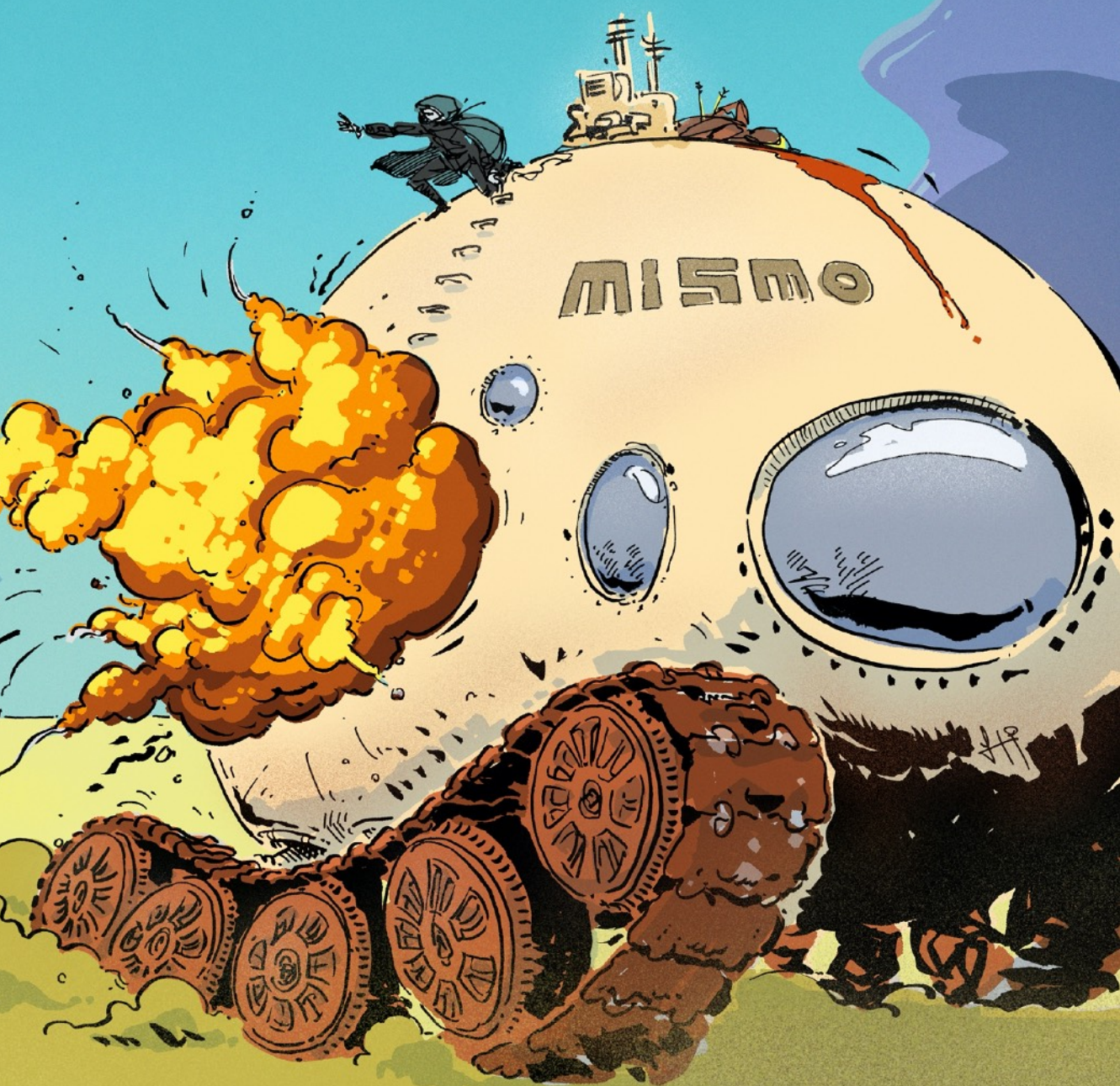


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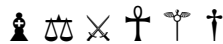
Brève Ultraviolet Heroes



BRÈVE

ULTRAVIOLET HEROES

a SEACAT game



Art and writing ©2020 Luka Rejec

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<https://patreon.com/wizardthieffighter>

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MAKE YOUR HERO

Welcome to Breve Ultraviolet Heroes, a psychedelic metal RPG of extravagant heroes in strange worlds tinged with the reckless science fantasies of *Métal hurlant*. Merchants of trackless steppes, explorers of forgotten times, vagabonds of alien dimensions, cultists of half-imagined sentiences. The heroes discover worlds older and newer than they expected, and perhaps return home with tales to inspire and daunt.

They will not necessarily be good, but they will certainly be extraordinary, excessive, and memorable.

Making a hero to play is quite simple:

1. Roll or choose your hero.
2. Roll up skills.
3. Roll up abilities.
4. Roll up stats.
5. Roll up gear (and spells).
6. Play.

ROLLING DICE

There is a lot of rolling and edge cases are possible. The types of rolls are listed at the tops of tables in [square brackets]. They are:

- [d6]: Roll a six-sided die and look up the result.
- [2d6]: Roll 2 six-sided dice, add them, and look up the result.
- [d6 x 2]: Roll two six-sided dice and look up two results.
- [6 and d6 x 2]: Look up result 6, then roll two six-sided dice and look up two more results.

RANKS

Most skills and abilities have *ranks*, giving increasing benefits when rolled a second or even third time. Duplicate rolls unlock higher ranks. If a result is no longer available or makes no sense, the player should keep rolling until they get a result that works, or just choose something they like.

THE USE OF THIS BOOK

Breve Ultraviolet Heroes covers making and advancing heroes for 3–12 session miniseries campaigns using Seacat in the anti-canon worlds of the *Ultraviolet Grasslands*, *Witchburner*, *Longwinter* or *Red Sky / Dead City*, but they can with most any pulp setting with a bit of adaptation and improvisation.

This is not an rpg rulebook. It is also not yet complete. All the abilities, skills, and spells refer to the complementary *Rules and Glossarium*.

Breve means that it only covers levels 3 to 6. These are more-or-less compatible with the levels used in the famous fantasy rpg.

SEACAT TO DO

ULTRAVIOLET HEROES:

30% complete.

- > add more heroes
- > reformat existing heroes (tourist, weapon, skeleton)
- > revise use of skeletons and skins (as optional random generators)
- > add generic advancement tables
- > add generator and advancement tables for levels 1–3
- > add tables for epic heroes (levels 6–9)

Art: complete after editing.

RULES AND GLOSSARIUM:

25% complete

- > add cleaned up basic mechanics
- > add cleaned up conflict and combat rules
- > add scene and encounter section
- > add cleaned up XP mechanics
- > add abilities, skills, spells
- > add equipment!
- > add creatures!

Art: to even start ...

So ... there's a lot left.

ROLL OR CHOOSE YOUR HERO

WHO IS THIS HERO? [D12]

1. Everyhero
2. Electric Wizard
3. Freehold Archaeologist
4. Barbarian Destroyer
5. Lifesculptor Biomancer - or another wizard?
6. Merchant Adventurer - or a different thief?
7. Timelost Warrior - or see below
8. Diesel Golem - perhaps skip for now
9. Noble Tourist - reformat
10. Alien Weapon - reformat
11. Risen Skeleton - reformat
12. Rightmaker - started
13. Witch - starter



EVERYHERO

“Feeling unknown, and you're all alone,
flesh and bone,”

Depeche Mode — *Personal Jesus* —
Violator (1990)

This is a generic hero for every player who either wants to pick and choose their own mix of skills and abilities, or just let random generators do all their work for them.

Everyhero's got what it takes.

That special mix of ambition and desperation, longing and regret. That unique experience of loss, that particular need to prove themselves, to recover stability and security, to build a better world. But it's not just that.

There were signs from early on. Patterns. Proof of their competence. Exceptional ability. An unusual calling.

Yep. They are unique.

Just like all the other skeletons gently baking in the Transplutonian Waste.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Bonus: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Roll twice on the master skill list in *Rules and Glossarium*, then choose one skill from the same list. This choice can

increase the rank of a previously rolled skill.

ROLL ABILITIES

Roll twice on the master ability list in *Rules and Glossarium*, then choose one ability from the same list. This choice can increase the rank of a previously rolled ability.

ROLL STATS

Roll 1d4-1 for three Stats of choice and 1d6-3 for the remaining three. Then increase one Stat by 1 point.

Optional Point Buy: Instead of rolling, distribute 7 points among the six Stats.

EVERYHERO GEAR

Start with 300 cash, one weapon, and two random items. The hero can spend cash to buy other equipment before play starts.

EVERYHERO SIDEKICKS

Usually per abilities, but if the player really wants, they can also roll for a random pet.

EVERYHERO CREATURES

Depends on abilities and gear.

EVERYHERO ADVANCEMENT

This is a generic table that any hero can choose to use instead of their own advancement table.

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero develops aversion to a field of study and everything associated with it.
2. Hero learns a new skill, but their sanity wavers. Roll on skill table and lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take solace in friendship. Gain 3 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. **Roll on another hero's advancement table.**
8. Roll on skill table.
9. Increase Level by 1. Hero gains notoriety. Every several weeks (roll d6): (1) something malicious or unfortunate occurs to them, (2-3) an annoying opportunity arises, (4-6) something innocuous reminds the hero of their notoriety.
10. Roll on ability table and increase maximum number of Hero Dice by 1.
11. Increase Bonus by 1.
12. Gain 4 Life.
13. Hero increases a Stat by 1 point.
14. Gain 3 Life.
15. Roll on ability table and gain 1 Life.
16. Roll on skill table and gain 2 Life.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Hero gains acceptance. A community accepts the hero and provides them with (roll d6): (1) a place to work, (2) a place to stay, (3) a sidekick, (4) a rent, (5) a fancy title, or (6) actual influence and obligations.
19. Increase a Stat by 1 and gain 1 Life.
20. Hero discovers a mentor willing to teach them how to become a True Warrior or a True Wizard (player's choice). They set three tasks. *The tasks are* (roll d6): (1) a week of humiliation, (2) pointless expenses equal to half and of the hero's wealth, (3) a week of hardship in a remote place, (4) an unusual change to the hero's appearance, (5) to ritually destroy a prized possession, (6) to save or destroy someone or something for the mentor. After three tasks are completed, the hero undertakes a week-long ritual. The details are up to the player. *After induction*, the hero gains either the **True Warrior** or the **True Wizard** ability. These change the hero's Life total and magic cost. Additionally, the hero

learns to use a new weapon or spell respectively.

or

This Mentor Is Unsuitable!

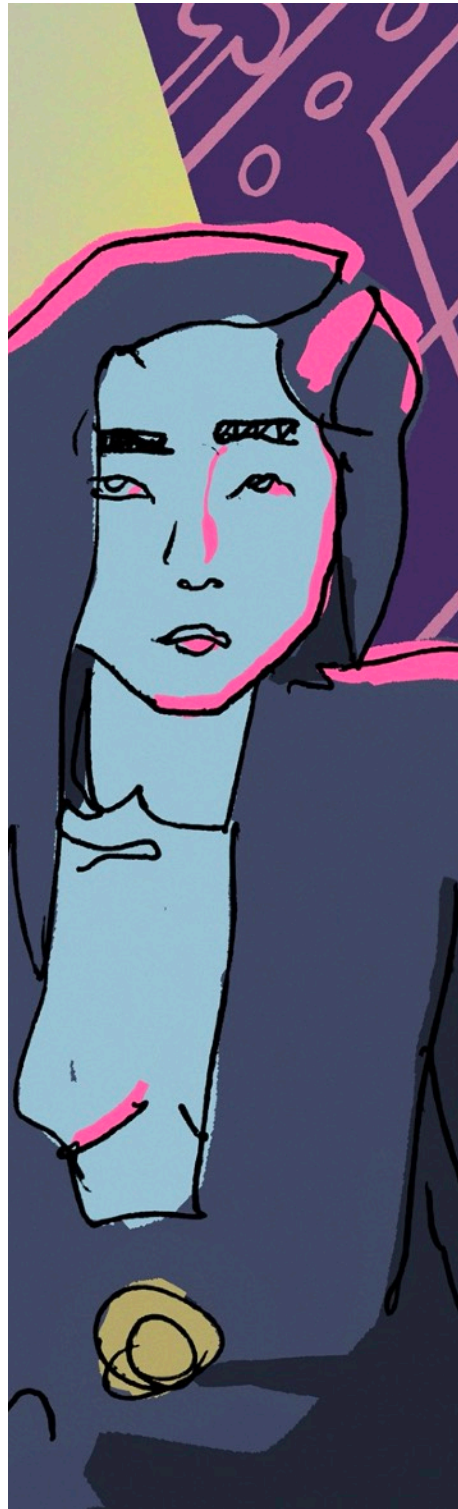
The hero will make their own path. Complete one random task then choose (or roll) any skill or ability (except **True Wizard** or **True Warrior**).

EPIC EVERYHERO STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

Hero is now officially 6th level. People know them. Respected, upstanding heroes are admired. Villains are feared. Hero also gains (roll d6): (1) a lucrative position, (2) a position of expertise, (3) a position of power, (4) celebrity status, (5) access to community resources, (6) ownership of a ridiculous white elephant, maybe a derelict voidliner or a haunted glass palace.





ELECTRIC WIZARD

They have touched the metaphysical live wire of the soul, the *Ka* of creation. The electromagnificent radiation that underpins motion and change and life itself. Yes, it burns, it scours flesh, it turns mere human desires to ash, but it also creates. Quite certainly. This. This is the divine spark.

And the electric wizard wields it.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Bonus: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Apparatchik
3. Energy Warrior
4. Engineer Electrical
5. Professor
6. Acolyte of Mother Electricity

ROLL ABILITIES

Roll d6 thrice for abilities [d6 x 3].

1. Roll on another hero's table.
2. Electromagic Hacker
3. Lightning Rider

4. Position of Power
5. Rubberskin
6. Sparklefingers

ROLL STATS

An Electric Wizard uses the speed of their formidable Thought to cast spells. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d6-3
2. Endurance: 1d6-3
3. Agility: 1d4-1
4. Charisma: 1d6-2
5. Aura: 1d6-3
6. Thought: 1d4+1

Optional Point Buy: Instead of rolling, assign 3 points to Thought and 4 points to the other five Stats.

ELECTRIC WIZARD GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. Yellow and black synthetic sinew **neural whip**.
(Str, Agi, Reach, Energy)
Damage: 1d8 electric
Size: 1 stone
Special: stuns for 1d4 rounds on a critical.
3. **Rubberized chitin cuirass**, with a defunct corporate kingdom's proprietary charging ports.
(Medium, Cool)
Armor +4, Size: 2 stone

4. Ominous black, pedal-powered **cargo tricycle**. Rugged enough to handle most terrains.
(Pedal, Machine)
Capacity: 3 sacks
Def: 7, Life: 15
5. Scuffed red steel **mechanic's chest** full of picks, wrenches, nuts, screwdrivers, ratchets, extractors, pliers, hammers, snips, crimpers, files, scrapers, keys, Allen wrenches, bolts, wire, glue, duct tape and suggestive literature.
(Tool Kit)
Size: 1 sack
6. **Two acrylic rods** engraved with the runes of the Oh Mega. Used to cast a random spell from **Anastasiya's Canon**.
(Spell Burden)
Size: 1 stone

ELECTRIC SIDEKICKS

Per abilities.

1. **Brains** (L2, investigator)
Def: 10, Life: 10, Stat: +3
2. **Flunky** (L1, secretary)
Def: 9, Life: 5, Stat: +1
3. **Muscle** (L2, enforcer)
Def: 15, Life: 15, Stat: +2
4. **Wirefolk** (L2, blank slate)
Def: 13, Life: 13, Stat: +3

ELECTRIC CREATURES

Per spells of Anastasiya's Canon.

1. **Electric Abomination** (L1-L5, volt horror)
2. **Wire Ghoul** (L2, electric zombie)

ELECTRIC WIZARD ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero begins to despise a whole field of study that disagrees with their philosophical sensibilities.
2. Hero learns a new spell, but their sanity wavers and they lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take rest in fellowship of friends and gain 2 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table.
9. Increase Level by 1. Word gets around of hero's strange experiments and wild powers. Every several weeks (roll d6): (1) an undercover wirefolk member of a heretical cult of Mother Electricity comes to silence their evil mouth, (2-3) guardians of the law haul them in for questioning about an unusual case, (4-6) an adventurer visits with a strange electrical artifact.
10. Increase maximum number of Hero Dice by 1.
11. Increase Bonus by 1.

12. Hero savors connection with cosmos and gains 4 Life.
13. Reduce a Stat by 1 point, increase another Stat by the same amount.
14. Hero is welcomed in the strange houses of seekers after wisdom, and is are heartened. Gain 5 Life.
15. Roll on ability table.
16. Roll on skill table.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Polite and academic society accepts hero as someone committed to Progress and Prosperity in the community. Hero gains claim to (roll d6): (1) disused laboratory facility near the old canal, (2) handsome town house, (3) traveling repair golem, (4) seat on the community council, (5) a position at the local college of useful trades, or (6) membership in the salon of life and death.
19. Increase a Stat by 1.
20. Hero discovers a mentor willing to induct them into the **true secrets of wizardry**. They set three tasks and a harrowing ritual.
The tasks are to spend (roll d6): (1) a week dressed in a rubber outfit in the mentor's pig sty, (2) half hero's wealth on bright blue tiles for the mentor's roof, (3) a week harvesting azure stormbird eggs on Mount Estrelvoy, (4) a tenth of hero's wealth replacing their teeth with metal dentures, (5) a month wearing the same moth-eaten kestrel costume, (6) two weeks shocking themselves

daily with electric eels (each shock deals 1d3 electric damage). The ritual itself is too shocking to describe in writing and is up to the player.

After induction, hero gains **True Wizard** ability. This permanently reduce hero's Life by 2 per level (current and future). In exchange, hero's magic cost is reduced by one. Additionally, the mentor teaches a new spell.

or

They Are All Fools!

The so-called mentor is a madman and a charlatan! Hero abandons this stupid pursuit of magical dreams and find another outlet for their ambitions. Choose (or roll) any new skill or ability (except **True Wizard** or **True Warrior**).

EPIC ELECTRIC WIZARD STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

Hero is now officially 6th level. People refer to them quite openly as "Master Electric City" and other such polite phrases. The good folk of the community bow down to them. When they die, they will get a memorial plaque and a park named after them. Hero also gains claim to a position as (roll d6): (1) chief engineer of a heroic industrial concern, (2) abbot of a small techno-cult, (3) mayor of a electromagical generator town, (4) head of post-mortem labor management, (5) executive manager of a lucrative trading line, (6) owner of a dilapidated electromagnificent hover-train.



FREEHOLD

ARCHAEOLOGIST

“Once upon a time we were free. We were great. We were strong.

Then the Great Forgetting came. The mists of time ate up who we were. The lights went out in the sky and on the earth. First winked out the outposts. Then winked out the capital. Then winked out the gates. Then the great roads. Our world became small. We became small.

But then the world grew bigger again. The chiefs came. The kings came. The administrators. And we paid and paid and paid. But mark my words, it was us that built great things, did great deeds. They were *our* ancestors and the hidden truths in the vault-temple beneath our freehold prove it.

Sure, now we are just a small plantation-town overseen by the Cogflower Administration Bureau, but what do those fools know? With their stolen knowledge we will rekindle our vault, reactivate the god-factory below, and throw off their foolish yoke!”

These are the stories the hero’s Onka told them as they grew up and learned the secrets of the Ancient Truths.

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Bonus: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero’s table.
2. Museum Apparatchik
3. Driver
4. Investigator
5. Wilderness Explorer
6. Archaeologist

ROLL ABILITIES

Roll d6 thrice for abilities [d6 x 3].

1. Roll on another hero’s table.
2. Racer of Renown
3. Influential Academic
4. Famed Explorer
5. Activate Everything
6. Trust Me, I’m a Symbologist

ROLL STATS

A Freehold Archaeologist uses brains and agility to steal ... ahem ... recover lost wisdom. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d6-3
2. Endurance: 1d3-1
3. Agility: 1d4+1
4. Charisma: 1d6-3
5. Aura: 1d6-4
6. Thought: 1d3

Optional Point Buy: Instead of rolling, assign 3 points to Agility, 1 point to Thought, and 3 points to the other four Stats.

ARCHAEOLOGIST GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. Yellow and black synthetic sinew **neural whip**. (Str, Agi, Reach, Energy)
Damage: 1d8 electric
Size: 1 stone
Special: stuns for 1d4 rounds on a critical.
3. **Leather jacket of many pockets**, padded with pre-Fall ballistic weave. Lets wearer easily hide 2 stones of gear. (Light, Civilian)
Armor +2, Size: 1 stone
4. Eerie ancient **wand gun**. To charge, simply (roll d6): (1) expose to sunlight, (2) immerse in water, (3) let it absorb metal, (4) dribble blood on it, (5)

expose to moonlight, (6) keep in a dark box. Charging takes a few hours.

(Wand, Gun)
Damage: 1d10
Range: Short
Size: 1 stone

5. **Lifelike Golem Mule** (L3, comforting). Somebody at the mysterious Jade Egg Wellness Corporation Cult thought making a cybernetic emotional support mule was a good idea. At least, that's what you gleaned from the manuals when you uncovered it. You've reactivated it and it is now a loyal servitor. It requires neither food nor drink, drawing power from an original Null-Heart™ battery. However, it does require a lot of petting and cajoling. Perhaps it even talks? (Steed, Golem)
Capacity: 3 sacks
Def: 12, Life: 16, Sum: +3
Attack: kick (1d6*)
6. **Archaeologist Kit**. Shovels, picks, sacks, ropes, buckets, brushes, pith helmets, more mustache wax, shiny boots, safety whip, €100 notebooks, and lamps. Everything a budding tomb raider could want! (Tool Kit)
Size: 1 sack

ARCHAEOLOGIST'S SIDEKICKS

Per abilities.

1. **Protege** (L1, Research Fellow)
Def: 7, Life: 7, Stat: +2
2. **Guns** (L2, Recovering Mercenary)
Def: 16, Life: 13, Stat: +3

3. **Money** (L2, noble backer)
Def: 9, Life: 11, Stat: +2

ARCHAEOLOGIST'S CREATURES

Per gear:

1. **Emotional Support Golem** (L1–L4, Viviform Synthetic)

FREEHOLD ARCHAEOLOGIST ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero realizes a whole field of academia is bunk because a famed professor (roll d4): (1) falsified their research, (2) was actually a synthetic infiltrator, (3) is a key supporter of a dictator, (4) does “really bad things” in a secret dungeon laboratory.
2. Learn new skill or upgrade an existing skill, but hero’s faith in humanity is dented. Lose 2 Life.
3. Increase maximum number of Hero Dice by 1, but lose 1 Life.
4. Take rest in the fellowship of friends and gain 2 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero’s advancement table.
8. Roll on skill table and gain 1 Life.
9. Increase Level by 1. Word gets around about hero’s unorthodox theories of the past.
Every several weeks (roll d6): (1) an odd crime occurs with links to their theories, (2–3) a zealous conspiracy theorist stalks them, perhaps pitching tent in front of their house or insisting on tagging along, (4–6) an official (L2) quietly visits to help with a case.
10. Increase maximum number of Hero Dice by 1.
11. Increase Bonus by 1.
12. Hero savors connection with their ancestors and gains 4 Life.
13. Increase a Stat by 1. Gain 2 Life.
14. A historical society welcomes hero and they are heartened. Gain 5 Life.
15. Roll on ability table.
16. Roll on skill table and permanently gain 1 Life.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Popular culture accepts hero as an archetypal adventurer for their exploits. They are a tribute to the human spirit.
Gain (roll d6): (1) loyal fans willing to bankroll hero’s stays and expenses, (2) free run of a government-run university, (3) an honorary office in a private museum of antiquities, (4) a manor, unexpectedly inherited from a rich collector of artifacts, (5) a well-paying column in a popular rag, (6) a sensationalist book-deal and speaking tour.



19. Increase a Stat by 1.
20. Hero finds a secret way to **access the mythic freehold ancestor god factory!** They face *three challenges* (roll d6): (1) destroy all the books describing the god factory in the official archive, (2) spend half hero's wealth on publications recanting previous position that such a god factory exists, (3) permanently silence a conspiracy theorist claiming the god factory is secretly manipulating the government, (4) lock one of hero's prized artifacts in a box and bury it in a secret vault for safekeeping, (5) go on a month-long journey planting false evidence of a doomsday cult, (6) spend two weeks getting a ceramic communication implant to access the deeper truths of the god factory.
- After hero communes with the god factory, they gain the **Chosen of the God Factory** ability.* Charisma increases by 1 point. Additionally, once per day they can ask the god factory for guidance and receive a true answer or advantage on their next test (often, the player may simply narrate something they "know", subject to the referee's soft veto). Once per week, they can receive a mysterious package, no larger than a small coffin, containing a non-magical machine or item of their choice.
- or*
- It Was A False God!**
The so-called god factory is just a deranged, malfunctioning autofac! The elders serving it are

brain-stapled fools, slaves to its out-dated production protocols. The hero quickly abandon this dangerous quest and find another outlet for their ambitions. Choose (or roll) any new skill or ability. Hopefully the mad autofac will leave them alone!

EPIC ARCHAEOLOGIST STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

The hero is now officially 6th level. People refer to them quite openly as "The Fabled Archaeologist." Kids chase them for autographs and the rags publish their stories with gusto. Perhaps someday a movie will be made about them.

The hero successfully (roll d6): (1) publishes a popular series of adventure books, (2) gains a sinecure at an esteemed university, (3) sees off a suite of legal challenges to inherit a rambling manor stuffed with ancient curiosities, (4) becomes a notable consultant on adapting old autofactory magics to modern industrial concerns, (5) talks their way into a commanding position on a royal expedition, (6) gains a noble title and sizeable state pension.



BARBARIAN DESTROYER

“if you wanna find hell with me, I can show you what it's like.”

Danzig — *Mother* — Danzig (1988)

They know what is best in life.

They come from a long line of warriors. Proud heroes. Protectors of humanity. Defenders of truth. By their arms, and by arms like theirs, has decadence and depravity been destroyed through the ages. Has evil been vanquished. Have the pure, animal spirits of humanity been set free.

It pulses in their veins, the moon-tide of Old-World. The ocean swell of the time before the Sky Gods, the Vile Ones and the Ancient Ones, the Openers of Ways, the Thieves of Time, the Slavemakers.

There is a primordial essence within them, an ur-culture. Yearning to break and to break free.

The Barbarian Destroyer feels it like a whip, like a whisper, urging them on in the midnight hour, crying, “More, more, more.”

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Bonus: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Auxiliary Captain
3. Steppe Survivor
4. Singer of Lost Songs
5. Gladiator
6. Ur-War Programming

ROLL ABILITIES

Roll d6 thrice for abilities [d6 x 3].

1. Roll on another hero's table.
2. Combat Monster
3. Break The Weak
4. Death Hunger
5. Blood Is Armor
6. Stargazer

ROLL STATS

A Barbarian Destroyer uses Strength to bring down decadent monsters. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d4+1
2. Endurance: 1d6-2
3. Agility: 1d6-3
4. Charisma: 1d6-3
5. Aura: 1d6-3
6. Thought: 1d6-3

Optional Point Buy: Instead of rolling, assign 3 points to Strength, and 4 points to the other five Stats.

DESTROYER GEAR

Start with 300 cash, one unit of item 6 and roll d6 twice more for other gear [6 and d6 x 2].

1. Roll on another hero's table.
2. A fallen empire's **shock armor**. Porcelain and olivine plates spray-painted with a pompous logo over a slippery organo-metallic mesh.
(Medium)
Armor +5, Size: 2 stones
3. A **metal steed** (L2, shiny) that roars like thunder and gleams like a chrome elemental. On closer inspection it is a (roll d6): (1) living metal skeleton, (2) mirror-skinned horse, (3) golem steed, (4) a null-battery powered motorcycle with sidecar, (5) an actual chrome elemental, (6) a life-drinking alien.
Capacity: 2 sacks
Def: 15, Life: 12, Bonus: +3
Attack: short-range flame breath (1d6*)
4. Pre-Fall **hand-held firemaker** and a bottle of lighter fluid.
Size: 1 soap
5. **Adventurer's Kit**, including portable stove, samovar, canteen, cast iron pots and pans, oils, salts and spices, ladles, tongs, knives, chopping blocks, and more. No more eating raw game!
(Tool Kit)
Size: 1 sack
6. **Ghost-rank Sword**. It resonates with the personality of an ancient (roll d6): (1) rebel leader, (2) tribal warlord, (3) imperial shock trooper, (4) grand executioner, (5) bone commissar,

(6) mind-burner. Every time it scores a critical hit on a living target, it attempts to drain its vital essence, its *ka*, and the target must successfully test Endurance or die.
(Sword, Str, Capital)
Damage: 1d10 one-handed, 2d6 two-handed
Range: Melee
Size: 1 stone

DESTROYER'S SIDEKICKS

The destroyer needs no sidekicks.

DESTROYER'S CREATURES

1. **Metal Steed** (L2, shiny)

BARBARIAN DESTROYER ADVANCEMENT

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, hero's trauma resurfaces and they reject a style of fighting or type of weaponry.
2. Hero gains **Devastator** ability, but their sanity wavers. Lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take solace in friendship. Gain 3 Life.
5. Roll on ability table.

6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table.
9. Increase Level by 1. Hero gains notoriety.
Every several weeks (roll d6): (1) something malicious or unfortunate occurs to them, (2-3) an annoying opportunity arises, (4-6) something innocuous reminds the hero of their notoriety.
10. Roll on ability table and increase maximum number of Hero Dice by 1.
11. Increase Bonus by 1.
12. Gain 4 Life.
13. Hero increases a Stat by 1 point.
14. Gain 3 Life.
15. Hero gains **Critical Mastery** ability and gains 1 Life.
16. Roll on skill table and gain 2 Life.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Hero gains acceptance.
A community accepts the hero and provides them with (roll d6): (1) a place to work, (2) a place to stay, (3) a sidekick, (4) a rent, (5) a fancy title, or (6) actual influence and obligations.
19. Increase a Stat by 1 and gain 1 Life.
20. Hero's diligent practice of the Old-world rituals unlock the ur-culture within their cells and **Champion Ghost appears within their dreams**. They are

offered *three quests* (roll d6):

(1) ritually destroy all the decadent, vile artifacts that weaken their body, (2) spend all their wealth on a prestige feast, sacrificial objects, and gifts for their community, (3) find a vile, decadent magician and stuff holy herbs in their orifices, then drive a stake through their heart, then cut off their head, then bury them (head-backwards) at a crossroads, (4) ascend to the high mountains for a month of fasting and meditation, (5) visit the Vault of the Hellbrought and retrieve the Blade of Memories, (6) find and watch over the child who will be the Champion Reincarnate. The hero will know them by the five signs of the World that Was.

After the hero completes the quests, they gain the **True Warrior** ability. Hero's connection with the essential nature of struggle increases their Life by 2 points for each of their levels (current and future). But their magic cost is increased by one. Additionally, if they don't know how to use swords, the Champion Ghost offers to teach them in their dreams over several weeks.

or

This Endless Struggle Is Not My War

The ghost is just that. A ghost. A radiation echo of far-gone time, a far-gone war. These fantasies of cosmic struggle, of psychic wars between eternal forces, of some mysterious Old-World. This way lies nonsense, madness. The hero forsakes war and chooses life. Choose (or roll) any skill or

ability (except **True Wizard** or **True Warrior**). Hopefully the blood dreams will abate.

EPIC DESTROYER STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

The hero is now 6th level. People refer to them in tones of awe as “The Champion Returned.” Drinkhouses fall silent as they enter and city guards don’t dare ask the hero for their weapons anymore. Soon epic action serials will be written about them, exaggerating their deeds.

The hero receives (roll d6): (1) the head of their childhood friend, a pickled taunt from the Dark Wizard, (2) a ceremonial oldtech weapon of surpassing beauty, (3) an offer to become the sherriff of a frontier community, (4) an opportunity to join a remote tribe and ride off into the sunset, (5) dark dreams leading to an ancient voidship full of mummified corpses that look just like the hero, (6) a noble title and military authority over an elite but underfunded garrison.



TIMELOST WARRIOR

“Where do you come from, where is your tribe? You should not be here, you can't be alive.”

Star One — *Human See, Human Do* —
Victims of the Modern Age (2010)

The capsule clicks open and sensation floods back. Pain. Hunger. Rage. Horror. Fear. Time. Time. So much time.

So much loss.

But perhaps the pet is still alive. There, besides them in the null-sleep capsule.

Where is this place? Everything is dark.

“Home?” cries out the hero.

But there is no reply. Home is dead.

The exit sphincter opens. A long tunnel beckons, the dead excavator golem at the end, covered in thick dust. Weak with null-sleep, the hero takes a blade and begins to dig.

Clang. Smash. A small landslide and there, a crevice. An exit.

What is this strange place? Is this some cosmic design?

STARTING ATTRIBUTES

Level: 3, **Invested XP:** 1500

Life: 20

Bonus: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL SKILLS

Start with skill 6 and roll d6 twice more for other skills [6 and d6 x 2].

1. Roll on another hero's table.
2. Pilot [in the Void]
3. Athlete
4. Scientist [Oldtech]
5. Mechanic
6. Veteran [of the Psychic Wars]

ROLL ABILITIES

Roll d6 thrice for abilities [d6 x 3].

1. Roll on another hero's table.
2. Swift Recovery
3. Action Boosted
4. Pistolero
5. Porcelain Skinned
6. Protector of Innocents

ROLL STATS

A Timelost Warrior uses Agility to find out what is even going on in this world. Stats cannot be negative, so all negative results become 0.

1. Strength: 1d6-2
2. Endurance: 1d6-1
3. Agility: 1d4
4. Charisma: 1d6-4
5. Aura: 1d6-3
6. Thought: 1d6-3

Optional Point Buy: Instead of rolling, assign 2 points to Agility, and 5 points to the other five Stats.

EVERYHERO GEAR

Start with 300 cash, one weapon, and two random items. The hero can spend cash to buy other equipment before play starts.

TIMELOST SIDEKICKS

Per abilities:

1. **Naive Apprentice** (L1, fanatical)
Def: 10, Life: 7, Stat: +2

TIMELOST CREATURES

The timelost hero can choose or randomly determine a starting pet [d6].

1. **Sleepy Cat** (L1)
2. **Scruffy Dog** (L2)
3. **Vorpal Rabbit** (L3)
4. **Space Owl** (L4)
5. **Skeleton Otter** (L1, hyperactive)
6. **Ex Parrot** (L-, deceased). Alas it died in null-sleep.

TIMELOST WARRIOR ADVANCEMENT

This table isn't completely finished. Sorry. —LR

Every time the hero rests in a safe location the player can invest 500 xp and roll d20 once on this table [d20]. Each result can only be applied once. All effects are permanent. When a duplicate is rolled, the player chooses another result.

1. No progress. Worse, the madness of this strange place drives the hero to revolt against a local custom and skill.

2. Hero learns a new skill, but their sanity wavers. Roll on skill table and lose 3 Life.
3. Increase maximum number of Hero Dice by 1.
4. Take solace in friendship. Gain 3 Life.
5. Roll on ability table.
6. Gain 6 Life.
7. Roll on another hero's advancement table.
8. Roll on skill table.
9. Increase Level by 1. Hero gains notoriety.
Every several weeks (roll d6): (1) something malicious or unfortunate occurs to them, (2-3) an annoying opportunity arises, (4-6) something innocuous reminds the hero of their notoriety.
10. Roll on ability table and increase maximum number of Hero Dice by 1.
11. Increase Bonus by 1.
12. Gain 4 Life.
13. Hero increases a Stat by 1 point.
14. Gain 3 Life.
15. Roll on ability table and gain 1 Life.
16. Roll on skill table and gain 2 Life.
17. Increase maximum number of Hero Dice by 1.
18. Increase level by 1. Hero gains acceptance.
A community accepts the hero and provides them with (roll d6): (1) a place to work, (2) a place to stay, (3) a sidekick, (4) a

rent, (5) a fancy title, or (6) actual influence and obligations.

19. Increase a Stat by 1 and gain 1 Life.
20. Hero discovers a mentor willing to teach them how to become a True Warrior or a True Wizard (player's choice). They set three tasks.

The tasks are (roll d6): (1) a week of humiliation, (2) pointless expenses equal to half and of the hero's wealth, (3) a week of hardship in a remote place, (4) an unusual change to the hero's appearance, (5) to ritually destroy a prized possession, (6) to save or destroy someone or something for the mentor.

After three tasks are completed, the hero undertakes a week-long ritual. The details are up to the player.

After induction, the hero gains the **True Warrior** ability. This changes the hero's Life total and magic cost. Additionally, the hero learns to use a new weapon.

or

This Mentor Is Unsuitable!

The hero will make their own path. Complete one random task then choose (or roll) any skill or ability (except **True Warrior**).

themselves and their role as (roll d6): (1) the last survivor of an extinct species, (2) a true voidwalker, (3) a writer of spectacular fictions, (4) the last true civilized human in existence, (5) the prophet of an oncoming unstoppable doom, (6) the new owner of the ultraviolet blade.

EPIC TIMELOST WARRIOR STATUS

After all 20 results are marked off, the player can invest a final 1,000 xp to advance to level 6.

Gain Status: Epic

Hero is now officially 6th level. People still do not accept them in this strange time, but they have come to accept this is their lot. They find solace in

BEYOND THIS POINT ARE LIONS AND BOOK CONSTRUCTION ENGINEERS!

Beware.