

Logan Bonner  
presents

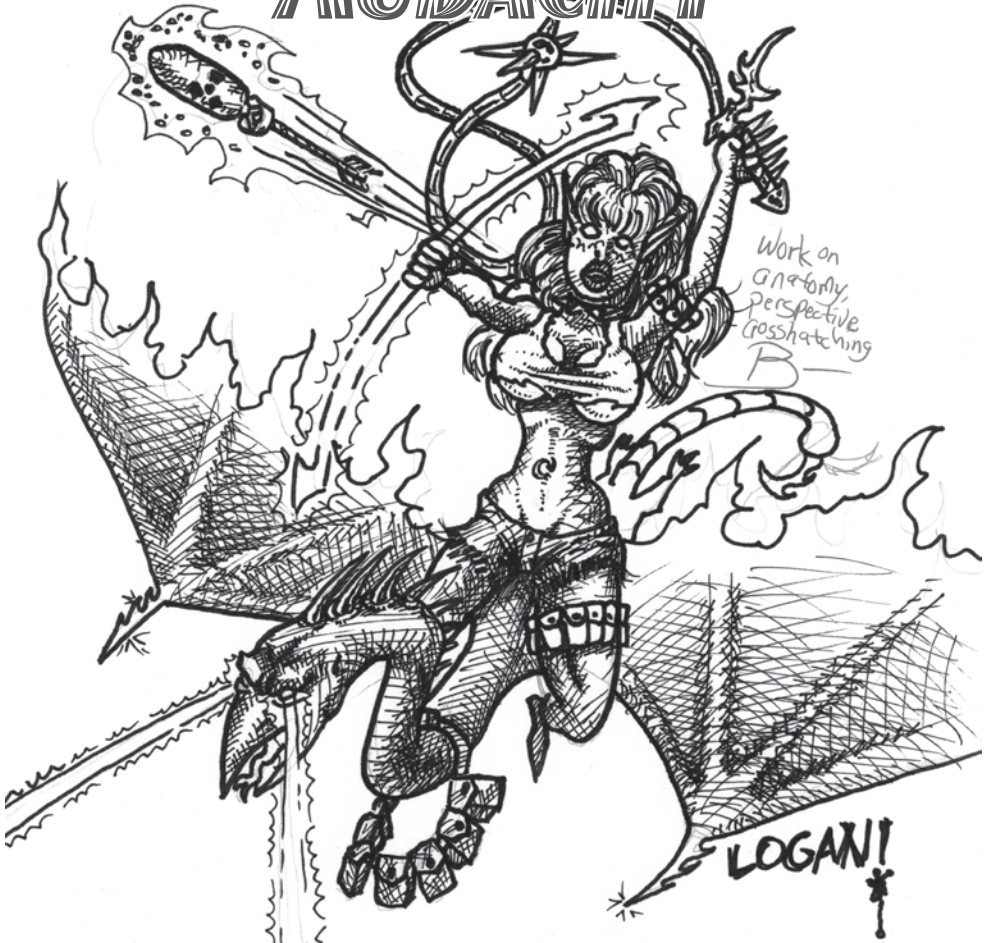
# REFUGEE IN AUDACITY



By Logan Bonner  
with Jared von Hindman  
and Noodle Soup

**EXTREME**  
Role-Playing  
in the Galactic  
Super-City!

# REFUGE IN AUDACITY



By Logan Bonner

with Jared von Hindman and Noodle Soup

## Preview Version!

*NOTE: People are saying the best way to get people to be all into your game is to put it out on the 'net, so I'm trying that. But I'm totally not giving you my whole game, you guys! This is only a small fraction of the full awesomeness you'll find in the full 1,200-page, lavishly illustrated, leatherbound Refuge in Audacity Game System Mastery Book!*

*Dedicated to the child in all of us, who reminds us how far we've come since being stupid children and that the Karma Fates guide our lives to where we should become.*

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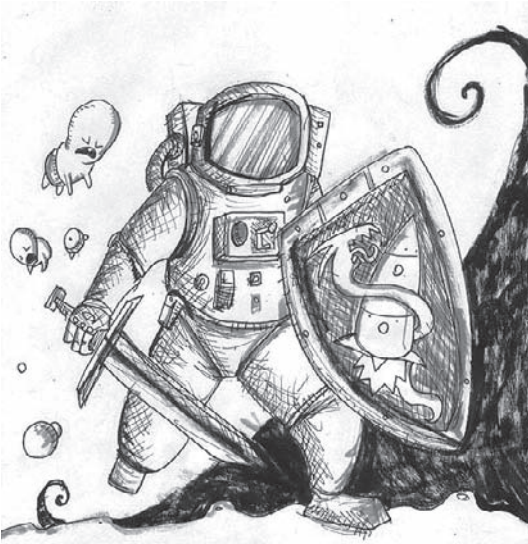
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## CHAPTER I

# SUPERCITY OF AUDACITY

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*A space exploring knight encounters Moon Babies*

genetics and electrosynthesis. In fact, most Humanity are so awesome they are now cyborgs, robots, monsters, and killer lizards.

Audacity used to just cover one little planet, but it grew and grew as humanity flowered. The city got so big that it now is made up of a galaxy worth of planets and billions of space neighborhood starships called Solar Suburbs. The SuperCity of Audacity is full of danger, plus politics and industries.

## The Karma Fates

Humanity could survive because the race is strong and adaptable. But not really. Actually, the Karma Fates, trans-spatial psi-empowered Ultradeities intervened to keep the humans safe because they looked to the Karma Fates like they were fated to survive and so they did. The Karma Fates are totally thrilled to find Superheroic bloodlines among the humans because they could activate them and make humans superhuman. More superhuman than even they already were!

## SUPERGROUPS

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### The Democratic Imperial Government

Audacity is run by a government run by a dictator called Seamus Mannheim. People are pretty happy overall, except for when they die, but also the government is persecuting people all the time. The Imperial Trans-Spatial Police work for the city government to control crime, but also to suppress art and movies and comics. Special rules for the police tell them not to mess with Hero Characters much, because they're super dangerous and godlike and can do what they want and go where they want.

## HISTORY

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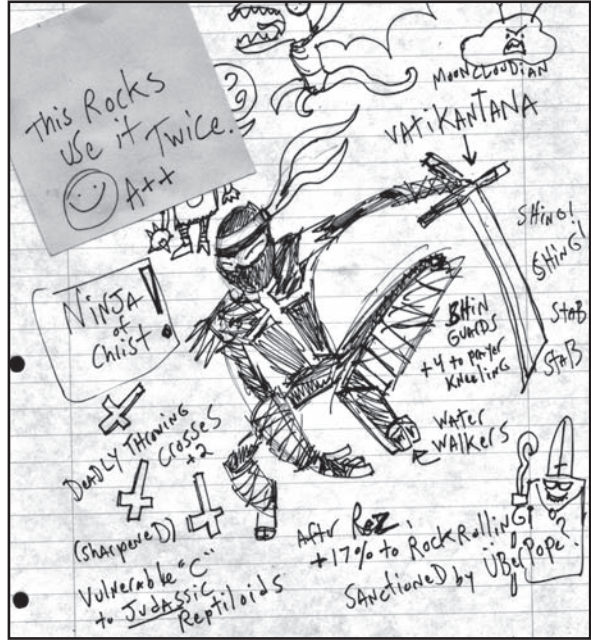
*NOTE: All this is shortened down. Read the full timeline of history in the full version of the game!*

The Interstellar Nuclear Calamity Wars had destroyed Earth and the millions of Space Battlebases humans had made to preserve themselves against the attacks of space demons. Only a place, one place, was in safety from attacks and kept secret. That one place was Audacity, the Audible City. (So called because they originally built it to send out space messages for aliens to hear.)

The humans of Humanity went to Audacity to not get killed, and their civilization kept rising like a rising sun. Humanity grew and got better with

## The Techno-Church

Spirituality matters a lot to the people in Audacity because they found out about the Karma Fates. So the Techno-Church started and spread across the Matrix that is a big computer part of Audacity. People go to Cyberchurches in Interspace, where they use digital collection plates that teleport Cyberdollars directly to the Techno-Church. The Techno-Church leaders also were not entirely just good guys, and some of them got power trips and went crazy. The Über-Pope is in charge of them, and he's really old. So all the Ultima-bishops want to take over and are political with each other.



Ninja of Christ

## The Blakstarr Marauder Pirates

Even with all those lawmakers around in the Galaxy, a lot of criminals end up really powerful. The Blakstarr Marauder Pirates attack ships and small colony planets to steal Cyberdollars and trade goods. Their ships usually have Cybermasts that double as communication blockers so nobody they attack can signal for help. The pirates carry Fusion Cutlasses and Cybertechnix Blunderbuss Lasers that can cut through space-ship hulls and let them board them.

## PLANETS & PLACES

*NOTE: These are just a sample of the full gazetteer/atlas you'll get in the full book. There are hundreds more planets and neighborhood ships, from the planet Dramathar, where the whole surface is covered in rice paddies, to Tombrark Alpha, the farm planet where space dogs get sent to be happy forever.*

The SuperCity is so big that it fills a galaxy. You might say a while space sector is like a neighborhood, and a planet is like a block or something. Taxi-ships go back and forth all the time to carry people, but Hero Characters can probably just fly at supersonic speed to get where they want to get.

## Bankplex Alpha

**Space Sector:** APR 8.5

**Ruler:** Chief Financial Officer Platinumar A. G. Golding

All the banking for the whole Galaxy SuperCity gets done here. The mantle of the planet is all replaced by giant bank vaults full of money, and its core is a really big one with the Galactic Imperial Treasury. They get gold from planet Goldana and mint coins in big factories that cover a whole continent of Bankplex Alpha. Cyberdollar coins all have Cybertechnix chips in them to make them more digital.

## Kom-Tawa

**Space Sector:** Bannt 93.7

**Ruler:** None

Sending signals into space is super important, so the government built a Titanium antenna through the middle of this planet. Cables a mile across run all over the rocky surface of the planet. Monsters that want to make war with Audacity are always attacking this Kom-Tawa since they know it would make the war communications chaotic and messed up.

## MegaMall

**Space Sector:** Parquey 5S

**Ruler:** Nanbar the Master Broker

Like a bazaar where you can find everything, but combined with a giant mall, this mall is like a huge store. The big fancy stores are on the surface in skyscrapers where an entire face is a big display window. The real bargain places and black markets are in deep tunnels inside the planet. People can buy whatever they want here, from pet dinosauroids to Cybernetix parts.

## Libidius

**Space Sector:** Farsex 69

**Ruler:** Her Royal Majesty Dominatrix XI

You'll always have a good time on Libidius because it's a pleasure planet. Their motto is "Do whatever it takes to get the tourists to come," so they have advertising everywhere. People take space cruises there and you can ride giant rhinotortoises or sit on beaches made of diamonds or Geneto-prostitutes who are very skilled with etiquette, but also the erotic arts of love. The food is also really good, and there's always a big banquet every night that takes place at the same time everywhere on the whole planet.

## Kragnarok

**Space Sector:** Rawn 3

**Ruler:** Disputed Territory

Some warlike races of the Galaxy-City love to have wars, like the Klongons, Spider-achnids, and Drakemen. Their favorite planet for battling on is Kragnarok. The whole planet is rocky and harsh. Big spikes stick out from the surface of the planet all over and go way out through the atmosphere even. The atmosphere, also, is poisonous and deadly to most people (but not Hero Characters).



*Her Royal Majesty Dominatrix XI, ruler of Libidius*

## Cyberion

**Space Sector:** Segment 0

**Ruler:** The Head Processor

The computer planet Cyberion doesn't support organic life (but it does have a ton of Bio-Domes). Robots are all over the place, and if you go to the Matrix plane while you're here, it is totally overwhelming for a non-robot or Cyberperson. From space, the whole planet crust looks like a circuit board, and there are even big towers just to be like heat sinks.

## Goldana

**Space Sector:** Elementus 14

**Ruler:** Foreman Myke

This planet is made of gold, and the Imperial government is always mining it to make more Cyberdollar coins. The gold is in many temperatures, so there are lakes of molten gold on the surface and clouds made of gold, too.

## Freezolos

**Space Sector:** Trendendor 29B

**Ruler:** The Head Processor

The whole planet is covered in ice and snow. It's so inhospitable that the Democratic Imperial Government always trains their Galactic Elite Shock Paratroopers here. Frost beasts and ice krakens are everywhere, and they pop out of caves to eat people constantly.

## The New Dallas Ark

**Space Sector:** Texarkana 8

**Ruler:** Head Librarian Plato Dickens Williams Jr.

High culture and big libraries used to matter back when humanity lived on the planet called "Earth." But now most people are too powerful to worry about book learning. Only the ones on the New Dallas Ark ship still care. They have big libraries full of all kinds of books, and they do art and music. They are easy prey for space marauders and they have a lot of citizens die in surprise attacks every other week.

## The New Peking Ark

**Space Sector:** Fortune 5000

**Ruler:** Celestial Monarch Chang Cho

The strange people on the New Peking Ark keep the ancient wisdom arts alive. They are masters of the philosophical magics of ancient "Earth." They can teach people how to fly and tell the future and kill somebody with a finger poke. Nobody messes with the New Peking Ark because they can defeat anybody who attacks with their pacifist Zen combat arts.



## The New Nashville Ark

**Space Sector:** Vol 16

**Ruler:** "The King"

The people in the shag-carpeted halls of the New Nashville Ark seem pretty cool at first, but they are also practically slaves. A rogue A.I. computer program called "The King" runs the whole ark. It makes people dance for 5 minutes every hour or get tracked down by the secret Rhinestone Police. Nobody can eat anything but peanut butter and banana sandwiches, and they have to wear blue suede shoes.



*"The King" rogue A.I.*

## The New Newark Ark

**Space Sector:** Dogwood 3

**Ruler:** Mayor Franco Francisco (Hologram)

Everybody who used to live on here died. Now they're all holograms. All their stuff is still there, and they can't stop anyone from stealing it. Pirates from space show up all the time, but secure vaults haven't been stolen from much.

## Dimension XX/XY

**Accessed By:** Bombardment in Cosmic Geno-Rays

When people enter this dimension, their genders swap. (Genderless creatures gain a gender, 50% chance of male and 50% chance of female.) The natives of the dimension are all the same races and creatures, but way into sex, especially on people from the other dimension who got gender swapped.

## The Griffith Dimension

**Accessed By:** Ingesting Fonziean frost-milk

Even the most badass hardcore space adventurer turns into a wiener here. Everybody is nice to each other and polite, and there are no colors so everything is black and white. The dimension is full of Cryo-Malt Cybershops where people eat Space Cow Burgers and eat Andromeda Fries. The spaceships all have giant fins. There is still fighting because there are also monsters.

## Incanda

**Accessed By:** Breaking the Isomorphic Hyper Light Barrier

This is the plane of photonic light. Everybody on this plane of existence turns to light and can move at lightspeed. Fights are crazy fast, and you're basically invisible to people in the normal dimension because you're like light.

## Matrix

**Accessed By:** Getting caught in a corrupted Teletransporter signal

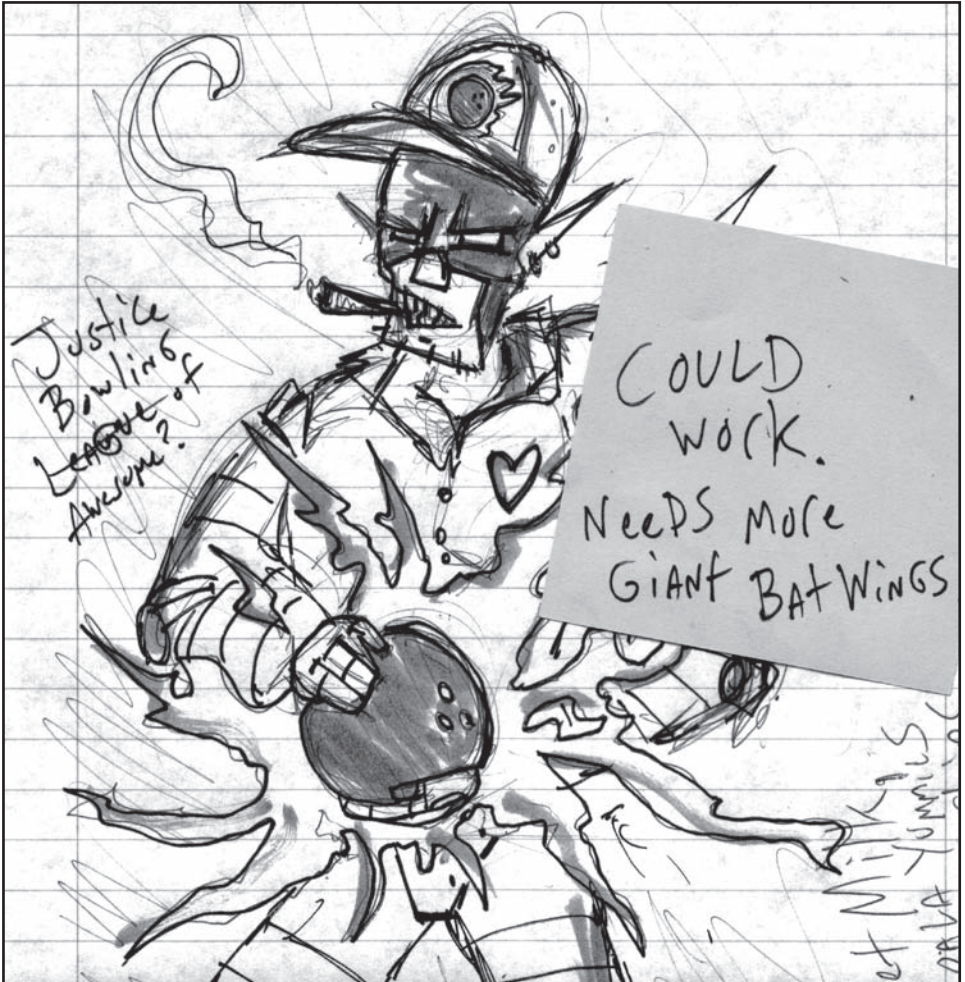
You can see all the data of the intergalactic computer data stream when you put your consciousness in the Matrix. Everything is in big pixels like a computer screen, and the monsters are like computer viruses that prowl on stealing data and corrupting programs. And since people who get into the Matrix are like programs pretty much, the monster viruses go after them.

## Zeus's Arrow

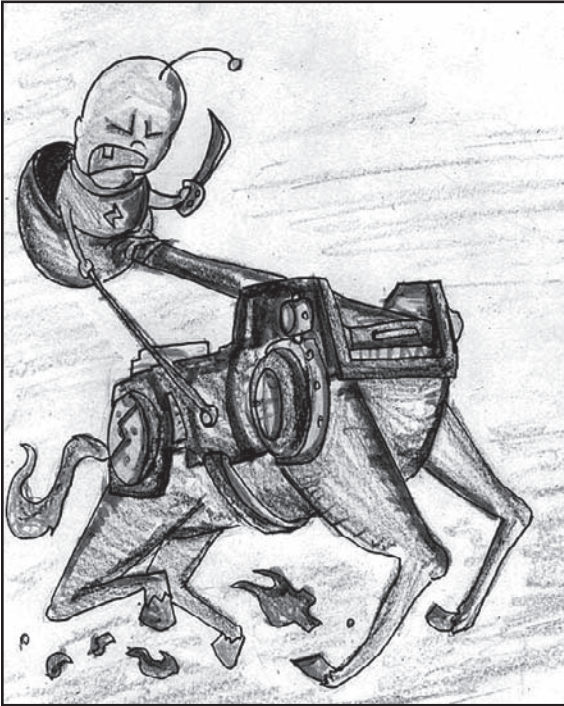
**Vessel Class:** Liefeld-class

**Captain:** Davus Crix

This ship is so fast it can cross the entire Audacity Galaxy Super-City in 23 turboseconds. That's twice as fast as even the Glomerian Skytiger. Zeus's Arrow gets used to carry important politicians and elite shock forces of Imperial troops. It can only hold 500 people, so they can't do big transportation runs.



*This is what happens to Hero Characters in the Griffith Dimension.*



*A CataMount Space Demon*

## Noark

**Vessel Class:** McCracken-class

**Captain:** Zookeeper Linda Applekrantz

All the different species of animals from old "Earth" are here (but must have mutated into more powerful mutant forms). Those are all in one section, and other animals from across the explored galaxies also got collected in the other pens. Families bring their children here to see the strange animals. There's a dangerous animal outbreak almost daily. Animal diseases get passed on to the human population, too.

## Space Azteca

**Vessel Class:** Hanks-class

**Captain:** Quetzalcoatl Garcia

This was the earth nation of Mexico, but was shot into space on rocket platforms. Over centuries,

people became geneto-modified into giants. They went to the old ways of their Aztec ancestry and named themselves the Space Empire of Azteca. They do sacrifices with outsiders they capture. Also, the priests sacrifice virgins unless somebody rescues them. They also do this sport with little hoops on walls where the people who lose get sacrificed, but they play it on a cybercourt and ride spacecycles.

## Spyke

**Vessel Class:** McFarlane-class

**Captain:** Kev "Ripper" Strongbald

The amazing elite Space Captain Kev "Ripper" Strongbald was one of the most amazing heroes the galactic space has ever seen. He once defeated 20 lazer sharks while his combat allies all died and were totally ineffective. He has saved the lives of at least 200 planets. After he became an Infinity God, he gave up the power to save the lives of millions of cancer orphans, then built the ship Spyke with his own hands in just a week. Now he pilots it to win all the wars its in. The ship is shaped like an arrowhead, and he flies it so fast he punctures ships and totally explodes them. Sometimes he lets passengers on his ship, but he is always the most awesome person there.



*Spyke in action*

## Planet Hellbeast

**Space Sector:** Hades Rift Gamma

This magma planet contains the Hellbeast that was ripped from a sun and used as a Beast Weapon in a Galactic World War 2,000 years ago. He got killed, but a magma planet formed around him. Now he's like an egg inside a crunchy lava shell. The volcanoes here erupt all the time, and the Hellbeast might get loose and start killing everybody.

## Blood Nebula

**Space Sector:** Hades Rift Tau

All the blood from a big battle between humans and space demons got magnetized and swirls around as a nebula. The blood is full of ghosts of all the people who died in battle, plus spacefaring monsters keep coming to drink out of the blood nebula.

## Cribnos

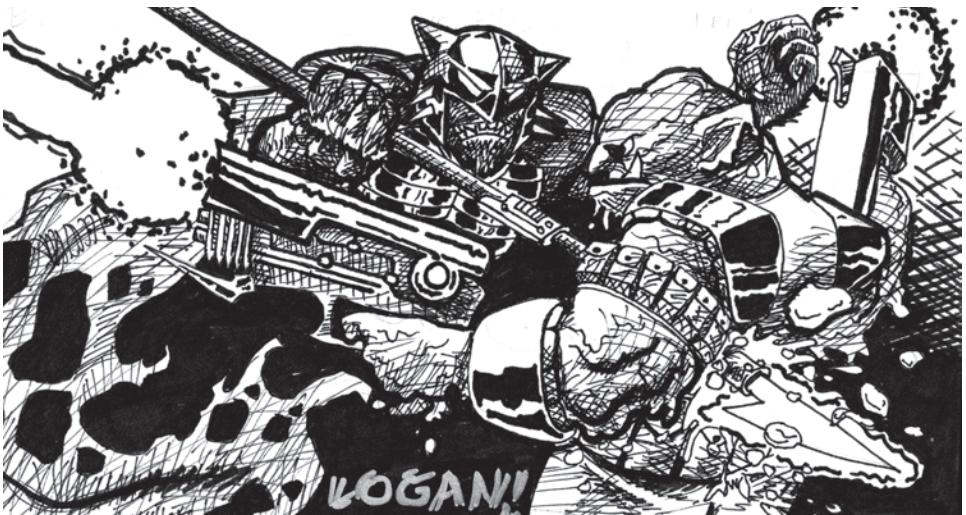
**Space Sector:** Hades Rift Zeta

The creature Cribnos used to be just a gianting extra-alien fetus in space. But then the vampire Daimianos Xylex bit it and turned it into a demon vampire space fetus. Cribnos sleeps most of the time, but sometimes wakes up and wants to feed. Cribnos is the size of a big moon, and its baby vampire flesh is covered in normal-sized vampire monsters Cribnos has bitten.

## Thraxgar

**Space Sector:** Hades Rift Quatro

There's an enormous demon that got put into Cryo-Stasis because the humans couldn't kill it. They used a Frost Nuke to freeze Thraxgar, then put its body out in deep space back in the Hades Rift where the space demons come from. Now its space sector has "Beware of Thraxgar" signs all around it to keep people from going and freeing it from its icy incarceration.



*A bloodbeast Night Panther Knight with a Vibe-o-Glaive stabs an ooze orkkh.*

## CHAPTER II

# HERO CHARACTERS

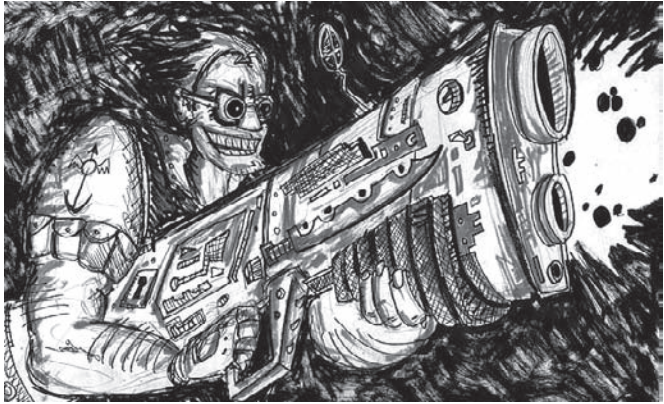
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## HERO CHARACTER CREATION

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*NOTE: This is just some crap way dumbed down from the full game. You should buy the full game to get the full 80-page Hero Character creation rules! You're missing out on the math formulas for cybernetix differentials, the eight types of social interaction statistics, conversion rates/trade goods for starting treasure, and tons more!*

True heroes are not made in a lab (except maybe the lab of Dr. Geronth Hellstrike, but that is an exception), and they do not get to pick and choose what they will get given by the Karma Fates to fulfill their predestinies (or to not fulfill them, as the Karma Fates see fit). It would be a transgressive to let players choose things however they want. Instead, they subject



*A Gun Shooter shoots a gun.*

themselves to the whims of chance and roll for Hero Character creating. When a person is born, he does not know whether his destiny is to become a great hero or scientist or space wizard.

### Hero Character Creation Steps

*NOTE: Remember again this is way cut down from the full Hero Character creation flowchart from the real book.*

- 1 Get your Character Record Account Paper out to start writing this stuff down. Use only official Refuge in Audacity Character Record Account Papers.
- 2 Roll d% on the Race Table and d% on the Class Table. Write those down.
- 3 Roll 2d20. If the result is less than 20, add 10. Multiply by 100,000. That is how many XP Points you have. Fill in tick marks on the Power Meter to reach the level of XP Points you have reached.
- 4 For every 100,000 XP Points, you also gain a segment in a Mega-Attribute, a bonus to an Anti-Save, a new Damave Prevention (DP), increase to Pain Tolerance Ability (PTA), a bonus to Ultra Attack, a higher multiplier to Super Damage, a decrease to a type of Called Shot Penalty, or a new Cybernetix modification. So basically tick off as many checkboxes in the first three columns of the character sheet as you did up on the Power Meter. Always check boxes from left to right.
- 5 Roll your Damage Points (D.P.). It says how many on the Character Record Account Paper. If you took any Damage Preventions in the last step, roll those also.

- 6 Roll your starting treasure. You get two rolls, plus one for every 1,000,000 XP Points you have (so a Superhero gets three rolls and a demigod gets 6). For each roll you get, roll 1d12 and gain a checkbox at that position down the Treasure and Money row of the Character Record Account Paper. Each time you roll a 1, you gain 1,000 megabillion Cyberdollars. In addition to what you get from rolls, gain 1,000 megabillion Cyberdollars and two Karma Fate Resurrections.
- 7 Since this is the preview version of the game you can't have all the information about filling out the rest of your character sheet because you should buy the full game for that stuff, cheapskate! Just kidding at you. But for the preview game, you have 3 minutes to fill in the rest of the top section. No cheating, and make sure your Karma Fate Destiny Master times you. If your Karma Fate Destiny Master lets you, you can roll d% on the Monster Types table to get your Most Hated Enemy (M.H.E.).



*Undereff Glitterbowie, Glomerian Cyberknight, Seussical Dark Lord, and Troll Dickensian Ragamuffin*

# RACES TABLE

1	Amazonite
2	Amphetaman
3	Atomic Superman
4	Australian
5	Billy Dee Williams
6	Black And Blue Tiger
7	Bloodbeast
8	Bombadil
9	Boogaloo
10	Cannibalian
11	Cassanovan
12	Catamite
13	Catface
14	Chewbacca
15	Chinese Elf
16	Clonian
17	Cometbrood
18	Des•Demon•A (Designation: Demon Type A)
19	Dixiecrat
20	Dominator
21	Dracula
22	Elemental Skink
23	Embryo Crystal
24	Firebird
25	Gamorran
26	Gandalfan
27	Gas Giant
28	Genius Panda
29	Gerund
30	Glomerian
31	Golumm
32	Gravy Beast
33	Green Fairy
34	Grimm
35	Grungaloid
36	Half-Ghost
37	Halfdragon
38	Harry Potter

39	Igirisujin
40	Immortal-Eternal
41	Infinite Fox
42	Jack Bauer
43	Juggalo
44	Koyaanisqatsi
45	Land Shark
46	Laser Wulf
47	Laserclaw
48	Leopard Woman
49	Linnarp
50	Man-Lizard
51	Martian
52	Martian Ogre
53	Mechadragoon
54	Meeple
55	Megamutant
56	Metrosexual
57	Moon Baby
58	Moon Goblin
59	Moor
60	Mustachio
61	Mystarr
62	Nebula Beast
63	One-Man Armory
64	Overelf
65	Plantagenet
66	Platonic Solid
67	Plebian
68	Precambrian
69	Predataur
70	Razor Unicorn
71	Robo-Pimp
72	Sagrada Familia
73	Satan
74	Sauron
75	Scottish Fold
76	Seussical
77	Shadow Shark
78	Skatman
79	Smurv
80	Socrates
81	Space Gnome
82	Spiderachnid

83	Spock
84	Stryper
85	Taiyaki
86	Talking Ape
87	Technology Satellite
88	Tettriss
89	Titanium Dwarf
90	Trannovore
91	Trogdor
92	Trophy Wife
93	Ultimato Cyberbot
94	Ultragod
95	Underelf
96	Vorkin
97	Werevampire
98	White Devil
99	Wölfen
100	Roll on the monster type table (page 23)



# CLASSES TABLE

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1	Actuary	39	Head Injurist	80	Space Wizard
2	Anglegrinder	40	Iambic Pentameter	81	Spike Executioner
3	Anti-Nazi	41	Imperial Cyberakk	82	Spoonerismatist
4	Apocalypse Doctor	42	Jeddaiiii	83	Starblaster Captain
5	Banjomaster	43	Karate Destroyer	84	Strifelord
6	Bassist	44	Kegelmaster	85	Superstud
7	Batman	45	Killshadow Ninja	86	Swordsorcererator
8	Beastmaster Of Dimension Tau	46	Kilmister	87	Syphillomancer
9	Black Hole Warlock	47	Kleptomaniac	88	Templar Of The Sacred Blunderbuss
10	Blood Bleeder	48	Laser Mercenary	89	Texas Ranger
11	Blood Ripper	49	Lightning Interrogator	90	Time Defiler
12	Bloodattack Ninja	50	Magic Realist	91	Torch Of Liberty Of Justice
13	Bloodspiker	51	Manipulatrix	92	Transmorpher
14	Bloodsportscaster	52	Master Of The Four- Fingered Fire Death Grip	93	Ultra-Anarchist
15	Boytoy	53	Messiah	94	Vampire Hunter
16	Carnage Prodigy	54	Metagamorr	95	Wetware Engineer
17	Chippendale	55	Methodist	96	White Light Pinnacle Ninja
18	Chronomalist	56	Mind Exploder	97	X
19	Climax Breaker	57	Mouseketeer	98	X-Samurai
20	Contrapposto	58	Napalm Cannoneer	99	Xtreme Bloodbattler
21	Corruptor	59	Neomatrix	100	Zionist
22	Cosmonaut	60	Night Panther Knight		
23	Cyberknight	61	Ninja Of Christ		
24	Cyborg Commando	62	Nuke Brawler		
25	Dark Lord	63	Otherdimensional Swordmaster		
26	Death Bastard	64	Painball Goalie		
27	Death Psycho	65	Phantoom		
28	Dickensian Ragamuffin	66	Piratologist		
29	Dynamite Exploder	67	President		
30	Eco-Terrorist	68	Prince Of Darkness		
31	Existentialist	69	Pro Wrestler		
32	Extreme-O-Mancer	70	Radblaster		
33	Fountainhead	71	Rap Impresario		
34	Funkmaster	72	Reaverator		
35	Gesticulatomancer	73	Rock Star		
36	Glitterbowie	74	Santa Claws		
37	Gun Shooter	75	Scientologist		
38	Hang Glider Scout	76	Shadow Biker		
		77	Slaughter Admiral		
		78	Smashbuckler		
		79	Space Cowboy		



## CHAPTER III

# RUNNING THE GAME

Becoming a Karma Fate Destiny Master (KmfDM) is a huge responsibility. It's like being God, but way more pressure because you have people at your table constantly *judging* you.

### The Karma Fate Destiny Master's Pledge

"I will always follow the dictates of chance and Fate, for life is like a roll of the dice and today's hero becomes tomorrow's dead hero. In my hands and on my shoulders rest the mantle of Cosmic responsibility. If I do not exist, then the Hero Characters win, and their players become monsters on a Galactic scale. Vigilance is my motto, and I must do what I must to serve the Karma Fates. Even if it means killing my players. May the Fates be with us."



### The Style of Audacity

*Beware of letting Hero Characters min-max their gear.*

Everything is super dangerous in Audacity (the galaxy-sized SuperCity where the game happens), and the Hero Characters have to be more tough than anybody just to survive! Since it's the future and they are powerful, everybody can breathe in space and fly and absorb normal amounts of Solar Radiation. So don't worry about the normal stuff like eating and breathing. The Karma Fates don't care about normal people who have to deal with that. The really dangerous stuff for Hero Characters is more like the space monsters and mutagenic monster animals.

## THE GAME STORY SESSION

Every time you get together to play, you'll do some fights and some scenes for talking and equipment buying. The ones that aren't fights are way more important, since those are where you can really roleplay instead of just powergaming with big numbers. *NOTE: Non-combat Hero Character stats aren't in the preview version. Buy the full version for that stuff!*

### Start of Game Story Session

Make sure everybody is all together and have their stuff put away except for dice and Character Record Account Papers. If you are just starting a new Campaign Saga, have them roll up Hero Characters (page 12).

## Set the Scene

Tell everybody where the Hero Characters are. If you didn't make any plans (and you probably should have, dude), use the Audacity Location Table (page 18) and the Random Problem Table (page 19) to get something really quick.

## Fight or Roleplay

You can start off throwing everybody into a fight, or they can do other stuff first. Are there people here for them to talk to? Shops to buy purchases at? Do that stuff if you want. After all, it is more important than combat. You can give out XP Points, too, instead of just giving them out in combat. Only do this if somebody is really good at roleplaying or rolls super high.

## Combat

Enemies show up all the time because the world of Audacity is really dangerous. Hero Characters fight more often than they talk because somebody has to beat off the danger. Combat rules are covered on the Combat Reminder Sheet (C.R.S.) on page 30.

*NOTE: Of course, there are a bunch more that I'm not telling you about because you didn't buy the full version of the game.*

## Check for Victory

After combat, if somebody has gotten their character up to Infinity God status (1,000,000,000 XP Points), the Campaign Saga is over because that Hero Character is so powerful he is even more strong than the Karma Fates.

## Go Another Place

Even after an epic fight, there is probably unfinished business. If the Campaign Saga isn't over, everybody should go to another planet, spaceship, or whatever location. (They probably blew up the one they were at during the last battle anyway.) There might be more fights while they travel or when they get to the new destination.

## End of Game Story Session

If nobody's an Infinity God yet, your Campaign Saga isn't over! Everybody will have to come back to finish the game another day. So nobody cheats, make photocopies or take pictures of the Character Record Account Papers.

# THE KARMA FATE DIE

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There's this d20 that you hand out to people as the Karma Fate Destiny Master. Why do you do that? Because you have to get people to stop being such min-max power gamers. (Also in combat they can use it for special powers.)

When somebody is really in character, like the player is saying, "Because I have bionic Cybernetix eyes, I use them to look at the guy and scare him into giving me the guns I want to buy," you should reward the in-depth roleplaying. Hand the player the Karma Fate Die to roll as part of the check to convince the guy. Once somebody has the Karma Fate Die, he keeps it and can use it on all rolls (except on tables) until somebody else does something that deserves getting it.

# AUDACITY LOCATION TABLE

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- 1 Core Worlds**
- 1 Bankplex Alpha (page 5). The center of the Audacity Galactic Economy, where all the coins are minted.
  - 2 Kom-Tawa (page 6). Communications hub world.
  - 3 MegaMall (page 6). The commerce hub of the whole Audacity Galaxy-City. Tons of shops where people shop.
  - 4 Libidius (page 6). Pleasure planet.
- 2 Outer Worlds**
- 1 Kragnarok (page 6). Covered in giant rock spires where people fight all the time.
  - 2 Cyberion (page 6). This was a planet, but got transformed into a planet-sized computer.
  - 3 Goldana (page 7). A planet made of solid gold.
  - 4 Freezolos (page 7). Ice planet where they train Galactic Elite Shock Paratroopers.
- 3 Solar Suburbs**
- 1 The New Dallas Ark (page 7). The center of culture and libraries for the Audacity galaxy.
  - 2 The New Peking Ark (page 7). All the people here know the deepest philosophical magics.
  - 3 The New Nashville Ark (page 7). Ruled by a rogue A.I. called "The King."
  - 4 The New Newark Ark (page 8). Everybody died and now they're holograms.
- 4 Dimensions**
- 1 XX/XY (page 8). Dimension of gender reversal.
  - 2 Griffith (page 8). Everybody is friendly and clean-cut.
  - 3 Incanda (page 8). Plane of photonic light.
  - 4 Matrix (page 8). Plane of digital information data.
- 5 Spaceships**
- 1 Zeus's Arrow (page 9). The fastest battleship ever built, it can cross the galaxy in 23 turboseconds.
  - 2 Noark (page 10). The zoo ship, has all kinds of animals.
  - 3 Space Azteca (page 10). The new Space Empire of Azteca is here, conducting their blood sacrifices.
  - 4 Spyke (page 10). Flies really fast and punctures ships.
- 6 Hades Rift**
- 1 Planet Hellbeast (page 10). The Hellbeast lives inside this magma planet.
  - 2 Blood Nebula (page 11). A whole bunch of blood turned into a nebula. Full of ghosts!
  - 3 Cribnos (page 11). Giant space fetus, but also a vampire.
  - 4 Thraxgar (page 11). This asteroid is actually a space demon in Cryo-Stasis.

# RANDOM PROBLEM TABLE

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- 1 Beast Attack**
- 1 Space demons got loose from their photon prisons!
  - 2 Planet has been spun backward in time. Dinosauroids are everywhere (plus they can fly)!
  - 3 The dead rise from the Quantum Mortuaries!
  - 4 Reptiloids emerged from the underworld!
- 2 Politics**
- 1 People are being prejudiced to refugees from a nearby planet that got blown up, just because they look like monsters. It is totally *wrong* to do that.
  - 2 Stop raising taxes! This is crazy!
  - 3 The southern hemisphere of the location wants to secede.
  - 4 Cyberdroids want jobs! Totally unqualified!
- 3 Mystery**
- 1 Everybody in the location had their skeletons disappear and they're just flopping around. What the hell?
  - 2 Who hacked all the Cyberdollars from the galactic economy?
  - 3 Somebody shot a minor God with a high-powered sniper rail gun. Whodunnit?
  - 4 Who's been killing these Muta-Strippers?
- 4 Space Danger**
- 1 Electric solar turbine ship is about to self-destruct.
  - 2 Sun has gained sentience, wants to eat planets.
  - 3 Aliens want to know, "What is love?" Will eat people if they can't figure it out.
  - 4 Rings around a planet have gone crazy. They grow bigger, totally out of control, and are on fire.
- 5 Explosion**
- 1 Galaxy about to explode will kill pod of space whales.
  - 2 Nuclear Reactor explodes, making radiation shockwave.
  - 3 Giant volcano erupts, destroying half of planet.
  - 4 Two Golden Gods are fighting. If they don't stop, every atom in the universe will explode.
- 6 Mad Science**
- 1 All beasts at location implanted with evil Cybernetix implants by crazy Intergalactic Hacker.
  - 2 GenoBioPlauge turning everybody into Ultra Zombies.
  - 3 A Brainwave machine is mindwarping the whole location!
  - 4 A Science Genocider stole a Steller Terran Dynamite MegaMissile and threatens to blow up the location!

## CHAPTER IV

# MONSTERS

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The monsters of Audacity are truly monstrous. Nothing can stop them from wandering the spaces between planets and murdering constantly. Many of them are descended from space demons or created by mad Science Mages in their Cosmotic Laboratory-Ships.

## MONSTER GENERATION

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When monsters attack the Hero Characters, you have to figure out which monsters are in a group and how many are in the group. Monsters of different types hang out all the time. The future society of Audacity has advanced philosophically beyond racism, so all types of monsters get together to kill you.

### Monster Groups

When there's a fight, more monsters get drawn to the fight. Create monsters one at a time using the Monster Generation system. **Stop adding monsters once the combined Point Value of them is 10 or more.** If everybody is always totally killing all the monsters all the time with no trouble, add more I guess.

### Monster Creation Steps

So you have to roll on tables to get monsters of the kinds that random chance produces, as determined by the Karma Fates.

- 1 **Ability/Type:** Roll on Monster Use Grid (page 22) to get abilities/types.
- 2 **Power Level:** Roll 1d4 to generate Power Level.
- 3 **XP Points and Bonuses:** Use Power Level to generate XP Point value. Circle the Ultra Attack, Super Damage, and attack roll to hit this monster.
- 4 **Damage Points:** Roll 1d4 to get a Damage Points Array and circle the column within that array with the matching Power Level.
- 5 **Anti-Saves:** Roll 1d8 3 + Power Level times. Increase corresponding Anti-Saves by 25% per time (start at 25%) that number comes up.
- 6 **Damage Preventions:** Roll 1d6 a number of times equal to Power Level, rerolling repeats. Check off those Damage Preventions. Creatures usually have prevention against their own attacks. Like a lazer dude should have Anti-Lazer.
- 7 **Special Attack:** Roll on the Special Attack Generation table to create a special attack. You'll roll a d6 to determine which Anti-Save resists it, then d4 for the specific effect. If the monster is Power Level 3 or 4, generate 2. Normal monsters' special attacks always target just one Hero Character. Some unique creatures can attack a bunch, or everybody.

# SPECIAL ATTACK GENERATION TABLE

---

<b>1 Death</b>	1 Black hole obliterates you. Anti-save negates.
	2 Pulled to Afterrealm of Everdeath. Anti-save makes you undead instead of dead.
	3 Flayed alive. Bones turn to glass then explode into shrapnel. Anti-save negates.
	4 You explode d% times. Anti-save d20 (still dead).
<b>2 Bleeding</b>	1 Blood sprays from pores. 500 Damage Points (D.P.)/turn to muscle. Anti-save reduces to 250.
	2 Eyes bleed, blinding you. -50 attack. Anti-save negates.
	3 Your blood makes the ground slippery. 50% chance you fall down each turn. Anti-save negates.
	4 You feel weak. -2 steps to your Super Damage Multiplier. Anti-save negates.
<b>3 Mindwarp</b>	1 Mental Commandeering FX. Anti-save negates.
	2 Hyper-Berserk Bloodthirst Mode. Attack random targets. Anti-save negates.
	3 Ultraviolet fear rays. You can't attack. Anti-save negates.
	4 Exhibition-Ray. You take off clothes instead of attacking. Anti-save to only take off one piece of clothing.
<b>4 Insanity</b>	1 Klepto-Pyromania. Anti-save negates.
	2 Schizophilia (Proto-Sexual). Anti-save negates.
	3 Gain 1d10 Ulterior Personalities. Anti-save 1d4.
	4 Blarneyitis. Speak in Scottish accent. Anti-save negates.
<b>5 ESP</b>	1 Ego Stomp. 200 Damage Points to brain and you're stunned 1 round. Anti-save negates.
	2 Neuro-Feedback. 100 Damage Points (D.P.) per Cybernetix modification you have. Anti-save 50 per.
	3 Mind of a Child. Use 1 Wish to ask for candy. Use Ultrawish if no Wishes. Anti-save negates.
	4 Psycho-Hate Bomb. Lose all Psi Tokens. Anti-save lose half.
<b>6 Disease</b>	1 Anti-Matter Scabs. Gorgeousness reduced to 0. Anti-save negates.
	2 Flap Flu. Skeleton turns to rubber, you deal half damage with attacks. Anti-save negates.
	3 Dental Longation. Penalty to public speaking equal to # of teeth. Anti-save negates.
	4 X-Dysentery. Take 200 Damage Points to guts that can't heal until dysentery cured. Anti-save reduces to 100.

# MONSTER USE GRID

Before a fight, roll on the M.U.G. for each monster to determine its specific type of the monster it is.

## d6 Further Rolls

- 1 1 ability, 1 types
- 2 2 abilities, 1 type
- 3 3 abilities, 1 type
- 4 1 ability, 2 types
- 5 2 abilities, 2 types
- 6 Unique (page 24)

# MONSTER ABILITIES

Replace any duplicate results with "ultra."

- 1 Acid
- 2 Agnostic
- 3 Agony
- 4 Anti-gravity
- 5 Anti-matter
- 6 Antigravity
- 7 Apocalypse
- 8 Armored
- 9 Atomic
- 10 Bazooka
- 11 Beam
- 12 Blaster
- 13 Blood
- 14 Blüd
- 15 Chameleonic
- 16 Clone
- 17 Commando
- 18 Cybertechnic
- 19 Cyborg
- 20 Dominatrix
- 21 Electric
- 22 Explosion
- 23 Extraterrestrial

- 24 Feral
- 25 Fire
- 26 Flying
- 27 Galactic
- 28 Giant
- 29 Gladiator
- 30 Glider
- 31 Gravity
- 32 Ice
- 33 Impervious
- 34 Infinite
- 35 Kaos
- 36 Kung fu
- 37 Lazer
- 38 Lazer
- 39 Lazer
- 40 Lazer
- 41 Leaping
- 42 Levitating
- 43 Lightning
- 44 Mage
- 45 Magma
- 46 Magnetic
- 47 Maximum
- 48 Mercury
- 49 Multiversal
- 50 Mummified
- 51 Murder
- 52 Mutant
- 53 Mutant
- 54 Mutant
- 55 Napalm
- 56 Ninja
- 57 Ninja
- 58 Ninja
- 59 Ninja
- 60 Ninja
- 61 Ninja
- 62 Obese
- 63 Orbital
- 64 Pedophile
- 65 Perverse
- 66 Pirate
- 67 Polar
- 68 Power-armored

- 69 Pyro-psychic
- 70 Rainbow
- 71 Razor
- 72 Rock
- 73 Rusted
- 74 Samurai
- 75 Schoolgirl
- 76 Science
- 77 Solar
- 78 Sorcerer
- 79 Space
- 80 Spellmaester
- 81 Storm
- 82 Supernova
- 83 Supersonic
- 84 Synthetic
- 85 Tantric
- 86 Tek-Police
- 87 Tele-psychic
- 88 Tentacle
- 89 Thermal
- 90 Titan
- 91 Titanium
- 92 Transgendered
- 93 Turbo
- 94 Two-headed
- 95 Warlock
- 96 Whole-grain
- 97 Winged
- 98 Witch
- 99 Wizard
- 100 Xtreme



# MONSTER TYPES

Replace any duplicate results with "super."

- |    |            |    |                   |     |                    |
|----|------------|----|-------------------|-----|--------------------|
| 1  | Ahmet      | 40 | Gnome             | 84  | Succubus           |
| 2  | Alien      | 41 | God               | 85  | Tank               |
| 3  | Apple      | 42 | Goblin            | 86  | Teknomorph         |
| 4  | Armadillo  | 43 | Grass             | 87  | Tiger              |
| 5  | Asteroid   | 44 | Gremlin           | 88  | Train              |
| 6  | Banshee    | 45 | Grungaloid        | 89  | Tree               |
| 7  | Battleship | 46 | Halfhobbit        | 90  | Troll              |
| 8  | Bear       | 47 | Horsetaur         | 91  | Tumorbeast         |
| 9  | Bionic     | 48 | Hydra (d20 heads) | 92  | Unicorn            |
| 10 | Cat        | 49 | Incubus           | 93  | Unitaur            |
| 11 | Catamount  | 50 | Klongon           | 94  | Vampire            |
| 12 | Centaur    | 51 | Koala             | 95  | Vampirotaur        |
| 13 | Centipede  | 52 | Leech             | 96  | Were- (roll again) |
| 14 | Cheetah    | 53 | Leopard           | 97  | Whale              |
| 15 | Cheetaur   | 54 | Lion              | 98  | Wraith             |
| 16 | Clam       | 55 | Lizard            | 99  | Wulf               |
| 17 | Cougar     | 56 | Manta Ray         | 100 | Zombie             |
| 18 | Cyberwolf  | 57 | Meteor            |     |                    |
| 19 | Cyborg     | 58 | Minotaur          |     |                    |
| 20 | Daemon     | 59 | Moar-lokk         |     |                    |
| 21 | Damon      | 60 | Moon Baby         |     |                    |
| 22 | Danzig     | 61 | Moon Unit         |     |                    |
| 23 | Deemon     | 62 | Moose             |     |                    |
| 24 | Demon      | 63 | Mountain Lion     |     |                    |
| 25 | Digi-mech  | 64 | Ogrezoid          |     |                    |
| 26 | Dog        | 65 | Ooze              |     |                    |
| 27 | Dragodrake | 66 | Orkkh             |     |                    |
| 28 | Dragon     | 67 | Overelf           |     |                    |
| 29 | Dragonman  | 68 | Panther           |     |                    |
| 30 | Drake      | 69 | Planet            |     |                    |
| 31 | Drakeman   | 70 | Polyhedron        |     |                    |
| 32 | Dwarf      | 71 | Predataur         |     |                    |
| 33 | Dweezil    | 72 | Pterozoid         |     |                    |
| 34 | Elf        | 73 | Raccoon           |     |                    |
| 35 | Fish       | 74 | Robot             |     |                    |
| 36 | Gamorran   | 75 | Scorpionspider    |     |                    |
| 37 | Gargoyle   | 76 | Shark             |     |                    |
| 38 | Genie      | 77 | Shark             |     |                    |
| 39 | Ghost      | 78 | Slashquatch       |     |                    |
|    |            | 79 | Spiderscorpion    |     |                    |
|    |            | 80 | Spidertaur        |     |                    |
|    |            | 81 | Spyder            |     |                    |
|    |            | 82 | Squid             |     |                    |
|    |            | 83 | Squirrel          |     |                    |





# UNIQUE MONSTERS AND BAD GUYS

## Ultimabishop Claddormogrand CMXVII

Second in Command of the Techno-Church

The Techno-Church has a big number of Ultimabishops who oversee each galaxy and do it over the Matrix. They head up the biggest Cyberchurches. Claddormogrand CMXVII leads really Massively Multiplayer Online Religious Pious Masses (MMORPMs). Everybody knows the Über-Pope is at death's door, but nobody knows it like Claddormogrand CMXVII! He wants to take over cybercontrol, and maybe he would even take out the old Über-Pope if he had the chance.

Nobody knows this guy is secretly evil, though some major Heroes probably expect he is. His agenda is to enslave everybody on the Matrix with the Neo-Vatican Virus and turn them into religious slaves so he can take all their money.

**POWER LEVEL 6**  
**XP Points 3,000,000**

**Ultra Attack** 3d20  
**Super Damage** 2500  
**Defense Dodge** 2d10 + 12

### SPECIAL ATTACKS

**Cyber-Prayer:** All enemies make Anti-Save vs. Mindwarp or start praying instead of fighting.

**Absolution:** Each monster allied with Claddormogrand gets back 500 Damage Points to each body part.

### DAMAGE POINTS

Muscle	Skeleton	Guts	Brain	Genitals
9000	12000	6000	15000	—*

\* He is celibate, so genital damage does not phase him.

### ANTI-SAVES

Death	50%
Bleed	25%
Mndwarp	50%
Insanity	25%
ESP	25%
Disease	75%
Shock	50%
ActofGod	100%

### DAMAGE PREVENTIONS (DP)

Armor	200
Skin DP	100
Anti-Magic	400



# Dr. Geronth Hellstrike

## Genetic Experimenter Scientist

Hellstrike runs a crime empire of genetically transmogrified creatures from his asteroid space labs. His potent elixir called Geneti-Brew changes anybody who drinks it into a genetic mutant monster. Dr. Hellstrike used to have a bunch of robot servants, but he replaced them with beastman slaves that do all the hard work on the science asteroids.

He has over 24,000,000 megabillion Cyberdollars, but he puts all his money into revenge plots. He was kicked out of Audacity Science Community Space-College for experiments that blew up the school, so he wants to get back at his old professors. Some of them got really prominent. Raz Mortenheim became Grand Imperial Science Administrator Lord of the whole Audacity Government, so his bodyguards are really good. That doesn't stop Dr. Hellstrike from trying to get him and capture him to be tortured, though.



### POWER LEVEL 5

XP Points: 2,500,000

**Ultra Attack**            2d20+d12  
**Super Damage**        3000  
**Defense Dodge**        2d10 + 10

### SPECIAL ATTACKS

**Geneti-Brew:** Target makes Anti-Save vs. Disease. If he fails, he rolls a monster type on the Monster Use Grid and replaces his race with that.

### DAMAGE POINTS

Muscle	Skeleton	Guts	Brain	Genitals
15000	15000	7500	8000	10000

### ANTI-SAVES

Death	25%
Bleed	25%
Mndwrp	75%
Insanity	25%
ESP	50%
Disease	75%
Shock	25%
ActofGod	25%

### DAMAGE PREVENTIONS (DP)

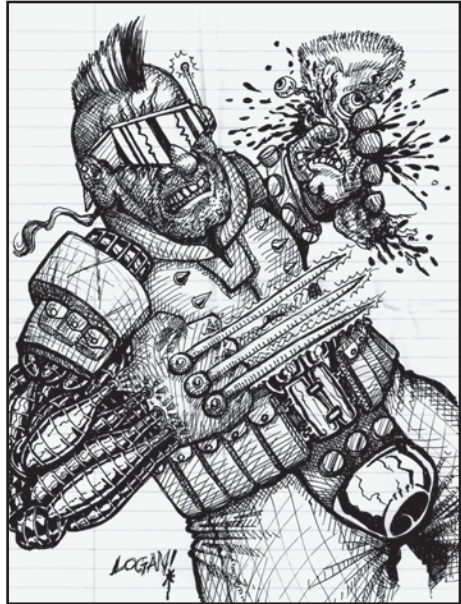
Armor	100
Skin DP	100
Anti-Lazer	300

# Kev “Ripper” Strongbald

Ex-God, Captain of the Star Fighter Ship  
Spyke

Everybody knows who “Ripper” is because he is basically the biggest Hero to ever blaze through the galactic skies of the galaxy. He saved billions of lives, defeated hundreds of space demons, and Anti-Gravity loved millions of space supermodels. He got so good at everything when he was just a normal hero that the Infinity Gods said, “Hey, you are so amazing. Your allies are all just normal, but there is something special about you, so you can join us as an Infinity God.” And he did, but after a couple days he got bored and gave up his power. The super selfless act saved many millions of poor cancer orphans from dying.

After he became a human again, “Ripper” invented his own immortality concoction and build a space fighter called Spyke that’s shaped like an arrowhead and he can pilot it through other, bigger ships to make them explode in giant fireballs. He is so good-looking that all women immediately disrobe in his presence. He built special Cybernetix eyes for himself so he can block the images of the ugly ones and replace them with pictures of other babes he has gotten it on with before in the past.



## POWER LEVEL 12

XP Points: 6,000,000

**Ultra Attack**            5d20  
**Super Damage**        5000  
**Defense Dodge**        2d10 + 30

## SPECIAL ATTACKS

**Pressure Point Attack:** “Ripper” makes an Ultra Attack. If it hits, the target takes damage equal to its muscle Damage Points and is paralyzed if it now has 0 Muscle Damage Points.

**Stare Down:** “Ripper” intimidates his target. The target makes an Anti-Save against Mindwarp or is so impressed that he doesn’t even bother attacking out of awe.

## DAMAGE POINTS

Muscle	Skeleton	Guts	Brain	Genitals
36000	36000	18000	24000	100000

## ANTI-SAVES

Death	100%
Bleed	100%
Mndwarp	100%
Insanity	50%
ESP	75%
Disease	75%
Shock	100%
ActofGod	100%

## DAMAGE PREVENTIONS (DP)

Armor	300
Skin DP	200
Anti-Lazer	400
Anti-Magic	400
Anti-STD	5000
Pressure Point	9999

# The Planet Hurler

## Deep Space Monster Creature

This is pretty much the biggest creature any space explorer has ever seen. Its giant tentacles stretch across whole solar systems, and it can throw planet like they're ping pong balls. Fighting the Planet Hurler is really hard because it pulls you to it with its gravity, then its scales are like tectonic continent plates that always move and make volcanoes all over its body to burn people to death if they try to stay on it.

The only good part is that its eyes aren't really as good as you'd think, and you can kind of sneak up on it if it's looking at a galaxy in the other direction. Otherwise it just throws a planet at you and that will pretty much kill you.



### POWER LEVEL 10

XP Points: 5,000,000

Ultra Attack 2d20 + d%

Super Damage 3500

Defense Dodge 0

### SPECIAL ATTACKS

**Hurl Planet:** Targets all enemies. They make Anti-Saves vs. Death or get blasted into space dust.

### DAMAGE POINTS

Muscle	Skeleton	Guts	Brain	Genitals
30000	50000	20000	5000	20000

### ANTI-SAVES

Death	75%
Bleed	50%
Mndwrp	25%
Insanity	25%
ESP	25%
Disease	75%
Shock	75%
ActofGod	75%

### DAMAGE PREVENTIONS (DP)

Armor	600
Skin DP	500

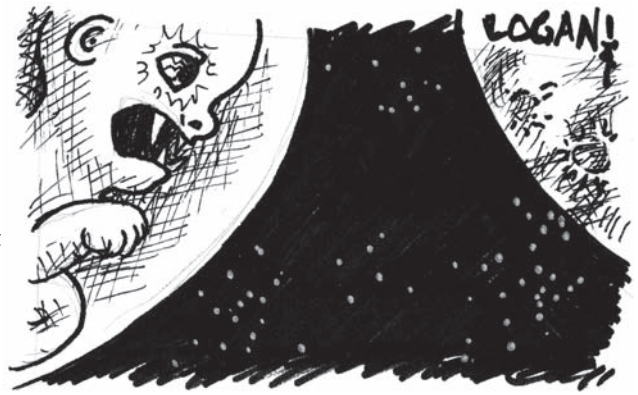
# Cribnos

## Vampire Space Fetus

Cribbible was just a normal space alien-fetus child of the Splanetar race. The race is enormous trans-spatial hyperbeings who create fetus creatures that feed off planets' natural resources through a space umbilical cord. Space fetuses of his ilk sleep most of the time, just sucking up nutrients during their three-century gestation periods.

The cyborg vampire lord Daimianos Xylex bit Cribbible turned him into a vampire, and gave him the name Cribnos.

Now he will never be born, so instead he turns entire planets worth of creatures into vampires whenever he wakes up to feed. A lot of these creatures get attracted to their vampire master, and they crawl up the umbilical cord from the planet and start a new life on the body of Cribnos. Whenever Cribnos attacks a planet, the little monsters also feed.



### POWER LEVEL 6

**XP Points:** 3,000,000

<b>Ultra Attack</b>	2d20 + d%
<b>Super Damage</b>	2500
<b>Defense Dodge</b>	2d10 + 12

### SPECIAL RULES

Any monster encountered with Cribnos is a vampire, plus all its other types.

### SPECIAL ATTACKS

**Bite:** Target makes Anti-Save vs. Bleeding. If it fails, the target becomes a vampire and Cribnos heals 3000 Damage Points to whatever body part it wants.

**Umbilical Tangle:** Cribnos wraps up all enemies with his umbilical cord. He makes an Ultra Attack against each one. On a hit, he does 1000 super damage to muscle and the enemies hit can't move and halves all attack rolls for a round.

### DAMAGE POINTS

Muscle	Skeleton	Guts	Brain	Genitals
18000	18000	9000	3000	—*

\* Propriety prevents us from letting you attack a baby's junk, even if it is a giant space vampire.

### ANTI-SAVES

Death	100%
Bleed	75%
Mndwrp	25%
Insanity	25%
ESP	25%
Disease	100%
Shock	50%
ActofGod	25%

### DAMAGE PREVENTIONS (DP)

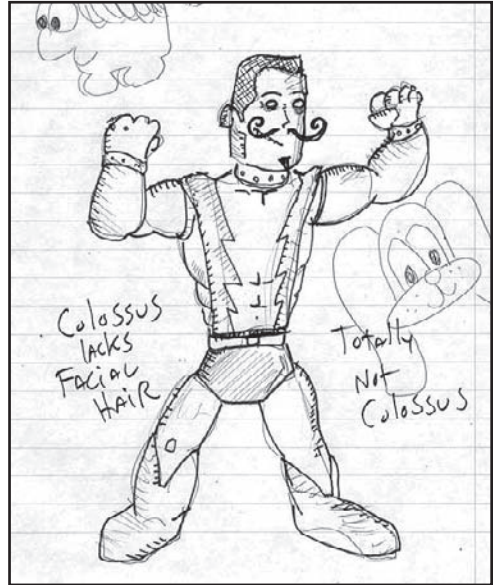
Armor	200
Skin DP	0
Anti-Magic	300

# Ironocles, the Metal Man

## Mindwarped Space King

Ironocles used to just be a strongman in the interstellar circus. But then out in a distant quadrant, he came in contact with Outerspacium, a rare metal element. It took over his body because that's its special property and turned his whole flesh into metal. He got even stronger, and almost immune to attacks (and totally immune to non-magic attacks by normal people). He doesn't age or get sick. He can punch so hard that his fist tears starships in half. His headbutt can make an earthquake on a planetoid. He can lift moons out of orbit.

At first, it just made him way popular in the circus. Then eventually the metal stole part of his brain sentience and started controlling him. Its psychic powers made him power crazy. He made his circus pals work for him and started taking over space stations in the outer limits of the Audacity galaxy. Now he calls himself King of the Cosmos, and wants everybody to bow down to him. His biggest goal is to take over the Audacity Democratic Imperial Government.



### POWER LEVEL 5

XP Points: 2,500,000

**Ultra Attack** 2d20 + 10  
**Super Damage** 2000  
**Defense Dodge** 2d10 + 10

### SPECIAL ATTACKS

**Outerspacium Speaks:** The metal element sends out an ESP shockwave. Each enemy makes an Anti-Save vs. Mindwarp or starts attacking his allies.

### DAMAGE POINTS

Muscle	Skeleton	Guts	Brain	Genitals
16000	28000	10000	1000	10000

### ANTI-SAVES

Death	25%
Bleed	75%
Mndwarp	25%
Insanity	0%
ESP	25%
Disease	100%
Shock	75%
ActofGod	25%

### DAMAGE PREVENTIONS (DP)

Armor	500
Skin DP	200
Anti-STD	300
Pressure Point	400

# COMBAT REMINDER SHEET (C.R.S.)

---

## Initiative

At the start of a fight, you have to see who goes first. Every character and monster rolls d%, adds 10 for each bionic leg, and adds another 10 if its Speed-Action Segments are above 100. If there's a tie, the one with more brain Damage Points (D.P.) goes before the dumber one. Everybody goes in order by the number they rolled, then you go back to the start until everybody on one side is dead.

## COMBAT PHASES

---

On each creature's turn, it has 6 phases, using the R.E.F.U.G.E. system.

### Roll Dice

- 1 If it's a monster, roll d3 per special power. If it gets a 3, it can use that power instead of an Ultra Attack this turn.
- 2 A character making an Ultra Attack rolls 2d20, plus whatever the Ultra Attack Bonus is. A Hero Character who rolls the same number more than once (no matter how many dice, you just need one set of doubles) gets to do a special effect. The target makes an Anti-Save. Roll d6 to determine the type, or the Karma Fate Destiny Master can choose one that fits a Mega-Attribute or whatever the Hero Character is using. The Karma Fate Destiny Master makes up the effect.
- 3 The defender makes a roll for Defense Dodge:  $2d10 + 2 / 1,000,000$  XP Points for Hero Characters, or  $2d10 + 2 \times$  Power Level for monsters.
- 4 If it hits, the attacker does Super Damage amount of Damage Points. Reduce it by Damage Preventions (DP) the target has. Physical Armor and Skin DP reduce pretty much every attack kind. Others only work against Lasers or whatever.
- 5 If the attack was a Called Shot, it does Damage Points to the called body part. Otherwise, roll on the Non-Called Shot Hit Location table.

### Eliminate Obliterated

If anybody died in that attack, they get killed.

### Fight Again

The Hero Character or monster can attack one more time.

### Undergo Shock

If there was a second Ultra Attack, make an Anti-Save vs. Shock. If it's a fail, take 300 Damage Point to Skeleton.

### Gain Experience

If a Hero Character killed anybody this turn, he gets full XP Points. All his allies get half that much.

### End Turn

This turn is over. Go to the next one.

# SPECIAL RULES

---

## Called Shot

Any Ultra Attack can be a called shot, and takes the penalty shown on the character sheet (monsters always take -20 to Called Shots).

## Non-Called Shot Hit Location

d10 Result	1-3	2-6	7-8	9	10
Body part hit	Muscle	Skeleton	Guts	Brain	Genitals

## Crucial Hits (Rolling 20)

Whenever somebody rolls a 20 on any die it rolled as part of an Ultra Attack, that's a Crucial Hit! The target can't dodge, double the Super Damage multiplier, and roll d4 on the Crucial Hits table!

- 1 Attacker gains 500,000 XP Points.
- 2 Attacker's weapon becomes Karma Fate Enchanted. Increase Super Damage multiplier by one permanently.
- 3 Target Anti-Saves vs. Act of God or is attacker's immortal slave forever.
- 4 Target Anti-Saves vs. Shock or explodes like a blood grenade.

## Super Fumbles (Rolling 1)

Whenever somebody rolls a 1 on any die it rolled as part of an Ultra Attack, it really sucks and is a Super Fumble. The creature ends its turn, and has to roll on the Super Fumbles table.

- 1 Attacker loses all Damage Preventions (DP) for 1 round.
- 2 Attacker is stunned through next turn.
- 3 Attacker hits self.
- 4 Attacker hits self in Genitals with double Super Damage multiplier.

## Ending Effects

**Death:** Spend one of your Karma Fate Resurrections immediately.

**Bleeding:** Spend a turn staunching blood flow.

**Mindwarp:** Ends when you get hit by an attack.

**Insanity:** Permanent, though usually not debilitating. Write it on your Character Record Account Paper.

**ESP:** Part of an attack. Doesn't last.

**Disease:** You find and administer the correct medicine.

# THE KARMA FATE DIE

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If somebody is using a Mega-Attribute and has totally explained it so it makes sense, give him the Karma Fate Die d20, plus that action gets a bonus equal to the number of check boxes in that Mega-Attribute. Somebody could also use Cybernetics or spend some Treasures to get the die. That person keeps it until somebody else gets given the Karma Fate die for also being awesome.



Monster Name \_\_\_\_\_

Power Level (1d4) \_\_\_\_\_ XP Points (power level x 500,000) \_\_\_\_\_

## Combat Statistics

Combat Statistic	Power Level			
	1	2	3	4
Ultra Attack: 2d20 +	1d6	1d8	1d10	1d12
Super Damage	1000	1500	2000	2500
Defense Dodge 2d10 +	2 (max 22)	4 (max 24)	6 (max 26)	8 (max 28)

## Special Attacks

Roll d3 at start of turn for each special to see if monster can use special this turn.

## Damage Points (D.P.) Array 1 (Average)

Power Level	1	2	3	4
Muscle	2000	4000	6000	8000
Skeleton	3000	6000	9000	12000
Guts	1500	3000	4500	6000
Brain	1000	2000	3000	4000
Genitals	1000	2000	3000	4000

## Damage Points (D.P.) Array 2 (Armored)

Power Level	1	2	3	4
Muscle	3000	6000	9000	12000
Skeleton	5000	10000	15000	20000
Guts	2000	4000	6000	8000
Brain	500	1000	1500	2000
Genitals	2000	4000	6000	8000

## Damage Points (D.P.) Array 3 (Wimpy)

Power Level	1	2	3	4
Muscle	1500	3000	4500	6000
Skeleton	2000	4000	6000	8000
Guts	1000	2000	3000	4000
Brain	2000	4000	6000	8000
Genitals	500	1000	1500	2000

## Damage Points (D.P.) Array 4 (Macho)

Power Level	1	2	3	4
Muscle	3000	6000	9000	12000
Skeleton	3000	6000	9000	12000
Guts	1500	3000	4500	6000
Brain	500	1000	1500	2000
Genitals	2000	4000	6000	8000

## Killed By:

---

## Anti-Saves

3+Power Level Rolls

1. Death \_\_\_\_\_%
2. Bleed \_\_\_\_\_%
3. Mindwarp \_\_\_\_\_%
4. Insanity \_\_\_\_\_%
5. ESP \_\_\_\_\_%
6. Disease \_\_\_\_\_%
7. Shock \_\_\_\_\_%
8. Act of God \_\_\_\_\_%

## Damage Preven- tions (DP)

Power Level Rolls

- Armor 100
- Skin DP 125
- Anti-Lazer 350
- Anti-Magic 350
- Anti-STD 350
- Pressure Pt. 125

## Damage Points (D.P.)

Mus

---

Ske

---

Gut

---

Bra

---

Gen

---

Monster Name \_\_\_\_\_

Power Level (1d4) \_\_\_\_\_ XP Points (power level x 500,000) \_\_\_\_\_

### Combat Statistics

Combat Statistic	Power Level			
	1	2	3	4
Ultra Attack: 2d20 +	1d6	1d8	1d10	1d12
Super Damage	1000	1500	2000	2500
Defense Dodge 2d10 +	2	4	6	8

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Brain	500	1000	1500	2000
Genitals	2000	4000	6000	8000

### Killed By:

\_\_\_\_\_

### Anti-Saves

3+Power Level Rolls

- 1. Death \_\_\_\_\_%
- 2. Bleed \_\_\_\_\_%
- 3. Mindwarp \_\_\_\_\_%
- 4. Insanity \_\_\_\_\_%
- 5. ESP \_\_\_\_\_%
- 6. Disease \_\_\_\_\_%
- 7. Shock \_\_\_\_\_%
- 8. Act of God \_\_\_\_\_%

### Damage Preventions (DP)

Power Level Rolls

- 1  Armor 100
- 2  Skin DP 125
- 3  Anti-Lazer 350
- 4  Anti-Magic 350
- 5  Anti-STD 350
- 6  Pressure Pt. 125

### Damage Points (D.P.)

Mus

\_\_\_\_\_

Ske

\_\_\_\_\_

Gut

\_\_\_\_\_

Bra

\_\_\_\_\_

Gen

\_\_\_\_\_



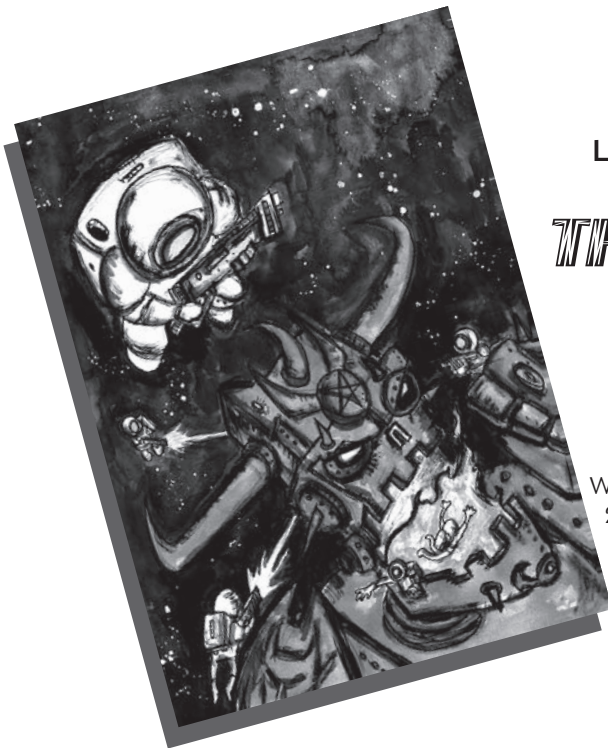


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