

Partial Review - -



Sine Nomine - Kevin Crawford

Experience - with Other Dust

One in person session with 5 players (5hrs) 2018

- In person Character creation took 1.5 hrs,
- Game was 3.5 hrs

Online session -

- Character were premade
- Session 0 is posted online.
- Session 1 will be released in a few days.

Player reaction - mixed

No Mutations used (characters all got +3 bonuses to add to their stats)

Issues (player):

Combat:

1. Clunky (except weapon armor damage)

Skills:

1. Re-skin of traveller 2d6 system -SWN
2. Background - Class - Training
3. Clunky skill advancement

Lack of modules:

1. Grandfather's rain
2. Several short 1 shots -

NEED A FILLABLE PDF

What is done well:

Lore-

World building-

Sandbox style play

Great writer - with
breaks

Combat

Clunky

Although I do like

Weapon and armor damage!

MAKING AN ATTACK

Assuming a character has a weapon to hand and a will to murder, they may make an attack as their action for a round. To do so, they roll 1d20 and add their relevant attribute modifier, combat skill, attack bonus, and the target's armor class. If the total is equal or greater than 20, the attack hits, and the target will be hurt or killed. A roll of natural 1 always misses, and a natural 20 on the die always hits.

WEAPON AND ARMOR DAMAGE

Life is hard without spare parts or advanced maintenance tools. If you roll a 1 or 2 on an attack roll, your weapon is damaged, and drops one level in condition as described in the section on equipment wear and repair. The same applies to your armor if a foe hits you with a roll of 19 or 20.

This wear and tear can occur only once per fight for any given piece of equipment.

Character skill advancement

EXOSUIT	0	VEHICLE/AIR	
GAMBLING		VEHICLE/GRAY	
HISTORY		VEHICLE/LAND	0
INSTRUCTOR		VEHICLE/SPACE	
LANGUAGE		VEHICLE/SEA	
LEADERSHIP	0		
NAVIGATION	0	UNSPENT POINTS	1
CLASS SKILLS COST NEW LEVEL+1 TO RAISE, OTHERS COST NEW LEVEL+2			

GAINING SKILL POINTS

When a character rises in level, they gain additional *skill points*: 4 for any Speakers or Scroungers, and 3 for Slayers and Survivors. These points may be saved for later use or spent in learning new skill levels. A skill must be learned from the beginning, so a character who wanted to buy level 2 in a skill belonging to their class would need to spend $1 + 2 + 3 = 6$ skill points, and train each class in order. A class' skills are listed on the page describing that class.

SKILL POINTS PER LEVEL	
<i>Class</i>	<i>Skill points/level</i>
SPEAKER OR SCROUNGER	4
SLAYER OR SURVIVOR	3

SKILL LIMITS AND COSTS			
<i>Skill Level</i>	<i>Min. Char.</i>	<i>Skill Point Cost</i>	
	<i>Level</i>	<i>Class</i>	<i>Other</i>
0	1	1	2
1	1	2	3
2	3	3	4
3	6	4	5
4	9	5	6
5	12	6	7
6	15	7	8

SCROUNGER

NAME	Jenkins	
LEVEL	1	XP
BACKGROUND	Bandit	
TRAINING	Retriever	
HOME		

EQUIPMENT	READY	ENC
Rations 10		3
Hide Ac		1
Glowbugs 3		*
ammunition 20		1
ammunition 20		1
Compass	*	
old terran clothing		1
rope 20m		1
Knife 1d4 +1	1	
Revolver 1d8	1	
Shield	1	
3 flask of oil		

WEAPON	+HIT	DMG	RANGE	AMMO
knife	3	d4		
Revolver	2	d8	30/100	40

ARMOR	Hide AC 6 +dex	AC	5
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STR	13	+1	INT	11	+1
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DEX	14	+1	WIS	15	+1
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CON	6	0	CHA	7	-1
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SYSTEM STRAIN MAX CURRENT

HP	6
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HUNGER		THIRST		TOXINS	
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SKILL	LVL	SKILL	LVL
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ARTIST		PERCEPTION	1
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ATHLETICS		PERSUADE	
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BUREAUCRACY		PROFESSION/	0
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BUSINESS		RELIGION	
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COMBAT/ENERGY		SCIENCE	0
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COMBAT/GUNNERY		SECURITY	1
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COMBAT/PRIM.	1	STEALTH	2
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COMBAT/PROJ.	0	STEWARD	
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COMBAT/UNARMED	0	SURVIVAL	1
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COMPUTER	0	TACTICS	
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CULTURE/CRIMINAL	0	TECH/ASTRO	
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CULTURE/LITERACY	0	TECH/MALTECH	
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CULTURE/TRAVELLER		TECH/MEDICAL	
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CULTURE/		TECH/POSTECH	0
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CULTURE/		TECH/PRETECH	0
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EXOSUIT		VEHICLE/AIR	
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GAMBLING		VEHICLE/GRAY	
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HISTORY	0	VEHICLE/LAND	0
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INSTRUCTOR	0	VEHICLE/SPACE	
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LANGUAGE	0	VEHICLE/SEA	
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LEADERSHIP			
NAVIGATION	0	UNSPENT POINTS	

CLASS SKILLS COST NEW LEVEL+1 TO RAISE, OTHERS COST NEW LEVEL+2

LVL	AB	PHYS	MENT	EVADE	TECH	LUCK
1-3	+1	16	15	13	12	14
4-6	+2	14	13	11	10	12
7-9	+4	12	11	9	8	10
10-12	+6	10	9	7	6	8
13-15	+8	9	8	6	6	7
16-18	+10	8	7	6	5	6

LVL	HD	XP	LVL	HD	XP
1	1d6	0	6	6d6	32,000
2	2d6	2,000	7	7d6	64,000
3	3d6	4,000	8	8d6	128,000
4	4d6	8,000	9	9d6	250,000
5	5d6	16,000	10	9d6	370,000

SCROUNGER ABILITY FLAWLESS SKILL

You may use this ability once per game day before rolling a skill check for a skill on the Scrounger class list. You will automatically succeed at the check unless you roll a natural 2 on the dice, given that the GM agrees that success was ever possible

MUTATIONS AND STIGMATA



SLAYER

NAME	Dorsey
LEVEL	1 XP
BACKGROUND	Hunter
TRAINING	Gunslinger
HOME	

EQUIPMENT	READY	ENC
Meta tool		1
ammo 20	1	
2 flasks oil		2
low lt goggles TL3		1
Crowbar 1d4	1	
Shovel		1
Rations 7		2
Revolver 1d8	1	
Ammo 20		1
Knife 1d4	1	
	4	8

WEAPON	+HIT	DMG	RANGE	AMMO
Revolver	5	d8		40
crowbar	4	d4		
knife	4	d4		

ARMOR	Hide ac 6 + Dex	AC	4
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STR	8	+2	INT	14	+1
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DEX	14	+2	WIS	7	-1
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CON	15	+1	CHA	9	0
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SYSTEM STRAIN MAX CURRENT

HP	7
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HUNGER		THIRST		TOXINS	
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SKILL	LVL	SKILL	LVL
ARTIST		PERCEPTION	1
ATHLETICS	0	PERSUADE	
BUREAUCRACY		PROFESSION/	0
BUSINESS		RELIGION	
COMBAT/ENERGY		SCIENCE	
COMBAT/GUNNERY		SECURITY	
COMBAT/PRIM.	0	STEALTH	1
COMBAT/PROJ.	1	STEWARD	
COMBAT/UNARMED		SURVIVAL	0
COMPUTER		TACTICS	0
CULTURE/CRIMINAL		TECH/ASTRO	
CULTURE/LITERACY		TECH/MALTECH	
CULTURE/TRAVELLER		TECH/MEDICAL	
CULTURE/ enclave	0	TECH/POSTECH	0
CULTURE/		TECH/PRETECH	
EXOSUIT	0	VEHICLE/AIR	
GAMBLING		VEHICLE/GRAY	
HISTORY		VEHICLE/LAND	0
INSTRUCTOR		VEHICLE/SPACE	
LANGUAGE		VEHICLE/SEA	
LEADERSHIP	0		
NAVIGATION	0	UNSPENT POINTS	1

CLASS SKILLS COST NEW LEVEL+1 TO RAISE, OTHERS COST NEW LEVEL+2

LVL	AB	PHYS	MENT	EVASD	TECH	LUCK
1-3	+2	12	15	13	16	14
4-6	+4	10	13	11	14	12
7-9	+6	8	11	9	12	10
10-12	+8	6	9	7	10	8
13-15	+10	6	8	6	9	7
16-18	+12	5	7	6	8	6

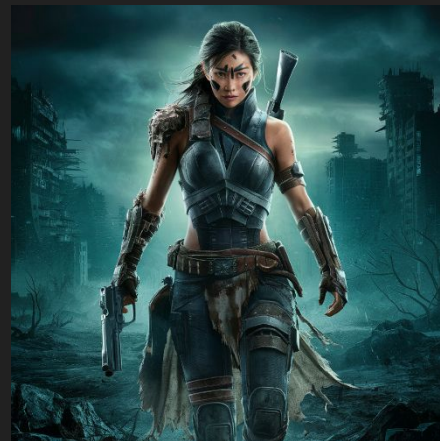
LVL	HD	XP	LVL	HD	XP
1	1d6	0	6	6d6	32,000
2	2d6	2,000	7	7d6	64,000
3	3d6	4,000	8	8d6	128,000
4	4d6	8,000	9	9d6	250,000
5	5d6	16,000	10	9d6	370,000

SLAYER ABILITY

RED HAND

Once per fight, you may use this skill before rolling your attack. You will hit your target on anything but a natural 1 on the hit roll. This ability can only be used when you are trying to kill someone, and will not work with nonlethal attacks or mere trick shooting.

MUTATIONS AND STIGMATA



SPEAKER

NAME	Father Hammish	
LEVEL	1	XP
BACKGROUND	Priest	
TRAINING	Prophet	
HOME		

EQUIPMENT	READY	ENC
Rations 12		4
000 000 000 000		
Old Terran Clothing		*
Sword 1d8	1	
Knife 1d4	1	
Fire starter TL4	1	
Backpack TL4		*
Flask Oil 7 0000000	2	4
Lantern (4hr flask)		1
10m / 20m low		
Utility Tarp		1
	5	10

WEAPON	+HIT	DMG	RANGE	AMMO
Sword	3	d8		
knife	3	d4		

ARMOR	Old Terran clothing Dex	AC	6
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STR	11	0	INT	12	0
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DEX	16	+1	WIS	10	0
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CON	9	+1	CHA	12	+2
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SYSTEM STRAIN MAX CURRENT

HP	7
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HUNGER		THIRST		TOXINS	
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SKILL	LV.	SKILL	LV.
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ARTIST	0	PERCEPTION	
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ATHLETICS		PERSUADE	2
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BUREAUCRACY	0	PROFESSION/	0
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BUSINESS	0	RELIGION	2
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COMBAT/ENERGY		SCIENCE	
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COMBAT/GUNNERY		SECURITY	
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COMBAT/PRIM.	1	STEALTH	
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COMBAT/PROJ.		STEWARD	0
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COMBAT/UNARMED	0	SURVIVAL	0
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COMPUTER		TACTICS	0
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CULTURE/CRIMINAL		TECH/ASTRO	
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CULTURE/LITERACY		TECH/MALTECH	
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CULTURE/TRAVELLER		TECH/MEDICAL	
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CULTURE/ Enclave	1	TECH/POSTECH	
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CULTURE/		TECH/PRETECH	
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EXOSUIT		VEHICLE/AIR	
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GAMBLING	0	VEHICLE/GRAY	
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HISTORY	0	VEHICLE/LAND	
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INSTRUCTOR	1	VEHICLE/SPACE	
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LANGUAGE	1	VEHICLE/SEA	
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LEADERSHIP	1		
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NAVIGATION		UNSPENT POINTS	
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CLASS SKILLS COST NEW LEVEL+1 TO RAISE, OTHERS COST NEW LEVEL+2

LVL.	AB	PHYS	MENT	EVADE	TECH	LUCK
1-3	+1	16	12	14	15	13
4-6	+3	14	10	12	13	11
7-9	+5	12	8	10	11	9
10-12	+7	10	6	8	9	7
13-15	+9	9	6	7	8	6
16-18	+11	8	5	6	7	6

LVL.	HD	XP	LVL.	HD	XP
1	1d6	0	6	6d6	32,000
2	2d6	2,000	7	7d6	64,000
3	3d6	4,000	8	8d6	128,000
4	4d6	8,000	9	9d6	250,000
5	5d6	16,000	10	9d6	370,000

SPEAKER ABILITY	SPEAKER'S VOICE
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Once per game day, you can automatically convince a single intelligent NPC to feel friendly or intimidated, assuming that result is in any way plausible under the circumstances. Swayed subjects will cooperate in ways that seem reasonable to them. It is not necessary to share a language with the target, though complex requests may require it. This suasion lasts until circumstances make a different attitude appropriate. Alternately, you may use this ability once per game day to reroll a failed skill check related to cultural awareness or personal relations.

MUTATIONS AND STIGMATA



Not explored

System Strain - CON Score

- Mutations
- Disease toxins
- Healing stims

Disease toxins -

Stims -

A character healed or revived by a stim gains one System Strain point. A character's maximum System Strain equals their Constitution score, and once they reach that cap additional stims cannot help them. For most characters, System Strain decreases by one point per day provided they remain fed and get adequate sleep.

EXAMPLE DISEASES AND TOXIN

Bonerot: Toxicity 9, Interval of one week, Virulence 3. At each Interval the victim's bones soften from nanite corrosion as they sweat white dust and blood. They lose 1d6 points of Strength or Constitution each week, from whichever score is higher, until they fight off the infection or die at less than 3 in an attribute. Lost attributes return at one point per day.

Pneumonia: Toxicity 8, Interval of five days, Virulence 2. At each Interval the victim becomes weaker, more feverish, and less capable of breathing. With each failed saving throw, they gain first the Coughing, then the Fevered, then the Wheezing negative conditions. On the fourth failed saving throw, they die.

Heritor Bug Spittle: Toxicity 7, Interval of one round, Virulence 2. A carefully-concentrated extract of the acidic spittle of the heritor bug, kept in flasks made of bug shells and used to tip chitin-pointed arrows or spears. On a hit, the victim suffers 1d6 damage per round until they can throw off the venom. The poison degrades from the weapon after the first hit or ten minutes, whichever comes first.

Not explored (continued)

Survival Foraging

SURVIVAL SKILLS

Survival is difficult in the wastes, as even seemingly pure water, freshly-caught rabbits or harmless-looking berries can be contaminated with the residue of nuclear fallout or Highshine byproducts. It requires an expert eye to find the still pools that have settled out their poisons and to process mutated wild game into safe edibles.

A character may spend four hours in any given day to hunt for food. On a successful Wisdom/Survival skill check at difficulty 8, the hunter gains 1d3 plus their Survival skill in food rations. If the character spends eight hours foraging, they may add +1 to the skill check. Longer hunting periods will not help. Characters may forage in a group, in which case each participant makes their own Wisdom/Survival check.

Upshot

Lore is fantastic - Kevin Crawford is a great writer - Illustrations are fantastic

Concept works

Compared to White Star (James Spahn)

- combat is much slower
- skills are more interesting in Other Dust

Compared to Mongoose Traveler 2e

- Traveller has the 2d6 consistency throughout the game
- The setting isn't comparable, but workable
- Strain - toxins - etc seem quite different