

NowUltraRPG SciFi Supplement

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NowUltraRPG

SciFi Supplement

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This material is being developed for the purpose of supplementing NowUltraRPG (the last version published on 10 JULY 2024). When finished it will be added as an Appendix for the next update to be published.

Introduction

NowUltraRPG is a tabletop roleplaying game (TTRPG) designed for modern-era adventures. During Character creation more or less traditional D20 style stats are created for the Player Character. The rules then provide for Heroic Classes and a set of Occupations for a modern setting. Each Occupation includes Skill bonuses and associated and appropriate Talents.

This Supplement is intended to provide additional components to the rules to support SciFi scenarios and adventures. It is not intended to be a freestanding set of rules.

As always, GMs and Players should modify and supplement these suggested rules as they see fit.

Philosophy and Methods of Character Creation

The most obvious method to supplement **NowUltraRPG** is to add additional Occupations with associated new Talents.

The current rules provides a 'Supplemental System for Special Abilities' (found in the Appendix) which can be used to create New Occupations tailored to specific abilities.

The 'Special Abilities' rules are designed to provide for powers like Magic, Psionics, Psychic abilities. They include examples of additional Occupations like Alchemist, Mentalist, and Telekinetic, and a long list of possible Powers. It also notes that new Talents can be

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created, and that players and the GM should feel free to create impromptu Talents on the fly if a character has the appropriate Action and Realm to create a Power.

Again, adding new Occupations and Talents with or without utilizing the existing 'Special Abilities' system may be the ideal way to supplement the existing rules for SciFi settings and adventures, but if you want to treat SciFi scenarios with a 'magical' element that may be the way to go.

Additional Occupations and Talents for Humans

NowUltraRPG is designed for modern-era adventures, and as such adjusting the rules for SciFi settings and adventures should not require massive changes... at least not if the Player Characters are all human (non-human Player Characters are addressed later).

New Occupations

This supplement to **NowUltraRPG** mostly involves creating new Occupations with some new Talents (which are noted here with a *) combined with existing Talents. Here are some suggested new Occupations:

AI Integrated Hacker

Gain +3 to Mind -1 to Physical.

Choose Two Talents: Computer Proficiency, Crafting (Electronics), Expert (AI Integration, Computer Network Systems, and Hacking* – REQUIRED – all one Talent), and Research.

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Cyberneticist

Gain +2 to Knowledge.

Choose Two Talents: Computer Proficiency, Cybernetic Enhancements* (Enhanced Speed, Enhanced Hearing & Vision, Augmented Strength – select only one), Expert (Cybernetic Augmentation and Neural Interface Proficiency* – REQUIRED – all one Talent), General Repair and Maintenance, Crafting (Electronics, Mechanical, Structural), Research, and Treat Illness or Injury.

Cyborg Enhanced Warrior

Gain +2 to Strength or Dexterity (depending upon choice(s) of Cybernetic Enhancement which is required.

Choose Two Talents: Brawl, Crafting (Mechanical or Electronics), Cybernetic Enhancement* – REQUIRED (Enhanced Speed, Enhanced Hearing & Vision, Augmented Strength – select only one), General Repair and Maintenance, Martial Arts, and Personal Firearms and Specialty Military Weapons Proficiency.

Starship Pilot

Gain +2 to Dexterity.

Choose Two Talents: Computer Proficiency, Expert (Astrogation/Starship Systems and Control* – REQUIRED – INCLUDES the Talent of Pilot Aircraft), General Repair and Maintenance, Personal Firearms Proficiency.

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Urban Survivalist

Gain +2 to Dexterity.

Choose Two Talents: Brawl, General Repair and Maintenance, Search and Spot, Stealthy, and Survival,

Xeno-Biologist

Gain +2 to Knowledge.

Choose Two Talents: Animal Handling, Computer Proficiency, Crafting (Chemicals), Expert in Field (Xeno-Biology* – REQUIRED – a deep understanding of alien anatomy, physiology, and ecology), Languages, Research, Survival, and Treat Illness or Injury.

Xeno-Linguist

Gain +2 to Knowledge.

Choose Two Talents: Computer Proficiency, Expert (Xeno-Linguistics* – REQUIRED – studying and deciphering alien communication systems – INCLUDES the Talent of Languages), Research, Sense Motive, Writing, and Xeno-Culture & Diplomacy*.

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New Talents

Some new Talents were added for the new Occupations, mostly by creating customized Expert and Expert in Field items within some of the Occupations, and a few new 'freestanding' Talents:

Cybernetic Enhancements*

Enhanced Speed, Enhanced Hearing & Vision, and Augmented Strength.

Xeno-Culture & Diplomacy*

You have a nuanced understanding of alien social structures, customs, and diplomatic protocols. This Talent allows you to navigate complex inter-species interactions, build rapport, and potentially mediate conflicts with non-human intelligences, going beyond mere language translation.

Incorporating the Existing 'Supplemental System for Special Abilities'

NowUltraRPG includes a 'Supplemental System for Special Abilities' in the Appendix A which can be used for powers like Magic, Psionics, Psychic abilities.

The 'Special Abilities' system provides a combination of Actions (Enhance, Diminish, Communicate with or Sense, Control) and Realms (Body, Mind, Spirit, Energy, Matter) to define Powers. This system is sometimes referred to as the Verb-Noun System.

NowUltraRPG is designed for modern or near-future settings with human characters, however, they do

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touch upon elements that could inspire a SciFi setting which could include techno-enigmas, such as hackers, rogue AIs, biological/chemical alterations of humans, uplifting other creatures, and Cyberneticists who might use a combination of 'Special Abilities' with more standard technology based solutions to achieve their goals.

Dealing with Non-Human Player Characters

Dealing with Non-Human Characters is a difficult issue. Should there be adjustments to the Heroic Classes to account for the differences and nothing else? That is where I am going to start.

Here are a few suggestions:

Android/Robot Player Character Heroic Classes

This is going to presume some 'cinematic' tropes. For instance, would you make a robot designed to be very strong in order to mine asteroids or terraform planets extremely Smart or Fast? Probably not, at least not if you want the human race to survive. You may have Strong or Fast androids/robots, but they would not be very Smart, and Smart androids/robots would not be very Strong or Fast.

Strong & Tough

Gain +4 to Strength Stat, and -2 to Mind Stat

Fast

Gain +4 to Dexterity Stat, and -2 to Mind Sat

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Smart

Gain +4 to Mind Stat, and -2 to Strength and Dexterity Stat (distributed as agreed by GM)

Rogue/Independent AI

An AI poses some serious questions: how do you deal with something that does not even have a body? Is it stationary inside a single computer system, or capable of moving through the network like a 'ghost in the machine'? In the absence of a 'body' to hold the AI, I think it would be best to treat it as a non-corporeal intelligence without any physical capacity, but enormous mental abilities.

Smart

Gain +8 to Mind Stat, and ZERO Strength and Dexterity Stats

Cunning

Gain +6 to Mind Stat, +2 to Subterfuge Skill, and ZERO Strength and Dexterity Stats

Alien

This could covers so many possible options (Spock, ET, Alien Movie Monster, etc.) that I have no idea how to create rules for the creation of such Player Characters. GM and Player discretion is encouraged.

SciFi Weapons

There should be no reason to create new weapons lists. The GM and Players can simply rename current weapons and make some modest adjustments: new prices and perhaps increased Damage and Range. If this turns out to be inadequate new weapons lists will be created for SciFi scenarios.

SciFi Spaceships

NowUltraRPG currently provides rules for Vehicles, however, a small change might be required for spaceships and advanced aircraft:

Scale

Currently there are only two (2) scales: Character Scale and Chase Scale. Please add these two additional scales for spaceships and advanced aircraft:

Long Distant Aircraft Scale: This scale is intended for advanced aircraft interactions within the atmosphere and interactions in space that may involve relatively 'close' range which might involve miles or kilometers of distance.

Space Distance Scale: This scale is intended to deal with deep space travel involving intra solar system travel between planets and moons, planets to other planets, and perhaps even beyond the solar system itself. This may involve millions of miles if not more.

Space Combat

NowUltraRPG does not provide for vehicle-on-vehicle combat using any other method than road collisions between cars. Rules for battles between modern armored vehicles, aircraft, or warships using artillery and missiles were never considered necessary; **NowUltraRPG** is a tabletop roleplaying game not a wargame. Perhaps this was a mistake, but so far no one has suggested that such rules are needed.

As such no rules for space combat have been created for this SciFi supplement. Spaceships will be used for transportation and perhaps as locations for some adventures. At least until someone gives me a good reason to think otherwise.

Do you have suggestions on how to better supplement NowUltraRPG for SciFi adventures? I would love to hear your ideas!