Chapter 1 : Community Forums: HC SVNT DRACONES | Roll Online virtual tabletop

HC SVNT DRACONES HSD is an exciting new post-humanity tabletop role playing game, where players take the personage of a Vector, a new species created near the end of human civilization that witnessed the demise of their fore-bearers and has struggled through years of slow growth devoid of personal history to etch out a new existence for themselves in the galaxy.

While our raw dots in something decide how many dice we roll, proficiencies are the static modifiers applied to all of our rolls. First we pick one corporation, and assign eight points to their allowed proficiencies. Then we pick a second, and assign six points to their allowed proficiencies. Strength, and nothing can be at 4 or higher at chargen. Not much room for middle management. Being an Employee of a megacorp as a player character is a little different than being a general, run of the mill corporate peon. Yes, this is what being employed is like. Now we have to pick a "Focus! Booksmarts is in the Science group, but not in the Engineering group. Streetsmarts are Generic, rather than Communication, and so on. For each skill in a group that you have at 3 or higher, you can get a Focus Ability! Focus Abilities are a bunch of abilities that can be used Once Per X, anything from once per Day to once per Combat to once per Session a terrible measure, mind, some groups have short sessions, others have very long ones. And Days are shitty measures, too, some adventures have barely one encounter per day, others have dozens in short, compressed spans of time. What is a "Battle Pool," even, and why would I want a bonus to it? Some concepts can be deciphered just by their name, but what the fuck is a "Battle Pool"? An ability that temporarily boosts your Allegiance with a corporation to by investing money from your ledger in them, and how, again, do we do that, if ledgers are all automated? You add two of your Ledger stats together, roll 1d8 multiplied by that, and add Anything not gear and armor? What about implants that have offensive or defensive functions? Also "any money not spent goes to your general funds," so, again, you can ignore their arbitrary start-up purchase categories and just save your money, then spend the first session going shopping or second, if your GM is going to be retarded and follow the advice about restricting the savings. How do we get more money? Our Ledger makes us more money at the end of literally every session. Presence and then multiply it by the total number of dots we have in Economy. We can also make an Econ: This, hilariously enough, basically invalidates all your Ledger stats and completely lopsides the entire chargen system by cutting out a quarter of it. Anyway, on to Equipment! A category that already gives us some incredibly retarded things from basically the first page, like the Cleansweep tm , made for Search and Rescue teams. The book even calls this design "annoying, but a good decision," yet never justifies why it was a good decision. Nope, for a tiny price 20 credits that literally anyone can pay at chargen, you can have a telekinesis hat that allows you to glue guns to your head and push buttons or pull triggers , albeit at short range, with your mind. We also glue the Vibrox boost to it for 20 credits, allowing it to basically ignore most armors and chip away at the remainder. Living Armor, for instance, can sometimes freak out and act on its own, rather than doing what you want it to either berserking or sprinting for cover , and it says that when it does this, it uses its own stats, not necessarily yours. Yet at no point are its stats, or which specific stats it overrides, listed. It does work interestingly, though, rather than just being a static wall of defense, armor is a raw pool of extra hit points, which can be destroyed or worn down. Feeling relatively positive about these mechanics I then try to read the combat chapter and start feeling dizzy and nauseous due to the shitty organization of it. There are also some surprises, for instance, ranged combat always uses Mind: All it takes is a stat previously described as Acuity represents your ability to perceive patterns. Hidden messages in code, connections between events, whether or not someone is related to someone else by virtue of their physical appearance. It also allows you to notice things others may miss. It is not used to physically locate something in a room. Pattern-recognition is the most important skill for firing a gun and hitting a target. But, you know, who gives a damn about that. Or for ranged combat, for that matter, it appears that using cover is the only defensive action applicable to anything. Dexterity and CQC needed to wield it, so you could pick up a stick and wave it around in your off-hand and still get the bonus. If we have an old branch in our off-hand, or a lead pipe or a small flag, anything that counts as a weapon to cheese the two-weapon

rules, we can pretty much guarantee four hits per round, increasing us to 40 to 65 damage. I think this makes a pretty good initial case for them not having playtested their system worth shit, though. The strongest enemy and the strongest armor combined result in HP from chargen or within a few sessions of it. Are Geckos in any way stereotypically related to health or anything? For reptiles, some of them are pretty rad. And the last goes into Acuity because we want to see enemies. Ledger also gets left entirely at 1, because El Gecko is too stupid to realize his corporate agent has been ripping him off on contracts ever since he was first signed up, and that leaves our six free dots on that side of things to be assigned to Community. We pick Acuity, Strength and Presence to get our dots since El Gecko is all about raw charisma, not about subtle maneuvering or figuring things out. Likewise, anyone strong is basically draining away his brains. We use cookies for various purposes including analytics. By continuing to use Pastebin, you agree to our use of cookies as described in the Cookies Policy. Sign Up , it unlocks many cool features!

Chapter 2 : Hc Svnt Dracones - Off The Edge Of The Map - Fimfiction

Quotes are not sourced from all markets and may be delayed up to 20 minutes. Information is provided 'as is' and solely for informational purposes, not for trading purposes or advice.

The solar system is now mostly populated by "Vectors" produced from a blend of human and animal genes who live under the rule of Mega Corps. The seven major Megacorps that own the majority of the Sol system include: The original Mega-Corp , formed by the corporations that colonized Mars and created Vectorkind. Now the largest and most diversified of the big seven. Applied Science and Robotics: Creators of the Ridiculously Human Robots known as "Cogs", as well as cybernetic augmentations and AIs with fewer rights. Entertainment, athletics, media, and Bio-Augmentation related to the above. The Inner Ring Police Force: The Law Enforcement, Inc. A Mega-Corp of whistleblowers, blackmailers, and anarchists in a solar system without governments. Originally a division of Spyglass that discovered Big Pharma were Withholding the Cure , started manufacturing the cures themselves, and drove them out of business. Now possesses an almost literal religious fervor that sometimes verges into Knight Templar territory. Almost entirely based on Europa, a corp working on Organic Technology and reality-bending "implants" that might bring Vectorkind to new levels of existence, or destroy it. A small corporation that appeared out of nowhere recently with Faster-Than-Light Travel and miniaturization technology that has the potential to turn Sol upside down. The original Core rulebook. Expanded, with rules for playing non-Vector characters: Cogs, Cogsune, Blips, and Exonymphs; as well as many new Vector species and implants. Sound and Silence, a purely lore book detailing things from everyday life in Mega-Corp society, to their deepest, darkest secrets. The corporations based on Mars have since built a thriving society. The title, it means "Here be dragons". The Atypical Patterning morphism, also the result of a common Surgery. Which causes those who were born with unusual colors to experience some prejudices from certain groups, both hostile and accepting. Extended adds the Bioluminescent Morphism and Fi-Op fur implant. IRPF propaganda likes to paint Spyglass corptowns as such, the residents of said corptowns tend to disagree to some extent. Followed are the children of two Vectors with Transcendent implants. They have a shadow that looks like a Manifestation and can diminish Cuil Blooms by concentrating hard enough. What started as a Type 2b graduated to a Type 3 and is now a Type 4. And seems to be bucking for Type X Only ships of Large destroyer and bigger size have gravity. The Drone Controller implant allows direct neural control over drones. In the Lore story in the Core: Extended book Stranger, a Pale Man, asks a little Vector girl questions that several fans had asked after the first book was published. Bears Are Bad News: LAN weapons, which require an exoskeleton specifically designed for lift assistance to use without setting it on a tripod or something. The long-arms were dropped in size due to playtesting, so no longer are they a BFG But they still hurt like hell. Vectors who have had Macro or Muscular Enhancement surgery need about 30, calories a day. Fortunately Pulse makes "superfood" that has enough calories for them to survive on normal-sized meals, at four times the price. Their surgeries range from simple cosmetics to Gene Reclamation that grants them more animalistic traits, extra limbs, and even full body replacement. Transcendent Technologies Inc is widely believed to have the most advanced technology in the civilized solar system and they use Organic Technology. Body Armor as Hit Points: Neural Connectivity Suite replaces the skull with hardware that allows a Vector to interface between their brain and computers wirelessly. Cogs can do something similar but need physical contact without an NCS equivalent implant. Exonymphs become sapient by consuming Vector brains. And they can gain some special abilities or skills that way. The very expensive "Body Replacement" surgery, usually used by critically wounded adventurers and retired Pulse athletes. Either way your old body is euthanized. The various rare Transcendent Implants allow a character to bend the rules of reality by "abstracting" away from reality in a direction that gets the job done. However, should the implants be overclocked by either repeated use or general misuse, their powers start getting incredibly destructive: In most cases it is explicitly ruled that there is no way to recover from misuse of these implants, as it either entirely disintegrates the users body, or sends their conscious spiraling through abstract reality forever. Replacing limbs counts as General Surgery, as does adding tails or other non-prehensile

appendages, a second pair of arms or legs requires Augmentation Surgery that costs twice as much. Large automated constructors made private cities and even islands affordable and many citizens dissatisfied with conventional governments moved to the new "corptowns". Tensions rose between the Megacorps and the old nations for several years and came to a point after MarsCo colonized Mars and began to genetically engineer sentient bipedal animals called "Vectors", which the governments saw as abominations and tried to exterminate. This led to Mars declaring independence supported by the Earth-bound corporations and open war with the governments, which became nuclear. MarsCo was the only significant power to survive the war, though in later centuries other Megacorps emerged, so pretty much everyone now lives in a corptown. There are even a few "corpornations" of continent size, though few megacorps have more than one aside from MarsCo Compelling Voice: Pulse sponsors costumed vigilantes or rescue workers known as "Beacons" who are supposed to provide role models for the public. The introduction in the expanded core rulebook features a lizard girl named Eliza, who was already a preexisting character for that particular artist from another setting. Particularly bad for Transcendent Implants, which activate at a higher Cuil see Chunky Salsa above on a critical failure. On the surface, it seems utopian enough to count as Post-Cyberpunk , but as one digs down into the lore it becomes clear that horrible things are happening in the shadows. Small-scale armed conflicts between corporations are commonplace and the Mega Corps have full-blown wars that they keep the media away from, MarsCo has kept the solar system technologically stagnant in the name of stability, no Mega-Corp has qualms against killing people and if caught they pin the blame on one of their subsidiaries As a general rule any death that leaves the brain intact can be survived with Body Replacement Surgery. Cogsune take it a step further with quantum backup systems that download them to a new body upon death. Carriers have no weapons arrays by default, they rely on their drones and flak barriers. They did build a BlueSky station in its place though. While interspecies couplings among Vectors have random results the offspring of Vectors and Cogs take after the mother. After all, one type is gestated in a biological womb and the other is built by an internal manufacturing center. Earth was nuked in the old war. But a few centuries later strange, bizarre, and deadly new life appeared there, and spread to the moon, killing the entire colony there. Needless to say the whole area is quarantined. The Utilit-i implant has a wireless range of 9 feet, and can be networked. Each Family and Morphism description includes common reactions by each of the main Families. Though it is the reason why digitigrade and plantigrade Vectors get an extra Proficiency point and Balance. As a general rule, Canidae are least accepting of Morphisms aside from taurs , in particular twin-tails as having extra tails attached is a popular body modification among young canids. Felidae usually think of a morphism in terms of how they might best serve their own purposes, and are willing to compensate them handsomely. Avaiae are actually a bit envious of their taur-equivalents angels and take other morphisms in stride. There used to be an aggressive Feline Supremacist movement, but after they decided to attempt proving their superiority by picking on rabbits, and got reminded of the equalizing effects of guns, it kind of died out. Blips have trouble fitting in with Vector society as they are completely unique creations with no others of their "kind" unless their parents decided to make siblings for them. They are required to assign their smallest stat dice to the Community block. The Foea of Europa were extinct before TTI arrived and reconstructed them from ancient genetic material. Grey and Gray Morality: Campaigns and adventures centered around conflicts between the corporations tend to be this as they all have their good and bad points. While Cogsune 06 tails contain a spatial compressor that allows them to function like a more traditional Bag of Holding. Can be formed, either "part-time" or "full-time" with the Hive Node implant. Largely averted, hacking is rather difficult to do and usually requires physical access to the device being accessed. The essential hacking device is basically a laptop with no wireless capability. During the war gene therapies designed to repair the mutations from radiation enabled humans to be transformed into Vectors and MarsCo offered those who took the procedure the chance to evacuate to Mars, while amping up production of other Vectors. Within a century unmodified humans were extinct. These are now the primary population of both Earth and Luna. Judge, Jury, and Executioner: The Inner Ring Police Force. A lot of mega corps like to outsource their security to the IRPF because they have a single consistent set of laws, previously local executives were prone to changing rules at a whim. Transcendant Technologies makes bioships, prone to going crazy under stress and rebelling, sometimes

eating the crew or teleporting to a random part of space, or sulking. The Man Behind the Man: Every Megacorp has an anonymous "Shadow President" whose job is to watch the company and keep it in line, sometimes by assassinations. The Core Rulebook lists 24 species with nine possible morphisms. Extended book adds 29 more Vector species and six additional morphisms. Along with "Blips" that are unique Vectors, Cogs with their assorted frames and specializations, Cogsune, and Exonymphs. Characters with a MarsCo scholarship can choose any proficiencies but cannot raise them past the Educated 2 dots level, as opposed to the normal Masterful 3 dots allowed at character creation.

Chapter 3 : Character Sheet Index - Roll20 Wiki

Not so with HC SVNT DRACONES, which is an amazingly slick-looking product, particularly for what, I assume, is a first effort. All the pages and preview material I've seen is of a great-looking, ready for print tome, and I'm excited to see this much professionalism in an anthro RPG (a genre that's been hurting for a long time for quality.

At one end the ice was slicked by a small river, tumbling through a hole in the smooth dome of the cave ceiling and foaming along the thoroughfares of the underground dock. And a dock it was. Ancient stone pillars rose from the water surface, and buildings half-swallowed by the encroaching ice defined a broad marina now rimed with frozen spray. Fluttershy and Rainbow Dash stood on the deck of the ship, looking around at the blue-tinted rock, their breath curling from mouth and nostrils. The entire spectacle felt old, the press of ages writ deep into the bones of the rock and ice. The splash and burble of the river was the only thing that disturbed the quiet. It was near freezing, and the water splashing over the ice made it look even colder. After a moment, she looked back up at Fluttershy and sighed. Rainbow Dash looked after her thoughtfully, and then went into the cabin. Fluttershy dropped the food in shock, sending dried fruit scattering across the silver hull. But let me help. She nudged the other pegasus aside and braced her hooves on the cloth, tearing another strip off with her teeth. In the absence of any real tools, the resultant outfits were crude and ragged, but far warmer than going without. They wrapped the free strips of cloth around their legs, the remainder of the of the blankets draped sarong-style around their bodies with a rough hood completing the outfit. The two of them looked at each other, swathed in their improvised clothing, and Dash grinned. At length Dash sighed and started gathering up the scattered food. Fluttershy followed suit as they packed up as much of their supply as they could carry. Say hello to the spirit for us. The blue pegasus was only intermittently visible as she flew over the half-flooded streets of the ruined port. Fluttershy flapped her wings hard, the wind tugging at the edges of her hood. Fluttershy glanced around nervously and paused in her flight as the silver ship floating in the middle of the harbor vanished back beneath the water, heading out again into the trackless ocean. She shivered and flew forward again, nearly colliding with Dash as she turned around the corner of a ragged-edged stone wall. This place is a maze. The ice splintered sound in all directions and threw off odd, distorted reflections. The ceiling was too low to fly above most of the buildings, forcing them to flit through ice- and rubble-choked streets and alleys. One look at the crumbling brickwork was enough to deter them from trying to actually enter any of the ruins. In fact, as Fluttershy briefly alit on a projecting platform, the rock gave way under her hooves. She gasped and shot back up into the air, a third of the balcony crumbling to gravel and bouncing down to splash in the flooded streets below. Dash glanced back at the low rumble, flying over beside Fluttershy and looking at broken stone. Even the remains of the port city were larger than Ponyville, and possibly even larger than Canterlot, even without knowing how much of it mouldered unseen, entombed forever behind the frozen wall of ice. There was an archway cut into solid rock, and an ancient ramp stretching up into darkness. While the base was slicked with rime, it became dry and solid stone before it vanished upward into the gloom. The blue pegasus darted inside to take a closer look, but Fluttershy hung back. You just lead the way. When they could see nothing more than the vague grey silhouettes of each other, Dash stopped. She stumbled into Dash with a squeak. Just walk with me. She took a few quick steps forward, rubbing shoulders with Dash. Their hooves tapped out a syncopated rhythm as they climbed the ramp, the dim glow from behind fading to an utter black. Now that they were no longer flying, it seemed even colder, and Dash bent her head back to tug one of the folds over to cover her wings. It just makes it hard to see. I wish I had a stick or something. The improvised rope pulled taught and both of them stumbled, falling into each other. They took a moment to disentangle themselves, a task made surprisingly difficult by the darkness. The other pegasus patted her on the shoulder. They started off again, the ramp slowly rising. It was hard for her not to flinch with each step, which her imagination now supplied with jagged rocks and deep holes. But if Rainbow Dash could do it, so could she. The sounds of their hooves echoed far up ahead and behind, fading into the vast, unseen emptiness around them. It was impossible to tell how much time was passing, no way to tell one minute from the next or discern that they were making any sort of progress. In that place, it seemed

easy to imagine being lost forever. To Fluttershy, the blackness seemed to expand with every step, the two of them isolated specks in the middle of nothingness. Do you feel that? Dash felt around until she found the wall, and a smooth corner. Dash trotted forward, pulling their connection tight, and she strained to see any hint of light filtering down from above. The sarong jerked tight, pinning her wings and keeping her from recovering her balance. Her flailing legs encountered only a void as she toppled and something cracked her across the head. The blackness seemed to blur for a moment as she flailed wildly, her hooves encountering rock walls and scraping along them as she slid to a halt, braced between them. Far below came a series of hollow thumps as the water gourds spun down into the abyss, trailing off into silence without ever hitting bottom. Cold talons crawled up her spine. Rainbow Dash was far from afraid of heights, but this was different. How far did I fall? She carefully tried to work her forelegs up, and froze as she slipped down another tiny fraction. The sarong pulled even tighter as the other pegasus backed away, bracing herself against the rock and flapping her wings. Abruptly the cloth gave way and Fluttershy tumbled back into the darkness. She was beginning to understand the panic the other pegasus felt at times, with no way to move and her legs already beginning to hurt from bracing sideways against the rock. The breeze she had felt came from below, tugging intermittently at the edges of her hood, the cool air smelling of water and cold stone. The gap was far too narrow for Fluttershy to get any purchase to lift her out, assuming she could in the first place. Can you stretch across it, right by my head? Fluttershy nodded softly and obeyed, mane whispering across the stone in the darkness, and Dash repeated the process, using Fluttershy as a living piton and inching herself upward, bit by tiny bit. The walls seemed to become slippery, even though she knew that was her imagination, and she nearly did fall as one of her forehooves encountered air instead of rock. You can get back on your side now. As soon as her wings cleared the enclosing stone, she beat them once, lifting herself out and colliding with Fluttershy, sending them both sprawling away from the unseen edge. Beside her, the other pegasus spoke from floor level. After a long pause Fluttershy gave Dash a gentle nuzzle, heedless of the blood matting the rainbow mane. Eventually she wobbled to her feet and coughed uncomfortably. A package of food, dropped at some point during their misfortune. They scavenged slowly and carefully, rounding up most of the scattered fruit, but the water gourds were lost forever. Dash ate ravenously, the sweet fruit washing the bitter tang of spent adrenaline away from her mouth. Fluttershy listened to her friend eat, nibbling at the crisp tang of some dried tropical delicacy. The taste was completely at odds with their surroundings, which was suited more to moss and twigs. The strangeness seemed appropriate though, after the past few minutes. She hoped that the other pegasus was up to leading them, because she was utterly lost. After swallowing her last bite and wishing vainly after the lost water, she got to her feet, feeling the reassuring tug of the tie that kept her near Dash. The tie pulled her off to the side, and she stumbled as she fell in beside Dash, the two of them following the wall back toward the intersection. They were both more hesitant about where they put their hooves now, but the ponies still gamely shuffled along until the ground began to rise again. This has got to be the right way. She had no idea how long they ascended, but eventually her legs ached so much that she had to stop. We can stop here for the night. Of course we will! It was far from a comfortable cloud, or grass, or bed, but eventually they slept. When Fluttershy woke, there was something subtly different about the passageway. She looked around, blinking, and realized that uphill there was an ever so slight shade of grey rather than black. The still-tied blanket was almost pulled off her as Dash started forward, and Fluttershy hurried to follow. Step by step, the grey grew more pronounced. The tunnel walls became visible as darker shadows, then lighter ones, and eventually they could finally see each other. The two pegasi shared a broad grin, running forward toward the source of the light. They nearly ran off a cliff. The tunnel opened out onto a sheared-away section of rock, dropping down far below to more a slab of grey-speckled granite.

Chapter 4 : [Q&A] Pierce Fraser (HC SVNT DRACONES Core: Extended) | The Hardboiled GMshoe's Offi

Character sheet templates created by the community for use in Roll - Roll20/rollcharacter-sheets.

Please log in to add or reply to comments. Benjamin S January 20, 9: T December 27, 6: Paul P December 27, 6: T December 27, 7: Kris S March 25, Pierre S March 18, 9: Do you still want to go on doing that? Lukman S December 19, 9: Sean B January 01, 9: New downloaders should probably grab that one, otherwise, the two pages are available from http: Pierre S December 16, 5: November 06, But, any chance of getting a PDF outline, so much easier to be able to browse by chapter that way. Hail D August 15, 6: Nuno S August 16, Pierce F September 09, 1: There should be at least pages. Adobe reader, firefox, foxit or gdrive should be able to read it fine Hail D September 16, 7: I am able to access all pages. Nuno S August 08, 8: D Max H May 05, 7: The check system seems to be a fairly straight forward and very robust one for solving a great many issues. My only issue is the unfortunate use of colours for the section headers. In the PDF, the blues and greens blend very well with the background in some cases, made worse depending on the PDF viewer you use. My tablet for instance displays the headers as cyan on white in some cases, depending on the gradient of the background. The value of the header colours needs to be dropped quite a bit to make them stand out a lot more against the background. Is there any chance of a touch up on the PDF to darken the blue and green headers? Still mashing togeather a bunch of different rules but this will be the meaty part of characters i suspect. Oh, and still not seen what the book name actually stands for. That would be nice. May 01, 1: It should be pronounced heek soont drah-KOH-ness. Cedric K May 24, 8: April 05, Pierce F April 21, 1: Looking forward to the next book. John S April 29, Zack L April 29, 1: Cedric K May 24, 9: XD Daniel C February 25, All around good book, though I do have some questions. For starters; Why no rules for Cogs? They get enough mention and explanation, it would seem natural to include a way to play one. Or at least build NPCs. Chris L February 28, Daniel C February 28, 1: Patric K August 01, 8: The setting itself has a lot different genres that mix together at varying levels. It has the strengths and drawbacks of a more set in stone style setting, but still leaves wiggle room for the GM to have campaigns with twist [I most use RPG sourcebooks as a pleasure reading material and rarely get to actually play games. Hc Svnt Dracones was The group i was playing in was looking for a new game to play, and we enjoyed the first taste a one-off we played in this system.

Chapter 5 : HC SVNT DRACONES | RPG | RPGGeek

A character sheet developed with the glorious new TG "HC SVNT Dracones", HSDracones for short. The core rulebook is, as of this day and hopefully forever more, "pay-what-you-like" on "blog.quintoapp.com".

Then tha roof will cave in again and Mac will have ta come here again ta fix the thing again. Light sprinkles, not major downpours! Then she chuckled, shaking her head. I can be there and back faster than you," the pegasus replied, hovering into the air. Shy was one of her childhood friends I want to be able to grieve and move on, but And as fond as I am of Spike, he is six years younger than me! Surely you would have some objections to that? They watched as Rainbow re-emerged from behind the cottage, dangling a watering can from each hoof. Somebody should find him. Do ya know where her family lives? I think she might have mentioned a brother at one point. I just wish I could see her, one last time. Turns out flying is a little quieter than walking. Although that has connotations of endlessness where you were attempting to indicate something that could not be counted or measured--immeasurable, maybe? It bounced on the dirt path, rolled over the footbridge, and stopped suddenly when it reached the group, resolving into a brightly smiling pony. There are fewer and fewer options available. Sparks of electricity fizzled through the air in unnatural ripples, breaking apart and lancing into the ground as soon as they hit any object in their path. As the five ponies tried to shield their eyes, peering into the strange shimmering presence, they could see a form that twisted, shifted, grew from something eldritch down to disturbing and then, somehow, into a very familiar outline. With a final boom, the light dispersed, dropping a panting yellow pony onto the ground. The five of them stared at the newcomer. At the scars across her body, at the bandoleer around her barrel, at the objects strapped to her thigh. At the torn ear just visible from under the long pink mane, at the strange metal foreleg she had, at the pair of rods on her back that projected faint outlines of wings. And at the three butterflys emblazoned on each flank. Rainbow Dash was the first to make a move, stepping cautiously up to the footbridge. She lifted her head, pulling her long mane back to reveal a scarred eye with strange, shifting rune projected on its surface. Oh my gosh--" She looked behind her. Or your eye, or Did they have parties there? Tell me they had parties there! But right now, I just want to be How about a compromise? We just got finished maintaining your house for the day--" "You were looking after my cottage? Then she shook her head--"Ah, to hay with it! Celestia, Fluttershy, I missed you! I have a lot to tell you about. Three of those are X-Com stories, one of which is a sequel to another, and the remaining three have varying levels of cybernetics. So I got to wondering This was born as a result. Join our Patreon to remove these adverts!

Chapter 6 : Hc Svnt Dracones (Tabletop Game) - TV Tropes

As for characters I've got a sheet completely done up (I'll have to reset the equipment of course because Money is partly randomly generated) but other than that my character is done and I've got a pretty full backstory for her.

Star Trek Adventures Author: Adalberto Fantasy Age Authors: Scaby79 1st Edition Author: Adam Ness, Vince 2nd Edition simple Author: Aqua Alex, Elena S. Thorin Tabor Agon Authors: Beyond Fantasy French Authors: Beyond Fantasy Spanish Authors: Ryan Sigg ryansigg , Steve K. Adalberto Dungeon World Spanish Author: A New Generation Authors: Plexsoup The Bureau Author: Plexsoup Titan World Author: Flash Uncharted Worlds Author: Oliver Lind Version 1. Brandon Mulcahy Ars Magica: Rich Finder Barbarians Of Lemuria: Brian Shields Basic Roleplaying Authors: Ove Odegard Call of Cthulhu: PadRpg Call of Cthulhu: Nathalie Minster Version 1. Matthew Carpenter, Pierre D. Matthew Carpenter, Michael L. David Cthulhu Tech Author: Rich Finder The Laundry Author: PadRpg Better Angels Author: Tomaxx Bulletproof Blues Author: Sean Kennedy seriouslysean , Justin Dunlap hereticj Version 1. Rwan Champions Hero Games: Ollie Gross Classic Traveller Author: Rob heath Continuum Author: Austin Bailey D6 Space Author: Michael Kotsarinis Ghostbusters Author: Kevin Searle kevinsearle , Noctropolitan Star Wars: D6 West End Games Author: Support thread Wiki page Star Wars: D6 30th Anniversary Edition Author: Zachary Ryan Ball Naruto Author: Gereon Heinemann, Patrick Gebhardt gebhardthbs web. Patrick Gebhardt gebhardthbs web. Classic Sheet Redesign Author: Kevin Justus Degenesis Author: Abe H Demon Hunters Author: Jessica Bilstein szyren Digital Shades Author: Dogs in the Vineyard Author: James , DancingGeek Drakar och Demoner 6. Bripod and Sturtus Dungeon Slayers 4 Author: Guillaume Cabuzel Dungeon Squad Author:

Chapter 7 : Hc Svnt Dracones Fursona Construction Simulator v blog.quintoapp.com - blog.quintoapp.com

From publisher blurb: HC SVNT DRACONES is an exciting new post-humanity tabletop role playing game. Players take the personage of a Vector, a new species created near the end of human civilization that witnessed the demise of their fore-bearers and has struggled through years of slow growth devoid of personal history to etch out a new existence for themselves in the galaxy.

Leave a comment [Essentually a genetically engineered creture left behind after humanity destroyed itself. The floor is open to questions! That sort of exploration in the face of obvious danger, or stepping beyond ones lines, is somewhat central to the game [The first is a large one which containis over 25 new species to play as, as well as new Focuses, morphisms and motivations. Public Vector knowlage of humanity is pretty limited, mostly due to apathy. Walk down the street, grab the first random person you meet stepping out of a mcdonalds, and ask them how much they know about ottoman empire. Chances are, not a whole lot. Now, the PCs are anthropomorphic animals of some sort, correct? What else is there? It lets you change your character into a variety of different things. Hybrids, taurs, full four-legged things, miniature things, there are several [I believe doubleclick was one, actually [It will cover all character building options in the core book [But from the very beginning it was intended to be approachable by everyone. Vectors are not tiger people from the jungle planet bent on roaring ferociously, [Part of the HSD story is figuring out how to be a person when everything we define ourselves with is gone [This is a big setting with a large lore and many places to play, among many themes. A lot of the best campeigns come out of actual games people have run, so for a while Ill just be watching and listening to see what resonates with folks, but there are several options. I have plans for an intro adventure hinging around tracking a murder across a series of ships, and there are advanced ones that gravitate around the whispers and other [HSD is a rules-medium game. It works off three dice and uses a central mechanic for all its systems [If you have a look at the character sheet, youll see a variety of stats listed in 4 colums: Glad to have you here. Pierce is the lead designer, right? Just sent you a PM. Seems pretty innovative in the direction it approaches challenge gates [I actually gotta run though, got some stuff I have to do tonight. The primary reason for having it is to take advantage of alien environments, but first-contact pretty much right-turns the entire game. I can think of nothing more significant to a society. Deep Space Furry [It was pretty heavy work, yes. So long and thanks for all the fish! Connection reset by peer [Normal though is one thing it is not. Coolest thing ever, or coolest thing ever? And will they ever be added to the game? Allow me to piggyback on that question and ask about the overall tech level of the setting. But the general scale of HSD is one of casual and fairly simple local-space flight, very advanced genetic and biological science, and pretty sophisticated technology, though perhaps a bit more utilitarian than some lores would go for [There wasent a reason not to; theyre quick to make, very lethal, very reliable and very functional. Will we ever see handheld laser weaponry? Somebody tipped the Scales. In person, you mean? Are you doing it based on the order of the megacorps in the book? Thats going to come down to public interest, honestly. The game has many planned expansions, but it all costs time and money. They are still planned for inclusion in the ASR expansion [I dont determine the schedule here [The existing five were a very good choice for a start, but there are so many other fun options as well! Im fine with another one, but i dont think they useually do these twice with the same person [I wanted to ask what Cog chassis usually looks like. I know they look obviously mechanical, but are their chassis based on Vectors or are they just generally humanoid? Another one of these with PierceFraser? Or with other authors? I may include cogs as a stretch goal [Probably not about the core book, but certainly about whatever future supplements PierceFraser would like to discuss. I just used Google Image Search, sorry. Cogs have been around for nearly as long as vectors have, and have come to be appreciated for their own quirks. Several dont even have faces [If this is your first RPG development, what did you think of the Kickstarter process for helping you make the game happen? As long as their conscious core keeps running? Do they have a set life span? I have spent nearly all of the money I raised, and I raised nearly dollars. See, Kickstarter is useful for things other than helping people raise money to make a potato salad! Mars is fairly earthlike, venus was terraformed later and they took greater care in preserving its

geography, so its mountains and such look a lot more alien [Ganymede was, but its distance from the sun makes it a very harsh place to live [Venus has a lot of biologically constructed strains of things, it was sort of crafted to be a haven for gene artists. Are there corporation more wealth than others? Or they all generally have the same wealth? Will you put bookmarks into the PDF version of the book soon? Not so much in comparison to each other marsco is wealthy beyond measure, Progenitus isnt far behind , but in the sense that they have enough wealth that the people living in them wouldnt notice the difference [Id rather not give away the ability to print the book, too [ASR knew vectors werent going to tollerate immortality [There wasent room for it. Part of being sentient instead of being programed is having constantly active memory, which allows them to experiance the reality of a situation rather than just the data of it. I remember you saying you wanted to make something different than the traditional fantasy stuff, but what caused you specifically to choose Vectors as the characters for the game? I will take a moment to give a little shout-out to small press, though. It is tramendeously difficult to break a new anything into an established anything. Namely you, the players and the interested parties. What inspired you to make a system based around those dice instead of a one dice system like d20 or d6? If you love a thing, talk about it. XD I thought the d12 was extremely underused, and I wanted to implement it in my game.

Chapter 8 : Community Forums: LFG HC SVNT DRACONES | Roll Online virtual tabletop

A little tour through the beta HSD2 character sheet and the associated abilities on it. If you're curious where weapon and armor stats go, they're actually all consolidated on cards you can scan.

The Kickstarter had mentions of variant rules. Can you go into what those will be like? Also, will some of these rules help to make the game easier for some players? The familiarity might be theme, though. How much do you anticipate the 25k stretch goal speeding up the equipment book? It sounded like on the tumblr that the original timeline was sometime between now and adversaries. Happened throughout July and early August. If anyone here bought anything HSD-related within that time frame, might be a good idea to keep an eye on your account. Will any of the variant rules deal with that? The other situation, from a fund raising standpoint, is people dont contribute to kickstarters that dont have visible work to show [So what is the general perception of the vectors about their own humanity? Like any game, everyone runs into their own conflicts when running it. E or not [Along the lines of what nocara is asking, will it have more answers about how the average vector views their galaxy? What their culture is like? Though I do plan to record a demo video, which might help them out [It raises some fun questions about ho [Thank you for answering. From purely combat to Purely investigation. Is something I wonder, because I can see in nowadys society that people still siding with their ancestors and identify themselves with them, or the oposite [Foxit PDF reader works well for it. They didnt evolve from humans. They didnt evolve at all. And does the expansion touch on these subjects? Or will the focus shift eventually to custom quests? An outside influence sealed their fate. The core book is a little lackluster, with only five weapons, and the rules are a little thin on the ground. Actually, I think piercefraser caught up, so no. It looks that if the game somewhat expects a campaign to end with directly battling the Whispers, and dealing with getting rod of them for good. Basically, what do you do if y [It just happens that the second one dabbled in that [I use fill-able PDF. There are some google spread sheets floating around too. What else can we expect to see in future contracts? I like much the lore, but when I saw how fast the Vector society recovered the humankind numbers, I was not able to be surprise! So this made me wonder: Morphism traits, momentum bonuses, species bonuses, that sort of thing? Most families are fertile. Even Cogs can reproduce with Vectors [Does the offspring have an equal chance of being either species? The players in my game use is this one: Thats one of the reasons Core: The core book costs 37 dollars to print, and another 5 or so to ship. If I had put the additional [Remember, this race has had the technology to digitally convert data into DNA since it was created. Cogs do much the same thing, analysing genetic material to extrapolate features, manorisms, posture and overall build, and converting that into useable data for the [Connection reset by peer [I would have to own my own print facitlity [Cogs are better in nearly every wayâ€¦ [The specifically referenced station in the core book is going to be the sight for a campiegn in the distant future [Unfortunately, shortly after the order went up, the artist got in a car wreck and broke thier collar bone. XD but I already had the replacement. How is your average day different wearing Hardskin? What does a Hardskin Artist do? The latter is quite low in a 1st world society. What really controls the population is how many kids people wants to have. So, do vectors families use to have a lot of siblings? Do people still keep pets at all? Think of how many kids die each day to diseases and genetic oroblems that have been fixed in that world. I didnt craft the system for it, but it can certanly be done. The new combat tweaks in C: E go to considerable lengths to make combat less immediately lethal, because it was hurting player fun. How crowed are Mars and Venus? They can see and speak, after all, transferring information. After all, palemen are pretty mysterious. E talks about some of the other details with that too, such as what ha [Okay, go ahead, then question pause. But I think those questions may not be fully answered until the adversaries expansion. Perhaps it took time to advance to the next cuil and make the jump between mechanical systems to living things. Red pandas are something you can produce as a Blip [Venus is particularly known for the creation of one-off creatures, its ecosystem was tailor made to allow for it [So you might be able to re-flavor a Core: Extended is the expansion that is on Kickstarter right now [How did that get there? Exactly like that, with the: Do people keep pets? Can you give us an overview of what this supplement offers? Specially if the popular opinion about the

humans is similar than the actual german to their ancestors during WWII [Having fanfiction is impressive, frankly. Can you hear us? Many are based on animals with limited diets. Never mind that one. The original critters have limited diets after all. Extended going to tell anything about the sporting events they do? Like the events Pulse holds? E focuses a bit more on everyday life than faction specific life [Are Vectors herbivores and carnivores, or are they all omnivores? Simplifies logistics, which was crucial on early mars. They just look like humans with a few extra parts iirc [If you GM at all, might be a good idea for a campaign or adventure…the discovery of a cryogenically frozen human. Transcendent technology can already pull it off.

Chapter 9 : HC SVNT DRACONES â€" So is an editable character sheet in the future or

HC SVNT DRACONES is a tabletop role playing game about the races that inhabit Sol after humanity passes. It explores themes of genetic manipulation, astral horror, sentient AI, and good ol' fashioned space adventure, in an environment that lends itself to mag-lev train heists as readily as it does supernatural survival.

There was also the opposite problem: This made it difficult to flesh out the areas of my characters that were more flavorful. Because the checks are narrative in their own way, the act of maneuvering yourself to take advantage of your build becomes part of the narrative. The HSD combat system is awash with features intended to add a little more strategy and movement to your battles, rather than stack ways to increase damage. Every weapon is a danger in the right hands, and the system rewards using cover and terrain to your advantage. Additionally, the combat stats and proficiencies range across your entire statline, which rewards diversity in your character creation. HSD takes place years after the war that spelled the end of humanity, and follows the progression of their only surviving lineage: The events leading up to this point span the spectrum from mysterious and supernatural, to violent and woefully human. Vectors span the solar system from Mars to Venus to the moons of Jupiter. Their biological spectrum includes dozens of different species from Earth, as well as a whole host of mutations that cropped up during on of the stages of their initial development and have remained keyed in their genepool. Their culture is run by massive corporate structures that take the place of traditional government. Beauty can be purchased. Strength is an investment in hardware. Integrity is good marketing. Each encounter assembles pieces of the puzzle that is the fall of Earth, and what it is to live on the edges of the map. Games in this system can range from space exploration to mystery and espionage to good old fashioned hank-n-slash to astral horror. Best of all, the setting is crafted to allow for seamless transitions from one to the next. Its a great big web of lies out there. Just watch out for spiders. With over a thousand different possible permutations, it may seem a little overwhelming, but its all staged out in small, intuitive steps. From color patterns to extra limbs, this section allows for a great deal of variety in your final build. These first three sections deal with establishing your physical appearance. From here, you proceed to assigning abilities, motivations, equipment and unique characteristics, in similar stages. So, where are we going with this? HSD has no fewer than seven planned expansions already on its plate. Each of the major megacorps that play a roll in the setting and in character generation get their own unique book, written in their voice so you can really get a feel for the personality their society has. Included in each are: