

The unofficial Duke Nukem tabletop roleplaying game

DUKE NUKEM

TABLETOP MELTDOWN v4.0



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I simply made this game to have a great time with my friends and other Duke fans like me.

If anyone has suggestions for future versions please feel free to pitch me an email at roastedzerg@gmail.com

Special thank you to all my **friends and **family** that helped with play testing!**

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And thank you **Ardat Lilitu for the awesome cover art!**

**Best read in print view if reading on mobile device.
Mobile view squishes up the pages and images.**



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How to Play a Tabletop RPG

What is a role-playing game?

A role-playing game or RPG is a game in which players assume the roles of imagined characters in a fictional setting. Players take responsibility for acting out these roles within a narrative, either through literal acting or through a process of structured decision-making regarding character development.

What do you need to play?

In order to play you will need a pencil, scratch paper, character sheets printed from the back of the book, at least 6 six-sided dice (d6), 2 ten-sided dice for percentages (d10s or percentiles), at least 1 player and 1 game master, and a vivid imagination.

The Game Master

The Game Master is the person running the game and its mechanics, they build the world around the players. They are referred to as the Duke Master in this game, and are explained in further detail on page 5. The Game Master brings the game to life through the imagination.

Imagine the scene

Picture the sprawling city of Chicago, Illinois. It's a hot summer day, sweat trickles down Duke's face. Standing atop the Willis Tower, Duke can see roads lined with abandoned hover cars amidst towering skyscrapers, with the occasional tram rail crossing between at varying heights. Occasional fires and bloody carcasses can be seen strewn about, littering the streets. Groups of aliens patrol through the traffic, and screams are heard as they pick off the few unlucky survivors they encounter. A scowl crawls across Duke's lips as he looks down on the horrors below. Just then, an alien RPV flies up to face him and plasma rounds begin to pulse towards him! Duke manages to throw himself behind an air vent for cover as the plasma slams into concrete around him. Duke arms his chaingun cannon and begins firing back at the spaceship, tearing into the armor plating with a metallic screech.

Keep in character

When playing, it's very important to imagine everything you see as if you were seeing these scenes through the eyes of your character and not yourself. This means players must suspend their own understandings of events and instead ask themselves if their characters would know of, understand, or see something happening in the game. For example, let's say there is an enemy sneaking up behind the player Joey's character Dog-eyed Bill, and Bill is unaware. The second player, Ted, has a character named Jack Hammer, who notices the villain but decides he doesn't want to or can't speak out to inform Dog-eyed Bill of the danger. Well by now Joey knows there is an enemy sneaking up on him because the guy running the game, or the Game Master, has told Ted what he's seen. However, since Dog-eyed Bill would be completely unaware, Joey must go on playing as if he didn't know of the threat. He could try to roll an Alertness check to see if Dog-eyed Bill notices anything amiss, but if he fails the roll he is still unaware. Not only must player's take into account their characters' physical traits and mental awareness, they must also keep in mind the characters' quirks and personality traits. If, for example, the character is mentally unstable and breaks into schizophrenic episodes from time to time or under intense pressure, the player must act this out through their character. This is what role-playing is all about.

Single player game

There are many ways a DM can play with themselves. When you are making decisions for the character, think about and see only what that character is experiencing. When it's time to generate the world, control enemies, or anything else in the game mechanics, you think like a Game Master and put yourself in the aliens shoes, what would they do in this situation or that? I like to also keep track of the game using a notebook to record the journey as it flows into my head. Lastly, use the crap out of the random rolling tables when you need surprise and variety.





Duke Nukem

Sometime in the early 21st century, aliens attacked earth and wiped out most of humanity. Worst of all, they stole our babes! Earth's Great defender, Duke Nukem, was too late... When he finally made his way back home, after being abducted by the evil Dr. Proton, the world had already fallen to the invaders. Upon reaching Los Angeles, Duke's Spacecraft was shot from the sky, and came crashing down into the city! Duke barely managed to eject from the flaming death trap, landing on the roof of a nearby skyscraper.

"Damn. Those alien bastards are gonna pay for shooting up my ride!"

Filled with a burning rage, Duke Nukem started kicking alien ass with a vengeance. The one man army nearly destroyed the entire alien species on earth, though some had managed to escape on their ships, while others snuck their way to the pits of the earth to recuperate. Knowing the alien bastards would just come back, Duke slipped onto one of their spaceships bound for their alien home, to put an end to their miserable species once and for all.



The Duke Clones

While Duke Nukem was taking the fight back to the aliens, what was left of the Earth Defense Force (EDF) decided to take action to ensure they would not be attacked again in their savior's absence. They decided to start another Nukem project, using what they could of Duke's DNA to create clones of the man himself. The project was a success, they had made enough clones to protect themselves while society was being repaired. Each of them are unique in appearance, voice, personality, and even gender, with a touch of Duke. These clones may not be as powerful as the real Duke, but they're pretty damn close. They also have the benefit of teamwork, when their egos are in check.





The Duke Master (DM)

The player running the game is referred to as The Duke Master or DM.

The DM is responsible for preparing the level/episode by crafting the environment, spawning enemies, items and weapons, keycards and doors and the like. The DM is also responsible for making all the calls for what can and can't be done by the player characters (PCs) and instructing them on what to roll and when. Lastly, the DM controls all NPCs and aliens in the game.

The first thing a DM needs is a vivid imagination, and preferably some experience playing the Duke Nukem 3D video game this is based on. Though, if you don't know the game, it can still be a blast to play out 90's action movie fantasies. It's the DM's job to make the world around the players believable, and to make the action feel brutal and intense. The world is gritty and dark, yet has a ridiculous comic touch with plenty of comical material.

The DM's job isn't necessarily to kill the players (easy, just spawn 100 aliens and no weapons) though the resistance should be plentiful and challenge the Dukes. The DM's primary concern should be to make the game as fun and engaging as possible, sometimes this means surrounding Duke with aliens, sometimes a leap of faith or environmental challenges.

The DM can be a player too, just roll random encounters. However, having a focused DM to run players through a game is the best and most fleshed out experience.





“I’m an equal opportunity ass kicker!”

Creating a Duke Clone

To start the game, every player must create their own Duke clone.

Each player can use the following tables and descriptions to help fill out the character sheets located in the back of this book.

A player’s Duke doesn’t have to look exactly like the man himself, but they do have similarities since they’re clones. Their names can be whatever you want, but it’s much more in the spirit of Duke Nukem if you name your clones some kind of catchy 2 word mashup like Atomic Andy or Crimson Carlos.

If you wanna play as **the real Duke Nukem**, just roll **all starting stats and weapon proficiencies** on the next page with the following: **HP base is 100+a chosen stat below, and start with 2 abilities.**

Starting Duke stats: **55,55,55,65,70**

Starting weapon proficiencies: **55,55,55,60,60,65,65,70**



Player set up

First start by naming your Duke-clone, and writing a quick description of how they look. Then roll your dukes stats and weapon proficiencies. **By default Duke starts with a pistol with 12 rounds loaded, 3 pistol mags, \$500, and 2 sticks of bubblegum and 1 Ability.**

Duke Stats

Stats Maximum limit is always **85** and Minimum limit is always **10**.
Natural maximum effectiveness is **85**, while temporary bonuses increase the max to **95**.
When first creating, apply the following stats **35, 35, 35, 45, 60**.

Health (HP): Add to base of **65**. (max 200)

Strength (ST): Used for all strength based actions, such as lifting and the like.

Agility (AG): Used for melee combat and all agility actions.

Alertness (AL): Used for all alert rolls such as listening and sight, but also intellect rolls.

Ego (EGO): Used for social interactions of all sorts.

Speed (SPD): Half of AG in feet, minimum is 15ft.

Weapon Proficiencies (WP)

Roll percentile, if below the weapons proficiency, the shot is successful.
Natural maximum effectiveness is **85**, while temporary bonuses increase the max to **95**.
When first creating, apply the following stats **35, 35, 35, 40, 40, 45, 45, 60**.

Pistols

Shotguns

Machine guns

Rockets

Snipers

Throwables

Alien weapons

Mechanical weapons



Status Effects

Let's rock: everything is **normal**

Shit happens: If Duke steps in shit, all his stats will drop **15%** duration is **30 seconds**.

Pissed off: Add a **+5** to **damage**, duration is **30 seconds**

Damn i'm good: **ST**, **AG**, **AL**, and **EGO** get bonus of **10%** each if duke lands **10 hits without taking damage**, last until duke gets hit

Vitamin X: **ST** and **AG** bonus of **30%** each but **AL** drops **60%**. Duke can also **dodge** all kinds of attacks by rolling under his **AG**, cooldown for next dodge is **30 seconds**. **Movement speed**, **jump height**, and **damage doubles** as well. However, all weapon proficiencies drop by **15% each**. Duration is **1 minute**.

Shrunk: All attack damage is **cut in half**, any damage **received** is **doubled**, movement speed is **dropped by 75%** and you can be **crushed**. Duration is normally **30 seconds**, but shrink pads last until stepping on EDF expand pad or shot with expander. This applies to aliens and npcs as well.



Duke's Alignment

A Duke's alignment is determined by his actions and moralities.

Bona Fide Badass: Duke often does anything he can to abide by the law, and will only ever make exceptions if said law is strongly opposed to his own moral code.

Impartial Badass: Duke acts purely based on what his heart tells him is the right thing to do.

Anarchic Badass: Duke cares for the rights and freedom of others as well as his own, but does whatever he wants to do regardless of how others might feel about it.

Bona Fide Drifter: Duke does not care if the rules are good or evil, he's mostly focused on laws over everything else. Still, he does have enough moral ethics to see if someone is abusing the law or creating outright unfair laws.

Impartial Drifter: Duke doesn't fall into any extremes. Most of the time, he acts to keep balance or simply really doesn't care.

Anarchic Drifter: Duke who follows his own code and acts based on what benefits him.

Bona Fide Destroyer: Duke abides by his own rules and forces them upon others; a total jerk.

Impartial Destroyer: Duke is selfish above all else and sees nothing wrong with hurting and even killing innocents to get what he wants, he could give a shit less.

Anarchic Destroyer: Duke is a full-out psychopath. He doesn't care for morality or other people's lives, and has no remorse for committing crimes, no matter how bad they are. He may even enjoy hurting others just for fun...

Duke's Quirks and Flaws

Quirks and flaws are personality and physical attributes that make Duke a human being. The following is a small list to get your imagination going, but is by no means inexhaustive.

- Always meticulous about his hair and keeping it neat
- Uncouth, very dirty or disheveled
- Doesn't talk much, or at all.
- Laid back and easy going.
- Always calls everyone by his own made up nicknames.
- Socially awkward, feels uncomfortable in most social interactions. Mutters when talking.
- Overtly cocky and arrogant, thinks he's superior to everyone else.
- Has trust issues, everyone wants something from him and is best avoided if possible.
- Loves music, always humming, whistling or singing a tune.
- Heavy smoker, whether it be cigarettes, weed, or cigars.
- Speaks slowly and draws out the last word of his sentences.
- Constantly vulgar, can't go very long without slipping a curse word in his sentences.
- Has a nervous tic. Maybe a twitch, snapping fingers, or cracking knuckles.
- Debby downer, everything sucks and nothing ever works out for them.
- Thinks they are hilarious, always laughing at their own jokes, even if they aren't funny.
- Day dreamer, always in their head, has a very vivid imagination.
- Narcoleptic, falls asleep randomly, usually when most inconvenient.
- Insomniac, can't sleep very well, usually extremely tired all the time.
- Has no sense of humor, never laughs at anything, always serious.
- Plays with weapons all the time, even during conversations.
- Likes to exaggerate everything they say.
- Habitual liar, most likely a narcissist.
- Drunkard, always found with alcohol on them, and always a little tipsy.
- Very sporty, always carrying and using some kind of sport equipment or ball.
- Very professional and militaristic, always follows orders to the T, no matter the consequences.
- Afraid of everything, its a wonder they even made the program, let alone kill aliens.



Player Actions

Most actions' success will depend on rolling below a stat in accordance to the action attempting to be done. Roll below **ST, AG, AL, or EGO** to succeed called action.

Each Combat Round everyone can use **1 combat action** and **1 minor action** and **1 movement actions**. Or, they can sacrifice **1 combat action** for an **extra minor** or **movement action**. It is also possible to **Hold a combat or minor action** to be executed on another player/npc/enemy's turn **in the same round**.

Movement:

Movement speed per **combat round** (10 seconds) is **half AG in feet, minimum is 15ft** unless exhausted. Moving the **full distance** in a **CR** is a **fast jog**, while **doubling up** on the movement action is considered a **full sprint**. Sprinting **3 times in less than 1 minute** results in adding **1 exhaustion level** if using **realistic rules** on **page 71**. **Sneaking** cuts speed in **half**. **Crawling** speed is **5ft**.

Knocked prone:

Any actions that can be made will be **limited** and will have a **-25% penalty** to the rolls. Uses **combat action** to stand.

Carry capacity:

Without a **bag**, Duke can carry up to **3 large items** and **4 small items** on his person. **DMs discretion**.

Rolling critical fails and successes (1 and 100):

When making action rolls, **100** is a **critical fail** and **1** is a **critical success**. When rolling a **crit fail** the **action fails** and something **unfortunate** happens to the character rolling, if its a **crit success** something **beneficial** happens and **damage is doubled**. **Criticals always override advantages and disadvantages**.

Advantages and disadvantages:

Depending on the situation, it is possible to roll with an **advantage** or **disadvantage**. This means the roller would roll twice, taking the **lower roll** with advantage or the **higher roll** with disadvantage. The DM makes the call on whether or not there is an advantage or disadvantage to an action according to the situation. **Helping someone** also grants **advantage to their action**.

Difficulty modifiers:

As the DM asks for skill checks from the players, some checks will be **easier**, adding a **bonus** to the check, while others will be **hard**, adding **penalties** to the checks. For example, if Duke is trying to leap to a lower platform that is relatively close and simple, he would get a **+15% bonus** to the leap. While a long distance jump that is difficult to make might get a **-15% penalty** instead. The DMs job is to determine how easy/hard the action is to make, and how much of a bonus or penalty, if any, will factor into the roll. Can't go below stat min (10%) or above stat max (85%).

Ego checks:

Occasionally Duke will have to make an ego check, these are similar to charisma checks in other rpg games. Ego checks are used for socializing and whenever Duke is saying a **one liner** to give himself the edge over his enemies.

One liners:

A successful one liner is made when the player declaring one successfully rolls **below their EGO**. If they do, they will receive a **+5 bonus** to a stat of their choice for **30 seconds**. Upon declaring, the player should actually say one out loud. Why? It's a hell of a lot of fun! Can be attempted anytime, with at least **3 minutes** between. If failed, no bonus will be granted and any preexisting one liner buff is removed. Otherwise, the bonus replaces the preexisting one liner buff, but they don't stack.

Death and Resting:

When **HP** is **0 or lower**, roll **below ST 3 times** to **stabilize** or someone else must **administer healing**, **3 failed rolls** will result in **death**. If stabilized, remain **unconscious** until **administered healing** or **rest for 1 day**. A **single hour of rest** will **heal for 25 hp** while **8 hours** will **fully heal** Duke.

Searching Rooms:

Roll **below AL** to successfully find stuff in the room. When searching, **time will pass** according to size and complexity of the room he is in. **Scanning a room while fighting** is possible, but with a **disadvantage** and uses a **minor and movement action**.



Experience Points

A fresh duke starts the game with **0** experience points (**EXP**) with only his basic stats and weapons to his disposal. But as he kills aliens and overcomes challenges he gains **EXP** he can use to improve himself.

Duke can also gain **EXP** from roleplaying.

The DM will work with the players in deciding how much exp to give each player at the end of the adventure.

The DM makes the final verdict.

These improvements come in the form of special abilities he can use in a pinch to give himself an edge over these alien bastards. Each ability costs **15,000 exp** to unlock.

You can also use **5000 exp** to increase either a **weapon proficiency** or a **stat** by **5%**. Any weapon or stat **above 75%** only increases **2% each purchase** until reaching **max of 85**.

EXP is given after an encounter, or at the end of the level, DM's choice.

The following is a list of basic things that can grant **EXP**, though the possibilities are endless.



- Kill basic enemy:** 100 exp
- Kill advanced enemy:** 250 exp
- Kick ass moment:** 50 exp
- Save a person:** 50 exp
- CQC fight:** 30 exp
- Killer marksman shot:** 150 exp
- Role Playing:** 30 exp
- Use an item:** 30 exp



- Team combo move:** 300 exp
- Stealth bonus:** 100 exp
- Stealthed assassination kill:** 300 exp
- Running and gunning bonus:** 50 exp
- 3 kill combo in 1 CR:** 500 exp (extra 50 for each additional kill)
- Spaceship evasive maneuvers:** 50 exp
- Slick acrobatics bonus:** 50 exp
- Hardcore parkour bonus:** 50 exp
- Acrobatic kill:** 150 exp
- Successful one-liner:** 30 exp
- Creativity bonus:** 50 exp
- Successfully throw gun at enemy then shoot them:** 100 exp
- Freefall at least 30ft and survive:** 50 exp (extra 50 each additional 30ft)
- Make a massive explosion:** 100 exp (or more depending on size)
- Successfully dodge an enemy attack:** 30 exp
- Switch to and use 3 different weapons in a combat encounter:** 100 exp

An **alternative method** is to ignore EXP all together and simply grant the players a set amount of skill and ability points if your party wants to keep things extra simple and quick.



Duke Abilities

Double jump: Duke can jump **twice**

Attackpack: Jetpack shoots flames up to **15ft away**, and damages up to **10ft away** on takeoff.

Slow motion: Duke can slow the world around him, giving him **1 extra combat action, minor action, and movement action for 10 seconds**. Cooldown is **5 minutes**.

Wall run: duke can run on walls for **10 seconds** before falling off, **cooldown is 30 seconds**.

Ball breaker: successfully kicking or shooting enemies in the crotch stuns them for **10 seconds**

Sworn enemy: select enemy type always rolls **disadvantage** against Duke, he rolls **advantage**

Born to be wild: Always roll with a **+15% bonus** for all **vehicle actions**.

Force to be reckoned with: Successful one liners stun nearby enemies for **10 seconds** and health is increased permanently by **50 points** (only once when ability is purchased) .

Killer instinct: Duke receives an **additional 1d6** for his **melee damage**.

Ninja reflexes: Roll **below AG** to dodge an attack, cooldown is **30 seconds**.

Team player: Performing **team actions** together always grant a **+15% bonus** when rolling

Whiz kid: Computer actions are granted a **+15% bonus**.

Xray vision: NVGs now have the ability to **see heat sigs** through a layer of wall.

Stylish killer: Performing a stylish kill grants **advantage** to the **next action**.

Pencil pusher: Mundane objects, such as office supplies, grant **additional +1d6 damage** in melee.

All star: Always have **advantage** when using sports equipment, such as skateboards and the like.

Billion dollar man: Replace a body part with a **cybernetic** or **bionic** part, work with DM for balance.

Suave tipper: Paying strippers grant an additional **+5% bonus**.

Smooth talker: All social EGO checks are granted a **+15% bonus**.

Fall guy: Fall damage is **cut by 50%**, while **deadly falls** will leave Duke at **1% HP**.

Drinking solution: Drinking alcohol steadies aim, granting **advantage** to shooting.

Grease monkey: Mechanical repair takes **half the time** and **+15% bonus** to **escaping grapples**.

Aqua man: Hold breath for **double duration** and **underwater melee** receives **no natural penalty**.

Bookworm: Skill development books grant a **+10% bonus one time**, with a **cooldown of 24 hours**.

Major Tom: Oxygen lasts **double duration** and **+50% bonus** to **all space suit functions** and **armor**.

Caffeine crisis: Caffeine effects last **double duration** and grant **advantage** to all **combat actions**.

Going Smoko: While smoking, **+5% bonus** to a **single WP** or **stat of choice** for **1 minute** or **6 CR**.

Stronger Pistols: does an **extra 1d6** damage.

Stronger Shotgun: does an **extra 1d6** damage

Stronger Machine gun: does an **extra 1d6** damage

Stronger Rockets: does an **extra 1d6** damage

Stronger Snipers: does an **extra 1d6** damage

Stronger Throwables: blast **radius doubles** and **distance doubles**.

Stronger Alien guns: gun dependent: **double duration** or **radius doubles** or **extra 1d6** damage

Stronger Mechanical guns: gun dependent: **double duration** or **radius doubles** or **extra 1d6** damage

Stronger mighty boot: mighty boot does **extra 1d6** damage and pushes enemy **10ft**.

Dual pistols: carry **2 pistols**, **adding 2 more shots** for pistols. (shared ammo)

Dual shotguns: carry **2 shotguns**, **adding 1 more shot** for shotguns. (shared ammo)

Faster machine guns: machine guns can shoot **2 additional shots**

Faster rockets: rocket propelling weapons shoot **2 additional rockets**

Shrinker and Expander spread: hit up to **2 additional** enemies within **10ft**

Freezethrower extra bounce: freeze thrower can now bounce **4 times**

Extra fuel: Jetpack has **50%** more fuel

Longer NVG: Night vision goggles last **50%** longer

Larger medkit: Portable medkit heals **50%** more

More steroids: Steroids last **50%** longer duration

Longer Holoduke: Holoduke lasts **50%** longer duration

Better protective boots: protective boots last **50%** longer duration

Better scuba gear: scuba gear lasts **50%** longer duration



Duke's Weapons

Whenever duke targets something, roll below weapon proficiency to see if the target gets hit, then roll damage. Roll below weapon proficiency for each shot per CR. Weapon type in parentheses by name.

All **prices** for Duke's weapons can be found in the **EDF store on page 49**.

Highlighted number in parentheses is the average damage.



Mighty boot (Melee):

Damage: 1d6 **(3)**

Rate of fire: 1 per CR, if weapon holstered 2 per CR

Ammo count: N/A

Special: In CQC, boots are considered a stab attack if kicking out, a slash if sweeping, they are different from a normal melee attack as they can be used twice if Duke's weapon is holstered. However, there is a cooldown of **1 CR** before this double attack can be used again.



Glock (pistol):

Damage: 1d6+5 **(8)**

Rate of fire: 3 per CR

Ammo count: 12 rounds

Range: 200ft



1300 Defender (shotgun):

Damage: 4d6+10 **(25)**

Rate of fire: 1 per CR

Ammo count: 6 rounds

Range: 120ft

Special: any targets **at least 5ft away** from target or line of sight get hit for **2d6 damage**



Chaingun cannon (machine gun):

Damage: 2d6 **(6)**

Rate of fire: 5 per CR

Ammo count: 25 rounds

Range: 1200ft





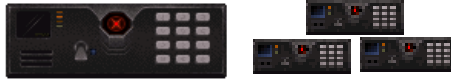
Pipebomb (throwable):

Damage: 6d6 to everything within 20ft **(20)**

Rate of fire: 1 per CR

Ammo count: n/a

Special: Can be detonated on command, also multiple can be thrown before detonation.



Laser tripbomb (throwable):

Damage: 6d6 to everything within 20ft **(20)**

Rate of fire: 1 per CR

Ammo count: n/a

Special: creates a laser tripwire that detonates when crossed. If failing a weapon proficiency roll when placing, roll percentile. If **below 25%**, the tripbombs a dud with a blue laser and must be dealt 1 damage to detonate, otherwise it's fine. **Activates** on the **next CR**.



RPG (rocket):

Damage: 6d6+20 **(40)**

Rate of fire: 1 per CR

Ammo count: 6 rockets

Special: Upon impact, roll 6d6 damage to everything within 20ft of explosion

Range: 2,000ft



Devastator (rocket):

Damage: 6d6 **(20)**

Rate of fire: 3 per CR

Ammo count: 20 rounds

Special: Upon impact, roll 3d6 damage to everyone within 20ft of explosion

Range: 1,000ft





Shrinker (alien):

Damage: no damage
Rate of fire: 1 per CR
Ammo count: 5 rounds
Range: 100ft

Special: **small to medium** sized aliens shrink after **1 hit**, allowing duke to squish them. **Large** aliens take **5 hits** to shrink. Enemies stay shrunken for **30 seconds**.
Shrunk rules on **page 7** under **status effects**.



Expander (alien):

Damage: 1d6 (3)
Rate of fire: 3 per CR
Ammo count: 12 rounds
Range: 100ft

Special: **small to medium** sized aliens expand after **3 hits**, causing them to explode and deal **4d6 damage** to anything within 10ft. **Large** aliens take **12 hits** to expand and explode, damaging anything within 20ft.



Freezethrower (mechanical):

Damage: 1d6 (3)
Rate of fire: 4 per CR
Ammo count: 20 rounds
Range: 150ft

Special: freezes **small to medium** aliens with **4 shots**, **large** aliens with **12 shots**. Frozen enemies can be shattered. Freeze rounds can also bounce off walls once, roll **below 35%** to hit nearby enemies after each bounce. Doesn't bounce off enemies. Duration before thaw **30 seconds** in moderate temperatures.



Duke's Items

All **prices** for Duke's Items can be found in the **EDF store on page 49**.

Highlighted number in parentheses is the average damage.



Medkit:

Can heal Duke up to 100 hp when used. Stays in inventory until medkit reaches 0%. Example of usage: Duke's hp is 34, he uses 66% of the medkit bringing him to 100 hp leaving the medkit with 34% remaining to be used at a later time. Has a **defibrillator** to revive someone who has died, giving them the remaining percentage of **HP**. Only **1** can be stored.



Steroids:

When used Duke gets the **Vitamin X status effect**, which gives him **ST** and **AG** bonus of **30% each** but **AL drops 60%**. Can also **dodge** all kinds of attacks by rolling under his **AG**, cooldown for next dodge is **30 seconds**. His **movement speed**, **jump height**, and **damage doubles** as well. However, all weapon proficiencies drop by **15% each**. Steroid effects last up to **1 minute at 100%**, that's **roughly 2% every second**. Only **1** can be stored.



Holoduke:

A hologram of Duke that can be used to distract aliens and lure them over. Can be kept out for **1 minute at 100%**, that's **12% every 10 seconds**. If an alien can see the hologram and a real Duke, each CR he will have to roll below his **AL** to choose the correct Duke. Otherwise he will choose to attack the hologram. Only **1** can be stored. Can be turned on and off with a remote.



Jetpack:

Allows Duke to fly around the level, allowing flight for **5 minutes at 100%**, that's roughly **20% a minute**. Can be used as a weapon if the enemy is being torched by it, **deals 6d6 damage (20)**.



Night vision goggles:

Allows Duke to see in the dark, batteries last for **10 minutes at 100%**, that's **10% a minute**. Enemies in the dark glow when night vision goggles are equipped, giving an **advantage** to combat rolls. When using night vision goggles in the light, Duke cant see and is **firing blind**.





Protective boots:

When wearing protective boots, Duke's boots will create a forcefield around himself for **1 hour at 100%**, that's **2% a minute**, when standing on or in toxic sludge or melting hot lava. The timer only drains whenever the player is standing in the stuff.



Scuba gear:

When in water, lava, and the likes, scuba gear allows Duke to breath for a total of **1 hour at 100%**, that's roughly **2% a minute**. Without scuba gear he can only hold his breath for **1 minute**. The scuba gear is **in fact** lava proof.



Space suit:

In space, Duke will need a suit to keep himself alive. Oxygen lasts for **8 hours at 100%**, that's roughly **13% an hour**, but can seep out fast if the suit gets damaged. Speed of air loss depends on size of breach. Space suits have a **jetpack**, **night vision**, and **EDF body armor** built into them, all of which start at **100% full** and **follow the previous rules mentioned above**.



Bubblegum:

Chewing bubblegum gives Duke a **5% boost** to all stats and weapon proficiencies. He also can roll **without disadvantage** or give himself **advantage** once per stick. Gum can be stacked **3 times**, but only if declared before chewing. Otherwise Duke must wait for the gum to run out of flavor. Bubblegum runs out of flavor after about **30 seconds**. Duke spits out the gum when it runs out of flavor and loses bonus.

When duke is all outta gum, he goes into a **pissed off** state for **30 seconds** and deals additional **+5 damage**.

The max amount of bubblegum carried is **6 sticks**.





Cash:

Cash can be earned and spent to use anywhere in the world for many things. From guns and spaceships to cotton candy and strippers. EDF will pay Duke a set amount for each mission completed, but there are other ways to get cash too.



Small medkit:

Restores **10 HP**, up to a maximum of **100 HP**. If storing in inventory, write in notes. Only **3** can be stored. Any excess after reaching **100 HP** is wasted.



Large medkit:

It restores **30 HP**, up to a maximum of **100 HP**. If storing in inventory, write in notes. Only **3** can be stored. Any excess after reaching **100 HP** is wasted.



Atomic health:

Heals Duke's **HP** to his **full maximum HP**. Comes in the form of an EDF engineered energy drink by the name of Atomic Energy. **+10% bonus to a chosen stat for 30 seconds**.



EDF Body armor:

Gives Duke body armor, with a maximum of **50**. Amount of protection is dependent on what kind of armor is picked up. Armor rules are found in Firearm combat rules



Other Weapons

- 9mm handgun (pistol):** Dmg: 4d6 (15) Rate: 3 per CR Ammo: 12 Range: 200ft Cost: \$400
- Desert Eagle (pistol):** Dmg: 6d6 (20) Rate: 2 per CR Ammo: 8 Range: 600ft Cost: \$1,500
- MP5 (machine gun):** Dmg: 3d6 (10) Rate: 3 per CR Ammo: 30 Range: 1000ft Cost: \$2,500
- M249 LMG (machine gun):** Dmg: 6d6 (20) Rate: 3 per CR Ammo: 30 Range: 2500ft Cost: \$8,000
- M1A1 (machine gun):** Dmg: 2d6+5 (10) Rate: 3 per CR Ammo: 30 Range: 1500ft Cost: \$4,000
- Sawed off shotgun (shotgun):** Dmg: 2d6+5 (12) Rate: 2 per CR Ammo: 2 Range: 75ft Cost: \$700 Special: fire both barrels, targets at least 5ft away from target or line of sight get hit for 1d6 damage
- Tac12 auto shotgun (shotgun):** Dmg: 3d6+5 (20) Rate: 3 per CR Ammo: 2 Range: 120ft Cost: \$3,000 Special: targets at least 5ft away from target or line of sight get hit for 1d6 damage
- M82 rifle (sniper):** Dmg: 6d6+15 (35) Rate: 1 per CR Ammo: 10 Range: 6000ft Cost: \$8,000
- Dragunov (sniper):** Dmg: 4d6+5 (20) Rate: 2 per CR Ammo: 10 Range: 3000ft Cost: \$4,000
- Grenade launcher (rockets):** Dmg: 3d6 to everything within 20ft (10) Rate: 3 per CR Ammo: 6 Range: 800ft Cost: \$8,000

Other Items

- Flashlight:** Illuminates in a cone of light 300ft away
- Super batteries:** last up to 24 hours or longer of constant use depending on device.
- Smart phone:** charge lasts 5 hours, can make calls, has gps, internet, and more!
- Pack of smokes:** Pack of 12 cigars or cigarettes, grants **advantage to a single action** while smoked.
- Mini torch:** A small fire starter for your inner pyro, or chain smoker. **3d6 damage** in melee.
- Camera:** Can take up to 30 photos, the flash will give **disadvantage to the next action** to viewers.
- Soda pop/Energy drink:** A tasty carbonated beverage, **+15% bonus to AG for 30 seconds**.
- Candy:** Colorful sugary sweets, **+5% bonus to AG for 30 seconds** when the bag is finished.
- Military rations:** Not so tasty, but a filling meal for the long road. Good for **1 day of travel**.
- Hydration bladder:** Water pouch to go in a bag, has a hose for drinking. Good for **1 day of travel**.
- Smart shades:** Has built in **NVG capability**, has charge that **lasts 5 minutes** of constant use.
- Booze:** Grants a **+3% bonus** to a **chosen WP for 10 minutes**, can be stacked but anything **past the 3rd bottle** in a **3 hour span** will give **penalties of -3%** instead.
- Bags:** Depending on bag size, increases carry capacity up to a max of **5 large items** and **10 small items**.
- Military harness:** Grants holding of **1 additional large item** and **2 small items** past capacity.
- Comic book:** Makes you feel tougher, faster, cooler, and more alert, **+3% to ST, AG, AL, and EGO** for **30 minutes** after reading the **entire book**.
- Gameduke:** Handheld game console grants **+3% bonus** to **AL** after 5 minutes of play, lasts for **5 minute**.
- Skill development books:** grants **+3% bonus** to **chosen stat** after finishing book, lasts the **24 hours**.
- Polyhedral dice:** can be scattered on the ground to **cut movement by half** and has a **35% chance** to **trip** those who step on them, roll **below AG** to save from falling.
- Repair kit:** Can be used to **fix** damaged vehicles and machines on the go, **1% repair every minute**.
- Porno mag:** Grants a **+3% bonus** to **EGO** for **1 hour** after "reading" the entire book.
- Speed enhancement boots:** Movement speed **doubles** when worn and switched on by using a minor action to click the heels together, lasting for **1 minute** of use, active until drained. **12 hours** to charge.
- Sound amplifying headphones:** Grants **+3% bonus** to **AL**, lasts for **5 minutes** when switched on, **12 hours** to charge.
- Suave hair comb:** Grants a **+5% bonus** to **EGO** for **30 seconds**. Must wait **10 minutes** between uses
- Porto robo:** A portable robot companion, good for holding **1 large item** and **5 small items**. They can **fly** low altitudes and have a **camera** that can be **linked to a smartphone**. Cannot do combat. Has **50hp**.
- Goliath body armor:** Protects user for **100hp**, but gives a **-15% penalty** to **AG** when worn.
- Espionage body armor:** Protects user for **25hp**, and gives **advantage** to stealth rolls.
- Green machine smoothie:** Grants **immunity** against **mind control**, **stun** and **transformation** for **1 minute**.
- Hearty red smoothie:** Grants a **+15% bonus** and **advantage** to **death saves** for **24 hours**.
- Furry blue smoothie:** Grants **resistance** to **explosive** and **fall damage**, **cutting damage by half**.
- Purple rush smoothie:** **Exhaustion levels** are **dropped by 3**. As well, **full and half rests** take **half the time** for a **24 hour period**.
- Yellow sting smoothie:** Grants ability to **stun an enemy** for **3 CR** using mind waves, good for **1 use** or **1 minute**.
- Omega orange smoothie:** Grants **resistance** to **acid**, **lava**, and other **hazards**, **cutting damage by half**.
- Pink power smoothie:** Grants **resistance** to **bullet** and **melee attacks**, **cutting damage by half**.





“It's time to kick ass and chew bubble gum. And I'm all out of gum.”

Gameplay Mechanics

The following mechanics are created in a way to make gameplay quick and simple, but detailed enough to create a more grounded feeling game of Duke Nukem. Player's can take the aliens out the old fashioned Duke way of running and gunning, or they might take a more stealthy approach and sneak kill their way through.

The DM should feel free to add, remove or modify anything that doesn't feel quite right, to suit their playstyle.

Combat rounds (CR) last about **10 seconds** allowing for **1 attack** and **1 minor action** and **1 movement action**. A single combat round is **complete** when **all combatants** have played a turn. This means after all **players, npcs,** and **enemies** have **completed their turns, 10 seconds** have **passed**.

When starting combat, roll percentile for everyone involved, either **individually** or **separated** by players, enemies, npcs, and bosses. Higher numbers have the **initiative** and go first, and so on so forth till the end of combat.

If you'd like to suggest any edits to the rules, shoot me an email at roastedzerg@gmail.com



As of version 2.9 extra optional gameplay rules, such as shock and bleed damage, can be found on page 71

Firearm and Ranged Combat Rules

Fighting aliens can be done in many ways, from shooting to close quarters combat, and everything in between.

Shooting:

Firing weapons is done by rolling below the proficiency of a weapon that is drawn, and if successful is then followed by rolling the weapon's damage. The **minimum a penalty** can drop **Weapon Proficiency (WP)** to is **10%**. The following is some additional modifiers to be taken into consideration when rolling proficiencies:

Running and gunning: **-25% penalty** to hit target, but duke can travel **half** his **AG**, rounded down, in feet for his **combat action**, then travel again in his **movement action**.

While falling/flying: **-30% penalty** chance to hit target **when falling**, only **-10% when flying**

In or under water: **-5% penalty** to hit target in water with you, **-10% penalty** to hit target out of water.

Lining up a shot: **+30% bonus** to hit target, can be done underwater and on land, not while falling or running.

However **only half the shots per CR can be fired**, rounding down. Of course **1 shot is the minimum**. Uses both combat and movement action, can still use minor action.

Covering fire: Become the **primary target** of most enemies for the **next CR**

Point blank: Don't bother rolling if within **5ft**, the **target is hit**.

Target out of range: When the target is out of range, you're **firing blind**.

Firing blind: Only a **5% chance** to hit target, **15% chance** if **AL is 85**. Don't bother to roll if **point blank**.



Shooting in the dark:

Depending on the lighting of the area, Duke will either be shooting at a **disadvantage** due to low lighting, or pitch black and **firing blind**.

Reloading and switching weapons:

When using a weapon, keep track of how many bullets have been fired and how many are left. When reaching the ammo count on a weapon in use, you have to use **1 combat action** to reload the weapon. Switching a weapon out for another is a **minor action**, and a selected weapon is drawn ready to fire.

Attack of opportunities:

When the enemy turns their back to run within shooting distance, or runs past the player, the player gets an attack of opportunity. Giving them a **free attack action** during the enemies turn, and vice versa.

Stealth attack:

Successful stealth attacks do **double damage** on impact.

Cover:

No cover means the defender is out in the open and the attacker will receive **no penalties** shooting at them.

½ cover means only half the defender's body is hanging out of cover, giving the attacker a **-20% penalty** to hit their target.

¾ cover means most of the defender's body is protected, giving the attacker a **-40% penalty** to hit..

Full cover means there is no direct line of fire to hit the defender.

Unless **firing blind**, the **covered shooter exposes themselves to ½ cover** when they shoot from cover.

Armor:

When wearing armor, damage will affect armor **first** until it's gone, then damage Duke's **HP**.

Missing with explosives:

When missing with an explosive weapon, roll **percentile** to determine **distance in feet** of explosion.

Throwing:

Throw distance is **ST** in feet, roll below **AG** to determine accuracy.



Close Quarters Combat Rules

All attacks are performed by rolling under **AG**, anything rolled above is a miss.

Attackers must be **at least 5ft apart** from one another to be considered in **melee range**.

Whoever **turn it is** would be considered the **attacker**, **everyone else** is a **defender**.

Everyone within **melee range** of the **current attacking player** gets a chance to use a **combat action**, taking turns between **attacker** and **defender** until all melee combatants have made a combat action.

Apart from sneak attacks, **attacker and defender make their attacks simultaneously**.

Roll **highlighted** numbers using **percentiles** when randomizing enemy melee attacks.

If the defender is **helpless or unconscious**, the attack automatically goes through.

A Duke with **ST of 85** will do an **extra 1d6 damage (3)** with their melee attack.

Projectiles and guns can be fired **only after a successful evade**.

Highlighted number in parentheses is the average damage.

Stealth attacks:

To make a quiet sneak attack from behind, attacker must roll below their **AG** to sneak behind the defender. **Defender doesn't make a roll.**

To make a successful hand to hand ambush, waiting for defender to get close while hiding, defender must roll below **AL** to spot attacker. **Attacker doesn't make a roll.**

Successful surprise attacks mean the defender is defenseless for the **initial combat round**.

Attack actions:

Slash, Stab, Block, Parry, Grapple and Evade. **Advanced CQC attacks available on page 72**

A **Stab** attack can only be followed up with a **Block or Evade** on the following combat action.

Roll 1-15 Evade: jumps away from fight, but still takes damage. Allows fighters to shoot, throw, or run away immediately. When evading, declare if jumping 5ft away or staying in place. Can be done as **movement**, allowing opponent **attack of opportunity**.

Roll 16-30 Block: blocks opponent's attack. Also breaks a grapple attack if the **grip was loosened** first, the attacker **can not attempt to grapple again** for that **combat action**. If attacked while **standing from prone**, this is the **only defense** that can be attempted with **disadvantage**.

Unarmed:

Roll 31-55 Slash: 2d6 damage **(6)**

Roll 56-70 Stab: 4d6 damage **(14)** (stab cooldown for 1 combat action)

Roll 71-85 Parry: block up to **half damage** received, and make a slash attack for **half damage**.

Roll 86-100 Grapple: If the victim of a grapple has a weapon, it is removed. If they're already unarmed, they're immobilized until the attacker fails their next grapple check, rolling **under their AG each CR** to hold the victim. The victim can **loosen the grip** by rolling **below their ST** at the start of the combat action, allowing them to attack back while **still grappled** or try to break the grapple with a **block**. The victim can be thrown **2d6 feet**, dealing **2d6 damage (6)**, or **slash attack without rolling** on the next CR, however this will **loosen the grip**. Throws can't be attempted if the **grip is loosened**. If the **grabbed victim's HP is below 10%**, the victim must **loosen the grip** to save themselves from an **instant death**.

Knives and blunt objects:

The damage may vary depending on the weapon used.

Aliens add 1d6 damage (3) to their melee attack when using a weapon.

Roll 31-55 Slash: same as unarmed, add **1d6 damage (3)**

Roll 56-70 Stab: same as unarmed, add **1d6 damage (3)**

Roll 71-85 Parry: same as unarmed

Roll 86-100 Grapple: same as unarmed



Knife and object throwing:

ST in feet determines throw distance.

10ft or closer is **3d6 damage (10)**

15ft and further is **2d6 damage (6)**

Underwater melee: All melee damage is halved when underwater with disadvantage to attacks.



Environment and hazards

Certain environments have special rules described below
Highlighted number in parentheses is the average damage.

Underwater: When underwater Duke has free range of motion like flying, but all movement is halved. Also, unless a **Clone Duke** has scuba gear equipped, he can only hold his breath for **2 minutes** before needing to take a breath of air. **3 minutes** if playing as the real **Duke Nukem**, **1 minute** if playing as an **EDF soldier**, and **30 seconds** if playing as an **Average Joe**. Every **10 seconds** or **1 CR** Duke will take **5** points of damage if he runs out of air.

Space: In space, Duke will need a space suit to keep himself alive. If he doesn't, he will take **10 damage every minute**, and if he doesn't have an oxygen supply he can only hold his breath for **1 minute** before **he dies!** In order to get free range of motion he will need a **jetpack**, otherwise he just has slow floaty movement with low gravity.

Lava and acid: Works much like being underwater, except if Duke doesn't have protective boots he will take **5 damage every 10 seconds** for acid and melt instantly if he's dipped in lava.

Explosive damage: Depending on the distance and size of explosion, determine splash damage using the tables below. Don't calculate any splash damage if hit directly from an enemy rocket. Just take the rocket's damage, located in the alien tables and Duke's weapons.

Small explosions: roll **6d6 damage (20)** to everything **within 10 feet**

Medium explosions: roll **6d6+20 damage (40)** to everything **within 25 feet**

Large explosions: roll **6d6+40 damage (60)** to everything **within 50 feet**



Laser grids: Laser grids inflict heavy damage, some are capable of slicing right through Duke. When hit by a laser in the world (not alien phasers, high concentrated laser beams) roll **6d6 damage (20)** when Duke passes through. Can be dodged by rolling **below AG**.

Switches and buttons: when Duke finds a switch or button he can choose to press it. These can be just about anything from opening a wall to reveal items (or aliens), to teleporting, or some other crazy thing the DM can think of.

Drinkable Water: can be drunk for **2 hp**, uses **10 seconds**. Players can use pretty much anything that would be a source for water, from sinks to toilets and fire hydrants.

Fall damage: Every **30ft** duke will receive **3d6 damage (10)**. After **100ft**, Duke will receive an additional **40 damage**, anything **above 200ft** will most definitely **kill Duke**. Fall rate is about **400ft** in **5 seconds** if in a complete freefall. That means over **800ft** in a **single CR**.

Shrink and Expand pads: Alien shrink pads, sometimes accompanied by nearby hidden expand pads, that will shrink Duke if stepped on. EDF expand pads only bring Duke back to **normal size**. Sometimes the shrinker pad shoots out plasma **up to 50ft away** and works like **shrinker**.

Relieving yourself: Using the toilet will **heal** Duke for **20 hp**. Can only be done **once every 3 hours**.





Locked Doors and Keycards

From time to time Duke will come across locked doors, these doors will require keycards to open. The keycards Duke will need are hidden somewhere in the area, he will need to find them in order to open the door. The keycard used must match the color of the locked panel next to the door.



Button and Switch Locks

Button locked doors are unlocked by either shooting or pushing all the correct buttons, turning them **green** and opening the locked door if all the right buttons are set to green. While **switches** that look like the last image above, open **1 door** and **close** the others.



Nuke Button

The nuke button works differently from the video game. Rather than being used as level exits, they actually are used to nuke the entire area to eradicate the area of aliens. When Duke smashes the button he will have anywhere from 5 to 30 minutes (or more) to escape the blast zone. When the timer reaches 0, an atomic explosion will erupt from the button and span outwards rapidly, whipping out anything within the **kill zone**. The **kill zone** is determined by the DM before the Dukes head out on the mission. If the player's look at the screen before smashing the button they can see what the timer says.



Security Cameras

Security cameras can be found throughout the level. Occasionally Duke might find security terminals that allow both Duke and Aliens to view areas and plan ahead. The cameras can be destroyed, cutting off feed to the security terminal. Terminals on the other hand are indestructible. When encountered, Duke will first roll **below AL** to check if he notices it, then **below AG** if successful to check if he can avoid being seen by the camera.





Spaceship Rules

Duke can fly small spacecraft by himself with little effort. In order to perform **evasive maneuvers** he will need to roll below his **AG** to see if he can maintain control. Spaceships travel extremely fast, it only takes about **10 days** for a small cruiser to travel about **100 million miles**. Duke will also have to be mindful of how much gas is left in the tank. A small fighter can travel **150 millions miles** on a **single** tank of gas. Usually Duke will have a **spare** tank in his ship. In order for Duke to avoid getting **lost in space** he will need to roll below his **AL** every **25 million miles**.

Spaceship Combat

Spaceships come in many shapes and sizes, from fighters to destroyers, each with different weapons and abilities. The following are some basic ships and weapons to choose from. The DM can customize their own ships as well.

Spaceship Types

Some generic spaceship types to choose from or use as a start point for creating one.

Space Fighter (small):

1 to 5 occupants, **100** health points, **150mil** mpg, **medium** speed
Has **max 2** small cannons

Space Cruiser (medium, crew recommended):

Max 30 occupants, **500** health points, **350mil** mpg, **fast** speed
Has **max 10** small cannons, and **max 1** large cannon

Space Battlecruiser (large, requires crew):

Max 250 occupants, **1000** health points, **700mil** mpg, **super fast** speed
Has **max 20** small cannons, **max 2** large cannons, **max 1** ultra cannons

Space Dreadnought (massive, requires crew):

Max 800 occupants, **10000** health points, **1200mil** mpg, **light** speed
Has **max 30** small cannons, **max 4** large cannons, **max 2** ultra cannons, **max 1** Omega cannon



Spaceship Weapons

When hitting ships, deal damage similar to normal shooting combat. Each cannon facing target can be shot, to account for the sheer amount of cannons, only a total of **4 cannons** can be shot **at one time** and only **1 type in a CR**.

After all damage is rolled, there is a **30%** chance a random cannon is damaged, starting at the **smallest to the largest** roll a **1d6** to determine how many of the target's cannons are lost. Of course, a cannon can be targeted individually, but it's a tough shot. Unless within a couple yards of the target cannon, there is only a **25%** chance to hit the targeted cannon. When a cannon has been damaged, it is out of the battle until it can be repaired.

Also, missed aim shots might still hit the ship itself if the roll was under the cannon's weapon proficiencies below.

Highlighted number in parentheses is the average damage.

Small cannon:

Roll below weapon proficiency of **45%** to hit, roll **4d6+15** damage **(30)** per cannon, up to a total of **4** cannons **per CR**. Each cannon has a **5 second** cooldown (**1 CR**). Cannon has **25 HP**.

Small cannons have a **special ability** that allows up to **8 cannons to shoot at once**, with a **70%** chance to hit, **60%** chance if aiming for a specific cannon with a **30 second** cooldown on used cannons.

Large cannon:

Roll below weapon proficiency of **60%** to hit, roll **4d6+30** damage **(45)** per cannon, up to a total of **3** cannons. Has a **10 second** cooldown. Cannon has **50 HP**.

Ultra cannon:

Roll below weapon proficiency of **75%** to hit, roll **6d6+100** damage **(120)**, only **2** can be used at a time. Has a **30 second** warmup and cooldown. Cannon has **100 HP**.

Omega cannon:

Roll below weapon proficiency of **80%** to hit, roll **6d6+400** damage **(420)**, only **1** can be used at a time. Has a **1 minute** warmup and cooldown. Cannon has **200 HP**.

Evasive Maneuvers

If Duke is controlling a **small to medium** sized spaceship he can try to dodge successful attacks from the enemy by rolling below his **AG**. Sometimes he might need to roll below his **AL** to check if he noticed anything before he can maneuver.

Automatic and Manual Weapon Control

The above weapon proficiencies are default when shooting in automatic control. When physically manning a cannon from inside the ship all weapon proficiency rolls get a **bonus 15%** added to the above weapon proficiency rolls (max of **95**). This counts towards aimed shots as well. Duke can only control 1 set of cannons at a time, i.e. small cannons **or** large cannons, ect.

Of course, if a gun is being manually controlled, and nobody is controlling the flight of the ship, then evasive maneuvers cannot be taken.



Spaceship Customization

There are many ways Duke can get ahold of his own spaceship, from purchasing one from the EDF headquarters to finding and modifying one off the streets. If the DM wants to, they can give the player's a **standard issue space fighter** armed with **2 small cannons** to start the game. Each type of ship has a maximum limit of weapons allowed to be attached listed above in **Spaceship types**.

All upgrades are purchased with **cash**. **Cash** is used worldwide and its value is high.

Standard EDF upgrades:

Repair ship: \$5,000 (small), \$10,000 (medium), \$30,000 (large), \$60,000 (massive)

Repair armor or cloaking device: \$5,000

Repair cannon: \$5,000 (small), \$10,000 (large), \$50,000 (ultra), \$100,000 (omega)

Small cannon: \$10,000

Large cannon: \$30,000

Ultra cannon: \$100,000

Omega cannon: \$300,000

Space Fighter (small): \$100,000 (no cannons)

Space Cruiser (medium, crew recommended): \$300,000 (no cannons)

Space Battlecruiser (large, requires crew): \$500,000 (no cannons)

Space Dreadnought (massive, requires crew): \$1,000,000 (no cannons)

Special upgrades:

Armor plating v1: \$30,000 (50 hp, narrow vision when extended, works like body armor)

Armor plating v2: \$60,000 (100 hp, narrow vision when extended, works like body armor)

Armor plating v3: \$100,000 (150 hp, narrow vision when extended, works like body armor)

Cloaking device v1: \$30,000 (1 minute duration, 5 minute recharge, disables when hit)

Cloaking device v2: \$60,000 (5 minute duration, 10 minute recharge, disables when hit)

Cloaking device v3: \$100,000 (10 minute duration, 15 minute recharge, disables when hit twice)

Tighter controls: \$10,000 (always get **advantage**, or at least not **disadvantage**, on evasive maneuvers)

Faster speed: \$50,000 (ship is now 50% faster, but gives **disadvantage** to evasive maneuvers when moving at fast speeds, in some cases makes maneuvering impossible)

Larger fuel tank: \$50,000 (fuel tank is 50% larger)

Submersible: \$50,000 (can be flown into and under the water)

The possibilities are endless when it comes to upgrading the ship, if a player or the DM wants to create a crazy or outright ridiculous upgrade, the DM need simply to think of a fair **cash** cost to accompany said upgrade. Of course, balancing will also be the DM's job, as player's will come up with some wacky upgrade ideas. Hotdog gun anyone?



Babes



Cocooned babes:

Throughout the game Duke may find babes the aliens have captured hidden around the level. Unfortunately, the alien bastards have most likely already infected these women and are using them to birth more alien scum. Duke can attempt to extract them from their cocoons if they aren't too far gone by rolling successfully below his **ST**.

When Duke fails to pull her out the **first** time, roll **below 65%** or an octabrain will spawn nearby.

Roll **below 30%** and the babe is healthy, otherwise she is infected and will die if removed.

If babes are **infected** and have **red eyes**, the only thing he can do is put they're suffering souls to rest.

Mercy killing a babe will cause Duke to go into **Pissed off** status, but has a **65% chance** to teleport a protector octabrain nearby.



Strippers:

Occasionally Duke will come across babes of the more "exotic" types. When he pays them **100\$** they will "shake it" for Duke and he will get to choose between giving a **bonus of +10 for 30 minutes** to either **ST, AG, or AL** that cannot be stacked and won't exceed **95**. This can be done for each stat if money is available.



Bad ass babe:

This lady can definitely hold her own! If found she'll probably be covered in alien blood of some sort, and decked out with some kind of weapon similar to dukes. If spawning one, DM will quickly roll her stats similar to Duke's (**ST, AG, AL, EGO**). Her default **HP** is **50**, and her default weapon proficiencies are all **50%**. Then pick a gun or something for her to kill with. From there it's the Duke's choice if he wants her to tag along or not.





"Come get some!"

Aliens of the Kyrr

These alien bastards come in many different shapes and sizes, large to small. They have high powered alien weaponry and alien abilities. They are vicious and kill everything on sight. If all that wasn't bad enough they spread like wildfire and breed incredibly fast! Aliens are intelligent and work as a team, utilizing military tactics to crush their opposition. Of course, they are prone to distraction of the flesh such as strippers and aliens have to use the bathroom too...

Alien weapons can be picked up and added to notes, use tables for damage and speed.

Freshly transformed aliens receive an additional **+15% bonus** to all stats for **3 hours**.

Aliens wearing **armor** use the same rules stated in the **firearm combat** rules.

Reminder:

Movement speed **per CR** is **half AG in feet, with a minimum of 15ft**.

Penalties for aliens **never go below 10%** and bonuses **never go above 85%**.

Highlighted number in parentheses is the average damage.

Credit for alien descriptions (with heavy modifications): FANDOM Duke Nukem 3d wiki page

If you'd like to suggest any edits to the rules, shoot me an email at roastedzerg@gmail.com





Assault Trooper:

HP: 20 ST: 25 AG: 30 AL: 40

Weapon proficiency: 45

Weapon damage: 1d6+5 (8)

Shots per CR: 1

Shoot range: 150ft

Melee damage: Slash 1d6 (3), Stab 2d6 (6)

Basic enemy, normal size

The Assault Troopers are armed with a single laser blaster, which inflicts little damage. Their low health means that they can be killed by a few Pistol shots or a solid Shotgun round. They are also not particularly fast.

They make up for their lack of agility with vertical maneuverability. With their jetpacks, they are able to fly anywhere. While all Assault Troopers have jetpacks, none will ever drop one for the player to pick up as it is built into their armor.

Upon being killed, there is a **35%** chance of the Assault Trooper dropping **12** pistol rounds

Except for explosions, there is a **25%** chance that the Assault Trooper will not die immediately when killed but will instead drop to its hands and knees and clutch at its throat, gagging. It will die with a howl a couple of seconds later, unless the player shoots it again. If it dies this way, it has not actually died but is instead playing dead. If it is playing dead, **it will return to 1 HP and begin attacking the player again.** Shoot the creature while it is kneeling and gagging to be sure he's dead.

The trooper also has a **45% chance** to drop to a knee, giving himself a **+15% bonus** to his **weapon proficiency**.





Assault Captain:

HP:30 ST: 30 AG: 40 AL: 50

Weapon proficiency: 60

Weapon damage: 1d6+5 (8)

Shots per CR: 2

Shoot range: 200ft

Melee damage: Slash 1d6 (3), Stab 2d6 (6)

Basic enemy, normal size

The Assault captain has all the **same abilities as the Assault Trooper**, with a few differences.

The Assault Captain's job is to lead the Assault Troopers in battle. Ruthless and cunning, it directs minor battles with ease. It is the same species as the Assault Trooper; its only distinguishing feature is its red armor (which apparently signifies leadership, or at least a higher level of authority than green/blue).

Twice as tough as its underlings, and carrying a small wrist-mounted cloaking device in addition to its laser blaster, the Assault Captain is the master of sneak attacks. Often having a **65% chance of cloaking** itself before the Duke has seen it, giving anyone trying to spot them a **-25% penalty** to their roll, it can come as a nasty shock when it strikes.





Pig Cop:

HP: 35 ST: 40 AG: 30 AL: 55

Weapon proficiency: 40

Weapon damage: 4d6+10 (25)

Shots per CR: 1

Shoot range: 120ft

Melee damage: Slash 2d6 (6), Stab 3d6 (10)

Basic enemy, normal size

Mutated from police officers in the L.A.P.D., the Pig Cops are muscular, humanoid boars that were created by the aliens to do their bidding. The Pig Cop has a mohawk running down its back, an underbite to accommodate its long tusks, and red eyes that glow in the dark. It wears a tattered blue police uniform and black boots. It bears the letters "L.A.R.D." on the front and back of its uniform and carries a small yellow badge near its left shoulder. It wields a **Shotgun**.

Pig Cops have a **75% chance** to go into a **berserker rage** when **HP is less than 10**, increasing their **melee damage** by 1d6 (3), a **+20% bonus** to his **AG**, and **healing for +15% HP**.

The Pig Cop also has a **45% chance** to drop prone giving himself a **+15% bonus** to his **weapon proficiency**.

35% chance the pig is **very large and beefy**, doubling its normal size and strength. **+25% bonus** to **ST** and **AG**, **+15% bonus** to **HP**, also increasing their **melee damage** by 1d6 (3).

Upon being killed, there is a **35% chance** of the Pig Cop dropping **6 rounds** of shotgun ammo

75% chance pigs will drop **6d6 cash**.





Recon Patrol Vehicle (RPV):

HP:45 ST: 30 AG: 65 AL: 65

Weapon proficiency: 60

Weapon damage: 3d6 (10)

Shots per CR: 1

Shoot range: 450ft

Advanced enemy, normal size, small vehicle

The Recon Patrol Vehicle is a quick and agile reconnaissance flying vehicle, formerly owned by the LAPD but now in the hands of the Pig Cops. Armed with twin laser blasters and minimal armor, the RPV cannot take much damage, but its maneuverability easily makes up for it. It can effortlessly dodge projectile weapons (such as rockets), making it very difficult to hit with anything powerful enough to do serious damage.

If they can roll below their **AG** they will dodge the projectile.

Its main use is for patrolling and scouting outdoor areas. It has a set flight plan, and will protect the area in which it flies by firing upon intruders with its twin laser blasters. It is often to be found flying around city streets a few meters above them, although it may be assigned to other locations as well. It flies high in the air to allow the sturdy underside of the vehicle to take shots from below, thereby protecting the exposed pilot.

The Pig Cop is not harmed when the RPV is destroyed. Instead, he survives and starts attacking. This is due to the RPV being equipped with a jettison device, which **automatically ejects the pilot (a Pig Cop)** when it is destroyed and spiraling to the ground. This makes it two enemies in one, and all the more dangerous for it.

Their ship is **half the size of a space fighter**, extra small, only 1 seat.





Pig Cop Tank:

HP: 100 ST: 75 AG: 30 AL: 35

Weapon proficiency: 40 cannon, 60 grenades

Weapon damage: 3d6 cannon (10), 6d6 grenades (20)

Shots per CR: 3 cannon, 1 grenade

Shoot range: 600ft

Advanced enemy, normal size, large vehicle

Like the Recon Patrol Vehicle, the Pig Cop Tank is a vehicle driven by a Pig Cop. When destroyed, there is a **35%** chance that its driver will escape unharmed. The tank fires a rapid attack using its dual-mounted side guns.

It also **launches grenades, 1 per CR** capable of dealing **6d6 damage (20)**.

On the backside of the tank is a self-destruct button. Pressing this button will cause an alarm to ring, and the vehicle will self-destruct after a few moments. If the vehicle self-destructs, it yields an explosion dealing **3d6 damage (10)** to anything **20ft** away.





Octabrain:

HP: 45 ST: 30 AG: 55 AL: 75

Weapon proficiency: 45

Weapon damage: 1d6+stun 1 CR (3)

Shots per CR: 1

Shoot range: 75ft

Melee damage: Slash 2d6 (6), Stab 4d6 (14)

Basic enemy, normal size

The Octabrain deals damage via long-range psychic projectiles, capable of stunning Duke, and by biting when up close and personal. The Octabrain is able to fly and to swim underwater. Because it is one of the only enemies that can attack while swimming, it is the most common aquatic enemy in the game.

Octabrain has a **35% chance** to create a psionic chant that is capable of mutating nearby humans **within 50ft** on the following CR if they don't roll **below their AL** to save themselves they will violently transform into an alien trooper. If **3 or more** Octabrain are chanting, targets will have a **disadvantage** to their save rolls. Duke clones are immune to this attack, however they instead will fall under **hallucination for 1d6 CR** instead, and most actions will have a **-15% penalty** and **disadvantage**.

They can usually be found around cocooned victims, presumably as their keepers. If Duke kills or attempts to remove the victims, an Octabrain or 2 will teleport nearby to protect their harvest.

Stun does NOT stack, stun needs to charge for 1 CR and takes **3 CR** to **cool down** before charging again.





Enforcer:

HP:40 ST: 45 AG: 75 AL: 60

Weapon proficiency: 55

Weapon damage: 2d6+5 (12)

Shots per CR: 4

Shoot range: 1000ft

Melee damage: Slash 2d6 (6), Stab 3d6 (10)

Basic enemy, large size

Space's alternative to the Pig Cop. This dinosaur-like creature is fast on its feet, and is able to leap high into the air, meaning it can give Duke quite the run around.

It is equipped with a deadly minigun comparable to the chaingun, which is either worn over its right arm or, more likely, replaces it. Its spit is also very harmful to humans, making it a dangerous opponent.

However, there's a **25%** chance an enforcer will stop attacking on occasion to take a shit for **1 CR**, a distraction which Duke may use to his advantage. Only happens once.

Upon being killed, there is a **35%** chance of the Enforcer dropping a chaingun cannon ammo box (containing **50** rounds).





Assault Commander:

HP: 75 ST: 35 AG: 55 AL: 80

Weapon proficiency: 35

Weapon damage: 6d6+10 (30)

Shots per CR: 1

Shoot range: 1200ft

Melee damage: Slash 3d6 (10), Stab 4d6 (14)

Advanced enemy, large size

The Assault Commander is the most dangerous alien in the "Assault" group. Stronger and deadlier than the other "Assault" troops, the Assault Commander sits on a flotation platform commanding its forces via a radio headset. When facing an enemy itself, it will often taunt them with evil throaty laughter and phrases such as, "Die, human!" or "Suck it down!". It is one of the most dangerous enemies in the game.

It has the unusual ability to create and/or store explosive rockets within its body, and happily fires them at its enemies in rapid succession from what appears to be its rectum. It can also use its spiked flotation platform as a melee weapon by spinning rapidly and ramming into its foes, slashing them.

Upon being killed, there is a **35%** chance of the Assault Commander dropping a rocket (containing **1** round).

Similar to octabrain, commanders have the ability to transform humans into aliens using a device attached to their forearm that sends out a beam of concentrated energy with a **range of 30ft**. If the target fails to roll **below their AL twice** (once per CR) they will be transformed. Duke clones are immune to this attack, however they instead will fall under **mind control for 1d6 CR** instead, and will have to roll **below AL** with a **-15% penalty** and **disadvantage** to break the control on **each following CR** until broken.





Protozoid Slimer:

HP: 5 ST: 20 AG: 60 AL: 20 Egg HP: 1

Weapon proficiency: 75 (for grappling)

Weapon damage: instant kill if consumed

When consuming targets, they are immobilized.

Basic enemy, small size

The Protozoid Slimer is little more than a green blob with a number of small tendrils around the sides. On the bottom of the Protozoid Slimer is a large mouth lined with jagged teeth. It is smaller than nearly every other enemy in the game (except for the Turret). Protozoid Slimers' exact function in alien hierarchy is unknown, though it seems they produce the green biomass of alien hives, and could cover with it both structures and captured women.

It is a nasty little creature. It may not seem very menacing from a distance, and indeed it isn't, but when it has latched itself to your head and is biting your face off, you'll think differently. These soft puddles of green goo are very stretchy, and often swarm in great numbers and attack their enemy without warning by dropping onto them from the ceiling.

Duke will need to roll **below AL** to check if he notices protozoids when they sneak up to him.

Protozoid slimers attack by sucking out Duke's brain through his nose. Then they completely consume him in **3 CR** if he can't break free by rolling **below** his **ST**. If the target breaks free, take **1d6 damage (3)**.
If slimer survives, throw **2d6 feet away**.

Slimers will also eat other alien troops, especially if they are coming after you and the alien is between you and the slimer. They will even eat Protector Drones, one of the most powerful aliens, and consume them in a single bite. However, they cannot eat the level bosses.

Protozoid Slimers hatch from protozoid slimer eggs. The Egg technically counts as an enemy, but has no function other than to incubate a vicious protozoid slimer.

The Protozoid Slimer Egg is a large oval egg which contains the Protozoid Slimer. It is grey in color and stands upright, and is probably kept upright by what appears to be orange fungus or mold around its base. When it hatches, only the top half of the Egg is broken.

When killed there is a **35% chance** a small puddle of acid will be left behind.





Protector Drone:

HP: 75 ST: 60 AG: 75 AL: 75

Weapon proficiency: 65

Weapon damage: *No damage, shrinks targets for 1 minute*

Shots per CR: 1

Shoot range: 75ft

Melee damage: *Slash 4d6 (14), Stab 5d6 (18)*

Advanced enemy, large size

The Protector Drone is a slim beige creature, somewhat humanoid in appearance but certainly very alien.

It has three red eyes, positioned just above a large mouth full of extremely big teeth. On the top of its head is a small fleshy fin. It has large fleshy fins sticking out of its shoulders and spikes on its elbows, and its rib cage stands out prominently (it doesn't wear any clothing). It has large hands, with three long sharp fingers per hand. Its legs are rippling with muscles, and each foot has three large toes.

Despite its seemingly frail appearance, the Protector Drone is very durable.

The Protector Drone fires **Shrink Orbs from its mouth**, which is presumably a biological feature since there is no visible technology on its body. It being **immune to the Shrinker** is probably due to needing to be immune to its own attack. When it dies, it spews a large amount of green blood from its wounds. **Their blood is acidic**, and can sometimes be left behind in puddles, which are **harmful to touch**. They possess one objective - protect their Queen.

Upon being killed, there is a **35%** chance of the Protector Drone dropping **shrinker ammo**. (containing **3** rounds).





Battlelord Sentry:

HP: 150 ST: 75 AG: 40 AL: 75

Weapon proficiency: 60 chaingun or 40 mortar

Weapon damage: 5d6 chaingun (18) or 6d6+5 mortar (25)

Shots per CR: 3 chaingun or 1 mortar

Shoot range: 1500ft chaingun or 150ft mortar

Melee damage: Slash 4d6 (14), Stab 6d6 (20)

Advanced enemy, very large size

The Battlelord Sentry is one of the most powerful, and dangerous non-boss enemies. It has masses of health and an arsenal as large as its counterpart. However, it is smaller than the Battlelord, and so is unable to step on foes with its feet when they venture too close, but getting up close to it will cause it to fire its Minigun to cause significant damage as Duke is in range of the Battlelord Sentry.

It has omnipotent accuracy with its Minigun, even over some of the most farthest distances, and the explosive mortars it occasionally fires from its mortar launcher are very dangerous as the mortars themselves can become "land mines" and explode when they are touched. The mortars are very powerful, dealing **6d6+5 damage (25)** but only shoot **1 per CR**.





Sentry Drone:

HP: 40 ST: 10 AG: 75 AL: 50

Weapon damage: *Self destructs for 3d6 damage **10** if Duke fails AG save for dodge*

Basic enemy, normal size

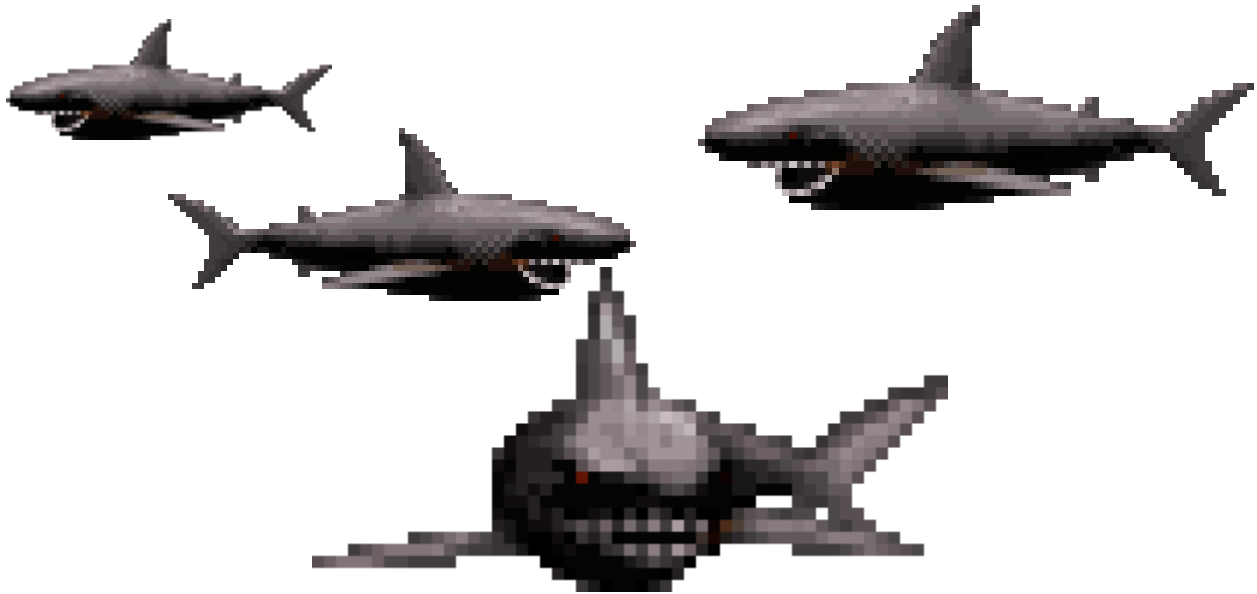
The Sentry Drone is a flying robotic suicide bomber. When you hear its antigrav engines revving up, you know you're in for a world of hurt.

It is a highly intelligent machine, capable of evading incoming fire to ensure that it reaches its target to deliver its payload. Other than its explosive payload, it has no weaponry, and makes up for this with a tough armored shell. It is fast-moving, and designed to deliver pain where it's not welcome. It appears to be a human invention like the turret, but reprogrammed by the aliens to see humans as enemies.

Has the ability to dodge rockets by rolling below their **AG**

If shot, the drone is stunned and cannot self detonate near Duke for **1 CR**.





Shark:

HP: 15 ST: 20 AG: 65 AL: 50

Melee damage: *Slash* 2d6 (6), *Stab* 3d6 (10)

Basic enemy, normal to large size

The Shark is a fearsome predator that strikes terror into the hearts of men. It attacks without warning, inflicts massive damage on its prey and disappears just as swiftly.

At least, that's how they should be. Unfortunately, these creatures are overshadowed by the alien invasion, which relegates the Shark to the position of "weakest enemy".

Much like the cocooned babes the Sharks have red eyes, and strangely, they will never attack the aliens besides they're supposed to be just wild and hostile animals. This makes it possible that the Sharks have been infected by the protozoid and are being somewhat controlled by the aliens to cover underwater areas.





Turret:

HP: 15 ST: 0 AG: 0 AL: 80

Weapon proficiency: 65

Weapon damage: 1d6 (3)

Shots per CR: 1

Shoot range: 150ft

Basic enemy, small size

The Turret consists of a small, streamlined, green box with two black barrels coming out of one end. The device is mounted on a short metal bar and can rotate in all directions.

The Turret fires its lasers quickly to inflict significant damage.

Due to being a completely mechanical enemy, in the same vein as the Sentry Drone, the Turret is unaffected by the Shrinker and therefore cannot be shrunk. However, Shrinker projectiles will stun the Turret for a few moments.

When hit by any weapon, the Turret will spin uncontrollably for **1 CR**, appearing to malfunction while it is temporarily stunned.

When destroyed, the Turret will make a small explosion dealing **3d6 damage (10)** to anything **5ft away**.





“It’s down to you and me! You one eyed freak!”

Boss Aliens of the Kyrr

The bosses are all gigantic, towering over Duke, ready to step on him like a bug. It’s gonna take all your ammo and sheer grit to kill these alien bastards! Many of them will have a few other aliens around them for backup.

Bosses take **20 shots to shrink**, **40 shots to freeze**, and **30 shots to expand**.

Give bosses an **additional 50 HP for every Duke** in the encounter past the first one.

Highlighted number in parentheses is the average damage.

If you’d like to suggest any edits to the rules, shoot me an email at roastedzerg@gmail.com





Battlelord:

HP: 500 ST: 85 AG:60 AL: 85

Weapon proficiency: 65 chaingun or 45 mortar

Weapon damage: 4d6+5 chaingun (20) or 6d6+10 mortar (30)

Shots per CR: 3 chaingun or 2 mortar

Shoot range: 1500ft chaingun or 250ft mortar

Melee damage: Slash 4d6+5 (20), Stab 6d6+20 (40)

Boss enemy, massive size

The Battlelord wields a large Minigun with a built-in mortar launcher. Its Minigun is also significantly more powerful than the Enforcer's. Can also shoot mortars, dealing **6d6+10 damage (30)** and shoot **2 times per CR**. The hulking Battlelord commands the first wave of the alien invasion force on Earth. Its deafening roar splits the air as its rapid fire Minigun and mortar rounds tear resistance asunder. It has no known weaknesses; only relentless firepower and staying on the move will win the day.





Overlord:

HP: 350 ST: 60 AG:85 AL: 70

Weapon proficiency:35

Weapon damage: 6d6 (20)

Shots per CR: 4

Shoot range: 1500ft

Melee damage: Slash 4d6 (14), Stab 6d6+10 (30)

Boss enemy, massive size

The Overlord wields two built-in rocket launchers. An alien leader resembling a gigantic brown dinosaur or frog, the Overlord is provided with giant fangs and claws, big golden eyes of pure wrath, twin rocket launchers mounted on both shoulders and four long amphibian-like legs that allow it to crawl and maneuver around with relative ease and fastness despite its huge size.

The Overlord is much more agile than the other bosses, able to **jump and climb** as well as run at **fast movement** speed. His dual rocket launcher is very accurate as well as the fact he can fire rockets in quick succession; which means staying still would guarantee a very low survival rate for the player.





Cycloid Emperor:

HP: 800 ST: 85 AG:55 AL: 85

Weapon proficiency: 45 rockets or 75 psychic blasts

Weapon damage: 6d6 rockets (20) or 3d6 psychic blasts (10)

Shots per CR: 6 rockets or 3 psychic blasts

Shoot range: 1000ft rockets or 500ft psychic blasts

Melee damage: Slash 6d6+5 (25), Stab 6d6+30 (50)

Boss enemy, massive size

The Cycloid Emperor is the leader of the alien invaders. It attacks the player with a rapid-spread version of the Octabrain's mental blast at close range. It will also fire a large barrage of missiles at a distance.

The Cycloid Emperor is also capable of using a built in jetpack system to propel itself forward, **doubling movement speed for 1 CR.**

Getting singed by the flame from it will cause **6d6+10 (30) damage.**





Alien Queen:

HP: 300 ST: 60 AG:40 AL: 85

Weapon proficiency: *doesn't roll for attack, but takes 1 CR to charge electric shock*

Weapon damage: *6d6 electric shock (20)*

Shots per CR: *1 electric shock, 1 Protector drone spawns*

Shoot range: *50ft electric shock*

Melee damage: *Slash 3d6 (10), Stab 6d6 (20)*

Boss enemy, massive size

Although not directly stated, it is implied that the Alien Queen is the alien-human hybrid that was born at the beginning of The Birth. Her exact status and role in the overall alien hierarchy is not entirely known, but obviously, she is one of the leaders of the alien invaders and is the main source of Protector Drones.

Besides instantly killing the player on contact, the Alien Queen has two methods of attack; her first mode of attack is to electrify the vicinity **50ft** around her, causing **6d6 damage (20)**. This attack is unavoidable.

Her second attack is to spawn new Protector Drones and launch them into battle against Duke.





Earth Defense Force (EDF)

The Earth Defense Forces or EDF is a military force formed to defend Earth from hostile alien invaders. They are technologically sophisticated, with advanced weaponry, vehicles capable of vertical take-off, and a massive militarized space station orbiting the Earth. It is unknown whether the EDF created Duke Nukem or if they simply enhanced the man's abilities, what is known is that Duke is EDF's most effective weapon to date. Further details on the EDF can be found in the World building section of this book.

Creating an EDF marine

Stats Maximum limit is always **65** and Minimum limit is always **10**.

Natural maximum effectiveness is **65**, while temporary bonuses increase the max to **75**.

When first creating, apply the following stats **25, 30, 30, 40, 45**.

EDF marines **don't start with any abilities**, but can earn them as usual.

Health (HP): Add to base of **25**. (max 100)

Strength (ST): Used for all strength based actions, such as lifting and the like.

Agility (AG): Used for melee combat and all agility actions.

Alertness (AL): Used for all alert rolls such as listening and sight, but also intellect rolls.

Ego (EGO): Used for social interactions of all sorts.

Speed (SPD): Half of AG in feet, minimum is 15ft.

Weapon Proficiencies

Roll percentile, if below the weapons proficiency, the shot is successful.

Maximum effectiveness is **65**, temporary bonuses max out at **75**.

When first creating, apply the following stats **25, 25, 25, 35, 35, 40, 40, 45**.

Pistols
Shotguns
Machine guns
Rockets
Snipers
Throwables
Alien weapons
Mechanical weapons



EDF Headquarters

The EDF headquarters is Duke's homebase that he can return to between missions to prepare and relax.

HQ has a **separate home suite for each Duke**, a **store**, a **spaceship hanger** with mechanics, an **arcade**, a **stripclub with a bar**, and **Duke lab** where upgraded abilities can be modified into Duke's DNA.

Of course, sections can be added or removed by the DM. For extra immersion, the DM might want to require the players to **travel through HQ to upgrade** their characters. For example, to the **Duke lab** in order to **purchase abilities** or the **spaceship hanger** to **purchase ships and parts**. All these areas can have **interesting NPCs** (non-playable characters) to interact with and create bonds and relationships with. One in particular is **General Graves**, Duke's commanding officer and friend. It's certainly not required to use the base for leveling up and such, if the players would rather level up between missions without going back to HQ they can do that too. Personally, I like the **immersion** a physical base of operations gives. Who knows, maybe the aliens will find and attack HQ while players are unsuspecting? As a DM a good rule of thumb is when the Dukes are between missions focus more on characters and relationships and allow the players more freedom to travel and create their own goals, occasionally sprinkling in some alien action as they do so, while missions can be treated as a sort of semi-closed sandbox with clearly defined missions and goals with lots of alien killing. Your call!

EDF Store

Weapons:

Pistol: \$500

Shotgun: \$2,000

Chaingun cannon: \$5,000

Pipebomb: \$500 per bomb

Laser tripbomb: \$350 per bomb

RPG: \$10,000

Devastator: \$15,000

Shrinker: \$20,000

Expander: \$20,000

Freezethrower: \$15,000

Items:

Portable Medkit: \$1,000

Large medkit: \$500

Small medkit: \$100

Steroids: \$1,000

HoloDuke: \$3,000

Jetpack: \$10,000

Night vision goggles: \$5,000

Protective boots: \$10,000

Scuba gear: \$10,000

Space suit: \$50,000

Bubblegum: \$500 a stick

Armor: \$10,000

EDF expand pad: \$10,000



Non-Playable Characters (NPCs)

An NPC is what you call all other characters in a game that aren't player controlled. This ranges from humans to aliens and robotic AI. They are all controlled and acted out by the DM. NPCs' personalities range from helpful and kind to deranged and murderous according to the character in question.

Below is a character generation table for the average human being. Players can also use it to generate an average joe if they'd like to, definitely a really hard character to play. When playing a normal guy or gal, the game turns into a survival horror game, where the average alien is considered dangerous. To survive the average human needs to play smart and use their environment to their advantage. Aliens will outright kill any man they encounter but attempt to capture any woman character.

Note: Don't bother to use the generator for most npcs unless they will be a recurring character, as that would just be a waste of time for everyone. Simply rolling hp if needed will do.

Creating an Average Joe or Jill

An average Joe can choose **2 abilities only** and cannot get another.

Stats Maximum limit is always **45** and Minimum limit is always **10**.

Natural maximum effectiveness is **45**, while temporary bonuses increase the max to **65**.

When first creating, apply the following stats **10, 10, 15, 25, 30**.

Health (HP): Add to base of **15**. (max 65)

Strength (ST): Used for all strength based actions, such as lifting and the like.

Agility (AG): Used for melee combat and all agility actions.

Alertness (AL): Used for all alert rolls such as listening and sight, but also intellect rolls.

Ego (EGO): Used for social interactions of all sorts.

Speed (SPD): Half of AG in feet, minimum is 15ft.

Weapon Proficiencies

Roll percentile, if below the weapons proficiency, the shot is successful.

Maximum effectiveness is **45**, temporary bonuses max out at **65**.

When first creating, apply the following stats **10, 10, 10, 15, 15, 25, 25, 30**.

Pistols
Shotguns
Machine guns
Rockets
Snipers
Throwables
Alien weapons
Mechanical weapons





“Nukem 'till they glow, then shoot 'em in the dark!”

Level Generation

Generation tables use **Percentile dice** primarily and can help out a bunch when imagination fails you. Works great if the DM wants to play too!

Also, don't always restrain yourself to the tables. Nothing beats a good use of the imagination, these tables are simply guides. A good way to go about running your game would be to use these tables when the DM needs an idea when building the level prior to play. Or when the DM needs a quick idea to throw into the level as it's being played.

Roll **highlighted** numbers first, then roll anything in the descriptions for extra details.

One last thing, if ever you need to **roll for brightness** in an area, just use a **percentile** to determine how **dim** or **bright** the area is, 0 being pitch black and 100 fully lit.





“This really pisses me off!”

Alien Infection

Anytime aliens are present in an area there is a chance they've already started spreading their infection. The infection is an oozy, fleshy, green organism that envelopes everything in the area. The infection slowly spreads throughout the area until everything has been covered.

Roll **below 35%** and the area will be covered in alien growth.

If rolling from random encounter table, skip this step and instead roll **below 35%** to see if its an **area of origin**

Areas of **origin** are completely transformed with infection and rolling **below 65%** means the room has egg pods.

Origin rooms have **6d6** eggs or **more**, otherwise, roll **2d6** for egg count.

Roll **below 30%** for each egg to see if an Octabrain is guarding the egg.

Roll **below 75%** and there will be **2d6** or **more** cocooned babes

The mucky floors will cut movement **in half** and give **disadvantage** to **AG** saves

Roll **below 25%** to see if an **egg hatches**





Weather Generation: Earth

Change of weather: Roll **below 50%** to change the weather. Roll **below** to randomize.

Roll **below 50%** for **day**, otherwise it's **night**

Roll 1-20 Clear skies: Skies are the purest of blue

Roll 21-40 Partial clouds: *Some clouds lay scattered throughout the sky*

Roll 41-60 Dark clouds: Dark, gray clouds threateningly loom above

Roll 61-80 Light rain: A sprinkle of rain begins to come through the clouds

Roll 81-100 Pouring rain: The rain is now coming down in buckets, giving a **disadvantage** to firearm combat and **AG** and **AL** saves.



Debris Generation: Space

Roll **below 50%** to change the **debris density**. Roll **below** to randomize.

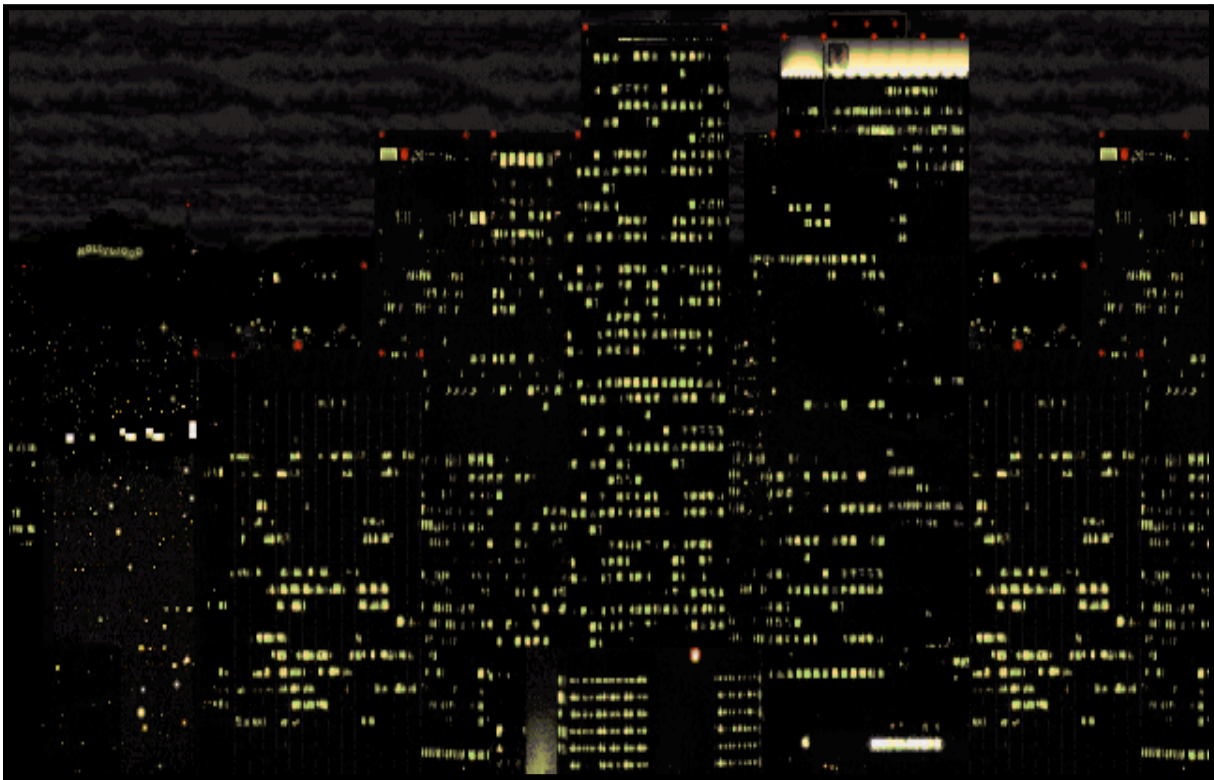
Roll 1-25 Empty space: Nothing but darkness and stars.

Roll 26-50 Small pebbles and asteroids: Some small pebbles begin to pelt the ship occasionally, but don't do too much damage. Every **10 minutes** or so, roll **evasive maneuvers** or the ship might be hit by a small asteroid big enough to cause **1d6** damage.

Roll 51-75 Medium to large sized asteroids, light density: A bunch of small asteroids mixed with medium asteroids. Every **2 minutes** or so, roll **evasive maneuvers** or the ship might be hit by an asteroid causing **3d6** damage.

Roll 76-100 Huge asteroid cluster, heavy density: A hell of a lot of asteroids of varying sizes clustered tightly together. Every **15 seconds** or so, roll **evasive maneuvers** or the ship might be hit by an asteroid causing **6d6** damage.





Environment Generation: Earth city

Homes, large buildings, skyscrapers, sewers and more

Roll 1-25 Small home

roll 1d6 and multiply by 20ft

Roll 26-50 Large building

roll 1d6 and multiply by 50ft, if roll is below 50% it has an advertisement sign

Roll percentile for type:

1-5 Convenience store

6-10 Computer/geek shop

11-15 Library

16-20 Music shop

21-25 Smoke shop/Liquor store

26-30 Fire Station/Police station

31-35 Bar/Strip club

36-40 Museum

41-45 Arcade

46-50 Bank

51-55 Candy shop

56-60 Ice cream shop

61-65 Apartments

66-70 Movie theatre

71-75 Movie/video game rental store

76-80 Sports stadium

81-85 Expo/convention center

86-90 Shopping mall

91-95 Hardware store

96-100 Dilapidated/abandoned



Roll 51-75 Skyscraper

Roll below **50%** for a small skyscraper, otherwise it's a large skyscraper.

Small skyscraper: roll **1d6** and multiply by **100ft**, roll **1d6** advertisement signs

Large skyscraper: roll **1d6** and multiply by **400ft**, roll **1d6** advertisement signs and **add 10**.

Skyscrapers can house many different businesses, when traveling through a skyscraper use the **large building's** type generator above every floor or whenever entering another area of the current floor.

Roll 76-80 Monorail

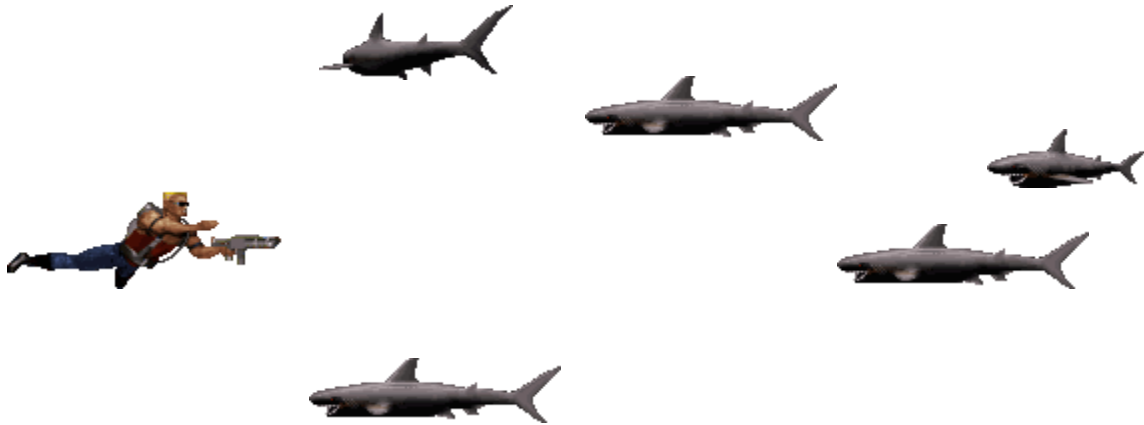
Roll **1d6** for rail count, roll below **25%** to check if a train is on the rail. Monorails move between underground subway-like systems to outdoor systems that cut between buildings over and under streets. Some monorails are designed with the transporter attached to the **bottom** of the rails, while others are attached to the **top**. Roll **below 50%** and the transporter is attached on **bottom**, otherwise it will be attached on **top**. Using artificial internal gravity the train can flip from bottom to top of the rail while moving.

Roll 81-90 Roads and tunnels

roll **1d6** and multiply by **100 yards**, many unoccupied hover cars will be strewn throughout the road. Sometimes these roads might lead through a tunnel system. On the roads, tunnels included, there will be a lot of abandoned hover cars. Roll **below 25%** to find one with keys and gas. Most have about **half** a tank of gas, a full tank is good for about **60mpg**.

Roll 82-100 Sewer system

Sewer systems span entire cities, with hundreds of tunnels and manholes, not to mention deep and disgusting pools of excrements. Falling into the stuff is the equivalent of **swimming in acid**. It's usually very dark down in the sewer systems, though sometimes light will find a way through a crack or open manhole.





Environment Generation: Space

Space, asteroids and space stations

Roll 1-25 Large asteroid

roll **1d6** and multiply by **80ft**, once for length and once for height

Roll 26-50 Satellite

roll **1d6** and multiply by **30ft**, once for length and once for height

Roll 51-75 Space station

Roll below **50%** for a small space station, otherwise it's a large space station.

Small space station: roll **1d6** and multiply by **500ft**, once for length and once for height

Large space station: roll **1d6** and multiply by **800ft**, once for length and once for height

Roll **percentile** to determine rooms in station

1-5 *Medbay*

6-10 *Engineering bay*

11-15 *Engine rooms*

16-20 *Credits store*

21-25 *Living quarters*

26-30 *Laboratories*

31-35 *Bar/Strip club*

36-40 *Cafeteria*

41-45 *Arcade room*

46-50 *Storage room*

51-55 *Flight deck*

56-60 *Battle Room*

61-65 *Bathrooms*

66-70 *Atrium*

71-75 *Security room*



- 76-80 *Gymnasium*
- 81-85 *Cryo chambers*
- 86-90 *Airlock*
- 91-95 *Recreation*
- 96-100 *Computer room*

Roll 76-100 Spaceship

Roll below **25%** to see if its been abandoned
Roll below **50%** to see if there are any other ships nearby, if so roll this table again.

Roll for type:

- 1-25 *Space Fighter*
- 26-50 *Space Cruiser*
- 51-75 *Space Battlecruiser*
- 76-100 *Space Dreadnought*



Weapons, Items, and Ammo Generation

If the DM rolls **below 60%** random equipment will be spawned. If spawning, roll **1d6** to see how many items are visible in the room, then roll that many times **below** for type of loot.

Roll 1-25 Weapon:

- 1-10 *Pistol*
- 11-20 *Shotgun*
- 21-30 *Chaingun cannon*
- 31-40 *Pipebomb*
- 41-50 *Laser tripbomb*
- 51-60 *RPG*
- 61-70 *Devastator*
- 71-80 *Shrinker*
- 81-90 *Expander*
- 91-100 *Freezethrower*

Roll 25-60 Items:

- 1-10 *Small Medkit*
- 11-20 *Large Medkit*
- 21-30 *Holoduke*
- 31-40 *Jetpack*
- 41-50 *Night vision goggles*
- 51-60 *Protective boots*
- 61-70 *Steroids*
- 71-75 *Portable Medkit*
- 76-80 *Bubblegum*
- 81-85 *Scuba gear*
- 86-90 *Space suit*
- 91-95 *Atomic Health*
- 96-100 *Armor*

Roll 61-100 Ammo:

- 1-10 *Pistol ammo x12*
- 11-20 *Shotgun ammo x10*
- 21-30 *Chaingun cannon ammo x50*
- 31-40 *Pipebomb ammo x5*
- 41-50 *Laser tripbomb ammo x3*
- 51-60 *RPG ammo x5*
- 61-70 *Devastator ammo x15*
- 71-80 *Shrinker ammo x6*
- 81-90 *Expander ammo x6*
- 91-100 *Freezethrower ammo x25*



Babe Generation

Spawn a babe: Roll **below 50%** to randomly spawn a babe nearby. Roll **below** to randomize.

Roll 1-20 Cocoon Babe (infected): Spawn **1d6** infected cocoon babes

Roll 21-40 Cocoon Babe (healthy): Spawn **1d6** healthy cocoon babes

Roll 41-60 Stripper: Spawn **1d6** strippers

Roll 61-80 Civilian babe: Spawn **1d6** civilian babes

Roll 81-100 Bad ass babe: Spawn a **single** bad ass babe



Enemy Generation

First roll **percentile** for the enemy type being spawned, then roll for spawn count.
Roll **below 50%** to see if the enemies are *ambushing Duke*, otherwise they're *unsuspecting*.

Environmental Hazards

Roll 1-20 Turret: Spawn **1d6** Turret

Roll 21-40 Laser tripbomb: Spawn **1d6** Laser tripbomb

Roll 41-60 Small/medium explosive canister: Spawn **1d6** small/medium explosive canister

Roll 61-80 Large explosive canister: Spawn **1d6** large explosive canister

Roll 81-100 Shrink/Expand pad: Spawn shrink pad, **65% chance** spawn nearby expand pad.

Basic enemy

Roll 1-30 Assault Trooper: Spawn **1** Assault Trooper

Roll 31-50 Assault Captain: Spawn **1** Assault Captain

Roll 51-60 Pig cop: Spawn **1** Pig cop

Roll 61-70 Octabrain: Spawn **1** Octabrain

Roll 71-80 Enforcer: Spawn **1** Enforcer

Roll 81-90 Protozoid Slimer: Spawn **1d6** Protozoid Slimers

Roll 91-100 Sentry Drone: Spawn **1d6** Sentry Drones



Advanced enemy

Roll 1-20 Recon Patrol Vehicle: Spawn **1d6** Recon Patrol Vehicles

Roll 21-40 Pig Cop Tank: Spawn **1** Pig Cop Tank

Roll 41-60 Assault Commander: Spawn **1** Assault Commander

Roll 61-80 Protector Drone: Spawn **1** Protector Drone

Roll 81-100 Battlelord Sentry: Spawn **1** Battlelord Sentry



Water enemies

Roll 1-20 Shark: Spawn **1d6** Sharks

Roll 21-40 Assault Trooper: Spawn **1** Assault Trooper

Roll 41-60 Assault Captain: Spawn **1** Assault Captain

Roll 61-80 Octabrain: Spawn **1** Octabrain

Roll 81-100 Protozoid Slimer: Spawn **1d6** Protozoid Slimers



Boss enemies

Roll 1-25 Battlelord: Spawn **1** Battlelord

Roll 26-50 Overlord: Spawn **1** Overlord

Roll 51-75 Cycloid Emperor: Spawn **1** Cycloid Emperor

Roll 76-100 Alien Queen: Spawn **1** Alien Queen





“Always bet on Duke.”

Random Encounters

Roll **percentile** on the following table to determine random encounters, then roll tables on the previous pages for enemy types and counts.

If you want to decide whether or not to have a random event, roll **below 65%** and a random event will occur. Otherwise it's a **false alarm** of some sort and builds tension.

At times when the DM wants **complete randomness**, roll the **highlighted** numbers first, then the sub-tables. If the DM wants a more **controlled situation**, they should choose one of the **highlighted** tables, then **just roll the sub-tables** they want.

Pacing is the key, if the player's have been rolling on the **easy table** for a bit, throw them a few **medium tables**. If the players need some excitement and challenge, perhaps throw them into a **hard table**. Sometimes you might need to **roll the table twice** if you believe the resistance isn't enough. First and foremost, don't feel constricted by the tables. Always be ready to modify as needed or even ignore the rolls and just hand pick one of the options.



Easy tables:

- Roll 1-10** Roll 2 time on **basic enemy table**
- Roll 11-25** Roll 4 times on **basic enemy table**
- Roll 26-30** Roll 1 times on **advanced enemy table**
- Roll 31-35** Roll 1 time on **environmental hazards table**
- Roll 36-40** Roll 2 times on **environmental hazards table**
- Roll 41-45** Roll 2 times on **basic enemy tables** and 1 time on **environmental hazards table**
- Roll 46-50** Roll 2 time on **basic enemy tables** and 1 time on **advanced enemy tables**
- Roll 51-55** Area filled with alien growth, roll **Alien Infection tables**
- Roll 56-60** Roll **babe contact tables**
- Roll 61-70** Civilian contact, roll **2d6** for civilian count
- Roll 71-75** Civilian contact, roll **5d6** for civilian count
- Roll 76-85** A **single** Hidden room/vent/teleporter
- Roll 86-100** A **single** Security camera near, hasn't seen Duke yet

Medium tables:

- Roll 1-10** Roll 6 times on **basic enemy table**
- Roll 11-20** Roll 4 times on **advanced enemy table**
- Roll 21-25** Roll 3 times on **environmental hazards table**
- Roll 26-30** Roll 4 times on **environmental hazards table**
- Roll 31-35** Roll 5 times on **basic enemy table** and 2 times on **advanced enemy table**
- Roll 36-40** Roll 3 times on **basic enemy table** and 3 times on **advanced enemy table**
- Roll 41-45** Roll 4 times on **basic enemy table**, 1 times on **advanced enemy tables** and 2 time on **environmental hazards table**
- Roll 46-50** Roll 4 times on **basic enemy tables** and 3 times on **environmental hazards table**
- Roll 51-55** Roll 3 times on **advanced enemy tables** and 1 times on **environmental hazards table**
- Roll 56-60** Area filled with alien growth, roll **Alien Infection tables**
- Roll 61-65** Roll **babe contact tables**
- Roll 66-75** Civilian contact, roll **3d6** for civilian count
- Roll 76-85** **1d6** Hidden room/vent/teleporter
- Roll 86-100** **1d6** Security cameras in area, 1 overhead, roll **below AG** to avoid being spotted

Hard tables:

- Roll 1-10** Roll 10 times on **basic enemy table**
- Roll 11-20** Roll 8 times on **advanced enemy table**
- Roll 21-30** Roll 6 times on **environmental hazards table**
- Roll 31-40** Roll 8 times on **basic enemy table** and 3 times on **advanced enemy table**
- Roll 41-50** Roll 5 times on **basic enemy table** and 4 times on **advanced enemy table**
- Roll 51-60** Roll 6 times on **basic enemy table**, 4 times on **advanced enemy table** and 3 time on **environmental hazards table**.
- Roll 61-70** Roll **babe contact tables** and roll 5 times on **basic enemy table**
- Roll 71-80** Civilian contact, roll **1d6** for civilian count and roll 4 times on **basic enemy table** and 3 times on **advanced enemy table**.
- Roll 81-90** **1d6** Hidden room/vent/teleporter, roll 2 time on **basic enemy table** and 6 times on **advanced enemy table**
- Roll 91-100** **1d6** Security cameras in area, roll 8 times on **basic enemy table**





“Nobody steals our chicks... and lives!”

Pre-made Episodes and levels

The following are a few episode and level ideas to run with your group, put together they can form an entire campaign. Grab some guns and bubblegum and get ready to kick some ass.

DM decides what the EDF will pay the Duke's for successfully completing missions and bonuses, since it's up to them to create the size and difficulty of each level.

When figuring out what to pay each Duke for successful completion of a mission, take into account the difficulty, cost of spaceship parts, weapons, and leisure, as well as the fact that Duke is the EDF's most prized soldier, and should be paid accordingly.



Episode 1: Sinkhole City

Alien scum that managed to get away from Duke and the EDF, have hidden themselves away in the depths of the Earth. It didn't take long for them to amass themselves an army large enough to begin the second invasion in Duke's absence. Aliens began swarming out of large sinkholes that have begun opening up around the planet, and it's up to the Duke Clones to nukem' to hell. Throughout the various breached cities, there are miniature nuclear warframes hidden within them for just such an occasion.

Level 1: Chicago candy

The Dukes are to go to a **candy shop** near the center of an alien nest in downtown Chicago. In the basement there will be a **Nuke button** with a **45 minute countdown**. The Dukes are to activate the nuke, and get at least **2 mile away** from the explosion.

Level 2: Austin Heat

When the aliens sprouted out from under the texan soil, the sinkhole collapsed a large canal system moving through the middle of Austin. The **Nuke button** the Dukes need to find is located in a **water treatment plant** located near the canal. The Nukes **countdown is 20 minutes**. The Dukes are to activate the nuke, and get at least **2 mile away** from the explosion.

Level 3: New Orleans Takeout

The city of New Orleans has been terraformed by the aliens beyond saving and must be completely destroyed. The **Nuke button** the Dukes need to find is located in a **Duke Burger** located on the **27th floor** in a **700ft** skyscraper smack dab in the center of the city. The Nukes **countdown is 30 minutes**. The Dukes are to activate the nuke, and get at least **5 miles away** from the explosion.

Level 4: Indianapolis Animals

A sinkhole has appeared in an Indianapolis zoo and some of the animals are being controlled by the alien scum to kill, they're beyond saving. Go in there and stop those bastards, by nuking the shit out of them. There is a **Nuke Button** located in a sewer beneath the zoo. Find it, smash it, and get the hell out of there, **countdown is 15 minutes**. Duke must get at least **800 yards away** from the explosion.

Level 5: San Diego Showdown

The aliens are hitting hard down in San Diego, the alien army pulled their trump card and has sent a **Battlelord** to level the city. Send these punks to hell before they can do that. The **Battlelord** has been located in a **baseball field near the city harbor**.
Knock 'em out the park!



Episode 2: Dead in space

After thwarting the aliens sinkhole invasion, a second wave of alien invaders have appeared near earth's orbit. The Dukes must stop them before they can even enter the atmosphere.

Level 1: Satellite shutdown

Aliens have taken over one of our largest satellites orbiting Earth, and have reconfigured it to shoot a giant death beam at the world. Luckily, EDF was paranoid after the first attack, and had already installed a **nuclear self destruct** deep within the structure. It's up to the Dukes to tear their way through the alien defenses and **activate the nuke**, then get out of there before it detonates within **10 minutes**.

Level 2: Asteroid voiders

Alien scum have occupied a large asteroid and must be stopped before they can send it smashing into Earth. The Dukes are to take a **portable nuke** to the center in the rock and blow it to smithereens. If the Nuke is lost, find some other creative means to get the job done. The Nuke has a **5 minute window** before it detonates.

Level 3: Star destroyer

The alien menace attacked the Dukes as they were flying to the nearby distress signal. Right away they were swarmed by **6 alien spacefighters**, but in the distance they can see what looks to be a single **Space Dreadnought** looming slowly towards them. The Dukes need to either **destroy all the ships, or find some way to escape the Dreadnought fleet**.

If the player's somehow manage to actually destroy the Dreadnought (not likely) they will have killed the final boss onboard. Thus, this would then be the final level of the episode.

Level 4: Space station panic

After escaping the Dreadnought fleet, the Dukes finally arrive at a space station where the distress signal was coming from. Upon entering, it didn't take long to see they were much too late to save anyone. Blood, gore and signs of alien presence covered the rooms, as well as plenty of alien growth. The Dukes must find the **Nuke button** located in the engine room and destroy the space station. The duration to escape the nuke is **25 minutes**.

Level 5: Moon gloom

After destroying the station, the Dukes started to travel back to earth. However, as they neared their planet, they noticed something odd about the moon. Upon closer examination, they realized the Dreadnought from earlier had landed on the rock and have already started terramorphing it with alien growth. This cannot be allowed to happen, the Dukes must make their way to the moon, find the alien **Overlord** leading the battalion, and turn him into nothing more than a crater.



Episode 3: Time of Death

While the Dukes have been busy, the alien bastards and their **Cycloid Emperor** found the **metallic brain of Dr.Proton** and have been harvesting information from it that might help them conquer. It didn't take long before they found what they needed, blueprints of a **time disruptor**. Using the data from the brain, the aliens successfully create **5 Timegates**, each leading to separate moments of time when Duke didn't exist. Once being transported, the aliens were spit out near artifacts from each era. Unbeknownst to the aliens, Dr.Proton's brain was heavily imprinted on by Duke Nukem, bringing about some unexpected guests.

Level 1: Nuclear Tombstone

The Duke's suddenly find themselves in boots and spurs, standing in a dry and dusty place filled with cactuses and horses, near the old town of Tombstone in the **year 1880**. The aliens have killed most of the occupants, though a few stragglers remain. To fix time, the Duke's must **find and enter the Timegate**, created from an old **native american dreamcatcher**, in hopes it will bring them back to the source of the time paradox.

Level 2: Medieval Meltdown

After stepping through the Timegate the Dukes find themselves clad from head to toe in armor. It would seem the aliens have set up hotspots throughout time, it is the **year 1300**, when kings and queens ruled. Castles burn and aliens terrorize the land as knights give their lives to stop them to no avail. The Dukes will have to find yet another **Timegate** in order to make their way through time, this time in the form of the **Holy Grail**.

Level 3: Atomic Greece

The Dukes step out of the gate and into **the year 510 B.C.** dressed in tunics and very quickly realize they have popped out in the middle of **ancient Greece**. Dead hoplites and civilians lay strewn about, and alien growth crawls up pillars and spans throughout the city. The next **Timegate** has taken the form of a **marble statue of zeus**. Unleash the power of the gods!

Level 4: Pyramid Scheme

Arriving in their next timeline, the Dukes appear in the **year 2550 B.C.** wearing kilts, in a blistering hot Egyptian desert standing at the entrance to the **pyramid of King Tutankhamun**. They must enter the now alien infested and booby trapped temple and find their next **Timegate** in the form of a **Golden sphynx** hidden in the depths. Aliens, mummys, and giant boulders await our heroes around every corner.

Level 5: Jurassic Fury

Arriving at what they can only assume to be the final gate, the Dukes appear in a prehistoric jungle dressed in fur and little else in the **year 100 million B.C.** The final passage through time, back to the present day before the paradox, can only be accessed by **killing the alien leader, the Cycloid Emperor**. Once defeated, the failsafe will activate and the Timegate will hard reset back to the time before it was used, then self detonate. The fate of time itself rests on the collective shoulders of Duke.



Episode 4: Alien Bastards

After arriving back in their own timeline, the Dukes decide enough is enough. Tracking the original Duke Nukem they soon find the coordinates to the alien home world where the Alien Queen resides. It's to take the fight back to them, and wipe them off the face of the universe. The EDF has crafted a planet nuke the size and shape of a football that's timer can only be activated with a swift kick from a Duke's boot. They must find Duke Nukem, kick the nukeball into the depths of the planet then get the hell outta there.

Level 1: Home wreckers

The Dukes must barrel down to the planet, without getting shot to hell by the surrounding alien fleet, then **land their ship in the planet's origin nest**. The nest is located near a large **dormant volcano** that should serve as a proper field goal for the nukeball. The EDF army will accompany the Dukes for backup to draw fire away from the Dukes while they make their approach. It won't be easy, even with the backup, as the aliens will outnumber the EDF 10 to 1, so even getting into the planet's atmosphere will pose a real challenge. Flying straight into the volcano is not an option, as alien artillery will be most prominent around it.

Level 2: Nukem Till They Glow

Once the Dukes land in the nest, they will have to tear through an alien army to make their way to the volcano. The army will be massive, with hundreds of aliens and plenty of their biggest and baddest troops to boot. The Dukes will have to throw everything they've got at the aliens scum to stand a chance. First, they will need to find, and rescue if in need, Duke Nukem. Once they manage to make it to the rim of the volcano, they must field kick the nukeball into the center of it, then quickly find their ship or one of the alien ships, and escape before the bomb detonates. However...

Level 3: Extraterrestrial Extermination

When the Dukes make it back to their ship, they will encounter the **Alien Queen** and her brood, who will attempt to stop the Dukes before they can escape. They must kill her before they will be able to take off. Meanwhile the timer will be set for **30 minutes** before it detonates, destroying the entirety of the planet and everything on it.





“Your face, your ass, what’s the difference?.”

World building

The following section will give simple descriptions of each faction and the role they play in Duke's world, as well as which factions are (mostly) allied or antagonistic to the others in order to help the DM in creating a more fleshed out world and experience for the players. This will also help greatly in creating NPCs for the players to encounter as well as presenting interesting story hooks to help or hinder the Dukes. The descriptions are intentionally kept simple to allow the DM the freedom to adjust and flesh out further as they see fit.



Earth Defense Force (EDF)

The EDF is a military force formed to defend Earth from the alien invaders. They are in a unified global military force that remains politically neutral with bases throughout the entire world. The primary branch where the Duke cloning program takes place resides in the USA, and all clones born on US soil receive orders directly from the president of the USA. The EDF's goal is to completely eradicate the alien menace left on Earth, as well as repel any further invasions. Being a military force, sometimes their actions can be a bit heavy handed and aggressive, at times not sitting well with the general population. However, most actions taken are done with intentions to protect and serve mankind. Occasionally, they find themselves at odds with the Parasol Corp, who are always trying to replace their Duke program with their own Duke Bot program, giving them hell and sometimes compromising EDF missions.

Alignment: Good

Allies: Eastern Coalition, General Population

Antagonists: The Kyrr, Parasol Corp., Cult of Duke

The Eastern European Coalition

After the aliens attacked Earth, humanity was forced to make peace and unify under a single government system in order to come together and stand against the invading menace. However, while the United States works on the same team as the Eastern European Coalition (EEC), they have opted to maintain their independence, with their own separate branch of EDF under the leadership of the US president. The EEC system can be seen as a sort of cosmopolitan democracy, and gives governance for eastern countries to their individual representatives under the guise of "the greater good". Being an imperfect world with many different perspectives and beliefs, politicians' views differ and they don't always see eye to eye, and there are always gonna be some bad eggs. At times this does cause strife amongst both the EEC and the USA. As well, while some of the EEC is in support of the EDF Duke Clone program, the majority prefer the more controlled Duke Bot program, headed by the super corporation Parasol Corp. These divisions make it a very fragile system, and it's unclear whether or not the system could continue to survive intact if the invasion were to end...

Alignment: Neutral

Allies: EDF, Parasol Corp, Eastern European Coalition

Antagonists: The Kyrr, Cult of Duke

Parasol Corp.

A mysterious super corporation funded by the Eastern European Coalition to create various weapons and equipment for the EDF, however they have been using much of that funding to create their very own Duke-bots to replace the EDF Duke cloning program, of which they believe to be flawed due to the clones having a will of their own and by proxy being uncontrollable. As well, if the Duke cloning program was no more, all funding for it would go towards the corporation, allowing them to expand their science endeavors. It is suspected they may have darker intentions if they were given that power and control, and rumor has it their robots have been known to sometimes attack humans as well as aliens in certain cases...

Alignment: Evil

Allies: Eastern European Coalition

Antagonists: Everyone else



The Cult of Duke

Originally a small group of fanatics who worshiped Earth's savior Duke Nukem as a messiah, they took a darker twist when they were convinced by a rogue Duke clone that the aliens were a necessary evil for helping mankind stand together and maintain peace. He made them believe that he was the real Duke Nukem, and the other Dukes were nothing but false idols. In actuality, the Dark Duke wanted the aliens to continue their invasion to keep himself in a position of power. The Cult spend a majority of their time attracting the Kyrr to different key cities around the world, creating usable sinkholes for the aliens to use and even going as far as to assassinate anyone standing in their way. It is rumored many even sacrifice themselves and others to the aliens, allowing the Kyrr to transform and even impregnate them for the cause. The cult members dress in crimson red robes, cut and dye their hair into platinum blonde flat tops, and wear dark black shades. Their chants usually consist of signature duke quotes chanted in unison, stuff like "All outta guuummmm, all outta guuummmmmmmmm." and greet and dismiss each other with the phrases, "Balls of steel, brother." and "May your steel balls forever shine." Usually armed with engraved kris daggers.

Alignment: Evil

Ally: The Kyrr (puppets of the Kyrr)

Antagonist: Everyone else

The Kyrr

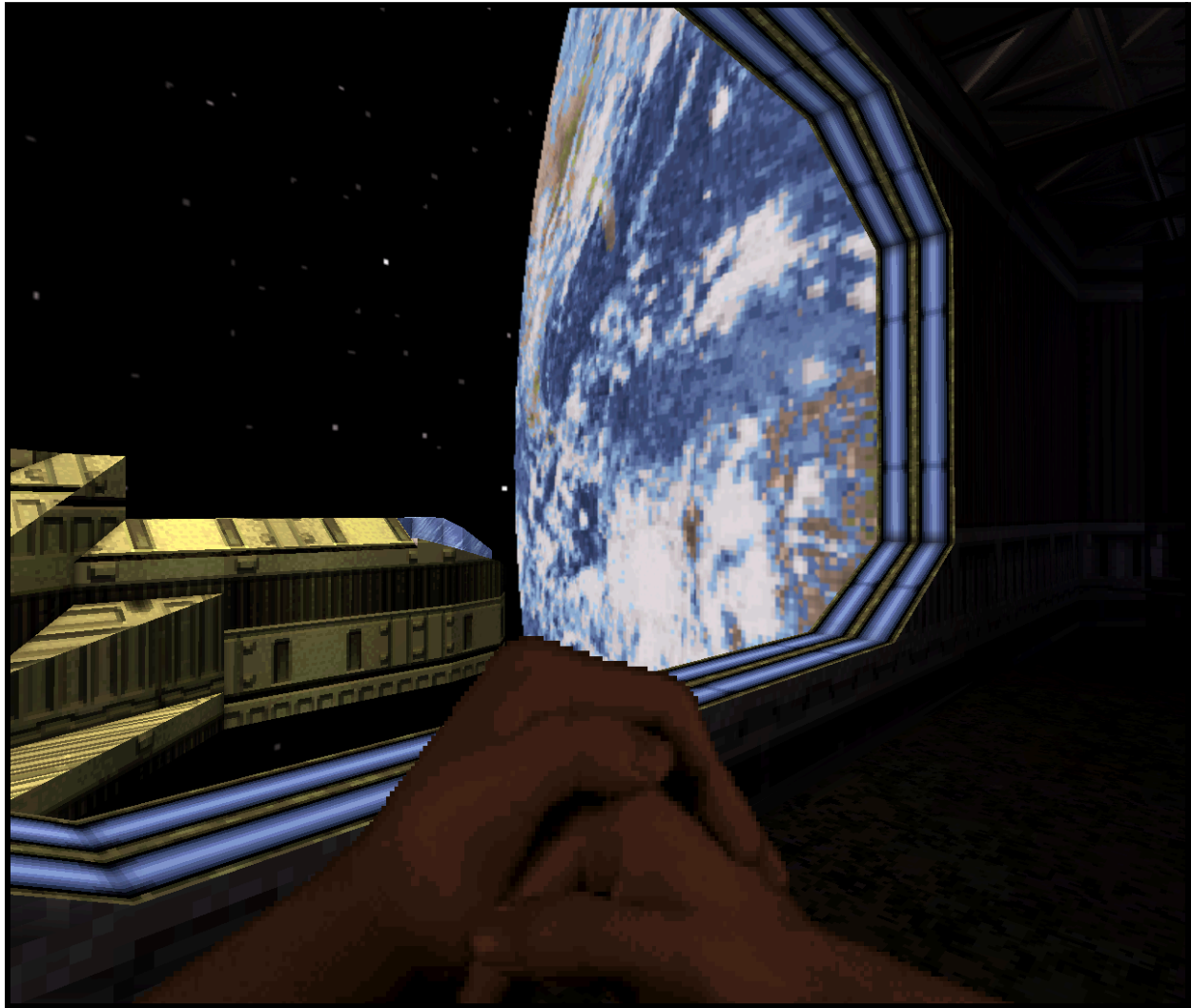
An evil and aggressive alien race that travels the galaxy infesting all habitable planets they encounter like that of an oozing infection. They are unable to produce females, and therefore must harvest and impregnate captured female specimens from the planets they invade. The exception of this was the Alien Queen, of which was gruesomely birthed by a woman abducted from Earth, who made it possible for the invaders to create their own spawn in the form of the Protector Drones. The Kyrr was once ruled by the Cycloid Emperor, until his death at the hands of Duke Nukem, and was soon superseded by another of its kind. One of the most prominent characteristics of the Kyrr race is how difficult they are to fully eradicate, for they spread extremely fast and hatch from their eggs just as quickly. When they completely infest an area, one of the only ways to ensure a full cleanse is to nuke the zone. Their arch nemesis is Duke Nukem, as he is the only living being to ever successfully fend off their hordes, killing entire Kyrr divisions by himself, including powerful Kyrr leaders. Because of this, their conquest of Earth has become a very personal one, and Duke is always a primary target. The Kyrr consist of varying species created from the DNA of captured lifeforms throughout many of their conquered galaxies, therefore they come in many shapes and sizes, but all maintain similar reptilian features. Their own planet, Reykur IX, is a festering rock a bit larger than that of our own Jupiter, located in the nearby galaxy of Andromeda.

Alignment: Evil

Ally: Cult of Duke (puppets of the Kyrr)

Antagonist: Everyone else





“Ready for action.”

Extraterrestrial Expansion Rules

The following sections are extra rules for expanding adventures beyond the solar system to other alien planets and optional rules for added realism. From optional rules for combat and travel, to simple generation tables for creating alien planets and inhabitants. These additions take the game beyond quick jump in jump out missions and episodes and encourage more adventure and campaign building. Now Duke can travel among the stars on grand odysseys and meet both friendly and hostile aliens and planets all the while experiencing weird extraterrestrial life and pastimes. Drink alien brew at a space pub on a wandering asteroid and get into fights with its patrons, or help an enslaved mutant race rise up against their oppressors and take back their freedom! The possibilities are endless!



Realistic Combat and Travel Rules

Highlighted number in parentheses is the average damage.

Shock damage:

When damage is **equal to or greater than half** of the target's remaining **ST**, they must roll below their current **ST** to save themselves from going into shock. If they go into shock, they cannot do anything for a **single round** and **fall prone**. Shock damage rounds can stack. Taking damage **equal to current ST** will cause shock for **3 rounds instead** if **ST** save is failed.

Bleed damage:

When damage is **equal to or greater than half** of the target's remaining **ST**, add **1 bleed counters**. Taking damage **equal to current ST** will add **3 bleed counters**. Each round removes a bleed counter and the victim takes **1d6 damage (3) each CR** until all counters have been removed. Bleed counters can stack. A small medkit removes **1 bleed counter**, a large medkit removes **2 bleed counters**, while a portable medkit can be used to remove **1 bleed counter every 10% used**.

Hunger and hydration:

When Duke is out in the field of operations for an elongated period of time, he will need to eat and drink to keep himself in tip top shape.

Food: Duke needs a pound of food per day. He can go without food for **3 days**. If he eats **half rations**, it counts as only **half a day** without food. After the number of days has passed, he will suffer **1 level of exhaustion** every day that he does not eat. Eating a **full pound** of food resets the starvation counter to zero.

Water: Duke needs a gallon of water per day, or two gallons in hot environments. If he gets only **half the required amount**, he must roll **below his ST** or suffer **1 level of exhaustion** at the end of the day. Any **less than half** and the **Exhaustion is automatic**. If Duke already has any levels of exhaustion, lack of water causes **2 exhaustion levels**, not just one.

Cold and heat levels:

If Duke is in freezing or boiling temperatures for an excess amount of time, he must roll **below his ST** or suffer **1 level of exhaustion**. The amount of time depends on how extreme the temperatures are and how long Duke has been in it. As well, the DM will have to take into account the kinds of clothing Duke is wearing in said environment. Let's say Duke is in the center of a **volcano** or **outer space** without a suit, he would probably roll **every 10 seconds** to save his ass. If he was in **Antarctica** or **Egypt**, he would probably roll **every 30 minutes**.

Sleep:

Add 1 level of exhaustion for every **24 hours without sleep**. You can **remove 1 level** of exhaustion with a night's **sleep**, but only if you have had some food and water during the day.

Exhaustion levels:

Effects are cumulative



Level 1: Disadvantage on all ability checks (but not attacks)

Level 2: Movement speed cut in half

Level 3: Disadvantage on attack rolls

Level 4: Hit point maximum halved

Level 5: Speed reduced to 10ft per CR

Level 6: Death



Advanced Close Quarters Combat Attacks

These special **attacks** can be used to deliver **combat penalties** to the opponent to add a little spice to melee combat. Their use is entirely **optional** to the GM as they do add some complexity to the system, but also give melee combat more depth. Depending on the **attack chosen** and the **circumstances** of the fight, targeted attacks such as these might receive a **difficulty modifier** or **disadvantage** to the strike as they might be **harder** or **easier** to land the attack. Depending on the attack chosen and the positioning of the defender, a **failed attack** could also grant the defender **advantage** to their **next melee attack**.

Stab attacks:

The following is a list of special stab attacks to give Duke the upper hand in a fight.

Eye gouge: Not enough to blind, but will give the victim a **disadvantage** to both **AL** and **AG** rolls for 1 **CR**, and a **-5% penalty** to all **WP** for 3 **CR**.

Throat strike: Victim receives a **-3% penalty** to **AG**, **EGO**, and they're **unable to speak** for 3 **CR**. Also, anything in the victim's **mouth** is **spit out** and **effects are lost**.

Rib strike: Victim's breath is knocked out of their lungs, they must **roll below ST** or they will receive a **-5% penalty** to **AG** for 1 **CR**.

Kidney punch: Victim will receive a **-3% penalty** to **AG** and **ST** for 1 **CR** and must **roll below ST** or they will receive 1 **bleed counter**.

Double ear clap: Victim will receive a **-15% penalty** to **AL** for 1 **CR** and will need to **roll below AL** or they will be **stunned** for a **single combat action**.

Gut punch: Victim receives a **-5% penalty** to **AG**, and will need to **roll below ST** or they will **fall prone** and **spit out anything in their mouth, losing its effects**.

Headbutt: Both victim and attacker will receive a **-5% penalty** to **AG** and **AL**, victim will receive a **-10% penalty** instead if they do not **roll below ST** and will **spit out** anything in their mouth, **losing its effects**.

Solar plexus strike: Victim receives a **-10% penalty** to **AG** rolls for 1 **CR**, and will need to **roll below ST** or they will **fall prone**.

Crotch strike: Victim will have to **roll below ST** or they will **fall prone**.

Uppercut: Victim will **spit out anything in their mouth, losing its effects**, and have to **roll below AG** or they will **fall prone**.

Leg sweep: Victim will have to **roll below AG** or they will **fall prone**.

Jump strike: Attacker will need to **roll below AG** first for the jump **before rolling the attack**, granting an **additional 1d6 to damage** and **knocking victim prone** if jump is **successful**, but giving attacker **disadvantage** to the attack if the jump is **failed**. Failing **both rolls** will cause the **attacker to fall prone**.

Grapple attacks:

The following grapples can only be used if the victim has **not yet loosened the grip**, and using them will **automatically break the grapple**.

Choke: Deals **2d6 damage each CR** the victim is choked. Pins the victim and keeps them from **moving**, but they **aren't considered grappled** and can **attack back**. Attacker and defender must **roll ST checks** against each other, until one of them **fails**. If the **defender** wins, the **grapple is broken**.

Bone snap: Deal **4d6 damage**, and if the victim is **below 25 hp**, attacker and defender must **roll ST checks** against each other, until one of them **fails**. If the **attacker** wins, snap an appendage, it cannot be used until healed.

Bite: Deals **1d6 damage each CR** the bite is held, Attacker and defender must **roll ST checks** against each other, until one of them **fails**. If the **defender** wins, the **grapple is broken**.

Killing blows:

When delivering an attack that deals enough damage to finish off an opponent, Duke will receive a **+5% bonus** to a **single stat** or **weapon proficiency** of his choice for **30 seconds**, similar to **one liner bonuses**. **Combine the two** and you've got yourself a **+10% bonus!**



Large unit combat

The following rules are for dealing with full blown alien and EDF military skirmishes where there are way too many units in combat to individually keep track of. Defenders roll **percentile** to determine casualties and wounded, **round down any fractions**. Whatever percentage was rolled is the amount of casualties on the defending side. **Half** of those casualties are **dead**, the others are **wounded** and may continue to fight. If it's an **odd number** of casualties, the odd man is considered **wounded**. After rolls have been made, switch sides and roll defense for the other side. This goes back and forth until all units on one side are dead, or they retreat. When retreating, roll **1d6** to determine how many units are picked off, adding an additional **1d6 every 10 units** with a **max of 6d6**.

To start, first determine whether the defenders are caught off guard in an **ambush**, aware of the attackers in a **stand-up** fight, or ambushing the enemy in a **turkey shoot**. Then determine the **weapon size** being defended against. If there are varying sizes of weapons in the fight, **Small guns** are used for the first round, then **Big and heavy**, then **Nuclear** and back again to small. After that, make your rolls for defender casualties. Lastly, rolls should be made roughly every **30 seconds**, rolling for both sides in a single round.

Defender is ambushed: Roll twice, take the larger percentage.

Defender is in a stand-up: Roll once, take the percentage.

Defender is in a turkey shoot: Roll twice, take the smaller percentage.

Small guns: No change to percentile.

Big and heavy guns: Add 30% to roll.

Nuclear guns: Add 100% to roll.

One last thing, when removing units who die in combat, remove more small units than you do larger units.

Splicing Alien DNA into a Duke Clone

By branching out into the far reaches of intergalactic space, the EDF have found and scraped together hundreds of different forms of alien DNA, some of which has been injected into experimental Duke clones. A pretty messy process, but a handful of these experiments have been met with great success. When creating an alien Duke, follow all of the normal Duke creation process from earlier in the book, then decide on **1 or 2 unique alien qualities and abilities**. They can be pretty much anything you want, within reason of course, and must be agreed upon by the DM. Really simple, just have a ball! Want a Duke based on the classic Blob movie? Go right ahead! Does your Duke have eight eyeballs (and 4 pairs of shades) and stretching tentacles to crawl along walls? Go nuts!

Word of caution: Shit can get weird, but it's loads of fun!



Alien planet generation

The following generation tables are used to generate various kinds of alien planets by size, biome count, biome types, and alien weather patterns.

Planets have a **15% chance** to support life, and a **30% chance** to contain useful material for fuel. To save time, roll all the planets in a solar system ahead of time.

Planet size:

Roll 1-20 Dwarf

Roll 21-40 Small

Roll 41-60 Medium (earth size)

Roll 61-80 Large

Roll 81-100 Gigantic



Planet biomes:

Roll a **1d6** for biome count

Roll 1-25 Aquatic

Roll 26-40 Desert

Roll 41-55 Forest

Roll 56-70 Tundra

Roll 71-85 Grasslands

Roll 86-100 Swamps



Weather patterns:

Roll 1-15 Clear skies

Roll 16-30 Dark clouds

Roll 31-45 Rain

Roll 46-60 Razer hail

Roll 61-75 Toxic fog

Roll 76-90 Snowstorm

Roll 91-100 Acid rain



Planet traits:

Roll 1-16 no oxygen

Roll 17-22 low oxygen

Roll 23-28 always hot

Roll 29-34 always cold

Roll 35-40 long days, short nights

Roll 41-46 long nights, short days

Roll 47-52 always raining

Roll 53-58 always snowing

Roll 59-64 heavy gravity

Roll 65-70 low gravity

Roll 71-76 frequent earthquakes

Roll 77-82 frequent volcanic eruptions

Roll 83-88 frequent razer hail

Roll 89-94 frequent toxic fog

Roll 95-100 frequent acid rain



Alien inhabitants generation

The following tables can be used to generate any encountered alien inhabitants and their traits.

Alien status:

- Roll 1-12** wild, unintelligent, passive
- Roll 13-24** wild, unintelligent, aggressive
- Roll 25-36** wild, intelligent, passive
- Roll 37-48** wild, intelligent, aggressive
- Roll 49-60** civilized, unintelligent, passive
- Roll 61-72** civilized, unintelligent, aggressive
- Roll 73-84** civilized, intelligent, passive
- Roll 85-100** civilized, intelligent, aggressive

Alien traits:

- Roll 1-7** bipedal
- Roll 8-10** claws
- Roll 11-13** tentacles
- Roll 14-16** slimy
- Roll 17-19** tough skin
- Roll 20-22** soft skin
- Roll 23-25** gills and fins
- Roll 26-28** uses custom melee weapons
- Roll 29-31** communicates using spoken words
- Roll 32-34** communicates using sign language
- Roll 35-37** communicates using telepathy
- Roll 38-40** telekinesis abilities
- Roll 41-43** assimilates other beings into itself
- Roll 44-46** very large size
- Roll 47-49** very small size
- Roll 50-52** uses firearms
- Roll 53-55** covered in hair
- Roll 56-58** loud creature
- Roll 59-61** quiet creature
- Roll 62-64** wears clothing
- Roll 65-67** no arms or legs
- Roll 68-70** more than 2 sets of arms and legs
- Roll 71-73** multiple heads
- Roll 74-76** spits acid
- Roll 77-79** spiky quills
- Roll 80-82** shoots projectiles from body
- Roll 83-85** emits toxic smoke or fumes
- Roll 86-88** spontaneously combusts
- Roll 89-91** freezing touch
- Roll 92-94** unproportional limbs and body sizes
- Roll 95-97** has wings
- Roll 98-100** burrows

And of course anything else the imagination can muster.





“I’d hate to kick my own ass, but its gotta be done!”

Duke Match and PvP Rules

A Duke Match is a fun and quick way for players to go head to head in competitive player versus player battles on the fly. Doing player versus player (PvP) is very simple, using all the normal rules listed throughout the book without much needed changes at all. The exception being that if both players are attempting certain non-combat oriented actions against one another. Let’s say one player is trying to sneak up on and attack another, and the attacker passes his stealth roll, the other player would roll an alertness check to see if they notice anything. If they pass too, but their number is higher than the attacker’s roll, they may only catch a small noise and tense up but not see the attacker. This would give the attacker a disadvantage on his next roll against that player. If however the defender rolls a lower number than the attacker, the attacker would be noticed as if they failed their roll. Combat oriented rolls however, follow their normal rules and need no adjustments, with the exception of the grapple. If both attacker and defender go for grapples and both pass, they are in a clench and both must roll successful ST checks against each other until one of them fails and the other succeeds. The winner is grappling the loser.

These rules come into play during cooperative play too, when players are butting heads with each other.



Arena generation

The following generation tables are used to generate various kinds of battle arenas by size, style, weather patterns, and special traits.

Arena size:

Roll 1-20 Mini

Roll 21-40 Small

Roll 41-60 Medium

Roll 61-80 Large

Roll 81-100 Gigantic

Arena style:

Roll 1-25 Gladiator style arena

Roll 26-40 City arena

Roll 41-55 Underwater arena

Roll 56-70 In the skies arena

Roll 71-85 Space station arena

Roll 86-100 Space arena

Arena Weather patterns:

Stuff in parentheses () is outer space related

Roll 1-15 Clear skies (empty space)

Roll 16-30 Dark clouds (slow and light debris field)

Roll 31-45 Rain (slow and heavy debris field)

Roll 46-60 Razer hail (fast and heavy debris field)

Roll 61-75 Toxic fog (toxic gas clouds)

Roll 76-90 Snowstorm (nearby blackhole)

Roll 91-100 Acid rain (inside a blackhole)

Arena traits:

Roll 1-16 Little cover available

Roll 17-22 Lots of cover available

Roll 23-28 No working vehicles available

Roll 29-34 Working vehicles available

Roll 35-40 Lots of exploding barrels

Roll 41-46 Radioactive/toxic acid nearby

Roll 47-52 Lava nearby

Roll 53-58 Lots of deadly pitfalls nearby

Roll 59-64 Small, tight corridors

Roll 65-70 Large, open corridors

Roll 71-76 Lots of big weapons available

Roll 77-82 Lots of small weapons available

Roll 83-88 No aliens present

Roll 89-94 Some aliens present

Roll 95-100 Lots of aliens present



Alien reference sheet

Highlighted number in parentheses is the average damage.

Assault trooper:

HP:20 ST:25 AG:30 AL:40 WP:45 DMG:1d6+5 (8) CR:1 Mdmg:1d6 slash (3), 2d6 stab (6)
35% drop 12 pistol rounds, 25% feign death with 1 HP

Assault Captain:

HP:30 ST:30 AG:40 AL:50 WP:60 DMG:1d6+5 (8) CR:2 Mdmg:1d6 slash (3), 2d6 stab (6)
Same specials as trooper, 65% chance to cloak

Pig cop:

HP:35 ST:40 AG:30 AL:55 WP:40 DMG:4d6+10 (25) CR:1 Mdmg:2d6 slash (6), 3d6 stab (10)
35% spawned pig is very large and buff, 45% to prone for +15% WP, 75% to berserker rage when hp below 10%,
35% drop 6 shells, 75% drop 6d6 cash.

RPV:

HP:45 ST:30 AG:65 AL:65 WP:60 DMG:3d6 (10) CR:1
Roll below AG to dodge, ejects pig when destroyed

Pig tank:

HP:70 ST:75 AG:30 AL:35 WP:40 cannon, 60 grenade DMG:3d6 cannon (10), 6d6 grenade (20)
CR:3 cannon, 1 grenade
35% chance to eject pig, self destruct button on back

Octabrain:

HP:45 ST:30 AG:55 AL:75 WP:45 DMG:1d6+stun for 1 cr (3), charge 1 cr CR:1 Mdmg:2d6 slash (6), 4d6 stab (14)

Enforcer:

HP:40 ST:45 AG:75 AL:60 WP:55 DMG:2d6+5 (12) CR:4 Mdmg:2d6 slash (6), 3d6 stab (10)
25% take a shit, 35% drop 50 cannon rounds

Assault commander:

HP:50 ST:35 AG:55 AL:80 WP:35 DMG:6d6+10 (30) CR:1 Mdmg:3d6 slash (10), 4d6 stab (14)
35% drop 1 rocket

Protozoid slimer:

HP:5 ST:20 AG:60 AL:20 WP:75 DMG:instant kill if consumed after 3 CR, immobilizes victim

Protector drone:

HP:35 ST:60 AG:75 AL:75 WP:60 DMG:shrinks target CR:1 Mdmg:4d6 slash (14), 5d6 stab (18)
35% drop 3 shrink rounds

Battlelord sentry:

HP:150 ST:75 AG:40 AL:75 WP:60 chaingun, 40 mortar DMG:5d6 chaingun (18), 6d6+5 mortar (25) CR:3 chaingun,
1 mortar Mdmg:4d6 slash (14), 6d6 stab (20)

Sentry drone:

HP:40 ST:10 AG:75 AL:50 WP:self-destruct when within 5ft of target DMG:3d6 (10) if not dodged by Duke.
Sentry can dodge projectiles by rolling below AG

Shark:

HP:15 ST:20 AG:60 AL:50 Mdmg:2d6 slash, 3d6 stab

Turret:

HP:15 ST:0 AG:0 AL:80 WP:65 DMG:1d6 (3) CR:1
When shot, spin for 1 CR

Battlelord:

HP:500 ST:85 AG:60 AL:85 WP:65 chaingun, 45 mortar DMG:4d6+5 chaingun (20), 6d6+10 mortar (30)
CR:3 chaingun, 2 mortar Mdmg:Slash 4d6+5 (20), Stab 6d6+20 (40)

Overlord:

HP:350 ST:60 AG:85 AL:70 WP:35 DMG:6d6 (20) CR:4 Mdmg:Slash 4d6 (14), Stab 6d6+10 (30)
Leaps and climbs obstacles

Cycloid Emperor:

HP:800 ST:85 AG:55 AL:85 WP:45 rockets or 75 psychic blasts DMG:6d6 rockets (10), 3d6 psychic blasts (10)
CR:6 rockets, 3 psychic blasts Mdmg: Slash 6d6+5 (25), Stab 6d6+30 (50)
Jetpack boost doubles speed for 1 CR and damages for 6d6+10 (30)

Alien Queen:

HP:300 ST:60 AG:40 AL:85 WP:no roll, but takes 1 CR to charge electric shock, 50ft radius DMG:6d6 (20) CR:1
electric shock, 1 spawn protector drone Mdmg: Slash 3d6 (10), Stab 6d6 (20)



Weapons and Items reference sheet

Highlighted number in parentheses is the average damage.

Mighty boot:

Dmg: 1d6 (3) CR: 1, 2 if gun holstered
used in CQC twice if Duke's weapon is holstered. cooldown of 1 CR before this double attack can be used again.

Glock:

Dmg: 1d6+5 (8) CR: 3 Ammo: 12

1300 Defender:

Dmg: 4d6+10 (25) CR: 1 Ammo: 6

Deals 2d6 damage to anything within 5ft of target or line of sight

Chaingun cannon:

Dmg: 2d6 (6) CR: 5 Ammo: 25

Pipebomb:

Dmg: 6d6 within 20ft (20) CR: 1

Detonates on command, can be stacked before detonation

Tripbomb:

Dmg: 6d6 within 20ft (20) CR: 1

If WP roll is failed, roll percentile. If below 25% the tripbomb is a dud and must be dealt 1 damage to detonate.

RPG:

Dmg: 6d6+20 (40) CR: 1 Ammo: 6

6d6 damage to anything within 20ft

Devastator:

Dmg: 6d6 (20) CR: 3 Ammo: 20

3d6 damage to anything within 20ft

Shrinker:

Dmg: none CR: 1 Ammo: 5

Small to medium aliens shrink in 1 hit, large takes 5 hits. Duration 1 minute.

Expander:

Dmg: 1d6 (3) CR: 3 Ammo: 12

Small to medium aliens expand in 3 hit, large takes 12 hits. 4d6 damage to anything nearby explosion, 10ft for small to medium and 20ft for large aliens.

Freezethrower:

Dmg: 1d6 (3) CR: 4 Ammo: 20

Small to medium aliens take 4 hits to freeze, large take 12 hits. Bounces off walls once, roll below 35% to hit. 1 minute to thaw in moderate temperatures.

Portable medkit:

Heals up to 100% hp, has a defibrillator in it.

Steroids:

Duration 1 minute, +30% to ST and AG, -60% to AL. Doubles damage. Dodge with 30 second cooldown. -15% to all WPs

Holoduke:

Duration 1 minute, 12% every 10 seconds. If an alien can see a real duke and the holoduke, have them roll below their AL to see if they target the real duke. Otherwise they shoot at the holoduke.

Jetpack:

Duration 5 minutes, 20% a minute. Deals 6d6 damage (20) with jet stream.

NVG:

Duration 10 minutes, 10% a minute. Gives advantage in combat in the dark as enemies glow, disadvantage in brightly lit areas.

Protective boots:

Creates protective force field for 1 hour, 2% a minute in hazardous liquids and such.

Scuba gear:

Duration 1 hour, 2% a minute. Allows duke to breath underwater or lava, without it oxygen lasts 1 minute.

Space suit:

Duration 8 hours, 13% an hour. Has full jetpack, NVG, and EDF body armor.

Bubblegum:

5% boost to all stats and WP. Grants advantage once per stick. Can be stacked 3 times upon initial use. Duration is 30 seconds. When the last stick is used, duke gets pissed off and gets a +5 damage boost for 30 seconds. Max 6 sticks.

Small medkit:

Restores 10 hp, only 3 can be stored.

Large medkit:

Restores 30 hp, only 3 can be stored

Atomic health:

Restores hp to max.



Character Portrait

NAME

STATUS

HP

Temp HP

ST

Temp ST

AG

Temp AG

AL

Temp AL

EGO

Temp EGO

SPD

Temp SPD

Experience

WP

Pistols

Shotguns

Machine guns

Rockets

Snipers

Throwables

Alien guns

Mechanical guns

INVENTORY



NUKEM SHEET



BACKSTORY

Eye color

Height

Hair color

Weight

ALIGNMENT

QUIRKS + FLAWS

ADDITIONAL
TRAITS



ABILITIES



- Double jump:** Duke can jump twice
- Attackpack:** Jetpack shoots flames up to 15ft away, and damages up to 10ft away on takeoff.
- Slow motion:** Duke can slow the world around him, giving him 1 extra combat action, minor action, and movement action for 10 seconds. Cooldown is 5 minutes.
- Wall run:** duke can run on walls for 10 seconds before falling off, cooldown is 30 seconds.
- Ball breaker:** successfully kicking or shooting enemies in the crotch stuns them for 10 seconds
- Sworn enemy:** select enemy type always rolls disadvantage against Duke, he rolls advantage
- Born to be wild:** Always roll with a +15% bonus for all vehicle actions.
- Force to be reckoned with:** Successful one liners stun nearby enemies for 10 seconds and health is increased permanently by 50 points (only once when ability is purchased).
- Killer instinct:** Duke receives an additional 1d6 for his melee damage.
- Ninja reflexes:** Roll below AG to dodge an attack, cooldown is 30 seconds.
- Team player:** Performing team actions together always grant a +15% bonus when rolling
- Whiz kid:** Computer actions are granted a +15% bonus.
- Xray vision:** NVGs now have the ability to see heat sigs through a layer of wall.
- Stylish killer:** Performing a stylish kill grants advantage to the next action.
- Pencil pusher:** Mundane objects, such as office supplies, grant additional +1d6 damage in melee.
- All star:** Always have advantage when using sports equipment, such as skateboards and the like..
- Billion dollar man:** Replace a body part with a cybernetic or bionic part, work with DM for balance.
- Suave tipper:** Paying strippers grant an additional +5% bonus.
- Smooth talker:** All social EGO checks are granted a +15% bonus.
- Fall guy:** Fall damage is cut by 50%, while deadly falls will leave Duke at 1% HP.
- Drinking solution:** Drinking alcohol steadies aim, granting advantage to shooting.
- Grease monkey:** Mechanical repair takes half the time and +15% bonus to escaping grapples.
- Aqua man:** Hold breath for double duration and underwater melee receives no natural penalty.
- Bookworm:** Skill development books grant a +10% bonus one time, with a cooldown of 24 hours.
- Major Tom:** Oxygen lasts double duration and +50% bonus to all space suit functions and armor.
- Caffeine crisis:** Caffeine effects last double duration and grant advantage to all combat actions.
- Going Smoko:** While smoking, +5% bonus to a single WP or stat of choice for 1 minute or 6 CR.
- Stronger Pistols:** does an extra 1d6 damage.
- Stronger Shotgun:** does an extra 1d6 damage
- Stronger Machine gun:** does an extra 1d6 damage
- Stronger Rockets:** does an extra 1d6 damage
- Stronger Snipers:** does an extra 1d6 damage
- Stronger Throwables:** blast radius doubles and distance doubles.
- Stronger Alien guns:** gun dependent: double duration or radius doubles or extra 1d6 damage
- Stronger Mechanical guns:** gun dependent: double duration or radius doubles or extra 1d6 damage
- Stronger mighty boot:** mighty boot does double damage and pushes enemy 10ft
- Dual pistols:** carry 2 pistols, adding 2 more shots for pistols. (shared ammo)
- Dual shotguns:** carry 2 shotguns, adding 1 more shot for shotguns. (shared ammo)
- Faster machine guns:** machine guns can shoot 2 additional shots
- Faster rockets:** rocket propelling weapons shoot 2 additional rockets
- Shrinker and Expander spread:** hit up to 2 additional enemies within 10ft
- Freezethrower extra bounce:** freezethrower can now bounce 4 times
- Extra fuel:** Jetpack has 50% more fuel
- Longer NVG:** Night vision goggles last 50% longer
- Larger medkit:** Portable medkit heals 50% more
- More steroids:** Steroids last 50% longer duration
- Longer Holoduke:** Holoduke lasts 50% longer duration
- Better protective boots:** protective boots last 50% longer duration
- Better scuba gear:** scuba gear lasts 50% longer duration

“Damn, I’m lookin’ good!”



