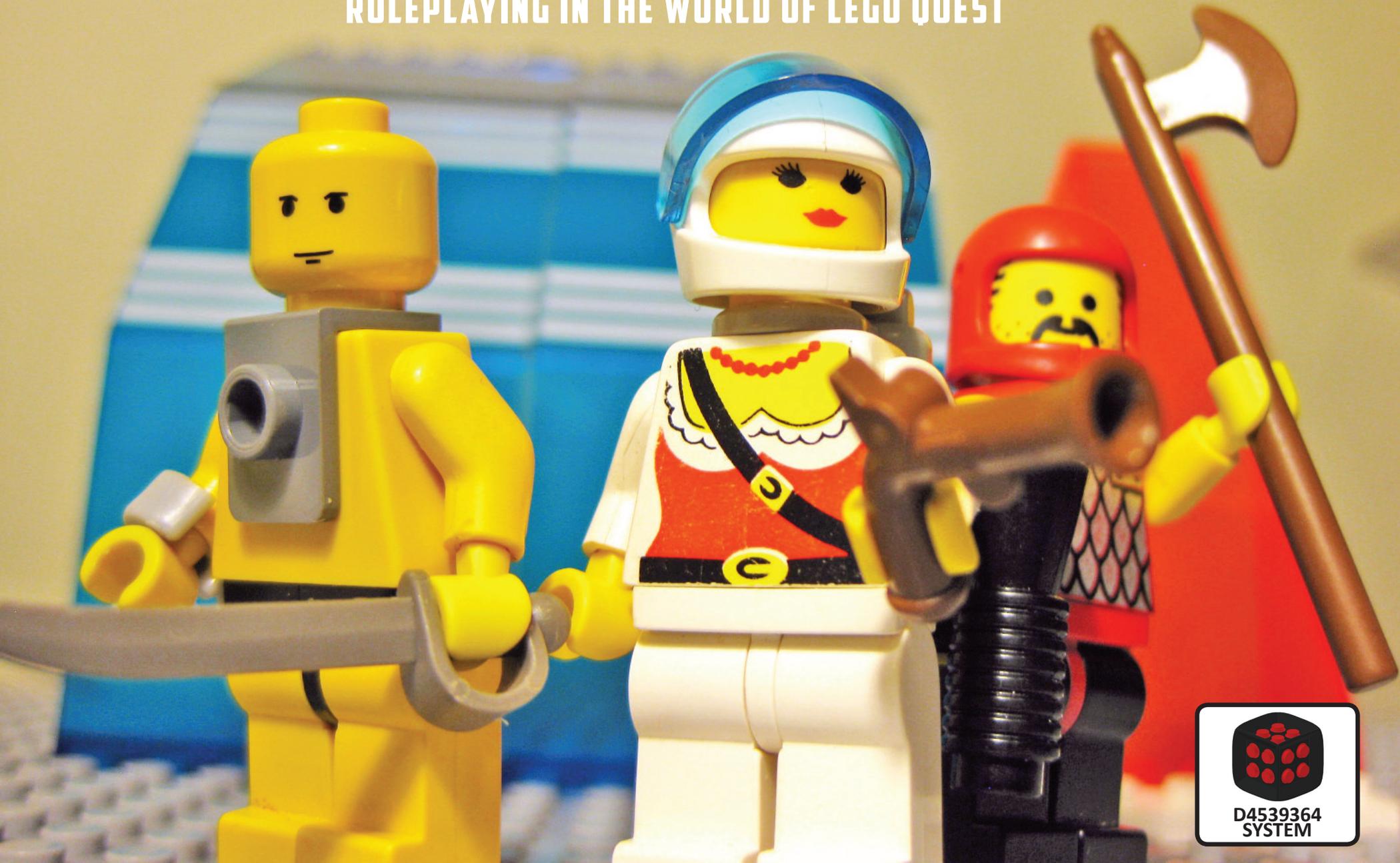


SWORD AND BURNER

ROLEPLAYING IN THE WORLD OF LEGO QUEST



The D4539364 System

The D4539364 System revolves around a special die called the Character Die. Character dice are dice that represent a player character. Every player has his or her own customized character die. In a pinch, a regular six-sided die can be used as long as you write down what each number represents.

Solid red: Red sides double your normal damage if attacking.

Special: Technology, Magic, Great Speeches, Being a Shreep, etc.

Solid white: If you're in a fight, you recover 2 HP!

Solid black: Flub!

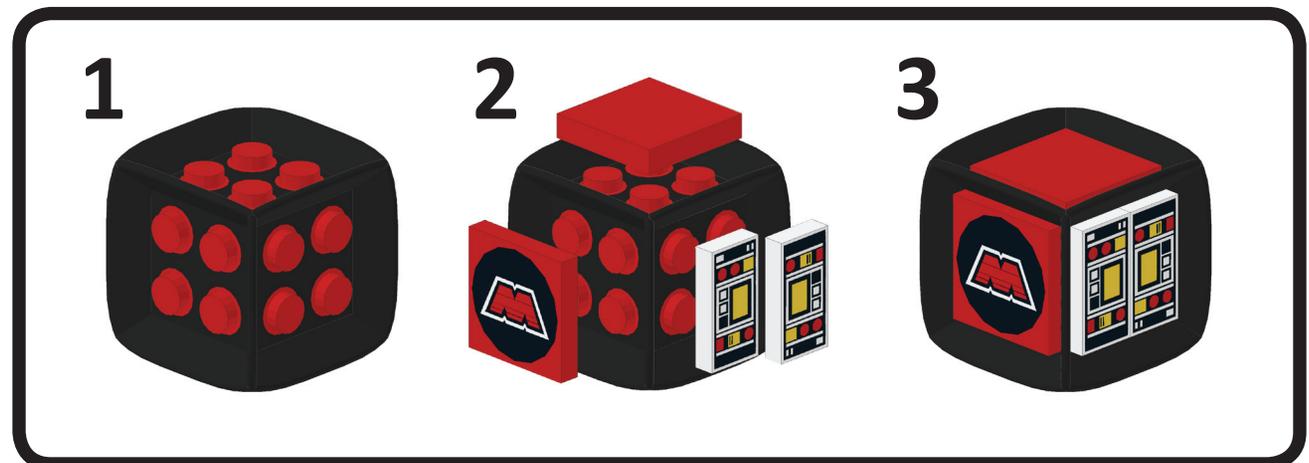
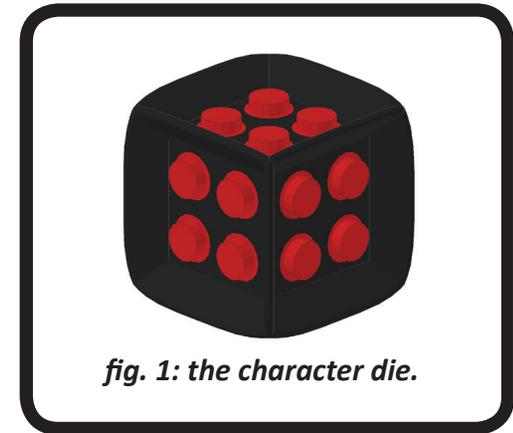
Solid gray: Nothing special. Your action probably succeeds, but with only a minimal amount of success.

Beginning character dice have two Flub! sides and three gray sides. The player may choose the sixth side. Every time the character finishes a game, the player can replace one of the sides with a new side. It would probably be better to replace the Flub! sides first, but you don't have to if you want a character that gets hurt a lot.

A well-developed character has a die packed with red sides, white sides, and different kinds of Special sides.

The player rolls their character die, and the GM rolls the Other Die for the enemy or monster. The Other Die usually has two Flub! sides, one red side, and three gray sides.

The player must declare what their character is doing before they roll anything.



ACTIONS

Fight

You deal damage to another character, or at least attempt to do so. Every character can always deal at least 1 point of base damage, even if it's just with your bare fists. More experienced characters have a higher base damage.

If you have a weapon, you add its damage to your base damage. If you roll a red side, you double your base damage for that attack before you add any damage from your weapon. In other words, if your base damage is 3, and you roll a red side while attacking with a weapon in your hand, you deal 6 base damage plus whatever the weapon's regular damage is.

You can normally only target one character at a time, but if you roll a red side the GM might let you do something cool.

Special

You can cast powerful magic spells, override a high-tech device, eat something the size of your head, or perform some other feat of something-or-otherism. Characters can have more than one special ability. This stuff can affect specific objects or everyone in the room, but it can't directly damage anybody.

Some things can be done by any idiot if he gets lucky, and some things can only be done by a trained expert. In some cases, an attempt can only be successful if a character die rolls a certain Special.

Somebody without any magic Special sides probably wouldn't be able to cast magic spells at all. Some magic spells might be so easy that anyone with a magic side can cast them, even if the character die doesn't roll that particular Special side. Some really powerful magic spells might only work if the character die rolls a magic-based Special side.



Item

If you have an item you can use it now. You probably don't have to roll anything to use it unless the GM decides that you need to roll a certain Special side to activate or otherwise make use of it.

Run Away

You spend your turn running away from the problem. You don't take any damage from anything unless you run into something on accident.

Something Else

Anything else you need to do that takes a few seconds and isn't covered here. Maybe you need to quickly eat a plate of noodles.

Flub!

Whenever you roll a Flub! side, you absolutely fail at whatever you were trying to accomplish. If you're in combat, you waste your turn flopping around like a fish while a random nearby enemy deals 1 damage to you.

Optional Action: Build

You (the player!) get 10 seconds to assemble something using the stuff near your character. You may only detach one piece of scenery at a time. The GM might let you have a Special side that adds +30 seconds to your time.



YOUR CHARACTER

Characters start with 5 Hit Points (HP) and a base damage of 1. Every time you finish a game, you gain another 2 HP, and your base damage increases by 1. Characters can have a maximum of 15 HP and a maximum base damage of 6. If your character ever runs out of HP, he dies!

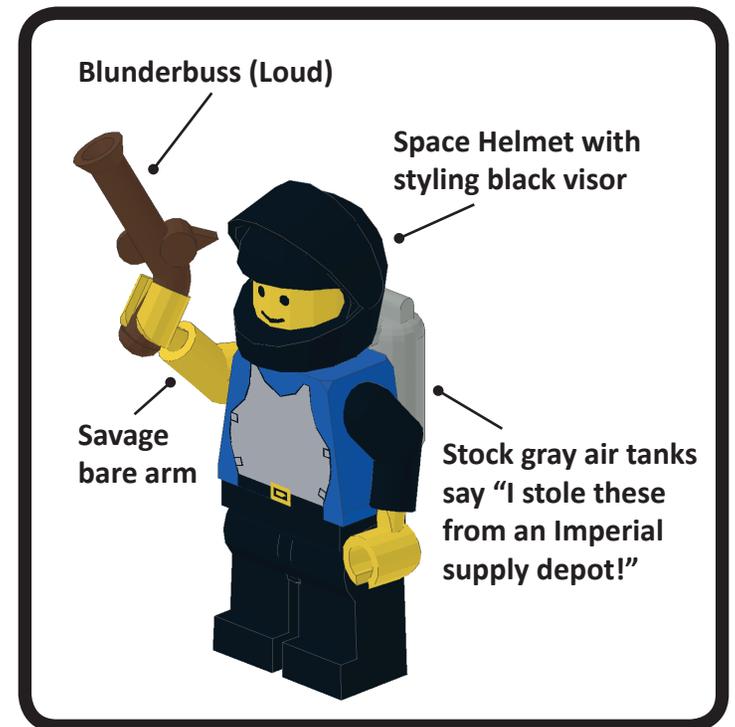
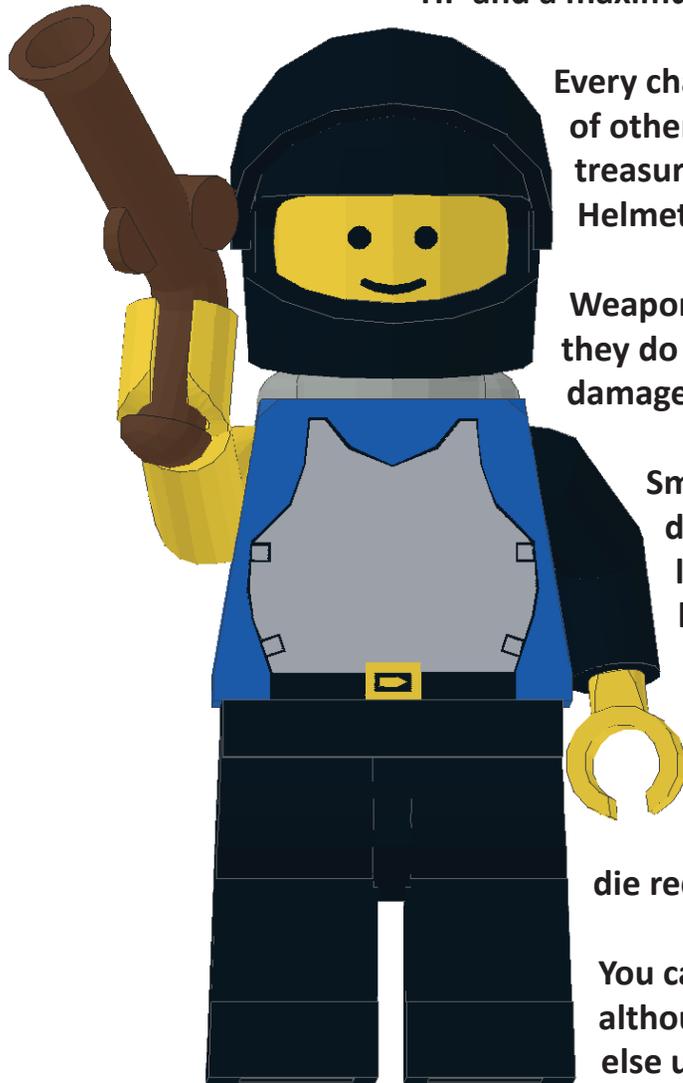
Every character starts with 2 treasures' worth of weapons, and 2 treasures' worth of other stuff. This can include actual treasure, if you wanted to have some spare treasure to haul around just in case. Items are listed as Name (Worth). For example, Helmet (1) means the helmet is worth 1 treasure.

Weapons are rated for how much damage they do and their weight. Your weapon's damage is added to your base damage.

Smaller, lighter weapons can be drawn and used more quickly than larger, heavier weapons. If you have a weapon that weighs 5 and the other guy has a weapon that only weighs 3, he'll get to go first, so watch out!

Each red side on your character die reduces your weapon's weight by 1.

You can hold one thing in each hand, although some things take both hands to carry. You normally can't carry anything else unless you have a backpack or treasure chest. You can only wear one thing around your neck or on your head unless the GM says otherwise.



Air Tanks (1)

If you have air tanks and a space helmet, you can breathe underwater, in vacuum, in poison gas, etc.

Air tanks can explode if conditions are right. Or wrong. Exploding air tanks deal 10 damage to anything caught in the blast.



Armor (2)

Makes you get a little less hurt. Negates 1 point of damage every time you get attacked.



Backpack (1)

You can hold a 2x2 brick or other stuff of equivalent size in a backpack, so you don't have to carry it in your hands.



Helmet (1)

It's not airtight, but that's OK. Once per round it can negate 3 points of damage, but the helmet gets knocked off. If you want it back, you have to spend your next turn going and getting it.



Muck-Encrusted Pitchfork (1)

It has tines and a handle. You can reach things above your head, but you'll probably knock them over. You can use it as a weapon if you want to, but its weight is 6 and it only deals 2 damage.



Old Helmet (2)

This helmet has seen a lot of use. Negates 1 point of damage every time you get attacked.



Quiver of Arrows (2)

You never run out of arrows as long as you have this on your back.



Shield (1)

If you hold this in front of you, things might not hurt you as much. Once per round, you can negate 1 point of damage.

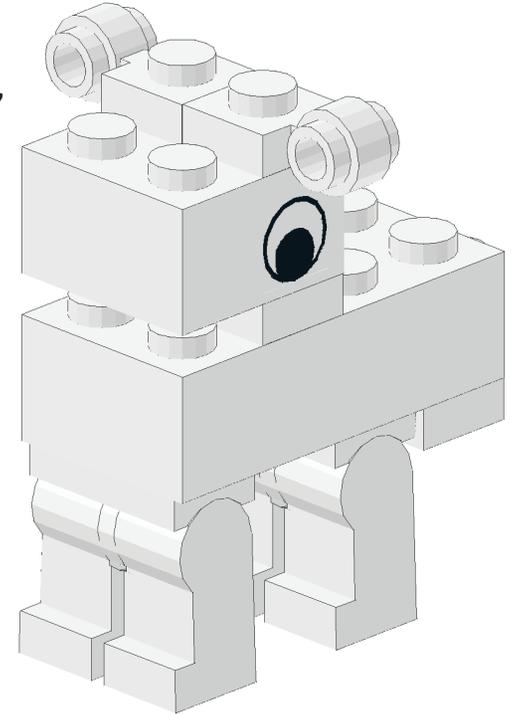


Tame Shreep (2)

It's just as stupid as a regular shreep. Maybe even a little dumber, because it lets you ride on it.

A tame shreep devours a piece of scenery of 2x2 brick size or smaller once per scene, whether you want it to or not.

Shreep make a durrr noise.



Space Helmet (1)

With the visor down you can't be blinded, but it's hard to hear anything. Once per round it can negate 1 point of damage.

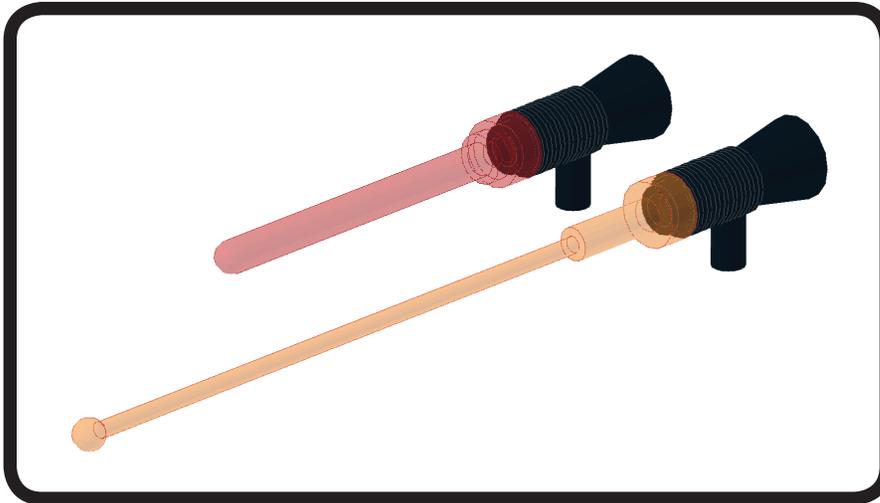


Transcoder (2)

This thing is great. No scientist can be without one. It lets you roll twice whenever you need a technology Special and take the better result. Hopefully at least one of those rolls was the one you needed.



There are four basic ranges for weapons: *None*, *Short Antenna*, *Long Antenna*, and *Scene*. If a weapon's range is "None", you can usually only hit things that you can actually reach with the weapon itself. If you roll a red side, the GM might let you throw it across the room at somebody, but then you have to spend the next round going and getting it.



Some weapons like burners and corers have ranges that are the length of a long or short antenna. They can hit anything within reach of the antenna. If a weapon's range is "Scene", it can hit anything that the character can see.

If you're attacking without a weapon, your weapon's weight is 0. Opponents with identical weapon weights attack each other at the same instant.

STARTING WEAPONS

Blunderbuss (2)

Makes a loud bang.

Dmg: 2

Range: Scene

Wt: 3



Bow and Arrow (2)

Unless you have a Quiver of Arrows you can only shoot one arrow per scene.

Dmg: 2

Range: Scene

Wt: 2



Burner (2)

Great at putting holes in stuff.

Dmg: 3

Range: Long antenna

Wt: 2



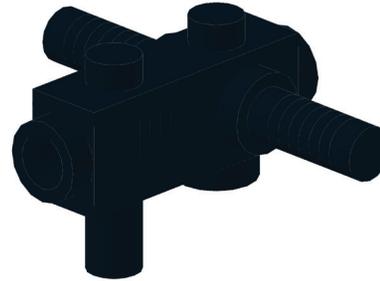
Corer (2)

Just like a burner, but not really. You need both hands to use a corer.

Dmg: 4

Range: Short antenna

Wt: 5



Club (1)

The bigger they are, the harder they are to lift.

Dmg: 3

Range: None

Wt: 6



Hatchet (2)

Also known as a “small axe”.

Dmg: 3

Range: None

Wt: 3



Knife (2)

It has a pointy end and a holdy end.

Dmg: 2

Range: None

Wt: 1



Spear (2)

Like a knife with a really long holdy part.

Dmg: 3

Range: None

Wt: 4



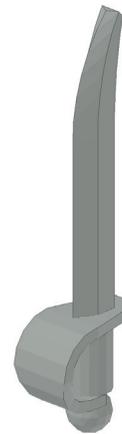
Sword (2)

It's basically a really sharp club.

Dmg: 4

Range: None

Wt: 5



The GM is free to make all kinds of stuff count as “treasure”, but for convenience’s sake, here are some things that might be included in a treasure horde.

Carrying a lot of treasure is pretty hard, even for an expert adventurer. Most treasure hordes have at least a few casks, boxes, or barrels laying around, but they are still really heavy and they never fit as much as you’d like.

A single character can drag a treasure chest, but can’t outrun anything. If two characters are working together, they can carry it and run, but can’t fight unless they put it down.

Treasure is handy because just about anyone can be bribed for 10 treasure or more. Unless the GM rolls a red side, the character will probably do what you want them to.



TREASURE

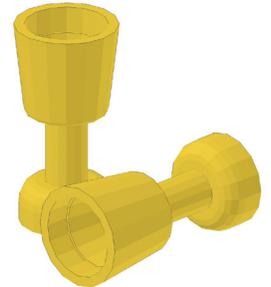
Coins

The markings on them are of interest only to historians, but they are prized for their gold content. Each coin is worth 1 treasure.



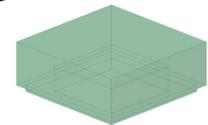
Goblets

Pewter goblets are commonplace, but those of beaten gold are especially valued. Each golden goblet is worth 3 treasures.



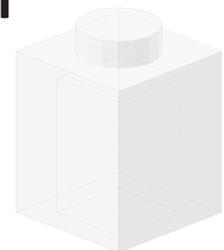
Gems

Mined from forbidding locales and ancient tombs, each is worth 5 treasures, maybe more.



Blockonium

Blockonium forms the heart of a starship’s core, making it one of the most valuable substances in the universe. A single 1x1 brick of blockonium is worth at least 10 treasures.



OTHER SPOILS

Instead of raw treasure, the GM can reward the characters by introducing special weapons, spaceships, assistants, or other fun things.

Each game, the GM should present treasure roughly equal in value to the character's base damage x5.

HEALING

Characters get all their HP back after every game, although any missing body parts stay missing until you do something about it.

You can heal up more quickly if you go to a hospital, but it costs 1 treasure for each HP you regain.

If you want to get a cybernetic replacement body part, it costs 5 treasures per piece (a new hand costs 5 treasures, but a new arm and hand cost 10 treasures). You can get these in lots of places.

Big Axe (3)

This axe is pretty big. It's probably taller than you are.

Dmg: 5

Range: None

Wt: 6



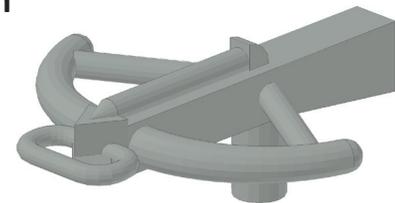
Crossbow (3)

As with a Bow and Arrow, unless you also have a Quiver of Arrows you can only fire this once per scene.

Dmg: 4

Range: Scene

Wt: 4



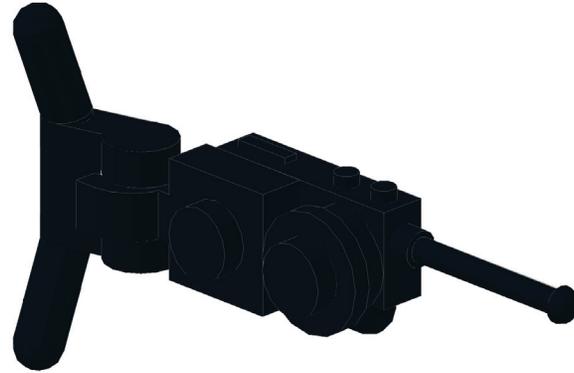
Electroprong (4)

These kill you from the inside. You need both hands to use an electroprong.

Dmg: 5

Range: Scene

Wt: 10



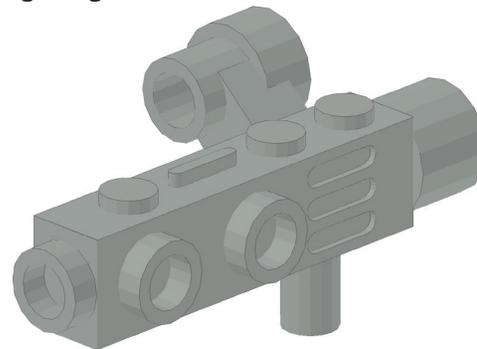
Lasercannon (4)

A more powerful version of your standard burner.

Dmg: 5

Range: Long antenna

Wt: 5



Whip (4)

These are pretty impractical, but they're great motivators.

Damage: 4 + special

Range: None

Wt: 4

*Special: Damage from a whip is temporary, and is recovered at the rate of 1 HP per round.



Electrostaff (5)

This cruel weapon inflicts terrible pain on anyone grazed by it!

Damage: 6 + special

Range: None

Wt: 6

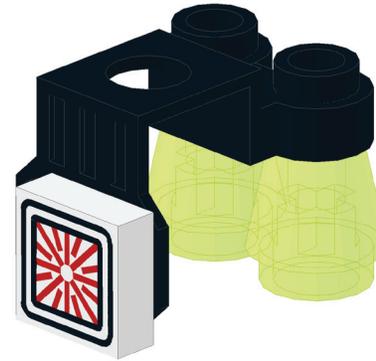
*Special: Damage from an electrostaff is temporary, and is recovered at the rate of 1 HP per round.



Jetpack (5)

You can fly around, although the jets can't go higher than a long antenna. It also counts as wearing air tanks!

Anyone using a jetpack deals 1 extra damage while in the air, but you also lose 1 extra HP if you get attacked while flying.



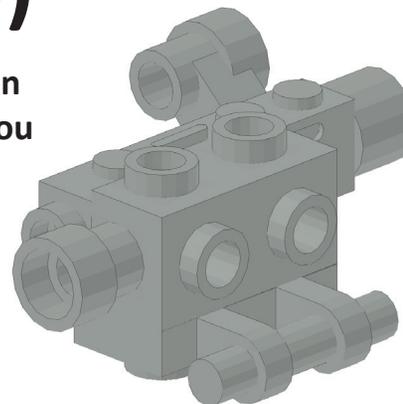
Ultracannon (5)

A devastating weapon, the ultracannon can only be fired every other round. You need both hands to use it.

Dmg: 6

Range: Scene

Wt: 8



Flamethrower (6)

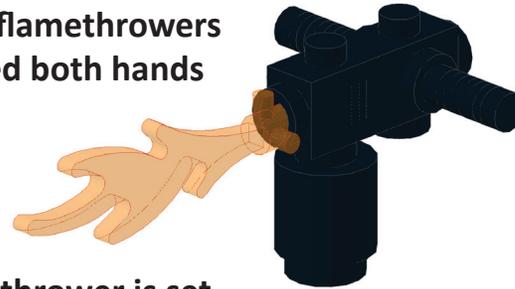
Only the most desperate lunatics use flamethrowers because they're so awesome. You need both hands to use a flamethrower.

Dmg: 4 + special*

Range: Medium flame

Wt: 5

*Special: Anyone damaged by a flamethrower is set alight and takes 3 damage every round until the fire is put out.



Power Shield (6)

Once per round, you can block a burner, a corer, or an electrosword, thus taking absolutely no damage!

From that attack, at least.



Electrosword (10)

An electrosword is a deadly weapon that can slice a man to pieces. It can block a burner charge once per round, and it's the only thing that can block an OTC.

Dmg: 6 + special*

Range: None

Wt: 3

*Special: If you roll a red side you cut off one of your opponent's extremities.



OTC (-)

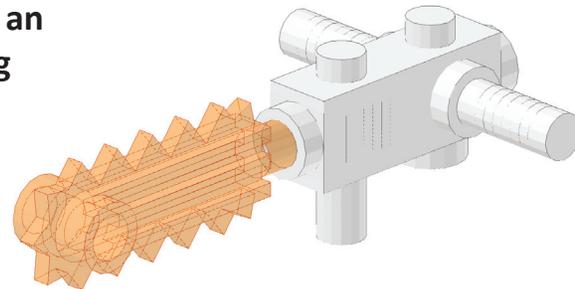
Mined from unstable oranganium on barren iceteroids, an OTC can cut through almost anything. Openly displaying an OTC will surely draw the wrath of the Ice Men.

Dmg: 8 + special*

Range: Chainsaw

Wt: 8

*Special: The OTC negates all damage reduction from armor, helmets, etc. If you roll a red side you cut off one of your opponent's extremities.



Bad Guys and Monsters

Bad guys are anyone who stands in your way. They normally fight to the death, but you never know when a heroic speech or some quick cash will convince someone to join up with you! Regular bad guys might run away if the Other Die rolls a Flub! side.

Bad guys have twice as many HP as your character's base damage. If there's more than one character in the fight, use the character with the highest base damage.

Regular bad guys usually have a base damage of 0, but really tough bad guys might have a higher base damage. Bad guys almost always have weapons.

Really important bad guys have three times as many HP as your character's base damage. They also have a base damage equal to your base damage.

Really important bad guys might have their own character dice!

Monsters are pretty much the same as bad guys, but they usually can't be swayed by treasure. Most of the time they just want to eat you.

Regular monsters have at least four times as many HP as your character's base damage.

Every monster has a base damage of at least 2. Most monsters have offensive capabilities like teeth or eyeball lasers. These count as weapons like knives or burners, but they usually have a weight of 0, unless the monster is really slow.

Really big monsters have at least five times as many HP as your character's base damage.

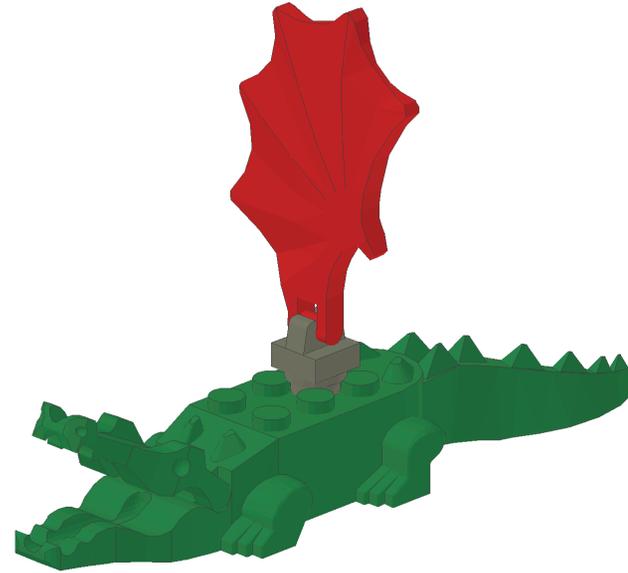
Robots are kind of like monsters, but not exactly. Robots usually can't be bribed, but they can be reprogrammed if your character has a Special side that the GM agrees will work.

Bad guys and monsters can be killed pretty easily, but that's OK - the GM can always throw more of them at the characters!

Crocovore

Dangerous scavengers found on many worlds. The males have a bright flap of skin that they display as a breeding cue. The hatchlings are adorable.

Male crocovores will charge anything that vaguely resembles their flaps and waves back and forth.



Octoshark

A hideous amalgamation of squid and manta ray, the octoshark is a delicious but deadly ambush predator.

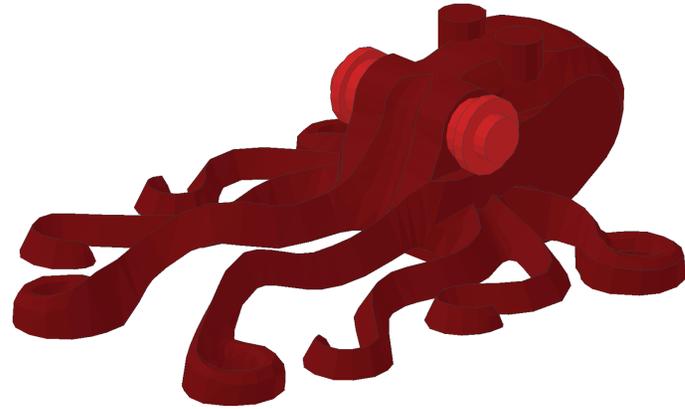
An octoshark reflexively opens its mouth when anything resembling prey is nearby.



Optipus

The optipus is a terrifyingly intelligent and malevolent creature that uses its considerable psychic power to force prey into its waiting maw.

Any characters near an optipus must roll a relevant side to act (red side for fighting, etc). If the character does not roll the correct Special side, he spends his turn walking toward the optipus and allows himself to be devoured.



Benson-model Android

The Benson-model android line is really reliable, so I don't know why you would want to fight one, although I suppose lots of bad guys own them by virtue of their being so popular.

They're pretty strong, and they can use two-handed weapons with only one hand. The brain is a really common model.

