

WARNING

Mature
Themes & Language

Free!

DYSTOPIA

THE CORP. SERIES: AMERICA 2155AD

A ROLEPLAYING GAME BY GAVIN HADALLER

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This version of DYSTOPIA is free. Yes, you heard right. FREE.
We have released it in order to show you how much fun
playing DYSTOPIA can be. This version presents the basic
rules and background needed in order to play. But, guess
what! The full version is better. It offers more background
information so you can delve even deeper into the world
of DYSTOPIA. It also adds new rules to increase realism while
retaining the simplicity of this version. Upgrading is easy
and inexpensive. Visit WWW.PIGAMES.NET to order the
DYSTOPIA rulebook.



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The corporate class has pushed the common man down for far too long.



The world has seen terrible conflict and destruction. Plagues and disasters have ravaged mankind. Wars, atrocities, desolation, suffering. Through all this mankind has survived. The corporation has survived as well.

Major multi-national corporations have emerged as the superpowers of the globe. They control the movement of resources and the lives of their subjects. The American corporations have a death grip on most of the western world and use this control to gain more resources to further their dystopian ideal of perpetual growth. As a result of this growth, is the existence of independent corporate warlords, fiefdoms, and baronies have come into existence within our national boundaries.

They fight over territory, they fight over trademarks and copyrights, and some of the corporate zones have been warring against each other for so long that neither side remembers why they were fighting in the first place.

Due to massive overpopulation, every male child born is now sterilised at birth. Only after he has been given proper corporate authorisation to breed is the process reversed. The government keeps track of everyone's location, information, and reproduction records by means of L.I.R. chips, small biochip systems embedded in the wrist of almost every baby. They are hooked up to a vast global satellite system capable of transmitting your exact location, your personal information (including credit, criminal history, and personal background), and reproduction record, which is used, for tax purposes, to track how many children you have produced. Nine out of ten people have a L.I.R. chip implant.

The L.I.R. chip credit network is the only form of currency used in the corporate controlled areas (i.e. almost everywhere). However, at the edge of the sprawl near the Testing Zones, where

people are not so dominated by the corporate empires, illegal trade and barter is safe, lucrative, and leaves no data trail.

Officially, the corporations are businesses who have taken measures to protect their holdings and this is how good ole' Uncle Sam recognises them. Realistically, the Corps. are independent fiefdoms and baronies that use the populace of the US as serfs and plebeians to work in their sweatshops and refineries. The corporations are truly warring within our own country, hell-bent on raping the planet for every red cent that they can rip from her soil.

There are numerous factions fighting the corporations. Some are merely small bands of neighborhood riffraff who are sick of the Corps.' shit. Others are large organised movements who work in many parts of the country to topple the corporate entities. The corps. own the rights and patents to every genetic code that man has yet been able to decipher and the science of cloning has reached a level where almost any organic item can be duplicated, manipulated, and changed. Livestock, organs, paper, plants, people, and other cloned commodities flood the market. It is hard to find real meat nowadays and if you do, it is costly. In a world where trash is a commodity, cloning takes "disposable youth" to a new level.

You are this youth. Your life is forfeit to the will of the Mother. You are no more than a biological resource to her programmed intelligence. She dictates life and death for her children and many suffer at her merciless hand. If you have the courage to stand against the Mother, if you have the strength to resist, then the future will not be so bleak. The future will belong to humanity and not the senseless automotons that are growing inside the Mother's womb. Take back your life from the controller and you will have taken back your future.

RESIST



MOTHER

Have you ever played Cops and Robbers as a kid? Remember make-believe? That was roleplaying. You have known how to roleplay since you were very young but those games were simple. Imagination was the most important element of these childhood games.

The system for Dystopia is a simple 1 to 10 system using a D10 (or ten-sided die). All that you will need to play the game is your character sheet, a pencil, and a single D10. Every roll that you make will be effected by one or more modifiers that will raise or lower your chance of success.

The third aspect is the character which is the soul of the game. This character is your designated persona that you try to keep alive and advance in life (or make believe as the case may be.) It

is the responsibility of the player to give the character life, make decisions, to act out and become that persona within the game.

The final aspect to roleplaying is storyline. This is where keeping your character alive has meaning. Your character should grow and develop as the game and storylines progress, unless of course your character dies, in which case you can always make another and continue with the story.

The storyteller (or game master) is in control of the world in which your character lives. He or she dictates reality within the game. You contribute to the story by playing your character and responding to the storyteller's narrative. When all elements come together it makes for a highly enjoyable game and story. In the end this is why we play.

Creating Characters

There are six **Stats** that will range 2 through 10. These numbers represent your character's strengths and weaknesses. You will roll a D10 six times in order to get six Stats ranging from 2 to 10 (re-roll 1s). Place these rolls into your Stats as you see fit. Or, if your G.M. allows it, you may use the allocation method. You will have a base of 35 points to allocate to your Stats as you see fit. If your character does not have at least two Stats of 7 or above, reroll your Stats until it does.

Strength is your character's raw physical strength.

Determination is your character's mental and physical endurance. This represents your ability to keep going even after half your vital signs have flat lined.

Constitution is your body's resilience to physical and immunological damage.

Dexterity is your character's physical and manual dexterity

Intelligence is your character's intelligence. This number times two is how many Skill Picks you get during character creation.

Perception represents the strength of your five senses.

Next are your **Wound Points (WP)** which represent your character's life force. If these ever reach 0 then your character is dead and you have to make a new one. Your Wound Points will be regained at 1 Wound Point per six hours of restful slumber. Wound Points are equal to Strength + Determination + Constitution.

Initiative is how quickly you react in the face of adversity. Initiative is equal to one half of Dexterity + Intelligence.

Intuition is part of Initiative except that it pertains to when you are caught completely off guard. Intuition is equal to one half of Initiative

Melee Dodge is used in hand-to-hand fights, knife fights, and any time two or more cats get together with large inanimate objects to make human salsa. Melee Dodge is equal to one half of Dexterity + Determination.

Projectile Dodge is a little different than Melee Dodge. Projectiles, such as bullets or arrows, move faster than a sword or a fist and, therefore, require different methods of dodging. Projectile Dodge is equal to one half of Dexterity + Perception.

The amount of **Skills** that you start with is determined by your Intelligence. Everyone starts the game with 25 Skill Picks and then you will get two Skill Picks for every point of Intelligence that your character possesses. Every Skill Pick is a +1 to whatever Skill you decide to allocate it to. You may put as many Skill Picks into a Skill as you want, up to your maximum number of Skill Picks, and the effects are cumulative.

Example: Your character has an Intelligence of 5; you will start with 10 Skill Picks. So you put one Skill Pick into Pistol (+1), one into Rifle (+1), and the rest you put into Electrical Repair (+8).

All of the Skills will start out at your **Skill Bonus**. The Skill Picks that you put into individual Skills will be added to your Skill Bonus. Skill Bonus is equal to one third of the total of Dexterity + Intelligence + Perception - 15.

Example: If your Skill Bonus is a 3, then the Pistol (+1) and Rifle (+1) Skills from the example above will both be 4's and your Electrical Repair will be an 11. All other Skills (except those raised by your Lifestyle and Childhood) will be at a 3.

Note: If your Skill Bonus comes to less than 1 during character creation, then it starts at 1.

Next, you will roll for your **Childhood**. The social classes of the twenty-second century are not very diverse. Almost all of the characters created for Dystopia. come from a poor and destitute childhood. Those who don't have turned their back on the corporate regime for one reason or another or have had their citizenship revoked for some crime. To get your childhood background, roll a D10 and compare the result on the next page.

Finally, you will choose a **Lifestyle** from the ones listed on pages 6 and 7. Each Lifestyle adds certain Skill Picks to your character and lists which equipment he starts with.

Getting Things Done



Skills. The Skills in this game are very wide ranging and cover many areas within themselves. Skills are things that you have learned or have been taught to you. If you are attempting an action that is not covered by a Skill, chances are that it is not a skilled action. Things like holding your breath are determined by your Stats. When trying to accomplish an action that is not covered by a Skill, the game master will determine what Stat the action falls under.

When you roll Skills (and Stats), you will roll a D10 and try to get a number lower than your skill rating. If you are trying to do something that someone else is resisting, like arm wrestling, fighting (excluding ranged combat), tracking, or playing chess, then whoever makes the roll by more wins. In the event of a tie, it is up to the game master to make the call but a good rule of thumb in such a case is that the person with the higher base skill is the winner. There are times when modifiers will effect the outcome of a roll, and in these cases the modifier will be incorporated into the results.

Botches and Critical Successes. A roll of a 10 in any given situation results in a Botch and a roll of a 1 is a Critical Success. A Botch could be anything from a jammed gun or lost weapon, to a backfire or serious accident, depending on what you are trying to accomplish.

Critical Successes work much the same way as a Botch. The difference between a Botch and a Critical Success, besides the obvious distinction between good and bad effects, is that with a Critical Success, the amount that the roll is made by, after taking into account the effect of the success, is added to the skill roll for determining the outcome of resisted rolls or damage rolls.

Advancement is simple and relies upon your character using his skills and abilities. If you don't use a skill it will never advance. Every time you roll a 1 while using a skill you will add 1 point to that skill. Every time you roll a 1 you will also place a checkmark beside the Stat that was used. When you have ten checkmarks, erase them and add a point to that Stat. Your skills and stats may advance past 10.

Combat Skills

Melee. The use of any non-projectile, non-explosive weapon in combat.

Bow/Crossbow. This skill covers the use, repair, and maintenance of bows and crossbows of any size.

Pistol. The use, basic repair, and maintenance of pistols of all sizes.

Rifle. The use, basic repair, and maintenance of all size rifles.

Automatic Weapons. The use, basic repair, and maintenance of all size automatic machine guns.

Heavy Weapons. The use, basic repair, and maintenance of mortars, heavy machine guns, rocket launchers, bazookas, and other weapons of mass destruction.

Thrown Weapons. This skill pertains to anything that can be picked up and winged at someone else.

Brawling. The use of the body in combat.

Knowledge Skills

Language. This skill is your ability to develop, speak, understand, and write languages other than your native tongue.

Science. All basic scientific fields, such as biology or chemistry.

Writing. All knowledge about writing, mythology, storytelling and composition.

Medicine. The healing arts.

Survival. The ability to survive in less than hospitable environments and situations.

Art. This covers drawing, painting, sculpting, photography, ceramics, music, theater, comics and history of art.

Corporate Knowledge. This covers knowledge of how corporations and the government work.

History. You know what has happened, why, when, where, and how.

Technical Skills

Mechanical Repair. The repair, maintenance, and knowledge of mechanical devices.

Electrical Repair. The repair, maintenance, and knowledge of electrical components and systems.

Design. Blueprint design, drafting, 3-dimensional design, and inventing.

Jerry Rig. Is your car broke? Duct tape fixes anything! This is the MacGyver skill.

Computer Operation. Graphics, layout, programming, info systems and the Net.

Construction. Building things, from a Birdhouse to a bunker.

Urban Skills

Streetwise. The essentials of urban life.

Subterfuge. This skill covers all of the sneaky, sneaky stuff.

Vehicle Operation. Piloting, maneuvering and navigating all kinds of vehicles.

Hustle. This is your ability to convince people to give you things or do things for you.

Information Gathering. The ability to find out about anyone or anything on the streets.

Growing Up in America 2155AD

The **Downtown Megalopolises** of the corporate sectors are megalithic shrines of human potential. They embody all that our species is capable of, from the most advanced technological achievements to the complex social structures needed to move the corporate machine. Each city contains, at its heart, a neural electronic, organic mainframe capable of trillions of simultaneous applications. These Mothers are the heart and soul of the 22nd century corporate beast. Each Megalopolis is linked together via the Net in a complex array of systems and hyper evolved programs that allow the citizens of corporate America to connect to their cities and communities. The inhabitants of these cities and the Mothers controlling them are working for one ruling corporation per city. The Mega-cities are controlled by a single corporate entity with numerous subsidiaries and branch divisions designed to provide all the services and goods needed to sustain themselves as well as further the progress and consumption of the corporate beast.

Inner Sprawls. Suburbs to the nth degree. The American dream gone bad. Identical houses on identical streets in identical neighborhoods where everyone is safe and everyone is happy, whether they like it or not. Two children, a dog, three vehicles, a

job with the corporation, and unbearable monotony.

Outer Sprawl. The corporations need an excess population supply in order to harvest the prime human resources that our species has to offer. The Outer Sprawl is where these excess populations reside—they are Non-Productive People. Heavily armed and armored corporate police squads patrol these areas and criminal punishment is dealt out without judgement or due process.

The Zone. A concrete desert inhabited by the lowest forms of human life and the dangerous wild clones. The habitat of the outcasts and scavengers, the insane and the mutated. The inhabitants of this polluted maze of bombed out buildings and handmade dwellings are forced to do anything to survive. Theft, murder, cannibalism—anything.

Note : Characters that start the game without a L.I.R. chip have not received the T.L.E. shots nor have they been sterilized and must wear a respirator or other filtration device at all times to protect their lungs and bloodstream from the outside air. If you decide to remove your chip without professional medical supervision, you will suffer a (-1) to Constitution permanently.

[1] Rich

You come from the middle of the corporate empire. Born and raised on the mega-hype and brainwashing of "normal" society.

(+1) Corporate Knowledge
(+1) Computer Operation
(+1) any Knowledge Skill

L.I.R. chip credit limit is \$100,000.



[2] Yuppie

Your parents were yuppies. You grew up with everything that you needed and most of what you wanted.

(+1) Corporate Knowledge
(+1) any Technology Skill

L.I.R. chip credit account starts at \$5,000.

[3] Poor

You came from a poor family on the outskirts of a Megalopolis.

(+1) Survival
(+1) any Technology Skill
(+1) Streetwise

Roll for L.I.R. chip:
[1-9] Chip credit limit is \$1000.
[10] no chip.

[4-8] Sprawler

You grew up in the dusty concrete sprawl at the far edge of the corporate boundaries. You lived in a small room with three other families where everyone fought to survive.

(+1) Survival
(+1) Streetwise

Roll for L.I.R. chip:
[1-8] Chip credit limit is \$500.
[10] no chip.

[9] Zone Baby

The only place that your parents could find to live was on the edge of the Testing Zone, outside the corporate boundaries.

(+1) Survival
(+1) Hustle

Roll for L.I.R. chip:
[1-8] Chip credit limit is \$100.
[9 or 10] no chip.

[10] Wretched

Nobody wanted you—you were just another mouth to feed and a tax burden.

(+1) Survival
(+1) Hustle
(+1) any Urban skill

You have no L.I.R. chip. You owe d10 times.

"We know about your little secret Mr. Taylor, and I'm sure that you don't want any of your esteemed colleagues in the capitol to find out about it. I'm certain that you will agree that your reputation is worth protecting and we are willing to provide that service, for a price."

A lowly member of organized crime, including small time thugs and hired goons wanted by the authorities and debt collectors.

Gangsters start the game with a criminal record. They also have some basic criminal contacts that are stable enough for acquiring simple black market substances, items, and information (G.M.'s discretion).

- (+2) Melee
- (+1) Pistol
- (+2) Streetwise

Gangster



Eco-Warrior



"We are the defenders of the forest. Brothers to the wolf. Protectors of the leviathan from the harpoon. It is our duty to keep the Earth wild or die trying. I mean, c'mon people. Two point five million years of evolution fucked by the cattle prod of progress. It took us forty million years just to develop a thumb, don't you think it's about time that we took it out of our ass?"

"The holy war has started my brothers! The Corporate demons shall feel the burn of our divine wrath! We will win by any means necessary, for it is foretold. Hearken unto me, my brothers, and raise your fists in holy rage!"

Religious freedom has been trampled by the Corps. with their, "Feel free to worship how you want, but if you disagree with us, we'll kill you,"

Religious Fanatics start the game with their holy writings, a religious icon with which to smite the unholy, and a set of robes.

- (+2) Hustle
- (+1) Medicine
- (+2) Language

Religious Fanatic



Nomad



"Ya' get sick and tired o' starin' at da' same ole' walls ya' know. Why sit in artificial air, all plugged into the holo-vid, when ders' a million miles o' untamed roads jus' waitin' ta' be found? Da' Corps. don' give ya' too much trouble on da' open road, as long as you're jus' a' movin' on."

The Nomads are the wanderers, the gypsies, those who have tossed away their structures and rooftops. They have taken to the road on caravans of motorcycles, vans, and busses.

Nomads start the game with the clothes on their back, a vehicle (G.M.'s call), a bedroll, 2 fuel cells (100 miles apiece in a Gas/electric), and a basic tool set.

- (+3) Vehicle Operation
- (+2) Mechanical or Electrical Repair

Fighting the Good Fight

Combat in this game is designed to be quick and easy. Everything that you roll will always use a single D10.

Everyone has 1 Attack, 1 Defend, and 1 Basic Action per turn. You may use any of these in any combination after your Initiative. You may exchange your basic action for another Attack or another Defend.

Modifiers for all rolls work on a 1 to 10 system. 1 being a slight penalty caused by low light, a rash or other things equally benign. A modifier of 10 would be something along the lines of being on fire or falling while trying to accomplish a task. You can receive multiple modifiers for different things (decided upon by the G.M.).

Some general modifiers to adhere to are

Aimed Shots +1 for every turn spent aiming (maximum is +3)

Three Round Burst +2 to hit

Full Auto +3 to hit with no chance to aim

Minor Wounds -1 to all physical rolls per minor wound

Major Wounds -3 for every major wound.

1. Initiative

Roll a D10+Initiative or Surprise. This will determine turn order. The person with the highest Initiative has the first chance to act. He may decide not to act until later in the turn.

2. Hit (rolled by the attacker)

Roll a D10 under (Skill + any bonuses + all applicable modifiers). Determine damage if attack hits.

3. Dodge or Parry

Melee dodge is used in close quarters combat and Projectile is used in ranged combat. The modifiers that effect both are dependent on your immediate surroundings. If you are fighting with melee weapons on an I-beam or a small hallway, your ability to get out of the way of your opponent is severely limited. You will receive a minus to dodge or your opponent will receive a bonus to hit in a situation such as this. If you are dodging gunfire or an arrow, the modifier is based on whether or not you have the room to dive out of the way or if there is cover to hide behind.

The only times that you can parry instead of dodge are when you are involved in a fight against someone using a melee weapon or brawling. You may use the Melee Skill to parry another melee weapon or brawling attack if you have a melee weapon. If you parry an unarmed attack with a melee weapon and succeed, the attacker sustains half your weapon's total damage. If you are parrying a melee attack and succeed, you receive no damage.

Roll a D10 under (Skill+any bonuses+all applicable modifiers)

4. Armor and Damage

To determine damage after you have connected you will need to roll a D10 and add in any applicable modifiers such as the Class bonus of the weapon, your Strength (for melee), 1/2 your Strength (for thrown), and anything else the game master deems necessary. The amount that your initial skill roll is made by is also added into damage. This represents the accuracy and placement of the attack.

Weapon Damage is categorized as follows:

Class 1. Weapons that will not receive any bonuses other than those inherent in the weapon. Unarmed combat and small-improvised weapons usually fall into Class 1 categorization. (D10+Strength or half Strength).

Class 2. Your Strength is added to the damage. A pocket knife or broken bottle (+1 to +3). A fighting knife or alloy baseball bat (+4 to +6). A bow or sledge hammer (+7 to +10)

Class 3. Swords and large bows (+11 to +13). Compound bows and small guns (+14 to +16). Medium hand guns, SMGs and small rifles (+17 to +20)

Class 4. Large handguns, medium auto, and medium rifles (+21 to +23). Large rifles and small grenades (+24 to +26). Assault rifles, large auto and sawed off shotguns (+27 to +30).

Class 5. Medium grenades and heavy machine guns (+31 to +33). Large grenades and mines (+34 to +36). Mortars and small artillery (+37 to +40).

Class 6 and above. These weapons are Military and Corporate grade weapons and are not fit for human consumption.

Armor is categorized as follows:

Light Leather (Block: 15), Light Metal (Block: 25), Light Plastic (Block: 35), Light Alloy (Block: 45), Medium Leather (Block: 35), Medium Metal (Block: 55), Medium Plastic (Block: 65), Medium Alloy (Block: 75), Heavy Leather (Block: 75), Heavy Metal (Block: 95), Heavy Plastic (Block: 105), Heavy Alloy (Block: 115)

Subtract the armor's block from the amount of damage and subtract the remainder, if any, from Wound Points. Subtract one from the armor's block if damage penetrates the armor.

Minor Wounds are things like severe bruising, open wounds, a paper cut on the tip of your tongue, things that hurt like hell but won't usually kill you. You will die eventually if you are losing blood. You lose 1 Wound Points per turn due to blood loss if you do not perform first aid to stop the bleeding.

Major Wounds are taken when you receive 10 or more points of damage. Major wounds are things like compound fractures, severed arteries (spurt... spurt... die), lost limbs, being skewered by a hot poker, you get the idea. You will lose 2 Wound Points per turn for each major wound due to blood loss.

Alias:

Credit:

Childhood:

Debt:

Lifestyle:

AMERICA 2155AD
DYSTOPIA

CASUALTY SHEET

Stats

	Strength
	Determination
	Constitution
	Dexterity
	Intelligence
	Perception

Wound Points

				
				
				
				
				
				

$(\text{Dex} + \text{Int}) \div 2$	
Initiative	
$\text{Initiative} \div 2$	
Intuition	
$(\text{Dex} + \text{Det}) \div 2$	
Melee Dodge	
$(\text{Dex} + \text{Per}) \div 2$	
Proj. Dodge	
$\text{Str} + \text{Det} + \text{Con}$	
Wound Points	
$[(\text{Int}-5) + (\text{Dex}-5) + (\text{Per}-5)] \div 3$	
Skill Bonus	

Combat Skills

Brawling	_____
Melee	_____
Bows/Crossbows	_____
Thrown Weapons	_____
Pistols	_____
Rifles	_____
Automatic Weapons	_____
Heavy Weapons	_____

Knowledge Skills

Language _____

Science _____

Writing _____

Medicine _____

Survival _____

Art _____

Corporate Knowledge _____

History _____

Technical Skills

Mechanical Repair	_____
Electrical Repair	_____
Design	_____
Jerry Rig	_____
Computer Operation	_____
Construction	_____

Urban Skills

Streetwise _____

Subterfuge _____

Vehicle Operation _____

Hustle _____

Information Gathering _____

Weapon

Class

Range

Options

Armor

Block

Location

Equipment

Notes