

BATTLEBORN™

The Unofficial Role-Playing Game

For thousands of years the cosmos has been besieged by the Varelsi, beings from beyond the Veil whose sole objective seems to be the darkening of the universe.

Nevertheless their conquest has been opposed by the many races and factions that still believe they can be defeated.

Despite this, Lothar Rendain, warmaster of the Jennerit Empire seeing defeat as inevitable allied himself with the Varelsi and plunged the Jennerit into civil war.

Defeating the Jennerit Empress Lenore who had been Empress for almost twenty millennium at that point, Rendain darkened the throneworld of Jennar, sending it into Varelsi space and giving himself the title of Lord Commander of his new Jennerit Imperium.

With the Jennerit at their side, the Varelsi would consume over three-hundred stars within five years.

Now only one star remains Solus and all the remaining five factions within the universe have come to stake a claim.

The ancient knowledge keepers of the Eldrid who wield nature magic in order to kill their enemies and keep themselves alive.

The militaristic United Peacekeeping Republics a confederation of the many governments and people who have lost their home to the Varelsi.

The high-tec barons of the Last Light Consortium, an alliance of many of the remaining corporations in Solus.

The devious Rogues, the only of the factions originating within Solus, are a collection of pirates and renegades who do not align with any of the other factions.

and finally The Jennerit who have claimed their ancient homeworld of Tempest as their new throneworld within Solus and divided among themselves between those loyal to Rendain and rebels who still have loyalty towards Empress Lenore.

Despite the threat of the Varelsi and Rendain, the limited resources left in the universe has made conflict between the factions quite common.

The Rogues raid LLC convoys, while the UPR and Eldrid fight over any remaining territory and all the factions wait for Rendain and the Varelsi to make their move.

However, hope still exists as alliances between the factions are not rare and many still believe that Varelsi can still be stopped.

Introduction

What is Battleborn

Battleborn is a video game developed by Gearbox entertainment, released in 2016. It follows a group of diverse and eccentric characters as they fight to save the last star in the universe Solus from both interdimensional threats but also the treacherous Lothar Rendain, who had betrayed his empress and seized her throne. The aim of this game isn't to try and translate the gameplay of Battleborn fully to a table-top roleplaying game, but instead to develop a system that is recognisably Battleborn with many mechanics inspired by many features from the game, while also giving a fun experience for all involved at the table.

Solus: A Brief

Overview

As one could possibly expect from the last star in the universe Solus is a chaotic place to be at the current moment. Not only is it facing the largest refugee crisis in the history of the universe, and of course because of this it is also facing more conflicts and wars than most galaxies witness in their entire lifespan. As the few remaining powers in the universe fight over what little resources still exist.

There is also the recent development of most of the AI in Solus going insane, which has just made the above issues worse. And this is all of course not considered the inter dimensional invaders Solus also has to deal with. When asked, the a hundred oldest entities in the universe described it as "mostly a bummer"

Of course nothing can be only awful. Solus has a diversity of people never found before in known history. Many races and cultures have come to Solus, some of which would have slowly gone extinct and forgotten if circumstances had not forced them to come out of their obscure corners of the universe. With this diversity comes great cooperation.

Not only that but unfortunate circumstances have led to rapid advances in many of the scientific fields such as medicine, agriculture and technology. It seems that every year in Solus its inhabitants advance in ways that would have taken decades before. Still despite any good that might come from the coming apocalypse, the best way to describe the current events is simply bummer.

The Players Role

Battleborn the video game focuses on the extraordinary inhabitants of Solus. In comparison Battleborn the rpg focuses on the comparably regular citizens of Solus.

Not the type of individuals who can defeat a whole army of Thralls single handedly. Instead this game focuses on those who are simply trying to survive and live as normal as is possible in the situation they have found themselves in.

Of course it is important to remember, Solus is a very interesting place and what is considered ordinary there, might be very different.

The GMs Role

The role of the GM on the other hand is to help shape the player's experiences and set the right expectations on what type of story they want to tell.

While the players may not be partaking in the extraordinary activities of the Battleborn, the GMs role is to help guide the players in what activity they will be doing.

Solus is a big place and the GM is there to act as a guide for the players.

A Note on Lore

Battleborn as a setting is not the most consistent when it comes to the lore of the setting. This rpg presents a version of solus that can be best considered speculation on what little Battleborn lore we actually have.

Character Creation

As the last star within a dark universe, Solus has become the last home to a diverse number of species and people hoping to survive the dark. From immortal agents of a treacherous empire to the remnants of a dead race born again for war, the number of people that can be found in Solus seems to equal the number of stars that once inhabited the universe.

This chapter will go through the steps on how to create a character for this game.

Characters in Battleborn the rpg are made up of many different factors, the most important however are their characteristics, their species and their skills.

Stages of Character Creation

Below is an overview of the different stages of character creation.

1. Species: This affects your characteristics and others aspects of your character
2. Characteristics: Generate your primary characteristics based on your species.
3. Skills: Choose your skills
4. Talents: Choose your talents
5. Equipment: Buying your equipment.

6. Other Details: This is stuff like, name, sex, backstory.

Characteristics

Overview

Characteristics are the basic building blocks of a character. These are what the majority of your character's abilities will be based on. There are Eight of them:

- Brawn: How strong a character is
- Toughness: How much damage a character can withstand. This is the main factor in your health.
- Quickness: How fast a character is.
- Agility: How agile a character is
- Intellect: How intelligent the character is.
- Awareness: How well a character can see, hear, smell etc.
- Personality: This represents someone's force of personality.
- Weird: This represents how well someone can deal with the weird side of Solus.

Each characteristic will be expanded upon later.

The way characteristics are determined depends on the species you are playing.

Skill List

Intellect Skills			Personality		
Computers	Mechanics	Medical	Convince	Deceive	Intimidate
Stocks	Strategy	Space Strategy	Empathise	Disguise	Perform
Demolitions	Azanti History	Jennerit History	Leadership	Seduction	Etiquette
Eldrid History	UPR History	LLC History	Rogue Talk	Shard Dealing	Beast Handle
Rogue History	Astrology	Archaeology	Magnus Handle		
Survival	Navigation	Jump Nav			
Biology	Chemistry				
Agility			Quickness		
Climbing	Stealth	Dancing	Sleight of Hand	Lock Pick	Conceal
Zero-G Move	Dodge	Unarmed	Disarm Trap	Disarm Weapon	Flight
Swords	Axes	Daggers	Drive	Space Flight	Dogfighting
Blunt			Space Dodge		
Awareness			Brawn		
Insight	Tracking	Far Watching	Running	Swimming	Strength Feat
Rifles	Shotguns	Pistols	Jump	Grapple	
Snipers	SMG	Grenades			
Heavy Weapons	Throwing Weapons	Archaic Weapons			
Toughness			Weird		
Toxic Resist	Pain Resist	Hold Breath	Varelsi History	Varelsi Biology	Varelsi Speech
			Varelsi Tech	Azanti Tech	Azanti Speech
			Weird Azanti Weapons		
			Weird Varelsi Weapons		

Species

Solus is home to a wide number of Species almost an uncountable number of them, so some have to be favoured. This document focuses on what would be considered some of the most prominent species within the star system. These Species are:

- RDC Clones
- Humans
- Thralls

Characteristic Modifiers

Your chosen species affects the dice you use when generating your characteristics and what modifiers they get.

Health Modifier

Your chosen species affects how much health you will have along with your characteristics

Movement

Your species affects how fast you can move along with your characteristics

Special Abilities

The species chosen will also give special abilities that will change how the character plays. These abilities are mostly passive. Some are positives while others are actually disadvantages.

Skills

The species you pick may also grant you additional skills.

RDC Clones

Created for the doomed Garden campaign and discarded shortly after. The clones of the Rapid Deployment Corp (also called RDC or Mike clones) have been a surprisingly persistent thorn in the UPR's side.

Despite having almost faced complete extinction three separate times they can be a surprisingly chipper bunch if not slightly psychotic both in their love for violence but also their odd version of conformist individuality.

Characteristics

- Brawn: 3d6
- Toughness: 3d6
- Quickness: 3d6+3
- Agility: 3d6+3
- Intellect: 3d6-3
- Awareness: 3d6+6
- Personality: 3d6-3
- Weird: 3d6
- Movement 7
- Starting Health +6

Society

Being a society of clones one might guess that Mike society is one of deep conformity. And they would be both very correct and very wrong. Mike Society has what can be best called enforced or perhaps heavily encouraged individuality. Each Mike being basically the same at birth causes them to highly value what makes them

different, almost to an obsessive degree. Each Mike is expected to have that thing that separates them from all other Mikes and that thing is meant to be the thing they live for.

Baker Mike bakes, Tap-Dancer Mike tap-dances, Loan-Shark Mike loans sharks, etc etc. This type of society can be very unnerving to outsiders.

Despite all this, Mikes at their core are still soldiers and are expected to keep in top physical condition. And if the need arises they will be more than happy to go to war.

Mike society is ruled by Queen Mike and King Mike, who are some of the oldest Mikes around. They penned the Clonstitution which is the defining text of Mike society. They have ruled Mike society for over a decade at this point. Rarely do Mikes travel outside of Mike society though it has been known to happen.

Names

The naming convention for the RDC clones is quite simple. They all use Mike as a second name and either use their special interest as a first name as an example Baker Mike or Push-up Mike. Or they use a letter in the phonetic alphabet, as an example Oscar Mike or Alpha Mike. A rare rdc clone here and there has been known to deviate from this naming scheme though it is rare for this to happen. And when it does they usually still use the second name Mike.

Biology

The Mikes are all cloned from the long extinct Galahadrim species who were a

purple skinned, three-eyed semi-aquatic people. Because of this, RDC clones are able to both breathe in water and on land. However, they have no advantages when it comes to swimming compared to any other species.

Their third-eye makes RDC clones adept at fighting at long range combat. Physically all Mikes are around 5.5 ft tall. They all have a muscular lean build, it seems to happen naturally and they need little exercise to maintain it.

Mike of all trades or Mike of one

During character creation RDC clones can decide to either be a Mike who embraces the individualism and special interests of Mike society or one who prefers to stick with being the all round generalist soldier that they were designed to be. These are the individualists and the traditionalists.

Those who pick the traditionalist option get +20 in rifles and grenades. Along with a +15 in any of the following two: Demolitions, Survival, Swimming, Warfare.

Those who pick the individualist option start with a +10 in rifle and grenades but also have a +50 in any single skill they want. And +15 in any two other skills.

Not so Picky Eaters

One of the reasons the UPR decided to use the Galahadrim for cloning is their very unique metabolism and diet. A RDC clone can eat almost anything and survive on very little. Rocks, plants,

even the very equipment on their back can be used to feed them, as long as they have something slightly edible to go with it.

Combat Ready

RDC clones are born ready for combat, in fact it's usually one of the first things most of them do.

RDC clones get a +4 to their initiative bonus.

Standard Issue, Standard Soldier

Every RDC character can begin with a free set of UPR-RDC Combat Armor Mk9 and a UPR-AR6 Assault Rifle. But if they pick this they start with only 100 credits to spend on anything else during character creation.

Humans

Humanity stands as one of the most ancient and diverse races in the universe, their origins shrouded in mystery even to themselves. Still they stand as one of the most resident and numerous species. Showing up almost everywhere.

It's an old joke that the place where you won't find humanity doesn't exist.

Recent circumstances have taken the humour out of it.

Starting Attributes

- Brawn: 3d6
- Toughness: 3d6
- Quickness: 3d6
- Agility: 3d6
- Intellect: 3d6
- Awareness: 3d6
- Personality: 3d6
- Weird: 3d6
- Movement 7
- Starting Health +6

Society

Humans are a remarkably diverse species, with no true singular Human society or culture. This makes it very hard for someone to categorise the characteristics of Humanity.

Scholars debate on the origin of Humanity but that's so long ago it doesn't matter. Humanity doesn't have a single society instead they are the ultimate parasite and survivor. Leeching on to anyone that will take them.

You will find humans on any level of society: master and servant, king and

peasant, CEO and desk jockey, pirate and once wealthy man. The point has been made there is no singular human society, scholars aren't sure if there ever was one.

Names

Human names mostly depend on the culture they grew up in. There is no real limit to what Humans can be named.

Some have long five word names, others go by a simple three letter name.

Biology

You most likely know what a Human looks like. They have two arms and legs, most have hair, most stand between 4'11 to 7 ft.

While originally Human skin, eye and hair colour was pretty standard, recent mutations have affected the pigments in their skin. Now it's not uncommon to find humans who have light-blue or pink skin or natural orange streaks in their hair or have striking red eyes.

Environment does determine these mutations. In more aristocratic Human families most of these mutations are not really seen, except the exotic eye colours as they can be seen as a status symbol, some will use genetic mutation to get them. Humans living in polluted or industrial areas are more likely to have these mutations.

Humans live on average for 150 years. For living the more upper class lifestyle can live up to 200 years. While average life expectancy in the more poverty stricken areas is around 70 years.

Human Diversity

Humans are one of the most diverse races in Solus not just in the way they look but also in the skill they know. Human characters can give any 3 skills +20.

Human Endurance

Humans are everywhere and a big reason for this is how well they can survive under extreme pressures.

A human character takes full damage from all fire, toxin or suffocation damage for the first round it is applied. But for the following rounds they take half.

Biological Warfare

Human saliva is one of the more famous natural weapons in the universe and considered by some, the most notable aspect of human biology.

Human PCs can make a bite attack once each round. This works as a regular unarmed attack. If this attack succeeds and deals damage, then the target needs to roll a toxin resistance check or they will get diseased and take 1d4 damage a turn. This doesn't affect other humans, robots or Varelsi.

Base Model

Humans are the base model for everything. It is assumed that every bit of gear or cybernetics will work with a human unless otherwise stated.

Thralls

A slave species uplifted by the Jennerit from the simple the Tempestian Grayhorn. The Thralls have served the Jennerit for hundreds of years as both warriors and menial labourers conquering planets and then slaving away on them.

Thralls are considered a simple people and the majority still willingly serve the Jennerit. But others have broken away multiple Thrall rebellions have happened and some have escaped enslavement because of these efforts. And now they roam Solus picking up any opportunity that comes their way.

Starting Attributes

- Brawn: 3d6+6
- Toughness: 3d6+9
- Quickness: 3d6-3
- Agility: 3d6-3
- Intellect: 3d6-3
- Awareness: 3d6-6
- Personality: 2d6-3
- Weird: 3d6 +6
- Movement 5
- Starting Health +7

Society

Thralls are a slave race created for mostly one purpose, war. Because of this they have a strength based society. The strong rule the weak. This is a society which both naturally comes from their lot in life but also was slightly engendered by the Jennerit in order to make the Thralls easier to control.

No matter the reason this society suits the Thralls quite well. Even those Thralls who break away from the Jennerit and form their own groups follow a similar structure.

Thralls are not naturally stupid to be clear. When given the chance they have been known to actually be quite brilliant at times. But rarely are they given such opportunities.

Names

Thrall names can often be quite simple. Harsh sounding words like Grall, Varl, Argtag or Attikus.

Others do take more Jennerit names like Nix or Hylus.

Most Thralls don't have second names but those who still work for the Jennerit often use their title or role as a first name no matter how mundane it is. Thrall Shift Supervisor Varl as an example.

Biology

Thralls are a large bipedal species. They have thick grey skin that can act as a sort of natural armour against some attacks.

They have massive horns and claws and can create bone armour in areas that suffer from repeated injury.

They are anywhere between 7 ft and 9 ft tall.

Their eyesight isn't the best and they can be quite clumsy.

Born for Conquest

While Thralls are not born with implanted memories or experiences. A

mixture of the society they grow up in and the genetic manipulation they as a species went through does lead them to having a skill set pointing a very war-like direction. Each Thrall PC chooses any two combat skills to give +20. They also give unarmed +10.

They also get +20 in any two of the following skills, Strength Feat, Climb, Demolitions, Intimidate or Toxin Resist.

Also for some unknown reason Thralls are quite knowledgeable when handling Azanti technology so, they +10 in the Azanti history skill, Azanti tech skill and the weird Azanti weapons skill.

Claws

Because of their strong Claws Thrall characters deal +4 damage when attacking with an unarmed attack.

Thick Skin

Thralls have quite thick skin. They get +1 natural armour

Depth Perception, Death

Perception

Thralls have ok eyesight but awful depth perception. Because of this they treat all medium range targets as if they are long range and all short range targets as if they are medium range. Long range targets stay the same.

Characteristics

Characteristics are the building blocks of a character. They determine things like health, skills, movement and more.

The determination of your characteristics you roll d6. The amount of d6 you roll for each characteristic and the modifiers they get depends on your species.

As an example RDC clones roll 3d6 +6 for the Awareness attribute, while humans only roll 3d6.

Characteristics in detail

This following section will go into detail on each characteristic.

Brawn (BWN)

Brawn represents how strong a character is. It affects things like Melee damage, carry weight, Brawn skill and hit points.

To be clear, just because a character has high Brawn doesn't mean they are muscular.

Toughness (TOU)

Toughness represents how durable a character is. It is the main component when it comes to a character's hit points and health regen, it also affects Toughness skills.

Quickness (QCK)

Quickness represents how quick a character is with their hand but also how fast they can process information

along with hand eye coordination. It affects combat initiative, Quickness skills and certain combat checks.

Agility (AGL)

Agility represents how well a character can move. While quickness is about speed and more hand eye coordination. Agility is more about how well you can move your body and twist your body. It affects your agility skills, dodge and some combat checks.

Intellect (INT)

Intellect represents how intelligent a character is. It affects intellect skills.

Awareness (AWS)

Awareness represents how well a character can perceive their surroundings. This affects Awareness skills, along with most ranged attacks.

Personality (PER)

Personality represents the force of personality that the character has. Doesn't mean they are likable just that they are able to extrude a force of will over others. This affects Personality skills.

Weird (WRD)

Weird represents how the character can manage and understand the odder sides of Solus. The universe is ending faster than anyone originally expected and with that, well to put it simply things are getting weird and not everyone can

handle it. This affects weird skills, along with some combat rolls.

Hit Points

Hit points are the representation of how much damage you can take before going down. Full rules on how this works will be explained later. Now all that is important is how your characteristics affect your hit points.

A character's hit points are their TOU + (BWN/2) + race starting health. So a Thrall with 16 TOU and 18 BWN would have 32 HP. $(16 + (18/2) + 7)$

Health Regen

TOU also represents how much health a character regenerates a day. Each character at least regenerates 1 HP every 2 days, but having a high TOU can make it better.

The formula $TOU/2-6$. As an example if you had 16 TOU then using that formula you would regenerate 2 HP a day. If the formula gives you a negative number or 0 you instead regenerate 1 HP every 2 days.

Carry Weight

The amount a character can carry before they become encumbered is their BWN x 2 worth of items in kg. And the maximum they can carry is their BWN x 4.

If a character is over their basic carry weight then their speed is halved; all physical roles (BWN, TOU, QCK, AGL) have -20. If a character is at their maximum then they can no longer

move and all those checks now have a -40.

Initiative Bonus

Initiative is what determines the order in which characters act in combat. Each character has an initiative bonus depending on their quickness.

The bonus is their quickness halved. So a character with 14 quickness will have a 7 initiative bonus.

Melee Damage Bonus

A character's brawn gives them extra damage when using Melee weapons.

This bonus is half of the character's BWN. So a character with 18 BWN would deal 9 extra damage with a melee weapon.

Careers

Careers also called skill packages are the main way a character will get their skills. These represent what the character did in their past. They give a variety of skill bonuses that should be added to the character sheet.

Shard Hopper

- Shard Dealing +30
- Rogue Talk +30
- Zero-G Move +20
- Space Flight +20
- Navigation +20
- Demolitions +20
- Hold Breath +20
- Convince +10
- Mechanics +10

Pirate

- Intimidation +30
- Pistol +30
- Space Flight +20
- Space Dogfight +20
- Sword +20
- Rogue Talk +20
- Space Strategy +20
- Tracking +10
- Dodge +10

Scholar

- Azanti History +30
- Eldrid History +30
- Jennerit History +20
- Archaeology +20
- Astrology +20
- Varelsi History +20
- Archaic +20
- UPR History +10
- Azanti Speech +10

Scout

- Archaic +30
- Climbing +30
- Jump +20
- Tracking +20
- Far Watching +20
- Dodge +20
- Survival +20
- Running +10
- Stealth +10

Business Man

- Stocks +30
- Convince +30
- Deceive +20
- Empathise +20
- Etiquette +20
- Shard Dealing +20
- Intimidate +20
- LLC History +10
- Shard Dealing +10

Scientist

- Computers +30
- Mechanics +30
- Medical +20
- Azanti Tech +20
- Magnus Handling +20
- Biology +20
- Chemistry +20
- Varelsi Biology +10
- Varelsi Tech +10

Spy

- Stealth +30
- Sleight of Hand +30
- Daggers +20
- Conceal +20
- Intimidate +20
- Convince +20

- Deceive +20
- Insight +10
- Empathise +10

After you select your career you then pick any 5 other skills to give +20 to. These can be the same skills as in your Career.

Gladiator

- Blunt +30
- Dodge +30
- Sword +20
- Axe +20
- Pain Resist +20
- Intimidate +20
- Unarmed +20
- Perform +10
- Daggers +10

Soldier

- Rifle +30
- Grenade +30
- Dodge +20
- Shotgun +20
- Sniper +20
- Heavy Weapons +20
- Pistol +20
- Strategy +10
- Medical +10

Pilot

- Flight +30
- Space Flight +30
- Dogfight +20
- Space Dogfight +20
- Drive +20
- Mechanics +20
- Navigation +20
- Zero-G Move +10
- Pistol +10

Talents

Talents are the extra special ingredient that make your character special. They give you bonuses, usually passive, that improve your character in some way. While some are active and give you new abilities in certain scenarios. Some come with drawbacks or requirements based on species, characteristics or skills.

Each character can pick two different Talents during character creation.

Far Runner

Req: +14 AGL

You can move an extra 4' per action used during combat.

Charge

Req: Thrall

This gives Thrall characters the ability to use both of their actions to charge an enemy within 15' of them. The enemy must be in their line of sight and unobstructed. The Thrall makes an unarmed attack with a +20 added to the modifier. If they succeed then the attack deals an extra 2d6 damage.

Fast Runner

Req: +16 QCK

This gives the character an extra action on their turn. One they can only use to move.

Dodger

Req: +35 Dodge

A character can dodge twice before their turn. But the second dodge has a -20

Quick Aim

Req: +20 AW

This allows a character to take an Aim action and shoot all with the same action. However doing this means the character can't make any more attacks that turn.

Void Touched

Req: +16 WRD

This gives the character an oddly close relationship with the Varelsi. They get +40 in Varelsi Speech, Varelsi History, Varelsi Tech and Weird Varelsi Weapons.

Also the void damage from using Varelsi weapons heals them instead.

Backup Body

Req: RDC Clone

You have a back up Body. when you die your consciousness is transferred to that body. This only works once.

Half and Half

Req: Human

You are only half human. This changes both your Characteristics and your abilities. You lose Human Endurance but gain another ability depending on what species you are half of.

- Aelfrin: BWN -5, AGL +5.
Unofficial Elder Scrolls **Combat Regen:** Every two turns you get 1d6-2 HP regen but this only works in combat

- Hellion: QCK -5, TOU +5. **Hellion immunity:** Choose, either fire, toxin or drowning, you become immune to it.
- Jennerit: Per -5, QCK +5. **Kinetic Control:** Your melee attacks deal more damage depending on each Meter you've moved. For each Meter it's an extra +2 damage

Combat Rhythm

Req: None

For every kill a character makes during a combat encounter they deal an extra +5 damage

Historian

Req: None

This character gets an extra +25 in each of the history skills.

Symbiosis

Req: +16 WRD

You have gained a symbiotic relationship with some creature. This gives you an extra 1d6 in BWN and TOU. This creature also gives an extra 1d6 melee damage or a permanent 25 point shield, which can be used with other shields. This creature has its own plans so be careful.

Shield Hater

Req: None

You hate shields to an interesting degree. You refuse to wear them but you deal double damage to shields. But shields alone.

Photosynthesis

Req: +16 WRD

Solus itself gives you life. You can sustain yourself on sunlight alone, meaning you don't need to eat, drink or even breathe air when you are in sunlight. Also the light of the star heals you 1d4 health for each hour you are in it.

Magnus Brain

Req: +16 WRD

You have a Magnus living in your head. You can let the Magnus help with Intellect checks for you giving a +50 to them all while doing so. However doing so may mean the Magnus tries to take over your body. Roll a d100 check and if you get more than a 50 the Magnus now controls your body for a week. And each time you fail this roll the time they control the body increases by a week.

Improvements

Req: None

You get to add +5 to any two characteristics you want.

Wealthy

Req: none

You get an extra 500 credits for use during character creation.

Buying Equipment

The last part of character creation is buying equipment. Solus is an almost post scarcity society. While fabricators are common enough that even those living in the Detritus Belt have access to them. They can't make food, are known to shut down and most personal ones don't have access to a lot of things they can create.

Because of this capitalism is still very much alive in Solus. Player characters partake by buying their equipment at the end of character creation.

Each player has 500 credits (unless stated otherwise) to work with.

A list of equipment that can be bought is seen later in this document.

Making Checks

Whenever a character wishes to perform an action sometimes the GM will require them to make a check with the dice.

There are two main types of checks in the game that both require the use of a d100 dice. The goal is to use those d100 to roll under the target number.

Characteristic Checks

These are made by doubling a character's characteristic and then rolling a d100. If you roll under the doubled characteristic you succeed.

Example: A character makes a BWN check with a BWN of 15. That 15 turns into a 30 so they have to roll under a 30 with a d100.

Skill Checks

Skill checks are done by taking a skill and adding the skill's modifiers and adding it to the skill's corresponding characteristic. Then you roll d100 and try to get under the target,

Example: Making a Swimming roll with a BWN of 15 and a swimming of 40%, means you have to roll under a 55 on a d100.

Modifiers

Some checks will have modifiers. What this means is the target for the check changes. So if a skill check has a +10 modifier then the target increases by +10, and if it has a -10 then it decreases by -10.

Example: Making a swimming roll where the target is usually 55, however with a modifier of +10 the target is now 65.

Combat

Combat is very common in Solus. And because of this it's rare to meet someone who doesn't know their way around some weapon. This chapter will explain in detail how combat works in this game.

Attacking

In the most basic way making an attack check is like making any other skill check, each weapon is associated with a skill and thus when you use it you use that skill. It's another simple d100 check.

Some things can modify the roll and that will be expanded upon in a moment.

Initiative

Initiative is what dictates the order in which characters act in a round. To decide initiative everyone rolls 1d10 and add their initiative bonus. The higher the number the sooner they go. Ties go to who has the higher initiative bonus, if that's the same then players go first, and if two players tie then they decide themselves.

At the end of each round Initiative is rerolled.

Actions

Actions are what a character can do during their turn in a round, Each character has two actions, and one reaction.

A character can use each action to:

- Move an amount of meters equal to their movement
- Make an attack
- Reload
- Go Prone/Become Unprone
- Take Aim
- Use an Item
- Use a Skill
- Drop an Item

Reactions allow you to:

- Dodge
- Parry

While you can move and make a ranged attack in the same turn doing so has its negatives. If you make a ranged attack after you move you get a -10 to the roll.

If you move after you make a ranged attack your movement is reduced by 2.

Dodging

When attacked you can make a dodge reaction to dodge it. What this means is that you can roll your dodge skill and if you succeed you take no damage.

Parry

When attacked you can make a Parry reaction to Parry it. What this means is that you can roll your melee weapon skill and if you succeed you take no damage. This only works against Melee attacks.

Range

Each weapon has a range. Melee range is with 1 Meter of the target. Beyond that you can't make Melee attacks.

Ranged weapons have a variety of ranges. And these affect what's considered a weapon's short, medium and long ranges.

- **Short Range:** If the target is within a quarter of the weapons range the attack roll gets a +20 modifier.
- **Medium Range:** When the target is more than a quarter of the range away but still lies within the weapons range they are within medium range. No modifiers exist in this range.
- **Long Range:** If the target lies outside of the weapons range but not by twice the range of the weapon they are within long range. Attack rolls against them get -20

Beyond Long range the target can't be attacked.

Modifiers

These are some modifiers that may affect combat.

- **Taking Aim:** This gives a +20 to ranged attacks
- **Being Prone:** This gives a +10 to ranged attacks and also a -10 to ranged attack made against the target
- **Target in half-cover:** This means the half the target's body is behind cover, this gives a -20 to ranged attacks.

- **Target in full-cover:** This means most of the target's body is behind cover, this gives a -50 to ranged attacks
- **Target Sprinting:** This means the target used all of their actions to move. Ranged attacks get a -20. This is negated if you use an action to aim.

Damage

When an attack is successful damage is dealt. The amount of damage depends on the weapon itself. Each weapon has an amount of damage dice that are rolled. If it's a melee weapon then the melee damage bonus is added.

Armour

Armour reduces the amount of damage dealt to a character. It's a static value that can't be changed with some exceptions.

The amount of armour a character has is subtracted from the damage taken.

Example: A character is dealt 15 damage but has 6 armour. So they only take 9 damage.

Shields

Shields are like a second set of HP that takes damage before you regular HP. If a character has 10 shield points then they must take 10 damage before their HP is directly threatened.

Shield recharge if character doesn't take damage for three turns. Half of the shield points are recharged once every turn once the shield begins to recharge.

To be clear, shields block all damage. So even if you have only 1 shield point and are dealt 20 damage. All 20 of the damage is blocked by the shield.

Shields Points aren't protected by armour to be clear.

Dual Wielding

If a character wishes to use two different weapons at the same time they can do so. Doing so has both drawbacks and positives.

When attacking while wielding two melee weapons you get a -30 to the attack roll but the damage roll gets half the dice of the other weapon rounding down.

So dual wielding two weapons that deal 4d6 means you actually deal 6d6 damage.

But you can't parry while dual wielding

.

Throwing Weapons

Weapons with the throwable trait can be thrown. The check to throw these weapons uses the throwable weapons skill.

The range of throwable weapons is the character's BWN x 3

Grenades

Grenades are like most other weapons except they have a radius measured in meters. This means any character that's within the radius of where the Grenade is thrown is caught in the blast and takes the damage.

The range Grenades can be thrown is the same as throwing weapons BWN x 3

Unarmed

An unarmed attack deals 1d6 + melee bonus damage. You can't parry while unarmed but you get a +20 to dodge.

Death

When a character falls to 0 HP they become unconscious. For every turn they remain at 0 HP they must make a Toughness check and if they fail they die.

These checks begin with a +40 modifier but every turn the modifier drops by 10.

If a character is healed while in this state they stay unconscious for a turn and then they wake up.

If a character ever gets to negative HP equal to their Toughness they instantly die.

Weapon Traits

Some weapons have traits of some type. These affect how the weapons work. These traits may be passive or active. These traits are:

- **Burst(X):** A weapon with burst fires multiple bullets at once. What this means is after you roll damage on the weapon you apply the damage the amount of times the Burst is. So if the Burst is 3 you apply the damage 3 times. Note the damage isn't tripled, this is 3 separate instances of damage. This makes burst good at getting through shields.
- **Optional Burst:** This is like regular burst but the weapon can choose to fire a burst shot or not
- **Laser:** A weapon with Laser gives attempts to dodge it a -20 modifier.
- **Close Range:** This means that when the weapon fires at a target in short range the weapon deals double damage.
- **Anti-Shield:** Deals double damage to shields
- **Full Auto:** This means the weapon can fire full auto at short range. Doing so means the weapons ammo count is added to the damage value, doing so empties the clip however.
- **Long Range:** This weapon treats long range as medium range
- **Compact:** Attempts to hide this weapon with conceal have a +20 modifier
- **Painful:** The first time someone is damaged by this they must make a pain resist roll or their movement is halved for 3 turns
- **Rechargeable:** This weapon doesn't require a new clip to reload
- **Unwieldy:** This weapon requires two actions to reload
- **Charging(X):** You can use this using an action, to a maximum equal to X. For each charge the weapon deals an extra d6 of damage
- **Explosive(X):** This weapon is explosive like a grenade with the X being the radius
- **Burning(X):** When damaged by this the target is now on fire and takes X damage for 3 turns. The turns reset when damage is taken again
- **AP(X):** This weapon ignores armour equal to the X
- **Tracking:** This weapon is always treated as if using the Aim action. (You can still Aim with this weapon getting the bonus twice). It also ignores half cover and treats full cover as half cover.
- **Light:** There is no disadvantage of using two of these weapons at once. However these weapons get a -20 when parrying a non light weapon. And they can't parry melee weapons with the heavy trait at all.
- **Parry:** These weapons get a +30 when parrying
- **Heavy:** Attempts to Parry these weapons from melee weapons without the heavy trait have a -20
- **Throwable(X):** This weapon can be thrown using the throwing weapon skill. The X equals the range in meters of thrown object
- **Powerful:** This weapon gets double melee bonus damage
- **Void Damage(x):** Varelis weapons have void damage and

this means that when a non
Varelsi attacks with them they
are dealt damage equal X.

Armour and Shield

Traits

Like weapons both Armour and shields
also have traits. These traits are:

- **Bulky:** When wearing this
armour the character moves half
as fast
- **Obstructs Vision:** Any awareness
check or skill check with an
awareness skill has -30
- **Thin:** All AP is doubled against
this
- **Disruptive:** Can't have a shield
with this armour
- **Glitched:** This shield takes two
extra turns to begin recharging.

Equipment

As mentioned before, Capitalism is alive and well in Solus. And this chapter will go into detail on that.

In this chapter you will find both weapons to buy but also armour, shields and other miscellaneous gear.

While Solus has many different types of currencies, most everyone will accept universal credits (UC). A trading currency invented by the LLC so they can scam everyone.

A Note on Lore Again

As mentioned above the Lore of Battleborn is quite scattered and there is simply a lot of lore that is not known. Because of this, this chapter is probably the one with the most headcanon or fan lore in it.

Gear

The following is a short list of what is some of the standard Gear someone may need while exploring Solus

- Daily Ration: 2 UC each
- Portable Light Source: 15 UC
- Portable Fabricator: 200 UC
- Explosive charges: 50 UC each
- Explosive remote: 50 UC
- Communication device: 20 UC
- Brain-implanted communication device: 100 UC
- Breathing device: 50 UC
- Survival gear: 30 UC

- Fast acting health injector: 100 UC each.
 - Heals 2d6 HP the moment used.
- Infinite Ammo Clip: 200 UC
 - A fabricator specifically designed to create ammo for a specific weapon. This clip can refill itself with ammo every hour. While these types of fabricators exist for almost every type of weapon, each fabricator is specifically designed for one.

Ranged Weapons

The following section deals with the types of ranged weapons which can be found in Solus.

Rifles

Name	Damage	Range	Ammo	Traits	Price
UPR-AR6	3d6+3	120m	30	Full Auto	300 UC
UPR-SL2	4d6+3	150m	30	Burst 3	300 UC
Jennerit Kinetic Rifle	3d6+6	120m	20	Full Auto, rechargeable.	500 UC
MR-LR Striker Model .7c	2d6+2	250m	Unlimited	Laser	200 UC

Shotgun

Name	Damage	Range	Ammo	Traits	Price
UPR Double Barrel	5d6+10	50m	2	Close range, Burst 2.	250 UC
UPR Tactical Shotgun	4d6+6	80m	12	Optional Burst 2	350 UC
Jennerit Kinect Burst	8d6+6	40m	1	Close range, unwieldy	650 UC
MR-LR Compact Model .7c	3d6+2	90m	Unlimited	Laser.	150 UC

Pistols

Name	Damage	Range	Ammo	Traits	Price
UPR-BAP 9	3d6	50m	12	Compact, Anti-Shield, Painful	150 UC
LLC-CSW revolver	4d6+2	30m	6	Compact, Close range.	300 UC
The Lorian's Favour	2d6	50m	10	Compact, Laser	50 UC
Jennerit Kinect Pistol	3d6+6	60m	6	Compact, rechargeable	200 UC

Snipers

Name	Damage	Range	Ammo	Traits	Price
UPR-SR2	6d6+6	600m	4	Long-Range, Anti-Shield,	650 UC
UPR-H7-MS Railgun	12d6+6	800m	unlimited	Long-Range, Charging 3	900 UC
LLC-HHR 2	7d6+6	500m	12	Long-Range. Painful	600 UC
MR-LR DeadEye Model 1c	5d6+4	1000m	unlimited	Long-Range, Laser.	400 UC

SMG

Name	Damage	Range	Ammo	Traits	Price
UPR-TX12	3d6+3	60m	20	Compact, Full-Auto	250 UC
UPR-TE3	2d6+3	30m	40	Compact, Full-Auto	150 UC
Jennerit TMP	3d6+3	40m	20	Compact, Full-Auto, Rechargeable.	300 UC
LLC-QCK	2d6	20m	60	Compact, Burst 60	120 UC

Heavy Weapons

Name	Damage	Range	Ammo	Traits	Price
UPR-MINI	1d6+3	100m	200	Unwieldy, Full-Auto, Burst 30	450 UC
UPR-SM23	15d6	200m	4	Unwieldy, Explosive 6'	600 UC
Jennerit disintegration Ray	20d6	50m	1	Unwieldy, Ignore Armour.	1000 UC
The Burning Bright	7d6	20m	20	Unwieldy, Burning 4.	250 UC

Archaic Range Weapons

Name	Damage	Range	Ammo	Traits	Price
Aelfrin longbow	12d6	400m	1	Long-Range,Rechargeable, AP 5	1100 UC
Dwarf Sling	4d6	100m	unlimited	Compact, Painful	300 UC
Eldrid Crossbow	5d6	200m	1	Rechargeable, Tracking	900 UC
Dwarf Bola	2d6	100m	1	Incapacitating* Ignore Shields.	1000 UC

*If the Bola deals any Damage to the target they go unconscious.

Melee Weapon

The following section deals with the types of melee weapons which can be found in Solus.

Swords

Name	Damage	Traits	Price
Jennerit Phastic Energy Katana	4d6	AP 3, Anti-Shield, Light	600 UC
LLC Phastic Rapier	3d6	AP 1, Parry	450 UC
Jennerit Serf Blade.	3d6		300 UC
MR-PB Ronin Model	2d6	Light	250 UC

Axes

Name	Damage	Traits	Price
Ekunni Runic Axe	5d6	Throwable 30m, Heavy, Comes Back	450 UC
UPR-SIA	5d6		350 UC
The Rescue Hatchet	3d6	Light, Parry, Painful, Compact, AP 1	150 UC
Jennerit War-Axe	4d6+6	Heavy, AP 4	650 UC

Dagger

Name	Damage	Traits	Price
UPR-SK	2d6	Light, Compact	100 UC
Eldrid Kunai	2d6	Light, Compact, Throwable 30m	50 UC
Jennerit tessurim War Fan	4d6	Light, Compact, Throwable 30. AP 3	150 UC
The Big Shiv	2d6	Light, Compact, Painful	80 UC

Blunt

Name	Damage	Traits	Price
Jennerit BoneBreaker	5d6	Heavy, Powerful, AP 5	700 UC
LLC Rocket Hammer	4d6	Heavy.	400 UC
Eldrid Rune Shillelagh	3d6	Powerful. Anti-Shield	300 UC
The Pick Cudgel	3d6	AP 2, Light, Painful	100 UC

Grenades

The following section deals with the types of Grenades found on Solus

Name	Damage	Radius	Traits	Price
UPR-SIFG	6d6	10m		50 UC
UPR-SIFG Napalm	6d6	8m	Burning 5	80 UC
Jennerit Kinetic Grenade	8d6	5m		90 UC
UPR-SIPG	4d6	10m	Anti-Shield	80 UC

Weird Varelsi Weapons

The following section deals with the weapons of the dreaded Varelsi. These weapons are very rare and sort of break all understandings of the universe, in fact they are so rare they don't have prices.. Both Melee and ranged Varelsi weapons use the same skill, as the understanding and way to use them is different from regular weapons. Varelsi weapons don't use ammo.

Name	Damage	Range	Traits	Price
Varelsi Berserker Blade	9d6	Melee	Void Damage 4, Ignore Shield	N/A
Varelsi Marksman Rifle	5d6	150m	Void, Damage 2, Ignore Shield, Long Range	N/A
Varelsi Defiler Cannon	12d6	100m	Void Damage 8, Ignore Shield, Explosive 8	N/A
Varelsi Hunter Weapon	7d6	Melee/70m	Void Damage 5, Ignore Shield. Weapon Changes*	N/A

*Can use an action to change from sword to gun.

Weird Azanti Weapons

The following section deals with the weapons of the ancient and mysterious Azanti. These weapons are so rare that they don't have prices, instead it will show the amount of these weapons that are known to exist. Each of these weapons act in a special way that requires explanation further beyond standard Traits . Both Melee and Ranged weapons are shown here and use the same skill.

Name	Damage	Explanation	Amount
Azanti Bio Gauntlet.	6d6	A bio-gauntlet that allows the user to change its shape into any manner of bladed weapon. These blades can also be fired from the gauntlet with a range of 40m. A character damaged by the gauntlet is afflicted with a toxin. Each instance of the toxin on a character prevents healing for a day and also increases damage done to that character by a d6. An instance of toxin lasts a day.	3
Non-Existence grenades	N/A	These are grenades with a radius of 10m. When they explode they produce a bright light. Anything that the light touches ceases to exist. There is no way to prevent this.	17
The Temporal Paradox pistol	N/A	A single shot pistol with a 60m range that creates a temporal clone of the target. This clone is an exact copy and has an intense want to murder the original. Any damage done to the clone by anyone but the original is done to the original. The clone stays for 3d6 rounds, or until the original is dead	3 Guns 5 Ammo

The Name Eater Blade	10d6	This blade steals the life energy of everyone it kills. For every kill made with this weapon it gains 2d6 damage and the wielder gains +10 BWN and TOU. The wielder also has +10 natural armour and +6 Health Regen while wielding the blade	2
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Armour

The Following section deals with the types of armour found on Solus

Name	Armour rating	Traits	Price
UPR-RDC Combat Armour Mk8	4		150 UC
Heavy Mesh Jacket	1	Thin	70 UC
UPR-HA	11	Bulky, Obstructs Vision	300 UC
Thrall Armour	7	Bulky (Unless Thrall), Disruptive	200 UC

Shields

The Following sections deals with the types of energy shields found on Solus

Name	Shield Points	Traits	Price
LLC Shield Standard Package	10		200 UC
The Death Delayer	5	Glitched	80 UC
UPR-SIS	7	Heals 1d3 HP when shield is depleted	160 UC
LLC Shield Premium Package	25	Costs an extra 100 UC a month	600 UC

