

SciFantaPunk



Master Tome

SCIFANTAPUNK MASTER TOME

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Dedication:

This book is dedicated to all those who believed in the concept of this game, and ability of the author and illustrator. *The truest friends are the ones who give you confidence and reassurance.*

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Starting Out

SCIFANTAPUNK OVERVIEW

SCIFANTAPUNK is a mixture of high-fantasy, science-fiction, and horror. It is set in a vast universe known as *the cosmality*. The games in this setting take place very far in the future when humans have left the old Earth, traveled the stars for generations, and found new planets to inhabit. The two most prominent planets are New Earth and Taldor. These are where most games take place, New Earth being the primary. New Earth is a futuristic dystopian culture. Corporations control the megacities and the land in between is still full of dangerous creatures, plants, geography, and more. Taldor, on the other hand, has banned technology allowing magick to thrive. As such more magick and fantastical creatures exist on Taldor. This makes it perfect for medieval fantasy campaigns. There are even planets for horror, paradise, and other themed adventures. Additional information will be covered in the Section II of this book, after the Cosmality Universe chapter.

The core concept of this table-top role-playing game is to focus more on gameplay and roleplaying, rather than mechanics or lengthy character creation. As such, character creation and gameplay are designed to be simple and straightforward. Even with no exposure to other table-top role-playing games, it should take less than half-an-hour to make a new character from scratch. There is also a template character for humanoids who want to jump right in, need inspiration, or even for the Story Weaver to use as an NPC.

GAMEPLAY ITEMS

As with most games there are a few things needed to play SciFantaPunk in addition to this core rule book. Either a set of 6-sided dice, or a manner in which to emulate rolls such as a random number generator are needed. There is also need for a way to record player *character sheets*. This can be done with pencil and paper, or done electronically as well. Keep in mind there will be frequent changes, so it is recommended NOT to use pen or permanent marker. The most important things needed... The Story Weaver, the players and imagination!



STORY WEAVER

One person needs to be the Story Weaver. They will be who creates and guides the stories. The Story Weaver describes what happens as a result of what the players say and do, and interprets the roll of the dice to decide if the characters succeed or fail, suffer or prosper, live or die. It is natural to be intimidated, but everyone started somewhere. It may seem like a very demanding task, but is also very rewarding. The Story Weaver is a weaver of dreams for the players, painting pictures for their imagination, and narrating what is happening in the universe around the player. They also control everything that is not a player character.

PLAYERS & FREELANCING

Most of the humanoids who play this game will not be Story Weavers, but rather players. They will assume the roles of the central characters in the story.

As a player in a SciFantaPunk game, players take on the persona and role of a SciFantaPunk Character. They invent a life and backstory for that character. Players then act as that character over the course of a campaign. The life of the character is in the players hands, for it is they who decide what the character says and does. The players decide what risks to accept or decline. Everything the player says and does has an effect on the world. In the end it's the story, not the fate of the characters, which is the most important. The character is a tool for telling a good story, not the other way around.

This book is designed to give the Story Weaver and Players the tools to create a game of their very own to enjoy as they see fit. Most players in this game play as Freelancers, a type of contract worker. The work they do can vary from being a courier or messenger, to helping protect land from creatures and/or humanoids. For more experienced Freelancers, they may even be a mercenary warrior. Freelancers are a sort of futuristic adventurer. Because of this, the terms Adventurer and Freelancer can be used interchangeably.

During gameplay the Freelancers will be put at risk more than the average person. That said, with great risk comes great reward. If they manage to survive, their Freelancers may become legends.

Creating a Freelancer is essential to play as a player, and will be covered in the next section. While the character sheet has sections for most of the essential information for making a Freelancer, keep in mind additional details can be added on a separate sheet of paper. These can be character portraits, written out backstory, or virtually anything else about the character. The Story Weaver should collect copies of these to verify accuracy and use information in the campaign from their backstories, pros, cons, etc.

Character Creation

MAKING YOUR FREELANCER

To create a character either print, or otherwise make a copy of the corresponding SciFantaPunk Character Sheet located in the back of the book. There is also a New Earth template character if an NPC is needed, or if a player doesn't want to make a character, but wants to play. It is also important the gaming party decide which planet they want to start on. If starting on New Earth, all technology is available. If on Taldor, only late medieval technology is available at the start of the game.

Since the character sheet it is one of the few things required to play the game, let's make the player characters now.

The top part of the SciFantaPunk Character Sheet is for descriptive details of the character. These include: The character's name, which is their real name. Their alias, which is the name they are generally known by, etc.

NOTE: While the Alias can be the same as the Real Name, it is common to use an alias to protect one's own true identity for security and anonymity.

The **Player** section is for the name of the player. This helps the Story Weaver to avoid mix ups in campaigns with multiple humanoid, as they are likely to keep copies of each player character sheet for reference and planning future campaigns.

Occupation is where what the character does for a living is written. It is possible the character won't have a day-to-day profession. If not, put the default of Freelancer. Most characters are Freelancers, meaning they take jobs as they can from Recruiters who are constantly looking for contract workers to do off-the-books jobs.

Species is the characters species. By default, all characters are *Bellator Humans*. If the Story Weaver allows, there are other playable species. The other common player species are Dwarves, Elves, Giants, Reptilians, and HalfKin (which can be half-and-half of any playable species.)

NOTE: There are also sub-species (aka races) of the different species. Additional information on these races is in the next section.

Lastly, there are additional descriptive details about the characters such as Age, Gender, Height, and Build. Build is used in lieu of weight, but still describes the general appearance of the overall body. Some examples include muscular, skinny, fit, average, chubby, obese, etc. A player may also wish to draw, or otherwise provide, a portrait of their character. This may be helpful to describe certain features of their appearance as a visual aid and reference.

PLAYABLE SPECIES

The cosmality is not just comprised of Humans. There are many other fantastical humanoid species, monsters, plants, mythical creatures, and even the supernatural. Below are the generally playable species if allowed by the Story Weaver:

Human [SS +2] – Humans do not have any Core Stat adjustments. Instead, start with 2 additional Secondary Stat points due to focus on training to contend with other species in various skills and abilities. The future humans appear much as humans do in our real lives. This includes all the various skin tones, facial features, and even remnants of distant ancestor culture. That said, some humans have also been altered over time in appearance for various reasons. Most notably was the fact that multiple generations of their past ancestors spent substantial time on a space habitat while traveling to the new world. There are also different groups of humans that tend to group together based on various cultural beliefs, appearances, and even some stereotypes and racism for others. In this setting humans are virtually identical to what real life humans are like. While it is true The Great Migration effectively made the human race more unified as a single group, some old traditions and cultural staples still remain. This means some humans look somewhat different from each other, and can still be categorized into approximate racial groups. Reality can be used to create the characters customs, religions, etc., if fitting for your character. It is also important to note that while there are different groups within the human ranks, they all speak Terran. However, there are different dialects depending on the group of humans being referred to. Terran is the most common language, and is spoken by virtually all humanoids. All player characters start with this language. This is because after The Great Migration, all humans spoke one language and began meeting and trading with native species after landing. After colonizing the cosmality, languages diverged slightly. New languages were also discovered. Overall, however, Terran remained similar enough to allow for a universal trade language. It is very rare for a humanoid to not speak or understand Terran anywhere in the cosmality unless they specifically avoid other humanoids.

Tech-ni generally live in the most advanced homes. They love technology and are great at creating it. They are generally pale and more peach in color tint. They are also typically a little shorter than other humans. They have very strict codes of honor and are generally very straightforward.

Forsch are comfortable living virtually anywhere. Being natural explorers, this is a good thing. They are known for making fine ships and other similar transport to make exploration easier. They are typically among the tallest of humans and usually have light colored hair and eyes.