Aesthetic: dark fantasy maybe magictech

Core:

- Combat with pvp and pve
- All items, and events are cards in a deck
- Resources like gold and food limit what a player can do
  Randomly drawn encounters and events from a deck of preset cards
- Board is built of cards and is constantly changing

Inspiration: Hand of Fate, Dokapon Kingdom, Tarot, Blame??
Exploring a demonic labyrinth of chaos magic?

Card types:

Random Gain (gold, food, equipment)

Random Loss (gold, food, equipment)

Requires a system of mechanics that supports a labyrinthian adventure game.

Individual games can have different rulesets, pvp, pve, etc. It needs a stable basis.

- Exploration (moving from card to card on a board)
  If you encounter a facedown card, it is revealed and you must contend with it
- Resource Management
  Sustenance, Health, and Ammunition are all trackable and deadly when absent
- Combat
  You are not safe, and must fight various things using your stats, lucky rolls, and some sort of risk/reward system
  that makes failing it dangerous, but success is one step closer
- Character differences and stats
  Characters have different stat values that determine the outcomes of some encounters, events will play out
  differently if you have more of a stat, can roll on stat checks, or are more dangerous the more of a stat you have.
- Stat checks and items
  Items will be used to temporarily boost stats and some can be equipped for long-term use. Stats are low naturally
  so items will be near necessary.
- EVENTS HAVE VARIATIONS, even if you play an event knowing what it is, it could result in something else if fate so
  decides. How to present this is unclear. More text on a card? External resources? idk

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INTRODUCTION

There might have been a cohesive world once, outside of wherever this one takes place.
For time eternal, the world has been broken, but refuses to die.

The organics, those of blood and flesh, inhale the miasmic fumes of the pipes. Their
organs have adapted to devour the tar and sludge that covers the wastes, and their minds
are those of the most prival of savages.

The machines, those of metal and circuitry, were artificial life created from the templates
of a being that was once "human". They have no biological parts and can repair and
modify themselves freely.

The hybrids, those of augmented life, exist as an extension of some kind of "human"
remade using different elements and modified with cybernetic enhancements. Like the
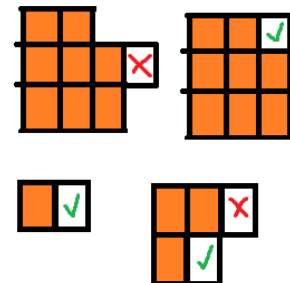
machines, they take whatever forms they prefer, although they still keep biological aspects of themselves alive- albeit connected to mysterious machines and tech.

The world is ever-changing. Buildings and structures appear and disappear when out of focus- the walls shift and stretch. The buildings that exist are rumored to exist as copied forms from other worlds. They range greatly in scale, style, and functional purpose. Many buildings cannot be lived in permanently, everything in this world is temporary. Between the structures and monuments, sometimes the underbelly of the world can be seen; large pits of tar, walls of spikes, endless tunnels and pipes leading to who knows where. Everything in this world serves a purpose, although it's purpose may never be known aside from whatever god controls it.

ACTUAL GAMEPLAY

GAME START
1. Players start with a hand of 5 encounter cards
2. Place a blank card in the center of the table to start creating the start of the board.
3. Put all players tokens on the blank card.
4. One by one, players play encounter cards face-down to create a board. For a balanced board, cards cannot be placed past the bounds of a perfect square unless the square is filled...
   Or you can just go wild and make weird winding paths, depending on what the players think. You could try to make rings like spokes on a wheel, a really big T, go wild. It really doesn't matter. Just keep in mind you'll have to walk these paths.

EXAMPLE ENCOUNTER:

weird shit hole

Encounter:
1-4: #012 Dank Hole
5-6: #045 Scary Ass Stabber

A dark and spooky hole, no light penetrates into it. In the distance you can hear clanking chains and the telltale metal scrapes of an ass stabber.

GATHER: 8 (PER)
1 Nutrients

Turns progress to the right, to the left of the active player is the judge. The judge is responsible for finding/reading encounters from the encounter booklet and various things that the active player wouldn't be allowed to do out of fairness, (like a dealer).

TURN ORDER

1. On a player's turn, players are given 3 actions with witch they can spend to:
    a. Move one card in any non-diagonal direction,
        i. If they encounter a facedown card, flip that card face-up and if it has an encounter listed, roll to determine which encounter you get. The judge finds and reads the encounter described in the encounter booklet based on the selected number. They may ask the active player questions and make the player take checks. This should work as a sort of an incredibly short choose-your-own-adventure-with-consequences. Sometimes this involves combat. Combat and skill checks will be described later.
    b. Scavenge, by passing the check required on the card you're on to gain the listed reward.
    c. Interact, if a card has special interaction text for trading, activating, exchanging, etc.
2. At the end of the player's turn, the active player must remove 1 nutrients token and recover 1 point of damage, or take 3 points of damage.
3. play passes to the right and the previously active player becomes the Judge.
4. After all players have taken their turns, the round ends. Each player draws 3 encounter cards with witch to place on the board. These cards can only be placed on empty spaces, (expanding the board), or on cards that are now face-up. They cannot be placed on cards where players currently reside. The starting card is considered face-up. If a "DISASTER" card is drawn, it's effects take place immediately and the player that drew it replaces it. Once the deck is empty the game ends. **Haven't figured out how to end it just yet**

Skill Checks:

Player characters have X skills; Perception (PER), Destruction (DES), Resistance (RES) and Computational Power (COM)

PER: Often used for scavenging or checks, or to avoid traps

COM: Often used for scavenging or checks, or to scout

DES: Flat damage to add to attacks on top of weapons

RES: Increase your chance to avoid status conditions and the effects of traps

When rolling for a check, roll 3 dice. If the total value rolled is equal or greater to the target value for the check, you've passed the check. Otherwise, you can reroll. The number of rerolls you're allowed is equal to your stat for the roll. When rerolling you can reroll

any number of dice, but you must roll them together. If after all your rerolls your total is still less than the target, you have failed the roll. The judge may tell you the target, or simply check that your roll has passed the target without telling you the target, it depends on the person. Either way works.

Combat:
Combat with enemies is different based on the type of enemy you're fighting. Different enemies will deal and receive different types of damage.

Different weapons have different damage types and values. Some weapons only attack with one damage type, others with multiple, and some with multiple at the same time. Damage calculated with multiple damage types is calculated separately per type.

When attacking a target, you must roll a skill check determined by the weapon you're using. If you have no weapon or choose to not use a weapon, you can attack unarmed. When attacking unarmed, you may attack with any damage type, dealing a guaranteed 1d4 -2 +(plus your DES), as the damage.

If your skill check succeeds, you deal whatever damage your weapon has to the enemy. Some enemies have weakness or resistances, which means they take or ignore some

bastard man

this man is a bastard! he has a gun for a hand!

ATK: 1d4
HP: 8

Res: Shock, Heat
Weak: Slicing

amount of damage. Combat continues until you or the enemy has sustained maximum damage. At any time, you can try to escape combat by rolling a PER, or COM 18 check that decreases by 3, (minimum 1) every time you fail it. Escaping combat means you won't get anything that you could have gotten by defeating the enemy, but you might escape sure death. Sometimes this is the only option.
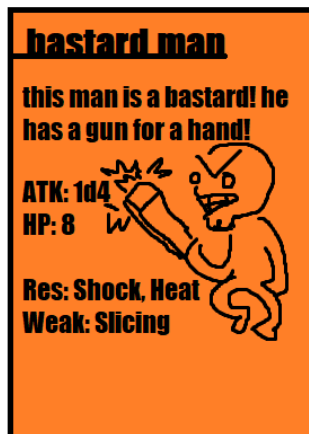
Damage types include:
Blunt, Slicing, Heat, Shock, Corrosive, and Warp
Beings are shaped by the areas around them and as you play you will better understand how it has shaped their weaknesses and resistances

Items:
Items come in all shapes and sizes, they include:
Equipment, to be used by your character. Equipment can degrade or break and may take a point of degradation every time it is used, check the card to see if this applies.

Consumables, offer temporary increases for your stats until your next turn stars, or any other length listed on the card.

Nutrients, nutrients aren't *really* items, but you can gain them in places where you would gain items. At any time outside of encounters, you may remove 1 token to heal 1 point of damage. You will also need to eat nutrients to survive or risk starvation.

Ammunition, some weapons are powerful, but require ammunition. When aquiring these items, they usually have some ammunition pre-loaded, but you'll need to find more yourself. Without ammunition you can't wield a weapon that uses it

Mechanics I should include later:
A sanity system.
Gamemodes / Game End scoring
Character Sheet cards

Encounters:

Judge instructions are in <u>underline</u>

Choices are in **Bold**

Things that happen are in *italics and* *red* *or* *blue*

`000 TEMPLATE???`

Intro text, **Option, Other Option.**

Option: <u>Do a thing</u>: You do a thing.

`001 Endless Hallway`

You find yourself in a generated hallway that seems to stretch on without an end. You could simply **continue down the hallway** or **look for a way out**.

Continue: <u>Roll 1d6: if the roll is greater than 3</u>: The hallway is incredibly long, but it has an end… eventually. The journey takes a toll as you *lose 2 Nutrients*

<u>If the roll is less than or equal to 3</u>: After a while the hallway ends and you leave though a small doorway. The assumed length was simply a product of the darkness.

Look: <u>Make a PER 10 roll, on Pass:</u> By scanning the local area for a spatial distortion, you find a haywire dimensional modifier attached to the wall, by disabling it the hallway returns to a normal size. You decide to take it with you- just in case. *Gain a Pocket Space-mod*

<u>On Fail:</u> You find no evidence of a spatial distortion and must brave the length of the hall. <u>GoTo:</u> **Continue.**

`002 Malfunctioning Automaton`

Some sort of ancient guide automaton blocks your path. It's trying to force a sooty pamphlet into your hands and speaks in corupted gibberish. You could try to **ignore it**, just **take the pamphlet** and go, or **attack it** to scrap it for parts.

Ignore it: <u>Make a RES 14 check: Pass:</u> You ignore the automaton and bat it's arm away long enough for you to leave with it's tire caught on a rock. "Thanks for viSITING we- we- we- See yOU sOON!!!" it screeches.

<u>Fail:</u> You can't seem to get rid of it fast enough and it bashes into you repeatedly, *dealing one point of damage.* You take the pamphlet to make it stop and toss it once you're far enough away.

Take the Pamphlet: The automaton starts listing off random locations you've never heard of as you flip through the pamphlet. You can't tell if it's depicting wars, dining experiences, or some kind of product because of the soot. But there is a map tucked in the back of the pamphlet that seems to be completely unrelated. <u>Make a COM 8 roll</u>, <u>Pass:</u> The map seems to be of an area close by, hopefully it's still there. <u>Reveal one encounter in any direction</u> <u>Fail:</u> It seems the area that the map depicts has been completely re-constructed. You toss it away.

Attack it: The automaton fights back, revealing concealed whirring blades on it's arms. It shouts something about "resisting arrest", and "these lawless lands". <u>COMBAT: HP 6, Damage: 1d4 Slash, Weak: Shock, Resist: Slash, Bludgeon, Rewards:</u> Gain 1 Equipment.

003 Tar Pits

You stumble upon the tar pits, a foul swamp of metallic wreckage and the mutated beasts that prey within it. You could **Look** for a way to bypass the tar, **Brave** the tar head-on, hoping you won't be seen.

Look: <u>Make a PER 14 roll, Pass:</u> An accesway ladder-box is visible under some grime and broken folding-chairs. You activate it and ascend the ladder to carry on. <u>Fail:</u> The walls of the pits are menacing, there's no other way around. <u>Goto:</u> **Brave**

Brave: <u>Make a RES 14 Roll, Pass:</u> The tar sticks to you but you manage to make it past without much trouble. It takes you some time to remove it from your joints. <u>Fail:</u> A wild beast catches you flopping about in the tar, it's jaw unhinges as it's milky white glare locks on to you. <u>Make a COM 10 Roll, Pass:</u> You escape the tar pit fast enough that as you leave the pits, you have enough space to kick the beast back down into them- giving you ample time to escape. <u>Fail:</u> You weren't fast enough, the beast catches up to you and starts clawing and biting. <u>COMBAT: HP: 10, Damage: 2, Weak: Bashing, Burning(5), Resist: Shock, Burning damage deals 3 damage to you as well (because of the tar).</u> <u>REWARDS:</u> The beast's organs are mostly harvestable and can be melted down into nutrients *Gain 1d4 Nutrients*

004 Empty Room Maze

After a series of wrong turns, you find yourself in a generated house composed of empty rooms. You can't find where you entered and your logs seem to show that the walls have been reshaping and shifting themselves. Will you simply keep going and **Let it Lead you** somewhere, or **Investigate** the structure closer?

Let it Lead you: <u>Roll 1d6, 1-3:</u> The path is long and you have an uncanny feeling that you're being watched- but your scanners pick up on nothing. Once you emerge you notice that some of your equipment has been torn to shreds by some kind of invisible claw. *Lose any 1 equipped piece of Equipment.* Looking back, the doorway you left from is missing, so too has the entire structure. In it's place is a massive darkness. You decide to continue on without looking back.

<u>4-5:</u> Your journey is tiresome, but not so much as to take longer than a day's travel. After emerging from the room, a mysterious darkness can be seen slowly extending from the opening. Small arms can be seen rising out of the fog-like blackness. You make haste.

<u>6:</u> You find a can of nutrient paste along your path though the maze. *Gain 2 Nutrients.* Out of the corner of your optics, small scratches and indents start appearing on the can after you pick it up. Luckily the exit is nearby. You slam open the door and dash outside. With a metallic thud, the door slams shut and begins to assimilate back into the wall. You continue onwards.

Investigate: <u>Make a PER 12 or COM 14 roll: Pass:</u> The walls seem fairly weak, and after testing it, you can easily break through them as if you were cutting through plant fiber. You hack through the walls and find the body of some unfortunate other lodged inside the wall, it's limbs partially melted into the structure. You pick up a piece of gear it had been wearing and quickly make it out of the maze. *Gain 1 Equipment* As you walk away you can see that the broken walls are slowly regrowing and mending themselves like some sort of concrete bio-armor.

<u>Fail:</u> After running numerous tests on the walls you can't figure out a way to bypass them so you try mindlessly attacking them to break through. Surprisingly they give way revealing more and more rooms, shrouded in darkness so thick your strongest lights can't brighten it up. Your journey only takes longer as you end up navigating the maze for 3 days. *Lose 1d4 nutrients.*

005 Simple House

Infront of you sits a single story copied house nestled between two spires of concrete. It appears empty and untouched since it's insantiation. Will you **Investigate** it, or **Ignore** it.

Investigate: <u>Make a per roll of 12, Pass:</u> The house is spotless and empty, save for some padded furniture. The shelves in the dining area contain cans of some kind of plant bud preserved in a brine. *Gain 2 Nutrients.* Before you can explore the rest of the house it dematerializes in an instant.

<u>Fail:</u> The house is completely empty except for a large sofa. You decide to sit on it to rest. You immediately exit sleep-mode after the couch disappears in an instant. The house has dematerialized without a trace.

Ignore: Just before the house fades into the horizon, a light flickers on and off in the house, followed by the sound of an electric firearm misfiring. The house disappears in an instant as if it was never there to begin with.

006 Rickety Skybridge

Intro text, **Option, Other Option.**

Option: <u>Do a thing:</u> You do a thing.