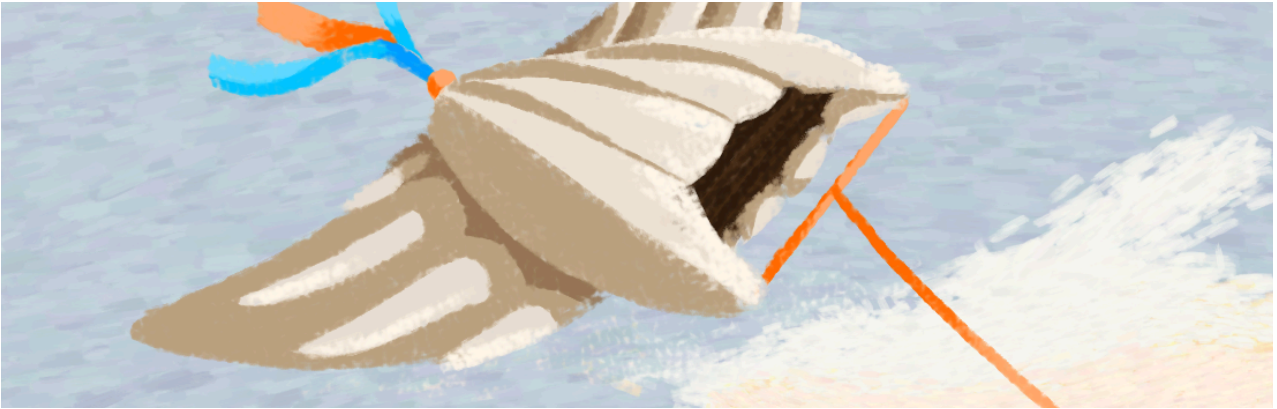


BACHELORPROJECT
LUCA SCHOOL OF ARTS



GONE WITH THE WIND
CIDAR DEWACHTER

JUNI 2025

CHARACTER CREATION

BASE STATS

- BODY: How strong, dextrous, fast, healthy ... you are
- SMARTS: How book- and street-smart you are
- CHARACTER: How charismatic you are
- TECH: How tech-savvy you are

All stats start at 0. Players get 8 points to redistribute among their stats.

- HP = 15 + body (can be increased by equipment)
- Speed = 4sq (can be increased by equipment and traits/mods)

GENERAL ROLLS

When rolling to do something, players roll **3d6**, then **add their relevant stat**.

(eg. I have a body stat of 4. A body roll would be 3d6+4)

There's 3 difficulty thresholds: easy (8), middle (11) and hard (18). Players have to roll the required number or higher in order to succeed in the task.

Mods/traits can increase the modifier of your roll (eg. Sheer aura can add an extra +1 to a character roll).

You can choose to **help** someone when they are doing something. In that case, the person performing the action can add your stat to the roll as well.

(eg. Jip (body 6) and Janneke (body 3) are investigating something. Janneke wants to lift a heavy object (hard). She rolls 3d6 + 3, but doesn't meet the required number in order to succeed. On the second attempt, Jip helps. Janneke now rolls 3d6 + 3 + 6!

You can choose to help after the player has rolled. You can not use mods/traits to amplify your help.

TYPE & MODS/TRAITS

Mechs are fully mechanical creatures. They can take many forms and serve various purposes.

Modified humans are humans that have mechanical alterations to their body for religious, cultural, or medical reasons.

- MECHS get 4 mods
- MODDED HUMANS get 2 mods and 2 traits
- FULL HUMANS get 4 traits

Mods and traits are words or short phrases that indicate a unique ability your character has. These are to be used and interpreted by the GM and player.

Traits originate from and are defined by your physical or cognitive abilities. Mods are abilities that are provided to you by technology that is built into your body. Mods can also be built-in pieces of equipment.

To replace mods, you need a replacement mod or piece of equipment. You can then replace the mod during a long rest with a TECH check of 18 or higher.

To replace a trait, you need to find unique items that facilitate this and use them during a long rest.

Built-in equipment and replacing mods/traits are things that have not had a lot of attention during playtests.

Conflicted on if these stay open to interpretation or if they get short definitions.

A LIST OF MODS & TRAITS

- Advanced communication
- Aetherflux genius
- Amateur hacker
- Avid healer
- Bash
- Chef
- Endless supply of empty jars
- Grappling arm
- Hardcore parkour
- Heat resistant
- Herbologist
- Holographic projection
- If given the tools...
- Light-footed
- Propulsion leg or a propulsion mod
- Sheer aura
- Sick riff
- Star-navigator
- Superior navigation
- Thornmail (armor that inflicts damage back upon an attacker in certain scenarios)
- Tow cable
- Translator
- Uncanny impulse
- Unsettling presence
- Wayfinder

INVENTORY

Every character has:

- 6 slots in their backpack
- 2 worn slots (armor, clothing, an item on a belt)
- 2 slots for their hands

Equipment that is built-in as a mod is written down as a mod and doesn't take up inventory space. Switching items in your hands with items on your body/backpack takes an interaction.

STARTING EQUIPMENT

Every character gets:

- A water bottle (3L)
- Rations (5 days worth) OR a built-in battery (not written down as built-in mod/equipment)
- Tent & Bedroll
- Clothing of their choice (does not take up an inventory slot)

Characters also get 2 pieces of equipment from their class and get to choose 1 additional piece of equipment.

CLASS

- **THE JUGGERNAUT** finds themselves on the frontline. A class born to be beefy, they'll do your heavy lifting and find themselves on the frontline of combat.
 - Mod/Trait: Bash
 - Equipment: Light Armour & Stun Baton
- **THE GUNMAN** is a charming class that cuts quick to the core. While they are capable of both melee and ranged damage, they have a knack for leaving an impression on others.
 - Mod/Trait: Sheer Aura
 - Equipment: Assault Rifle & Electric Sabre
- **AN ENGINEER** is a valuable ally. These tech-savvy folks use their devices to aid their party in times of need. Whether they interfere with the enemy's tactics or organise your allies, an advantage is always welcome
 - Mod/Trait: Advanced Communication
 - Equipment: Versatile Beacon & Small Drone
- Did anyone call for a **MEDIC**? Quick and intelligent, these avid healers are never out of options and could sport an interesting technique or two.
 - Mod/Trait: Light-footed
 - Equipment: Flare Gun & Shield

PARTY EQUIPMENT

Before starting their travels, the party also receives:

- A water purifier
- An electric campfire
- A generator
- A portable solar panel
- A first-aid kit (4x 1d4, not rechargeable)

SECRETS

Lastly, every character has to have 1 or 2 **secrets**. Secrets are things about them or about their past that are important to the character, but are sensitive enough to be information that is not shared freely with strangers.

Secrets can also be gathered during the campaign. Coordinate this well with the GM.

Why secrets are important will be discussed in the part about the **GENERATOR**.

Where is the difference between withholding information, lying and a secret?

TRAVEL

TRAVELLING CHECKS

At the start of the day, players roll travel (body, everyone) and direction (smarts, only the person navigating) checks. These decide how their day of travel will go. Players can not help each other on the direction or travel checks.

ROLL	TRAVEL (BODY)	DIRECTION (SMARTS)
7 or less	Character is struggling and gets injured (1d4)	Party ends up walking a circle.
8 - 10	Character can handle the road, but slows the party down a little	Party ends up on the wrong route and needs to reassess their location in order to continue.
11 - 17	Character can easily handle the road.	Party should get to their destination without delays.
18 or more	Character can easily handle the road, and even helps struggling characters (negating their negative effects)	Party finds a small shortcut and should get to their destination earlier than expected.

FOOD & DRINK

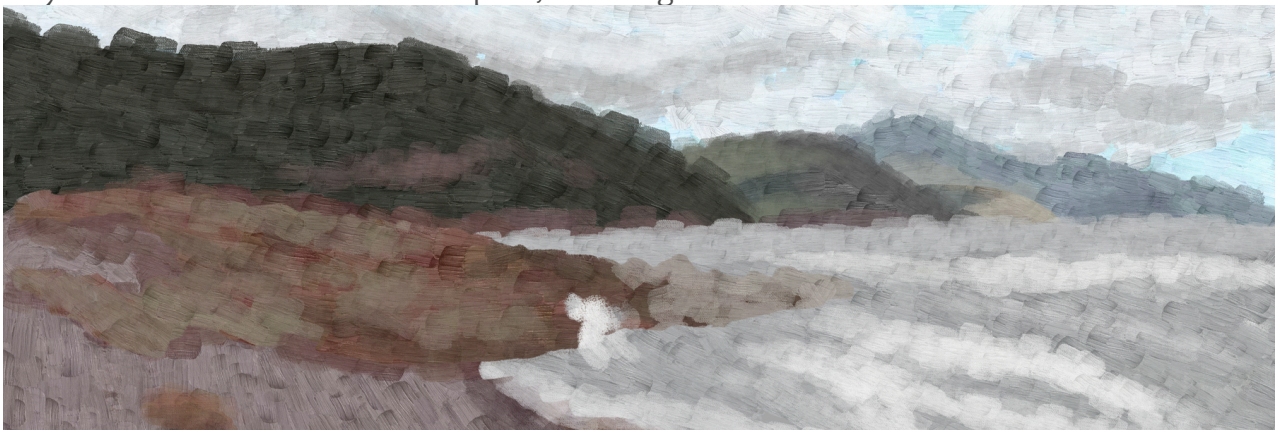
During travel, (**modified**) **humans** consume 1 litre of water per day (= 1 slot of your water supply) and 1 serving of their rations.

Mechs consume 1 litre of water and 1 charge of their battery instead of rations. To recharge, mechs can use built-in power sources and equipment or charge via the generator.

To resupply water, they need to use their water purifier.

To resupply rations, they need to buy more or hunt and gather.

Not eating or drinking for a day adds 1 level of exhaustion until you eat and drink again. Players can **cook** rations at a campfire, resulting in a +2 on their next condition roll.



EXHAUSTION

Characters need to eat, drink and rest every day or they will suffer negative effects. Not sleeping results in exhaustion.

- **Mechs** only need 1 short rest every 24 hours
- **Humans** need 1 Night's rest every 24 hours, or 1 short rest & 1 Night's rest every 48 hours.

All 3D6 rolls are affected: When you make a check, the roll is reduced by your Exhaustion level. For example, if your character has Level 3 exhaustion, any checks would be reduced by -3.

Speed Reduced: Your Speed is reduced by a number of moves equal to your Exhaustion level.

Starting at level 3, additional effects will also take place.

Exhaustion Level	General	Additional Effects
3	Checks: -3 Speed: -3 moves	-2 inventory spaces
4	Checks: -4 Speed: -3 moves	-2 inventory spaces. Your HP max is lowered with 3HP
5	Checks: -5 Speed: -3 moves	-4 inventory spaces, Your HP max is lowered with 6HP. Your character is prone to hallucinating or madness from lack of sleep.
6	Checks: -6 Speed: none	You can not carry your backpack anymore, your HP max is lowered with 8HP. Your character promptly falls asleep and rests for 18 hours straight. Waking you up takes a check of 18 or higher. You wake up if you're taking damage. If you've not taken damage for 20 minutes, you fall asleep again, restarting the 18 hours of rest you need.

A night's rest is 6-8 hours.

A short rest is 1 to 3 hours.

EQUIPMENT

ARMOR

Armor comes in 3 different types: Light (1D4), Sturdy (1D6) and Strong (1D8).
When you're hit, roll your armor die and subtract that amount from the damage you take.
You can not take negative damage.
Some armor can have special effects, detailed in their respective descriptions.

SPECIAL TAGS

Deployed: the item needs to be deployed (1 interaction) before it is active.

Stationary: the item needs to be placed down while it is active.

Portable: the item can be carried around while it is active.

Rechargeable: this item can be recharged. **Rechargeable items can be overcharged**

OVERCHARGING ITEMS

Players have 3 overcharge slots. These are tracked on their character sheet.
If a player chooses to overcharge an item, they can double the range, damage or (duration of) the effect - they choose this when overcharging the item.

After overcharging, the player rolls 1D6. On a 1-3, the item breaks and needs to be repaired before it can be used again.

If the overcharged item is built into a mech, the player rolls 1d10 instead. On a 1-4, the item breaks. On a 1, the player ends their turn immediately as their systems are shocked into a reboot and they consume 1 slot of their battery.

The character is considered unconscious until its next turn.

Overcharging doesn't use up item charges, but instead uses up an overcharge slot.
1 generator slot = 1 overcharge slot.

REPAIRING BROKEN ITEMS

You can repair **up to 3 broken pieces of equipment during any rest.**

Each rest, you can **roll TECH once per item** to see if you repair it. Repairing items is easier when you have spare parts. You can find these in most things of mechanical origins.

- Repair an item using no spare parts = TECH, DC18
- Repair an item using 1 spare part = TECH, DC11
- Repair an item using 2 spare parts = TECH, DC8
- Repair an item using 3 spare parts = No roll required, the item is repaired.

You can't help allies repair.

On a fail, the spare parts used are consumed.

COMBAT

INITIATIVE

Players do not roll for initiative. Instead, players and enemies all take their turns consecutively. Whoever attacks first, comes first. If a player attacks first, all players take their turns before the enemies. There is no set order for which player takes their turn first. Players get to choose amongst themselves who takes their turn.

ON YOUR TURN...

- Move
- Interact with an item (= also to deploy an item)
- Do an action
 - Heal
 - Attack
 - Overcharge an item
 - Prepare a dodge

To use a trait or mod, you must explicitly ask the GM to use it when performing an action.

An attack always lands! If you take damage, make sure to roll and subtract your armour die from it.

AFTER COMBAT

- Players mark down that 1 slot of energy has been consumed for each item they used during combat .
- Players roll 1D10 for every item they used during combat. On a 1, the item breaks and needs to be repaired. You also need to roll for armour if you were attacked during combat.

HEALING

Healing can be done by anyone.

- If you're healing using the "Avid Healer" (or other healing oriented) mod/trait or Med Kit equipment, you heal the recipient for 4 + SMARTS (or TECH, if the recipient is a MECH).
- If you're healing without traits or med kit, you will have to perform a SMARTS (or TECH, if the recipient is a MECH) roll against a DC that the GM decides is appropriate for the wound. On a success, you can heal the recipient for a number of HP equal to your SMARTS stat (or TECH, if the recipient is a MECH).
 - If the recipient is downed (OHP), the DC is by default 18.

You can only heal yourself and others up to 10HP outside of camp. If your HP max is more than 10, you must heal the remaining HP at camp.

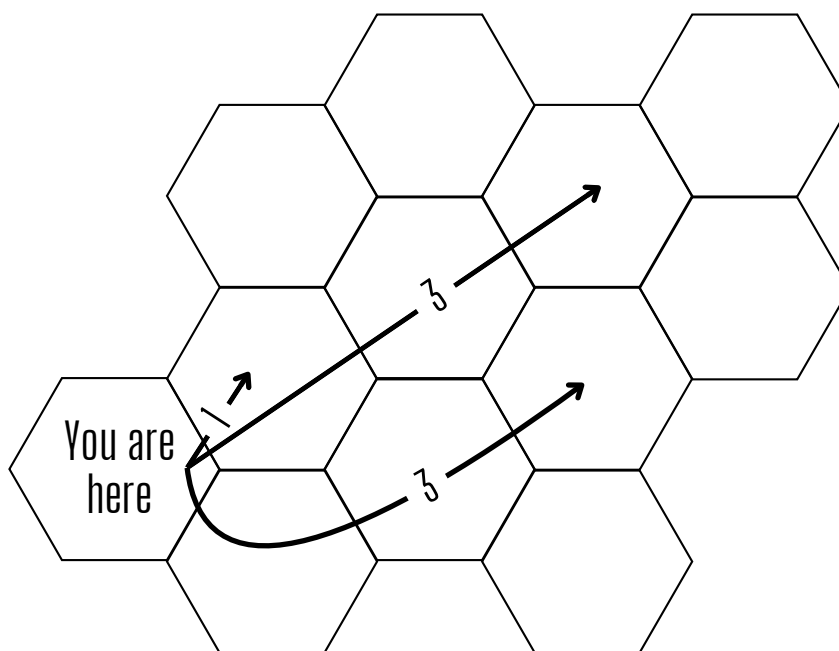
DEATH

When a player hits OHP, the DM will flip a coin once on the player's turn. In total, they do this thrice. Heads = success, Tails = fail. If the DM flips 2 heads, the character is critical, but not dead. If they flipped 2 tails, the character can not be healed, but is able to say a final goodbye right after combat. The character can be healed while the DM is flipping coins, but does not return to 1HP on their own unless they have a unique trait.

If you take more damage than your max HP while on OHP, you die.

OTHER COMBAT RULES

- Players may **share a space with an active drone** if it is in the air.
- **Tackling** an enemy: both roll body rolls, if the player's roll is highest they succeed in tackling the enemy. The enemy takes damage that is rolled with 1D[player's body stat, rounded down if needed]
- **Grappling**: both people involved roll body rolls, person who rolls highest is able to overpower the other. The grappled person is able to try a reroll on their turn to break free.
- Armor and a shield do not stack. If you are wearing armor, you are not protected by an active shield.



CAMP

SETTING UP CAMP

Camp is set up on the battle-map.

Players set up their tents and all camp devices they want to use (campfire, generator with power source, water purifier, ...)

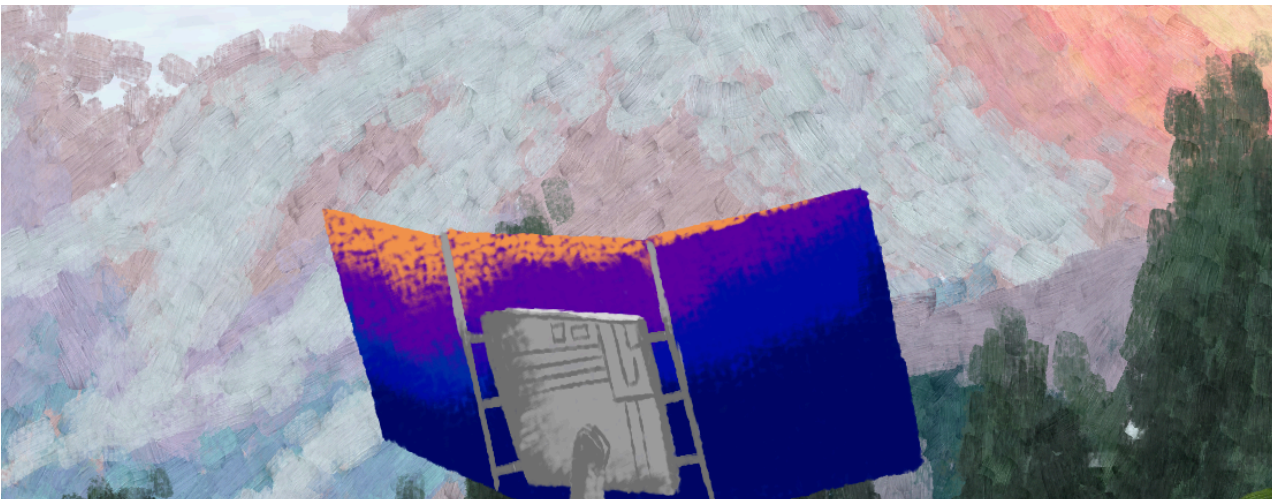
You can find the setup requirements of some devices on their card (eg. a water purifier needs to be set up close to the relevant source of water.

THE CAMP CHEAT SHEET

Use the camping cheat sheet to help your players set up camp. You can choose to give it to your players or use it to guide them through the process yourself.

As the GM, it is recommended to encourage players to stay in character during this time.

Adding fail conditions to set up camp may encourage them to roleplay more!



ENERGY & THE GENERATOR

ENERGY

Items with slots on their card require energy to function. Also camp items require energy. You can review what they use this energy for on their item cards.

They consume energy when used.

- For combat items, you mark a slot of consumed energy after the fight if they were used.
- For camp items, you mark a slot of consumer energy when using the item.

Items with energy slots can usually be recharged. You can do this with the energy you generate with your **generator and its plugged-in sources**.

- 1 generator slot = 3 item slots. You can not distribute 1 generator slot over multiple items. If you use a generator slot for less than 3 slots on an item, the rest of those item slots are forfeit.
- 1 generator slot = 1 overcharge slot.

THE GENERATOR

The generator is a large cylindrical object that is able to hold large amounts of energy. When plugged into a power source, it can generate energy and hold onto it until the party needs that energy.

To **generate energy** the generator must be linked to a power source during a rest. There are three types of power sources: solar, wind and water. There are portable solar panels and wind turbines that the party can acquire to take with them on their travels. Equipment to generate energy using water is only found in the world and do not have portable versions available.

Important: Solar and Wind energy can only be generated if the current weather conditions allow it.

The generator has a select amount of energy slots it can hold, dependant on **camp comfort**. Camp comfort is dependant on the **secrets** of the party's individual characters. When secrets are shared to other party members in a satisfying way during in-character roleplay, the GM can award the party an increase in camp comfort. This increases the amount of energy the generator can hold, and improves how much energy it generates during rests.

You can find a chart about energy types, camp comfort and rest duration on the generator card.





PRINTABLES

GONE WITH THE WIND

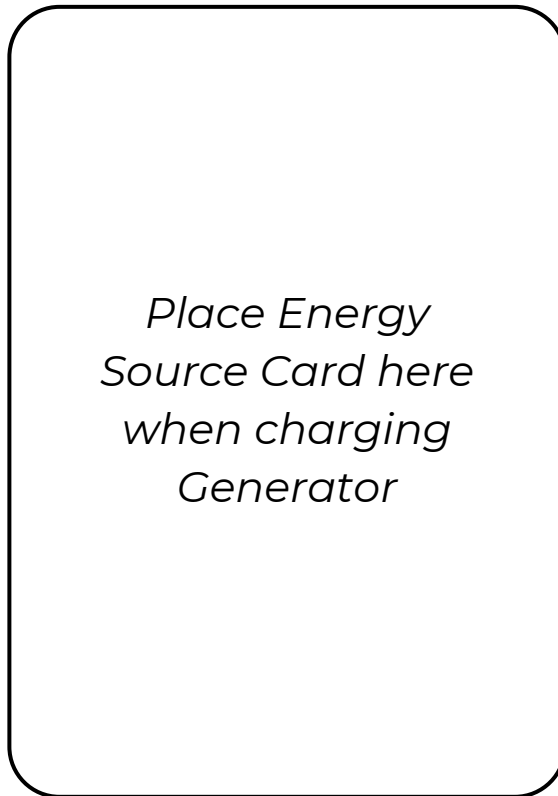
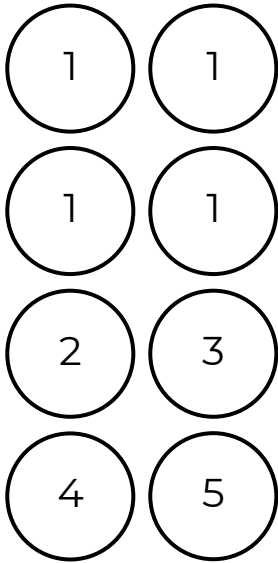
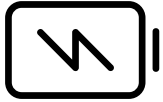


*Printables contain 1 copy of every item, sheet and token you may need.
You may need to print an item or page a few times depending on how many players are
in your group.*

PROTOTYPE V5.0
JUNI 2025

GENERATOR

Camp comfort level:



The **GENERATOR** needs a source of power to charge.

A **solar panel** needs sunlight.

A **wind turbine** needs wind.

A **waterwheel** needs flowing water.

Fold line

GENERATOR

Energy type	Comfort 1	Comfort 2	Comfort 3	Comfort 4	Comfort 5
Solar	2/1	3/1	4/2	5/3	5/3
Wind	1/0	1/0	2/1	3/1	3/1
Water	4	5	6	7	8

Setting up the generator with a power source takes 2 people

1 generator slot = 3 item charges

CAMPING

1 - WHAT DO YOU NEED

Check what your party members have and need:

- Water
- Rations
- Broken equipment
- Charges of every piece of equipment
- Charges in the generator

2 - WHAT SHOULD YOU DO

Check what you need to set up in order to meet all your needs.

Waterpurifier, campfire, generator, ...

3 - WHAT CAN YOU DO

Check what you can set up on your chosen camping spot

- The **water purifier** needs a source of water
- The **generator** needs a source of power
 - A **solar panel** needs sunlight
 - A **wind turbine** needs wind
 - A **waterwheel** needs flowing water
- **Tents** need enough flat, open space
- The **campfire** needs energy and a dry spot

Fold line

CAMPING

SETTING UP CAMP

- Are you safe here?
- Check layout of your spot
- Check weather conditions
- Set up tents
- Charge devices with the generator
- Set up the generator with a power source
- Set up water purifier

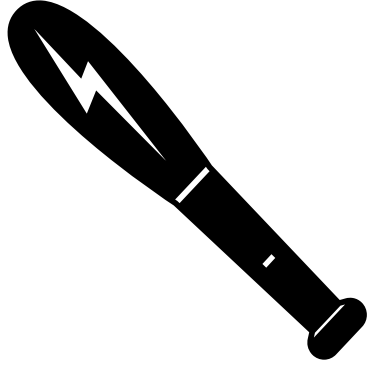
DURING CAMP YOU CAN...

- Set up campfire, cook
- Repair devices
- Repair / heal yourselves
- Reflect on & Plan the journey
- Interact with others
- Rest

PACKING UP

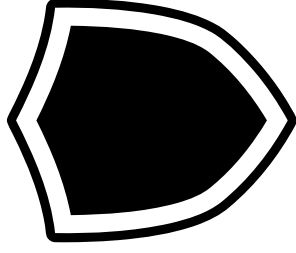
- Divide new energy of the generator if needed
- Divide fresh water of the water purifier
- Pack up
- Did you leave traces?

STUN BATON



Battery, Rechargeable
Damage: 1D6 (+stun > battery)
Range: 1

LIGHT ARMOR



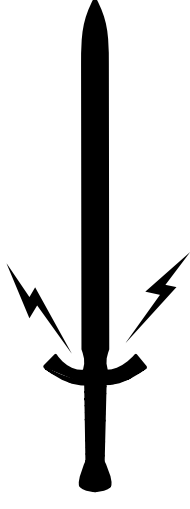
Must be worn
When you are attacked,
subtract 1D4 from
the damage you take.

ASSAULT RIFLE



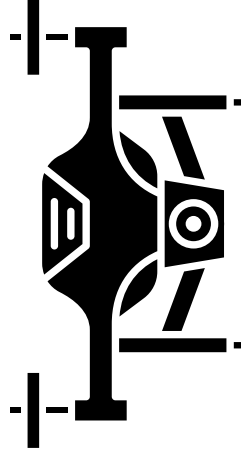
Rechargeable
Damage: 1D10
Range: 5
Two-handed

ELECTRIC SWORD



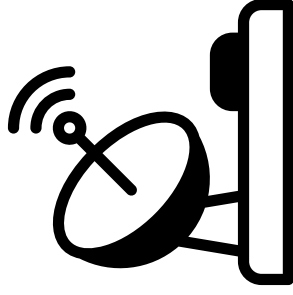
Rechargeable
Damage: 1D8
Range: 1
Two-handed

SMALL DRONE



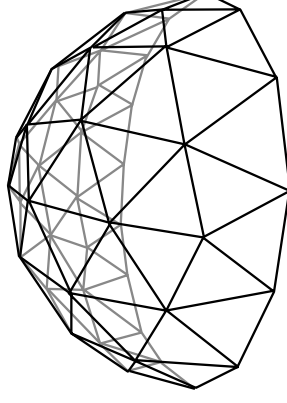
Battery, Rechargeable
Damage: 1D4
Range: 1

BEACON



Battery, rechargeable
Range: 3
Effect: Powerful Fire, Rush,
Distorted Vision, Distraction

SHIELD DOME



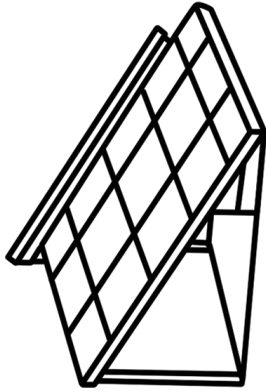
BATTERY, rechargeable
Allies inside of the shield take -3
damage.
Radius: 2
Deployed, Stationary

FLARE GUN



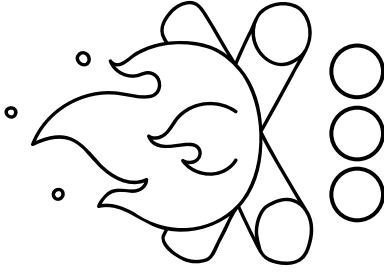
Rechargeable
Damage: 1D4
Roll 1D6. On a 4-6 you set the target
on fire, dealing +1 dmg to them at the
start of your turn.
Range: 3

SOLAR PANEL



To plug in the solar panel to the generator, they must be in a 5ft range of each other.

CAMPFIRE



Lighting the campfire at night allows you to **cook**. Leaving the campfire unlit at night causes you to have a -1 on your next condition roll

WATERBOTTLE



RATIONS



Everyone consumes 1 ration and 1 water **every day**. You can **cook** rations on a fire for a bonus on your next condition roll. Not eating or drinking for a day results in 1 level of **exhaustion**.

WATERBOTTLE

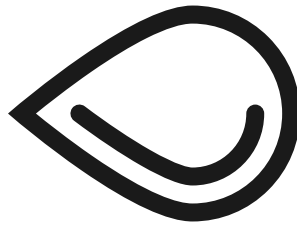


BATTERY



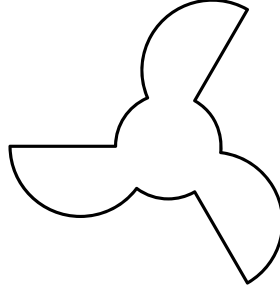
Everyone consumes 1 battery slot and 1 water **every day**. Not eating or drinking for a day results in 1 level of **exhaustion**.

WATER PURIFIER



The water purifier needs to have access to unpurified water to work. It can purify 1L of water with one charge. (LR = 5, SR = 3).

WIND TURBINE



To plug in the wind turbine to the generator, they must be in a 5ft range of each other. The wind turbine is portable while deployed, but will slow down travels.

