

BIOSPHERE GUARDIANS

2050



BIOSPHERE GUARDIANS

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Trento Playtest Rules Scrapbook (1.3)

The Biosphere Guardians Collective



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. |

| | |
|---|--|
| 1 | |
| 2 | |
| 3 | |
| 4 | |
| 5 | |
| 6 | |

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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

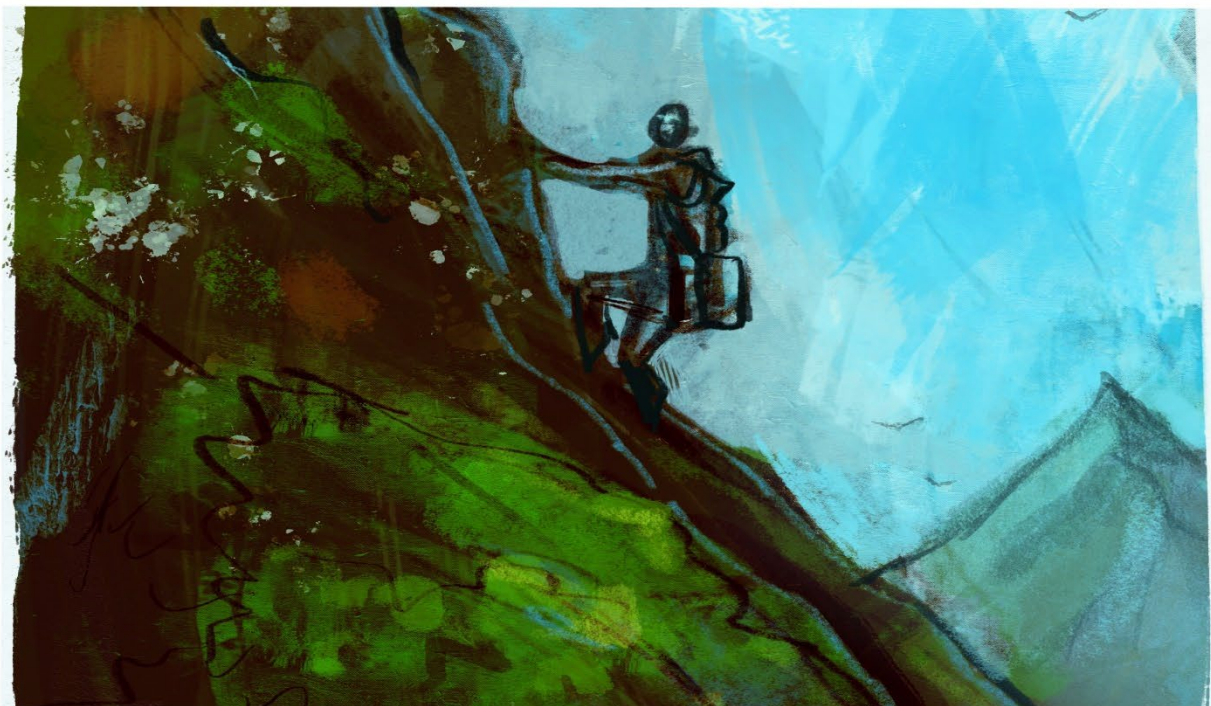
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| ROLL | BIOSPHERE SITES |
|--------|---|
| 1-10 | Biosphere Guardian outpost |
| 11-20 | A Camp (Nomads/Biosphere guardians/Researchers/Faction) |
| 21-30 | A Old Quarry-Abandoned/reclaimed... |
| 31-40 | Oil Rig-Abandoned/reclaimed |
| 41-50 | A 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

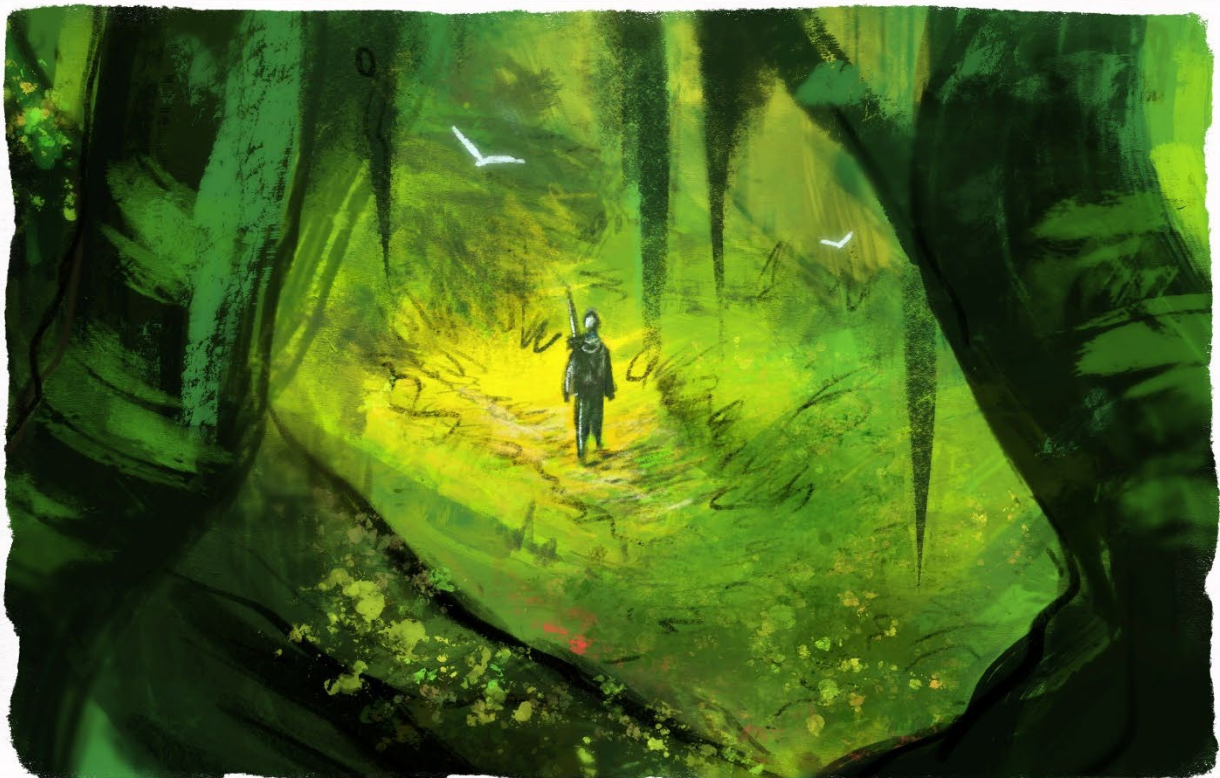
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| ROLL | STORY HOOK |
|--------|---|
| 1-10 | A Distress Signal |
| 11-20 | A Natural Disaster-What manner of disaster? |
| 21-30 | A Missing Person- Last seen somewhere near... |
| 31-40 | Discovery of a corpse-Human, animal...alien? |
| 41-50 | Reactivated 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 |



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 | |
|------------|--|

| | |
|-------------|--|
| Weapons | |
| Other Items | |

Character Description and Background

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| | |
|-------------|-------------------|
| Name | Career: |
| | Expertise: |

Conditions

| |
|----|
| 1: |
| 2: |
| 3: |
| 4: |

Abilities

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| | |
|-------------------|--|
| Protection | |
|-------------------|--|

| | |
|----------------|--|
| Weapons | |
|----------------|--|

| | |
|--------------------|--|
| Other Items | |
|--------------------|--|

Character Description and Background