy, Penetrate	300
Antitank Missile	24"	1	4	Munition 1, Blast, Heavy, Penetrate	400

Clip: When attacking, may expend 1 ammo for +1 gear die for that attack. Each weapon with clip gets 3 ammo. You must have at least one ammo to fire the weapon at all. Cannot Aim when using Clip.

Heavy: Move & Stealth -1 if carried. May be mounted on a vehicle to negate this effect.

Blast: Does 1 damage to all other targets within 3", and automatically does Knock Down to hit targets.

Penetrate: Cancels out target's first armor success.

Snap Fire: May perform Snap Fire Maneuver.

Munitions: Limited to N shots, per session.

Thrown: Use move skill to attack.

Volatile: Weapon ignores cover. If weapon is destroyed, make an attack against the user with that weapon using only gear dice, user cannot dodge this attack.

3... ARMORED TROOPERS AND VEHICLES

AT Statistics: ATs have their own traits and characteristics that make each one unique.

Armor (RMR): The number of dice used for armor rolls.

Strength (STR): How strong an AT is, and how much damage it can take before becoming inoperable.

Agility (AGL): How quickly an AT can cross a battlefield and how easily it can evade attacks.

Sensors (SEN): The effectiveness of an AT's targeting and awareness systems.

Special: Preinstalled armaments, unique physical characteristics and special capabilities an AT may have.

GILGAMESH ATs	RMR	STR	AGL	SEN	Special	Gildan
Wild Ox	4	3	3	1	Arm Punch	1000
Scopedog	3	3	4	3	Arm Punch	1200
Marshydog	3	3	4	3	Arm Punch, Amphibious	1200
Diving Beetle	4	4	3	2	Arm Punch, Amphibious	1200
Standing Tortoise	5	4	2	2	Arm Punch, LMG	1300
Bloodsucker	4	4	4	3	Arm Punch, Smoke Launcher	1400
Turbo Custom	3	3	5	3	Arm Punch, Smoke Launcher.	1400
Brutishdog	3	3	5	3	Arm Punch, Iron Claw, Gatling Gun	1500
Strikedog	4	4	5	3	Arm Punch, Iron Claw, LMG, Roundmover	1800
Blackdog	4	3	4	3	Arm Punch, Iron Claw	1400
OTHER ATs	RMR	STR	AGL	SEN	Special	Gildan
Machine Trooper	4	2	2	1		500
Space Fatty	3	4	3	2	Space	1000
Ground Fatty	4	4	3	2	Smoke Launcher, Pilebunker	1200
Berserga	4	4	3	3	Pilebunker, Shield 1	1500
Octova	2	2	4	1	Small, Vulcan Pod	900
Zwerg	2	2	3	2	Small, LMG	900
Dashy Dog	2	2	5	2	Small, Arm Punch	1300

Amphibious: Ignore penalties for operating in water. Agility -1 when on rough terrain.

Small: Always roll +1 dodge die when shot at, even if you aren't dodging.

Space: -1 AGL for operating in a Gravity environment. NOTE: ALL ATs that are not Space or equipped with a roundmover are at -2 AGL when operating in 0 Gravity environment.

Vehicles work similar to ATs, but can't take location damage cards- take damage against STR instead.

VEHICLES	RMR	STR	AGL	SEN	Capacity	Special	Gildan
Motorcycle	0	1	4	0	1P (person)		300
Jeep / Buggy	1	2	3	0	4P		400
3 axle Truck	1	3	2	0	8P, or 2P + 1AT		500
Big Carry	2	5	2	0	4P + 4AT	Spotlight	1000
Astrad Tank	8	5	1	2	3P	Cannon, HMG	1400
Balarant Scarab	6	5	2	0	6P	HMG turret x2	1500
AT Fly	0	2	5*	0	1P + 1AT	Flies, LMG	900

*At Fly has 3 AGL when carrying an AT.

AT WEAPONS/MODS	Range	Dice	Dam	Traits	Gildan
Melee	1"	0	1	All ATs can perform this attack	-
Arm Punch	1"	1	2	Most Gilgamesh ATs come with this built in	-
Iron Claw	1"	2	2		200
Pilebunker	1"	1	2	Penetrate	200
Mounted Machine Gun	12"	1	1	Clip, Snap Fire	300
Gat-22	24"	1	2	Clip, Accurate, Grenade Launcher	400
Gat-19/HMG	24"	1	2	Clip, Accurate	300
Gat-22C	18"	0	2	Clip, Snap Fire, Grenade Launcher	400
Short HMG	18"	0	2	Clip, Snap Fire	300
Gatling Gun	18"	1	2	Clip, Snap Fire	500
Rocket Gun	30"	1	2	Barrage, AT Heavy	600
Handy Solid Shooter	18"	0	3		400
Solid Shooter	30"	0	3	Clip, Accurate, Blast, AT Heavy	500
Flamethrower	12"	1	1	Volatile, +3 dice vs soft targets	600
AT Grenades	12"	1	2	Blast	300
Vulcan Pod	12"	2	1	Clip, Linked, Snap Fire	400
Rockets	24"	1	1	Linked, Munition N, Salvo, AT Heavy	100xN
Missiles	30"	1	1	Linked, Munition N, Salvo, AT Heavy, Accurate	200xN
Energy Gun	36"	0	4	Penetrate, AT Heavy	900
Grenade Launcher	18"	1	2	Munition 1, Blast	+100
Mission Pack	-	-	-	Ammo +3	300
Shield	-	D	-	D= Armor Dice Bonus	200xD
Smoke Launcher	6"	-	-	Munition 1, Smoke	50

Accurate: gain an additional die from aiming.

AT Heavy: AGL -1 if carried. At any time, you may discard the weapon for the current session to negate the effect. May ignore 1 point of AT Heavy if your AT's STR > 3.

Barrage: On a Hit, you may spend a single Ammo to add +1 Damage.

Blast: Does 1 damage and KD to all other hit targets within 3". Original target also receives KD

Clip: When attacking, may spend 1 ammo for +1 gear die. ATs start a fight with 3 ammo (GM discretion). You must have at least one ammo to fire the weapon at all. Cannot Aim when using Clip.

Linked: May use a maneuver to shoot this weapon. May only fire this weapon once per turn.

Munitions: Limited to N shots, per session.

Penetrate: Cancels out target's first armor success.

Salvo: May fire any number of additional munitions as one attack, +1 gear die for each munition spent.

Smoke: Spend a maneuver to obscure target area in smoke, if line of fire is obscured by smoke, defender gets +3 dodge dice even when not dodging. Lasts 2 turns, then dissipates.

Snap Fire: May perform Snap Fire Maneuver (see section 4- Combat).

Volatile: Ignores cover, 3" area, rolls +3 dice vs. non-AT units. If weapon is **destroyed**, it explodes: make an attack against the user with that weapon using three dice, user cannot dodge or brace this attack.

4... COMBAT

Initiative: Roll **1d6 + Sensor Bonus + Sense** skill- turn order is from highest to lowest. Each turn, you may perform one Action and two Maneuvers (in any order).

Attacking: Declare a weapon to use and target to attack. Measure to ensure it is in range. Roll attribute dice along with weapon and skill dice where applicable.

Action & Maneuver tokens: Each player receives one **action** token and two **maneuver** tokens per round. Place these tokens on your record sheet, face up. When you take an action or maneuver, you **use** a token- flip the corresponding token face down. At the beginning of your next turn, you may **refresh** each token once. Refreshing a token either moves a token back onto your record sheet (still face down), or flips a token face up if it is on your record sheet. (see Reactions below for removing tokens).

MANEUVERS: may perform 2 per turn. May use an unspent maneuver as a reaction

<ul style="list-style-type: none"> • Personal Move: Move 3 + AGL in inches • AT Move: Move AGL x 3 in inches May push a move roll as if making a move skill check, successes grant AGL in" more move for that maneuver. • Aim: add 1 skill die to next attack • Perform a Maneuver 	<ul style="list-style-type: none"> • Target: Declare a location and draw 3 cards instead of 1 (draw 5 cards for melee attacks). If your location is one of the cards, apply it. Otherwise, apply the first card drawn. • Get Up: from being knocked down • Embark/Disembark- Enter or exit an AT
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ACTIONS: may perform 1 per turn. May use an unspent action as a reaction.

<ul style="list-style-type: none"> • Personal Shoot: AGL + Shoot + Weapon • AT Shoot: SEN + Shoot + Weapon • Melee: STR + Fight + Weapon 	<ul style="list-style-type: none"> • Slam: after a move, make a melee attack: AGL + Fight + Weapon • Grapple: Contested Fight roll, no weapons. Win = grappled (see special states below).
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REACTIONS: may perform at ANY time, usually when being attacked. A reaction uses a Maneuver or Action token. Either flip the token face down, or if you have no face up tokens, removes the token from your record sheet. If you have no tokens on your record sheet, you may make no reactions.

- **Dodge-** MOVE roll to counter a ranged attack (reduce your successes from theirs)
- **Parry-** FIGHT roll to counter a melee attack (reduce your successes from theirs)
- **Brace-** add Shield + Endure dice to your ARMOR roll.
- **Sacrifice-** Choose what DAMAGE card you take when damaged, OR cancel a TARGET.
- **Snap Fire-** May shoot weapon if attacker is within your weapon range. Defender shoots first.
- **Bail-** Make MOVE roll to escape an exploding AT or vehicle.

SPECIAL STATES

- **Knocked Down-** AGL and STR dice are -2 while knocked down.
- **Grappling-** You may not perform any actions until you let go of the grappled target.
- **Grappled-** You may not perform any maneuvers, actions or reactions other than to try to break free(action: contested fight roll- win to break free).
- **In Water-** Non-amphibious units in water have AGL -2 (to a minimum of 1).
- **In Cover-** Targets that are partially obscured by terrain get +1 die when rolling for armor. Dodging an attack while in cover reduces the cover bonus to 1 die. Use GM discretion.

5... DAMAGE

If an attacker has any SUCCEsSes (6s) remaining after resolving any Dodge or Parry, they HIT. After the attacker hits, Dodge or Parry may not be performed. Roll the target's ARMOR and deduct Armor successes from the weapon's DAMAGE value. Draw 1 DAMAGE CARD for each point of damage remaining. STR damage equal to an AT's STR value disables it, STR damage exceeding its STR causes it to EXPLODE- make a bailout roll or suffer damage equal to the ATs original STR (personal armor can be applied).

For each extra success you may do any of the following a maximum of once each per attack):

- Do one additional point of damage
- Deal knockdown to the target (see Special States in section 4- Combat)

AT Damage Card notes

WEAPON LOST: The AT loses any handheld weapon they have.

PILOT HIT: Affected pilot takes 1d6 -2 damage. The pilot makes an armor roll.

PACK LOST:

- The AT loses all mounted weapons.
- Reduce AMMO count to 1.
- Any Volatile Weapons on the AT explode.

BROKEN (characters)

- If any one of your Character's statistics reaches 0 due to damage, you are Broken. When broken, you can only make one maneuver per turn and cannot use any skills.
- If your character's STR is reduced to LESS than 0, you must receive medical aid within 1D6 + Endure turns, or your character will die of fatal injuries.

RECOVERING PERSONAL DAMAGE

- Recover 1 STR or AGL damage for every day of rest.
 - You may also recover 1 per success on a Medic roll.
 - You may take only one Medic roll per 8 hours.
- Recover 1 INT damage for every 4 hours of rest.
- Recover 1 EMP damage for every 4 hours of relaxation / companionship.

6... EXPERIENCE

At the end of a session, the GM should award **XP** to the players based on the following criteria (each earns 1 XP):

- Did they participate in the Session?
- Did they sacrifice something to help their Buddy?
- Did they sacrifice something to outdo their Rival?
- Did they significantly interfere with their Nemesis?
- Did they make notable effort towards their Purpose?

A player may use 5 XP to increase one of their skills by 1 point. They may not save up more than 10 XP.

The GM can also award Gildan to the players for completing missions or doing work- about **100** Gildan per session. This is in addition to any items they steal, inherit, find, or otherwise acquire.

NOTE ON RESALE: Players may sell their equipment for HALF the listed price, or even less at GM's discretion. They should roleplay the sale (use coerce vs. cool).

7... MISC.

STUNT: Players may attempt something that is not explicitly described by the rules. Player describes their stunt to the GM. GM determines whether it is an action, maneuver, or reaction along with what skill check the PC may need to roll in order to accomplish their stunt. Players may only perform one stunt per game, and the performed stunt cannot be something someone has already attempted recently. Here's an example:

Player: "I want to shoot out the lights."

GM: "Yeah okay. Spend an action and make a SHOOT roll. You need TWO successes, but you can aim if you like."

PERFECT SOLDIER: Perfect Soldiers get TWO ACTIONS PER TURN, instead of the normal one action. A PC must spend 10 character points, and have GM approval, to be a Perfect Soldier. Perfect Soldiers are dependent on Jijirium, which is expensive and difficult to obtain.

DAMAGE CARDS: Print one set per AT. Mount each on uniquely colored card stock and cut out.



ACTION, MANEUVER, and AMMO Tokens- Print one set per player. Mount on card stock and cut out.



RECORD SHEETS (2 per sheet- cut to half sheet size): Print one per player.

VOTOMS

NAME

ALIGN

ROLE

GRUDGE

STAT	GEAR	NOTES	SKILL
STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> ENDURE <input type="checkbox"/> FORCE <input type="checkbox"/> FIGHT
AGIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SHOOT <input type="checkbox"/> SNEAK <input type="checkbox"/> MOVE
INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> MEDIC <input type="checkbox"/> TECH <input type="checkbox"/> TACTIC
EMP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SENSE <input type="checkbox"/> COERCE <input type="checkbox"/> COOL

NEUROSIS	EFFECT	DEGREE
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

A.T.

RMR	GEAR	NOTES	SKILL
STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> ENDURE <input type="checkbox"/> FORCE <input type="checkbox"/> FIGHT
SEN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SHOOT <input type="checkbox"/> SNEAK <input type="checkbox"/> MOVE
AGIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> MEDIC <input type="checkbox"/> TECH <input type="checkbox"/> TACTIC

XP

GILDAN	SESSION	<input style="width: 60%;" type="text"/>
	BUDDY	<input style="width: 60%;" type="text"/>
	RIVAL	<input style="width: 60%;" type="text"/>
	NEMESIS	<input style="width: 60%;" type="text"/>
	PURPOSE	<input style="width: 60%;" type="text"/>

VOTOMS

NAME

ALIGN

ROLE

GRUDGE

STAT	GEAR	NOTES	SKILL
STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> ENDURE <input type="checkbox"/> FORCE <input type="checkbox"/> FIGHT
AGIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SHOOT <input type="checkbox"/> SNEAK <input type="checkbox"/> MOVE
INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> MEDIC <input type="checkbox"/> TECH <input type="checkbox"/> TACTIC
EMP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SENSE <input type="checkbox"/> COERCE <input type="checkbox"/> COOL

NEUROSIS	EFFECT	DEGREE
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

A.T.

RMR	GEAR	NOTES	SKILL
STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> ENDURE <input type="checkbox"/> FORCE <input type="checkbox"/> FIGHT
SEN	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SHOOT <input type="checkbox"/> SNEAK <input type="checkbox"/> MOVE
AGIL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> MEDIC <input type="checkbox"/> TECH <input type="checkbox"/> TACTIC

XP

GILDAN	SESSION	<input style="width: 60%;" type="text"/>
	BUDDY	<input style="width: 60%;" type="text"/>
	RIVAL	<input style="width: 60%;" type="text"/>
	NEMESIS	<input style="width: 60%;" type="text"/>
	PURPOSE	<input style="width: 60%;" type="text"/>