

# MACHINATIONS

# Dead Simple Roleplaying in a Steampunk Setting

## Character Creation

### Attributes [player's choice]

New Team Members have seven points to divide between the four attributes below. Each attribute must be given between one & three points.

Strength [STR]            Dexterity [DEX]  
Intellect [INT]            Spirit [SPT]

### Skills [calculate from attributes]

Skill	Aptitude	Examples
Agility	DEX x 2	Climb, Leap, Swim
Craft	DEX + INT	Make, Repair
Fighting	STR + INT	Kill, Maim
Knowledge	INT x 2	Memory
Perception	INT + SPT	Spot, Hear, Search
Persuasion	SPT x 2	Charm, Con
Shooting	DEX + INT	Sniper
Speed	STR + DEX	Run, React
Stealth	DEX + SPT	Sneak, Hide
Toughness	[STR + SPT]x2	Grit, Courage

### Training [player's choice]

New Team Members are Trained in two skills & Familiar with three others of their choice. The remainder are Untrained.

Training level	Bonus
Untrained	-1
Familiar	+0
Trained	+1
Experienced	+2
Mastered	+3

### Skill Check

Roll less than Aptitude + Training on 1D10. When using a skill a roll of 1 is an automatic success & a roll of 10 an automatic failure.

### Background/Class [choose one]

Noble	Knowledge +1
Military	Shooting +1
Artisan	Craft +1
Merchant	Persuasion +1
Labourer	Toughness +1

Note that player Automatons are never Noble.

### Gender [choose]

An Team Member can be male or female & this makes no difference whatsoever in these rules.

### Professions [choose one]

**Adventurer** – A misfit in search of adventure.

SPT+1, Shooting +1, Double Tap.

**Alchemist** - Wielder of arcane concoctions and chemical solutions.

INT+1, Knowledge +1, Alchemy.

**Artificer** - Creator and deployer of complex machinations.

DEX+1, Craft +1, Mechanics

**Automaton** - The mechanical given animus, allowing a deceased but valued colleague to maintain their contribution to the cause.

STR+1, Fighting +1, Deathless.

### Professional Abilities

**Alchemy;** An alchemist can create and use a variety of preparations. A new Alchemist knows three from the list in these rules. Between adventures he can prepare three flasks of each type he knows. They have a limited shelf life so no more than this can be prepared for use.

**Double Tap;** An Adventurer can shoot twice in a turn if he has not moved.

**Deathless;** An Automaton cannot be killed, though it can be KO'd. Once KO'd it remains

shut down until repaired by an Artificer. Automatons are immune to poison, disease and narcotic agents in liquid or gaseous form. They do not sleep.

**Mechanics;** An Artificer can examine, repair, disable and even create mechanical equipment. This includes aiding and repairing Automatons. To do this he makes a Craft check and if successful a KO'd Automaton become merely wounded and a wounded one becomes whole.

### Improving Player Characters

After an adventure the characters divide the loot between them equally. They can then spend some of this on training to improve themselves.

Cost	Improvement
£50	Improve Attribute by +1
£10	Improve a Skill's training level by +1
£20	An Alchemist can choose to learn a new preparation.

They can also use their money to buy better equipment.

### Alchemical Preparations

An Alchemist can never really know how good a preparation will be until he uses it. Thus he makes his Craft check then and if it is good it has the stated effect below.

Thrown Flasks have a range of 30'.

**Acid:** Pour - Burns through wood, adhesives and other organic substance including Alchemist's Seize.

Thrown - if it hits an enemy it destroys one level of armour. If they have none it wounds them.

**Chameleon:** Pour - A person with this poured over them cannot be seen for 3 turns unless he attacks an enemy in any way.

**Curative:** Drink - Counter the effects of a disease or infection.

**Dodge:** Drink - Improve effective armour of drinker by one level for 3 turns.

**Flash Bulb:** Thrown - Affected enemy are blinded for 3 turns. Radius 10'.

**Float:** Drink - Drinker defies gravity for 3 turns.

**Grease:** Thrown - makes a 10' square area almost impossible to stand upon. Agility checks are needed to stand or move over it.

**Greek Fire:** Thrown - If it hits it ignores armour when causing damage.

**Haste:** Drink - Drinker can move again in Combat phase.

**Illuminate:** Shaking flask produces bright light for 30 minutes.

**Poison:** Pour - Coat onto a blade of any kind, it reduces Toughness by 3 for the purposes of resisting damage rolls.

**Purgative:** Drink - Counters the effects of a poison.

**Purity:** Pour – Put into a drink or over food it makes it pure and safe from poison or disease.

**Restorative:** Drink - Makes a KO'd person just wounded or a Wounded one whole. Has no effect upon Automatons.

**Seize:** Pour - Applied to a portal it seals it shut against anything except Acid. Thrown - Against mechanical devices, including Automatons, it stops them dead for 3 turns.

**Sleeping Draught:** Drink - Slipped into someone's drink it will cause them to become drowsy and then descend into a deep sleep for up to one hour.

**Stun Gas:** Thrown - Affected enemy cannot attack for 3 turns. They can still move & defend themselves. Radius 10'.

### Equipment [based on class/profession]

All new Team Members begin with a set of suitable clothes and £5 in cash.

In addition they will have:

**Adventurer:** Lined Coat [Lt. Armour], Heavy Revolver [+1 Shooting] & 12 rounds.

**Alchemist:** Dagger, Alchemist's Tools, Three of each of his chosen preparations.

**Artificer:** Brigandine [Medium Armour], Big Wrench [+1 Fighting], Artificer's Tools.

**Automaton:** Brass Sheathing [Medium Armour], Retractable Wrist Blade [+1 Fighting].

**Noble:** Swordstick [Concealed weapon], Stipend of £100 per annum.

**Military:** Service Revolver & 24 rounds, Pension of £25 per annum.

**Artisan:** Contacts in the Trades Guilds, Royalties of £12 per annum.

**Merchant:** Contacts in CHOAM, Investments producing £50 per annum.

**Labourer:** Underworld Contacts, Dagger, Grudges.

## Play

When things get interesting the game is played in Turns of about ten seconds in length. Each turn follows the sequence below:

### 1. Movement

Player characters can choose to move before or after their enemies. Note that squares are 2m across. They can move up to 3 + Speed in squares, -1 if in Medium Armour, -2 if they are in Heavy. You cannot move through a solid object over waist high or another figure (unless they let you). You can climb over or up an object but this is at half speed. Stealthy movement is also at half speed.

### 2. Bloody Combat

Team Members & their enemies can attack once each in a turn. You can only fight another figure in a square next to your own (including diagonally). You can shoot at any figure that is in line of sight & range, even if they are fighting. This includes throwing suitable Alchemical Preparations.

The Team Members always attack first.

The attacker makes a Fighting or Shooting skill check minus their opponent's DEX.

If there is more than one attacker attacking a single opponent each one gets +1 to their skill check.

The difference between what the attacker needs & what he scores is the damage. If his weapon is a two-handed Fighting weapon he gets +1 to damage.

Armour stops the first few points of damage:

Light Armour stops 1 point.

Medium Armour stops 2 points.

Heavy Armour stops 3 points.

If his armour doesn't stop all the damage the defender must make a Toughness skill roll. He must roll less than his Toughness minus the remaining damage, or he becomes Wounded.

A Wounded figure has all his skills are reduced by 3 points (including Toughness).

If wounded a second time he is knocked out.

A KO'd figure can be easily killed or captured.

### 3. Use other Skills

Anything not listed above can now be done.

This includes an Artificer making successful craft rolls to repair an Automaton.