

WASTE

Welcome to the 19th millenium.

Your tools are limited only by your creativity. Cloning, genetics, positive-output energy generation, and more have combined to make a world in which all things are possible, but not all are plausible.

Thirty years ago, the Magellan Control Force built the first faster-than-light transport, and with it came war and destruction. You are a young operative in the Eridani Resistance Front, a group of freedom fighters with inferior technology trying to fight back against the MCF for the inner Epsilon Eridani asteroid belt and the assortment of space stations that inhabit the sector.

WASTE is played with a d50 system, meaning that a dice has fifty sides (for sake of ease, half of a hundred sided dice roll rounded up may be substituted), for maximal precision and simplicity. As a general rule, rolls should be used for combat resolution and in cases where the outcome would not be obvious.

Characters have four attributes and eight skill groups. The attributes are:

Strength- Hardiness and power
Psyche- Perception and morale
Agility- Speed and flexibility
Intellect- Ability to learn and create

Skill groups are divided into:

Offense- Using weaponry
Defense- Using armor/ECM
Piloting- Operating vehicles
Crafting- Creating items
Social- Conversing and interaction
Indirect Offense: See Statistics
Stealth- Being quiet or disappearing
Education- Knowing things

These skill groups are general things that can be used for most of the purposes of gameplay, for instance, the ability to identify a ZX903 Starcrusher would be aided by Education, shooting a gun by Offense, and getting landing clearance from an uncooperative ground control by Social. They do not represent complete character profiles, for purposes of simplicity. These can be changed to fit individual's needs.

Characters are created with eight attribute points and sixteen skill points

to be distributed at will by the player. Characters do not need to invest any points in any given attribute or skill, and can reduce points from attributes or skills to a minimum of -1, gaining those points to be put elsewhere.

Once attributes and skill groups are determined, some additional statistics will be determined.

Health- 100+(Strength*10)
Speed- 5+(Agility) meters per turn
Defense- 20+(Agility*2+Defense*4)
Attack- 10+(†)
Reaction- (Psyche*10+Intellect*5)
Wage- \$100(Crafting+Intellect)/Day

†- Varies, for hand-to-hand combat, use 5*(Strength+Agility+Offense), for ranged combat use 5*(Agility+Offense), unless the target is being attacked with a long-range weapon that requires calculated attacks, like artillery or "dumbfire" missiles, in which case 5*(Intelligence+Indirect Offense) is used.

Combat in WASTE is handled by a simple process. The distance of a player from their enemies is determined by a mediator or a dice roll (distance in meters equal to d50/5+10)

After the distance is determined, reaction is rolled, taking a d50 and the Reaction statistic, with a high number being desirable. The winner goes first, then the person in second, and so forth.

Characters can do a number of things in combat, and they may do two actions per action phase. Hand-to-Hand attacks may only be attempted within 5 meters.

Move- Move meters equal to Speed towards or away from an opponent
Attack- Use a weapon or bare hands
Aim- Set up for an attack†
Cover- Set up for defense†
Flee- If the distance from foes is twenty times their speed, combat may be disengaged.

†- Double the effective stat/skill benefit

With the exception of attacking, which may be modified by equipment, all these actions take up one action.

Combat can be summed up as follows:

Distance Determination †
Reaction- Who goes first?
Action- What do people do?

†- only occurs once
If the result of an attack roll is greater than 50+(opponent's defense), the attack hits and deals damage.

Outside of combat, WASTE is heavily reliant on narrative, with rolls being used only when plot-critical or risky events occur. The only non-combat rule covered in core WASTE is earning money.

Non-combat money earning is determined by the Wage statistic. A character starts with thirty day's worth of money. Time should be made valuable to prevent players from abusing their wage earning, no more than a week's pay can be earned at higher rates at any given time, afterwards, money is earned at the rate of \$100*(Crafting+Intellect) per week, rather than per day, unless some event has occurred to merit more payment (usually destruction the likes of which follow most of the fighting between the ERF and MCF). Also, the MCF tracks cash transfers, meaning that steady employment attracts attention to characters, who are under suspicion. MCF credit transfer examinations occur every (d50+5) days (this number should be unknown to the players, to keep them from becoming complacent), and MCF Secret Police will come for the players' characters while they sleep [within 20 meters' range] if they have been known to participate in subversive actions and worked within ten days of a credit transfer examination. (Unless something of greater interest has happened since)

MCF Secret Police have the following statistics, and are armed with DNA locked pistols usable only by them:

Health- 200
Speed- 8
Defense- 55
Attack- 60 hand-to-hand, 45 ranged
Reaction- 40

MCF Secret Police attack in groups of no less than five, not usually exceeding ten. Additional squads are sent to the location if earlier squads are dispatched after ten minutes.

Gear can be acquired to aid the players in their exploits. Below are various weapons and armor.

Unarmed- d50/2+Attack damage
Pistol- d50 damage, 2 shots/action 30m range, \$25,000
Rifle- d50+25 damage, 1 shot/action, 150m range \$45,000
SMG- d50/2 damage, 8 shots/action, 30m range \$250,000
Auto Rifle- d50+25 damage, 4 shots/action 50m range, \$750,000

Shotgun- d50/5+d50/5+d50/5 damage @ 15m range, d50/5+d50/5 outside, 1 shot/action, \$30,000, blast
Wrench- d50-10+Attack damage, \$1000, 1 attack/action
Sword- d50+5+Attack damage, \$15,000, 1 attack/action
Energy Sword- d50+25+2(Attack) damage, \$150,000, 1 attack/action
Utility Suit- Absorbs 10 damage, \$50,000
Conventional Body Armor- Absorbs 25 damage, \$500,000
Advanced Body Armor- Absorbs 40 damage, \$1,500,000
Powered Armor- Strength+2, absorbs 70 damage, \$15,000,000

Characters should be limited to carrying two weapons and one set of armor, though this is more of a guideline than a rule. More weapons will be covered in supplements.

Additional rules:

Relationships and Social Systems:

Relationships range from 5 to -5. These represent the way that a character feels about another character (these should not be used to evaluate a player's character's response), and provide a (reaction*5) bonus or penalty to any social check. As a general rule, a social check is 25 for a mundane or pleasurable action like going to the movies, and 50 for a favor or inconvenience, like getting a discount, and 75 for the taboo or illegal deed, such as disposing of a body. Failing to get a positive response by more than 5*[Relationship] means that a relationship is damaged one point, while the same is true in the opposite manner for gaining relationship points.

Average Henchman's Statistics:

All attributes and skills are assumed to be 1, representing an average heroic character. For an truly everyday character, assume attributes and skills are 0 (as listed in the table without adjustment).

Health- 110
Speed- 6
Defense- 26
Attack- 25 hand-to-hand, 20 ranged
Reaction- 15
Wage- \$200