

The Game

This is an open/drop-in role-playing game. Everyone is welcome. No one will be turned away unless the group becomes too large to function effectively or a person engages in inappropriate/antisocial behavior (inappropriate touching, racist comments, failure to bathe, etc.). A warning will be given the first time an inappropriate behavior occurs.

Narrative Focus

Because the group composition is likely to fluctuate dramatically from week to week, we will make the following assumptions for the good of the story.

1. Only the resources available to the characters at the table may be used to solve the problems at hand. Roleplaying interactions with NPCs to gain advantages, information, etc., is always an option.
2. A McGuffin (item essential to the story) is in the possession of the player character that last held it. If that character is not present for this week's session, the first player to declare his or her character has possession of the McGuffin has it.
3. A player's character has been present for the entire story. A player that was not present for the previous sessions can assume that his or her character is aware of the events that transpired during those sessions and no awkward introduction will be necessary. They were always there, just fighting other enemies off screen or doing nothing particularly important.

Experience Points

We are using the following alternate experience award scheme.

1. Participation Award - 500pts for attending
2. Most Valuable Player (majority vote) - 500pts for making the game more fun
3. Most Valuable Player (GM award) - 500pts just because
4. Bring a Friend (one time per session; one session per friend) - 500pts
5. Learn a New Game - 500pts for attending demo during an off week
6. Buy a Book (Palladium Products) - 500pts with receipt from Heroes

Building Characters

Any character class described on page 50 of Wormwood is approved for your use. Any character class from another Palladium Books RPG product may be acceptable and will be approved on a case by case basis. All starting characters should be built at level one.

Original races, classes, powers, and equipment may also be approved on a case by case basis.

Pregenerated characters are available for the use of anyone wishing to try the game, but not able to create their own character in advance.

Changing Characters

Experience points are awarded to the player for the duration of the campaign and are carried forward to any other character you may choose to create. If you really want to play a different character every week, you may.

Wormwood

Wormwood is an artificial living planet created millennia ago by unknown parties. The planet appears to be a self-sustaining habitat for human or human-like life forms. It generates a breathable atmosphere, and can supply both food and water on demand. Being artificial, it has no Ley Lines or nexuses and is thus difficult to locate by dimensional travellers. Those familiar with the living planet, either having visited it before or being native to it, are able to travel to and from the world via dimensional rift or gateway if they have the ability to produce one. Wormwood has no mineral wealth at all, so dimensional raiding is the only means of acquiring many raw materials and almost all manufactured goods. This means that the technological infrastructure necessary to repair and maintain robots, power armor, and bionics is not available. Techno-Wizards can provide some of these services, but the long-term availability of an advanced technological device of any kind is not guaranteed.

The natives of wormwood frequently learn to commune with the living planet, allowing them to manipulate the world's skin and tissue to form structures and fortifications, summon worms and grubs for food, and to call forth

water. They are also able to summon symbiotic organisms and induce the planet to create magical crystals to augment their strength and grant themselves supernatural powers. The living world also produces two raw materials spontaneously; fibers known as angelhair will rain down from the sky and the skin of the world secretes an incredibly durable resin in certain places. All natively produced goods are made from or incorporate these two materials. All clothing is woven from angelhair or stitched together from the hides of parasites, independent organisms created by the living planet as part of its self-defense system. All weapons and most armor, except for those goods imported from other worlds, are made from cast and carved resin. Wormwood functions on a barter economy. Most people trade labor for food.

The Unholy and The Host

Around a thousand years ago, a summoner brought a being known as The Unholy to Wormwood to serve him. The creature broke free and has conquered a third of the planet since. The forces of the Unholy are made up of other members of its race, known as The Host, demonic entities summoned to Wormwood to fight its wars, and human traitors. Many of the demons in the armies of The Unholy are vulnerable to magic.

Vampires

Even though virtually every character class in the book includes vampire-slaying equipment, vampires are rare on the living planet due to their connection to the element of earth and its relative scarcity. Better to have stakes and a mallet and not need them than to not and do though. Colonies of vampires do occur, but they are limited in their ability to travel and must take refuge in the imported plots of soils that many small cities cultivate during the day. The Unholy and its minions also hunt vampires aggressively; The Host does not want to share this world or any other.

Magic

No ley lines. Places known to produce symbiotes, battle saints, and angels provide bonuses as if they were ley lines and mages may attempt to draw energy as if they were at one. Mystical energy is most powerful under the surface; food caves and other sub-surface passages may also be used as if they were ley lines.

Corrupted lands, symbiotes, etc. resist the effects of characters opposed to The Unholy; casters must roll 14+ on a 20 sided die to overcome this resistance; P.P.E. is expended without result on failure. Characters allied with the Unholy must do the same to affect lands, symbiotes, etc. that have not been corrupted.

Priests, Wormspeakers, and other characters able to manipulate Wormwood may attempt to reverse an effect produced by another caster. Reversing the working of a spell or effect costs twice as much P.P.E. and the caster must roll 19+ to overcome the resistance.

House rule: Your character's spell strength bonus (if any) applies to overcoming resistance. A caster may also expend an additional 100 P.P.E. to reduce the target number of any resistance roll by one, with no limit on how much P.P.E. may be expended in this fashion.

Psionics

Reduce the range of all psychic abilities by half; duration by one quarter. Presence sense, sense magic, and sense evil do not function over the background static of the living planet and its demonic infection. These penalties do not apply to powers derived from Wormwood's symbiotes.

Fun Facts!

All creatures born on Wormwood are Mega-Damage beings. Humans have a default P.E. +1D6 per level M.D., plus any bonuses from their skills or classes. Supernatural strength is not an inherent trait of Wormwood natives though, making it impossible for two unarmed normal humans to harm each other.

Except in hot-spots, the ambient temperature of Wormwood is 80°F.

Stone is frequently favored as a construction material to prevent dark priests and evil wormspeakers from using their powers to breach the walls. It must be imported from other worlds.

The tech-level is roughly equivalent to 15th century Earth. Higher tech items are imported from other worlds depending on trends; black powder weapons and motorcycles have both been trendy at different points and many remain available after decades or even centuries of use, maintenance, and repair. Vibroweapons, Kittani plasma weapons, rune weapons, alien symbiotes, and hovercycles are currently trendy.