

BIOSPHERE GUARDIANS

2050



BIOSPHERE GUARDIANS

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Trento Playtest Rules Scrapbook (1.3)

The Biosphere Guardians Collective



Character Creation

Careers. While Biosphere Guardians all have rounded skill sets, they also have a Career with associated Expertise that widens over time to reflect their specific Guardian responsibilities. Careers and Expertise enhance a character's actions in a range of ways (including Modifiers, Advantage and Special Actions).

There are (currently!) six* Careers:

CONTRACTOR, CREATOR, RANGER,

MEDIC, RESEARCHER, ACTIVIST

*[What about **ENGINEER, PILOT** and **ANIMAL SPECIALIST**?]*

Each Career has **3 or 6 or ?** fields of Expertise.

Roll or choose a Career and an Expertise.

Eg: an Animal Specialist might have an Expertise in Marine Mammals.

Ability Scores. For the purposes of character creation, Abilities exist in horizontal pairs that always total 6 points (minimum 1, maximum 5 on either side).

There are twelve Abilities. The pairs were chosen so as to create well-rounded characters born of some hard decisions and for the balance of the game system, and not necessarily for any conceptual link.

Aid			Subterfuge
Handiwork			Speed
Nature			Technology
Intelligence			Brute Force
Senses			Influence
Melee Combat			Ranged Combat

*or a D6 compatible number of Careers. Egs:

-2D6. 11 possibilities, number range 2-12 with probability decreasing at either end.

-“D66”

36 possibilities:

11, 12, 13, 14, 15, 16,
21, 22, 23, 24, 25, 26,
31, 32, 33, 34, 35, 36,
41, 42, 43, 44, 45, 46,
51, 52, 53, 54, 55, 56,
61, 62, 63, 64, 65, 66

Or even:

-D6/6 (?)

21 possibilities:

11, 12, 13, 14, 15, 16,
22, 23, 24, 25, 26,
33, 34, 35, 36,
44, 45, 46,
55, 56,
66

Roll 1D6. Enter the value rolled as the score for any Ability. Add the remaining points up to the total of 6 to the opposite paired Ability.

E.g. I roll a 2. I place the 2 rolled in Influence and 4 in Senses, the opposite paired Ability.

Repeat this process until you have scores for all Abilities. If you ever roll a 6, you may choose how you wish to split the 6 point total for any undefined Ability pair.

Alternatively, reroll any 6s.

Briefly describe your character and their background in the box provided.

For multi-session adventures define an in-game goal for your character to work towards. Character goals should be integrated into the adventure by the GM and players in collaboration.

Optimism

Optimism points are acquired and stored (on character sheets). They can be spent to gain Advantage or neutralise Disadvantage on a roll or perform a Special Action. When a character gains six Optimism points they can be spent on a new Expertise. **Guardians begin the game with 1 Optimism point.**

Conditions

When a character fails a check in a pivotal or dangerous situation they gain a Condition. (A critical failure leads to a Major Condition.) Conditions are negative things and characters can gain up to 4 of them before becoming **out of action** until they can lose a condition somehow e.g.: another character healing/helping them.

Conditions are tracked as keywords that disadvantage characters when doing certain things. Major Conditions prevent characters from even attempting certain things. E.g.: 'Exhausted' would mean they are disadvantaged on Speed checks.

Rules Summary

Roll equal or under an Ability score on 1D6 to succeed in any given action or activity.

1 = critical success. 6 = critical failure.

With Advantage roll 2D6 and keep the lowest number. Advantage may come from an Expertise, spending an Optimism point, or from in-game decisions and actions, such as preparation or optimal positioning.

With Disadvantage roll 2D6 and keep the highest number.

Conditions (see above).

!!!NPCs!!! vary depending on their type and importance. The following elements can be combined in any way, but are given here in their basic form, ranked by NPC **Hits**.

Needs total overhaul!

NPC Level	Damage:		Additional
	PC standard failure (Resistance or Speed)	PC critical failure (Resistance or Speed)	
Hits? Conditions?			
2 Hits	2	3	PC Advantage on rolls
4 Hits	2	3	
8 Hits	3	1D6	
16 Hits	1D6	1D6+1	PC Disadvantage on rolls
32 Hits	1D6+1	2 x 1D6 (and keep highest)	PC Disadvantage on rolls

Initiative. Initiative can be handled in a number of ways. Firstly, a dice roll from each player as well as the GM. Turns are taken from lowest to highest numbers rolled. Secondly, characters for whom the situation matches their career automatically go first. Likewise, if a character has an Expertise that gives them the first turn. Or highest score in most relevant Ability.

Random Tables for Inspiration

The World beyond the Biosphere

Threat:

1	Hostile
2	Covetous
3	Bitter
4	Ambivalent
5	Accepted
6	Supported

Environment:

1	Polluted
2	Barren
3	Ruinous
4	Wild
5	Bio-Diverse
6	Sustainable

Politics:

1	War!
2	Corrupt
3	Struggling
4	Neutral
5	Content
6	Peaceful

Technology:

1	Practical
2	Analogue
3	Digital
4	Intelligent
5	Post-Scarcity
6	Indistinguishable from magic

The Biosphere Itself

1	Forrest
2	Grassland
3	Rainforrest
4	Marine
5	Tundra
6	Desert / Sahara

Building layout.

*Keep in mind how this will affect the structure and potential conflicts that can come from it.

1	Single city / Town
2	Single floating base
3	Single tower
4	Many individual spread out buildings
5	Single Underground base
6	No traditional buildings

Buildings:

The types of buildings are endless, some other examples are a terraforming station, solar power plant, hydroelectric dam, visitors center or school.

1	Compost / recycling facility
2	Research Base*
3	Recreation center
4	Veterinary / Doctors clinic
5	Media production center (propaganda output)
6	Farm

*Roll on the research table to determine the type of research conducted here.

Research conducted

1	Biology
2	Agriculture
3	Hydroponics
4	Chemistry
5	Computing science / technology
6	Geology

Character Backgrounds

1	Born within the biosphere
2	Believes strongly in the work and moved in
3	Dislikes the outside world and escaped from it
4	Running away from something in there past
5	Convict serving community service within the biosphere
6	A saboteur or mole from the outside world*

What brought you to the biosphere and how do you feel about your place within it?

Relationships

1	Lifelong friends
2	Relationship partners
3	Rivals
4	Mutual professional respect
5	Family
6	Saved their life

Hobbies

1	Video Games
2	Litrature
3	Knitting
4	Skincare
5	TRPGs
6	Films / TV

“Media” as catch-all for some of these?

Special Personal Items

1	Photograph
2	Item of jewelry or clothing
3	Tool / Weapon
4	A Toy
5	Book
6	Game / Deck of cards

Personal Taks

1	I will try to gain funding from an external political party.
2	I will research the local wildlife population and find out what is making them sick.
3	I will go to the border of the biosphere to investigate the missing flora / fauna.
4	I will build up the courage to tell my best friend I love them.
5	I will attempt to spread the good word of the biosphere to the outside world.
6	I will get back at the scientist who recently humiliated me.

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ROLL	Groups
1-10	Scavengers- gathering old or new tech...
11-20	A Cult
21-30	Scientist/Researchers exploring the Biosphere
31-40	An A.I. Drone/Entity
41-50	An Eco Commune devoted to the land or a simple lifestyle
51-60	Poachers/Terrorists/Bandits
61-70	A local governing faction
71-80	An Animal Rights Group (maybe extreme ones)
81-90	Another Biosphere Guardian Patrol
91-100	Common folk/farmers/fishermen/shepards



TEMP ART

BIOSPHERE GUARDIANS

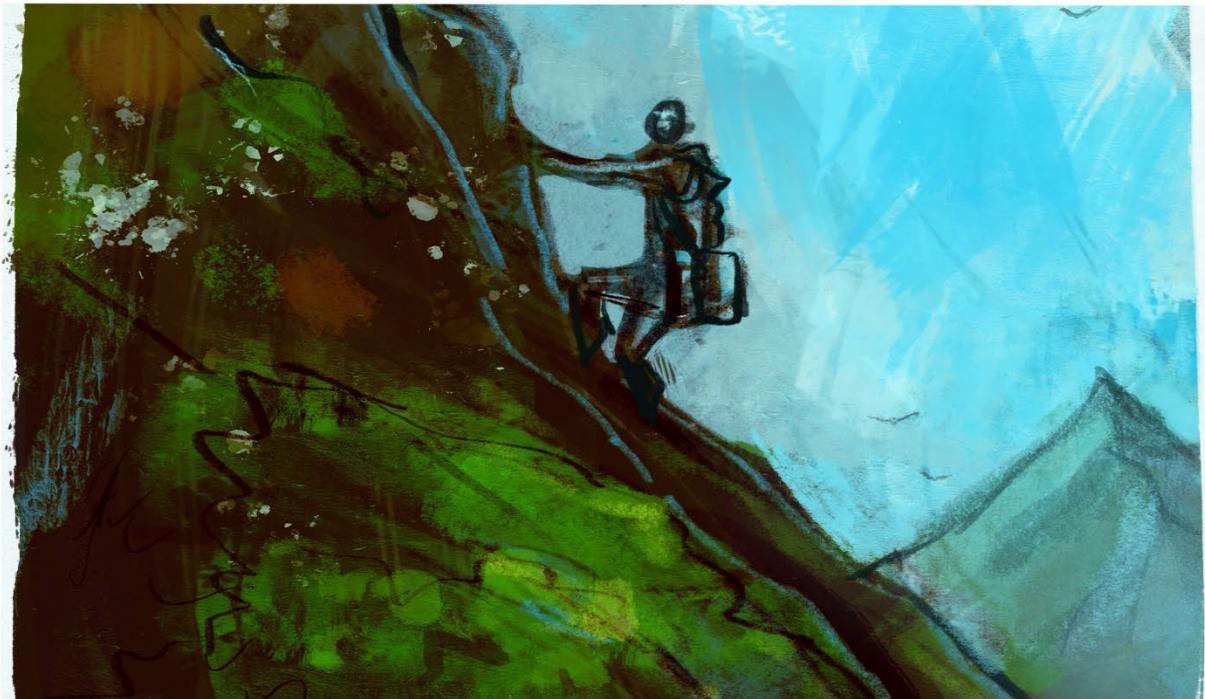
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ROLL	BIOSPHERE SITES
1-10	Biosphere Guardian outpost
11-20	A Camp (Nomads/Biosphere guardians/Researchers/Faction)
21-30	A Old Quarry-Abandoned/reclaimed...
31-40	Oil Rig-Abandoned/reclaimed
41-50	A Biosphere Beacon
51-60	An Insect/Animal Colony/Lair
61-70	A Commune of some sort
71-80	A Floating Settlement/Tree Settlement
81-90	Abandoned Vehicles/ Relics of pre Biosphere settlement
91-100	A River and Bridge/Dam



BIOSPHERE GUARDIANS

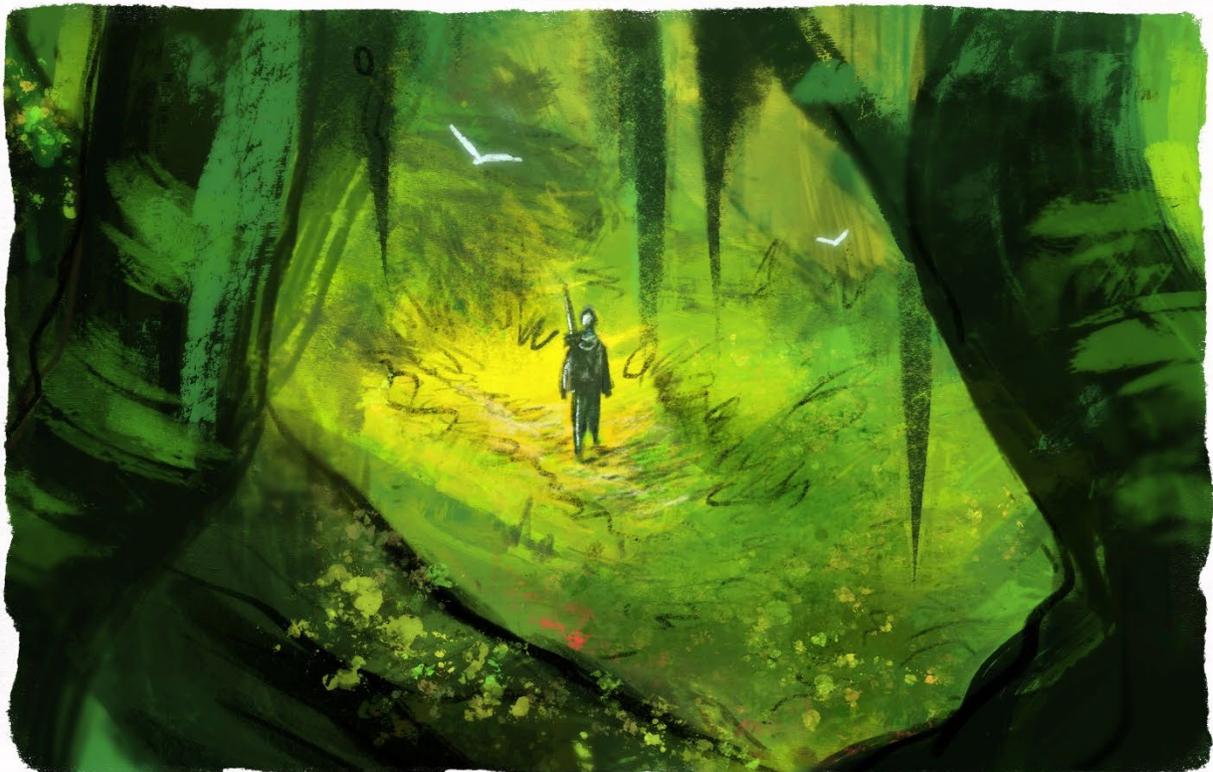
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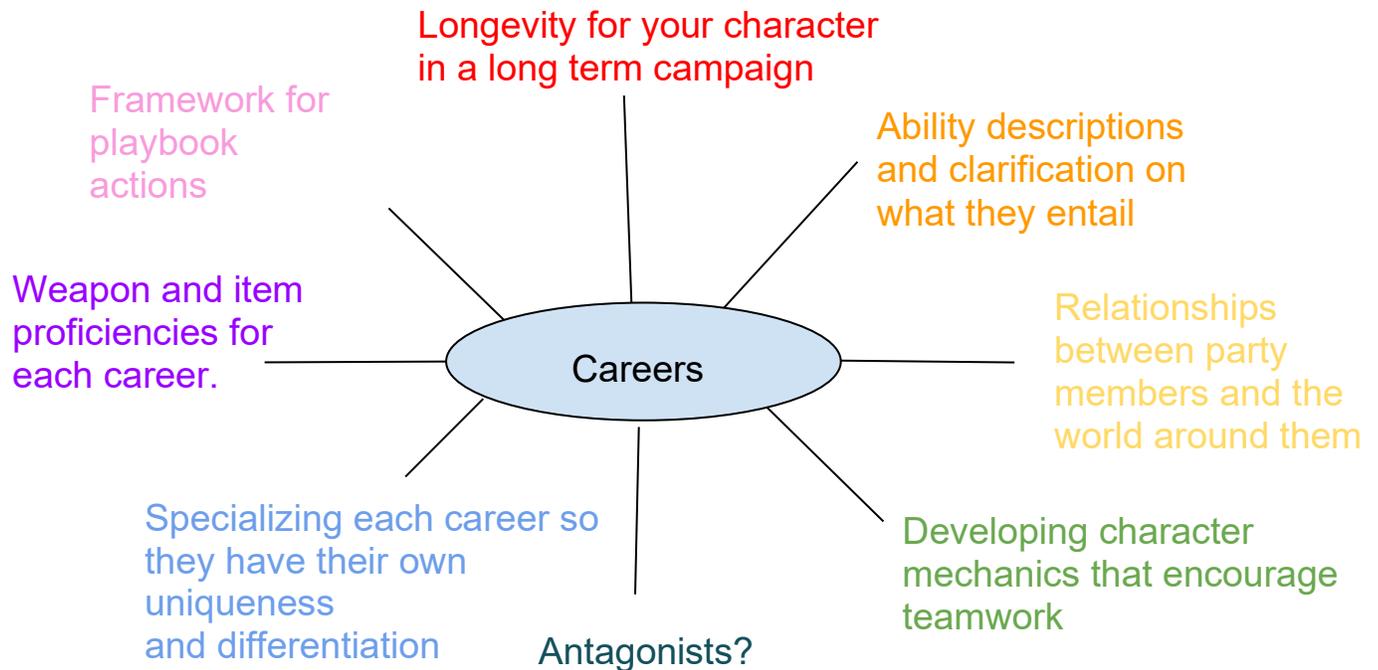
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ROLL	STORY HOOK
1-10	A Distress Signal
11-20	A Natural Disaster-What manner of disaster?
21-30	A Missing Person- Last seen somewhere near...
31-40	Discovery of a corpse-Human, animal...alien?
41-50	Reactivated technology/signal- Origin: Old tech/Alien?
51-60	An Unusual Phenomena- Strange lights, noises, presences
61-70	Strange Animal Activity-misplaced, low numbers, scared...
71-80	Distant gunshots-Poachers/Factions/gangs/terrorists?
81-90	Witnessing/discovery of a crashing vehicle/air patrol
91-100	A Beacon/ Security Alert



Creation and Careers

Brainstorming Bubble Chart



Each thought line has been color coded for ease of accessibility within the document. Most topics will only contain the thoughts and ideas discussed, any suggestions on how to implement or expand upon these ideas is highly encouraged.

Longevity

- There was concern expressed about having the systems in place to create a character that a player could become attached to and develop over a longer campaign. It was agreed that longer playtests were needed after the new character systems were established to test it practically.

Ability Descriptions

- Some found the rollable skills vague and some even redundant. We had a thought of adding a 1-2 sentence description under each one if they were to stay what they're called. We also thought a few, such as "Subterfuge" for example, were too open ended and left too much up to interpretation. Renaming or clarification could be discussed.

Relationships

- There was interest in a chart/system that monitored the relationships between the party members. It could also track each character's personal feelings towards each other and the world around them with the usage of tags or keywords. It would most likely be a separate system sheet from the actual character sheet but it could also be included in some way if there isn't too much concern for overcrowding.

Teamwork

(This sections description is purely from memory, if I've recounted what was discussed incorrectly feel free to correct me in the Suggestions)

- Callum came up with an idea to borrow the question asking mechanics from other systems to monitor and encourage teamwork within the group. This would occur by asking if the team made a positive impact on the pre-established labels of Threat, Environment, Politics, and Technology. Then they would be asked if they worked together as a team. They may answer Yes, which gains them optimism, No which gains them pessimism, and a third neutral answer that awards no points.

Antagonists

- There was a split conversation on whether there should even be antagonists in the Biosphere and if so, should it be more physical or conceptual. If there were to be a physical villain/s then they should not seem insurmountable as optimism and hope for sustainability is one of the main goals of the project. If the villain/s are conceptual, how do we keep players engaged by having a common enemy or thing to accomplish and not just send them on firefighting errands? More discussion is necessary.

Specialization

- It was discussed that even though the idea of the careers are different and they are all roleplayed in different ways, there is not much mechanically that separates them into specialized careers. It may be possible to create some mechanic that gives each career something unique to them, such as a skill increase or proficiency in an item/activity, that would make them all feel different and special. This idea is partially expanded upon in the Playbooks section.

Proficiency

- More of a sidebar that was discussed was that it may be interesting if each career had a weapon/item/ability they were proficient in using to make each career feel like they have something useful and important to contribute to the party.

Playbook Actions

- The group had ideas to include mechanics from other systems such as Thirsty Sword Lesbians' playbook method which would give unique actions via a Career Playbook which would also be separate from the actual character sheet. The specific actions and abilities need further discussion.

Additional Notes

(Some ideas we had that were not fully developed but still very interesting and expandable)

- The option to have your character exist pre-Biosphere era or have been born in the Biosphere
- Seasons being the timekeeping mechanic which would trigger milestone improvements in levels/skills for your character, along with changes in the world around you that could also be generated on a season relevant table.
- Flexible moral and motivation alignments
- Real world history having an impact on the world and character creation.

Name:

Career: MEDIC

Rank:

Expertise:

- Physical specialist
- Mental specialist
- Director

Abilities

Aid (-1)		Deception
Hope		Speed
Nature		Technology
Intelligence		Brute Force
Combat		Diplomacy (-1)

Optimism Pool:

Earn 6 to rank up and unlock an ability & then reset your pool!

Optimism Rank Upgrades:

1. Tick an expertise.
2. Add a (-1) to an ability of your choice.
3. **UNDERSTANDING:** Soothe any ally or opposition with understanding and calm to end combat.(Combat may restart if your allies aggravate enemies)
4. **RECUPERATION:** At the end of combat, you may restore two lost optimism points to an ally of your choice. These can also be shared between two allies or restored to yourself.
5. **ORGANIZATIONAL GENIUS:** If you can successfully inspire teamwork in your allies, the GM may grant you 1 optimism point.

Equipment

Career Actions

Name:

Career: CREATOR

Rank:

Expertise:

- Architect
- Inventor
- Software engineer

Abilities

Aid		Deception
Hope		Speed
Nature		Technology (-1)
Intelligence (-1)		Brute Force
Combat		Diplomacy

Optimism Pool:

Earn 6 to rank up and unlock an ability & then reset your pool!

Optimism Rank Upgrades:

1. Tick an expertise.
2. Add a (-1) to an ability of your choice.
3. **PATENT PENDING:** You create an innovative weapon or gadget of your own design. You and your GM can agree on the capabilities of this device.
4. **MIND'S EYE:** You can assemble an existing piece of machinery/ small building you've seen in the past, as long as you've made a note of its description and have enough time to build it with your team.
5. **QUICK THINKING:** In a bind, you can deflect an attack or event that may reduce an ally's optimism. This will use one of your vision points.

Equipment

Career Actions

VISION POINTS

These reset at the discretion of your GM. Remember to ask!

Name:

Career: RESEARCHER

Rank:

Expertise:

- Biological
- Ecological
- Multifaceted

Abilities

Aid		Deception
Hope		Speed
Nature (-1)		Technology (-1)
Intelligence		Brute Force
Combat		Diplomacy

Optimism Pool:

Earn 6 to rank up and unlock an ability & then reset your pool!

Optimism Rank Upgrades:

1. Tick an expertise.
2. Add a (-1) to an ability of your choice.
3. **CLEVER:** Roll to see if you recognise an item, building, or concept. Any roll below 6 is a success, and you are granted familiarity with this thing. On a critical success, you are granted **mastery** of this thing.
4. **JACK OF ALL TRADES:** Select a rank upgrade from another career.
5. **INNER CIRCLE:** You're likely to know any other scientists, researchers, or scholars. If you meet or hear about one of these, roll **diplomacy** with a (-1) to see if you know this person. If you succeed, then they will most likely know you too! Make a **Connection**.

Equipment

Career Actions

Name:

Career: SOCIALITE

Rank:

Expertise:

- Artist
- Charmer
- Leader

Abilities

Aid		Deception (-1)
Hope (-1)		Speed
Nature		Technology
Intelligence		Brute Force
Combat		Diplomacy

Optimism Pool:

Earn 6 to rank up and unlock an ability & then reset your pool!

Optimism Rank Upgrades:

1. Tick an expertise.
2. Add a (-1) to an ability of your choice.
3. **FAMILIAR:** You can convince almost anyone you know them - even if you don't, and earn their favour. Roll Diplomacy if you know them, and Deception if they don't. Anything under 6 is a success.
4. **BOLD:** People want to listen to you. When you perform a song, share your writing or art, or deliver a rousing speech; every individual *must* listen. With the BOLD upgrade you are more likely to earn their favour.
5. **RENOWNED:** You're known for your talents. You unlock a **Fame** pool. Expend **Fame** points to get what you want. Use Fame at the GM's discretion.
6. **JACK OF ALL TRADES:** Select a rank upgrade from another career.

Equipment

Career Actions

Fame

These reset at the discretion of your GM. Remember to ask!

Name:

Career: CONTRACTOR

Rank:

Expertise:

- Livestock
- Crops
- Ocean

Abilities

Aid			Deception
Hope			Speed
Nature (-1)			Technology
Intelligence			Brute Force (-1)
Combat			Diplomacy

Optimism Pool:

Earn 6 to rank up and unlock an ability & then reset your pool!

Optimism Rank Upgrades:

1. Tick an expertise.
2. Add a (-1) to an ability of your choice.
3. **ONE WITH NATURE:** Add one beast to your **companions** - work with your GM to choose any skills they may have. Don't forget to give them a name!
4. **HEAVY MACHINERY MASTER:** You **master** a vehicle. If you find one of these on your journey, you may bring it with you.
5. **RESILIENT:** You may develop an existing **expertise:** reroll any checks pertaining to your knowledge in these areas. You may choose between the first roll and the reroll.
6. **RESOURCEFUL:** You can always scrap together a meal. If eating during a rest, choose one ally to restore an optimism point.

Equipment

Career Actions

Name:

Career: RANGER

Rank:

Expertise:

- Defender
- Cavalier (Add 1 mount)
- Tracker

Abilities

Aid			Deception
Hope			Speed (-1)
Nature			Technology
Intelligence			Brute Force
Combat (-1)			Diplomacy

Optimism Pool:

Earn 6 to rank up and unlock an ability & then reset your pool!

Optimism Rank Upgrades:

1. Tick an expertise.
2. Add a (-1) to an ability of your choice.
3. **TOUGH:** Attacks and events that drain more than 1 **optimism point** are weakened by 1 point.
4. **STRONG:** Your attacks drain no less than two points of optimism from your enemies.
4. **VIGILANT:** You have advantage on speed checks made to dodge attacks, protect against natural disasters, or save your allies.
6. **MASTER CAVALIER:** Your mount receives its own optimism pool. This has three charges, which can be expended to attack, defend, retrieve, and transport others. These charges reset at your GM's discretion.

Equipment

Career Actions

Name:

Career:

Rank:

Expertise:

- Option one
- Option two
- Option three

Abilities

(Choose 2 categories to add proficiency bonus (-1) to.)

Aid		Deception
Hope		Speed
Nature		Technology
Intelligence		Brute Force
Combat		Diplomacy

Optimism Pool:

Earn 6 for ability unlock & then reset your pool! You can also use earned optimism points to reroll or make a career action.

***Consult with your GM after making your custom career character sheet.*

Optimism Rank Upgrades:

1. Tick an expertise.
2. Add a (-1) to an ability of your choice.
- 3.
- 4.
- 5.
- 6.

Equipment

Career Actions

Career Description

Notes

Character Description

Contractor: Companions / Vehicles Mastered

Creator: Inventions, Blueprints and Programmes

Ranger: Mount Description

Medic:

Researcher: Masteries and Connections

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Name	Career:
	Expertise:

Conditions

Abilities

1:
2:
3:
4:

Subterfuge			Resistance
Affinity			Speed
Aid			Force
Influence			Senses
Intellect			Handiwork
Melee Combat			Ranged Combat

Protection	
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Weapons	
Other Items	

Character Description and Background

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Name	Career:
	Expertise:

Conditions

1:
2:
3:
4:

Abilities

Protection	
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Weapons	
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Other Items	
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Character Description and Background