

Psypher 2430: Purgatory QuickStart Guide

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A Psypher RPG System Product
Developed by GameAddikts

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Purgatory

“Welcome to the largest prison in the galaxy. You are here because you’ve been convicted of a crime and your government is paying us a lot of money to keep you here. We’ll keep you on the planet, but you’ll have to keep yourself alive”
- Colonel Erik Wylde, Cerberus Corps

History of Purgatory

The planet Averlain was a large Earth-class planet originally discovered in 2326 by Terran Alliance explorers. Following its initial survey twenty years later, it was approved for colonization should any colonial group or corporation wish to fund the project. Unfortunately, due to the high costs associated with

colonizing a planet far away from any interested races, Averlain sat untouched for over thirty years.

In 2359, a super-maximum security cryogenic prison ship called *KVSC Weaver* was caught on the edge of a plasma storm and through in Averlain’s system. The ship’s engines and communication equipment were damaged beyond repair and the crew had the difficult choice of trying to crash land the massive ship on the nearest safe or float dead in space.

The only way to get enough power to maneuver the crippled ship to Averlain was to disengage the cryogenics systems, which would awaken nearly three thousand of the Alliance’s worst criminals. Risking everything, the *Weaver* crew rerouted the power to their thrusters and headed for Averlain.

The ship crashed down onto the planet with the force of an atomic weapon strike, creating a massive crater and incinerating everything for several kilometers. Of the thirty-two hundred people on board, less than a thousand survived and most of those were prisoners. They quickly overpowered the remaining guards and ship’s crew.

The company who owned the ship, Kranz-Vrolich Security Corporation, received the *Weaver’s* distress call during the storm and immediately launched a rescue operation. However, the storm which had damaged the ship was still raging and it took nearly a year for the crash site to be located.

The prisoners who had survived the crash had salvaged weapons and supplies from the ship and fled the area, disappearing into the wilderness of the largest landmass on the planet. KVSC spent nearly ten years attempting to recapture them and spent billions of credits in the

process and only managed to find fifty-three of them.

Rather than continue pouring money and manpower into a hopeless endeavor, the head of Kranz-Vrolich approached the Terran Alliance and asked to lease the planet and operate it as a prison world. In 2372, the deal was signed and Averlain was designated as Prison World Purgatory.

Over the next fifty years, KVSC made deals with several other races to house their unwanted criminals on the planet. They built a huge security force, several processing Stations, and a massive orbital platform to monitor the prisoners via sub dermal tracking hardware.

Initially the prison was only open to inmates with life sentences, but now they will take any prisoner who will be serving more than 5 years. Different continents of the planet house different categories of inmates and several prisoner-controlled settlements have sprung up near the processing Stations.

In recent years, KVSC has built a massive research facility and manufacturing center on the smallest continent and begun offering work programs to low-risk inmates. Purgatory Started as an accident and has grown into the most successful and populated prison in the galaxy.

Life on Purgatory

When an inmate reaches Purgatory, they are sent to one of three processing centers, depending on their crime, sentence, and risk level. Once they are processed they are released into the nearest settlement.

Each settlement operates as a small city, providing job opportunities, housing,

shopping, and anything else the inmates might need. They are operated and governed by other inmates but policed by the KVSC security forces.

Beneath the colonial life of the prisoners, there is always tension. Some settlements operate as lawless dens of murderers, thieves, and other criminals who prey on their fellow prisoners. There are many gangs who raid the farms and settlements and turf wars are common. There is always someone looking to settle a score or punish an enemy.

Purgatory itself has dangers that the inmates must deal with. Many of the plants and animals native to the planet are incredibly dangerous. Weather can also be a danger with massive thunderstorms, tornadoes, hurricanes, and occasional meteor storms tearing across the surface.

New inmates need to find a way to make money and find somewhere to stay, and there are many options out there. Other inmates may need work done, the gangs are always looking for new members, and the security forces always have an odd job or two.

Each inmate must decide whether they want to serve their time quietly and leave Purgatory behind them when they can receive parole, or become a permanent resident of the planet and carve out a life. The choice is entirely up to them.

“Purgatory is a test of your mental fortitude, your physical constitution, and your wits. Pass and you may make it to your parole hearing. Fail and you will probably die.”

- Colonel Erik Wylde, Cerberus Corps

Psypher Rules

In Psypher 2430: Purgatory, you take the role of a prisoner condemned to serve a sentence on Purgatory. Gangs, vicious animals, and your fellow criminals are a constant danger and you must find a way to survive and prosper.

Role-Playing Games

A role-playing game is an interactive story created between one or more players and a Gamemaster. Each player takes control of a character to participate in the story that the Gamemaster creates using non-player characters, descriptions of the world around the players, and props they can interact with. Throughout the course of the game, the Gamemaster will present the players with situations they must react to using their characters. Each character has a character sheet listing attributes, skills, and an inventory of items they possess. Using these things, the player will react to each situation and use dice to determine whether they succeed or fail whatever they are attempting.

Quick Start

The Psypher 2430: Purgatory QuickStart Guide makes it easy to jump right into the game. This booklet contains the basic rules you will need to play the game, four sample characters, and two short missions that will introduce you to world of Purgatory. Other than this booklet, all you need to start playing are some six-sided dice and someone to take the role of Gamemaster.

Character Attributes

There are seven character attributes in the Psypher system. These are used to determine things such as how much weight the character can carry, how resistant they are to damage, how quickly they can react to situations, and how likeable they are. Here are the attributes and what they do:

Strength (STR) - Strength is used to determine how much the character can carry and how much damage they do with melee attacks

Stamina (STA) – Stamina is used to determine how much physical damage the character can take and how fast they can move.

Speed (SPD) – Speed determines how fast the character can attack and move. Also used to determine how fast characters react to new situations.

Intellect (INT) – Intellect determines whether or not the character knows something or can figure it out.

Focus (FCS) – Focus determines how much damage a character can take from psychic attacks and how well they can resist them. Also determines your accuracy with ranged weapons.

Personality (PER) – Personality determines how well-liked the character is and how non-player characters react to them.

A character's attributes describe who they are physically, mentally, and socially and will be used in a variety of ways as you play the game.

Skills

If a character's attributes dictate who they are, their skills determine what they can do. Every skill is associated with one of the seven character attributes we've already discussed and will use that attribute when using the skill. There are a wide variety of skills that can be used in the game and they won't all be listed here. In general, skills fall into one of the following categories:

Combat Skills - Combat Skills cover fight with and without weapons and include weapon skills, unarmed combat and things like dodging and blocking attacks.

Psychic Skills - Psychic Skills include a variety of psychic powers and abilities, and general defense against psychic attacks.

Technical Skills - Using modern technology, cyber combat, crafting and repairing weapons and other items and medical skills are all covered in the Technical Skills category.

Knowledge Skills - Any subject that a character may have specific knowledge of such as military experience, employment experience, areas of thorough study, or specific life experiences can become a Knowledge Skill.

Social Skills - Social Skills include things like learning various languages or knowing the proper etiquette for dealing with a particular race or group.

Attribute and Skill Tests

Attributes and Skills are used to determine if a character can perform an

action by taking Tests. These are taken against a Target value determined by the Gamemaster.

To take an Attribute Test, roll 1d6 and add the characters Attribute Value to the result. If the character was taking a STR test and had a STR of 4, the player would roll 1d6 and add 4 to the result. Then it would be compared to the Target value and if the Target was lower than the test result, the test is successful.

Skill Tests are very similar to Attribute Tests, but instead of rolling 1d6, the player rolls 1d6 for each point the character has in the skill. So if the character had Combat: Pistol 3, the player would roll 3d6 and choose the highest one, then add the appropriate Attribute value for the skill (STR) to the highest die value.

During a skill test, if a player rolls double of the highest die result, the player adds an addition +1 to the result as a bonus.

Weapons and Equipment

When a new inmate is processed and released onto Purgatory, they are given a survival kit and a handful of coins called Purge Credits or Purges.

Every settlement has at least one place to buy supplies and equipment. You can also get new gear by doing favors for people, defeating enemies in combat and taking their stuff, or finding it lying around.

Purgatory Survival Kit Contains:

7 Military Rations (Light Meal)
Purgatory Flora/Fauna Booklet
First Aid Kit (3 Uses)
FireStarter/Emergency Light

They are also given a weapon for self-defense:

KVCS Lethe Survival Knife (w/sheath)
Range: Melee AP: 1 Value: 10PC

Capacity

Each character can only carry a certain amount of stuff before it starts to wear them down. This is represented by the Capacity score. To get your Capacity score, add your Strength and Stamina together, then multiply it by 5.

If you have Strength of 4 and Stamina of 3, add them together to get 7, then multiply that by 5 to get 35. That is the total weight you can carry before you become overburdened.

Damage Table

There are two types of damage that your character can take in combat. Physical Damage that comes from weapons and unarmed combat and Mental Damage that comes from Psychic abilities and being stunned.

To determine how much damage your character can take, simply look at your Stamina and Focus ability scores. Your Physical Damage rating will be equal to your Stamina and your Mental Damage Rating is equal to your Focus.

Reputation (REP)

As your characters meets more people, does more jobs, kills more enemies, etc., your Reputation will change to reflect how well know you by those around you.

Reputation is represented by two numbers. The Positive Reputation is how well known you are in general. The Negative Reputation is how notorious you are.

The first number affects your chances to convince people to do things for you, give you discounts, and things like that and increases from positive actions. The second affects how potentially hostile forces react to you and increases from negative actions.

Awareness (AWR)

A character's Awareness illustrates how much attention they are paying to their surroundings. It is used in tests to determine if the character notices something out of the ordinary. If NPCs are waiting to ambush the characters, an Awareness test would warn them of the danger and give them a chance to attack first or prepare.

Contacts

When you do a job for someone successfully, do a lot of business with a particular merchant, or have repeated interactions with anyone, you have a chance to add them to your character sheet as a contact. Once they are your contact, if you keep working with them, they may become your friend and offer you more work or better deals.

Contacts are a great resource for information on missions, obtaining hard-to-find equipment, getting discounts from merchants, and can help you in variety of other ways.

“Bastik isn’t a bad place to do your time. We’ve got just about anything you could want. There are a couple local gangs, but they’re usually too busy fighting each other to bother us. The security forces keep a close on eye on us since they have a field base just outside town. My advice: find you a job, find somewhere to sleep, and keep your head down till your time is up.”

- Lenn Kolger, Mayor of Bastik

Combat

Combat in Psypher is a fairly simple procedure that is broken up into steps.

Step 1 – Determine Order

To determine the order in which characters can act, compare everyone’s Speed scores. The character with the highest Speed score goes first, second highest goes next, and on down the list.

In the case of a tie, add the characters Speed and Focus scores together and the one with the highest total goes first. If this doesn’t break the tie, roll a die for each character and add to the previous total. Repeat this until the tie is broken.

Step 2 – Declare Actions

On each characters turn, whatever actions they are going to be making must be declared.

For example, if you want to dive into cover and then fire your pistol at the enemy, you would declare that.

Step 3 – Resolve Actions

First, the GM would determine if you needed to take a test to move into cover. If so, you would take that test first.

Then you would take the test to fire your weapon as explained in the Skills section. If you hit your target and did damage, that damage would be applied at this time.

Following the resolution of your actions, the game would shift to the next person in the order. This repeats until the combat ends either by all of the opponents dying, all of the player’s characters dying, or when the Gamemaster determines that the battle is over.

Psychic Combat

Combat involving psychic abilities works in the same general way as regular combat and follows the same sequence of events.

Cyber Combat

Cyber combat takes place between hackers trying to control the same system and uses the same combat sequence.

“Those mindjackers make me nervous. I hate the idea of someone messing around in my brain.”

“Why you worried? You ain’t got a brain to jack.”

“I’ve got enough brains to stay away from psychics. Last time I saw someone make one mad, they ended up with blood pouring out of every orifice they had.”

“Really? That’s some bad stuff right there!”

“No kidding!”

- Overheard in the Modan Bar