

FUTURE RENAISSANCE: GM SCREEN V2

A CAVALIERS OF MARS/CORTEXPRIME HACK GAME MOD BY RUEMERE

SCENES

- Story: All PCs freely contribute to the narrative.
- Conflict: PCs and NPCs alternate taking turns, starting with a PC. Exceptions: surprise, paralysis.
- High Stakes scene: Loser is OUT.
- OUT: Unable to participate, may suffer a Condition, may die.
- Projects: Gather intelligence, Run Profitable Venture, Use a Talent.
- Short Rest: Restore non-negative Stamina to max. Min 15 minutes.
- Long Rest: Recover from negatives or Lose a Condition. At least 8 hours.

RESOLVING ACTIONS

A PC describes their intent, while the GM decides if it is High Stakes scene (if so, name the stakes). The GM sets difficulty:

- Static (obstacles, hazards, projects): 3 (very easy), 7 (routine), 11 (challenging), 15 (hard), 19 (very hard).
- Variable (single creature): NPC assembles a pool of dice out of applicable traits and rolls, calculates their total and selects Effect Die.
- Variable (a group of similar creatures, size difference): Proceed as per single creature, add Scale die or dice.
- Complication and Condition dice: Applicable dice increase opposition's dicepool.
- Scale die/dice: +d8 for small groups and ogres, +2d8 for trucks and dragons.
- Scale dice: All Scale dice increase pool, 2nd and 4th may be used to increase Effect Die (just roll them though, i.e. add +d8).
- Scale dice are lost at the rate of Stamina/2 per die.
- Higher total wins. Anyone can spend a Drama Point to force a Draw.
- Combat: Winning acting character deals (Effect Die value + Weapon



- Die roll – loser Effect Die value) damage to loser's Stamina.
- Non-combat: Winner narrates result based stakes and Effect Die – d4 is Partial Success or Success with Complication, d6 is Success, each step above d6 grants a Benefit.
- Benefit: Additional question for investigation, halve the time required for a success, double the effect, etc.

STAMINA

- An NPC is OUT at 0 Stamina.
- A PC is OUT at -(Stamina/2).
- Non-negative Stamina is fully restored with short Rest.
- Negative Stamina recovery requires long rest.
- Stamina for vehicles and objects always requires props and downtime to recover.

DOWNTIME

A passage of time, a montage, during which each PC may perform an action. The actual time must be negotiated. Recommended minimum times:

- Research or investigation: 4h
- Long rest: 8h per 1d
- Profitable venture: 8h per 7d
- Repair an object: 8h

- Remove a Condition or Complication : 7 days
- Advance a Project: Run a Profitable Venture, Use a Talent: 4h or 8h or 7 days

PROFITABLE VENTURE

To set up a Profitable Venture, you need to form and maintain a relationship (1 Drama Point per session) with a trustworthy individual. Then make an investment (step down your Purse) and describe the nature of the venture. The rating of Profitable Venture is the same as the Purse rating prior to stepping down.

From that point on you have a Profitable Venture asset (rated at the investment level initially). Once per downtime you may make an action and step up your Purse asset on success. On failure step down Profitable Venture or step down your Purse. A Profitable Venture cannot step up your Purse beyond Profitable Venture level. A Purse however can be stepped down to step up the Venture as long as the Purse rating is higher than the Venture.

MAKING A LIVING

To earn a living during downtime, make a Career action check. The effect die results: d4 (poor, hungry, dirty; cannot recover from health complications), d6 (lean and mean, but mostly fine), d8 (carousing time or shopping spree possible; recovers from health complication at double the speed, i.e. half a day). At d8 or higher you may step up your Purse instead.

Purchasing standard supplies to travel for a week: d6 (supplies provide food, water and basic camping consumables). Purchasing adventuring equipment: d8 (adventuring equipment allows to create an Asset in a middle of nowhere at the usual cost of 1 Drama Point).

DRAMA POOL

[PC]'s starting Drama Pool is 3. GM's starting Drama Pool is equal to the number of players. Drama points may be spent by PCs and GMs to:

- avoid results of an action,
- recover from a complication after a scene immediately after a scene it was inflicted,
- procure a new asset for duration of a scene (as long as it is plausible, the asset is to be retained, another Drama Point must be expended at the end of the scene; also a PC must pay a Drama Point per session if the asset requires a maintenance),
- forge a new relationship (once an NPC is befriended, works like an asset, but comes with its own personality, skills and goals),
- power up a Talent instead of exerting a trait.
- invoke special Benefit of an asset or a relationship.
- ignore an established complication for a single action.
- survive an OUT event.

Drama Pools reset every session. One can gain only a single Drama Point per scene. Drama Points may be also gained by PCs when:

- they yield during action resolution,
- roll natural one during action resolution,
- they accept an activation of negative Distinction,
- make a stunning contribution to a scene,
- achieve a milestone.

CONDITIONS

A character taken OUT receives a Condition. A Condition is a lasting complication with d8 that summarizes status of a character:

- Exhausted (apply d8 to difficulty of any tasks; needs a good night's long rest to clear),
- Injured (as Exhausted, but needs a week of rest and medical care to recover),
- In Love (forms a lasting bond with another NPC),
- Melancholy (acting on their own initiative or for their own good is difficult),
- Presumed Dead (for NPCs, mostly),
- Trapped (unable to participate in scenes pending release),
- Vengeful (singlemindedness that makes any teamwork difficult).

Conditions affecting mental disposition should be reflected by roleplaying a pursuit of an objective. Their main drawback is that another character aware may manipulate affected protagonist by making an appeal related to the Condition. Care must be taken not to abuse this influence – at worst, such a condition should affect character's actions for two weeks in-game time – a character could become an NPC for that time, with GM running them offscreen. NOTE! A GM should always consult the owner of the character to ensure that they are OK with what is happening.

COMPLICATIONS

A complication is an item in a statblock. It is rated with a die, and gets applied to an eligible target's

action dice pool, usually to the disadvantage of its owner.

If there are several complications applicable:

- For complications of the same or similar kind and different ratings (injuries and bruises, for example) – apply the highest only.
- For complications of the same type and of the same rating, apply one, and then step it up by one.
- For complications of the different types affecting the same action, pick two highest.

GANGING UP

Name a leader. Assisting characters add highest relevant die to the pool. Proceed as normal to resolve.

HAZARDS / OBSTACLES

Hazard is an active threat that performs an action against eligible targets once all other actions are resolved. Examples: a raging fire, flash flood, a swarm of rats.

An obstacle is a passive threat that may create complication only if it is interacted with. Examples: a dilapidated building threatening to collapse, contaminated water.

ZONE

Any area where the action takes place is divided into Zones. A Zone template: Name and Description, Speed, Features (potential assets) and Treasures, Hazards and Obstacles, Characters (and their Dispositions), Developments (and their Triggers).

A whole zone can be usually traversed as a part of an action.

TALENTS

Use of a Talent either grants +d8 to a pool or allows to automatically succeed during a downtime action.

In case of +d8 or downtime shorter than 1d, the cost of a talent is 1 Drama point or exerting an associated trait. Traits cannot be stepped below 1d4.

All Traits are reset at the beginning of the next session or after

a restful downtime of at least eight hours.

TRAVELING

Action check vs. difficulty of 7 (for a long route along established and known roads) or 3d6 (if unforeseen complications are to take place).

Draw result indicates a complication occurring to someone else met along the road (the PCs have an option to avoid the complication).

Roll d6 to determine the issue:

1. Technical (failing parts)
2. Resources (out of fuel or other commodity, resupply required)
3. Environmental hazard (dust storm, sand storm, rain, flash flood, heat wave, cold strike)
4. Obstacle (obstructed route, blocked route, damaged route, fee collectors)
5. Unsavory humans (bandits, smugglers, rowdy celebrations, hostiles)
6. Distinctive F/F, fauna or flora

F/F OF RADIUM PLATEAU

1. Sand Floater is Fragile Floating Balloon d4, Electricity Salvo d10, Attracted to Blood d6; Resolve d4; Escape d4, Fight d6, Charm d8. Stamina 4.
2. Dune Mites are Palm-Sized Sand Burrowing Insects d4, Love to Take Apart Electric and Steal Stuff d6; Resolve d4; Escape d4, Fight d4, Charm d4. Stamina 4 (a swarm).
3. Dancing Carrion Monkeys are Nocturnal Carrion Eaters d8, who Love to Dance in the Moonlight d8, but Need to Hide Away from the Sun d8; Resolve d4; Escape d8, Fight d6, Charm d6. Stamina 6 (a gang).
4. Twilight Leopards are known for their Invisibility in Twilight d10 and Great Sense of Smell d10; Resolve d8; Escape d10, Fight d8, Charm d8. Stamina 10.
5. Willowkills are Huge Willow-like Plant Stalkers d8, who Wait until their Target Goes to Sleep d8; Resolve d10; Escape d4, Fight d10, Charm d10. Stamina 18. Scale +d8.

6. Fire Ants are Poisonous Insects d6 that also Set Fire to Flammable Items d6 (mixture of flammable chemicals carried by two types of warriors that brought together create fire); Resolve d10 (large swarm; active in the morning and evenings only); Resolve d4; Escape d6, Fight d10, Charm d6. Stamina 10. Scale +2d8 (a swarm).

Low-risk parts of the ecosystem:

Dusk Mites (scavenger beetles that appear at dusk), Beggar Grass (mildly poisonous, but can be cooked by beggars and eaten at the expense of nightmarish dreams), Rolling Bush (just what it says, will root itself near water or carrion), Feeble Flies (just what it says, very small flies, often indicating presence of a hidden or underground water source), Armored Rats (rats, territorial and with bad attitude), Sand Striders (huge, but slow walkers that are actually plants, strongly poisonous), Turtle Ivy (desert-adapted ivy, capable of slowly moving toward perceived source of nutrition; mildly poisonous).

F/F OF MOUNTAINS

1. Rock Dish aka Mad Hat is Flat Cap-like Toothy Omnivore d4, that can Spit Paralyzing and Blinding Poison d10. It Attacks from Above d6 and then slowly crawls to digest paralyzed its prey; Resolve d4; Escape d4, Fight d4, Charm d12. Stamina 4.
2. Jumping Rattler Centipede is Arm-Sized Hunter that Coils and Springs d8, Aiming to use Deadly Stingers d6; Escape d6, Fight d6, Charm d8. Stamina 6.
3. Arrow Vulture is a Bird that Can Spit Projectiles d8, and it has a Great Eyesight d8, but easily scares; Resolve d4; Escape d8, Fight d6, Charm d6. Stamina 8.
4. Mock Bear is known as Unstoppable Mountain Brute d10 with Great Sense of Smell d10; Resolve

d10; Escape d10, Fight d8, Charm d8. Stamina 20. Scale +1d8.

5. Sleeping Moss is a plant that Uses Sleeping Spores d6; Resolve d6; Escape d4, Fight d4, Charm n/a. Stamina 4.
6. Fishing Scorpio are a Swarm of Poisonous Insects d4; Resolve d10 (large swarm; active in the morning and evenings only); Resolve d4; Escape d4, Fight d10, Charm d4. Stamina 10 (a swarm).

Low-risk parts of the ecosystem:

Water Buffalo Beetles (like buffaloes only human-sized, operate in herds), Crawling Trees (too slow to be danerous), Lemon Grass (edible, used as spice), Shadow Salamanders, Hungry Rabbits (a horde of them is not dangerous, but they are omnivorous), Rock Slimes (small slimes that hide below rocks, can do slight burns at most), Stream Trout, Mountain Floaters (like Sand Floaters, only without electricity)

ENVIRONMENTAL RISKS

Roll d8 if you need to randomly choose a challenge:

1. Dehydration – without adequate supply of water, one faces risk of succumbing to dehydration (initial complication d6, step up/1 hour of lack of adequate water supply).
2. Dust storms – are usually short windstorms carrying fine dust. Unless one protects themselves, there is a risk of respiratory issues (initial complication d4, step up/30 min of expoure).
3. Flash floods – sudden downpour, extremely rare and all the more dangerous because of this (Challenging to Very Hard, high stakes).
4. High temperature (around 50 °C) (initial complication d6, step up/10 min of strenuous activity).
5. Low temperature (around -18 °C) (initial complication d6, step up/1 hour of immobility, assuming adequate clothing).

6. Poisoning (usually by low grade water) (initial complication d6, step up/ 12 hours drinking).
7. Sun blindness (sunlight is extremely bright during daylight hours) (initial complication d8, lasts for a day).
8. Sun burns (initial complication d4, step up/untreated or if exposure continues/1 hour).

