



SPES MORTIS REQUIEM

THE BASIX EDITION

SPES MORTIS REQUIEM

THE COMPLETE ROLEPLAYING GAME FIRST EDITION

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All images, except those considered to be in the public domain, are used under license or with permission, and all rights remain with the creators. Thank you for giving Spes a chance, I hope you have a lot of fun with it. Special thanks:

Deanne Malcome-

For putting up with it, proofreading it, hearing about it ad nauseum, and still being cool.

Logan Malcome-

For being down with it, pushing me towards it, contributing to it, and being his awesome self.

Check out Logan's work at

www.tvquest.thecomicseries.com

To all of the great people that created the fantastic software that allowed me to put this book together, you rock.

This game was based in part on the 4C System—thanks to all of those awesome folks.

It's also got a dash of old-school d100 in it. I love that game.

To all of the artists whose work was included in this book, thank you and your awesome people.

Cover Art “Zombie Rat”

Copyright © Headless Hydra Games,
artist The Forge—thank you!

<http://headlesshydragames.wordpress.com>

I also used a lot of art that I found online and I'd like to credit the artists where I can, without implying that they endorsed this book in any way. I'd also like to thank the company that released the art for use.

Kudos.

Pg. 14, 17.....David Lewis Johnson

Pg. 22.....Miguel Santos

Character sheet by yours truly. Print it out as much as you want.

The Official home of Spes Mortis:

<http://originashuns.wordpress.com>

To all of the artists that released stuff into the public domain, thank you! I'll try to contact everyone. If you have an illustration in Spes and you want credit, let me know. Likewise, to anyone that would like to put some art in Spes or any upcoming Spes stuff, let me know! I'd love to put your work in the book.

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INTRODUCTION

Hallo, folks. Thank you for checking out my little game. I've put quite a bit of time into it, and I'm thrilled that it's finally out in the world for people to play around with.

Spes Mortis Requiem began as a campaign setting for a specific universal roleplaying game. As I worked on that world, it got bigger and bigger and bigger, until it was so large that I decided to scrap the game system I was using at the time and create my own. I wanted the game system to compliment the campaign setting, and merge all of the things I loved from other RPG's with my ideas about what my ideal game system would be.

However, the more I worked on the game system the more I liked it. I wanted everyone to be able to play Spes, independent of my own fictions. So, here it is: Spes, as a basic universal roleplaying game system. I hope you enjoy it.

This is the first draft, and it is ROUGH. There are a lot of changes and improvements to be made before the print version is finalized. This is just a very basic, printable version of the game, and much of it is still unfinished. As such, there are only a few illustrations, and the fonts were selected for readability. This is by no means a finished product. The actual book will be all slick and pretty.

I've tried to arrange everything in a logical fashion, but I'm sure that some of the text will be rearranged at some point.

So.....what IS in this book, and what's to come?

We have in this little PDF a character sheet and all of the information needed to create characters and run an a basic adventure.

Still to be finished: a list of enemies, a simple and comprehensive method for playing the game solo, or without a gamemaster (FAK), rules for levelling up, more mods and scientias, moremoremoreMOREMORE!!!! Muwahahahahaha!!!

HEY YOU OUT THERE! Yes, you! You can help us make SPES better by testing it out, playing around with it, using it, and creating stuff for it.

I drew inspiration from several sources while working on SPES, most notably the fantastic 4c System. I used the 4c System to fill in the gaps in the game engine the way a mad genetic engineer at a certain dinosaur-themed park used amphibian DNA. The 4c System was created by a lot of great people. It was an act of love, and they released the entire thing into the public domain. When I first found the 4c System, I was surprised to see that a lot of it closely resembled my own ideas, so I decided to modify it and use it as a building block for SPES. Now I'm happy to be able to give it away the same way I received it. With the exception of some OGL stuff that I borrowed from

another game system, which is clearly defined in the OGL included at the end of the PDF, Spes Mortis Requiem is released to the public as public domain and almost every part of the text, including the title, is open for use (the names of those involved in the creation of Spes Mortis Requiem are not open for use). The copyright on Spes Mortis Requiem is unassigned and the text is donated to the public domain; anyone can use this material for their own products and with their own ideas. I've labeled all of the stuff that's open game content.

So. Anyway, there it is. Keep an eye out for further releases and developments, and check out the Spes Mortis Requiem page on Facebook for news, developments and releases. Cheers, all.

Austin "I'm not wearing any pants" Malcome



**THE BASIX:
THE LEAST YOU NEED TO KNOW
ON A NEED TO KNOW BASIS**

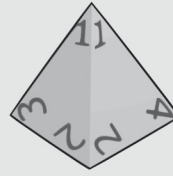
Dice are cool. Love the dice, befriend the dice, treat them well. Develop a healthy relationship with the dice based upon mutual respect. There are lots of beautiful dice in the world, and SPES uses most of them. "DICE" is the plural term; when only one is rolled, it is called a "DIE."

Like most RPG's, SPES uses standard dice notation to indicate the number and type of dice to roll. Each type of die is referred to by the number of sides that it has, such as d4, d6, d20, etc. When you need to roll dice, you will be given the number and type of dice to roll in the standard #dT format, where the number sign represents the number of dice to roll, and the T represents the type of dice to roll.

When instructed to roll 2D6's, for example, you would roll two six-sided dice and add them together. "Roll 3d4" means to roll three four sided dice and add them together. Occasionally, your dice roll may have a modifier; in this case, you will see the modifier listed after the dice to be rolled, for example: 1d20-2, 2d6+2.

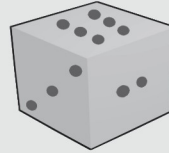
There is one other special dice roll to be considered-rolling d100, also called d% or a percentile roll. The d% roll is the heart of the SPES RPG, and is used to determine the success of a character's actions. To make a d% roll, you will need to roll 2d10's (two ten sided dice) to generate a number. Before rolling, declare which die represents ones and which die represents tens. It's easiest if the dice are different colors. There are also special dice that are printed with tens instead of ones (00-90 instead of 0-9.) The dice are not added together when rolling d%, but are read as a number between 00 and 99. Ninety-nine is the highest number you can naturally roll when making a d% roll. A roll of ninety-nine is always an automatic success. In SPES, a roll of 00 counts as zero. A roll of zero is always an automatic failure.

This may sound confusing, so lets look at a few examples: Bobby has to make a d% roll, so he rolls 2d10's (two ten sided dice.) One die is red, the other is black. The red die represents 10's. He rolls, and gets a 7 on the red die and a 2 on the black die, which counts as a 72. Susan makes her d% roll. She rolls a zero on the tens die and a nine on the ones die, which counts as 09.



THE d4

The d4 has four sides and looks like a pyramid.



THE d6

The d6 is the standard six-sided die that you probably have in an old board game.



THE d8

This eight-sided die resembles a diamond, but costs less.



THE d10

The ten sided die is used extensively in SPES.



THE d12

The twelve sided die is kind of funny looking, but what are you gonna' do about it, right?



THE d20

The twenty-sided die is quite popular among a certain crowd of gamers.



THE d% (also called d100)

To roll d100, roll 2d10's. One die represents tens, and the other represents ones.

RANK AND TIER

SPES uses numbers to describe ability. There are two important terms that you should know when we're discussing numbers: RANK and TIER.

The RANK, or rank value, is the actual numeric score that represents the stat, ability or scientia. Ranks are classified into groups called TIERS. The rank is the specific value of the stat or sci; the tier is the categorical level used to classify the rank.

RANK VALUES AND CORRESPONDING TIERS

RANK VALUE	TIER	REFERENCE
0	0	
1 - 2	1 (Weak)	Human minimum
3 - 5	2 (Poor)	Below human average
6 - 9	3 (Typical)	Human average
10 - 19	4 (Good)	Above human average
20 - 29	5 (Excellent)	Exceptional human
30 - 39	6 (Super)	Maximum human limit
40 - 49	7 (Incredible)	Low superhuman
50 - 74	8 (Legendary)	Superhuman
75 - 99	9 (Monumental)	High superhuman
100 - 149	10 (Unearthly)	Low celestial
150 - 249	11 (Unthinkable)	Celestial
250 - 499	12 (Class X)	Class X
500 - 999	13 (Class Y)	Class Y
1000	14 (Class Z)	Class Z

THE CORE MECHANIC:

THE POF ROLL

When a character attempts an action, and the success of that action is not guaranteed, the player must make a POF roll. POF stands for "Probability of Failure." The character's POF for a given task depends upon the difficulty of the task, and the rank of the stat being tested. There are three basic levels of difficulty: Average (AVG), High (HI), and Stupid (STPD). To find the POF, the FAK determines the appropriate stat to test, finds the stat's rank on the POF chart, and applies any applicable penalties or bonuses.

To make a POF roll, the player rolls d100. If the number rolled is equal to or higher than the target POF, they succeed. If the number rolled is less than the target POF, they fail.

A roll of 00 is always a failure. A roll of 99 is always a success. In addition, each character has a Lucky Number and an Unlucky number, selected when creating the character. Rolling the Unlucky number always results in a critical failure. Rolling the Lucky number always results in a critical success.

THE POF CHART

RANK	POF, AVG	POF, HI	POF, STPD
0	65	94	99
1-2	60	90	99
3-5	55	85	99
6-9	50	80	97
10-19	45	75	97
20-29	40	70	94
30-39	35	65	94
40-49	30	60	90
50-74	25	55	90
75-99	20	50	85
100-149	15	45	85
150-249	10	40	80
250-499	06	40	75
500-999	03	35	75
1000	01	35	70

EXAMPLE: Bobby's character wants to rappel down the side of a building. The FAK decides that this is a test of the character's PERNICITAS (PER) stat. Bobby's character is a trained soldier, and the FAK decides that this task would have an average POF. Bobby's character has a PER rank of 8. The FAK finds the number 8 on the chart, and sees that the POF, AVG: is 50. Bobby must roll 50 or higher to succeed. Bobby rolls d100, and rolls a 62, which is a success.

Now, suppose that Bobby's character wants to rappel down the side of the building in the rain. The rain complicates the task, so the FAK decides to apply a modifier of +10. (All modifiers are in groups of 10.) Please note that modifiers are applied to the POF, not the roll. Therefore, a modifier of +10 makes the task harder, while a modifier of -10 would make the task easier. In this example, the POF becomes 60. Bobby must roll 60 or more. Unfortunately for Bobby, he rolls a 12—his unlucky number! The rope snaps and Bobby's character plummets to the concrete and breaks his neck and dies.

CHARACTER CREATION: MAKE THINSELF IN THINE OWN IMAGE

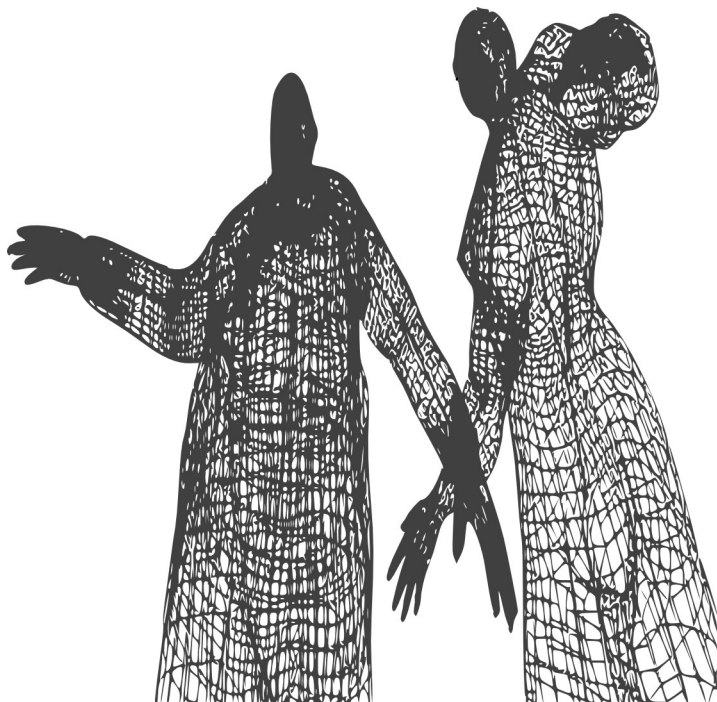
The unique characters you create are the 'stars' of this game. The character creation process is quick and painless, but there are a few steps to take before you head out in search of adventure.

STATS

Like most RPG's, SPES uses numbers to describe a character's strengths, weaknesses and attributes. Characters in Spes are defined by their statistics, or 'stats' for short. There are nine stats.

When you create a character, each of the character's stats will be assigned a number that expresses the character's abilities. Higher numbers represent a higher level of ability. When you create a character, their stats will vary based upon the species and other options that you select.

You'll notice that we chose to use Latin words for some of the important terms in SPES, most notably the stats. We feel that the Latin words come closer to describing the concepts behind the stats, and we wanted SPES to stand out a little bit. We encourage you to give the Latin names a chance. You'll soon learn all of them, and then you'll know how to speak a little Latin! Remember, this is YOUR game: if you find the stat names confusing, feel free to rename them!



WHAT YOUR STATS SAY ABOUT YOU NINE STATS DEFINE EACH SPES CHARACTER

LACERTUS (LAC)

Meaning: upper arm, strength

The character's Lacertus value describes his physical strength. The higher this number, the stronger the character.

LENTUS (LEN)

Meaning: tough, resistant, tenacious

The character's Lentus value describes his vitality, physical health and endurance. It directly affects the Soak values.

PERNICITAS (PER)

Meaning: speed, agility

The character's Pernicitas value describes how nimble, quick-footed, and agile he is. It is a measure of both the character's speed and balance, and determines how far and fast the character can move.

ANIMUS (ANI)

Meaning: heart, feelings, body, mind, soul

The Animus value describes the character's spirit and internal fire, and the strength of their soul and heart.

INTELLIGENTIA (INT)

Meaning: intellect, understanding, intelligence

The character's Intelligentia value describes his wit, intelligence and powers of reason and deduction.

PRUDENTIA (PRU)

Meaning: discretion, foresight, good sense, wisdom

The character's Prudentia value describes his judgment, common sense, and prudence.

TOLERANTIUS (TOL)

Meaning: to withstand harm, tolerantly, with fortitude

The character's Tolerantius value describes his willpower and mental/emotional patience and endurance.

SPATIUM (SPAT)

Meaning: bulk, area, size

Spatium is a measure of the character's actual physical size. Spatium directly affects the Soak values, and can affect certain success rolls. Spat is determined by the character's species template.

DECOR (DEC)

Meaning: beauty, grace, elegance, charm, propriety

The character's Decor value describes both his physical attractiveness, and his personal charm.

SECONDARY STATS

MORE INFORMATION TO HELP YOUR GAME

In addition to the nine primary stats—LAC, LEN, PER, ANI, INT, DEC, PRU, TOL, and SPAT—each character has some additional stats that have special rules.

• FORTE

Meaning: perchance, as luck would have it

Each character begins the game with a finite number of Forte dice. Forte Dice are always D6s. You may use as many of your Forte Dice as you wish, but once they've been spent, you'll have to find a way to recover them.

Forte Dice may be used in combat, or during any player's POF roll, to attempt to modify the result. In combat, you may add FORTE dice to Attack Rolls or use them as Defense Dice. You may also roll Forte Dice when making POF rolls. Every roll of 1, 2, or 3 on a Forte Die results in penalty of -10 to the resulting roll. Each die that rolls a 4 or 5 adds 10 to the POF roll. Every 6 rolled adds 10, and the player gains one Forte Die.

SPES rewards players for their awesomeness. We want you to be radical. To encourage general awesomenicity, the FAK will reward players with Forte Dice when they do something really, really cool. This could be anything, really: describing a totally wicked attack sequence in combat, or attempting something outrageous like sneaking up on a sleeping grizzly bear and implanting Cybernetic Neural Control Mounts into the base of his skull. If it makes everybody gasp or cheer or increases the overall volume level in the room, it's worth a Forte Die. Get out their and crush some skulls, people!

• P.R. MAX

P.R. Stands for 'Psychotic Rush.' A Psychotic Rush is a special, unique combat ability. During gameplay, the character will acquire P.R. Points. Every time a character takes a Hit, or uses a defense die to negate a hit, they gain one P.R. Point. When the number of P.R. Points is equal to the character's P.R. Max, they may use their Psychotic Rush in the current combat, or, if they are not currently in combat, they may use their Psychotic Rush in the next combat encounter. Once used (or once the opportunity passes), the P.R. points return to zero.

A character's P.R. Max value is equal to the average of his PRU & TOL stats, rounded up.

• PROWESS

The character's Prowess is a numerical value that describes a character's abilities in combat. During combat, you use dice (d6's) to attack and defend. The number of dice available to you in combat is equal to your Prowess.



TEMPLATES & MODS

If every character was the same, the game would be boring. So, we have two ways of creating cool and unique characters: Templates and Mods.

Templates are intrinsic factors of the characters being; they represent what the character *IS*. For example, players that wish to create non-human characters would select an appropriate Species Template.

Mods are modifications that have been made to the character; they represent what the character *CAN DO*.

To clarify, Scientias are learned abilities, while Templates and Mods provide natural abilities.

SCIENTIAS

LATIN, NOUN: skill, science, knowledge

Scientias, or Sci's, are specific avenues of learning and physical or intellectual pursuit. Sci's represent skill groups, career paths, and areas of knowledge and/or training. The Sci's available to you when creating a character may vary. A character's ability in a Sci is described numerically. Higher numbers mean a higher level of proficiency. Once again, there are only a few Sci's described in the Basix version, but more are coming!

PUTTING IT ALL TOGETHER— CREATE THOSE CHARACTERS

Flip through the book, come up with a cool idea for a character, and then roll some dice.

CHARACTER CREATION PROCESS:

- Choose Template(s).
- Generate your Stats.
- Choose Mods, if any.
- Choose Scientias, if any.
- Gear up.
- Create a unique Psychotic Rush.
- Choose your Lucky and Unlucky Numbers.
- Fill up your Combat Chart.
- Kick some ass.
- Repeat as necessary.

STAT GENERATION

To create a character, you must first have a Template. Each Template details the Stats applicable to the species. Humans are the 'default' species in SPES. The maximum stat limit for 'normal' human characters (characters without any Mods that might make them superhuman) is 39.

Future editions of this PDF, and additional PDF modules, will provide new Templates. Template's describe each of the character's stats with numbers and dice notation. Just follow the directions, and you'll be done in no time! For example, if a template says LAC: 2d6+6, roll 2d6 and add 6. Boom! Done! Next!

The Facilitator may allow players to 'drop dice.' Dropping dice provides a slight stat boost. The boost isn't as significant in SMR as it is in some RPG's, but it's still nice. To drop dice, roll one extra d6 when generating each stat, and drop (ignore) the lowest die.

TEMPLATES

Let's get right into it! There are a lot of different super-cool templates. The number of Templates available is up to the FAK, and depends upon the kind of game you're playing. Regardless, each player may only select one Species Template.

HUMAN (Species Template)

We don't really need to say much about humans. I mean, the chances are pretty good that you are one yourself. So, basically just go look in a mirror, and you'll be able to see a human being.

As boring as we are, in some gameworlds, you will only be able to play as a human. For example, in some horror adventures, or in a modern day pulp fiction type adventure, etc., you'll be playing exclusively as a human. So get used to being a boring old homo sapien.

Don't worry: in SMR, humans kick butt. Cybernetix, Gen-M and other cool Templates and Sci's will pump the puny out of your PC.

LAC: 3d6	ANI: 3d6	TOL: 3d6
LEN: 3d6	INT: 2d6+6	SPAT: 2d6+6
PER: 3d6	PRU: 3d6	DEC: 3d6

SOAK VALUES TABLE
TOTAL OF SPATIUM (SPAT) + LENTUS (LEN)

LOCATION	1—5	6—10	11—15	16—20	21—25	26—30	31—35	36—40	+5
EACH ARM	1	1	2	3	4	5	6	7	+1
EACH LEG	1	2	3	4	5	6	7	8	+1
HEAD	1	2	3	4	5	6	7	8	+1
CHEST	3	4	5	6	7	8	9	10	+1
ABDOMEN	2	3	4	5	6	7	8	9	+1

SOAK AND HIT LOCATIONS

Damage in SPES is cumulative and location-based. When your character is injured in a specific part of their anatomy, they take Hits to that location. The maximum number of wounds that a specific location can withstand is called the Soak. The Soak value of each location is determined by the total of your character's SPAT and LEN values, as shown on the Soak Values table above. The soak table is Open Game Content.

EXAMPLE: Ben's character is a human with a SPAT of 3 and a LEN of 10, for a total of 13. Checking the table, we see that his soak values are:

- EACH LEG: 3
- EACH ARM: 2
- HEAD: 3
- CHEST: 5
- ABDOMEN: 4

PROWESS

Your character's prowess determines the number of dice available to them in combat. Your character's prowess is equal to the average of their PER and ANI, rounded down. So, a character with a PER of 10 and an ANI of 11 would have a Prowess of 10—not too shabby!

As you create your character, remember that some Mods, templates or Scientias may modify your Prowess.

LUCKY AND UNLUCKY NUMBERS

Now it's time to select your Lucky and Unlucky numbers. Lucky and Unlucky numbers add an additional element of chaos to every POF roll. There is always the chance that you will fail at an easy task, or successfully accomplish something utterly impossible.

Anytime you roll your Lucky number while making a POF roll, you automatically succeed. Conversely, rolling your unlucky number will always result in an automatic failure.

Your Lucky number and Unlucky number must be between 01 and 98. This is because, as you may recall, any roll of 99 is already an automatic success, while a roll of 00 is always an automatic failure. So, every POF roll has two potential automatic successes, and two potential automatic failures.



SCIENTIAS— BECAUSE KNOWLEDGE IS POWER

Scientias cost 10 stat points apiece. The maximum number of Scientias that your character may learn is equal to half of their INT tier, rounded up. So, a character with an INT rank value of 6—which puts him at Tier 3, the human average—could learn two Sci's. ($3 / 2 = 1.5$, rounded up = 2.)

Scientias provide your character with interesting new skills and abilities, and help to further define the character. The Scientias available when creating a character depend upon the campaign setting and FAK approval.

MAGIX

Some games—which we won't list here, but you know which ones I'm talking about—require a character to memorize exhausting lists of spells, and the spells require obscure components, and blah blah blah boring. Forget that noise.

In SPES, individuals with the MAGIX Scientia can do anything they want. Period. Magix never fail. There are no POF rolls required; if you can raise the AE points and spend them to work Magix, your Magix will work.

Individuals possessing the knowledge, training and talent are capable of gathering and manipulating vast amounts of aetheric energy, as represented by their AE (aetheric energy) points. These individuals are often called practitioners.

Aetheric energy is the lifeblood of the universe. All matter in existence was birthed from this infinite, circuitous river of energy. The practitioner siphons aetheric energy and stores it within their body, releasing it in order to work Magix. The practitioner becomes a conduit and battery for aetheric energy.

So what can a character do with Magix? In short: anything a character can raise enough AE points to accomplish, they can do. Want to levitate? Cure an illness? Double or triple or quadruple your size? Pull a double bacon donutburger out of your hat? Go for it!

Of course.....you should make sure that you read the fine print first. There are...one or two minor details. Many are enticed by the seemingly limitless power of Magix, but that power comes with great risks.

MAGIX EQUAL THUMPINGS.

Every time a character works Magix, there are consequences. Magix are unnatural; the practitioner is poking and prodding at the universe, and the universe prods back, in chaotic and unpredictable ways. Anytime

anyone anywhere tampers with the natural flow of aetheric energy, there WILL BE CONSEQUENCES. These consequences are called Thumps. Thumps suck. If you work Magix, prepare to be Thumped.

When a practitioner works Magix, they release pent up aetheric energy. This energy returns to its source, but changed by the practitioner's will and intent. The energy plunges back into the aetheric flow, like a rock thrown into a pond. Violent ripples swell and soar until they 'Thump' against a random target. The pattern and strength of the ripple effect depends upon the size and scope of the Magix, as well as the means used to raise the aetheric energy.

In addition to Thumps, the practitioner of Magix must also beware of 'the burn.' Characters with a Magix Scientia have a Max AE value; this is a numerical value that represents the total amount of aetheric energy, rated in AE points, that the practitioner may gather safely. Of course, a character is free to gather as much energy as they please; however, in doing so, they risk 'the burn.' Furthermore, at the end of each 24-hour period, a practitioner must completely discharge all of their AE points, or risk the burn. They may discharge this energy in any way that they can think of—healing comrades, creating fireworks, whatever.

'The Burn' is a mysterious affliction that haunts the nightmares of every practitioner. Aetheric flames eat away at the practitioner's life energies, burning off bits of their soul and personality. "The Burn" permanently decreases the practitioner's ANI points, which in turn results in a loss to both their Max AE and Prowess. So, yeah, it's bad.

HOW TO WORK MAGIX.

OR

HOW MAGIX WORK

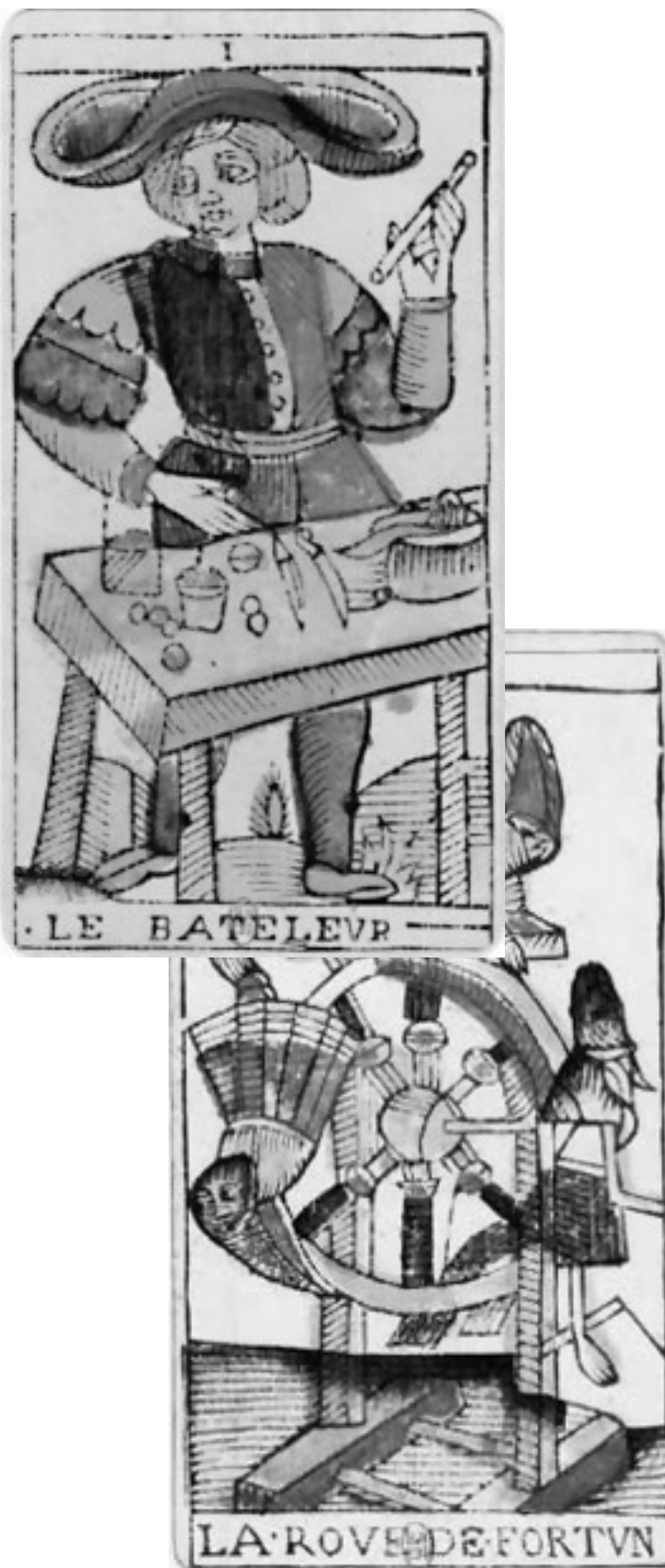
Working Magix is fairly straightforward; tell the Fak what you intend to do, and determine how many AE points will be required to do it. After the Magix have taken effect, consult the Thump chart, roll dice, and take your Thumpings.

The number of AE points required for Magix depends upon the number of variables involved. Each target and each action increases the amount of energy required. For example, let's say that the practitioner wishes to cook one bratwurst. There are two variables involved here: the bratwurst, and the temperature of the bratwurst. Materializing a bottle of mustard for your bratwurst would involve two variables: the act of creation, and the bottle of mustard.

Note that there is plenty of room left for interpretation here; this is so that the Fak and the players have a little wiggle room when determining the exact amount of AE required. This is especially important, as the number of AE points used to work Magix directly impacts the Thumps. In general, smaller Magix result in smaller Thumps, but there is always a chance that the practitioner will be very, very unlucky and Thump themselves out of existence! sigh.....time to make a new character.....

A character's Max AE is equal to their ANI + the Rank value of their Magix Scientia.

AUTHOR'S NOTE: I'm very eager to give this game away, and so I've imposed some arbitrary deadlines on myself. Therefore, parts of this PDF have not yet been completed. I began to write some stuff about Scientias, and especially the Magix Scientia, but I didn't have enough time to finish this section. I left it in so that interested people could get some idea of how Magix work in SPES. When completed, there will be a list of specializations, as well as cost charts, methods for raising aetheric energy, and the notorious (and kind of hilarious) Thump Chart. Holy crap, you've just changed sexes! Holy crap, you've just changed species! Holy crap, every living thing in a small village across the ocean has just spontaneously dropped dead! I hope that it will be a successful part of a series of checks and balances to keep the Magix system unrestrained, but balanced, while providing Facilitators with interesting story hooks that they can use to build upon previous sessions.



THE PSYCHOTIC RUSH

Every SPES character has their own, unique Psychotic Rush. A Psychotic Rush is a powerful attack that draws upon every ounce of the character's spirit, power, energy and ability. Roll against each of the following tables to generate a unique PR for your character.

P.R. TYPE TABLE: Roll 1d6

1-3	MELEE
4-6	RANGED: roll 1d6 to determine range.

NUMBER OF TARGETS / HITS TABLE: ROLL 1d10

1-2	1 TARGET / HIT
3-4	2 TARGETS / HIT
5-6	3 TARGETS / HIT
-8	4 TARGETS / HIT
9	5 TARGETS / HIT
10	ALL ENEMIES ONE HIT, OR ONE ENEMY SIX HITS

SPECIAL EFFEX TABLE: Roll 1d6

1	SANGUINARY SIPHON: The PC drinks the enemy's blood, restoring their health and healing their wounds. Reduce the number of hits the PC has taken by the number of hits they inflict with this P.R.
2	NIBBANA: In the chaos of battle, the PC finds total clarity of mind. They instantly refill all of their dice pools, including Forte Dice.
3	UPRIGHT DEFENDER: The PC has unlimited defense dice, which may be used to protect themselves as well as any other allies. This ability lasts until the PC makes an attack or counter attack.
4	STUPEFY: Enemies hit by this PR are unable to move for 1d12 x 10 seconds.
5	WARP: This attack disrupts space around the PC and draws all enemies into the same sector, whereupon player may proceed to kick some glutes.
6	TELEPORT: The PC blinks across the battlefield, attacking enemies as desired, regardless of range. At the end of the attack, they return to their original position.



ATTACK DESCRIPTORS

The Attack Descriptors table helps you to generate a random name for your Psychotic Rush. This is sort of like a special finishing move in an arcade combat game; each Psychotic rush has a unique name. The name may not make a lot of sense, but it's still cool!

To generate a random P.R. name, roll d100 and consult the chart below. Roll three or four times, and add the word "Rush" to the end. Now you have your character's Psychotic Rush!

For example, if you roll a 38, a 51 and a 94, you have "Parasitic Razorwire Kinetic Rush." When you unleash your Psychotic Rush, be sure to yell out it's name!

Now your character has a Psychotic Rush attack! You know what it does, and what it's called. It's up to you to describe the Attack; what does a "Total Tainted Calculated Rush" look like? What is a "Limitless Masterful Kick Rush?" Have fun, and be creative!

PR ATTACK DESCRIPTORS: ROLL d100 x3

1	Slash	26	False	51	Razorwire	76	Tainted
2	Lance	27	Jaguar	52	Total	77	Raptorial
3	Flames	28	Volatile	53	Preying	78	Clandestine
4	Explosion	29	Calculating	54	Burning	79	Incendiary
5	Shot	30	Rebuke	55	Malicious	80	Vapor
6	Rockets	31	Devastating	56	Freezing	81	Lunatic
7	Comet	32	Phrenetic	57	Agony	82	Stealthy
8	Strike	33	Nullification	58	Provocation	83	Intrepid
9	Kick	34	Rampant	59	Kinetic	84	Impairing
10	Purification	35	Scourge	60	Limitless	85	Howling
11	Sweep	36	Acidic	61	Masterful	86	Rotting
12	Reaping	37	Virulent	62	Nauseating	87	Nocturnal
13	Burst	38	Parasitic	63	Ochre	88	Lizard
14	Swarm	39	Valiant	64	Petrification	89	Ruminating
15	Cloud	40	Boundless	65	Scarlet	90	Evaporating
16	Stream	41	Azure	66	Fuchsia	91	Vile
17	Quake	42	Blackening	67	Lobotomy	92	Critical
18	Beam	43	Crimson	68	Persecution	93	Holy
19	Fire	44	Darkness	69	Spattering	94	Hyena
20	Bomb	45	Enlightening	70	Destruction	95	Soul-Sucking
21	Wily	46	Feral	71	Glide	96	Vigilante
22	Savage	47	Gore-drenched	72	Fanatical	97	Disciplined
23	Unrelenting	48	Harrowing	73	Vehement	98	Cavalier
24	Crouching	49	Immortal	74	Anguish	99	Diseased
25	Horror	50	Jerking	75	Radiation	100	Torment

**THE WAYS OF COMBAT—
FIGHTING AS A LIFESTYLE**

Life is a constant struggle. The world is filled with danger and violence. Rapacious beasts patrol the wilderness; predatory criminals hide in the shadows; armed corporate soldiers fire at will; and in a single moment villages and hamlets become burning battle-zones.

To survive in these hostile environs and desperate times, your characters will need to fight. They'll need to strike fast and hard, defend themselves well, and train their minds and bodies for the rigors of constant conflict. The streets will run with blood; will it be yours or theirs? These fights always end the same way, you see—only the faces change. Winners limp away; the losers feed the worms.

In combat, each character has a pool of dice (all d6's) equal to his Prowess. The dice are used to take actions in combat. You may use your dice to:

USE AN ITEM: Remove 1d6 from your dice pool.

MOVE: Physical locations in SPES are divided into ten foot sectors. The number of sectors a character may move during their Plan in Combat is determined by the rank value of their PERNICITAS. Each character may make one free move per Plan, as determined by their PER above. Characters may move even further than this by removing 1d6 from their dice pool for each additional sector the character moves.

PER VALUE	MOVE PER PLAN/TURN
01-02	1
03-29	2
30+	3

ATTACK: You may roll as many dice as desired and available.

DEFEND: To reduce damage taken, you may set aside dice. This is called "slotting Defense Dice." Defense dice represent your character's ability and preparedness to deflect and ward off attacks. You may use as many dice as desired and available. To defend, select the dice desired and set them aside. When attacked during the round, you may use one of your defense dice to negate one hit. If you have no defense dice slotted, you'll take damage.

When combat begins, each participant has a full pool of dice, unless the FAK says otherwise. This pool will diminish as players attack, defend, etc. The dice pool will replenish somewhat as the combat advances. Defense dice,

once used, are not replenished, although additional dice may be slotted for defense. All other dice—dice used to use an item, move, or attack—replenish after any other participant has resolved their Plan. However, every time the dice pool is replenished, it is replenished minus one, so that you will find yourself progressively losing dice.

For example, let's say that I have a prowess of six, and therefore six dice in my pool. I slot two defense dice, use one die to use a First Aid kit, and roll 3 dice to attack. On the next turn, an enemy slashes at me with an electrified straight razor, and I use one of my defense dice to negate the hit. Immediately after his action, the dice I used would replenish, minus one, and minus the die I used for defense, which does not replenish. SO, I would receive three dice, and I still have one die remaining, slotted into defense. Next I decide to take all of my dice, including my defense die, and roll them to attack. See? Easy peasy, Bob's your uncle. When a new combat begins with a new enemy, you start over with all of your dice!

FORTE DICE IN COMBAT

If you're in a tight spot, and you have some Forte Dice available, you can add them to your Dice Pool for one combat. You may also use them to negate hits, as if they were slotted defense dice.

COUNTER-STRIKES

If a character is attacked and has slotted defense dice available to negate the attack, they may instead choose to take the hit and use the defense die to launch a counter-strike. Roll the defense die and consult the combat chart to determine the attack that may be used. The result will always be one the Attacks equipped to slots 1-6. Keep this in mind when equipping your combat chart.

CHANGING YOUR CHART MID-BATTLE

Players equip Attacks to their Combat Charts prior to Combat, and as a general rule, once combat begins, the Chart may not be changed. There is one exception: if a character acquires a new weapon during combat, the character may equip the weapon's attacks to their Combat chart by using 1d6 from their dice pool. If a player has a weapon equipped, and something destroys it, the character may not use any attacks that the weapon provided; however, they may not alter their Combat Chart until the combat is over.

USING A PSYCHOTIC RUSH IN COMBAT

If, during combat, your character has P.R. Points equal to their P.R. Now, you can use their Psychotic Rush attack. No dice are required to use a Psychotic rush. After using a P.R., a character's P.R. Now returns to zero.

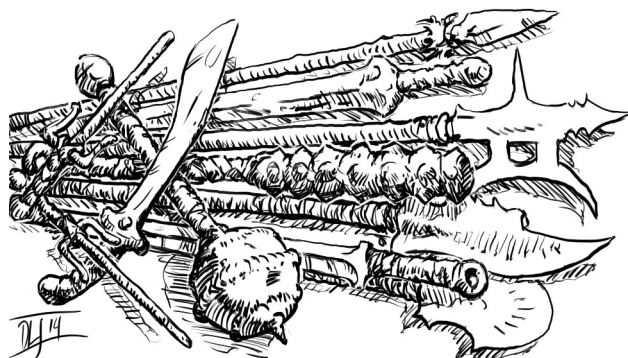
I ADORE IT WHEN A STRATEGEM IS RESOLVED!

When combat begins, your reactions must be swift and intelligent. When you encounter an enemy, you are considered to be "in combat." (There are two distinct parts of the game; "in combat" and "game-play." This is an important distinction, as some rules change slightly when "in combat.")

During combat, each participant acts as soon as they are prepared, and in the order that they react in. Collaborate with your comrades (or not) and devise a Plan. A Plan is a declaration of the actions you wish to take in combat. Set aside dice as desired for defense. Remove dice from your pool if you are going to make additional moves, or use an item, etc. Players that are going to attack must roll dice and consult their combat chart to determine which attacks they will use. Once a participant has his Plan in place, he yells PLAN! and game-play pauses while he details his plan to the Fak.

Combat in SMR occurs simultaneously. While the players are strategizing, the enemies are making their own plans. So, if you are lingering over your battle strategies, an enemy that thinks faster may finish his plan first, and attack you. Conversely, you may be able to attack the enemy before he is prepared with a plan.

Each part of your Plan is resolved, one item and one target at a time. Meanwhile, other parties are free to strategize and yell, "PLAN!" Once you have carried out your plan, you will not be able to carry out another plan until one other participant in combat has completed a plan, at which point your dice pool will be partially replenished, and you may make another Plan. When another participant is carrying out their Plan, you may not make any actions besides A) using defense dice, and B) making counter-strikes, when applicable.



THE COMBAT CHART

Each character has a unique, customizable Combat Chart. Each chart has a series of numbered Slots. Attacks are combat maneuvers that a character is able to employ due to his training, abilities, and weaponry. Players equip attacks to the numbered slots on their Combat Chart, as desired. When the dice are rolled, consult the combat chart to determine the attacks available.

For example, if you decide to attack, and you roll three dice from your dice pool (3d6) and roll 2, 4, and 6, you would be able to use the attacks equipped to slots 2, 4, and 6 on your Combat Chart. Or, you could add the dice together in any fashion that you wish, to use different attacks. In this example, you could add the 6 and the 4 to use the attack equipped at slot 10, or add them all up to use the attack at slot 12, etc.

Unless otherwise specified, each attack may be directed against one enemy, and only against an enemy in range. However, you may attack as many enemies as you like. So, if you make three attacks, they may be directed at one enemy, or three enemies, or you could use two attacks against one enemy and one attack against another enemy, as you see fit.

All of this may seem kind of cumbersome at first, but it is actually intended to speed up combat! When attacking, you only need to roll against your combat chart. Unlike most other RPG's, you do not need to roll to determine whether or not you have hit the enemy, or to determine the amount of damage inflicted. Every attack made using the combat chart will always hit it's intended target(s) 100% of the time.

However, even though all of your attacks will always hit, they won't always work as well as you would like. Some enemies have armors and Defense dice that will reduce the effectiveness of, or even negate your attack, so that the soundest blow may be deflected or absorbed.

The point of the Combat Chart is to provide players with inspiration; combat should be fast, fun and memorable. Every Attack has a basic description, which you should adapt and expand upon. Add little details and flourishes to your Attacks; make your Plan awesome.

In some RPG's, it's easy to fall into a boring rut. Players announce, "I'm attacking the ogre with a sword." Then they roll dice to see if they hit the ogre, and then they roll dice to see how much they've hurt the ogre. And then players announce, "I'm attacking the ogre with a sword." Then they roll dice to see if they hit the ogre, and then they roll dice to see how much they've hurt the ogre. And then players announce, "I'm attacking the ogre with a sword." Then they roll dice to see if they hit the ogre, and then they roll dice to see how much they've hurt the ogre.

And then players announce, "I'm attacking the ogre with a sword." Then they roll dice to see if they hit the ogre, and then they roll dice to see how much they've hurt the ogre. That sucks. In SPES, you roll dice, yell "PLAN!" And proceed to unleash a blood-splashed can of butt-kicking on anything that stands in your way.

The Combat Chart represents your character's training, abilities, and battle readiness. When the bullets start to fly, characters must rely on their instincts and preparations. They need steady nerves and steady hands. Decisions are made quickly; rolling on the Combat Chart is symbolic of the subconscious processes underlying your character's decisions in a combat situation. Attacking and blocking become second nature; characters act reflexively.

Of course, your characters are just as likely to have their brains smeared against a dirty wall in a piss-stained alleyway. It's a good idea to have a few back-up PC's ready just in case—because some folks are going to die, and that's just the way it is.

ARMOR

Armor in SPES is described using two values; Soak and Durability. In combat, armor provides additional soak value to the particular hit location it protects. In game-play, armor has a durability value to describe it's ability to protect the wearer.

WHEN IT GOES BAD RUN

Someday soon, you may find yourself facing an unfavorable combat scenario. Maybe there are too many enemies, or maybe your dice pool has run dry. Sure, you could stay and fight if you feel like killing off your character, but you might be better off running. Characters in SPES can deal out a buttload of pain, but they ain't invincible. When you need to run, roll dice. Running away from combat requires you to spend of the remaining dice in your dice pool (if any), and make a POF roll against your PER. The difficulty of the roll depends on the situation. Every character that wishes to escape must make their own separate POF rolls. If the roll is successful, you've escaped combat. Otherwise, your stuck, and you'll have to wait until your dice pool fills up again to make another escape attempt.

THE PAIN

If a player character has no slotted defense dice, and no other means of blocking an attack, the character will take damage to one of their hit locations. The FAK rolls dice to determine the location that was damaged. Each attack that lands inflicts one hit.

When your character is stabbed or shot or burned or slashed or otherwise injured—and believe me, they will be—they take Hits.

In SPES, a Hit is a Hit is a Hit; that is, each attack that lands deals one Hit. When the number of Hits taken to a specific location equals that location's Soak, that body part is incapacitated and unusable. Any further damage to the location will destroy it entirely.

Head wounds are especially dangerous; when the number of Hits to the head is equal to Soak, the character is KO'd, totally unconscious, and unable to make any actions at all.

If the chest or abdomen take Hits equal to their Soak, the character is unable to move until they have received medical attention.

The following table details human hit locations.

Number Rolled on 1d6	HIT LOCATION
1-2	CHEST
3	RANDOM ARM
4	RANDOM LEG
5	ABOMEN
6	HEAD

ATTACKS

ATTACKS are specific combat maneuvers that may only be used in battle. Characters gain attacks based upon their Templates, as well as by equipping weapons, by learning Scientias and by Modding.

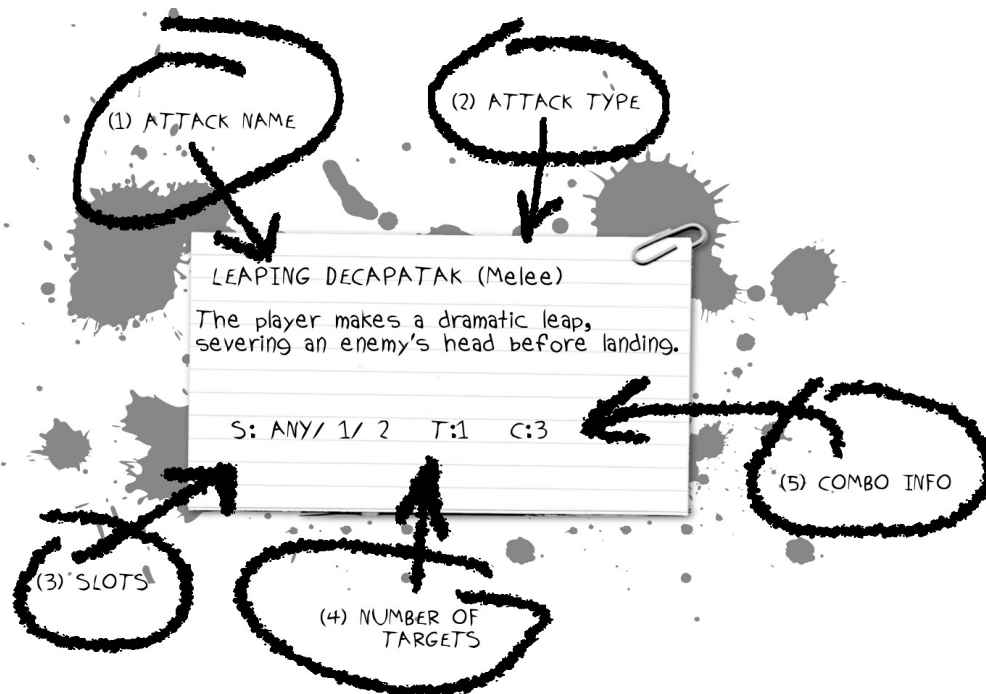
- Attacks must be equipped to one or more numbered Slots on the Combat Chart in order to use them.
- Characters must meet all of the requirements of an Attack in order to equip it to the Combat Chart.
- Some Attacks have special rules or effects listed in their description. When an Attack conflicts with the general rules, the Attack always take precedence.

There are three types of attacks: Melee, Grab, and Ranged.

MELEE ATTACKS are physical, hand-to-hand assaults, such as punching, kicking, or swinging a club or knife. Melee attacks only work at close range, and therefore may only be used against an enemy in the same sector as the character.

GRAB ATTACKS are special melee attacks that involve grappling with and restraining an enemy. Headlocks, arm locks and joint locks are grab attacks. Some combo moves must follow a grab attack in order to be used.

RANGED ATTACKS use projectiles or projectile weapons to attack enemies from a distance. Examples include throwing a knife or a flaming baseball, firing a gun or loosing a volley of arrows. Ranged weapons have a range limit, described in sectors; attacks may only directed at enemies within the range limit. For example, a ranged weapon with a range limit of four allows a character to attack any enemy within four sectors.



(1) Attack Name

This is...ummm...well, it's the name of the Attack. Attack names should be evocative and descriptive.

(2) Attack Type

This is the type of Attack. There are three types of Attacks; Melee, Grab and Ranged.

(3) Slots

These are the requirements we must consider when equipping the Attack to our Combat Charts. There are three pieces of information provided here. This is described as S: X/Y/Z. (The 'S' stands for slots. Get it?)

X= Specific Slot Required

Remember, all Slots on the Combat Chart are numbered. Some Attacks may require that you equip them to specific Slots in order to use them. With our example of the "Leaping Decapatak," we can see that it says ANY. This means that the Attack may be equipped to any slot that we wish. If there were numbers here, then we would know that we would only be able to Equip the Attack to those specific slots. For example, if this is 20, then the Attack may only be equipped to slot 20. If this says 9-12, this attack may be equipped to slots 9, 10, 11 and/ or 12.

Y= Number of slots required

This tells us the number of slots that this attack occupies. Some Attacks must be Equipped to multiple Slots in order to use them. "Leaping Decapatak" only requires one slot.

Z= Number of Times Equippable

This is the maximum number of times you may equip this attack to your combat chart. Leaping Decapatak may be equipped twice.

(4) Targets

This is the maximum number of enemies that you may choose to target with this Attack. Leaping Decapatak may only be used against one enemy at a time. Note that attacks only deal multiple hits when the attack specifically says so; attacks that may be targeted at multiple enemies still only deal one hit, unless otherwise specified.

(5) Combo number

Some attacks must be used as part of a sequence of attacks, called a Combo. Combo Attacks have a number in the Attack description. In order to use a Combo Attack, players must first use at least as many Attacks as the number given. For example, a C: 2 Attack may only be used in a combo, following at least two other Attacks.

"Leaping Decapatak" is a C:3 Attack, which means that it's a Combo Attack that may only be used after using at least three other Attacks. These Attacks may target any enemy; it doesn't matter. Combo Attacks are kind of like the chaotic choreographed fight scenes in a movie. So, if you Bash one enemy, Gash another enemy, and Slash a third enemy, you can use your Leaping Decapatak against any enemy you choose.

GRAB YER GEAR—WEAPONS

Weapons are arranged into categories, according to their type. There are three main weapon types: melee weapons, ranged weapons and special weapons.

MELEE WEAPONS are used in close-combat. They may be used against any enemies within the same sector or an adjacent sector.

RANGED WEAPONS are used to attack from a distance. Firearms, bows, and thrown items are all ranged weapons. Every ranged weapon has a limit to it's reach; a weapon's range is measured in sectors. They may be used against any enemies within their range.

SPECIAL WEAPONS have their own special rules.

In SPES, anything and everything can and should be used as a weapon. To that end, there are several basic, standard attacks provided by most objects.

Any firm object that has weight can be used as a bludgeoning weapon. This includes that bloody arm that you just ripped off of your enemy!

- Bludgeoning weapons provide the following attacks:

BASH (Melee)

Use the object to bash the enemy.

S: Any, 2, Any T:1 C:—

SMASH (Melee)

Swing the object like a baseball bat and smash it into the enemy.

S: Any, 2, Any T:1 C: 2

CRASH (Melee)

Take a running leap to build momentum while swinging the object at the enemy.

S: Any, 2, Any T:1 C: 3

HURL (Ranged, per LAC—see THROWING, pg. 26)

Throw the object at an enemy.

S: Any, 1, Any T:1 C:—

RAGE (Melee)

The player swings the object wildly at nearby foes, in a fit of blinding rage.

S: Any, 3, 1 T: 3 C:4

WHAT ABOUT AMMUNITION?

What about it? Who cares? We don't have time to count bullets here. This ain't an accounting textbook. You run out of ammo when the Fak says that you've run of ammo—usually for dramatic effect, occasionally because he doesn't like you. Until then, keep those guns blazing! Fire until the barrels melt!

- In addition, any object with a sharp(ish) edge may be used to make the following slashing melee attacks:

SLASH (Melee)

The player slashes at an enemy with the object's sharp edge.

S: Any, 3, Any T:1 C:—

GASH (Melee)

Exert all of your strength to bury the object deep into the enemy's flesh.

S: Any, 2, Any T:1 C:—

BLINDING LASH (Melee)

Swing the object at the enemy's forehead to blind him with rivers of his own blood. The enemy will be unable to attack until any three Plans have been carried out.

S: Any, 2, 3 T:1 C:2

- Objects with sharp(ish) points also provide the following thrusting melee attacks:

STAB (Melee)

Thrust the object into your enemy's body.

S: Any, 1, Any T:1 C:—

ENSURE (Melee)

The player stabs the enemy over and over and over again. This attack may only be used following a Grab attack. This attack deals a number of Hits equal to the number of times that it has been equipped.

S: Any, 3, Any T:1 C:1

GORE (Melee)

Gore the enemy with a quick violent twisting thrust. The enemy may not use any Defense dice to negate this attack.

S: 13, 1, 1 T:1 C:—



SPES MORTIS CATALOG OF DANGEROUS DEVICES

UNDERSTANDING WEAPON DESCRIPTIONS

Each weapon provides a number of attacks, in addition to the standard attacks listed above. Weapons also have a damage rating that tells us the amount of damage that the weapon can inflict on objects and creatures outside of combat, and a range limit which provides us with the weapon's maximum effective range.

Just as objects provide certain standard attacks, different classes of weapons all have the same basic attacks and ranges. With this initial playtest release, rather than focus on specific weapons, we're going to focus on general suggestions that will let you create your own weapons.

BASIC RANGES: The following table provides general suggestions for the average range and damage rating of projectile weapons:

WEAPON	RANGE	DAMAGE
Bows, Crossbows & Pistols	4	10
Rifle	8	15
Shotgun	2	25
Missiles and Rockets	∞	60

MELEE WEAPONS

In gameplay, melee weapons also have a damage rating. This rating often includes the character's LEN rating. Easy Peasy, Bob's yer uncle.

EQUIPPING WEAPONS: You may equip as many one-handed weapons as you have free hands. So, you could have, say, a knife and a pistol. Some weapons require two hands. Just common sense stuff. Whatever.

BASIC FIREARMS: Here are a few suggestions for some simple projectile weapons. Remember that firearms also provide the standard bludgeoning attacks.

• PISTOL (ranged)

Damage: 10 Range: 4 Hands: 1

FIRE (Ranged)

Fire a bullet.

S: Any, 1, Any T: 1 C: —

• SUBMACHINE GUN (ranged)

Damage: 10 Range: 4 Hands: 1

POP (Ranged)

Bust a cap. Fire a single shot.

S: Any, 1, Any T: 1 C: —

FULL AUTO (Ranged)

Fire a buttload of bullets. This attack deals two hits to each target.

S: Any, 1, Any T: 2 C: —

HELLSTORM (Ranged)

Cut the enemies into pieces with a never-ending stream of gunfire.

S: Any, 2, 2 T: 3 C: 1

• SHOTGUN (ranged)

Damage: 25 Range: 2 Hands: 2

BLAST (Ranged)

Empty some shells into the fools.

S: Any, 2, 3 T: 1 C: —

BOTH BARRELS (Ranged)

Give' em a hot lead injection.

S: Any, 2, 2 T: 2 C: —

• SNIPER RIFLE (ranged)

Damage: 15 Range: 8 Hands: 2

FIRE (Ranged)

Fire a bullet.

S: Any, 2, Any T: 1 C: —

BUTT SWIPE (MELEE)

The PC lashes upwards quickly with the butt of the rifle, smacking it into the enemy's head. This Attack stuns the enemy (the enemy will be unable to take any actions) for 1d4 Plans.

S: Any, 2, Any T: 1 C: 1

HEADSHOT (RANGED)

Assassination style. This attack will instantly kill any normal human, as well as any creature with discernible anatomy and a SPAT of 5 or less.

S: Any, 2, 2 T: 1 C: —

• ASSAULT RIFLE (ranged)

FIRE (Ranged)

Fire a bullet.

S: Any, 1, Any T: 1 C: —

BURST FIRE (Ranged)

Fire a short burst of blistering slugs.

S: 5-11, 2, 3 T: 3 C: —

GEAR

OTHER WEAPONS

• CHAINSAW ON A CHAIN (ranged slashing)

Damage: LEN+5 Range: 3 Hands: 2

Two chainsaws attached to a giant freaking chain, like nunchucks, like freaking chainsaw nunchaku. How cool is that, right?

HAMBOOGEROO (Melee)

Masticate the maleficent meanies with your mobile meat mulchers! A thrusting double chainsaw attack. You may attack one enemy with both chainsaws, or two enemies with one chainsaw apiece.

S: Any, 2, 2 T: 2 C: —

FLYING HAMBOOGERO (Ranged)

Chew those chumps into choppy chunks! Hold onto the chain while hurling the chainsaws. You may attack one enemy with both chainsaws, or two enemies with one chainsaw apiece.

S: Any, 2, 2 T: 2 C: —

THE OLE' DROP & CHOP (Ranged)

Swing the chain to entangle one enemy, while throwing one of the chainsaws at another enemy. The entangled enemy takes no hits, but is unable to take any actions until after your next Plan. The other enemy takes one hit, as normal.

S: Any, 3, 1 T: 2 C: 2

• THE TURBOLAZER MACH-ULTRA

SUPER FRAKKER 7 CANNON (ranged)

Damage: 80 Range: ∞ Hands: 2

The Turbolazer cannon is a massive shoulder mounted lazer weapon. The cannon is powerful, but dangerous. The cannon is also quite heavy; it can only be equipped by characters with an LAC of tier 5 or above.

WARM UP SHOT (Ranged)

The Turbolazer fires a low-powered turbolazer beam.

S: Any, 3, 2 T: 1 C: —

MID-RANGE BEAM (Ranged)

The Turbolazer hums as you crank up the power to the half way mark. The heat from the exhaust fan sings your hair a little bit as you fire a beam of concentrated death at the enemy. This attack may target up to three enemies that are in adjacent sectors.

S: Any, 2, 2 T: 2 C: 2

FULL POWER BEAM (Special)

The Turbolazer belches an unstoppable ray of dazzling light. The player is knocked into a random adjacent sector. The heat and recoil from this attack deals one hit to player's dominant arm, and one hit to the player's chest. These hits may be negated using defense dice. All other players must make a POF, AVG roll against their PER or take one hit. The Turbolaz3r takes three plans/turns to recharge after a Full Power Beam, and none of it's attacks may be used until it has recharged.

S: Any, 2, 2 T: * C: 3

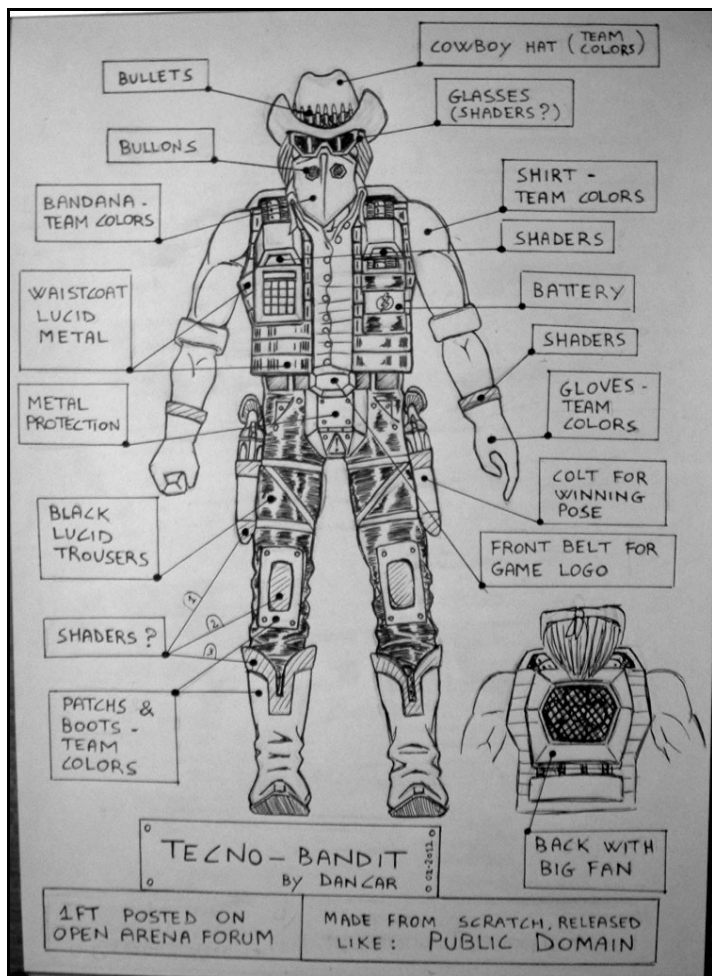
* This attack targets all enemies involved in the combat.

HOW MUCH CAN YOUR CHARACTER CARRY?

As much as they want.



ARMOR



Armor in SPES increase the Soak value of the location it protects. Armor bonuses are cumulative; the more you have, the safer you'll be. In plain English: you can take more hits and live longer. Armor is good. Grab some.

So, how much armor can your character wear? C'mon, this is SPES! We're not gonna tell you how to do you. Use common sense, and argue it out with the FAK.

LEATHER JACKET

A leather jacket isn't the greatest armor in the world, but it's better than nothing. If nothing else, at least you'll look good.

SOAK: Chest +1, Both Arms +1

DUCT TAPE CHEST VEST

When funds are lacking, clever improvisation can save your sorry skin. The Duct Tape Chest Vest is literally a plate of steel, duct-taped to a character's chest.

SOAK: Chest +2

HAUBERK

Rings of metal are intertwined to form a chainmail mesh, which is fashioned into a coat.

SOAK: Chest +3, Abdomen +3, Both Arms +3

BASIC HELMET

This could be a motorcycle helmet, football helmet, whatever. It might not be stylish, but it protects your gray matter, so put it on.

SOAK: Head +1

TACTICAL HEADGEAR

Lightweight helmet produced for military use.

SOAK: Head +1

HOCKEY ELBOW PADS

Sling and velcro style arm /elbow pads. They're usually worn in pairs, but whatever.

SOAK: Each arm equipped +1

LEATHER PANTS

They make a lot of noise when you walk, and they're really warm, but hey, they'll give you a little bit of protection.

SOAK: Both Legs +1.

VACUUM-FORMED TROOPER SUIT

This is a medium-weight suit of armor made of a white, molded, high-tech polymer. It looks cool, but apparently has no value to protect you from anything whatsoever.

SOAK: Each hit location, +1

**PLAYING THE GAME
STUFF YOU MAY WANT TO KNOW**

• **HOLDING YOUR BREATH**

Characters can hold their breath for a number of turns equal to their LEN tier. So, if a character's LEN tier is four, they can hold their breath for four turns. Holding your breath longer than that requires a successful POF, HI roll against your LEN. If the roll fails, the character begins to asphyxiate, and will die in 1d6 turns if they are unable to breathe. Every turn that the character is asphyxiating, they must make a successful POF, AVG roll against their LEN, or pass out.

• **EXHAUSTION**

If a character overexerts himself, he may become exhausted. In general, characters may move or strain or whatever for a number of turns equal to their LEN rank. So, if a character with an LEN rank of 11 runs and runs and runs for eleven consecutive turns, he may become exhausted. Again, this applies to constant activity, and at the FAK's discretion.

Characters at risk of exhaustion must make a POF, AVG roll against their LEN every turn. If the roll fails, they collapse and may not take any actions for 1d20 turns. If the roll is successful, they may continue, but must make an additional POF, AVG roll against their LEN every turn, with a consecutive penalty of -10 each turn.

• **HEALING**

Characters recover naturally over time. Every full night of rest, a character may 'heal' (remove) a number of hits equal to their LEN tier from any combination of hit locations. Hit locations that were badly damaged (taking hits equal to the maximum soak) do not heal naturally, and must be treated with medicine, magix or some other third thing.

Remember, in Spes, Hits are cumulative wounds; when we talk about 'healing,' we mean removing hits.

First Aid kits can be used to heal injured characters. A typical SPES First Aid kit contains gauze, duct tape, staples and a staple gun, super glue, vodka, painkillers, tweezers, a retractable utility knife, and a roll of small smiley-face stickers. One first aid kit may be used four times. A First Aid kit may only be used on one hit location at a time. A character attempting to administer first aid must declare the hit location they are attempting to heal, and make a POF, AVG roll against their INT. If the roll is successful, the hit location will be fully healed (remove all hits).

Please note that First Aid kits do not completely heal hit locations that have taken Hits equal to their Soak.

These locations are considered mangled, mutilated, broken and bleeding, and there's only so much a person can do with staples and duct tape. Using a First Aid kit on a hit location that has taken Hits equal to it's Soak will heal (remove) one hit. The character will be able to move, but the location is still incapacitated, and will remain so until they receive proper medical treatment.

• **CLIMBING**

Characters may climb a specific number of sectors per turn, as determined by their PER value.

PERNICITAS VALUE	SECTORS CLIMBED PER TURN
01-29	1
30+	2

• **SWIMMING**

Characters generally move one sector per turn while swimming. Again, a sector is a 10' x 10' area.

• **MOVEMENT SPEED**

Characters may move a specific number of sectors per turn / plan.

PERNICITAS VALUE	SECTORS MOVABLE PER TURN / PLAN
01-02	1
03-29	2
30+	3

• **THROWING**

Characters may throw objects according to their LACERUS tier.

LACERTUS TIER	THROWN OBJECT RANGE
01-02	1 (Within the same sector only)
03-04	2 sectors
05-06	3 sectors
07-09	4 sectors

• **MATERIAL VALUE**

Just in case you need to know how strong an object is, here are some basic reference points.

MATERIAL VALUE	SUBSTANCE
1-2	Paper
3-5	Plastic
6-9	Aluminum
10-19	Brick
20-29	Concrete
30-39	Stone
40-49	Iron
50-74	Steel
75-99	Diamond
100+	Hi-tech, magic stuff

• **LIFT WITH YOUR KNEES**

The maximum weight that a carry may lift at one time is determined by their LAC tier.

LAC TIER	WEIGHT
1	50 lbs
2	100 lbs
3	200 lbs
4	400 lbs
5	800 lbs
6	1 Ton
7	10 Tons
8	50 Tons
9	80 Tons
10	100 Tons
11-13	200 Tons
14	400 Tons

• COMBAT VS. GAME-PLAY

Weapons in Spes function differently “in combat” and in “game-play”. Every weapon provides Attacks that may be equipped to the combat chart, for use in combat. In addition, weapons may be used outside of combat in various ways; for example, you may use weapons to damage physical objects.

To demonstrate this, we're going to examine a scenario in which a character is equipped with an automatic assault rifle, and wants to kill a little old lady in a parked car. Don't worry, it's cool; the little old lady is totally evil, she's like, a cannibal kidnapper or something. We'll call her Darlene. Darlene drives a big old monster of a car, but she has poor eyesight, so she drives very slowly, hunched over the wheel and squinting at the road. At the moment, she's parked at a local playground, looking for tasty children to kidnap and eat. I told you she was evil. Also, she kidnapped and ate the PC's little brother, and the PC wants revenge.

There are two ways that the Fak could choose to handle this encounter. It could be resolved in combat, the PC vs. The Car, or it could be handled out of combat, in game-play. We've already covered how combat works, so let's see instead how this might go down in game-play .

Vehicles have their own rules and stats, which we'll cover later on. For now, all we need to know is that Darlene's car has a durability of 11.

The PC has an assault rifle. In combat, the assault rifle provides a number of deadly attacks. Combat, however, is distinct from game-play. In game-play, the rifle has a Damage Rating that tells us how much...well, damage...that it dishes out. The assault rifle has a Damage Rating of 15.

In combat, attacks made using the combat chart never miss. Outside of combat, during game-play, you won't always be so lucky. To hit your target, you gotta roll them bones, and that means making a POF roll. In general, firing a ranged weapon is a test of your PER. You might also add any modifiers that you gain because of your Scientias. Everything is up to the Fak. However, you should be creative. It may seem appropriate to test a different stat. For example, you could say that this is a test of INT, if the character is the brainy type who would calculate the wind speed and bullet trajectory, etc. But in most cases, when you have to fire a gun, test your PER.

If the PC was at point blank range, the Fak might not require a roll. However, in this case the Fak asks the PC to make a POF roll. The PC is hiding in a tree nearby, and the Fak decides that the PC must make a POF, AVG roll against his PER value of 12. The PC rolls d100, and rolls a 51. The Fak consults the POF CHART—and it's good!

The PC has hit the car! The rifle deals damage of 15. However, we have to subtract the durability of the car—it's kind of like armor. $15-11=4$. The car takes four points of damage. It's durability is reduced to 7 ($11-4=7$.)

• TURNS AND PLANS

Turns and Plans are important because they provide us with a means of measuring the passage of time in an abstract manner. For example, vehicles have a speed of X number of sectors per turn, characters may move X number of sectors per turn / plan, etc.

In combat, Plans help us organize the chaos of battle. Your dice pools refill over time, as measured by the actions of others; dice used to use an item, move, or attack replenish, -1, after any other participant has resolved their Plan. Some attacks stun enemies (or your character!) for a specified period of time, measured in Plans.

Outside of combat, in gameplay, Turns are used to keep track of time and provide structure. The FAK describes the scene, and the players take turns describing their actions.



HAULING YER BUTTS AROUND: VEHICLES & HOW TO HANDLE 'EM

Congratulations, you've just earned your SPES MORTIS REQUIEM driver's license. Go forth and wreak havoc.

Vehicles have three defining attributes:

• DURABILITY

Durability measure the amount of damage the vehicle can take before it's destroyed. It also doubles as armor, reducing the damage the vehicle and characters inside the vehicle suffer from an attack by its value.

Durability is a numerical score (not Rank Value) that is decreased as the vehicle takes damage and increased when the vehicle is repaired. A vehicle with its Durability reduced to 0 is completely destroyed; it cannot be repaired. Vehicles are completely repaired between adventures.

• HANDLING

Handling measures the agility of a vehicle. Is measured with a Rank Value (see p.7). Performing sharp turns or other unusual maneuvers is handled with this Trait; roll on the POF chart to determine the success or failure of the maneuver. You don't need to roll dice for easy stuff like basic turns.

EXAMPLE DIFFICULTIES:

A sharp curve at high speeds: POF, AVG

Jumping over a bridge: POF, HI

Jumping a car with a flat tire off of an impromptu ramp and up onto the elevated railway tracks while spinning in order to shield civilians from enemy gunfire: POF, STPD

• SPEED

Speed measures the number of sectors a vehicle may move in a single turn. Speed is a numerical score (not Rank Value).

CRASHING AROUND

Lets face it: at some point in time, your character will be sitting behind the wheel of a speeding vehicle, and they'll need to run somebody over. Hey, come on. That jerk has it coming to him. He strangles kittens for fun, and you just gotta take him out.

When you're trying to ram a person or vehicle, the selected target must make a successful POF, HI roll to get away. The target must roll against his PER, if on foot, or the vehicle's Handling, if he's in a vehicle.

Collisions and damage: An object struck by a vehicle suffers a number of points of damage equal to the vehicle's Durability and the striking vehicle suffers a number of points of damage depending on what was hit:

- Character: The vehicle takes damage equal to the character's SPAT tier.
- Vehicle: The vehicle suffers a number of points of damage equal to the second vehicle's Durability.
- Object: The vehicle suffers a number of points of damage equal to the Material Value of the hit object.

Here are a few suggested vehicles to get you started.

(D=Durability, H=Handling, S=Speed)

Compact Car	D: 10 / H: 6 / S: 6 sectors per turn
Sports Car	D: 10 / H: 30 / S: 12 sectors per turn
Private Jet	D: 20 / H: 10 / S: 20 sectors per turn
Armored Truck	D: 35 / H: 5 / S: 6 sectors per turn
Army Tank	D: 60 / H: 3 / S: 4 sectors per turn
Motorcycle	D: 5 / H: 40 / S: 10 sectors per turn



FAKS ONLY: STUFF YOU GOTTA KNOW

ENEMIES—SETTING UP COMBAT

Creatures in Spes—friendly and otherwise—are described using certain keywords and numbers and stuff. We call these 'stat blocks.' The stat blocks and hit locations are open game content. Here's how it works.

Name and Description: This precedes the actual stat block. It's just exactly what it sounds like, the name and description of the enemy.

Enemy Stat Block:

1d6		HIT LOCATION			SOAK	ATTITUDE:
1-2		CHEST				ATTACKS
						1
3		RANDOM ARM				2
						3
4		RANDOM LEG				4
						5
						6
5		ABOMEN				PROWESS:
6		HEAD				NUMBER IN GROUP
LAC	PER	TOL	ANI	DEC		
LEN	PRU	INT	SPA			

Number in Group: This is also fairly self explanatory. This is the typical number of this type of enemy that will appear in a single group.

Behavior: Enemies have keywords that describe their behavior. Further rules regarding enemy behavior will be included in future release. Using the enemy behaviors, it is possible to play SPES games without a Facilitator.

Attacks: This is a mini combat chart with a list of the attacks available to the enemy. With an actual stat block, the Attack descriptions will be listed beneath the stat block.

Prowess: This is the same as it is for player characters. Enemies have a pool of dice equal to their prowess. They may use these dice to attack, defend, whatever.

Hit Location: In order to determine the location hit, the FAK rolls the specified type of die, and consults the stat block.

Soak: Just like with player characters.

PUNKS

A lot of the enemies that the players will encounter are punks. Punks have no defense dice, no prowess, no combat chart, and no hit locations. One attack will kill them. Punks that have both ranged and melee attacks will simply select whichever attack is needed to hit an enemy.

This is a stat block for a punk.

NAME AND DESCRIPTION

ATTITUDE:
IN GROUP:
DANGER:

ATTACKS

Punks have an additional field in their stat blocks:

Danger: Number of Plans/ Number of Hits

This is rated using two types of dice: for example, '1d4/1d4' or '1d10/1d6' or '1d8/1d12.'

The first number represents the total number of plans that the punks will attempt to carry out during the course of the combat. It is up to the FAK and the enemy's behavior to determine how best to time and space out the enemy's Plans. If there are still punks left alive after they have used all of their plans, they will flee. Punks do not need to roll dice; they always escape combat successfully.

The second number represents the number of hits that the group of punks will dish out per plan when attacking. Remember, punks do not have any prowess. Rather than roll dice for each punk and check each punk's combat chart, which would take forever, the FAK yells, "PLAN!" and rolls a predetermined number of specific dice. The number rolled is the number of hits the punks land against the players. The actual distribution of damage is up to the FAK and the enemy's behavior.

Bob is facilitating combat between the PC's and a group of ten punks. There are 6 punks. They have a danger level of 1d6/1d4. As combat begins, the players are trying to come up with their battle Plans. Bob rolls 1d6 and gets a 3. So, he knows that the punks will attempt to carry out 3 total Plans. The players aren't very well prepared, and the punks are fast, so Bob decides to attack first. He yells, "PLAN!" and rolls 1d4. He gets a 2, which means that the punks get in two Hits. He directs them at the player nearest to the punks. Feel free to improvise here; be creative and descriptive when running combat.

TIPS FOR FAKS

- Spes gives the Facilitator a lot of power and responsibility. The FAK has to make many decisions regarding various aspects of the game. Rules are only given when absolutely necessary; if their ain't a rule, don't worry about it. Make some crap up, and make a note of it, so that in the future, you'll remember to handle the situation in the same way so that the players don't complain.

- Keep combat manageable. When writing your adventures, keep in mind that punks are easier to manage than full-fledged enemies. Create encounters that will be fast and fluid. A few groups of punks and one tougher enemy, perhaps. We hope to be able to provide clearer ideas regarding the combat system in general, and the difficulty of encounters specifically. If you play this game, please share your thoughts with us!

- Writing adventures is pretty simple. There are only three difficulties: Average, High or Stupid. You'll notice that there is no 'Easy.' If a task is easy, the PC's shouldn't have to roll for it anyway.

These three difficulties cover every activity that can be imagined. When you write your adventures, you don't need to remember any numbers or anything; a task is either of Average, High or Stupid difficulty.

Deciding what Stat to test when making a roll is also simple, once you familiarize yourself with the Stats and the concepts they represent.

- The way the game is played depends upon the personality of the players and the FAK, as well as the size of the group. Some players want to kick glutes and destroy stuff. Some players want to play a game that can wrap itself up in one session; some players are into long campaigns with complex story arcs. It's important to know what your own goals are for the game and the group. Your goals and philosophies as a Facilitator will inform the decisions you make at the table.

The internet is full of information for Facilitators. Just search using the term 'game-master.' Yes, those words mean the same thing. You've figured out our secret. Please don't tell anyone.

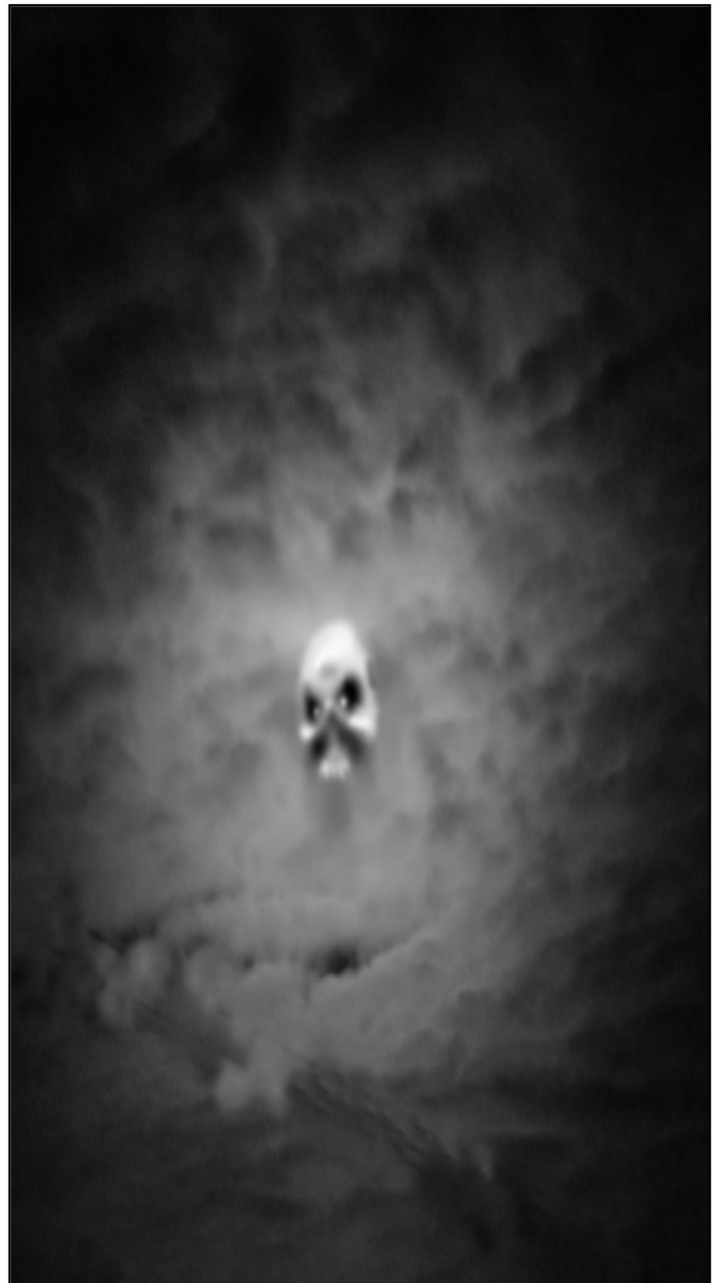
- Ranged weapons have no listed rate of fire or ammo capacity. To keep track of the number of bullets is kind of out of line with the fast and loose philosophy of SPES. However, we believe in keeping the game interesting and dramatic. As the FAK, you have the power! If it adds to the story and heightens the drama and suspense of the moment, or if the you just plain don't want the PC's to kill something, take away they're bullets! Jam their guns! Just make sure that you have a good reason for it.

- Creating new attacks is easy. Come up with a cool name for an attack, and you're almost done! We've got a lot to do before Spes is a fully realized game. One of the most important tasks remaining is to balance out the combat system. So play around with the attacks! Change the number of slots required, add new effects, whatever. Have fun!

SPES

MORTIS

REQUIEM



S

OTHER CRAP

P NAME

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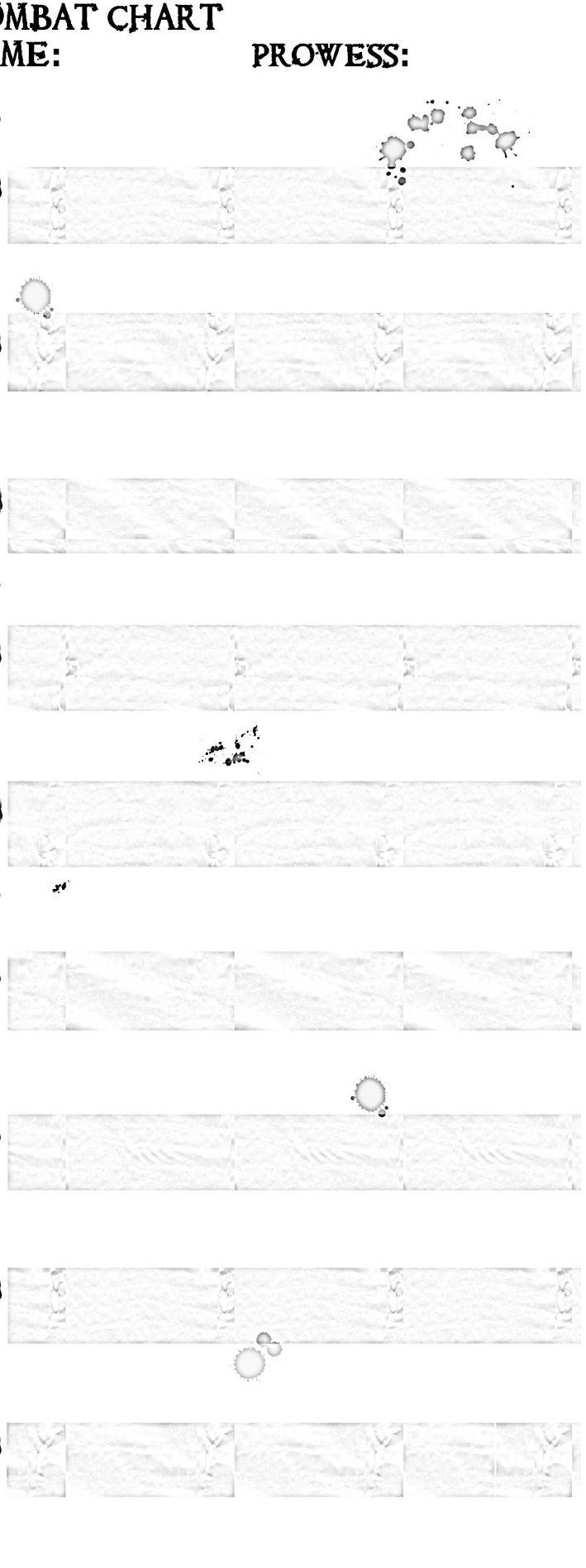
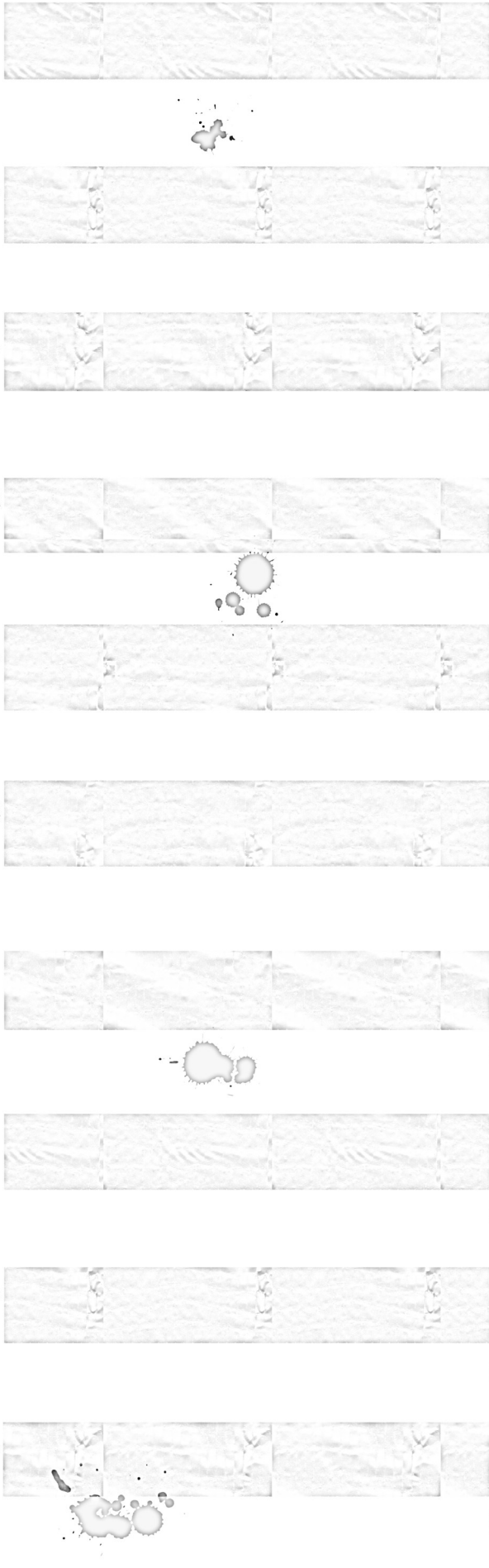
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GEAR

COMBAT CHART

NAME:

PROWESS:



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