

RUSTING

POST-APOCALYPTIC ROLEPLAYING

INTRO

Rusting is a post-apocalyptic wasteland survival roleplaying game, based around the town of Rusting, a small settlement of people trying to survive in a cruel and violent wasteland after a war ravaged the planet. You are one of those people, in fact you are one of the townss council members and are responsible for the happenings within the settlement of Rusting. Money is of little value in this world, and the form of currency is known as STAMPS.

WHAT YOU KNOW

Usually traders come and go from Rusting regularly, but as of late they' ve stopped coming meaning supplies are getting low. To make matters worse there has been increased activity of raider attacks so the people within the settlement are on edge. You care for the settlement and its inhabitants above all else and now must decide what to do.

WHAT YOU NEED TO PLAY

You will need a page to act as your character sheet if you' re a player, a single d20 and a pencil. If you' re acting as the GM it' s handy to have a notebook of some sort to keep track of the game, such as ammo players have, hp etc. The core requirement is enjoying yourself.

PLAYER SECTION

CHARACTER CREATION AND DICE

CHARACTER CREATION

In order to start making your character you will need a piece of paper or a blank character sheet.

GETTING STARTED

Your character has five primary stats, Strength (STR), Charisma (CHR), Endurance (END), Intelligence (INT), and Agility (AGI). Each of these stats affect who and what your character is. A character with low intelligence may be considered (is) dumb, where as someone with high intelligence would be considered a genius. Your character also has an occupation. All characters start with 10 hp and go up based on END to a max of 20.

STATS

Your character starts with 5 points in each stat and 5 spare stats to spread how you wish. You may also take points from another stat but a stat can only go to 1 and no lower, and a stat can go no higher than 10. The standard setup for a character is:

STR 5 - CHR 5 - END 5 - INT 5 - AGI 5 - 5 spare to allocate.

Or

STR 1 - CHR 1 - END 1 - INT 1 - AGI 1 - 25 spare to allocate.

STATS

STR:

Strength affects your characters physical ability to feats relating to strength, such as lifting objects, pushing things, how hard you can swing melee weapons. It also can be the difference between holding a rifle and a minigun.

CHR:

Charisma affects social interactions and how well your character interacts with others. Someone with high charisma can persuade others much easier and also almost always get a better price with traders.

END:

Endurance affects your characters Health and also how well you can take a hit. It will also determine how long you can keep up certain activities such as physically resisting a force or dealing with being poisoned or bleeding out.

INT:

Intelligence affects your characters understanding of the world and their reasoning skills. Most people respect those with someone with high intelligence. Some classes benefit from Intelligence also. *See Classes section.*

AGI:

Agility affects how well your character handles firearms and their aim. It also affects how well your character can sneak about. Finally it affects any feat that requires speed

OCCUPATION

Your character's occupation affects what they can do within the game and how they deal with different situations. An example would be a Doc being able to treat another player's wound or a Tech tinkerer being able to gain access to an old computer mainframe. Their occupation will also add STAT points depending on what it is, keep in mind it can never go above 10.

Wasteland Survivalist

A wasteland survivalist has a better understanding of the wasteland and its inhabitants. They specialize in tracking, foraging, scavenging, and avoiding when needed. They can easily distinguish between animal tracks and knows what's (mostly) is edible. They also start with leather armor and a small pistol with exactly five bullets.

STAT bonuses: 2+ AGI, 1+ INT.

Tech Tinkerer

Love of all things pre-war, the tech tinkerer loves technology of all kind, sometimes they are called the scientists of the wasteland. They specialize in technologies of all forms especially computers. They also have a knack for making traps out of salvaged material such as pipe bombs, trip wires, and pipe rifles. They start with a toolset (Wrench, screwdriver, hammer), and dusty overalls

STAT bonuses: 2+ INT, 1+ CHR.

Former Tribal

After the war there was a period of decay in the human race, many primitive tribes were setup believing that the war was punishment from the gods. Years of these superstisious led to primitive beings known as tribals. Experts in hunting and melee combat, the tribals are constantly recruited by militia, or enslaved by raiders to be used as vicious killers. Former Tribals start with a hand-crafted spear, and a hand-crafted necklace made with feathers.

STAT bonuses: 4+ STR. -1 INT.

EX-Trader

Generally the life of a trader is lonely and dangerous. Moving goods between settlements is never safe as it pretty much gives you a target on your back for raiders. Some traders eventually say enough is enough and settle down. Ex-traders are extremely charismatic and can always get the best price from their fellow traders. Although no marksmen, the Ex-trader knows how to handle a small firearm. They start with 50 stamps(currency), and a Rucksack to carry things.

STAT bonuses: 2+ CHR, 1+ AGI.

Scout

A scout isn't a common wastelander. Usually someone who is trained as a scout has been trained in a militia like group who try keep some form of security for those traveling within the wastes. The scout themselves are usually very good at hiding their presence. They generally stick with rifles instead of small firearms but regardless of the type of gun their aim is impeccable

STAT bonuses: 3+ AGI.

Doctor

Doctor's within the wasteland are unlike their pre-war ancestors. They usually self-trained, or study under a fellow doctor. They make do with what they have which is usually not great for their patients. But doctors are well respected within the wasteland. They start with a satchel (3 bandages, 2 water and purification pills).

STAT bonuses: 2+ INT, 1+ CHR.

STATS AND DICE

Based on your STAT in each of your skills you may get a bonus or even a subtraction to dice rolls. Every time you wish to attempt something that isn't basic like walking or eating, you must roll a dice.

- 1-2: -6 to roll.
- 3-4: -3 to roll.
- 5: No bonus or Subtraction
- 6-7: +2 to roll.
- 8-9: +4 to roll.
- 10: +6 to roll.

Whenever you roll a dice, your GM will decide the score needed to accomplish your goal with the roll e.g shooting a gun or kicking a door down.

GAME MASTER SECTION

SETUP AND HOW TO RUN THE GAME

PLAYERS DON'T LOOK HERE

WORLD

RUSTING takes place within a post-apocalyptic wasteland, thousands of years after a war ravaged the planet. The land itself is barely fertile and hunger is common. To the north of the settlement lies a ruined city with decrepit buildings. To the south is an Inactive nuclear power plant that was damaged during the war as bombs ravaged the land, many avoid going near it as the radiation is believed to still be high. To the west of the settlement is mostly more wasteland but is also the common route traders travel to Rusting. To the east is mostly unexplored wasteland but traders say that mutated animals and humans, are rampant and vicious.

SCENARIO

The player's characters all reside within 'Rusting' a small settlement within the wasteland and act as the settlements council, governing what happens within it. They are also responsible for the wellbeing of those who reside in it. Food shortages are beginning as the traders which the settlement depends on have stopped coming. To make matters worse the scouting party the settlement sent out in search of the traders has yet to return and it's been over 4 days.

Suddenly out of the blue, two unknown men arrived at the settlement claiming to be traders arrived from the west which is extremely uncommon as there are no settlements to the west that you know of.

Players must now decide what to do for the better of the settlement.

HOW TO GM

The scenario is merely a starting point for you and your players to begin the game. You now have full reign on how the story progresses and also the uniqueness of the adventure for the players.

Whenever a player wishes to do something out of the ordinary basics, you will have to make them roll, based on the action you can decide what STAT, affects it. For example pushing a rock would require STR.

Combat is not a turn based system, it is narrative based and also requires rolls and generally it's very final both for NPC's and the players. An example of combat would be something like:

Player 1: "I peer down my rifle and take aim at the raiders head and take a breath while pulling the trigger."

GM: Okay, roll a dice and add your AGI bonus.

- At this point you would come up with a number in secret, based on how difficult you feel the task is (from 1-20), in this example let's say you set 15.

Player1: I got a 14.

GM: "The bullet swerves and hits the raider in the shoulder instead alarming his allies. They start opening fire on your position"

- Due to the player not reaching the required number they didn't do exactly as intended however since it was near it they still do something but not as successfully. If they roll a 5 or lower they critically miss and something horrible happens, and vice versa if they roll a perfect 20, they do as intended but with benefits.

CREDITS

RUSTING is a free roleplaying game designed and developed
by Kalen O' Brien for his final assignment in his RPG MODULE.
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