

2320 Storyteller Hybrid



This is a mix of Storyteller, the T20 and the original 2300AD system. Caveat Ludor.

Why make this mess? 1. Because I'm allergic to level-based systems. 2. Because I know Storyteller by heart. 3. Because I want to retain some of the hard 2300AD flavour while using a simple system.

Character Creation

Start

- Come up with an interesting concept, or play [Genesis](#) to find out.
- Decide on homeworld.
- Find homeworld gravity. When working in a different gravity field str/dex/sta are modified as follows:

| Destination World | Gravity of Homeworld | | | |
|-------------------|----------------------|----------|----------|----------|
| | Zero | Low | Norm | High |
| Zero-G | 0/0/0 | +1/-1/0 | +2/-1/0 | +3/-2/+2 |
| Low-G | -1/+0/-1 | 0/0/0 | +1/-0/0 | +2/-1/+2 |
| Normal | -2/+1/-2 | -1/+0/-1 | 0/0/0 | +1/-0/+1 |
| High-G | -3/+2/-3 | -2/+1/-2 | -1/+0/-1 | 0/0/0 |

(i.e. a high gravity person with three dots STR and DEX will have 6 STR in zero-G, but just one dot DEX.). If the attribute is reduced below zero the person either cannot move (STR), tends to stumble about helplessly (DEX) or requires lots of rest (STA).

Attributes

- Distribute 7/5/3 on stats (or 15 points). Each attribute has one dot from the start.
- The nine stats are: Physical (STR, DEX, CON/STA), Mental (INT/PER, EDU, WIT/WIS) and Social (CHA/MAN, SOC, APP)
- EDU is Education level, a measure of how much general knowledge of the world they have acquired, not actual academic years (although they are correlated). While skills are crystalised knowledge, EDU is general know-how. This includes understanding the place where one has lived, the world situation or the ability to recall trivia. Unskilled EDU use is nearly always worse than using a real skill, but more general.
- INT and PER, CHA and MAN have been merged into one stat each.
- SOC represents social standing. This is not just current status but also upbringing, style of speech and contacts. This can be used for everything from intimidation to making a business deal seem more promising. In the scheme of the old 2300AD article on social class, the social class would be roughly $2 \times \text{SOC}$:

| SOC | 2300AD Social Class | Income (Lv per Month) | Upkeep (Lv per Month) | Initial money (Lv) | Typical Occupations |
|-----|------------------------|-----------------------------|-----------------------------|--------------------|-------------------------------------|
| 5 | 9 | 15,000 | 4,500 | 42500 | Investors, heirs, executives |
| 4 | 8 | 4,000 | 3,000 | 20500 | Higher managers/professionals |
| 4 | 7 | 1,500 | 1,000 | 10000 | Lower managers/professionals |
| 3 | 6 | 1,250 | 900 | 4900 | Clerical, sales, service workers |
| 3 | 5 | 800 | 700 | 2400 | Self-employed artisans |
| 2 | 4 | 800 | 700 | 1150 | Technicians, foremen |
| 2 | 3 | 800 | 700 | 550 | Skilled manual workers |
| 1 | 2 | 200 | 200 | 275 | Unskilled manual workers |
| 1 | 1 | 200 | 200 | 200 | Agricultural labourers |

Note that this doesn't mean the character has this income from the start. One can quite well be a poor investor or a very rich labourer. Initial money is further described in the economics text.

Skills

- Characters have 23 points to distribute over their abilities.
- I use the Aberrant system of skill resolution: 7, 8, 9, 0 are successes. Botches happen if there is no success but a number of ones has come up. 0's may be re-rolled if the skill is specialised.
- Unlike in Aberrant which attribute is used with which skill is not fixed: one can roll Intimidation using both Strength, Charisma or Social class for different kinds of intimidation. Book learning is usually Education, figuring something out is Intelligence (repairing a technical device can be either EDU+skill or INT+skill, depending on approach).
- While people can quickly reach level 3 in most skills becoming expert takes time. Each skill at level 4 has required at least 4 years of development, and at level 5 they are worth 8 years. The age of the person is 18 plus this extra development (or more). For example, a person with three level 4 skills and one level 5 skill has to be at least $18 + 3 \times 4 + 8 = 38$ years old. A super-expert

with five level 5 skills has to be at least $18+5*8=58$ years old. This can be negotiated with the GM.

- Specialisations cost 1 freebie, but you get one for free when a skill reaches 4.

Willpower

People start with 3 points of willpower. This can be raised using freebies for 2 freebies per dot.

Backgrounds

7 background dots. Allowed backgrounds include:

- **Allies** - Close friends, people you can turn to.
- **Armoury** (see below)
- **Alternate ID** (Each dot represents one fake identity, or several dots for a very carefully made identity that will stand up to closer scrutiny)
- **Backing** (Backing represents a combination of formal ranking and standing within a group. Note that the level of oversight increases proportional to the backing level.)
- **Cipher** (Secrecy) – the ability to keep out of sight from authorities and others.
- **Contacts** – Important people you know.
- **Cybernetics/implants** (see below)
- **Enemies** – People out to harm you (adversarial, gives freebies)
- **Equipment** (see below)
- **Favours** – Somebody important owes you one or more favours.
- **Fame/Infame** – You are known, for good or ill (infame is adversarial, gives freebies)
- **Followers**
- **Influence**
- **Mentor**
- **Network** - Being part of an informal group or network
- **Population** (see below)
- **Resources** (see below)
- **Sanctum** - Your safe/useful hiding place(s)
- **Security** - Security systems, safe habits and other factors making you hard to hit in your everyday life.
- **Spies** - People providing information, especially information you are not supposed to have.
- **Staff** - Performs jobs
- **Soldiers** - Bodyguards or mercenaries (see below)

Note that high levels of many backgrounds require time for maintenance – dinners with allies, endless meetings with backing organisations, resolving disputes among your population, polishing your implants etc.

Population

This background denotes that the person is responsible for a group of people (usually refugees):

| | |
|---|------|
| 1 | 10 |
| 2 | 50 |
| 3 | 250 |
| 4 | 1250 |
| 5 | 6250 |

(each level is five times larger than the previous)

The people are more or less paying for themselves, and will not follow the character blindly – they are neither staff nor followers. However, having many people behind you is a good way of getting political pull, by directing them slightly you can get a sizeable workforce involved in projects (if it is in their own interests) and if they support you you will have a big network of potential informers and helpers.

Resources

Resources denote savings, investments and income. Each level is 5 times the previous.

| | Total Income per month |
|---|------------------------|
| 0 | - |
| 1 | 100 |
| 2 | 500 |
| 3 | 2500 |
| 4 | 12500 |
| 5 | 62500 |

Normally the net income is 30-50% lower due to taxes and upkeep. Note that higher levels require time to maintain, just like backgrounds like Network or streetwise. A person with 5 in Resources will have to spend some effort to maintain it.

A character with no resources need to get a job.

Armoury

The character owns a stockpile of weapons. This is either one piece per dot (or one heavy weapon for two or three dots) or a total value corresponding to the level in the SOC-based initial resources table.

Armoury objects can usually not be sold, because they have been acquired in less than legal circumstances or are closely linked to the person.

Cybernetics

The character has been upgraded using genetic engineering, implants, Pentapod devices or something else. Dots either represent individual pieces of enhancement (or several dots for a more expensive enhancement) or money that can be spent on enhancement.

Equipment

As Armory and Cybernetics, but extra equipment.

Finishing the Character

- Characters have 15 freebie points to spend on attributes (cost 5), skills (cost 2), specialities (cost 1), willpower (cost 2), initiative (cost 1), backgrounds (cost 1), merits and flaws.
- Nature: see separate list.
- Age: see the skill section.
- Initiative: DEX + WIT (plus bonuses).
- Move: Crawl 2m (uses all available cover), Walk 7 m (can use partial cover), Run dex+12, (no cover) Sprint dex*3+20 m
- Throwing range: STR x 12 m

- Handedness: select or roll 1d100 (1-85 righthanded, 86-99 lefthanded, 100: naturally ambidextrous). (Ambidextrous is a +1 merit that can be bought; this corresponds to having trained for it)
- Describe: Height, Mass, Hair, Eyes and general Description.
- Blood group: Important for field medicine. This depends on the rough ethnicity of the character. Roll 1D100 and look up the correct row in the table at <http://www.bloodbook.com/world-abo.html>; if the roll is lower than the first number, the bloodtype is O. If it is lower than the first + second, it is A. if it is lower than 1+2+3, it is B. Otherwise it is AB except for a roll of 100, then the character has a rare bloodtype. <http://www.bloodbook.com/rare.html>

Roll separately for Rhesus type:

| | Rh+ | Rh- |
|--------------------|------|--------|
| Caucasian | 1-16 | 17-100 |
| American Blacks | 1-7 | 8-100 |
| Native Americans | 1 | 2-100 |
| African descent | 1 | 2-100 |
| Japanese & Chinese | 1 | 2-100 |

- Insurance, Licences, Papers: write up the official documents the character carries. This include passports, letters of passage, starship flight certificates etc.

List allegiances

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +1 or 2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play. Allegiance can also be used as a temporary willpower once each gaming session to do something (or avoid something) that is important for the allegiance.

Combat

The basic system consists of:

Rank people in initiative order. Start with the slowest and have them declare what they do, continuing upwards to the fastest. Then resolve actions. Note that a multi-action person can declare his slower action(s) optional: what he does can be changed depending on the outcome of faster actions.

- **Attacker rolls to hit**
 - Hitting body parts: aiming for torso -1, aiming for head -3 successes.
 - If the target is moving or trying to evade, the number of successes on the hit roll is decreased by successes from the defenders dodge or parry (if any).
- **Roll for hit location**
 - If the target is in partial cover the attack will automatically miss, or if very powerful, have to get through the cover.
- **Roll for damage**
 - Muscle-powered attacks add one point of damage for every point of strength beyond 1. Martial arts allow the PC to use dexterity instead of strength, if it is desired.
- **If the target is armored in that location, reduce damage by armour and cover.**
 - If damage in a single attack exceeds twice the armour, the armour (or cover) is destroyed.
- **Remaining damage is applied to health**
 - Bashing damage is marked with single bar, lethal damage by a cross and aggravated damage by a fully filled box.
 - Subtract damage from hit points in location.
 - If the location goes below zero, it is out of order and cannot be used. The location is also bleeding and will lose 1 point per turn if not treated.
 - Subtract damage from total hit points
 - Exception: if more damage is done than the remaining hit points in the location, the overshooting damage is not subtracted. Exception to the exception, vehicle weapons.
 - If hit points go below zero the character is unconscious and dying. He loses one point per turn unless stabilized. At 3x negative normal level of hit points the character is dead.

Weapons on the vehicle scale add 5 to damage to human-sized targets and the full damage is subtracted from the total hitpoints rather than an amount limited by the hit limb. Weapons on the starship scale add 10 to damage to human-sized targets and generally have a wide area effect.

Wounds

| | Penalty | Bashing recovery time | lethal recovery |
|----------|---------|-----------------------|-----------------|
| Bruised | | 1h | 1 day |
| Hurt | -1 | 1h | 3 days |
| Injured | -1 | 1h | 1 week |
| Wounded | -2 | 1h | 1 month |
| Maimed | -3 | 3h | 2 months |
| Crippled | -4 | 6h | 3 months |

Incapacitated No action possible 12h 5 months
Dead

Lethal damage past Hurt that is not treated medically will worsen by one level of lethal damage per day.

Cybernetic limbs may take damage that is not transferred to the damage of the person: an arm reaching Crippled is useless, but does not make the person Crippled.

If a limb takes more than 7 levels of damage in a single strike, it is destroyed and the person will automatically reach Incapacitated.

Aggravated damage does not heal normally, but has to be handled through cybernetics or cloned replacement organs.

Using a willpower point enables ignoring wound penalties for *one* skill use. Painkilling medication can reduce wound penalties by up to 3 (the higher the reduction, the more interesting dangers and drawbacks).

Successful use of first aid used on each damaged body part can stop deterioration of the condition and enable transport. A doctor (or automed) with appropriate medical equipment gets to roll once for general diagnosis and initial treatment. A success can fix one health level (the damage was not so serious as it looked). Beyond that, healing time will depend on the quality of care and the skill level of the doctor(s).

Quality

| | | |
|---|---|-----------------------------|
| 0 | Transport, medieval conditions. | No healing occurs |
| 1 | A bed. | Normal healing rate |
| 2 | A calm place, nurses present. | Normal healing rate |
| 3 | Decent hospital | Healing one level faster |
| 4 | Modern hospital | Healing two levels faster |
| 5 | Ultramodern hospital, latest Core technology. | Healing three levels faster |

Doctor skill: 1-3: +0 quality, 4: +1, 5: +2, no skill: -1.

The fastest possible healing rate is one hour per point bashing damage and one day per level of lethal damage.