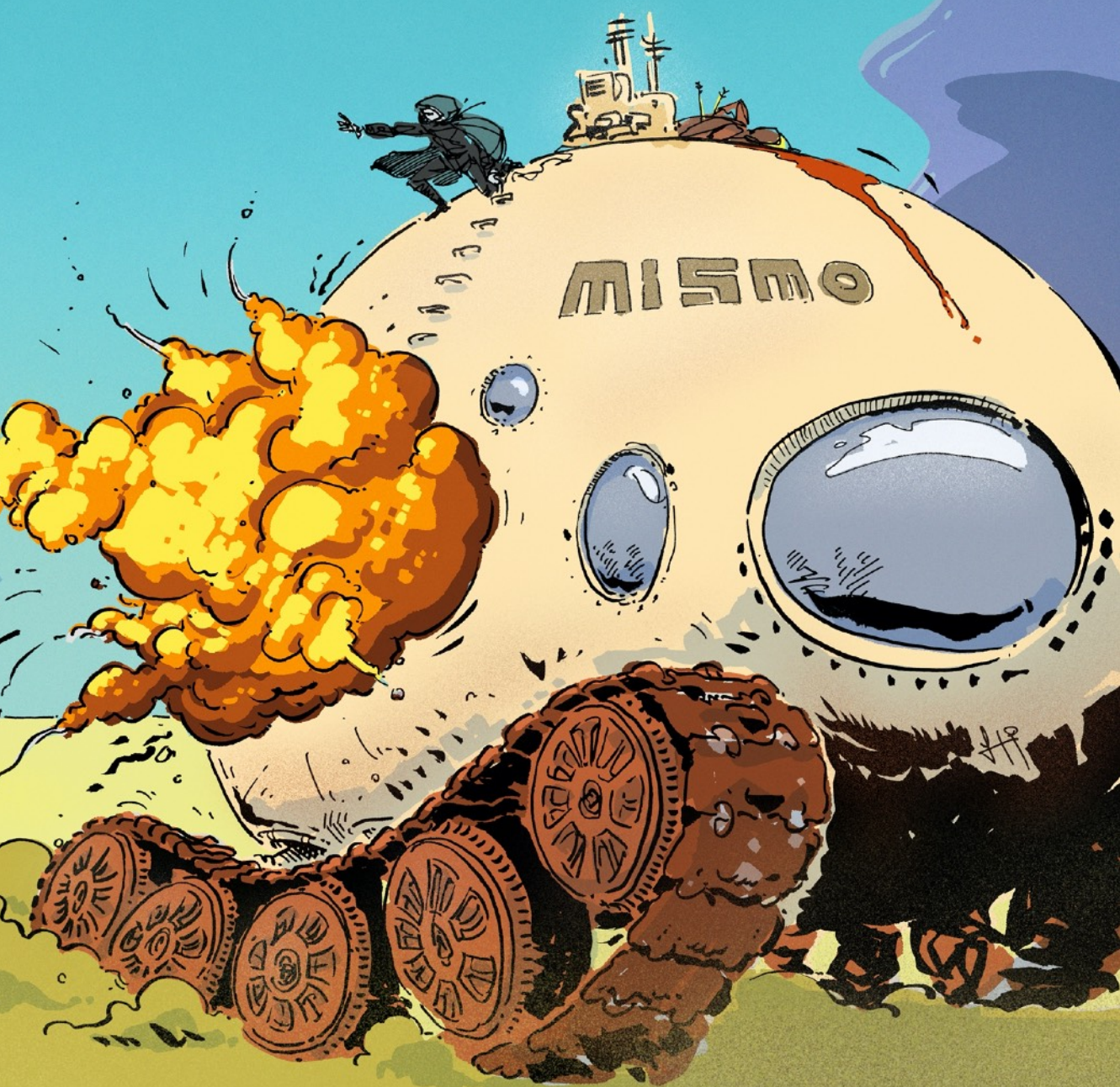


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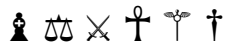
Brève Ultraviolet Heroes



BRÈVE

ULTRAVIOLET HEROES

a SEACAT game



Art and writing ©2020 Luka Rejec

Rushed Patreon Edition v2.0, February 2020

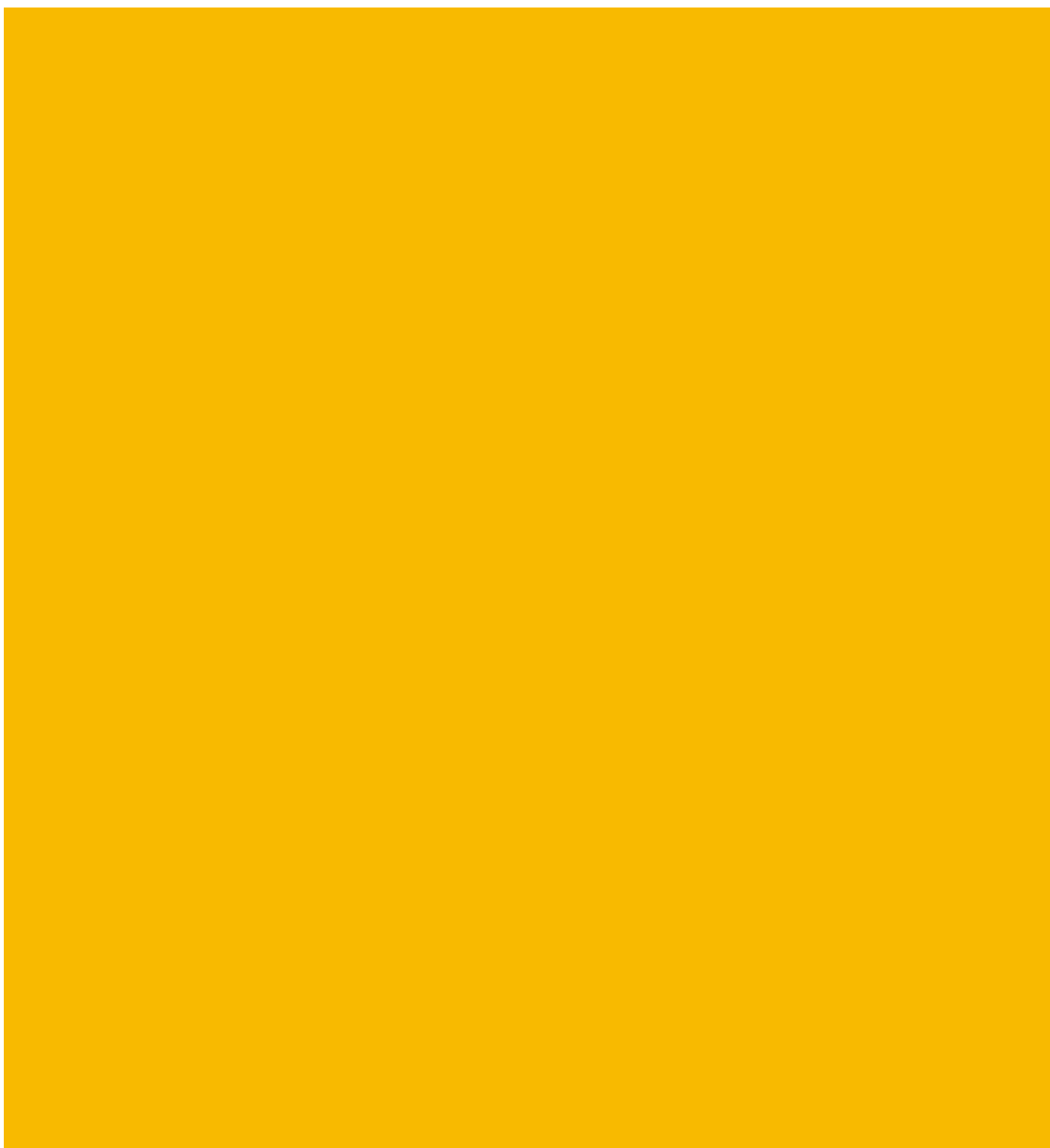
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Sincere thanks to all the heroes who made this booklet possible.



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MAKE YOUR HERO

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

You will not necessarily be good, but you will certainly be extraordinary, excessive, and memorable.

Making a hero is quite simple:

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

BREVE VS. SEACAT?

Breve Ultraviolet Heroes is a 3–12 session miniseries campaign subset of Seacat. It covers levels 3 to 6 in a manner compatible with the famous fantasy rpg. It is written for adventures in the anti-canon worlds of the *Ultraviolet Grasslands*, *Witchburner*, *Longwinter* or *Red Sky / Dead City*, but you can use them with most any pulp setting of your choice if you can stomach a bit of adaptation and improvisation.

ROLLING DICE

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

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

RANKS

Some skills and abilities have *ranks*, giving increasing benefits when rolled a second or even third time. These are listed in italics and duplicate rolls unlock higher ranks. If you roll a result that is no longer available or that makes no sense, feel free to roll again until you get a one that does.

SETTING & MECHANICS

Breve Ultraviolet Heroes implies a lot of setting and rules, but the focus is on making playable heroes *fast*.

Appendix I presents a brief overview of the rules. Appendix II does the same for the setting.

The *Breve Reference Book* goes into detail with the core and optional mechanics, suggestions for improvising and modifying rules. The *Breve World Book* does the same for skills, gear, spells, pets, monsters, places, and other imaginary objects you might encounter in your game.

ROLL OR CHOOSE YOUR HERO

WHO ARE YOU? [D12]

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

ELECTRIC WIZARD

You have touched the metaphysical live wire of the soul, the *Ka* of creation. The electromagnificent radiation that underpins motion and change and life itself. Yes, it burns, it scours flesh, it turns mere human desires to ash, but it also creates. You are quite certain. This.

This is the divine spark.

And you wield it.

STARTING ATTRIBUTES

Level: 3, **XP:** 1500

Life: 20

Bonus: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL YOUR SKILLS

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

1. Roll on another hero's table.
2. **Apparatchik**
Rank 1: You're a highly trained bureaucrat, navigating arcane institutions, accessing secret locations, passing the buck, and using office supplies as improvised weapons.
Rank 2: You're an expert, doubling your bonus in bureaucratic situations.
Rank 3: You've risen to a **Position of Power**.
3. **Energy Warrior**
Rank 1: You're trained to use and maintain ancient energy weapons in the field. Wands,

lasers, death orbs: you've perused the holy manuals and recited the operation mantras.
Rank 2: Expert. Bonus doubled.

4. **Engineer (Electrical)**
Rank 1: Someone thought you were special, so you got an actual oldtech education. You know how to build, maintain, and fix complex electrical machinery. You understand how to apply technology, construction and physics to the world. These aren't just dusty rituals anymore. Also, you know how to improvise weapons from most common electrical and electrician tools.
Rank 2: Expert, bonus doubled.
Rank 3: You gain the **Electric Flesh Director** ability, bringing dead bodies to life as wire ghouls, the children of Mother Electricity. Perhaps the Acolytes were onto something after all.
5. **Professor**
Rank 1: You know the theories and histories of the *Ka* electric, how to navigate cloisters and libraries, fight academic battles, and browbeat foolish opponents.
Rank 2: Expert, bonus doubled.
Rank 3: You gain the ancient **Electromagic Hacker** ability, hacking oldtech creatures and equipment to serve you.
6. **Acolyte of Mother Electricity**
Rank 1: All creation hums the song Electric. You know the old rites of electric equipment maintenance and repair, how to use heavy energy weapons and *ka* batteries. You can cast electric spells with a blueprint scroll.
Rank 2: Expert, bonus doubled. Also, you have rewired your own

brain to hold one electric spell without any physical gear.
Rank 3: You can hold two more electric spells in your brain.

ROLL YOUR ABILITIES

Roll d6 thrice for your starting skills [d6 x 3]. You may choose unlocked abilities instead of rolling.

1. Roll on another hero's table.
2. **Electric Flesh Director**
(Electric, Imbue)
Rank 1: you can bring dead bodies to life as **wire ghouls** (L2), the children of Mother Electricity. Perhaps the Acolytes were onto something after all. Each ghoul requires a control module (imbue 1 stone of inventory) if you want to, well, control it. Uncontrolled wire ghouls are abominations that descend into mad rages. It takes you a week and a sack of electrical supplies to create a wire ghoul and its control module.
Rank 2: you can create a wire ghoul in an hour *or* you can use just a stone's worth of electrical supplies to create a wire ghoul in a week.
Rank 3: you craft personalities for the dead bodies you jolt to life, creating sentient **wirefolk** (L2). These are independent sidekicks you need to educate after they are created. They do not need control modules. They absorb learning at a prodigious rate. It takes you a week, a sack of electrical supplies, and a sack of educational supplies to create

a wirefolk. A minimal education takes 2d6 weeks.

3. **Electromagic Hacker**
(Electric, Focus)
Rank 1: you can hack oldtech creatures and equipment to serve you on the fly, even during combat. Giving commands is an action.
Rank 2: you have advantage to oldtech hacking tests if you are touching your target.
Rank 3: you can give one free command per turn.
4. **Position of Power**
(Social)
Rank 1: you are important and people in your community (choose or generate community) know it. So long as you can argue you are acting in the common good, you can expect access to basic information and supplies. You also gain a **flunkey** (L1, specialist) sidekick who can do research, take care of secretarial tasks, and carry out your orders.
Rank 2: beyond just your official capacity, you have built up a shadowy power network. You gain two additional sidekicks: **muscle** (L2, scary) to enforce your power and **brains** (L2, spy) to keep you informed your opponents' secrets.
5. **Rubberskin**
(Electric, Resistance)
Rank 1: your skin is laced with a symbiotic insulating cauchofungoid, giving you resistance to electromagnetic and energy attacks (halving all damage).
Rank 2: the cauchofungoid is interwoven with your whole body, making you immune to

electromagical and energy attacks.

Rank 3: you are no longer fully human but an evolved cauchofungoid chimera. Electromagic and energy attacks actually heal you (though they don't repair broken bones or open wounds, you still need surgery for those).

6. **Sparklefingers**

(Electric, Unarmed)

Rank 1: you conduct the ambient electromagic of the world with your body. Your unarmed attacks can deal 1d4 electric damage instead of 1d3 physical damage. You can also deal that damage via a conductive material.

Rank 2: Your electric touch increases to 1d6 damage. You can spend a few hours to recharge dead batteries.

Rank 3: Increases to 1d8 damage and in a medical setting your touch can give advantage or disadvantage to tests to restart stopped hearts and other similar procedures.

ROLL YOUR STATS

As an Electric Wizard you use the speed of your formidable Thought to cast spells. Your Stats cannot be negative, so all negative results become 0.

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

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

GEAR

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

1. Roll on another hero's table.
2. Yellow and black synthetic sinew **neural whip**.
(Str, Agi, Reach, Energy)
Damage: 1d8 electric
Size: 1 stone
Special: stuns for 1d4 rounds on a critical.
3. **Rubberized chitin cuirass**, with a defunct corporate kingdom's proprietary charging ports.
(Medium, Cool)
Armor +4, Size: 2 stone
4. Ominous black, pedal-powered **cargo tricycle**. Rugged enough to handle most terrains.
(Pedal, Machine)
Capacity: 3 sacks
Def: 7, Life: 15
5. Scuffed red steel **mechanic's chest** full of picks, wrenches, nuts, screwdrivers, ratchets, extractors, pliers, hammers, snips, crimpers, files, scrapers, keys, Allen wrenches, bolts, wire, glue, duct tape and suggestive literature.
(Tool Kit)
Size: 1 sack
6. **Two acrylic rods** engraved with the runes of the Oh Mega. You use them to cast a random spell from **Anastasiya's Canon** (see below).

(Spell Burden)
Size: 1 stone

SPELLS OF ANASTASIYA'S CANON

“The secrets of the all-magnificent, all-giving Electric *Ka* come down to us in an unbroken line of truth and symbiosis from the great Vivifex Anastasiya. They revealed that it is the contact of dissimilar primordial elements, in closes agreement with the principles of the static universe electric, that creates the radiation of motion and change and life.” —Nusa the Skydread

Unless specified otherwise, all the spells in Anastasiya's Canon take mere moments, just a single action, to cast.

Roll a d6 to determine your starting spell(s). If you roll a duplicate, choose an unknown spell instead.

1. **Anastasiya's Arc Light** (Electric, Focus, Spell)
The wizard *focuses* and a small aura of shooting, crackling electric arcs surrounds them. Painfully bright blue light floods a middling area. Hair stands on end and the smell of ozone assails the nostrils.
Power 1: all adjacent creatures suffer 1d3 damage per round.
Power 2: 1d4 damage per round.
Power 3: 1d6 damage /rd.
Power 4: the aura expands, and all nearby creatures suffer 1d6 damage per round.
Power 6: 1d8 damage per round.
Power 7: 1d10 damage /rd.
Power 8: 1d12 dmg /rd.
Power 9: ... *and* every time any creature touches the wizard, it must pass a hard test or be knocked back and stunned for one round.
2. **Anastasiya's Charged Hand** (Electric, Spell)
The wizard rubs their hands together without rhythm and builds up an offensive electromagical charge. Their hands stay charged for several minutes or until they touch a conductive object.
Power 1: their next touch or unarmed attack deals 1d10 electric damage.
Power 2: their touch also stuns the target for 1d4 rounds or knocks it back.
Power 3: their touch also sets the target on fire, dealing 1d6 damage per round until it is put out (stop, drop, and roll).
3. **Anastasiya's Electrifying Projection** (Electric, Spell)
The wizard collapses into an electromagnificent wave-particle singularity and travels like lightning to a nearby target (about 12m away) where they suddenly reappear in a shower of sparks.
Power 3: each creature in the wizard's path takes 2d6 electric damage. Every creature close to the wizard's target takes 4d6 damage. If the wizard coalesces inside a solid target, they and the target both take double damage (8d6).
Power 5: the wizard transmits themselves to a far off target (about 43m away).
Power 7: the wizard deals 3d6 damage in their path and 6d6 to creatures close to their target.
4. **Kovinov's Twitching Puppet** (Electric, Mind, Focus, Spell)
The wizard raises their hands high and a crackling gush of

electromagical bolts strikes a nearby target, dealing 1d6 electric damage.

Power 1: The wizard attacks the target's Aura every round to control its actions. The control is poor, and all the target's actions are at a disadvantage. The target takes 1 point of electric damage per round.

Power 3: The control is satisfactory, the target's actions are normal. The target takes 2 points of electric damage per round.

Power 6: The control is *Ka*-enhanced, and all the target's actions are advantaged. The target takes 3 points of electric damage per round.

5. **Kovinov's Ride the Lightning**
(Electric, Sky, Spell)

With an electrical storm is imminent, or in progress, the wizard raises their arms to the sky and bolt of lightning strikes them.

Power 6: all creatures close to the wizard take 4d6 damage and the wizard rides the current into the cloud. The next round the wizard returns to ground up to a few kilometres away, riding a second bolt of lightning from the same cloud. Both impact points must be visible from the cloud. This deals another another 4d6 damage to all creatures close to the wizard's point of impact.

Power 13: the lightning deals 8d6 damage at both strikes.

6. **Selbstein's E-Vivification or Galbani's Electric Parody of Life**

(Electric, Imbue, Dangerous, Spell)

The wizard jams their Oh Mega rods into the yielding flesh of a corpse or bound creature, and over several agonizing minutes force an electric *Ka* elemental into the flesh prison, creating an **electric abomination**. Giving an order to the electric abomination takes an action. The spell price is imbued in the flesh prison until it is destroyed or the wizard unlocks it with a touch of both Oh Mega rods.

Using a living creature: bound to a non-conductive slab with solid straps, the target will experience a very painful and eventually deadly procedure. The target loses 1 Life point per minute until it dies, which resets its Life total to the e-vivified abomination's normal maximum. The electro-possession is complete after 2d6 minutes and the target follows orders even while still alive.

Most inquisitors agree this use of the spell is a vile offence against life and the sapient universe.

Power 1: the wizard e-vivifies a cat- or dog-sized body, creating a Level 1 electric abomination.

Power 2: the wizard e-vivifies a pig- or human-sized body, creating a Level 2 abomination.

Power 4: a cow- or horse-sized body, for a Level 3 abomination.

Power 8: a rhino- or hippo-sized body, for an L5 abomination.

SIDEKICKS

BRAINS (L2, INVESTIGATOR)

Def: 10, Life: 10, Stat: +3

Razor sharp, this sidekick loves to stay in the background and has now found their perfect master. It hardly matters why they feel so little ambition, when they're so good at ferreting out secrets, planting false evidence, and finding hidden clues. Alas, they are (roll d6): (1) often depressed, (2) fond of over-eating, (3) utterly terrified of pain and violence, (4) completely without empathy, (5) a fool for games of chance, (6) saddled with a crippling drug habit.

FLUNKY (L1, SECRETARY)

Def: 9, Life: 5, Stat: +1

A loyal but cowardly sidekick who does research and secretarial tasks, carries out your orders and brews a mean (roll d6): (1) coffee, (2) tea, (3) beer, (4) sleeping tincture, (5) mind-numbing draught, (6) storm in a teacup.

MUSCLE (L2, ENFORCER)

Def: 15, Life: 15, Stat: +2

A scarred sidekick with a murky past. They're scary with words, knives, guns, and other concealed weapons. They always wear a battered battle-vest under their clothes if at all possible. In a vulnerable moment they also reveal a familiarity with (roll d6): (1) dog breeding, (2) vehicle maintenance, (3) chess and strategy games, (4) miniature tree cultivation, (5) rambling and hiking, (6) watercolors and fine arts.

WIRE FOLK (L2, BLANK SLATE)

Def: 13, Life: 13, Stat: +3

New, living people created from dead bodies by an electric wizard. Their bioelectric parts make them stronger than a normal person, but also grotesque and terrifying. When first created, they are innocent blank slates, remembering nothing of their previous

lives. With their super-charged brains they learn at prodigious speed.

Creating a wire person usually takes a week and requires suitable organic parts harvested from fresh 'donors', a sack of electrical supplies, and a sack of educational supplies. An additional 2d6 weeks of education is recommended.

They do not require control modules, but can kept as mind-controlled slaves with such modules.

Wire Folk have been reported with a variety of abilities:

- **Electrical Healing**
They regain 1 Life point per minute when a powerful voltage is applied to them.
- **Resilient Physique**
They have advantage to tests against unusually hot or cold environments, which would harm most humans.
- **Redundant Organs**
Even after being reduced to 0 Life, they reanimate a couple of hours later (easy test) unless they have been mutilated or dismembered.
- **Electric Immunity**
They take no damage from electrical attacks.
- **Electrographic Memory**
They have almost flawless recall for electromagnetic information.

An individual wirefolk will be very fond of (roll d6): (1) poetry, (2) wood-carving, (3) philosophy, (4) games of chance, (5) monastic solitude, (6) the natural sciences. In appearance, the flawed nature of their creator is always manifest and they are (roll d6): (1) lopsided, (2) red as burnt flesh, (3)

apparently skinless, (4) bloated and suppurating, (5) hard like rubber or plastic, (6) threaded with wires and metal.

CREATURES

ELECTRIC ABOMINATIONS (L1–L5)

Def: 9+L, Life: 5 × L, Bonus: +3+L

Attack: amplified natural attacks (1d4* × L electric and physical damage)

Ability: anything that touches an electric abomination suffers L electric damage and tests (Target 6 + L) or is stunned for one round.

Imbued Oh Mega monsters created by binding electric *Ka* spirits to mortal creatures (or their corpses). Left to their own devices, they can follow simple orders (“Kill everyone who enters!” or “Let no one pass” or “Attack anyone who touches the Seven-Sided Cube of Ineffability”). Giving more a more precise order (“Attack the orange goblin!”) is an action.

Each of these monsters is abominable in its own special way (d6):

1. **Bowel-Loosening Hum**
Nearby creatures must test Endurance every round or their muscles involuntarily relax, disadvantaging all physical activity (Target 6 + L).
2. **Explosive Overcharge**
When struck by a critical blow, the electric abomination explodes in a shower of sparks, setting nearby objects on fire and dealing 1d6 damage to all nearby creatures.
3. **Not Life As We Knew It**
The abomination is immune to

critical hits and other special combat maneuvers.

4. **Parasympathetic Shutdown**
On a critical hit, the abomination’s target suffers a heart attack.
5. **Stunning Touch**
Its touch stuns for 1d4 rounds (Target 6 + L).
6. **Terror Radiation**
Nearby creatures test Aura every round or they begin hallucinating their deepest subconscious fears, causing them to cower or flee in terror (Target 2 + L).

WIRE GHOUL (L2, ELECTRIC ZOMBIE)

Def: 8, Life: 13, Bonus: +4

Attack: fists (1d6* electric damage)

Ability: their touch stuns for 1d4 rounds (Target 8)

Dead bodies, reassembled and returned to life with wires and the power of Mother Electricity. Their metal-threaded bodies crackle with a mockery of life, their movement provided by the *Ka* batteries embedded in their bellies. They are directed with control modules that weigh a stone each. The creator must always have the control module about their person, or the wire ghouls become undirected. The minds of undirected ghouls collapse into mad rage within days.

Creating a wire ghouls usually takes a week and a sack of electrical supplies.

Some Wire Ghouls have been reported with other unusual abilities, like:

- **Explosive Batteries**
When struck a critical blow, the wire ghouls explodes dealing 3d6

damage to all nearby creatures.
This usually kills the ghoul.

- **Parasympathetic Shutdown**
When the ghoul rolls a critical strike, the target's parasympathetic nervous system overloads. Breathing stops. The heart stops. Death often follows.
- **Short Circuit Ghoul**
Whenever the ghoul rolls a natural 6 with any die, whatever it touches (or the surface it is standing on) catches fire.

HERO ADVANCEMENT

Every time you rest in a safe location you can spend 500 xp and roll d20 once on the hero advancement table. Each result can only be applied once. When you roll a duplicate, choose any other advancement you like.

1. **Dead End**
You make no progress. Worse, you realize that a whole field of study constitutionally disagrees with your philosophical sensibilities.
2. **Dark Truths**
You learn a new spell, but your sanity wavers and you permanently lose 3 Life.
3. **Fortune Smiles**
Increase the maximum number of your Hero Dice by 1.
4. **The Spirit Is Restored**
You take rest in the fellowship of friends and you permanently gain 2 Life.
5. **The Doors of Perception Open!**
Roll on the ability table.
6. **Six By The Six**
You permanently gain 6 Life.
7. **Try Something Else**
Roll on another hero's advancement table.
8. **Education Broadens**
Roll on the skill table.
9. **Gain Status: Notorious**
Increase your Level by 1. Word gets around of your strange experiments and wild powers. Every several weeks (roll d6): , (1) an undercover wirefolk member of a heretical cult of Mother Electricity comes to silence your evil mouth, (2-3) guardians of the law come to haul you in for questioning about an unusual case, (4-6) an adventurer visits you with a strange electrical artifact.
10. **The Channels Open**
Increase the maximum number of your Hero Dice by 1.
11. **Mastery Grows**
Increase your bonus by 1.
12. **Meaning In The Astral Sign**
You savor your connection with the cosmos and permanently gain 4 Life.
13. **The Price of Specialization**
Reduce a Stat by 1 point, increase another Stat by the same amount.
14. **Life Burns Faster**
You are welcomed in the strange houses of seekers after wisdom, and you are heartened. Permanently gain 5 Life.
15. **The Mind's Eyes Grasps The Mother Electric!**
Roll on the ability table.

16. **Learning Deepens**
Roll on the skill table.
17. **The Currents Laugh**
Increase the maximum number of your Hero Dice by 1.
18. **Gain Status: Esteemed**
Increase your level by 1. Polite and academic society accepts you as someone who is contributing to Progress and Prosperity in the community. You gain claim to (roll d6): (1) a disused laboratory facility near the old canal, (2) a handsome town house, (3) a traveling repair golem, (4) a seat on the community council, (5) a position at the local college of useful trades, (6) membership in the salon of life and death.
19. **The Flesh Is Willing**
Increase a Stat by 1.
20. **The Mark of True Wizardry**
You discover a mentor who is willing to induct you into the true secrets of wizardry. They set you three tasks and a harrowing ritual.
The tasks are to spend (roll d6): (1) a week dressed in a rubber outfit in the mentor's pig sty, (2) half your wealth on bright blue tiles for the mentor's roof, (3) a week harvesting azure stormbird eggs on Mount Estrelvoy, (4) a tenth of your wealth replacing your teeth with metal dentures, (5) a month wearing the same moth-eaten kestrel costume, (6) two weeks shocking yourself daily with electric eels (each shock deals 1d3 electric damage). The ritual is too shocking to describe in writing and is up to the player.

After you are inducted, permanently reduce your Life by 1 point for each of your current levels, and whenever you attain a new level. In exchange, your magic cost is permanently reduced by one.

or

They Are All Fools!

The so-called mentor is a madman and a charlatan! You abandon this stupid pursuit of magical dreams and find another outlet for your ambitions. Choose (or roll) a new skill or ability from any hero you desire.

After you have marked off all the results on the table, you can advance to level 6 when you spend a final 1,000 xp.

- **Gain Status: Epic**

You are now officially a 6th level hero. People refer to you quite openly as "Master Electric City" and other such polite phrases. The good folk of your community bow down to you. When you die, you will get a small memorial plaque and a park will be named after you.

You gain claim to a **position** as (roll d6): (1) the chief engineer of a heroic industrial concern, (2) the abbot of a small technocult, (3) the mayor of an electromagical generator town, (4) the head of post-mortem labor management, (5) the executive manager of a lucrative trading line, (6) the owner of a dilapidated electromagnificent hover-train.

FREEHOLD ARCHAEOLOGIST

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

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

But then the world grew bigger again. The chiefs came. The kings came. The administrators. And we paid and paid and paid.

But mark my words, it was us that built great things, did great deeds. They were *our* ancestors and the hidden truths in the vault-temple beneath our freehold prove it.

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

These were the stories your Onka told you as you grew up and learned the secrets of the Ancient Truths.

STARTING ATTRIBUTES

Level: 3, **XP:** 1500

Life: 20

Bonus: +2

Hero Dice: 3d6

Magic Cost: 2

ROLL YOUR SKILLS

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

1. Roll on another hero's table.
2. **Museum Apparatchik**
Rank 1: You're a highly trained bureaucrat, navigating arcane institutions, accessing secret locations, passing the buck, and using office supplies as improvised weapons.
Rank 2: You're an expert, doubling your bonus in bureaucratic situations.
Rank 3: You've risen to a **Position of Academic Power.**
3. d
4. d
5. d
6. **Archaeologist**
Rank 1: You're good at discovering lost artifacts, climbing and jumping, dodging boulders, cracking a whip and using some other handy small weapon. Crucially in a dungeon-crawling environment, you also make skilled tests to detect traps and hidden doors.
Rank 2: You're an expert at what you do, doubling your bonus.
Rank 3: It's a very difficult task, but you can make new artifacts that just about anyone would believe are ancient. At least for a while.

ROLL YOUR ABILITIES

Roll d6 thrice for your starting skills [d6 x 3]. You may choose unlocked abilities instead of rolling.

1. Roll on another hero's table.
2. ...
3. **Position of Academic Power**
(Social, Academic)
Rank 1: you are important and people in your community (choose or generate community) know it. So long as you can argue you are acting in the common good, you can expect access to basic information and supplies. You also gain a **protege** (L1, eager) sidekick who does research, makes coffee, and runs errands for you.
Rank 2: beyond just your official capacity, you have built up a network of dedicated seekers for ancient truths. You gain two additional sidekicks: **money** (L2, noble backer) to fund your expeditions and **guns** (L2, recovering mercenary) to keep you safe from evil imperial goons trying to steal your divine treasures.

ROLL YOUR STATS

As a Freehold Archaeologist you use your brains and your agility to rob tombs ... ahem ... recover lost wisdom. Your Stats cannot be negative, so all negative results become 0.

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

Point Buy (Optional): Instead of rolling, assign 3 points to Agility, 1 point to

Thought, and 3 points to the other four Stats.

GEAR

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

1. Roll on another hero's table.
2. Yellow and black synthetic sinew **neural whip**.
(Str, Agi, Reach, Energy)
Damage: 1d8 electric
Size: 1 stone
Special: stuns for 1d4 rounds on a critical.
3. **Rubberized chitin cuirass**, with a defunct corporate kingdom's proprietary charging ports.
(Medium, Cool)
Armor +4, Size: 2 stone
4. Ominous black, pedal-powered **cargo tricycle**. Rugged enough to handle most terrains.
(Pedal, Machine)
Capacity: 3 sacks
Def: 7, Life: 15
5. Scuffed red steel **mechanic's chest** full of picks, wrenches, nuts, screwdrivers, ratchets, extractors, pliers, hammers, snips, crimpers, files, scrapers, keys, Allen wrenches, bolts, wire, glue, duct tape and suggestive literature.
(Tool Kit)
Size: 1 sack
6. **Two acrylic rods** engraved with the runes of the Oh Mega. You use them to cast a random spell from **Anastasiya's Canon** (see below).