Doom: The Next Chapter

Second Edition

A Role-playing and

Strategy Game Set

In the Doom Universe

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INTRODUCTION

Doom: The Next Chapter (DTNC) is a role-playing, tabletop game designed to be used with paper and pencil, instead of computers. DTNC is based upon the classic computer games Doom and Doom2. You have the familiar weapons, items and monsters you see in the computer game and much more.

While DTNC is based on the games Doom and Doom2, this is not just a tabletop version of Doom. I have created a unique history for the game that includes the period before the games of Doom as well as the aftermath depicted in the computer games. I have included a detailed description of the government, culture and economy of UAC. I have defined the conflict that rages between humanity and the minions of Hell.

DTNC is, at its core, a role-playing game. The player will create a character with a background and unique attributes and skills. DTNC uses an original skill based system with no class restrictions. Even though the player character may have a background as a bureaucrat, this does not restrict the character in any way.

Of course, combat will play a major role in DTNC and I have developed a combat system that closely mimics the combat in the original games. However, I have extended this facet of the game as well and have introduced the concept of PSI. PSI is the ability to use mind powers for both offensive and defensive purposes. PSI uses Chi energy, a latent psychic energy.

The main conflict of Man against Hell can be supplemented with many subplots that provide the players with more than just a run and shoot. DTNC offers the players the chance to create and play a novel of the imagination, populated with good and evil. With the scope of DTNC, the only limit to the adventures is one of imagination.

PLAYING THE GAME

Requirements

The only things needed to play DTNC are the rules, a pencil and paper, dice, some imagination and ideally, a group of friends. You do not need any knowledge of Doom in order to play DTNC. I have designed the game to stand on its own. You need never have played any version of the computer game Doom in order to enjoy DTNC. Everything you need to play the game is contained within these pages.

Dice

Like other game systems, outcomes in DTNC are determined by rolls using dice. In order to simulate, as closely as possible, the mechanics of the computer game, DTNC uses a variety of dice: D4, D6, D8, D10 and D12. The number after the D indicates the number of sides of the dice. You can purchase dice sets at most game and hobby stores.

Many of the outcomes in DTNC are based upon percentage rolls. A percentage roll is a roll that produces a number between 1 and 100. To perform percentage rolls, DTNC uses two ten-sided dice of different colors (to help distinguish between the dice). Make one color the tens dice and the other color the ones dice. The numbers on a D10 range from 0 to 9. Zero representing 10. When you roll the dice, multiply the tens dice by 10 and add the result to the ones dice for the percentage roll. A roll of 0-1 (tens-ones) is one and a roll of 0-0 is a hundred.

Example
Take the case where a red D10 is the tens and a white D10 is the ones. A roll of red 5 (5x10=50) and white 3 would be a 53 (50 + 3) on a percentage roll.

Often times, multiple dice must be rolled. A number before the D indicates the number of dice to roll. For example, a 2D10 means to roll two ten-sided dice and add the rolls together. A 1D4, or simply D4, means to roll one four-sided die.

Dice rolls can have additional amounts added to them. A roll of 1D10 + 10 means to roll one ten-sided die and add 10 to the result. This would generate a number between 10 and 20. Multipliers are sometimes added to rolls to generate numbers within a certain range. A roll of 1D6 X 10 means to roll one six-sided die and multiply the result by ten. This would produce a number between 10 and 60.

Rolls can also be used as multipliers. (1D4 X 5) X 1D12 means to roll one four-sided die and one twelve-sided die. Multiply the four-sided roll by 5 and then multiply that result (5 to 20) by the 12-sided roll for a range of 5 to 240.

Modes of Play

DTNC can be played in several ways. At its heart, DTNC is a role-playing game and can be played exactly

like a classic fantasy role-playing game. However, DTNC can also be played as a map based strategy game. The rules of the two modes are slightly different but only in the mechanics of the game. The objectives remain the same.

The main way DTNC will probably be played is in COOP mode with a Referee and players. The Referee manages the game, plays non-player characters (NPC) and determines the outcomes of events based upon the player character's skill ratings. Maps can be used, or the Referee may decide to let the player's imagination fill in the world details.

In COOP mode the players try to think and act like their characters. The player may be a very different person than their character, and usually are, giving the player a chance to escape this world for a time and become someone greater, or lesser, than himself or herself. Role-playing games are popular for this very reason.

In COOP mode, I have put a lot of responsibility on the Referee to manage the game elements. In role-playing, the goal is to immerse the players in a world of their imagination and not have to fiddle with maps and counters. A lot of the rules in DTNC concern playing the game as a table top strategy game and so are not appropriate for a pure role-playing game. In these cases, the Referee decides what is to happen and uses their best judgment to describe the results to the players. This makes the Referee's job a bit more complicated, but also frees them to control the world as they see fit.

DTNC can also be played strictly as a tabletop strategy game. In this mode, you can play with or without a Referee and play is conducted with a hex map that the players explore. This style of play requires the scenario designer to be much more detailed than a normal COOP game, where the Referee takes most of the burden of managing the game.

The tabletop style is also the style that can be used to play deathmatch (DM) games. In DM games, the object is to frag, or kill your opponent and score points with each kill. However, death is not a permanent state in a DM game. The killed player character respawns, that is reappears, in a random location to try and even the score. In the world of DTNC, simulators that run DM games are used extensively to train recruits and can be a good way to boost a player character's skill rating in a safe way.

DTNC also lends itself to solo games where a player can play the game on a map provided by the scenario designer. This mode of play is the hardest for the scenario designer but offers a way for someone who cannot play with others, to enjoy the world of DTNC.

Characters

The first step in DTNC is to generate a character. Each player character (PC) has a background. This background provides a starting point to help visualize the character. The background will color the way the PC sees and interacts with the world. A gangster will probably not be very comfortable around a security guard, but they may have to learn to cooperate to survive.

The background also lends "life skills," in the form of bonuses that are used when generating a character. Depending on the background, the life skill may add or subtract from an attribute giving the player character a unique starting point in the world.

A PC has a set of attributes that defines the individual physically, mentally and emotionally. These attributes range from 1 to 100 and are generated by a D100 roll. Once an attribute is generated, it does

not change.

DTNC is a skill-based system. Each skill has a starting set of attributes that determine the initial value of the skill. The skill system in DTNC includes basic skills, weapons skills and PSI skills. As the PC explores the world and gains experience, these skills can be improved.

The advancement path for a PC is not linear. At first, the PC learns quickly, but as the PC increases in Skill points, the conversion process gets more difficult. This keeps the powers of the PC reasonable and keeps the game challenging, even for advanced players.

Game Turn

All action occurs within a unit of time called a game turn (GT). A GT represents approximately 5 seconds of real time.

However, a strict GT need not be used if the Referee so decides. The Referee can simply ask the players what their actions are and then decide the outcomes. This can continue in round-robin fashion until the scenario has been played. The Referee would then calculate the game time in a fashion consistent with the scenario being played.

The GT becomes much more useful in a map based game. DTNC can be played similar to a tabletop strategy game, where counters represent players and monsters and action occurs on a hex board. In this environment, the GT becomes useful in preserving the flow of the game.

Worksheets

DTNC uses worksheets to keep track of the current state of the PC.

TIP
Place the worksheet in a plastic sleeve and use a grease pencil to keep track of character changes. It is recommended that the worksheet information be transferred to a permanent record once the mission is over.

There are times when playing DTNC that a temporary list is necessary. For example, an order of play for a particular encounter based upon player character and non-player character initiatives used during an encounter. An extra pencil and pad is helpful to keep track of these temporary lists generated during game play.

BEGINNINGS

*Editor's Note: The following excerpt is from a file named **The Doom FAQ** found on the hard drive of a laptop in the rubble of Dallas after the Great War. Scholars believe it was probably transcribed from a diary kept during the War.*

... a space marine, one of Earth's toughest, hardened in combat and trained for action. Three years ago, you assaulted a superior officer for ordering his soldiers to fire upon civilians. He and his body cast were shipped to Pearl Harbor, while you were transferred to the base on Mars.

For the last four years, the military has used the remote facilities on Mars to conduct various secret projects. Not that you have seen anything of the projects; you're there "just in case." Just in case of what, you do not know.

A few hours ago, the base received a garbled message from the Labs: "We require immediate military support. Something fraggin' evil is coming out of the gateways! Computer systems have gone berserk!" The rest was incoherent. Since then, attempts to establish contact with the Labs have been unsuccessful.

You and your friends, the only combat troop for fifty million miles were sent into the Labs. You were ordered to secure the perimeter of the complex while the rest of the team went inside to investigate. For several hours, your radio picked up the sounds of combat: guns firing, men yelling orders, screams, bones cracking, then finally silence. Seems your friends are dead.

Things are not looking too good. You will never navigate off the planet on your own. All the heavy weapons have been taken by the assault team leaving you only with a pistol. If only you could get your hands around a plasma rifle or even a shotgun, you could take a few down on your way out. Whatever killed your friends deserves a couple of pellets in the head.

You check your pistol, and then head toward the main airlock. As the air lock fills with air, you hear animal-like growls echoing throughout the distant corridors. They know you are here. There is no turning back now...

Fifty Years Later

Editors Note: The following is from a sensatape fragment found on what used to be called Venus of the System 1254. Venus was reportedly terraformed by UAC and the Corporate Headquarters was moved there from Earth, because of the high radiation and destruction on Earth.

Tape: *A large room with a long table down the middle. At the table are seated men and woman waiting in anticipation. One side of the wall is transparent plasti-steel showing a green landscape with mountains in the distance. The sky has a slight green tint with banded clouds rushing across the sky into a sun, low on the horizon.*

The man at the head of the table rises. He is a middle-aged man, with steel gray hair and a short, clipped mustache. Looking at him you can see the confidence of a man wielding great power. A small pip

near the man indicates the name: Harris Roual, Chairman, UAC.

"Ladies and gentlemen. For the past fifty years, UAC has worked at rebuilding the solar system. After the war and the fall of the world's governments, UAC was the only organized entity left, and it was our duty to step in and restore law and order. UAC is now the government in Sol System.

"However, we are still a corporation and, as such, still have an obligation to expand the business. Of course, when you are the only game in town, capitalism is really socialism."

Scattered laughter around the table.

"What we need are new markets, and this means contact with aliens. So far, we have only found the ruins of aliens, but not the aliens themselves. Finally, our long quest may be over. A mining team on Mars has found the original lab where portal technology was first developed. We know that the Ancients used this portal technology to contact alien races and we feel that we can use the technology for the same purposes. We are now in the process of reverse engineering the technology.

"We are on the brink of a new era for UAC. The records we have indicate that the Ancients had a vast empire of thousands of worlds, all linked via the portals. Our customers are out there. We just have to find them."

Tape ends.

Ten Years Later

*Editors Note: The following is an excerpt from a diary found in orbit around what was called Mars. How it came to be in orbit around Mars is a mystery. Some scholars speculate that Mars may have had Moons and the references **Phobos** and **Deimos**, refer to those Moons. These Moons could account for the ring around Mars, and why the diary is in orbit around the planet. The truth is we will never really know what happened in this System, and to the race of beings that called themselves humans.*

What are we doing? I was adamant in the meeting, that we should not restart the system, but I'm afraid I was over ruled. They are going to restart it tonight, and activate the portals between Phobos and Deimos. I wish I could pinpoint exactly what is going to happen, but the equations are too complex.

I keep telling them that the orbital energy of Phobos and Deimos has to be compensated in the field density matrix, but the math is hairy and I can't convince anyone of the danger. They tell me that the only thing that needs to be channeled is the inertial effect of the two moving bodies. That is true, but I cannot get them to realize that the orbital energy is part of the null space matrix. Unless that is dampened as well, it will cause breaches in the containment field.

I know I am right, so I have inserted a subroutine into the AI that I can activate in case the containment field begins to rupture. If it does, I'll activate the subroutine and to hell with them. I am not going to blow myself to Hell just because of some close-minded Corp.

Next entry is unreadable. The following entry:

Just as I thought, the containment field was starting to break down and the null space matrix was beginning to rupture. I activated my subroutine but something happened that I didn't expect. It appears that an energy field reversed the polarity of the dampening field and now the portal is oscillating energy

states. We cannot shut it down. The energy field came from outside the null space barrier. Could it be Them? Have they been waiting all this time for us to restart the portals and when we did, they attacked?

I have run through the numbers and I think that we are in grave danger. The oscillations are gaining energy. If it reaches the tau energy level, the oscillations will rupture the null space matrix. This may cause portals to appear randomly across space. The Great War was caused by just one portal to Hell. How are we going to survive thousands or millions of portals opening and closing through out the Solar System?

The last entry:

We cannot shut it down and they are evacuating the labs. Heaven help us.

UAC: A HISTORICAL OVERVIEW

Decades before the Great War, the population on Earth had reached epidemic proportions. It quickly became apparent that Earth was running out of land space for all its inhabitants. As the population swelled into the tens of billions, more and more resources were diverted to support a swelling population. Programs like mandatory sterilization and birth control proved ineffective. Most governments collapsed under the strain of providing services for too many people. The United Nations finally took control and instituted a world government when most countries began to revert to anarchy.

However, by this time the damage was done. The oil supply had been exhausted leaving most cities cold and dark. Petrochemical based plastics and solvents could not be produced which virtually destroyed most industries. Land areas that had been used to produce food and organic based plastics and solvents had been taken over by the growing population, causing worldwide famines. In many areas of the Earth, drinkable water became nonexistent. Life on Earth was on the brink of extinction.

The UN forcefully attacked the problem on several fronts. The first step was to somehow house the billions upon billions of inhabitants of Earth. The solution was to build up. The UN began to build huge arcologies, cities that were miles high and covered hundreds of square miles. The Earth's population was moved into these arcologies under tight, UN control. It became a crime to live outside an arcology.

To power the arcologies, shafts were sunk miles into the Earth to tap the geothermal power of Earth's core. This virtually unlimited power source was also a clean power source, reducing the massive pollution caused by nuclear power plants and coal burning power stations. Geothermal energy was also used to power huge saline extraction plants where seawater was converted to drinkable water.

After moving the population of the world into the arcologies, the UN set about reclaiming the land. It was obvious though, that there was simply not enough land area to feed the billions that lived with conventional crops. The UN turned to alternative food sources. The result was massive yeast farms that grew various strains of yeast. Yeast is easy to grow and has a very high nutritional value, so it became the base of most of the food products in the arcologies. This was supplemented with large sea based farms that produced kelp and plankton. These were also used as food products.

Since the oil supply was exhausted, the UN turned to organic methods to produce plastics and solvents. This was critical since many products simply cannot be created unless created using plastics. Plastics were also extremely important to the UN in its next phase of recovery, moving into space.

Space exploration had never been seriously attempted by any country, mainly for political reasons. It became increasingly difficult for a government to fund space exploration when people in its borders were starving. However, even with the arcologies, space on Earth was limited and the UN decided that an expanding population had to expand into space. UAC, among other countries were contracted by the UN to research and build cheap ways to get into space.

The motivating reason for these companies to tackle such an expensive endeavor was simple: space offered great economic advantages to any company that could take exploit them. As resources on Earth dwindled, the resources of Mercury, Jupiter, Jupiter's Moons and the asteroid belt became increasingly

more important. A twin Low Earth Orbit tether system was built to ferry people and materials from Earth to orbit and back again. Later, this was augmented with a tether that extended from Earth to geosynchronous orbit. This lowered the cost of transfer to space from 22,000 EUROS per kilogram to 1.5 EUROS per kilogram.

The UN guaranteed the companies independence, while offering a point of consumption for produced goods. The arcologies and other necessary projects could never have been completed without help from UAC and other companies.

The company that excelled at this was UAC. UAC, funded by the UN, began a massive expansion program into the solar system by building bases on virtually every planet of the solar system. UAC tackled problems that the other companies could not, or dared not, even contemplate. As UAC grew, it swallowed up the smaller companies that could not compete. Before long UAC had a monopoly in space.

One reason UAC grew so strong was the visionary thinking of its directors. No project seemed too big to attempt. One such project was terraforming Venus. To this end, UAC expanded out to the edges of the solar system and developed technology to wrangle comets and send them plummeting into the inner planets. These comets were captured and used as sources of raw materials for the terraforming process. If Venus could be made habitable, it would provide another planet in the solar system humanity could colonize.

Portals

On a lonely moon circling a gas giant on the edge of known space, ruins from an extinct alien race was discovered. The moon, named Tei Tenga, held a machine that scientists discovered was still operational. The machine created doorways between worlds. One could travel from one world to the next by simply walking into the portal.

After an accident on Tei Tenga destroyed the base, the alien machine was transported to Mars for further study. Just as the tethers on Earth made space travel affordable, the portal technology promised to open the stars for colonization at virtually no cost for transportation. It was find almost too god to be true.

Demons from Hell

When the Portals were activated, all hell, literally, broke loose. The disaster at Tei Tenga had been suppressed and the scientists that activated the portals on Mars had no idea that an evil force was ready to attack. The creatures that poured from the open portals quickly overwhelmed the lab staff. The Marines stationed on Mars were sent in to secure the Labs, but the fight was hopeless. One brave man finally destroyed the Hellspawn, as they were called, on Mars but by then, they had made their way to Earth. The Great War had begun.

When the war ended, the UN was gone. The solar system had no government and anarchy reigned through out the solar system. UAC, seeing this as a chance at unopposed expansion, stepped into the void left by the collapse of the UN. UAC became the government of the solar system.

The Aftermath of the War

For decades after the Great War, anarchy reined on Earth and in those parts of the solar system not

under control of UAC. These ungoverned areas included the Moon colonies, the two L5 colonies, L5-1 called FreeSpace and L5-2, called Harristown. UAC moved quickly to take control of the ungoverned areas. The L5 colonies were taken first, although resistance in Harristown raged for most of a year before it was finally overcome.

The bases on the Moon joined UAC without resistance since they had no other choice if they were to continue to exist. The Moon based colonies relied heavily upon imports of materials that just could not be manufactured or produced on the Moon. The choice presented to the moon colonies was simple: join UAC or die. The colonies joined UAC.

Earth was nearly destroyed in the Great War, being the main invasion point after Mars, by the demons of the Hellish dimension. The GEO tether had crashed, destroying a vast area of inhabited land. One LEO tether was in place, but it was controlled by UAC. Earth could offer little resistance to UAC assuming control. However, UAC was not interested in most of Earth, since it was heavily contaminated from the war. Radiation, chemical and biological agents are still active upon the Earth making much of the planet uninhabitable. UAC wanted to control the huge arcologies that existed on Earth where 99% of solar system's population lived. These arcologies were to be the main source of the labor pool for UAC operations.

Once UAC extended its corporate structure to include governmental control, UAC became the governing body through out the solar system. Rival organizations were harshly put down and over the period of five decades, most opposition was eliminated. Small resistance groups still try to wrestle control from UAC, but these are small and isolated.

UAC lacked one thing though, the Portal technology the UN had been testing on Mars. The UN had kept the project secret and the Directors of UAC had no idea where the original labs were located. UAC tried to duplicate the technology itself, but failed.

Fifty years after the Great War, a mining team on Mars made a startling discovery. The UN Portal labs had been discovered. UAC quickly moved in to scavenge any information they could from the labs. However, the information was slow coming.

The labs had been nearly destroyed and the data the computers contained was fragmented. No single entry contained all the information necessary to duplicate the Portal technology. It took a team of experts a decade to piece together the technology from computer files and reconstruction of existing equipment.

It was through simple perseverance that UAC finally succeeded. It was arrogance caused them to fail. Once the UAC scientists could duplicate the technology, they were also certain that they could avoid the mistakes of the UN team. However, they did not fully understand the problem.

The powers that lived within the hellish dimension had been trapped for eons in their prison by the alien race called the Ancients. Their goal was simple: escape their prison and take control of the Universe. They did not have the power to open a doorway themselves, but they could control a doorway if one appeared. When UAC activated the rebuilt Portals, the denizens of Hell attacked. Using their PSI powers, they took control of the Portal. A scientist, fearing something like this may occur, tried to shut down the Portal with a hidden subroutine within the program. For milliseconds, the UAC computers and the wizards of the Hell battled for control, then both lost their grip on the doorway.

The power pouring into the portal caused a breakdown in the fabric of space. The barrier began to

oscillate, creating random portals between the solar system and the hellish prison. Although the outcome was not what the creatures had anticipated, they took advantage of the situation and when a portal opened, they poured their troops into the doorway.

The UAC Directors understood that the problem was serious. Rapid deployment teams were formed to battle the denizens of Hell. However, the corporate mindset is always geared towards profit and UAC looked at ways to take advantage of the situation. They still felt that portal technology was the key to the future. The key was to harness the power they had, and turn it to their advantage.

UAC GOVERNMENTAL STRUCTURE

In UAC, an individual is an employee and not a citizen. The employee is Company property. An employee only has limited rights in the administration of the world in which they live. These rights can be usurped at any time. The needs of the Company come before any individual needs. Only the Renegades, living mostly in the wilds on Earth, are outside the active control of UAC.

The system of government in UAC is a hybrid of styles developed to meet the needs of the Corporation. It contains elements of socialism and democracy with a bit of free-market capitalism thrown into the mix. Since the UN collapsed after the Great War, UAC stepped in and assumed the role of government by simply being the only organization able to fill the needs of government.

The upper echelons of UAC government are composed of the Chairman, Board of Directors and a hierarchy of Vice Directors that administrate the different departments of UAC. UAC is a simple oligarchy, built on a modified corporate model.

Chairman

The head of UAC is the Chairman. The Chairman is the figurehead of the Corporation and is the person responsible for creating the vision and goals of the Company, the face of the Company. They see the Chairman on the holovision when policy changes are made that affect their lives is loved or hated, or both.

The Chairman can only vote on UAC policy, in the case of a tie vote by the Board of Directors. The Chairman does vote however, in matters of removal and election of a board member. The Chairman has the power to table any issue and to have it brought before the Board later. The Board can override this action only in the case of a two-thirds majority vote.

The position of Chairmen is a lifetime position. However, the Chairman can be removed from office by a two-thirds majority vote of Board members. Chair candidates are nominated from Board members in good standing. An outgoing Chairman, if he has not been removed from office, has the right to nominate one candidate. This is usually done posthumously through a decree. A maximum of three candidates can be chosen from the Board. The Chairman is then elected from these three candidates by vote from the Board and Vice Directors.

Board of Directors

The Board consists of 12 individuals who control UAC on a day-to-day basis. While an employee may curse the Chairman, the Board creates the policies of UAC. It is the Board, hidden in their enclave on Venus, that is the real government of UAC.

The Board meets daily to vote on policy changes, discuss new policies and to debate the future of UAC. When policy is created or existing polices are amended, a policy change notice is published and the new policy takes immediate effect. The Board members are dedicated to the preservation of UAC and

everything else is secondary to that dedication.

Like the Chairman, a Board member has their position for life. A Board member can be removed by a two-thirds majority vote by existing Board members and the Chairman. New Board members are nominated from the pool of Vice Directors and voted on by the existing Board members and the Chairman.

Vice Directors

Reporting to the board are various Vice Directors that manage the different departments of UAC. UAC, over the years, realized that is was necessary to provide basic services for their employees to keep them working and to keep morale manageable. These basic services are provided by the Corporation at no extra cost to the employee. The Vice Directors are the individuals that manage these services.

Medical Vice Director

Medical care is a basic service provided by UAC for all employees. UAC medicine is very good. It is much more efficient to keep employees healthy and working, then to continually train new employees because of death or dismemberment.

Every employee is DNA typed at birth. The DNA sequence is stored in the Medical computers and is accessible by any hospital in the solar system. Using a few cells from the employee and their DNA sequence, any organ or appendage can be grown and replaced. The life span for an individual is 20% longer than in pre-UAC times, barring accidents.

> Player characters can enter any hospital at any time to have damage repaired at no cost. Medical facilities can repair any damaged or lost organs or appendages, except for the brain. If the brain dies, the PC dies. Brain death occurs in a PC if their hit points are reduced to zero and they cannot get to a medical facility within 15 minutes. If the PC can be admitted to a medical facility within 15 minutes, than a success roll must be made based on the Medic's Medical skill. If successful then the PC is revived. The Medic has three chances to revive a patient before death becomes permanent.
>
> The Referee must use their best judgment as to how long the PC must convalesce depending on the damage a PC has sustained. While convalescing, a PC cannot take part in any physical action unless directed by the attending Medic.

Even though the medical powers of UAC are great, they lack the necessary ingredient of mercy. If an employee is permanently disabled in some way so that they are not productive, or if age simply overtakes them, they are euthanized.

Education Vice Director

UAC has an extensive education program for children and adults. Children are tested at an early age to determine where they will be most productive within UAC. The children are then given both a general education and specific training on their assigned profession.

As an adult, an employee must continually take refresher courses and retraining to maintain their active status. Employees are also entitled to enroll in elective courses during their relaxation periods. If the elective has bearing on the employee's job, then a bonus is usually given to the employee upon

successful completion of the elective. All education is provided by UAC at no cost to the employee.

If a PC decides to take an elective course and passes, then the PC is awarded D100 X 10 credits to their account if the elective is related to the PC's profession. For example, a Security officer may decide to take a weapons refresher, with a DR of 10. His Learning skill is 75. The PC will need to roll 65 or less (75-10) to pass the course. If he passes, roll a D100 and multiply the amount by 10 for the credit bonus.

Housing and Services Vice Director

All UAC employees are entitled to housing near the place where they work, if it is safe and feasible. Single employees are provided single apartments while co-habiting employees are provided with double apartments. Couples with children can reside in a family apartment. Space is often times at a premium, so these apartments are usually small affairs that provide a place to sleep and little more.

There is no marriage in UAC. Employees can apply for a co-habitation license, which is renewable on a yearly basis. UAC can either approve or disapprove an application, although disapprovals are rare. It actually saves space and resources, to have employees' co-habitating. The gender of the applicants is not a consideration.

All births have to be approved by UAC. All employees, male and female, are under mandatory birth control through implants placed under the skin. An implant is effective for a standard year. If a couple decides that they would like to have children, they can apply for a Birthing license. If approved, the child is born within a UAC medical facility. There are no natural births within UAC. Once the fetus has matured, the parents and child are moved into a family apartment.

Meals for an employee are provided by the Corporation in various canteens and cafeterias. The Corporation also provides recreation centers where employees can play a game of cards or zero ball (a game like basketball in a zero gravity environment) or watch programs on the large holovision. An employee is entitled to a 24-hour recreation period every six working days. Most employees work 8 to 10 standard hours a day.

A standard hour is a sixty-minute period. A standard day is twenty-four standard hours. A standard year is 360 standard days. There is only one holiday in UAC and that is the Chairman's birthday. There is no work on that day, except for crucial UAC services. It is a day for festivities.

An employee does not have to frequent the UAC provided canteens, if they have credits to spend. Most residential areas offer a wide range of restaurants that provide meals for an employee. Just about anything imagined can be purchased, although most of it is cleverly flavored yeast. On occasion though, real vegetables can purchased, albeit at an outrageous price and possibly from unsafe areas.

If the source of the natural food is from Earth, the PC will need to make a success roll based on their endurance attribute. The Referee sets the DR of the roll based on their knowledge of the source of the foods. If the PC fails they roll, they will take 1D10 amount of food damage due to food poisoning. The Referee may decide to modify the effects of the poison if they see fit. For example, the effects may extend over a period of time, rather than all at once.

The employee is not limited to UAC provided entertainment either. Just about anything imaginable, legal and illegal, can be purchased for a few credits. In some of the rougher areas of the Corporation, prostitutes and drug dealers have a brisk business. Although UAC tries hard to discourage drug and

excessive alcohol use (since it impairs employee efficiency) it thrives all the same.

> Like food, the Referee may decide that if the PC imbibes some odd chemical, there may be unexpected or unwanted effects. For example, the PC may have a hangover if a success roll fails based on the PC's strength attribute.

Treasury Vice Director

The Treasury Vice Director manages all the monetary transactions that take place within UAC. There is no hard currency in UAC, only an electronic unit called a credit. It is a whole unit and cannot be subdivided. Since the credit is an electronic currency, its value is set by the Treasury. This is an arbitrary valuation designed to stimulate cash flow in different parts of the Corporation. This valuation is reflected in the UAC approved stores scattered through out the solar system in the form of hard goods.

At birth, a tiny chip is embedded in the palm of the employee to conduct monetary transactions. When an employee wishes to purchase an item, the hand is waved over a scanner and the amount is deducted the employee's credit balance. (Lost arms with embedded scan chips can be replaced.)

This embedded smart chip contains all the details of the employee's current account. When the chip needs to be recharged, it will beep and message the employee. To recharge the chip, the employee simply needs to visit any Treasury terminal and place their palm on the scanner. The chip will be uploaded with current balance information.

The source of the credit balance for an employee is their assigned job. Jobs pay different amounts and can include bonuses for extra work or special assignments. Some jobs pay at a salaried rate, while others are based on an hourly rate.

Certain jobs include hazard pay such as mining on Mercury or Comet wrangling. The base pay of a job is set by the Treasury department according to the perceived need for the job. Pay scales rise and fall based on what is needed within the economy at any given moment.

> The PC Backgrounds include a starting wage scale that may be adjusted by the Referee as necessary.

However, an employee is not limited to the UAC credit system. Indeed, if the employee is a renegade or does not have an embedded chip, they cannot participate in the credit economy. Therefore, a large part of the economy is based upon barter, especially the illegal markets.

UAC usually ignores this underground bartering economy, unless it threatens to undermine the credit-based economy. Bartering is highly developed and just about anything can be found and traded.

> For example, a Gangster may ask a PC for to rid him of a rival. Upon successful completion, the Gangster may give the PC an advanced weapon system for his trouble.

Security and Defense Vice Director

During the Great War, UAC learned the necessity of having a highly trained force to interdict problems. The Security department handles internal policing, while the Defense department confronts external threats. After the Great War, the Defense department languished until the day that the revived portal technology brought the Hellspawn back into the Solar System.

Individuals in both departments are trained in weapons, explosives, hand-to-hand combat and field medicine. Security officers are usually equipped with small arms and security armor while a Marine can be equipped with anything from a pistol to the devastating BFG 9000 and combat armor. UAC provides all the equipment necessary for a Security officer or a Marine to successfully complete their mission.

While Marines get the press coverage and the glory, the Security officers get the brunt of the employee's frustration. Seen as the arm of UAC, Security officers are either shunned or openly derided by most civilians. The job of a Security officer is anything but glamorous, but is as dangerous as any that a Marine may be deployed to suppress.

For this reason, many Marines are recruited from the Security pool if they have proven themselves tough enough to handle the job and the bad publicity. Marines that were once Security officers are an unusually tough breed and are highly respected within the ranks of the military.

Research and Development Vice Director

The R&D department is a secret and invaluable arm of UAC. Only the most intelligent and highly trained are able to work in R&D. Compensation is high, but the work is quite rigorous. It is out of these labs that new technologies are emerging that enable UAC to maintain its position in the Solar System.

The major areas of research are medical equipment and techniques, weapons, space construction and space ship designs. There are many other smaller teams working on projects from the mundane to the esoteric. From developing a plasti-steel that can withstand the temperature of the Sun's corona, to creating an atomic disintegration beam that can work on any material.

Transportation Vice Director

The Transportation director manages the fleet of ships that are used to transport goods and personnel throughout the Solar System. UAC maintains a large fleet of space ships ranging from small, one man ships to transports large enough to move an entire L5 colony. These ships are constantly plowing the sea of space on regular routes that move equipment and supplies with-in the solar system and beyond. Most ships are built at docking bays on the L5 colonies; it is at these ships building docks that most people earn their living on the L5's.

Transportation also builds and manages planetary craft. Planetary craft are anything from supersonic, near orbital aircraft to ground hugging hovercraft. Most planetary craft are built on Earth, with a few specialized factories on Venus and Mars.

Most UAC military operations use a combination of transport devices to accomplish their missions. Transport to a planet is done via large Transport ships that can have as many as 100 smaller drop ships attached to its sides. In addition to drop ships, a Transport ship can act as a staging platform for air assault ships capable of navigating in both space and in an atmosphere. Transport ships can be equipped with either fusion drives or the Krielsselman FTL drive.

Once in orbit around a planet, the drop ships make landfall carrying men, equipment or supplies. A drop ship can carry up to 100 men and their supplies. It can also deliver equipment as large as a four-man Assault tank, loaded with a full complement of weapons and ammo.

Planetary Vice Directors

In addition to the service directors, each planet and colony has a Planetary Vice Director that manages the affairs of the planet or colony. The following table lists the planets and colonies that have a Planetary Vice Director.

Planet Or Colony	Comments
Venusian Vice Director	Manages the civil population on Venus, the home of UAC government.
Earth Vice Director	Manages the arcologies and farming complexes on Earth.
L5-1 Vice Director	Manages the population on the Freespace L5 colony.
L5-2 Vice Director	Manages the population on the Harristown L5 colony.
Asteroid Vice Director	Manages the mining efforts within the asteroid belt.
Mercury Vice Director	Manages the mining efforts on Mercury.
Far System Vice Director	Manages the gas planet mining as well as the comet wrangling at the edge of the solar system. Also manages the huge yeast farms that cover Europa (moved after Earth was attacked by the Hellspawn).
Out System Vice Directors	The various colony planets are managed by vice directors called Planetary Governors. The colonies usually operate like mini UAC systems given their great distance from Earth.

Middle Managers

Reporting to the various Vice Directors are the middle managers, bureaucrats and technocrats that handle the day-to-day operation of UAC. These people direct the employees and pass on the edicts of the Board. These people are loved or hated, depending on the whim of the employee and the whim of the Board. The middle managers are the hidden power of UAC; the cog that turn the huge wheel of the Corporation.

Employees

The employees make UAC function. There would be no society without the employee. Although often times mistreated, they are also a force whose power should not be underestimated. Those of the Board

are very aware of how flimsy their control is over the masses spread through out the solar system.

Like any oligarchy, the Board knows that the day may come when the masses decide that want new rulers. This is the reason that the portal accident is not viewed as a total disaster. When the threat of attack is always present, it is much easier to control the masses. The Board uses the Hellspawn hysteria to maintain its position of control and dominance over its employees.

The Renegades

The Renegades are small to large groups of people living in the wastelands of Earth. Spurning UAC control, they live on what they can grow, hunt and trap. The life of the Renegade bands is hard, demanding and often short, but has a freedom not found within the corporation.

They are not a forgotten people though. Vegetables, wine, beer and liquor purchased or traded within the black market, is from Renegade farms. By bartering their homegrown goods, the Renegades receive necessary supplies like medicines, weapons and ammo. Ships stop weekly in a Renegade settlement to drop off supplies and to load up on goods that are not available any place else in the Solar System.

The Renegade society is an uncontrolled society, yet it has its own codes of conduct. War among the different settlements is uncommon. It is hard enough to survive upon the naked land without aggravating the conditions with needless war.

 Most settlements cooperate with one another and if a group is terrorizing a settlement, its neighbors will band together to meet the threat. Since the portal accident, many settlements have come together for mutual protection against the Hellspawn who suddenly appear without warning.

One peculiar fact about the Renegades is that they have a high percentage of Adepts; people that have higher than normal PSI skills. It is unknown whether this is a mutation from the surroundings, or some survival factor surfacing in response to the Hellspawn invasion. UAC is quite interested in determining if the Adept gene can be controlled artificially. This is a large reason why UAC lets the Renegades live unmolested.

SETTING

The time of DTNC is approximately 60 years after the Great War of Doom and Doom2. UAC is in control of the solar system and has become a mega-Corporation. Life in the new world order revolves around the Corporation. People are born, educated and raised for the glory and profit of the Corporation. In all of this, the bottom line is profit.

Human life has spread through out the Solar System and beyond. Living in the remote working posts is harsh, demanding and deadly. The death toll on Mercury is exceptionally high from the extremes of blasting heat to absolute cold. On Pluto and the outer rim, the ice jockeys only see the sun as another bright star in an endless night. Pilots regularly point their ships toward the outer rim and disappear into the darkness. In between the two extremes is every shade and nuance of life.

The men and women working in the colonies on the Moons of Jupiter and Saturn spend endless hours mining the rocky soils for metals and ores. On Europa, huge yeast farms cover the melted surface, providing the food for the many billions scattered throughout the Solar System.

Gas mining ships plunge their scoops into the outer atmospheres of Jupiter and Saturn, stealing a bit of the raw gases swirling around those planets. Living in the reach of the giant planets is unforgiving for the foolish, unwary or unlucky.

Life in the L5 colonies is a mixture of fear and extravagant pleasure. Each person knows that his or her world can perish with an errant meteor or faulty plasti-steel panel. Life is lived as if there may not be a tomorrow, hard and full.

The underworld has a firm foothold in the L5s. Being the stop over points for many of the workmen on their way to or from one of the outbound colonies, drugs, sex, and other diversions are easy to come by for a few credits.

The L5's are where most of the space ships that are required to manage a Solar System are built. The job is frightfully dangerous and a steady stream of new workers is always needed.

In all of this, UAC maintains a hold simply because there is no alternative. When the choice becomes living under the thumb of the Corp, or not living, the choice is an easy one. Soon after the Great War, UAC decided that the Earth was too dangerous a place to run a corporation, so the headquarters were relocated. First, to the L5 FreeSpace, then to Venus as the terraforming took hold.

In the colony worlds, life can be good or bad depending on the local rulers. UAC does not concern itself with management of the colony worlds, being so far from the solar system and direct UAC supervision. As long as the worlds deliver the necessary goods, UAC lets the local rulers have complete control.

Portals

One of the key features of the game world is the portal. There are two types of portals, temporary and permanent. Both types of portals can appear anywhere; the only difference is their duration. Permanent

portals do not vanish; temporary portals appear for a time, and then disappear.

Portals look like transparent, spherical doorways. Looking into a portal, the landscape on the other side can be seen, but it is distorted as if it were being viewed through a crystal ball. Portals come in different sizes; they can be as large as an L5 colony, or as small as a pea. The portal boundary is only semi-permeable to gases. This keeps the entire atmosphere from draining away when they open in space. To enter a portal an individual simply walks, flies or drives into it.

Portals close by shrinking into nothing. If someone goes into a temporary portal and it closes behind him or her, that individual will be trapped in the Hellish prison. They can try to find a permanent portal to travel back to normal space, or wait for a new portal to open, if one does. However, the different portals lead to different places within the universe.

If a PC is in the process of moving through a portal when it closes, they have a 50% chance to end up on either side of the portal. Roll a 1D10 to see where they end up. 1-5 they end up in normal space, 6-0 they end up in the Hellish dimension.

PSI AND CHI

PSI is the power of the mind. When a PSI power is used, a certain amount of Chi is expended. Chi is the energy source for PSI. A character has an internal reservoir of Chi based upon their PSI and endurance attributes. When a PC's Chi drops below the required amount necessary to use a PSI power, the character cannot use that PSI power.

Chi is replenished in two ways. It can be replenished naturally at one point per game minute (or 1 point in 12 GT). Chi can also be replenished by absorbing the energy of a Chi crystal. It takes one GT to absorb the energy of one Chi crystal. A Chi crystal replaces 1D10 worth of Chi.

Chi crystals occur naturally only in the Hellish dimension and can be found just laying on the ground. Since Chi is the power source of Hell, the demons use Chi crystals for their own evil ends. However, a human can also use and absorb the Chi energy.

CHARACTER BACKGROUND

Each player character (PC) has a starting point in the game world. This is the background of the PC. A player must select a background for the PC before generating the PC's attributes. The PC's background offers a context that defines the PC's mind set and view of the world. It also lends some life skills that are used when generating a PC. These life skills are represented by positive and negative bonuses that are applied when generating a character.

The following chart indicates the life skill bonuses the PC may be entitled. When generating a character, all bonuses must be applied. If after applying a bonus, an attribute is less than 1 then roll 1D10. If an attribute is greater than 100 it becomes 100.

All wages are in credits.

The Special entry is any special instructions when generating the character.

Bureaucrat

One of the puppet-masters in a world of puppets. These Corps, as they are sometimes called, control the day-to-day lives of the populace in the Corporation.

- -10 to starting intuition

- +10 to interpersonal

- +10 to intelligence

Wages: 10,000+ credits/year

Technocrat

These bureaucrats control the technology of the Corporation. These Corps are hated more than the average bureaucrat is, since they control most of the technology services in the Corporation.

- -10 to starting intuition

- +10 to interpersonal

- +10 to intelligence

Wages: 10,000+ credits/year

Civilian

Recruited from the ranks of the populace, this is your average employee who is just trying to make ends

meet in the harsh realities of a world ruled by the Corporation.

- +10 to intelligence

- +10 to intuition

- -10 to interpersonal

Wages: varies with employment

Freejack

Freejacks specialize in illegally "jacking" into the Net for information. Freejacks jack into the Net via a data link plug imbedded into the back of their skull and hard wired into the brain. Jacking is a dangerous business often resulting in brain death.

- +10 to intelligence

- +20 to intuition

- -10 to endurance

Wages: Since this is an illegal profession, barter is the source of income.

Security Officer

The role of the security officer has not changed much in hundreds of years. The difference now is that the job is much more thankless than ever before.

- +10 to intelligence

- -10 to interpersonal

- +10 to psi

Wages: 50,000+ credits/year, hazard pay and bonus

Marine

The Marines are the backbone of the UAC military. Trained to fight, these are the finest killing machines in the solar system, and possibly in the galaxy.

- +10 intelligence

- +10 interpersonal

- +10 endurance

Wages: 50,000+ credits/year, hazard pay, bonuses plus bounty on items brought back from the Hellish dimension.

Weapons Smith

The weapons smith is usually called upon by criminals to manufacture weapons. It is illegal for anyone but security officers and military personnel to carry weapons. However, the weapons smith usually does a brisk business.

- +10 to dexterity
- +10 to intelligence
- +10 to wisdom

Wages: Since this is an illegal profession, barter is the source of income.

Medic

Trained in utilizing the advanced medical equipment UAC has developed. The medic can always get more out of a stimpack than the pack's rating.

- +10 to dexterity
- +10 to intelligence
- +10 to wisdom

Wages: 30,000+ credits/year.

Thief

These individuals have decided that working for a living is just too much trouble and would rather steal what they need. A good, but often times short, life.

- +10 to dexterity
- +10 to intelligence
- +10 to agility

Wages: Since this is an illegal profession, barter is the source of income.

Gangster

These individuals control the sub-culture of crime and corruption in the Corporation. Most often, the gangster will provide what UAC does not, for a price.

- +10 to intelligence
- -10 to interpersonal
- +10 to dexterity

Wages: Since this is an illegal profession, barter is the source of income.

Assassin

When the gangster or bureaucrat needs to eliminate someone, the assassin is called. They are trained in the stealth modes of killing. Their craft depends on secrecy and efficiency.

- +10 to endurance

- +10 to agility

- -10 to interpersonal

Wages:

UAC trained: assignment based compensation.

Freelance: Since this is an illegal profession, barter is the source of income.

Adept

Adepts are individuals that have greater than normal PSI power. Unfortunately, most normal individuals dislike Adepts who view their powers as a potential weapon.

- +10 to wisdom

- -10 interpersonal

- +20 to psi

Wages: Not a true profession, Adepts can be called in to work for anyone from UAC to a gangster. Compensation is either in credits for UAC sponsored assignments and paid on an assignment basis, or barter for non-UAC assignments.

Cyborg

Cyborgs are manufactured beings that are genetically engineered for a specific task. The body of a Cyborg is a mixture between flesh and mechanics. This hybrid mix makes for powerful, yet unstable beings.

- -20 to intelligence

- -20 interpersonal

- +20 to strength

- +20 to endurance

Wages: Like the civilian, it is based upon the job being done.

Clone

Clones are beings made from the DNA material of a host. UAC has used this technique to regenerate

troops after they have fallen in battle.

The attributes of a clone are derived from the host and modified based on how many generations the clone is from the host. The following table describes the modifications. Clones cannot be created past the 4th generation due to information loss in the DNA pattern.

- 1st generation: -2 to each attribute.

- 2nd generation: -4 to each attribute.

- 3rd generation: -8 to each attribute.

- 4th generation: -16 to each attribute.

Wages: Based upon the host profession.

GENERATING A CHARACTER

A player character has a background and certain attributes. The attributes of the PC indicate the physical and mental powers of the character. All attributes are based upon a D100 roll and then modified up or down based upon the PC's background.

The following are the list of available attributes.

Strength (STR)

This indicates how strong the player is and is a product of the frame and muscles of the character.

Endurance (END)

This indicates the robustness of the PC.

Hearing (HER)

The hearing of the PC.

Sight (SIG)

The sight of the PC.

Agility (AGL)

This indicates how developed the PC's body is for athletic tasks.

Dexterity (DEX)

This indicates how well the PC uses their hands in complex tasks.

Intelligence (ITL)

This reflects the raw brainpower of the PC.

Wisdom (WIS)

This indicates the common sense of the PC.

Interpersonal (IP)

This is an indication of how well the PC gets along with others.

Intuition (INT)

This indicates the "hunch" ability of the PC for making decisions, or arriving at answers, with little to no absolute knowledge.

Learning (LRN)

This attribute relates to how well a PC can learn new skills. This is used in training scenarios where the PC is improving a skill. In this context, a number of repetitions are calculated based on the PC's learning attribute. The PC can then advance a skill point by successfully completing the required number of repetitions. To calculate the number of repetitions, use the following formula:

$$(100 - Learning) + 1$$

The PC must always successfully complete at least one repetition.

PSI (PSI)

This attribute determines the PSI, or mind power, of the character. This attribute, combined with Endurance, also determines the maximum Chi level of the PC. Chi energy is expended when the PC uses PSI ability.

Hit Points (HP)

This is how much damage a PC can take before they die. The HP of a PC is **strength + endurance**.

Chi Points (CP)

This is how much power a PC can expend using PSI abilities. The CP of a character is **psi + endurance**.

Advancement

When a PC attempts an action in DTNC, a success roll is made based on the skill being used for the attempt. If the attempt is successful, experience points are awarded. Experience points either are given by a Referee or are listed in a scenario. EXP points are converted to skill points according to the following schedule:

- Skill level 1 to 25: Every 100 exp point = 1 skill point

- Skill level 26 to 50: Every 1000 exp point = 1 skill point.

- Skill level 51 to 75: Every 5000 exp point = 1 skill point

- Skill level 75 to 100: Every 10,000 exp point = 1 skill point

A player may increase a skill at any time. The expended experience points are subtracted from the EXP total when a skill total is increased.

> **Example**
>
> A PC has a pistol skill of 65. The EXP total is 8000. The PC decides to increase the pistol skill to 66 expending 5000 experience points. The EXP total is now 3000. The PC will need to gain 2000 more EXP points to increase the pistol skill to 67.

A skill point is also awarded to a PC if the player rolls a **perfect success**. See success rolls in **Resolving Encounters**.

A skill cannot be advanced greater than 100.

Inventory Slots

Each item takes up a certain number of inventory slots. Some items take up less than one slot, some one slot, others more than one slot. How much a character can carry, how many slots they get, is based upon his or her strength and endurance divided by 10: **(str + end) /10**, rounding up. A backpack also increases the available slots by five.

Hands

In addition to inventory slots, PC's can also hold items in their hands. This gives two more inventory slots for single-handed items or one more slot for double-handed items.

A PC is either left or right handed, or ambidextrous. If a PC is left handed, then they have a penalty when using the right hand. If a PC is right handed, there is a penalty for left hand actions. If a PC is ambidextrous then there are no penalties.

To determine the favored hand of a PC, roll 1D10. A roll of 5 or 6 means the PC is ambidextrous. A roll less than 5 means the PC is left handed. The PC has a +1 DR to right handed actions. A roll greater than 6 means the PC is right handed. The PC has a +1 DR to left-handed actions. These penalties are assessed when making a success roll.

Note: If the action requires two hands (firing a rifle for example) then no penalty is assessed. The hand rule only affects actions done entirely with the non-favored hand.

These penalties can be overcome by practicing actions with a non-favored hand. That is, if the PC is right handed, by practicing the action with the left hand successfully, the PC can become ambidextrous. The number of successful repetitions needed to overcome the handicap is (100 - Learning) + 1. The PC must then perform this number of successful repetitions in order to overcome to become ambidextrous. The action can be anything from target practice to writing. One a PC can successfully operate the non-favored hand, the penalty is removed for all actions and the PC is marked as being ambidextrous.

> **Example**
>
> The PC has a Learning attribute of 100. The formula then would be (100 - 100) + 1 = 1. The PC would have to perform 1 repetition successfully.
>
> The PC has a Learning of 1. The formula would be (100 - 100) + 1 = 100 successful repetitions.

The PC has a Learning of 62. The formula would be (100 - 62) + 1 = 39 successful repetitions.

The repetitions are cumulative and need not be performed in order. That is, a PC may have to perform 10 repetitions based upon his or her Learning attribute. The PC may perform 5 in one session and 5 in another session in order to fulfill the number of required repetitions.

Steps to Generate a Character

Choose a background for the PC.

Roll a D100 to generate the values for each attribute listed above.

Add or subtract any bonuses that the PC's background confers.

If a PC's modified attribute falls below 0, then roll 1D10 for that attribute. If greater than 100, it becomes 100.

Calculate the HP by adding the strength and endurance (**str + end**).

Calculate the Chi by adding the psi and endurance (**psi + end**).

Calculate the starting value for each skill based upon the starting attributes listed in the skill description.

Calculate the number of inventory slots the PC has by adding the strength and endurance and dividing by 10 (str + end) / 10, rounding up any remainder.

Roll D100 X 100 for the PC's starting credit amount.

Roll D100 X 100 for the PC's starting experience amount. These can be applied to any skill EXP the player desires.

Roll 1D10 for any hand penalty. If the roll is 5 or 6, the PC is ambidextrous. If the roll is less than 5, the PC is left-handed. If the roll is greater than 6, the PC is right handed.

Fill out the PC's miscellaneous data like name and description.

BASIC SKILLS

The DTNC game system is a skill-based system. Skills are used to determine success or failure (see Success Rolls in the **Resolving Encounters** section). Skills are a measure of the current ability and experience of the PC. When the PC uses a skill successfully, experience points are awarded. When the EXP total reaches the proper amount, a skill can be improved. (See the **Advancement** section for details.)

Each skill has a starting attribute that is used to determine the level of that skill when a PC is generated. After the attributes are generated, then simply add the two attributes listed in the starting attributes and divide by two, to generate the starting skill amount.

Note: A maximum of two attributes can be used to calculate a skill level.

Name of Skill	Starting Attributes	Description
Athletics	(strength + agility)/2	This skill relates to activities like running, jumping, climbing and dodging enemy fire. Strength moves like opening jammed doors are compared against this skill.
Medical	(intelligence + dexterity)/2	This skill relates to how well the PC uses medical equipment and performs first aid. Note that a PC must have a stimpack or bandages in order to treat a damaged character.
Command	(interpersonal + wisdom)/2	This skill indicates how well the PC can give orders and have them followed. It is a measure of the command presence of the PC.
Linguistics	(learning + intelligence)/2	This skill indicates how well the PC can learn new languages, including alien scripts and tongues.
Cryptography	(learning + intuition)/2	This skill indicates how well the

		PC is at cracking codes.
Electronics	(learning + wisdom)/2	This skill indicates the ability of the PC to build, operate and repair electronic devices.
Computer Hacking	(intelligence + intuition)/2	This skill relates to the ability of the PC to hack into computer systems.
Courage	(wisdom + endurance)/2	This skill indicates how well the PC handles stress of all kinds. This skill plays an important part in determining out a PC reacts when he or she is under duress in combat situations. The lower the courage, the more affected a PC when facing greater opposition or odds.
Bluffing	(interpersonal + intuition)/2	This skill is also called "lying," but with a purpose. This indicates how well the PC can talk his of her way out of situations, or pretend to be what he or she is not.
Armory	(intelligence + dexterity)/2	This skill relates to building, repairing or modifying weapons and armor. This skill covers both conventional and hi-tech arms. This includes designing new weapons or armor types from new or existing materials.
Gambling	(intuition + wisdom)/2	This skill indicates how "lucky" the PC is at situations where chance has a dominant role. These can be simple games of chance, or guess decisions made in the field.
Disguise	(interpersonal + intelligence)/2	This skill indicates how well the PC uses makeup, clothing and acting to impersonate another person.
Lock Picking	(dexterity + intelligence)/2	This skill indicates how well the PC is at picking locks of all

		kinds, both mechanical and electronic.
Stealth	(agility + hearing)/2	This skill measures how well the PC can sneak into and out of a situation without being detected.
Swimming	(agility + endurance)/2	How well the PC can swim or hold his or her breath in necessary.
Traps	(dexterity + intelligence)/2	This skill indicates the competence of the PC in building and disarming traps. This skill is also used when the PC is trying to detect a trap or surveillance device in an area.
Reaction	(sight + hearing)/2	This skill measures how well the PC responds to sudden situations like a surprise attack or chance encounter. This skill is checked to see if a PC is surprised. It also determines who will act first in chance encounters or in combat situations.
Hiding	(wisdom + intelligence)/2	This skill indicates how well the PC can hide himself or herself from someone searching for them.
Forgery	(dexterity + intelligence)/2	This skill indicates the ability of the PC to forge documents, pass keys and other official documents. This includes both material and electronic documents.
Counterfeiting	(dexterity + intelligence)/2	This skill indicates how well the PC can counterfeit credits and other monetary documents. This includes both material and electronic forms of money.
Improvisation	(wisdom + intelligence)/2	This skill indicates how well the PC can think on his or her feet,

		and how well they are at figuring out solutions to problems with items on hand.
Mechanical	(dexterity + intelligence)/2	This skill indicates how good the PC is at building, modifying and repairing all types of mechanical equipment.
Listening	(hearing + wisdom)/2	How well the PC listens to someone or their surroundings.
Searching	(sight + dexterity)/2	How well the PC can perform a search.

WEAPON SKILLS

Weapons are grouped according to categories, though the weapons themselves may have different characteristics. Skill ratings based on category, enables the PC to have a certain level of proficiency among similar weapons. If the PC knows how to fire a .45, the PC probably knows how to fire a .32 as well.

Name of Skill	Starting Attributes	Description
Hand-to-Hand Combat	(agility + endurance)/2	The classic punching and kicking. This skill covers all the hand-to-hand fighting styles. Target has to be within 1 hex for Hand-to-Hand combat to occur.
Melee Counter	(agility + strength)/2	This skill determines when a PC can counter a melee attack.
Concealed Weapons	(dexterity + wisdom)/2	These weapons include the garrote, poison dart and other covert weapons that are usually hidden until used.
Knives	(dexterity + agility)/2	This skill covers knives of all kinds including throwing knives.
Edged	(dexterity + endurance)/2	This skill covers long bladed, edged weapons like swords and monoblades.
Bow	(dexterity + agility)/2	This skill includes all bows of all kinds.
Crossbow	(dexterity + strength)/2	This skill includes is used whenever the PC handles a crossbow.
Pole	(agility + strength)/2	This skill includes all pole weapons like the Bo and Polearm.

Pistol	(dexterity + intelligence)/2	This skill covers all pistols and hand held projectile devices.
Rifle	(agility + intelligence)/2	This skill covers the long barrel weapons.
Heavy	(strength + intelligence)/2	This skill covers the heavy weapons like rocket launchers.
Energy	(intelligence + wisdom)/2	This skill covers the hi-tech energy weapons.
Explosives	(dexterity + wisdom)/2	This skill covers the explosive ordinance like grenades and C-4a.

PSI SKILLS

PSI skills are abilities of the mind. Like weapons, they are grouped according to categories.

Name of Skill	Starting Attributes	Description
Mind	(psi + wisdom)/2	The power to access or control another mind.
Power	(psi + endurance)/2	The ability to produce and control psi power.
Manifestation	(psi + intelligence)/2	The ability to manifest tangible objects.
Healing	(psi + dexterity)/2	The ability to heal.
Control	(psi + agility)/2	The ability to control objects through psi power.

RESOLVING ENCOUNTERS

Difficulty Rating (DR)

In DTNC, the PC will have to accomplish goals, battle enemies, interact with NPCs and various sundry endeavors devised by the Referee or scenario designer. How hard or easy an endeavor is to accomplish is determined by its difficulty rating (DR).

The DR is a composite number that may be the product of various factors, ranging between 1 (trivial) to 100 (near impossible). The DR subtracts from a PC's Base Success Score (BSS) when they try to make a skill roll. The higher the DR, the more difficult the action. However, the DR cannot be less than 1 nor higher than 100.

Example
A PC needs to jump from one building top to another. On a still day, the DR may only be 20. On a windy day, the DR may rise to 40. During a storm, the DR may be 60.

It is up to the scenario designer and Referee to determine the DR of certain tasks. They should be reasonable and reflect the circumstances given in a particular scenario.

All monsters have a base DR rating which indicates how tough they are as opponents. The DR may be modified up or down depending on circumstances at the discretion of Referee or the scenario designer.

The DR also reflects the current state of the PC in certain circumstances.

Example
A PC is surrounded by four Imps. The DR may rise 2 points for each failed courage roll, reflecting the stress the PC is under because he or she is outnumbered.

Success Rolls

Success rolls are based upon a calculated number, a base success score (BSS), that is compared against a D100 roll. If the roll is less than or equal to the BSS, the PC succeeds. If the roll is higher than the BSS, the PC fails.

The BSS is calculated according to the following formula: **BSS = (skill amount + any active bonuses for that skill) - DR**. Round up any fractional values.

Example
A PC is trying to hit an Imp that has a base DR of 10. The Imp is dodging so that adds 5 to the DR, for a total of 15. The PC is using a pistol and his pistol skill is 75. The pistol is a Magnum .45 with a laser

sight that adds a skill bonus of 10. The PC is right handed and is firing with that hand so no hand penalty applies.

Skill level = 75; skill bonus = 10; DR = 10; dodging + 5 to DR

BSS = (75 + 10) - (10 + 5)

BSS = 85 - 15

BSS = 70

The player must roll a 70 or less, to succeed. The player rolls a D100 and gets 55. 55 is less than 70, so the PC hits.

The BSS cannot be less than 1 nor greater than 99. If the adjusted BSS is less than 1, it becomes 1. If the adjusted BSS is greater than 99, it becomes 99.

Perfect Success

A perfect success is when a player exactly rolls the BSS. A skill point is awarded to the primary skill being used. Using the example above, the player rolls a 70. The PC would be awarded one skill point in his or her Pistol skill.

COMBAT

Game Turn

Combat occurs within a unit of time called a game turn (GT). A GT represents approximately 5 seconds of real time. However, that amount should adjust for the circumstance if keeping track of time is important.

> If DTNC is being played as a standard role-playing game, much of the information here can be used without reference to a hex map. This section is primarily used to define the rules when playing the game using a hex map in strategy mode. For example, in role-playing mode a Referee would give a PC a chance to dodge a rocket. If the PC succeeded, the rocket would miss; if the PC failed, the PC would take the rocket damage. All the action occurs within a single turn and there is no need to keep track of the projectile movement as there is when using a hex map.

Within a GT, all action occurs simultaneously. Damage takes effect after the end of a GT, although it is calculated for bookkeeping purposes when it occurs.

> Example.
>
> A PC may take four hits from four different Imps that will kill the PC. Before the end of the GT though, he has returned fire killing one of the Imps.

Units can perform multiple actions within a GT, as long as it is within the scope of an attribute. However, the more actions performed, the greater the impact on the DR rating of a particular task.

Movement

A PC has a movement allowance of 3 movement points (MP) that can be used to move into a hex and/or change direction (when using a hex map). Moving into a hex cost one MP. Changing direction by one hex face cost one MP. The PC may perform any combination of actions as long as the MP does not exceed 3. If a unit moves two or more hexes in a straight line, the unit is considered to be running. Movement incurs certain penalties and benefits according to the following schedule:

Walking MP: 1 hex	Running MP: 2-3 hex in a straight line
+1 to DR when attacking, except for hand-to-hand	+2 to DR when attacking, except for hand-to-hand
-1 to DR when using hand-to-hand	-2 to DR when using hand-to-hand

skill	
+2 damage for hand attacks	+4 damage for hand attacks
+4 damage for kick attacks	+8 damage for kick attacks
No aiming	No aiming

Monsters move at the rate specified in their speed attribute. Turning 1 hex face cost 1 MP. A monster does not have to move its full speed rating. It cannot move more than its speed rating per GT. If a monster moves two-thirds or more of its MP in a straight line, the monster is considered to be running. Movement bonuses and penalties apply to monsters. Unused movement points do not carry over into the next GT.

The Referee can ignore the movement cost when playing the game in role-playing mode. However, the movement DR penalties should still be used in Success roll calculations.

Projectile Movement

A projectile moves in a straight toward the target hex (unless it is a seeking projectile). The movement is based upon line of sight to the target. To determine the movement path, simply a draw a straight line from the attacking to target hex. All the hexes that the line touches will comprise the movement path of the projectile. See Figure 1.
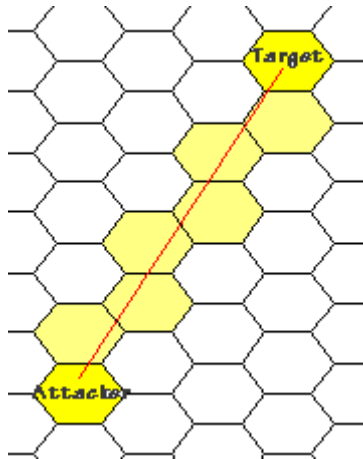
Figure 1: Projectile Movement

If the target moves, the projectile will continue on the same path until it strikes an obstacle where it will explode, causing splash damage if applicable.

In role-playing mode, the Referee should determine if a PC can dodge the projectile. If the PC successfully dodges, and the projectile impacts an obstacle the Referee should determine if the projectile does splash damage based on the Referees knowledge of the PC's location within the game world.

Tracking the projectile movement is not necessary and can be assumed to occur within a single turn.

For example, the PC is standing by a door that is starting to close. A Cyberdemon has fired a volley at the PC. The PC jumps into the doorway under the closing door and the rockets impact the wall where the PC was standing.

The Referee may decide that the closing door blocked the rocket blast, thereby shielding the PC. Alternatively, the Referee may decide that a concussion wave got under the door stunning the PC. If the PC fails a Success roll based on the PC's Athletic skill.

Seeking Projectile Movement

Seeking projectiles move in the same way as non-seeking projectiles, but can alter their path 1 hex face per movement hex. Once a target is acquired, the projectile does not change targets.
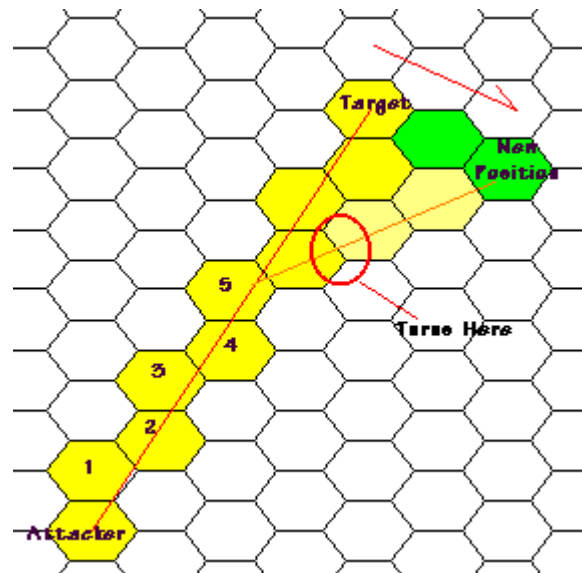
Figure 2: Seeking Projectile Movement

In figure 2, the projectile has a speed of 5 hexes per GT. The projectile moves its full 5 hexes in the first GT. The target PC runs two hexes in the first GT to the new position. At the beginning of the next GT, the projectile moves the required one hex in the current direction, then turns toward the new target hex.

Once the projectile turns, a new line of sight is calculated and the projectile moves along the new line of sight for the remaining movement points. A seeking projectile must be fully turned toward the target before a new line of sight can be calculated.

If a PC or monster enters the path of either type of projectile the following must occur:

    If the PC performed a successful defensive maneuver, they have dodged the projectile.

    Otherwise:

    If the PC is facing the projectile (within 1 hex face left or right) a dodge can be performed. A success roll based upon the athletic skill will determine if PC dodges the projectile. If the PC successfully

dodges the projectile, the projectile continues on its movement path. If the success roll fails, the PC take the projectile damage and splash damage is calculated if applicable.

If the PC is not facing the target, a success roll is made based upon a PC's reaction skill. If the roll is successful, the projectile is treated as a facing projectile and the actions in #1 are performed. If the roll fails, the PC takes the projectile damage and splash damage is calculated if applicable.

If the monster performed a successful defensive maneuver, they have dodged the projectile.

Otherwise:

If the monster is facing the projectile (within 1 hex face left or right) a dodge can be performed. A success roll based upon the base rank will determine if monster dodges the projectile. If the monster successfully dodges the projectile, the projectile continues on its movement path. If the success roll fails, the monster will take the projectile damage and splash damage is calculated if applicable.

If the monster is not facing the target, a success roll is made based upon the monster's base rank. If the roll is successful, the projectile is treated as a facing projectile and the actions in #3 are performed. If the roll fails, the monster takes the projectile damage and splash damage is calculated if applicable.

Again, the Referee need not plot a guided missile on a map. The Referee could simply state that a seeking projectile was fired at the PC. The PC could dodge and the projectile misses. The Referee states that the missile turned and is heading for the PC again. Again, the PC must decide what to do. The Referee may decide that the DR rises by 2 after each dodge, reflecting the fatigue the player would feel continually dodging the missile. Each success roll the PC made would get harder and harder. Or maybe the PC jumps over a ledge and the missile impacts harmlessly into the ground.

Splash Damage

If a projectile has a splash damage attribute, then damage is calculated based on the distance from the target hex, as illustrated in Figure 3. Splash damage cannot be dodged.
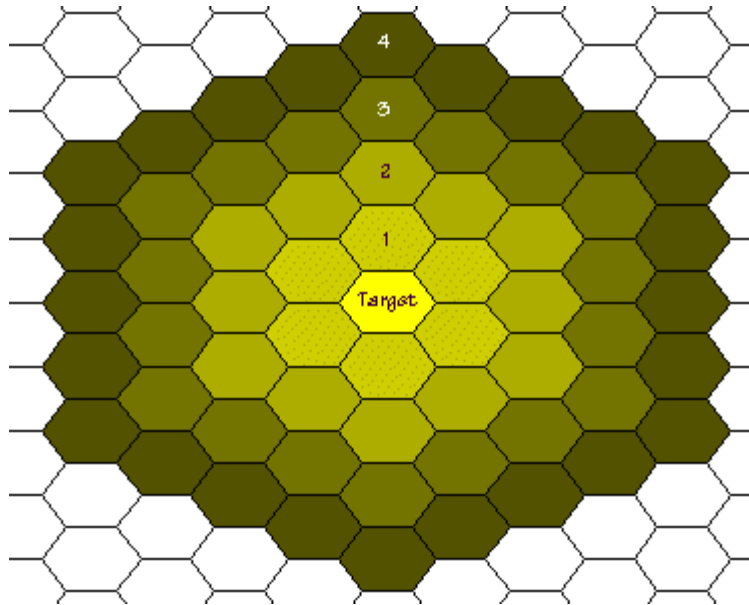
Figure 3: Splash Damage

In figure 3, the projectile has a splash damage rating of 4 hexes. If the projectile does 128 points of damage, the full 128 points are assigned to the target hex. Hex row 1 will take half of that 128 damage or 64. Hex row 2 will take a fourth of the full damage or 32. Hex row 3 will take an eighth of the full damage or 16. Finally, hex row 4 will take a sixteenth of the full damage or 8. Any units within a particular row will take the damage indicated.

In other words, the damage reduction is a power of two, for each hex row out from the target hex:

- Hex row 1: divide max damage by 2.

- Hex row 2: divide max damage by 4.

- Hex row 3: divide max damage by 8.

- Hex row 4: divide max damage by 16.

Splash damage must take into account obstacles and objects that would deflect the blast area as illustrated in Figure 4.
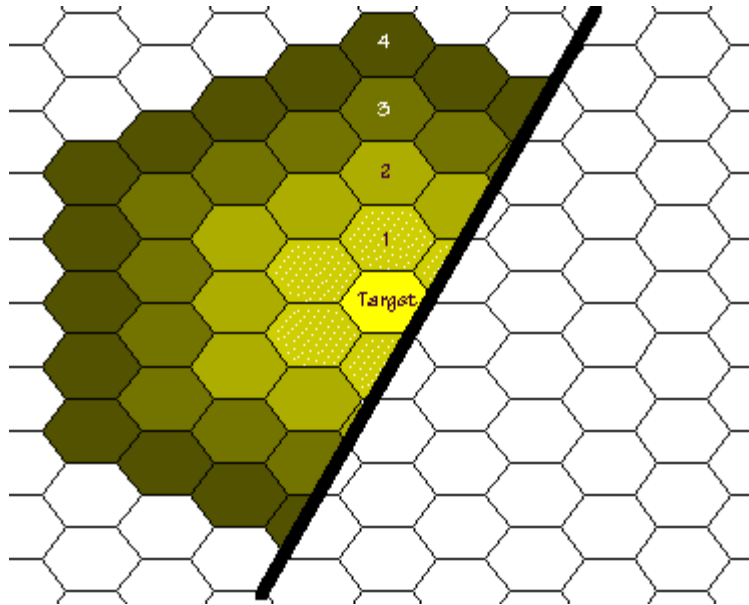
Figure 4: Splash Damage By A Wall

In figure 4, the projectile strikes a wall. The splash damage is adjusted according to the contour of the wall.

When playing without a map, the Referee decides how much, if any, splash damage occurs based on his or her knowledge of the PC's location within the game world. The damage amount is up to the Referee to determine and apply as needed.

Aiming

A PC may try to take aim at a target. A PC cannot be either walking or running while taking aim. For each GT a PC takes aim, subtract 2 (-2) from target DR. This includes both standard and PSI weapons.

Reloading or Changing Weapons

It requires 1 GT to reload a weapon (except for Bows and Crossbows) and 1 GT to exchange a weapon out of inventory. If the PC switched to a new weapon and it needed to be reloaded then the total operation would require 2 GT. A player may still perform a defensive maneuver at a +5 DR penalty.

Melee Attacks

Melee attacks are handled slightly differently than weapon attacks. If a weapon has a **Melee Counter DR** attribute, then it is a melee weapon. Melee weapons can be countered at the listed DR rating. If successfully countered the effective is reduced by half. (If the weapon does not have a Melee Counter DR, no counter move can be performed).

For melee combat, the attacker performs a success roll on the weapon skill. The defender performs a success roll based on the Counter skill with the listed Melee Counter DR of the weapon being used by the attacker.

If the PC's Counter Skill is 55 and the Counter Melee DR of the attack is 30, then the PC must make a percentage roll of 25 or less (55-30).

The result of the attack is determined by the following table:

	Attacker Succeeds	**Attacker Fails**
Defender Succeeds	½ damage to defender	Extra Melee Attack
Defender Fails	Full damage to defender	No damage

Recharging Chi

It takes one GT to absorb the energy from one Chi crystal. A PC cannot perform any other actions when absorbing a Chi crystal.

Order of Play

The combat turn consists of the following steps per GT. A unit can be a PC, NPC or monster:

Projectiles are moved at their rated speed. If a projectile moves into a hex occupied by a unit, determine if the unit successfully dodges the projectile or takes the projectile damage. If a projectile strikes an obstacle, splash damage (if applicable) is calculated. A unit cannot dodge splash damage (as the damage is an area damage), unless the unit is behind an object that would deflect the damage.

The initiative of each unit is calculated. For a monster or NPC, the base rank determines the initiative. For a PC, the initiative is the reaction skill. If two units have the same reaction skill level, roll 1D10. Higher roll has the higher initiative.

Each unit must decide if it wants to do a defensive maneuver (DM). The unit with the highest initiative decides first, followed by the next higher, etc.

If the unit decides to perform a DM, a D100 roll is made. If the result is equal to or lower than the PC's athletic skill (or base rank of a monster or NPC), the DM was successful. If the maneuver is successful, the DR of targeting attacker is increased by 10. A unit cannot perform any other actions for the GT if it performs a defensive maneuver.

The Referee may want to add modifiers to this for special circumstances. Maybe the PC is in hip deep water; this may help the DM. Maybe the PC is on a ledge; this may hinder the DM.

Units that have not performed a DM move in turn from lowest initiative to highest. That is, the unit with the lowest initiative moves first, followed by the unit with the next higher initiative, etc. This gives an advantage to the unit with the highest initiative, since they can see all the preceding actions and move accordingly.

The unit with the initiative either:

- Does nothing

- Aims

- Moves

- Attacks

- Moves and attacks

If the unit moves, the appropriate movement penalties and/or bonuses are assessed.

To attack a unit, a DR score is calculated (see **Resolving Encounters**), and a success roll is made by the attacking unit. Damage is calculated, if the roll succeeds, but does not take effect until the end of the GT. If the unit has any special attacks, these are performed immediately after the primary attack. Splash damage is also calculated if applicable.

If a projectile is fired, the projectile moves its full speed rating according to its projectile type as discussed above. Any collisions that occur are resolved. If a unit has successfully perform a DM, it has also dodged the projectile and does not need to do a special projectile dodge. Any splash damage is still calculated and applied, even if the unit performed a dodge.

If a monster or NPC is attacked and the damage is equal to or greater than the creatures Morale rating, roll 1D10 and reduce the Arrogance by the rolled amount.

A D100 roll is made against the monster's or NPC's Arrogance attribute. If the roll is greater than or equal to the Arrogance value, the monster will try to retreat from the fight in the next GT, unless it is killed. If the roll is less than the Arrogance value, the monster will continue to fight, unless it is killed.

The Referee can modify this behavior if the circumstances warrant. For example, maybe a Baron is chained to the wall and cannot flee. In that case, it is unreasonable to expect the Baron to quit fighting just because the Arrogance roll failed. If it somehow broke free from the chains, then it may try to escape.

Play continues with the unit that has next higher initiative until all units have acted.

The GT ends and combat continues as long as units remain to initiate the combat.

At the end of the encounter, experience points are assessed based upon the discretion of the Referee or scenario designer. Monsters have a base experience point rating that is used when encountering the monster. However, the Referee or scenario designer may modify these amounts to fit the goals of the game.

Experience points can be awarded outside of combat as well. It is up to the Referee or scenario designer to define the goals and encounters when playing the game. Keep in mind though that players want to be rewarded, and should have some payoff when playing the game, especially if the PC performs well.

The order of play is designed to be a fair and orderly way to resolve combat. It is applicable in all modes of play, but is most useful when playing DTNC as a tabletop strategy game. Referees will probably want to use this order of play in COOP games, since it allows all combatants their moment of decision, in an

orderly fashion. However, there may be times when the Referee decides that an alternate order of play needs to be used because of special circumstances or the goals of the scenario.

<div style="border:1px solid black; display:inline-block;">

ITEMS LIST
</div>

Items Key

- **Name**: Name of item.

- **Action**: What effect the item has when used.

- **Armor Amount**: The amount of armor points provided by armor. A player character (PC) can only use one armor type at a time. Current armor can be replenished by using armor powerups like the armor helmet.

- **Armor Rating**: The percentage of damage the armor absorbs. A rating of 80 means it will absorb 80 percent of the damage of an attack. The amount of damage absorbed is (rating/100) X damage.

> **Example**
>
> Security armor has an armor rating of 80 and has 100 points of armor protection. If the PC is hit with 100 points of damage the armor will absorb (80/100) X 100, or .8 X 100 = 80 points of damage. Round up any fractional values. The armor absorbs 80 points of damage leaving its protection value at 20. The other 20 points of damage from the attack are subtracted from the PC's HP.

- If the attack is more than the armor can absorb, armor will absorb the amount of its armor value; the rest of the damage will go to the PC.

- **Ammo Type**: The type of ammo for a particular weapon.

- **Ammo Amount**: The amount of ammo. Write this amount in the inventory slot so that the current amount of ammo is known. Once all the ammo has been used, the slot is freed.

- **Duration of Effect**: How long the effect lasts. If the duration is timed, the time is in game turns (GT).

- **Inv Slots**: How many slots the item takes in inventory. Once an item is used, the inventory slot is freed.

- **Cost:** The base cost of an item. Needs to be adjusted based on supply and demand.

Health

Name: Health Potion

- **Action**: Add 1 point to HP, to max HP amount

- **Duration of Effect**: Permanent

- **Inv Slots**: 1/2

- **Cost:** 10 credits

Name: Stimpack

- **Action**: Add 10 points to HP, to max HP

- **Duration of Effect**: Permanent

- **Inv Slots**: 1/2

- **Cost: 5**0 credits

- A Medic can get an additional 1D10 HP to max HP.

Name: Medikit

- **Action**: Add 25 points to HP, to max HP

- **Duration of Effect**: Permanent

- **Inv Slots**: 1

- **Cost:** 100 credits

- A Medic can get an additional 1D10 HP to max HP.

Powerups

Name: Soulsphere

- **Action**: Current HP + 200 points.

- **Duration of Effect**: Permanent

- **Inv Slots**: 2

- **Cost:** 10,000 credits. Only available on black market and quite rare.

Name: Berserk Pack

- **Action**: Add 100 to damage for punch or kick.

- **Duration of Effect**: 10 GT

- **Inv Slots**: 1

- **Cost:** 1000 credits. Standard issue of 1 (one) for Marines.

Name: Megasphere

- **Action**: Current HP + 200 points. Current armor + 200.

- **Armor Rating**: Same as current armor or use Combat armor rating if no armor present.

- **Duration of Effect**: Permanent

- **Inv Slots**: 2

- **Cost:** 100,000 credits. Only available on black market. Extremely rare.

Name: Chi Crystal

- **Action**: Increases Chi by 1D10 amount to maximum Chi rating.

- **Duration of Effect**: Permanent

- **Inv Slots**: ½

- **Cost:** Can't be purchased. Has to be found in Hellish dimension.

Armor

Name: Spiritual Helmet

- **Action**: Current armor + 1.

- **Armor Rating**: Same as current armor, or Security if no armor.

- **Duration of Effect**: Permanent

- **Inv Slots**: 1/2

- **Cost:** 10 credits.

Name: Security Armor

- **Armor Amount**: 100

- **Armor Rating**: 80

- **Inv Slots**: 2

- **Cost:** 1000 credits. Standard issue for Security officer.

Name: Combat Armor

- **Armor Amount**: 200

- **Armor Rating**: 90

- **Inv Slots**: 2

- **Cost:** 2000 credits. Standard issue for Marine.

Name: Power Armor

- **Armor Amount**: 200; can be recharged with cell pack (100 unit).

- **Armor Rating**: 90

- **Inv Slots**: 2

- **Cost: 4**000 credits.

Ammo

Name: Arrow

- **Ammo Type**: Arrow

- **Ammo Amount**: 10

- **Inv Slots**: 1

- **Cost:** 10 credits

Name: Crossbow Bolt

- **Ammo Type**: Crossbow Bolt

- **Ammo Amount**: 12

- **Inv Slots**: 1

- **Cost:** 12 credits

Name: Bullet Clip

- **Ammo Type**: Bullets

- **Ammo Amount**: 12

- **Inv Slots**: 1/2

- **Cost:** 50 credits

Name: Box of Bullets

- **Ammo Type**: Bullets

- **Ammo Amount**: 48

- **Inv Slots**: 2

- **Cost:** 200 credits

Name: Shotgun Shells Pack

- **Ammo Type**: Shotgun Shells

- **Ammo Amount**: 4

- **Inv Slots**: 1/2

- **Cost:** 50 credits

Name: Box of Shells

- **Ammo Type**: Shotgun Shells

- **Ammo Amount**: 20

- **Inv Slots**: 2

- **Cost:** 150 credits

Name: Rocket

- **Ammo Type**: Rocket

- **Ammo Amount**: 1

- **Inv Slots**: 1

- **Cost:** 50 credits

Name: Box of Rockets

- **Ammo Type**: Rocket

- **Ammo Amount**: 8

- **Inv Slots**: 4

- **Cost:** 400 credits

Name: Cells

- **Ammo Type**: Energy Cell

- **Ammo Amount**: 20

- **Inv Slots**: 1/2

- **Cost:** 100 credits

Name: Cell Pack

- **Ammo Type**: Energy Cells

- **Ammo Amount**: 100

- **Inv Slots**: 2

- **Cost:** 500 credits

Name: Heat Seeking Missile (HSM)

- **Ammo Type**: Heat Seek Missile

- **Ammo Amount**: 1

- **Inv Slots**: 1

- **Cost:** 150 credits

- **Name**: Box of HSM

Ammo Type: Heat Seek Missile

- **Ammo Amount**: 4

- **Inv Slots**: 4

- **Cost:** 600 credits

Misc

Name: Computer Map

- **Action**: Displays immediate area to 32 hex from current hex.

- **Duration of Effect**: Permanent

- **Inv Slots**: 1/2

- **Cost:** 5000 credits

Name: Blur Artifact

- **Action**: +20 DR to hit or detect when active.

- **Duration of Effect**: 10 GT

- **Inv Slots**: 1

- **Cost:** 1000+ credits. Varies wildly since it can only be bought on black market.

Name: Invulnerability Artifact

- **Action**: No damage taken when active.

- **Duration of Effect**: 10 GT

- **Inv Slots**: 1

- **Cost:** 50,000+ credits. Varies wildly since it can only be bought on black market.

Name: Light Amplification Visor

- **Action**: +20 to all success rolls taken in dark environments when active.

- **Duration of Effect**: 20 GT

- **Inv Slots**: 1/2

- **Cost:** 1000 credits.

Name: Radiation Suit

- **Action**: No damage taken in damaging environments.

- **Duration of Effect**: 10 GT

- **Inv Slots**: 4

- **Cost:** 5000 credits. Standard issue for employees working in hazardous areas.

Name: Backpack

- **Action**: Adds 5 additional slots to inventory.

- **Duration of Effect**: Permanent, unless damaged.

- **Cost:** 50 credits.

Name: Night vision Specs

- **Action**: +30 to all success rolls taken in dark environments when active.

- **Duration of Effect**: 20 GT. Can be switched off and on. Charge must be kept track of by the player.

- **Inv Slots**: 1/2

- **Cost:** 1000 credits.

<div style="border:1px solid black; display:inline-block; padding:4px;">WEAPONS</div>

The following tables list the current weapons available in DTNC.

Weapons Key

- **Name:** Name of weapon.

- **Melee Counter DR:** The DR for a counter move by a defender.

- **Ammo Type:** The type of ammo the weapon requires.

- **Clip Amount:** How much ammo the weapon can hold.

- **Rate of Fire:** How many attacks the weapon can produce per GT. Faster weapons have a higher ROF than slower weapons. A skill roll must be made on each attack.

- **Ammo Usage:** How much ammo the weapon uses per GT. Weapons with a higher rate of fire use more ammo than slower weapons.

- **Speed:** The rate in hexes per GT a projectile moves when fired from a missile weapon. Projectiles will follow straight paths until either striking the target or an obstacle, unless the weapon has a special (See Mark 1 Heat Seeker). Projectile damage (see below) occurs when the projectile strikes a target or obstacle.

- **Damage:** The amount of damage the weapon produces. Roll the indicated dice and multiply the amount by the damage multiplier.

- **Splash Damage (1 to 8):** The damage area in hexes that the weapon produces, not including the target hex. The full damage is delivered the target hex. The damage amount is halved for each hex away from the target hex. For example, a rocket has a splash damage of 4. The target hex receives 228 points of damage. The neighboring hexes each receive 114 points of damage. The next outward ring of hexes receives 57 points of damage. The next outer ring receives 28 (28.5 rounded down). Finally, the last ring of hexes each receives 14 points of damage. Splash damage will affect all units within the damage radius including the unit launching the attack. A weapons splash damage cannot be greater than 8.

- **Attack Range:** The attack range of the weapon in hexes. Note that 1 hex = 4 feet (about a meter). The target has to be within this range.

- **Secondary Attack:** The secondary damage a weapon does. This is calculated just like the first attack and takes effect in the same GT.

- **Skill:** The skill to use for the success roll calculation.

- **Special:** Any special instructions in order to use this weapon.

- **Hands:** The number of hands required to operate this weapon. If a weapon is one handed, then two weapons can be used. A success roll must be made for each weapon, but each weapon can be fired in the same GT.

- **Inventory:** The number of inventory slots used when the weapon is added to the PC's inventory. When a PC is using a weapon, the weapon moves into the hands of the PC and out of the inventory, freeing up the inventory slot(s).

- **Cost:** The base price of the weapon if it were to be bought on the black market. Weapons are standard issue for Security officers and Marines.

Note that 1 hex = 4 feet. If an attribute is not listed with a weapon, then the attribute does not apply. Note that the damage amounts will be different from the computer game due to the unit conversion.

If a player fails a success roll on a projectile weapon (including bows and crossbows), the weapon is fired off target. Roll 1D10. If roll is 1-5, fired one hex to left of target. If roll 6-10 (0), fired one hex to the right of target.

Seeking weapons can only turn one hex face per movement hex.

It takes one GT to reload a weapon, except for Bows and Crossbows. A bow or crossbow can be reloaded and fired within the same GT. A PC can execute a dodge or other evasive maneuver while reloading, with a penalty DR of 5 on the evasive maneuver Success Roll.

Weapon Descriptions

Name: Chainsaw

- **Melee Counter DR:** 30

- **Rate of Fire:** 1

- **Damage:** 1D10 X 2

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Edged

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 1000 credits.

Name: Fist

- **Melee Counter DR:** 5

- **Rate of Fire:** 1

- **Damage:** strength/4

- **Attack Range:** 1 hex

- **Special:** Must be facing target

- **Skill:** Hand-to-Hand

Name: Kick

- **Melee Counter DR:** 10

- **Rate of Fire:** 1

- **Damage:** strength/2

- **Attack Range:** 1 hex

- **Special:** Must be facing target

- **Skill:** Hand-to-Hand

Name: Standard Issue Pistol

- **Ammo Type:** Bullets

- **Clip Amount:** 12

- **Rate of Fire:** 1

- **Ammo Usage:** 1

- **Damage:** 1D10

- **Attack Range:** 32 hexes

- **Skill:** Pistol

- **Hands:** 1

- **Inventory:** 1/2 slot

- **Cost:** 1000 credits. Standard issue for Security officer.

Name: Standard Issue Shotgun

- **Ammo Type:** Shells

- **Clip Amount:** 8

- **Rate of Fire:** 1

- **Ammo Usage:** 1

- **Damage:** (1D4 X 5) X 1D6

- **Attack Range:** 8 hexes

- **Skill:** Rifle

- **Hands:** 1

- **Inventory:** 2

- **Cost:** 2000 credits. Standard issue for Marine.

Name: Standard Issue Double Barrel Shotgun

- **Ammo Type:** Shells

- **Clip Amount:** 8

- **Rate of Fire:** 1

- **Ammo Usage:** 2

- **Damage:** (1D4 X 5) X 1D12

- **Attack Range:** 4 hexes

- **Skill:** Rifle

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 4000 credits.

Name: Chaingun

- **Ammo Type:** Bullets

- **Clip Amount:** 50

- **Rate of Fire:** 2

- **Ammo Usage:** 2

- **Damage:** 1D4 X 5 per attack

- **Attack Range:** 32 hexes

- **Skill:** Heavy

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 6000 credits.

Name: Standard Issue Rocket Launcher

- **Ammo Type:** Rockets

- **Clip Amount:** 2

- **Rate of Fire:** 1

- **Ammo Usage:** 1

- **Damage:** (1D12 X 20) + 128

- **Splash Damage:** 4 hexes.

- **Attack Range:** 64 hexes

- **Speed:** 16 hex per GT

- **Skill:** Heavy

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 8000 credits.

Name: Plasma Rifle

- **Ammo Type:** Cells

- **Clip Amount:** 40

- **Rate of Fire:** 2

- **Ammo Usage:** 2

- **Damage:** 1D8 X 5 per attack

- **Speed:** 16 hex per GT

- **Attack Range:** 32 hexes

- **Skill:** Energy

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 10,000 credits.

Name: BFG9000

- **Ammo Type:** Cells
- **Clip Amount:** 40
- **Rate of Fire:** 1
- **Ammo Usage:** 40
- **Speed:** 16 hex per GT
- **Damage:** 1D8 X 100
- **Splash Damage:** 8 hexes.
- **Attack Range:** 32 hexes
- **Skill:** Energy
- **Special:** 1 GT to charge weapon after it has been reloaded.
- **Hands:** 2
- **Inventory:** 4
- **Cost:** 100,000 credits.

Name: Mark 1 Heat Seeker

- **Ammo Type:** Heat Seeking Missile
- **Clip Amount:** 2
- **Rate of Fire:** 1
- **Ammo Usage:** 1
- **Damage:** (1D12 X 20) + 128
- **Splash Damage:** 4 hexes
- **Attack Range:** 64 hexes
- **Speed:** 16 hex per GT
- **Skill:** Heavy
- **Special:** 1GT to lock target. Once locked, rocket will follow target until hit or missile disabled.
- **Hands:** 2
- **Inventory:** 2

- **Cost:** 8000 credits.

Name: Rail Gun

- **Ammo Type:** Cells

- **Clip Amount:** 40

- **Rate of Fire:** 1

- **Ammo Usage:** 10

- **Damage:** 1D12 X 6

- **Attack Range:** 128 hexes

- **Speed:** 16 hex per GT

- **Skill:** Energy

- **Special:** 1 GT to lock target. Once locked, will track target unless target moves out of range. Can acquire a target behind single width wall (1 hex or less). Can penetrate single width wall (1 hex or less). If shooting through wall: DR +10 and damage -6.

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 10,000 credits.

Name: Dagger

- **Melee Counter DR:** 5

- **Damage:** (strength/2) + 1D4

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Knives

- **Hands:** 1

- **Inventory:** 1

- **Cost:** 100 credits.

Name: Rapier

- **Melee Counter DR:** 10

- **Damage:** (strength/2) + 1D6

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Edged

- **Hands:** 1

- **Inventory:** 1

- **Cost:** 150 credits.

Name: Shortsword

- **Melee Counter DR:** 10

- **Damage:** (strength/2) + 1D6

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Edged

- **Hands:** 1

- **Inventory:** 1

- **Cost:** 150 credits.

Name: Broadsword

- **Melee Counter DR:** 20

- **Damage:** (strength/2) + 1D8

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Edged

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 200 credits.

Name: Longsword

- **Melee Counter DR:** 20

- **Damage:** (strength/2) + 1D8

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Edged

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 150 credits.

Name: Greatsword

- **Melee Counter DR:** 30

- **Damage:** (strength/2) + 1D10

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Edged

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 200 credits.

Name: Mace

- **Melee Counter DR:** 10

- **Damage:** (strength/2) + 1D4

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Pole

- **Hands:** 1

- **Inventory:** 2

- **Cost:** 100 credits.

Name: MorningStar

- **Melee Counter DR:** 10

- **Damage:** (strength/2) + 1D6

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Pole

- **Hands:** 1

- **Inventory:** 2

- **Cost:** 150 credits.

Name: Staff

- **Melee Counter DR:** 5

- **Damage:** (strength/2) + 1D4

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Pole

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 50 credits.

Name: Spear

- **Melee Counter DR:** 10

- **Damage:** (strength/2) + 1D8

- **Special:** Must be facing target

- **Attack Range:** 1 hex

- **Skill:** Pole

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 50 credits.

Name: Shortbow

- **Ammo Type:** Arrow

- **Rate of Fire:** 2

- **Ammo Usage:** 2

- **Damage:** 1D10+10

- **Special:** Must be facing target

- **Attack Range:** 32 hexes

- **Speed:** 8 hex per GT

- **Skill:** Bow

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 150 credits.

Name: Longbow

- **Ammo Type:** Arrow

- **Rate of Fire:** 1

- **Ammo Usage:** 1

- **Damage:** 1D10+10

- **Special:** Must be facing target

- **Attack Range:** 64 hexes

- **Speed:** 16 hex per GT

- **Skill:** Bow

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 150 credits.

Name: Crossbow

- **Ammo Type:** Crossbow bolt

- **Rate of Fire:** 1

- **Ammo Usage:** 1

- **Damage:** 1D10 + 20

- **Special:** Must be facing target

- **Attack Range:** 32 hexes

- **Speed:** 16 hex per GT

- **Skill:** Crossbow

- **Hands:** 2

- **Inventory:** 2

- **Cost:** 200 credits.

PSI ABILITIES

The following tables list the current PSI abilities available in DTNC.

PSI Key

- **Name:** Name of PSI ability.

- **Effect:** The effect of the ability.

- **Chi Used:** The amount of Chi expended when using this ability. If the ability can be used in normal space (N in the dimension key) then the Chi used is doubled.

- **Damage:** The amount of damage the PSI attack produces. Roll the indicated dice and add any multipliers.

- **Splash Damage (1 to 8):** The damage area in hexes that the attack produces, not including the target hex. The full damage is delivered the target hex. The damage amount is halved for each hex away from the target hex. For example, a rocket has a splash damage of 4. The target hex receives 228 points of damage. The neighboring hexes each receive 114 points of damage. The next outward ring of hexes receives 57 points of damage. The next outer ring receives 28 (28.5 rounded down). Finally, the last ring of hexes each receives 14 points of damage. Splash damage will affect all units within the damage radius including the unit launching the attack. An attack splash damage cannot be greater than 8.

- **Skill:** The skill to use for the success roll calculation.

All abilities require a line of sight, but have unlimited range. If the target is outside line of sight, the target cannot be acquired. More than one PC can attack or use ability on any target.

If an attribute is not listed with an attack, then the attribute does not apply. If a player fails a success roll on any ability, the ability is not used and no Chi is expended.

It takes one GT to acquire a target. PSI attacks are near instantaneous, taking 1 GT. A PC can execute a dodge or other evasive maneuver while using a psi power, with a penalty DR of 5 on the evasive maneuver success roll.

PSI Ability Descriptions

Name: Telekinesis

- **Effect:** Move any object one hex (4 ft) per GT.

- **Chi Used:** 10 per GT.

- **Skill:** Control

Name: Telepathy

- **Effect:** Read mind of target.

- **Chi Used:** 10 per GT.

- **Skill:** Mind

Name: Levitation

- **Effect:** Make self levitate or move through space 1 hex (4 ft) per GT.

- **Chi Used:** 10 per GT.

- **Skill:** Control

Name: Mind Control

- **Effect:** Control target through mind control.

- **Chi Used:** 10 per GT.

- **Skill:** Mind

Name: Mind Blast

- **Effect:** Produce a directed blast of PSI energy at mind of target. Target is immobilized for one GT.

- **Chi Used:** 20.

- **Damage:** 1D10 X 2

- **Skill:** Power

Name: Mind Lock

- **Effect:** Target is immobilized for duration.

- **Chi Used:** 10 per GT.

- **Skill:** Mind

Name: Mind Wall

- **Effect:** Produce a wall of PSI energy that engulfs target.

- **Chi Used:** 20.

- **Damage:** 2D10 + 128

- **Splash Damage:** 8

- **Skill:** Power

Name: Mind Wave

- **Effect:** Produce a blast of PSI power that disorients targets for 1D10 GT. All affected targets have a +20 to attack DR.

- **Chi Used:** 20.

- **Damage:** 1D10 X 10

- **Splash Damage:** 8

- **Skill:** Power

Name: Fire Blast

- **Effect:** Produce a blast of fire that surrounds target.

- **Chi Used:** 30.

- **Damage:** (2D10 X 20) + 128

- **Splash Damage:** 8

- **Skill:** Manifestation

Name: Ice Blast

- **Effect:** Produce a blast of ice that surrounds target. Freezes target for 1D10 GT.

- **Chi Used:** 20.

- **Damage:** 1D10 + 20

- **Splash Damage:** 2

- **Skill:** Manifestation

Name: Heal

- **Effect:** Heal target 1D10 X 10 amount.

- **Chi Used:** 10.

- **Skill:** Healing

Name: Revive

- **Effect:** Will revive a dead target and restore max HP.

- **Chi Used:** 40.

- **Skill:** Healing

Name: Replace Body

- **Effect:** Will replace a body part that has been destroyed.

- **Chi Used:** 30.

- **Skill:** Healing.

CREATURES

The monsters in DTNC are not mindless, slavering beasts, looking for a good meal. They are intelligent and act like intelligent beings. However, they are completely malevolent and their only goal is to destroy humankind and take over the universe.

Referees and scenarios designers should keep this in mind when building or running a scenario. Monsters are evil, but not stupid. If a monster is hurt, and the damage is great enough it will try to escape and heal itself. Each monster has a personality based upon its attributes. The Referee should play the monster based upon those attributes in combination with the goals and motivation of the monster as defined by the scenario and Referee.

> **Example**
>
> A Baron of Hell is guarding a vault where Chi Crystals are being stored. The Baron thinks that the PC is trying to steal some Chi Crystals to boost his PSI power. When the Baron sees the PC, it immediately calls for help, then engages the PC.

The following tables list the current monsters available in DTNC. These numbers though should only serve as a guide. The Referee or scenario may require a monster to have modified stats to further the goals of the game. Just as every PC will be different, each monster should be different as well.

Creature Key

The following table lists the different attributes of a monster. These attributes determine how the monster behaves in battle or while roaming. The number in parentheses indicates the allowable value of the attribute. It is generated by either using a dice roll or setting the value based upon the needs of the game.

Name   Name of the monster.

Base Exp   Base experience points gained by the PC when successfully encountering monster. Note that a successful encounter does not necessarily mean killing the monster. A successful encounter is defined by the scenario designer or Referee. It can include actions like sneaking past a monster undetected, drawing a monster from a critical location or causing a conflict between friendly monsters.

Hit Points The hit points of the monster. Once this value reaches 0, the monster dies.

Radius   The width of the monster in hexes. This is to determine if a monster can fit through a door or travel through a tunnel. Most monsters are going to be larger than a hex, but movement is conducted as if the monster fit within a single hex. This represents center

of gravity of the monster.

Optional: the radius can be accounted for when a monster moves next to an obstacle or calculating splash damage. The easiest way to do this is to make counters that represent the relative size of the monsters and place those upon the hex grid. A player would occupy 1 hex while a Spiderdemon would occupy 32 hexes. (Yes, the Spiderdemon is quite large.)

Speed The movement points (MP) allowed per GT. (Note that 1 hex is approx. 4 feet.) Turning cost 1 MP per hex face.

Base Rank (1 to 100) This is the base rank for a monster success roll. Success rolls for monsters are the same as for PCs. This can be generated using a D100 roll, or set to some value based on the needs of the Referee or scenario designer.

DR (1 to 100) The difficulty rating of this monster. This is the base DR for this monster when a PC must make a success roll against this monster. This can be generated using a D100 roll, or set to some value based on the needs of the Referee or scenario designer.

Arrogance (1 to 100) This attribute is a combination of intelligence and aggression. It measures how "bad-ass" the monster thinks it is and its willingness to stand toe-to-toe in a battle. A creature with a high Arrogance thinks it is tougher and meaner than a monster with a lower Arrogance factor.

During a battle, make a D100 roll. If the roll is greater than or equal to the Arrogance value, the monster will try to retreat from the fight. If the roll is less than the Arrogance value, the monster will continue to fight.

This is not a static value and changes during battle; see Morale below. The listing has a default value that can be used. This attribute can also be generated using a D100 roll, or set to some value based on the needs of the Referee or scenario designer.

Morale (1 to 100) This attribute measures the "will" of a monster. It is the amount of damage to a monster before the Arrogance factor is reduced by 1D10 points. Each time a monster takes damage of this amount or more, the arrogance factor is lowered by 1D10. A success roll is then made against its arrogance factor to see if the monster continues to fight.

The listing has a default value that can be used. This attribute can also be generated using a D100 roll, or set to some value based on the needs of the Referee or scenario designer.

Drops Item This monster drops this item when it is killed. However, any monster may drop anything, depending upon the needs of the Referee or scenario designer. For example, a party may need to get into a room that requires a key and the key may be held by a monster.

Range Attack This section describes the long-range attack of the monster. All the attributes listed under this heading relate to the ranged attack of the monster.

Type   The type of attack of the monster. Used for descriptive purposes.

Attack   This is the maximum distance for the range attack in hexes. If the monster is outside the
Range   close attack range but within this range, the monster will use its long-range attack. If the
                    monster has no close attack range, then the monster will use this attack for all ranges
                    except in the case where an attack has splash damage. In the case where an attack has
                    splash damage, the monster will only attack if outside the splash damage range, but
                    inside the maximum distance of the attack.

Speed   This is the speed of the fired projectile in hexes per GT. A projectile travels in a straight
                    line until striking the target or an obstacle. If the projectile is a seeker, then the turning
                    speed of the projectile is one hex per movement hex.

Rate of Fire   How many attacks per GT.

Damage   The amount of damage inflicted the attack inflicts upon a target per attack.

Splash   The damage area in hexes that the projectile produces, not including the target hex. The
Damage   full damage is delivered to the target hex. The damage amount is halved for each hex
                    away from the target hex. For example, a rocket has a splash damage of 4. The target
                    hex receives 228 points of damage. The neighboring hexes each receive 114 points of
                    damage. The next outward ring of hexes receives 57 points of damage. The next outer
                    ring receives 28 (28.5 rounded down). Finally, the last ring of hexes each receives 14
                    points of damage. Splash damage will affect all units within the damage radius including
                    the unit launching the attack.

Close Attack   This section describes the close range (melee) attack of the monster. All the attributes
                    listed under this heading relate to the close or melee attack of the monster. The monster
                    must be within 1 hex of defending unit for close attack.

Melee   The DR when a defender attempts a Counter move.
Counter DR

Damage   The amount of damage the close attack inflicts upon the target.

Special   Any special instructions concerning this monster.

- If a monster has a secondary attack, then the effects of the secondary attack occur in the same GT.

- A Monster roams and can have patrol routes. They will cover critical areas as well as enlist help from other monsters. Monsters will work in teams, try to outflank PC's and use their knowledge of an area against attackers.

- If a monster receives friendly fire, a success roll must be made against the base rank of the monster. If the roll fails, the monster will retaliate against the attacker. The monster will continue to retaliate for each subsequent failed success roll, until the attacker is dead. The monster will cease its attacks on a successful roll.

Creature Descriptions

Name	*Arachnotron*
Base Exp	25
Hit Points	500
Radius	4
Speed	4 MP per GT
Base Rank	55
DR	5
Arrogance	50
Morale	12

Range Attack

Type	Plasma
Attack Range	64
Speed	16 hex per GT
Rate of Fire	1
Damage	1D8 X 5
Special	Must be facing target.

Name	***Archvile***
Base Exp	40
Hit Points	700
Radius	1
Speed	5 MP per GT
Base Rank	55
DR	10
Arrogance	70
Morale	18

Range Attack

Type	Tracked Fire
Speed	Instantaneous
Attack Range	Unlimited
Rate of Fire	1
Damage	**1st GT** tracked damage 1D10 X 2 **2nd GT e**xplosion damage D10 X 7
Special	Must have line of sight to target. The Archvile tracks for 1 GT, causing tracked damage. In the next GT, the explosion damage takes effect unless the PC performs a successful dodge based on their Athletic skill. An Archvile will resurrect a dead monster on a successful roll against its base rank.

Name	**_Baron of Hell_**
Base Exp	50
Hit Points	1000
Radius	2
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	90
Morale	20

Range Attack

Type	Fireball
Attack Range	64
Speed	16 hexes per GT
Rate of Fire	1
Damage	1D8 X 8

Close Attack

Melee Counter DR	40
Damage	1D8 X 10
Special	Must be facing target.

Name	***Cacodemon***
Base Exp	25
Hit Points	400
Radius	2
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	40
Morale	10

Range Attack

Type	Fireball
Attack Range	64
Speed	16 hexes per GT
Rate of Fire	1
Damage	1D8 X 5

Close Attack

Melee Counter DR	40
Damage	1D10 X 4
Special	Must be facing target.

Name	*Cyberdemon*
Base Exp	100
Hit Points	4000
Radius	2
Speed	5 MP per GT
Base Rank	95
DR	5
Arrogance	99
Morale	20

Range Attack

Type	Missile
Attack Range	64
Speed	16 hexes per GT
Rate of Fire	1
Damage	(1D8 X 20) + 128
Splash Damage	4 hexes
Special	Must be facing target. Will not fire if distance to target is within splash damage range. Treat the same as standard rockets for calculation purposes.

Name	*Demon*
Base Exp	12
Hit Points	150
Radius	2
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	15
Morale	5

Close Attack

Melee Counter DR	30
Damage	1D10 X 4

Name	***Former Commando***
Base Exp	10
Hit Points	70
Radius	1
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	70
Morale	20
Drops Item	Chaingun

Range Attack

Type	Chaingun
Attack Range	64
Rate of Fire	2
Damage	1D4 X 3 for each attack
Special	Must be facing target. Not available in Hellish dimension.

Name	***Former Human***
Base Exp	8
Hit Points	20
Radius	1
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	20
Morale	5
Drops Item	Bullet Clip

Range Attack

Type	Bullet
Attack Range	64
Rate of Fire	1
Damage	1D4 X 3
Special	Must be facing target. Not available in Hellish dimension.

Name	*Former Sergeant*
Base Exp	8
Hit Points	30
Radius	1
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	60
Morale	20
Drops Item	Shotgun

Range Attack

Type	Shotgun
Attack Range	64
Rate of Fire	1
Damage	(1D4 X 3) X 1D4
Special	Must be facing target. Not available in Hellish dimension.

Name	***Hell Knight***
Base Exp	25
Hit Points	500
Radius	1
Speed	3 MP per GT
Base Rank	55
DR	5
Arrogance	50
Morale	20

Range Attack

Type	Fireball
Attack Range	64
Rate of Fire	1
Speed	16 hexes per GT
Damage	1D8 X 8

Close Attack

Melee Counter DR	40
Damage	1D8 X 10
Special	Must be facing target.

Name	*Imp*
Base Exp	12
Hit Points	60
Radius	1
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	40
Morale	5

Range Attack

Type	Fireball
Attack Range	64
Rate of Fire	1
Speed	16 hexes per GT
Damage	1D8 X 3

Close Attack

Melee Counter DR	20
Damage	1D8 X 3
Special	Must be facing target.

Name	***Lost Soul***
Base Exp	15
Hit Points	100
Radius	½
Speed	3 MP per GT
Base Rank	55
DR	30
Arrogance	70
Morale	40

Close Attack

Type	Skull Assault
Melee Counter DR	50
Damage	1D8 X 3
Special	Must be facing target.

Name	*Mancubus*
Base Exp	33
Hit Points	600
Radius	3
Speed	3 MP per GT
Base Rank	55
DR	5
Arrogance	60
Morale	20

Range Attack

Type	Fixed Spreader
Attack Range	64
Speed	16 hexes per GT
Damage	1D8 X 8
Special	Must be facing target. See Fixed Spreader in the Combat section.

Name	*Revenant*
Base Exp	20
Hit Points	300
Radius	1
Speed	3 MP per GT
Base Rank	55
DR	10
Arrogance	80
Morale	20

Range Attack

Type	Seeking Energy
Attack Range	64
Rate of Fire	1
Speed	8 hexes per GT
Damage	1D8 X 10

Close Attack

Melee Counter DR	25
Damage	1D10 X 6
Special	Must be facing target. Seeking projectiles require half their speed to turn toward target. Seekers will follow target until hit.

Name	*Pain Elemental*
Base Exp	25
Hit Points	400
Radius	2
Speed	3 MP per GT
Base Rank	55
DR	5
Arrogance	80
Morale	30

Range Attack

Type	Spawn Lost Soul
Rate of Fire	1
Special	Must be facing target. Once a Lost Soul is spawned, it becomes independent. Upon death will spawn an additional 3 Lost Souls.

Name	*Spectre*
Base Exp	12
Hit Points	150
Radius	2
Speed	3 MP per GT
Base Rank	55
DR	20
Arrogance	20
Morale	5

Close Attack

Melee Counter DR	30
Damage	1D10 X 4

Name	***Spiderdemon***
Base Exp	150
Hit Points	3000
Radius	32
Speed	4 MP per GT
Base Rank	55
DR	5
Arrogance	95
Morale	60

Range Attack

Type	Bullet Stream
Attack Range	64
Rate of Fire	4
Damage	1D8 X 5 per attack
Special	Must be facing target. The height of a Spiderdemon is such that a PC can run underneath it. If the PC is under a Spiderdemon, the PC cannot be attacked. However, the can attack the Spiderdemon.

It is up to the Referee to use his or her best judgment for monster attacks when playing without a map. For example, if a PC rushes up to a Cyberdemon, the Cyber will not attack the player with its PSI missiles but may try to stomp the player to death. However, if the Cyber is across the room from the PC, it would probably launch a PSI missile at the player unless there was a good reason not to attack.

CHARACTER WORKSHEET

It may be easier to place the worksheets in plastic sleeves and use a grease pencil for the totals. Once a mission is complete, the totals can be transferred to a permanent record.

Roll D100 for each attribute. HP, Chi and skills are calculated based on the listed attributes.

Name:_____   Background:_____

Initiative:_____ (Reaction Skill) EXP:_____ Credits:_____

STR:_____   END:____   AGL:_____   DEX:_____   ITL:_____   WIS:_____   IP:_____   INT:_____

LRN:_____   PSI:_____   SIG:_____   HER:_____

HP (STR + END):_____   Current HP:_____ (includes bonus)

Chi (PSI + END):_____   Current Chi:_____ (includes bonus)

Inventory

Armor   Armor   Current Armor   Hand:_____
Type:_____   Rating:_____   Value:_____

Right Hand:_____   Ammo: _____   Left Hand:_____   Ammo: _____

Number of inventory slots = (STR + END) / 10 (round up). Number of slots:_____ BackPack( ) + 5 slots

Slot 1:	Slot 2:	Slot 3:	Slot 4:	Slot 5:
Slot 6:	Slot 7:	Slot 8:	Slot 9:	Slot 10:
Slot 11:	Slot 12:	Slot 13:	Slot 14:	Slot 15:
Slot 16:	Slot 17:	Slot 18:	Slot 19:	Slot 20:
Slot 21:	Slot 22:	Slot 23:	Slot 24:	Slot 25:
Slot 26:	Slot 27:	Slot 28:	Slot 29:	Slot 30:

Misc Data

BSS = (skill + skill bonus) - DR (BSS must be between 1 and 99)
_____ = (_____ + _____) - _____

Roll D100: if roll <= BSS, succeed. If roll BSS exactly, +1 skill point.

Experience points are converted to skill points according to the following schedule:

- Skill level 1 to 25: Every 100 exp point = 1 skill point

- Skill level 26 to 50: Every 1000 exp point = 1 skill point.

- Skill level 51 to 75: Every 5000 exp point = 1 skill point

- Skill level 75 to 100: Every 10,000 exp point = 1 skill point

PC Movement Points = 3

Walking MP: 1 hex	*Running MP: 2-3 hex in a straight line*
+1 to DR when attacking, except for hand-to-hand	+2 to DR when attacking, except for hand-to-hand
-1 to DR when using hand-to-hand skill	-2 to DR when using hand-to-hand
+2 damage for hand	+4 damage for hand
+4 damage for kick attacks	+8 damage for kick attacks
No aiming	No aiming

Melee Combat Result Table

	Attacker Succeeds	**Attacker Fails**
Defender Succeeds	½ damage to defender	Extra Melee Attack
Defender Fails	Full damage to defender	No damage

BASIC SKILLS CHART

Name	Base Total	Bonus	Current Total
Athletics			
First Aid			
Command			
Linguistics			
Cryptography			
Electronics			
Computer Hacking			
Courage			
Bluffing			
Armory			
Gambling			
Disguise			
Lock Picking			
Stealth			
Swimming			
Traps			
Reaction			
Hiding			
Forgery			
Counterfeiting			
Improvisation			

Mechanical			
Listening			
Searching			

WEAPONS SKILLS CHART

Name	Base Total	Bonus	Current Total
Hand-to-Hand			
Melee Counter			
Concealed			
Knives			
Edged			
Bow			
Crossbow			
Pole			
Pistol			
Rifle			
Heavy			
Energy			
Explosives			

PSI SKILLS CHART

Name	Base Total	Bonus	Current Total
Mind			
Power			
Manifestation			
Healing			
Control			

CREDITS

These people have helped make this a reality:

- Special thanks to **Lawrence Hunter** for helping with various aspects of the game. Added Rail Gun to weapons list.

- The EDGE team for making the internal data of Doom so easily accessible.

- **Stphrz** for suggesting an intelligence factor for monsters.

- **Monfriez** for correcting the item names.

- Night vision specs and Heat Seeker are from DosDoom DDF files.

- Chi is taken from the Doom Bible by id Software and provided by John Romero and Doomworld

- The story fragment in the Beginnings section was taken from the Doom FAQ and edited to fit in with the history of DTNC.

LEGAL

SCENARIO: OPERATION RESCUE

This is a COOP scenario using the DTNC system. The scenario could use any character types but at least one Marine is recommended. Four characters would be the ideal group for this scenario.

Background

The Commander stood when I entered the room. I snapped a salute and he returned it, eyeing me carefully. Sizing me up for the mission, I knew. He must have liked what he saw because he motioned to a chair in front of his desk.

"Sit down, Sergeant," he said. The Commander was a lean man of fifty; steel gray eyes and matching cropped hair. He was a no-nonsense man who spoke directly and expected immediate obedience. He had seen his share of combat and some of it was legendary.

"We have a situation," he said without preamble. "We have lost contact with a team of scientists that were studying a stable portal on Earth. The reason could be anything from a power failure to being overrun by Hellspawn or a band of Renegades.

"It's your job to find out what has happened and secure the area. Recover any data disks that you can find, as well as any scientists. Eliminate any Hellspawn if they are in the area."

I nodded. "Yes, sir."

"Assemble and outfit your team Sergeant, " said the Commander. " The transport is leaving in 2 hours."

I stood as well, and snapped another salute.

"Good luck, Sergeant. Dismissed."

Objective

The team needs to rescue any personnel and recover any data disks from the Lab. A bonus of a 5000 credits will be given to each team member for recovering the data disks.

Setup

It is suggested that the entire scenario be read by the Referee before beginning setup of the game. Before play, the referee will want to generate a set of monster and NPC sheets for use in the game. This will be especially useful for the Renegade camp members and the surviving lab security guard if they are to be involved in encounters.

Each player character is to be outfitted with combat armor, a standard issue shotgun, 2 stimpacks per character, 2 boxes of shotgun shells and a hand torch. The PC can carry any additional equipment they may have received or purchased.

The PC's are transported to Earth via troop carrier and then drop shipped to the Lab's landing pad. The scenario opens with the team exiting the drop ship on the Landing Field. When the team exists the ship, they are attacked. See Landing Field description for details.

If the team searches the area around the landing field, they will discover a narrow footpath leading into the forest. The footpath leads to a Renegade camp a mile away from the lab. See Renegade Camp for details.

There are three areas of action in this scenario: the Lab complex, the castle in the Hellish dimension and the Renegade camp. Two supplemental encounter areas are also in the scenario: the trip to the camp from the lab and back, and the trip from the portal to the castle and back.

Lab

The Lab is a sprawling building surrounded by thick forest. Next to the Lab is a large portal surrounded by an electric fence. The fence is torn down and lies in a tangled heap around the portal. A strange landscape can be glimpsed through the portal although no details can be resolved from the Landing Field.

The team can enter the building, follow the footpath or move closer to the portal. The woods are quite thick and the team will find nothing in the woods except trees.

A door opens into the Lab from the Landing Field. The following map shows the layout of the Lab.
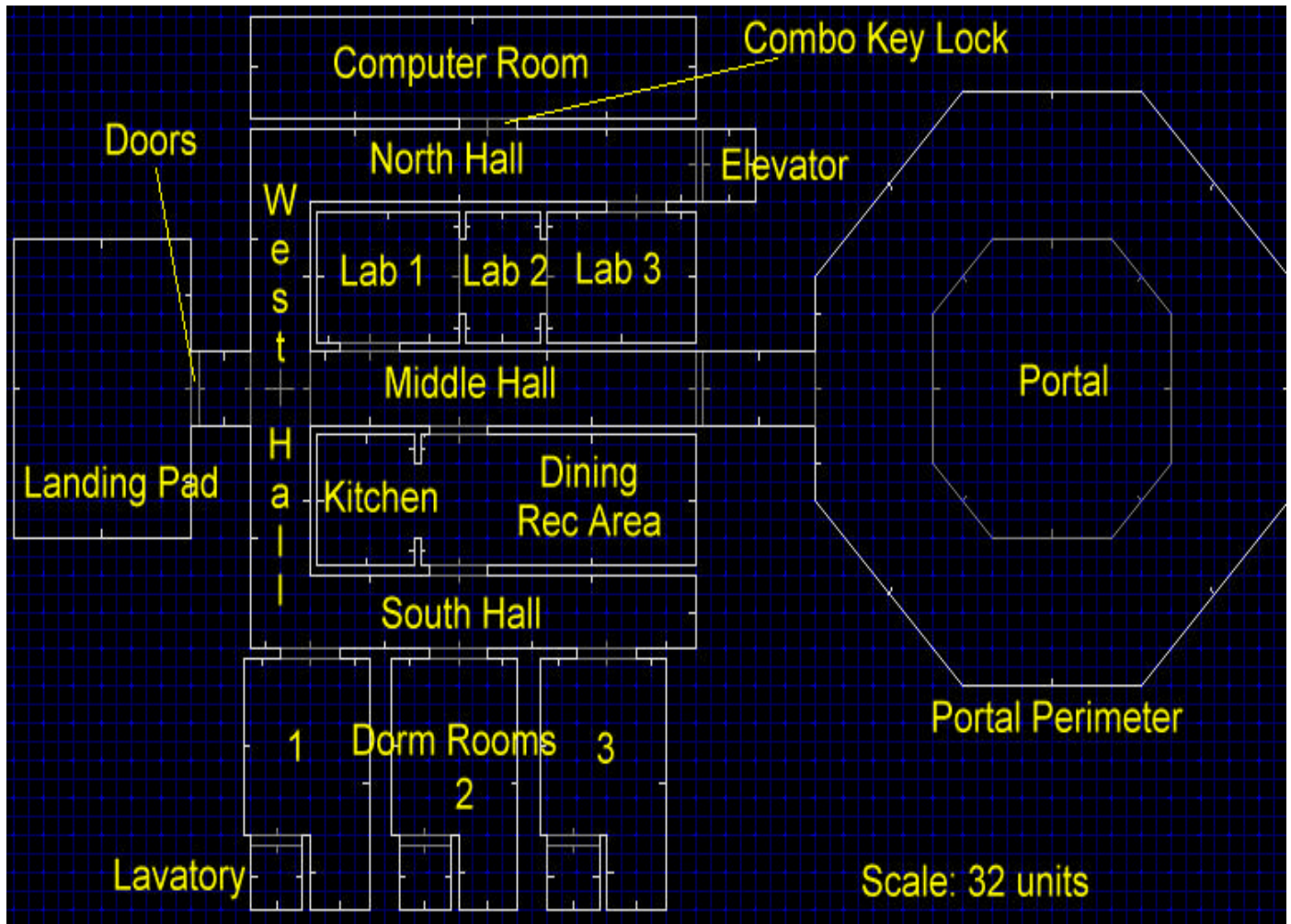
Lab Room Descriptions

The Lab is on emergency power so the rooms are lit with only dim light until the generators are switched on in the basement. The basement can be reached through the elevator.

Landing Pad

The drop ship lands on the landing pad and the team starts the scenario here. The landing pad is a hardened plasti-steel pad with forest on all sides. A large door leads into the Lab. A path through the woods leads away from the landing pad. The team is attacked by a group of Demons as they exit the ship.

The number of Demons attacking is (1D10+2) /3 (1 to 4), ignore any fraction amounts. The Referee can pick the direction the attacking pack. The demons attack in a single group.

West Hall

The west hall leads to the two other halls in the Lab complex. The floor and ceiling are gray tile and the walls are a lab white. Lights are set in the ceiling every few feet.

North Hall

The north hall has the same look as the west hall and leads to the computer room, the elevator and the labs.

Middle Hall

The middle hall has the same look as the west hall and leads to a door that leads outside to the portal area.

South Hall

The south hall has the same look as the west hall and leads to the dorm rooms and the kitchen area.

Dorm Rooms

This is where the lab personnel sleep, four people to a dorm room. There are 12 people working in this lab; eight technicians and four security officers. The dorms are in the same motif as the hallways but have posters and pictures adorning the walls. All the security officers live in dorm 1 and the rest of the staff in the other 2 dorms. The lavatories have urinals, toilets and showers.

A body can be found in dorm room 1. If searched, the body yields a pass card. The pass card is needed to open the elevator to the basement.

Kitchen, Dining and Recreation Area

This is the kitchen area where the lab personnel cook and eat their meals. The east most wall of the dining/rec. room is covered in a huge holovision.

Lab Areas

The lab areas have various types of scientific equipment used for analyzing a range of materials. In Lab 2, there is a body. If the players search the body, they will find a scrap of paper with the number 24375689. This is the code for the combo lock on the computer room.

Computer Room

The computer room is locked with a combo lock. The lock has a DR of 75; if a PC wants to pick the lock, a success roll must be made on the PC's lock picking skill. If the players have found the code, the door will open when the code is entered.

The computers are running on back up power (unless the generators have been turned on). If on backup power, the computers cannot be activated, since the power is too low. Once the generators have been turned on, the PCs can activate the computers.

On order to activate the computers, the access password has to be entered. The PC's may try to guess the password at a DR of 95. A success roll must be made on the PC's computer hacking skill. The password can be found in a small red book in a desk drawer if the PC's search the room. The password is whr45@ydh23*525#7.

Once the computer has been activated, a message will be displayed on the screen. The computer terminal shows a lab technician with dirt and grime on his face speaking quickly. In the background, shots can be heard from small arms fire and shotguns. The lab technicians says:

"Help, us if you can. The Hellspawn is overrunning us. They must have discovered this portal and are using it to attack us. Two of us have been captured, along with two data disks and carried into the portal. I don't know if they are still alive."

"Some of us have been killed, but I don't know how many. Those of us left, will head for the Renegade camp for help. If they help us, you can find us there. We are taking the rest of the data disks with us in case we are rescued."

The message then ends abruptly.

Elevator

The elevator can be taken to the basement. The elevator runs on emergency power and so is operational, even if the generator has not been turned on. The elevator requires a passkey found on the body in dorm room 1.

If the team tries to hot wire the elevator, a skill roll on the PC's electronic skill must be made with a DR of 50.

Portal Area

A destroyed fence outside surrounds the portal. The Hellish dimension can be seen in the portal and a castle is in the distance. The PC's can enter the portal by walking into it. See the section on the Hellish dimension for details.

Random Monster Encounter

The Referee can use the following chart to crate random encounters when the PCs enter an area while in the Lab. The Referee can edit the list if desired.

Roll on 1D10	Monster
0	None.
1	Former Human
2	Former Sergeant
3	Imp

4	Demon
5	None.
6	Lost Soul
7	Former Commando
8	Spectre
9	None.

Random Search Table

If the PC's search a room, the table below can be used to generate random items found in the room. The Referee can expand or modify the list.

Roll on 1D10	Item Found
0	Nothing
1	Ammo clip
2	Nothing
3	Stimpack
4	Nothing
5	Shotgun shell
6	Nothing
7	Cheap novel
8	Nothing
9	Loose papers

Basement Area

In order for the PCs to activate the computer system, they need to start the generator in the basement. The basement is one large room with a generator and back up storage cells. There are steam pipes that cross the ceiling and run down the walls at various points. There is steam hissing from a punctured pipe,

which it makes it hard (30 DR to Listening) to hear anything. When on backup-power the basement is very dark. Any encounter has a +30 to DR, unless in melee combat.

To turn on the generator, a control box on the wall has to be opened and all the switches turned on. The control box is set into the wall behind the generator and so is not readily apparent in the dark. It can be found with searching or if a PC is using a torch to examine the wall. Once the generator has been switched on, the basement is fully lit as well as the other areas of the Lab.

There is a body in the basement, but only has a hand torch if searched.

Hellish Dimension

If the team enters the portal, they will see a crazy landscape with a large castle in the distance. The sky is blood red and seems to be alive with faces that appear and disappear in a random motion. The air is hot and dry and the ground is hard packed. Scattered on the ground are many Chi crystals; the main reason the lab was set up at this portal.

The castle seems to float in midair along side a cliff; a single wooden bridge giving access to the castle. The walls of the castle are made of red brick and seem to ooze blood that drips into the void beneath the floating monstrosity. A large brass and wood door bars the way into the castle. The door is adorned with faces leering with hate.
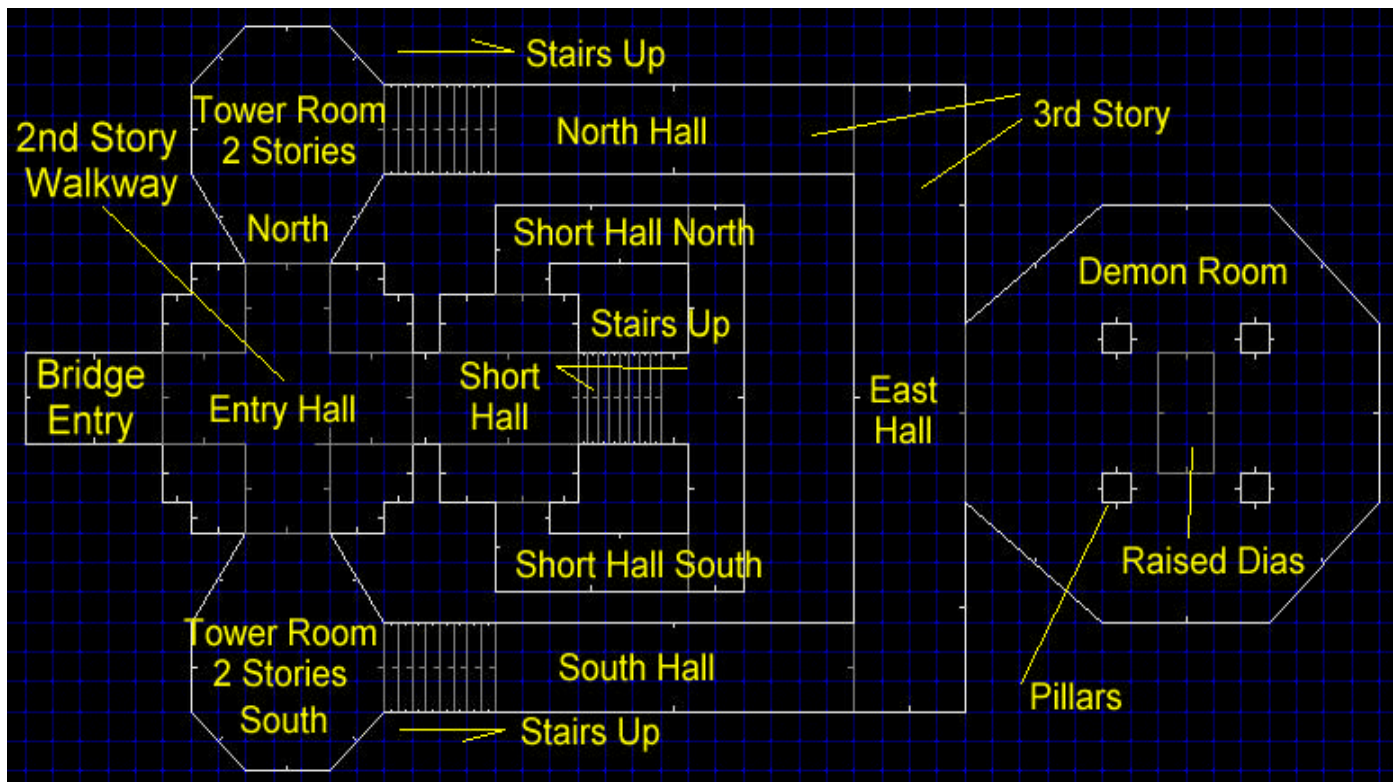
Room Descriptions

Bridge Entry

As the team steps onto the bridge 1D10 Lost Souls attack the party. When the last Lost Soul is destroyed, the door into the castle opens.

Entry Hall

The entry hall is a large room with marble on the floor and walls. A suspended walkway is above the first floor of the room that leads into the tower room's second floor. Torches line the wall casting a flickering light. The entry way leads into the first floor of both tower rooms. Wailing and screaming can be heard coming from somewhere in the castle.

Tower Rooms

Both the North and South Tower rooms are identical. They are two story rooms, the second story leading to stairs up to the third story hallways. The walls and floor are the same green marble, with demonic faces engraved into the walls. Torches are in both rooms casting the same flickering light that can be seen in the entry room. However, the light in these rooms seems darker. +10 DR for any encounters in these rooms.

Short Hall

The short hall is a small passage that opens North and South to the short hallways. There are faces on the walls here that seem to move when examined. If a PC stands in front of any face, they will be attacked. Use Imp attack.

The short hall also has a second story walkway that leads from the stairs to the second story of the Entry Room.

Short Hall North and South

These halls lead around to the stairs that lead to the second story of the castle. The floor, ceiling and walls are the same green marble. A strip of skulls along the top of the wall carved into the marble glare at the team as they pass down the hall. When the team enters the middle of the hall, a gate closes both ends of the hall and two imps appear from hidden compartments in the wall. When the imps are killed, the gates will open. This trap only works once.

North and South Halls

The North and South halls are accessed from the tower rooms by going up the stairs to the castle's third story. Again, the halls are cut from the same green marble. Statues of three imps along the walls will come to life when the team enters either hall. This trap only occurs once.

East Hall

The East hall leads into the Demon room where the wailing is coming from. Along urns of this hall are Chi crystals that gleam in the flickering torchlight. Two Lost Souls will attack the team from behind when

they enter this hall for the first time.

Demon Room

In this room, the one security guard and one lab technician are chained to a central dais guarded by a Pain Elemental. Once the monster has been destroyed, the chains holding the lab people will dissolve. The lab technician has two data disks. If the Lab technician dies in the battle, the data disks will be destroyed as well. Once rescued the data disks can be transferred to the team.

Once the personnel have been freed, they must be escorted safely back to the drop ship where they will be safe from attacks. On the trip back from the castle, the team is attacked by 1D10 Lost Souls. The security guard can help with the defense of the party. He is not counted in the rescue total if he dies.

Renegade Camp

The team will have two single encounters on the way to the camp. Use the Random monster table used for the Lab encounters. On the way back from the camp, the team will have one group encounter. Roll four times on the monster table for the monster group that will attack the team.

If the team enters the Renegade camp without any subterfuge, they will be heartily welcomed. The renegade leader, a powerful Adept, will offer to heal any wounded team member or revive any dead team member. The Renegades will turn over the Lab personnel and the data disks can be transferred to the team for safekeeping.

Five Renegades (Security Guard Rating) will escort the team back to the drop ship, helping with any encounters that may occur. Four of the Renegades will have standard shotguns; one will have a rocket launcher. All of them will have security armor.

If the team decides to attack or break into the camp, the Renegades will attack. The team will face nine Renegades armed with shotguns and one armed with a rocket launcher. All the Renegades have security armor. The camp has a ammo cache so they will not run out of ammo. If a battle occurs, two of the lab personnel are killed and the data disks are destroyed.

Winning

To complete the mission successfully, all eight lab technicians (one is a security guard and does not count toward the total) have to be rescued and all six data disks recovered. Seven are in the camp with four data disks and one is in the castle with two disks.