ATLANTIS

A Tabletop JRPG By C.J.

What Is Atlantis?

In the year 2035 while conducting deep-sea searches in the Mariana Trench, the Deepsea Challenger detected anomalous electrical readings. A thorough search revealed a strange new species of electricity-producing phytoplankton. With the potential for a powerful new energy source at hand the scientists of Deepsea Challenger began looking for the planktons habitat, hoping to learn to replicate it on the surface. What they found, however, was something much more extraordinary.

The phytoplankton was traced back to the ruins of an ancient city mounted on the remains of a massive sea turtle. Taking small remnants of the ruins back for study, carbon dating placed the age of the ruins at somewhere around 10,000 years old. Across the world governments, researchers, and the ultra-wealthy raced to fund expeditions to what the media had dubbed "Atlantis".

To make the exploration of Atlantis possible, special submersible vehicles and wet-suits were developed. The vehicles, colloquially known as vessels to the Explorers, were created to withstand the high pressures of the waters around Atlantis while still allowing for exit and reentry into the vehicle and holding substantial supplies - food, water, and oxygen. The suits were also created to withstand the harsh environment incorporating liquefied oxygen systems, heating systems, and communications arrays - Comms, to allow those exploring the ruin to communicate even while lacking the ability to speak to one another.

All seemed set to make the exploration of Atlantis a success. What awaited those first trepidatious Explorers, however, was nothing short of nightmare inducing. 8,000 meters under the sea the ruins of Atlantis were still full of life... Of a sort. Many of the cities autonomous functions were still active - "The Labyrinth Protocol" kept the underwater city in a constant state of flux. Shark breeding pits, once used in the domestication of those ancient terrors were still quite functional, and full of feral, ravenous, beasts.

By far the worst, though, were the ancient denizens of the city. Still quite alive, but no longer what could be considered human...

Atlantis is a Survival Horror JRPG themed tabletop role-playing game. The game takes place in Atlantis - an ancient, yet technologically advanced, city sunk into the Mariana Trench, 8,000 meters under the surface of the ocean. Players must grapple with the crushing weight of the ocean, limited oxygen supplies, near freezing temperatures, and inadequate weaponry while fending off the perils of the ruins.

All manner of creatures inhabit Atlantis, and even the Explorers wildest imaginations often fall short of the reality. The Atlanteans were masters of technology and often played with cybernetics, genetic restructuring, advanced computations and artificial intelligences. The Atlanteans themselves still inhabit the city, though in their zombie-like state as The Drowned they are no longer capable of further advancing the wondrous technologies they forged in the past.

To play Atlantis you will need a pen and paper, at least 10 four-sided dice - though 20 dice are recommended, and a calculator. Atlantis is designed to be played in groups of two to four persons. One player will take on the role of Game-master, while the others will take on the role of Explorers.

It is suggested that the Game Master generate several encounters and room layouts before each game session begins. Atlantis is constantly changing, and being ill-prepared could lead to a stall in game-play at otherwise tense moments.

The creatures presented in this book are but a small sample of the possible creatures Explorers could run into during their expeditions into the sunken ruins. Game Masters are encouraged to create new nightmares and breathe life into them using the CreaCreate system detailed later in this book.

As Explorers uncover the secrets of Atlantis they'll find horrifying creatures, powerful weapons, and ancient technologies. May God have mercy on their souls, for Atlantis will not.

The Labyrinth Protocol

When explorers stepped foot into what was supposed to be a long dead city, they found that it was anything but. Creatures... Things... Still lived there. Autonomous machines still performed their tasks, and ancient defenses awoke from a ten thousand year slumber. The Labyrinth Protocol is the name that explorers gave to one of the most devious of those defenses.

As the first Explorers began to roam through Atlantis, the city woke and began to change. Suddenly, and without warning, rooms and tombs would reconfigure themselves. Pathways that were safe one moment would be replaced by dangerous trapped mazes the next. More than once a team has been lost as the path back to the safety of the deep sea vessels that served as the lifeline for explorers turned into a maze.

In the inky depths oxygen is an explorers lifeline, and more than one has died from hypoxia before they were able replenish their supplies. Nearly as dangerous are the near-freezing temperature. Averaging only 39°F (4°C), an Explorer can slip into hypothermia in only a few minutes. In Atlantis even minor disruptions can prove fatal. Stories persist of teams that were lost when their Comms (communication devices) and lighting were disrupted by electrical interferences preventing communicating, or causing them to lose their way in the dark.

Still, even with the danger, the chance of riches is far too great for the bold to ignore, and so they still venture into the darkness, and face the changing halls of Atlantis with the glint of gold in their eye.

When designing an adventure in Atlantis, the Game Master should design a large set of numbered interchangeable rooms with encounters, traps, lore, quests, treasure, Oasis', or any other interesting hooks the Game Master wishes. These rooms do not have to be of the same environment - some may be indoors, and some outdoors, but all should share a common theme, as though part of the same compound. Example themes for an area could be a factory facility, a laboratory, a gladiators arena, shark pits (see the entry on The Ravenous), a temple, or even something beyond explanation like a dimensional portal.

As the players begin, they should be given a clear entry/exit point. This is where the players will need to return to in order to replenish their supplies. The entry/exit point should never change location, however the path to it may change significantly. As the Explorers adventure, the tiles will be used in any order the Game Master wishes to form a map. When encountering a new/hostile tile, Explorers should be force to interact with it through door locks or other mechanisms.

For each hour of real (non-in-game) time that passes, the Game Master should replace 1d4 rooms per explorer with other rooms. These rooms can be rooms yet to be explored, or rooms that have already been cleared by explorers but never the room the Explorers are in. Furthermore, it is possible for these new rooms to alter the exit path and present new challenges in the process.

Theme Songs: "Time" by Hans Zimmer (Instrumental Core Remix), "Why Are We Here?" by Mark Korven

Room Ideas and Plot Hooks

Atlantis is full of secrets, and not every room is certain death. Explorers have reported run-ins with Sentient AI, super-weapons, and industrial centers. Here are a few room ideas to help you get started.

Encounter Room: A standard room full of enemies.

Trap Room: A room with a trap. Traps do not necessarily lead to death, but can waste precious Oxygen.

Oasis: A rare room with Oxygen where Explorers can refill their Oxygen if their Electronics are working.

Treasure Room: Atlantis holds advanced technology. Sometimes the Explorers get lucky and find some of it.

Quest Room: Not all inhabitants of Atlantis are mindless beasts, and some may need help.

Lore Room: Atlanteans kept meticulous records and many of them still survive for Explorers who seek them.

Attributes

Explorers in Atlantis each have 10 Attributes and 10 Attribute dice multipliers and begin play with 1d4 in each attribute and a 1x dice multiplier for each attribute. When an Explorer wants to perform an action without a definite outcome, they roll their dice multiplier and multiply the result by the Attribute. In Atlantis, all rolls are contested - you will always roll against someone or something to determine the outcome of an action.

Most actions will be against another creature, or otherwise independent entity. In that case, they will have their own Attributes to roll against. In the case that the Explorer is taking an action that is not against another creature, the GM will need to make a Difficulty Roll. The Difficulty Roll is determined by estimating how hard the task is on a scale of 1-10 with 1 being very easy. This will determine the rolls dice multiplier. Roll the dice multiplier, and multiply the result by (3 x the Explorers Level) to determine the Difficulty of the task. The character performing the task must meet or exceed this result to successfully perform the task.

The result of any roll can never exceed 9,999, regardless of the final total and other factors. Attributes can never exceed 255, and dice multipliers can never exceed 10x. The 10 Attributes are:

Strength

Strength is the Attribute that Explorers call on when physical might is needed. Pushing, lifting, and hitting are all Strength related activities. Example Roll: Dealing Damage with a Spear.

Agility

Agility is the Attribute that Explorers use when nimbleness and accuracy is a factor. Shooting, jumping, somersaulting, and tumbling are all Agility related activities. Example Roll: Dealing Damage with a Crossbow.

Stamina

Stamina is the Attribute that expresses the Explorers endurance. Distance running, swimming, and staying awake are a few Stamina related activities. Example Roll: Not succumbing to Hypoxia.

Intelligence

Intelligence is the factor that determines what an explorer understands and how fast they process information. Deciphering language, writing code, remembering details, solving problems are all Intelligence related. Example Roll: Cracking the password on a computer.

Strike

Strike is the Explorers ability to hit their target. It is usually, though not always, contested by Dodge. If the Strike roll is less than the contest roll, the Explorer misses their target. If the Strike roll meets the contest roll, the Explorer hits and rolls the appropriate damage Attribute. If the Strike roll exceeds the contest roll, the difference is added to the Explorers damage roll. Example Roll: Shooting a target on the wall.

Dodge

Dodge represents the Explorers ability to avoid obstacles or damage. It is usually, though not always, contested by Strike. If the Dodge roll is greater than the contest roll, the Explorer takes no damage in that instance. Example Roll: Avoiding the falling blade from a sprung trap.

Attributes

Speed

Speed determines how fast the Explorer acts or reacts. Speed is usually, though not always, contested by Speed. When necessary, the GM will determine a time factor, such as 1 second, 5 seconds, 1 minute, etc... Players will roll simultaneously, indicating that one set of the time factor has passed. When Explorers accumulate enough Speed Factor they may take an action. The target number for the Speed Factor is determined by the GM based on the Explorers abilities, the challenge, and the time factor. A standard Speed Factor number would be (Character Level + Speed Attribute)x10, though it can vary widely with circumstance. If the explorer accumulates enough Speed Factor to double the target number they may take two actions simultaneously. When the Explorer takes any action, their Speed Factor is set to 0. Example Role: Escaping an exploding bomb

Perception

Perception is how well the Explorer notices minute details. Reading fine print, finding hidden passages, or seeing the enemy guarding a weak spot are Perception related. Example Roll: Finding a recently read book.

Movement

Movement determines how far the Explorer can move. While Movement is usually determined on a room-by-room basis, at times it may be important to determine how far an explorer moves. Explorers are at a natural disadvantage under the water, but have developed the Pressurized Explorer Propulsion System (PEPS) to assist them in times of need. All characters start with a basic PEPS system. Activating PEPS will increase their movement by a factor of 10 (can move 10 rooms on 1 unit of Oxygen, +10x dice multiplier) for a very short duration (when 10 rooms have been traversed, when the +10 dice have all been used), after which they must return to their vessel to recharge it. Example Roll: Escaping a room through a rapidly closing door.

Luck

Luck is the explorers X factor. It is what they rely on when all else has gone out the window. If no other Attribute fits, an Explorer can trust their Luck. Example Roll: Cutting the right wire to defuse a bomb.

Character Advancement

Treasure

Explorers find all sort of fabulous treasure in the depths of Atlantis. Treasure may enhance some of their tech, increase Abilities, rapidly heal, or may be more powerful weapons. Anything is possible in Atlantis.

Advancement

When Explorers gain their current level x1000 Experience, they gain a Level. Each time an Explorer gains a level, all of their Attributes increase by 1d4, and they may either gain a +1x dice multiplier to one of their attributes, or may take any CreaCreate trait marked with an asterisk (*). Explorers may take no more than 5 CreaCreate traits.

Money

On returning to the surface Explorers gain $10,000 for each room they explore as they return lore and tech. The price of goods fluctuates, generally though Circuits roughly cost $10,000 x their rating to replace. Armor usually sells for $100,000 x its rating, and a LOFS system will go for upwards of $1,000,000 x its rating.

Survival

Explorers face many challenges that make the exploration of the ruins of Atlantis Dangerous. Some have been overcome with the help of science, while others rely on almost medieval technology.

Oxygen

Out of all the hazards Explorers must deal with, the most pressing is their oxygen supply. Explorers must use a liquefied oxygen system to comb the depths due to the immense pressures placed on them. Explorers begin play with a standard Liquefied Oxygen Filtration System (LOFS). Oxygen is measured in "Units", and the standard LOFS can filter 25 units of Oxygen times it's LOFS rating before it needs to be replenished. Each room the Explorer enters uses 1 unit of Oxygen. Other events, such as combat, may call for a larger Oxygen expenditure.

When an Explorer runs out of Oxygen, they begin a slow trek to death by Hypoxia. Any time the Explorer would lose a unit of Oxygen, they must make a Stamina check. The Explorers hit points, if above the result of the check, will be reduced to the total of the check. Further checks will be made at a -1x Stamina dice multiplier with a minimum dice multiplier of 0x, at which point the Explorer dies of Hypoxia.

When an Explorer returns to their vessel or finds an Oasis all units of Oxygen and dice lost to Hypoxia are restored to their maximum. Larger and more efficient LOFS are available at great expense, and a handful of advanced LOFS systems have been found within the ruins, though few are willing to part with such a treasure.

Weaponry

Weaponry under the sea is reduced to near-medieval levels. All Explorers begin play with a knife (+1x Strength dice multiplier) and their choice of a Spear (+2x Strength dice multiplier), a Crossbow (+1x Agility and Strike dice multipliers), or a Harpoon (+2 Agility dice multiplier). Weapons universally grant bonuses to dice multipliers.

Armor

Explorers often run into dangerous things in the ruins of Atlantis. To combat this Explorers turn to lightweight mesh weaves to protect from cuts, punctures, and the rare projectile. Armors range from Level 1 to Level 4, and Explorers begin play with Level 1 Armor. Armor reduces incoming damage (except from sources like Hypoxia or Hypothermia) using the following calculation: 10xArmor Level x Character Level. Explorers have reported armors above Level 4, however like with LOFS systems these are jealously guarded.

Survival

Electronics

The electronics in the Explorers dive suits are what make the exploration of Atlantis possible. Electronics can be damaged by EMP waves, but do have built in protection rated 1-10, which reduce EMP damage by (10x EMP Protection Rating). Electronics have 1000 Circuits, and systems stop working when circuits are destroyed. The systems that Electronics control and the number of Circuits that can be destroyed before those systems stop working are:

Circuits	System	Effects
100	Comms	Explorer can no longer use comms
250	PEPS	Explorer can no longer use PEPS
500	Lights	Suit lights no longer works
750	Heat	Suit thermals no longer works
1000	LOFS	LOFS Oxygen set to 0

Electronics cannot be repaired, the entire system must be replaced. Like many other things, Explorers have found EMP Rated systems above level 10 in the ruins, but none are willing to divulge their secrets.

Hypothermia

The waters in and around Atlantis are frigid and can quickly send a person into hypothermia. While Explorers suits are good at heat retention and have built in heat systems if something happens to those systems Explorers can find themselves in trouble. Suits retain 10 Heat and lose one each room they explore. The suits thermal warming system likewise regenerates 1 Heat each turn. If their suit ever reaches 0 Heat, they begin losing 1x Stamina dice multiplier each turn. If their Stamina dice multiplier reaches 0x, they fall unconscious and begin losing (1xStamina) HP damage each round as they freeze to death.

Hit Points

Hit Points (HP) are the Explorers most basic unit of health. They represent not only the Explorers wellbeing, but also that of his suit. Rips, tears, bruises, cuts, scrapes, punctures, and breaks are all encompassed in Hit Points. When an Explorer has 0 HP left, they die - either from physical damage or complete suit failure. An Explorer has maximum Hit Points equal to 600 + 35x their Stamina + 5x their Level. The maximum number of Hit Points an Explorer can have is 9,999.

Theme Songs: "Breathing Underwater" by Metric, "Blow Up The Outside World" by Soundgarden, When Worlds Collide" by Powerman 5000, Alternatively Each Player Should Choose a Theme Song for Their Explorer

CreaCreate

The Creature Creation (CreaCreate) system is a versatile system that let's Game Masters quickly create foes for their players to encounter using a point-base system and a number of traits. Generally the process is the same as for an Explorer. Changes are outlined below. To create a creature follow these steps.

1. Baseline Attributes

All creatures in Atlantis start off with the same baseline - 1d4 in all attributes, a 1x dice multiplier in all Attributes, and 35xStamina + 5x their level Hit Points. All creatures gain 1d4 in all Attributes each level and a +1x dice multiplier in a single Attribute each level. Creatures gain a CreaCreate trait every 10 levels and level 99. Creatures do not start with any CreaCreate points, but can gain and spend them during creature creation.

2. Gain and Spend CreaCreate Points

Giving the creature a weak Attribute gives you 1 CreaCreate point. Weak Attributes increase only on Odd levels. Giving the creature a strong Attribute costs 1 CreaCreate point. Strong Attributes gain an additional d4 each level up to the maximum of 255. The same attribute cannot be both strong and weak.

Undermining removes CreaCreate traits that would be gained at certain levels. Undermining the creature gives you 2 CreaCreate points per trait level lost. Enhancing the creature grants a CreaCreate trait at first level and costs 3 CreaCreate points per trait granted.

Creatures normally grant 5d4/level x 50 experience. Generous creatures grant 1 CreaCreate point and award 5d4/level x 100 experience. Stingy creatures cost 1 CreaCreate point and reduces the experience gained per level to 5d4/level x 25 experience. Creatures can not have both Generous and Stingy, and these traits may only be taken once. Creatures with the "Boss" trait grant double the normal amount of experience.

Generally creatures will be within 5 levels of the Explorers. A group of 5th level Explorers will encounter creatures between level 1 and level 10. Puny creatures are limited to half the explorers level, rounded down. Puny grants 2 CreaCreate points. Mighty creatures are twice the Explorers level (rounded down), and cost 5 CreaCreate points. A creature may not be both Puny and Might, and these traits may only be taken once.

3. Choose CreaCreate Traits

Choose the CreaCreate traits the creature gains at the appropriate levels. Some creatures, such as The Drowned, are highly versatile and may have different traits depending on the particular creature encountered. Most, however, will have set traits that are the same across all types of that creature encountered. While it is best to assign these traits to the appropriate levels beforehand, it's quite possible for the sly GM to do it on the fly. Traits marked with a ∞ may be taken multiple times. Traits marked with a * may be taken by Explorers.

4. Explain The Creatures Role Within Atlantis

Why does the creature exist within Atlantis? What is its story? Is it one of the fabled Kraken, bred by the Atlanteans to perform massive feats of physical labor? Is it an automated defense turret used to keep intruders away from a treasure vault or dangerous location? Could it possibly be an autonomous intelligence looking for a way to escape the prison it has been in for the past 10,000 years? Don't forget a theme song.

CreaCreate Traits

Boss - Boss creatures are extremely hard to kill. They gain 1 level of armor and additional hit points equal to their maximum hit points each time this trait is acquired. This effect can increase their hit points above 9,999 HP to a max of 99,999 HP. Boss creatures award experience equal to (base experience x number of times the Boss trait is acquired). ∞

Ability Multiplier - Choose an ability and increase the dice multiplier for it by +1x. This can exceed the normal 10x dice multiplier (track this bonus separately). ∞, *

Camouflaged - The creature is naturally camouflaged, and will only be seen if it fails an Intelligence vs Explorers Perception contest. If the creature attacks before it is seen, double the results of it's first Speed Factor roll. After it attacks, it loses all benefits of Camouflage for the remainder of the encounter.

Psychic - The creature can use its Intelligence in place of either Strength or Agility (as appropriate for the attack) when calculating damage. This does not affect multipliers granted from weapons.

Natural Weapons - The creature has grown vicious natural weapons. These can be either melee or ranged and give +1x weapon dice multiplier (Strength or Agility as appropriate) for each CreaCreate trait the creature has earned. If the creature has the Psychic trait, this dice multiplier may be applied to Intelligence instead.

Taunt - The creature has mastered the ability to draw attention to itself. Opponents must succeed on a Intelligence vs Intelligence contest or focus their next attack on the creature. *

Critical Hit - When the creature attacks, if they successfully hit their opponent, they may make a Luck roll against the dodge roll their opponent previously made. If their Luck roll is a success their total dice multiplier for the attack increases by 1/2, rounded down. (Example: 5 attribute multiplier + 2 weapon multiplier would give the creature +3 dice to their multiplier for a total of 10x damage dice multiplier for the attack.) *

Signature Equipment - The creature has special equipment that sets it apart (see Treasure). *

Hearty - The creature has Hit Points equal to 50xStamina +10x their level (Max 9,999).

Armored Skin - The creature gains +1 to their Armor level. If they do not otherwise have an Armor level, the first time this trait is taken it increases to level 1. ∞

Regeneration - Whenever the creature takes an action it heals its level + Stamina in HP as well.

Savage Attacker - Whenever the creature rolls for damage, they may choose up to 5 of their dice and re-roll those dice before calculating damage. *

Dead Shot - Whenever the creature rolls Strike, they may choose up to 3 of their dice and re-roll those dice. *

Evasive - The creature can use their action to make evasive maneuvers ensuring the next attack targeting them will miss. *

Multitasker - When the creature takes an action, it may take another related (similar) action at a cumulative -1x dice multiplier per action. ∞

Linguist - The creature has studied and is fluent in another language such as Atlantean, Ancient Greek, English, Latin, Russian, etc... ∞,*

Adapted Vision - The creature can see exceptionally well in the dark and having no light does not impose a penalty.

EMP Emitter - The creature releases an EMP wave upon it's death that deals (EMP Emitter level x their level x 5) to electronic devices in the room. ∞

Frightful - Each time this creature takes an action all Explorers that can see it, hear it, or that touch it use an extra unit of Oxygen.

The Drowned

In order to survive the death of the great turtle that held Atlantis on its back, the Atlanteans enacted a radical plan. Those who wished to remain in the city, underwent a procedure to alter the mitochondria in their cells. These evolved mitochondria would take in energy from the seawater, and use it to enhance cellular healing. The ultimate effect of this procedure was near immortality. Their cells would still suffer damage, but this process insured constant regeneration.
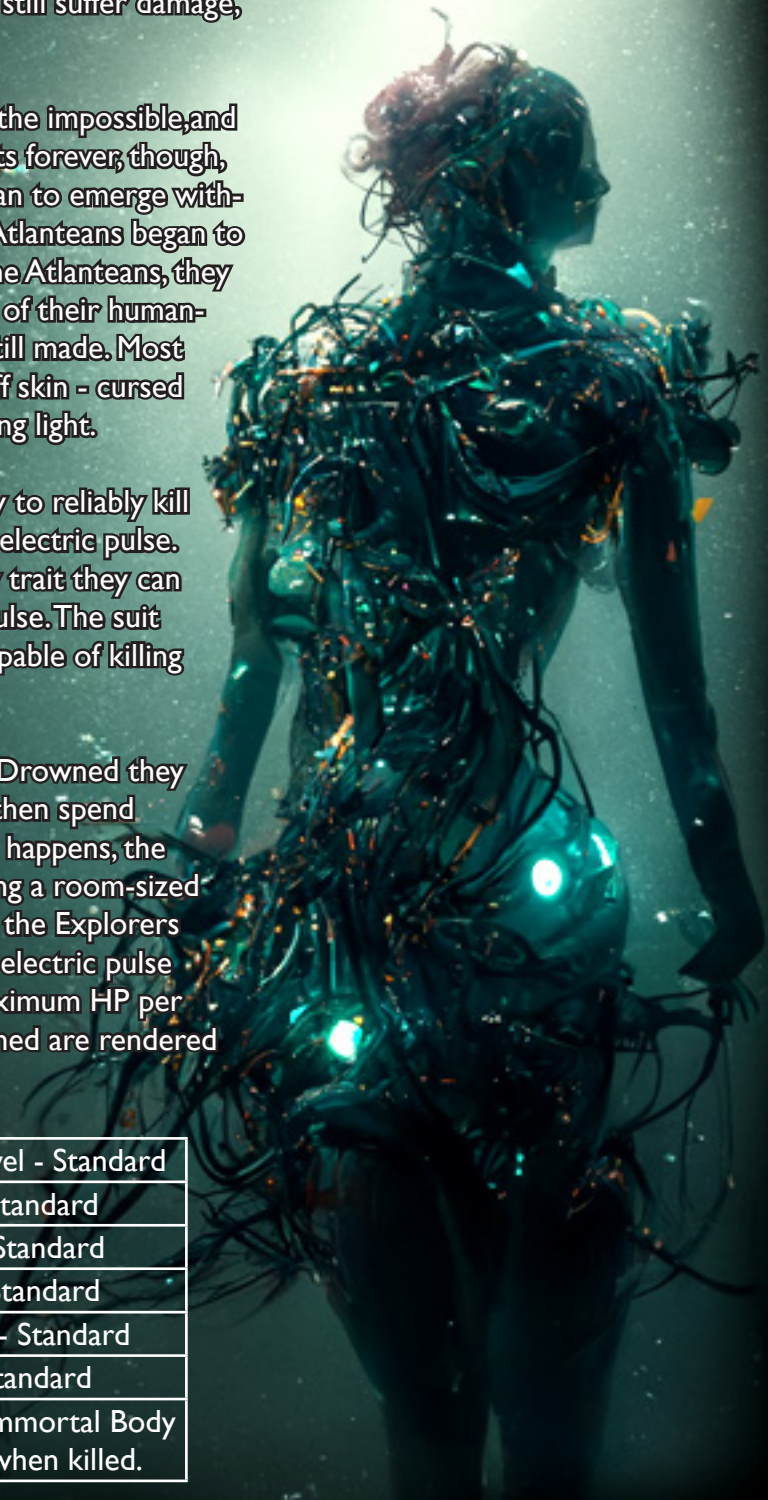
The Atlanteans believed they had achieved the impossible, and for a time it appeared they were right. Nothing lasts forever, though, and with the constant regeneration mutations began to emerge within the populace. Slowly, the higher faculties of the Atlanteans began to dwindle. By the time the Explorers encountered the Atlanteans, they were naught but shambling husks. The last vestiges of their humanity could be found only in the cries of pain some still made. Most simply shuffle about, trailing tendrils of sloughed off skin - cursed zombies 1,300 fathoms away from the suns cleansing light.

Explorers quickly realized that the only way to reliably kill one of The Drowned was through a concentrated electric pulse. Because The Drowned possess the Immortal Body trait they can only be killed if they are subjected to an electric pulse. The suit of every Explorer can produce an electric pulse capable of killing The Drowned.

Immortal Body: In order to kill one of The Drowned they must first be reduced to 0 HP. The explorer must then spend an action to adminster an electric pulse. Once this happens, the mitochondria of The Drowned short circuit creating a room-sized EMP wave that destroys (10d4 x their level x 2) of the Explorers Circuits. Unless The Drowned are subjected to an electric pulse to permanently kill them, they heal 5% of their maximum HP per hour. Otherwise when reduced to 0HP The Drowned are rendered unconscious, not killed.

Experience - Standard		Encounter Level - Standard
Strength - Standard		Strike - Standard
Agility - Standard		Dodge - Standard
Stamina - Standard		Speed - Standard
Intelligence - Weak		Movement - Standard
Perception - Standard		Luck - Standard
Trait Modifications - Undermine - 99; Enhance - Immortal Body		
Special - The Drowned only grant experience when killed.		

Theme Songs: "Panic Room" by Au/Ra and CamelPhat, "Can't Be Saved" by Sense Fail, "Still Alive" by Metric, "Suffer With Me" by Líue

The Ravenous

When the Atlanteans finally settled in the ocean depths their mobility was greatly stunted. While their muscles quickly adapted to the new strains placed on them thanks to their regenerative abilities, traversing the depths was still beyond them.

To remedy this the Atlanteans caught, tamed, and eventually domesticated a species of mako shark. To make the beasts more accessible, special equipment was implanted in the sharks - electronic saddles to tether their riders, laser guidance to direct their attention, mental implants to make them assist in training, and sub-dermal armor to help in fights against the deadly giant squid that lurked in the inky blackness that was the Atlanteans new home.

In order to produce enough of the sharks that served as mounts for the Atlanteans "Shark Pits" were developed. These shark pits served as multi-purpose autonomous facilities where the sharks could be bred, implanted, and prepared for training.

Over time, however, these pits began to suffer from minor malfunctions. Without the Atlanteans around to maintain the pits the once domesticated sharks became feral. Now the shark pits serve as home to a large and very aggressive population of sharks with substantial suite of cybernetics.

Experience - Stingy	Encounter Level - Standard
Strength - Strong	Strike - Standard
Agility - Standard	Dodge - Standard
Stamina - Strong	Speed - Strong
Intelligence - Weak	Movement - Standard
Perception - Standard	Luck - Standard
Trait Modifications - Undermine - 10, 30, 40; Enhance - Armored Skin	

Theme Songs: "Atrox Culpa" by Isotopes, "Venger" by Perturbator

A Helpful Calculator

Use the calculator attached to quickly derive a creatures Attributes, Health, and the damage reduction from any armor they are using.

Excel Version

Level	99

Attributes		Weak	Strong
Strength	254	119	255
Agility	252	123	255
Stamina	242	133	255
Intelligence	248	120	255
Strike	236	132	255
Dodge	251	119	255
Speed	246	130	255
Perception	255	113	255
Movement	254	120	255
Luck	241	125	255

Hit Points	Weak Hit Points	Strong Hit Points
9565	5750	9525

Hearty Hit Points	Hearty Weak Hit Points	Hearty Strong Hit Points
9999	8240	9999

Armor	
Level	1
Damage Reduction	
990	

Boss	
Level	1
Boss Armor Protection	
Damage Reduction	
990	

Hit Points	
HP Multiplier	1
Hit Points	
9565	

Hearty Hit Points
13690

Weak Hit Points
5750

Hearty Weak Hit Points
8240

Strong Hit Points
9525

Hearty Strong Hit Points
14340

Google Sheets Version

Level	99 ▼

Attributes - Google	
Strength	238
Agility	248
Stamina	247
Intelligence	246
Strike	255
Dodge	238
Speed	216
Perception	238
Movement	226
Luck	235

Hit Points
9740

Armor	
Level	1 ▼
Damage Reduction	
990	

ATLANTIS

Explorer Name: _____   Explorer Level: _____   Current Experience: _____

Attributes

	Score		Dice Multiplier			Score	
Strength	☐	x	☐	☐	x	☐	Strike
Agility	☐	x	☐	☐	x	☐	Dodge
Stamina	☐	x	☐	☐	x	☐	Speed
Intelligence	☐	x	☐	☐	x	☐	Movement
Perception	☐	x	☐	☐	x	☐	Luck

Survival

LOFS

LOFS Rating ☐   Max Oxygen ☐

Current Oxygen

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Armor

Armor Rating ☐

Damage Reduction ☐

Hit Points

Max HP ☐

Current HP ☐

Circuits

Circuits Rating ☐   Active Circuits ☐

System Damage

Circuits	System	Active
100	Comms	
250	PEPS	
500	Lights	
750	Heat	
1000	LOFS	

Weaponry

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Other Equipment

Traits

Character Record Sheet

ATLANTIS

Monster Name:_____   Monster Level:_____

Attributes

	Score		Dice Multiplier			Score	
Strength	☐	x	☐	☐	x	☐	Strike
Agility	☐	x	☐	☐	x	☐	Dodge
Stamina	☐	x	☐	☐	x	☐	Speed
Intelligence	☐	x	☐	☐	x	☐	Movement
Perception	☐	x	☐	☐	x	☐	Luck

Survival

Boss Level

☐

Armor

Armor Rating

☐

Damage Reduction

☐

Hit Points

Max HP

☐

Current HP

☐

Experience Award

Prerolled - _____
5d4/level x _____
_____d4x_____

Weaponry

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Other Equipment

Traits

Monster Record Sheet

ATLANTIS

Monster Name: The Drowned - Basic Atlantean   Monster Level: 1

Attributes

	Score		Dice Multiplier			Score	
Strength	3	x	1	1	x	4	Strike
Agility	2	x	1	1	x	4	Dodge
Stamina	4	x	1	1	x	2	Speed
Intelligence	1	x	1	1	x	4	Movement
Perception	2	x	1	1	x	2	Luck

Survival

Boss Level

0

Armor

Armor Rating

0

Damage Reduction

0

Hit Points

Max HP

745

Current HP

Experience Award

Prerolled - *600*
5d4/level x 50
5d4x50

Weaponry

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Other Equipment

Traits

-Immortal Body - 10d4*2 EMP Damage, Heals 5% of maximum HP each hour unless permanently killed using an electric shock.

Sample Creature

ATLANTIS

Monster Name: The Drowned - Minor Boss   **Monster Level:** 20

Attributes

	Score		Dice Multiplier			Score	
Strength	44	x	4	5	x	41	Strike
Agility	56	x	2	3	x	56	Dodge
Stamina	51	x	4	4	x	50	Speed
Intelligence	22	x	2	1	x	46	Movement
Perception	51	x	2	3	x	53	Luck

Survival

Boss Level

1

Armor

Armor Rating

1

Damage Reduction

200

Hit Points

Max HP

2485

Current HP

Experience Award

Prerolled - *24,700*
5d4/level * 50
100d4x50

Weaponry

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Other Equipment

Traits

-Immortal Body - 10d4*40 EMP Damage, Heals 5% of maximum HP each hour unless permanently killed using an electric shock.
-Boss x1
-Savage Attacker: Re-roll up to 5 damage dice.

Sample Creature

ATLANTIS

Attributes

	Score	Dice Multiplier		Score	
Strength	58	x 3	3 x	25	Strike
Agility	26	x 1	2 x	28	Dodge
Stamina	38	x 4	3 x	53	Speed
Intelligence	12	x 1	1 x	17	Movement
Perception	23	x 1	1 x	27	Luck

Survival

Boss Level

1

Armor

Armor Rating

1

Damage Reduction

100

Hit Points

Max HP

1930

Current HP

Experience Award

Prerolled - *2,850*
5d4/level * 25
50d4x25

Weaponry

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Other Equipment

Traits

-Armored Skin

Sample Creature

ATLANTIS

Explorer Name:_____   Explorer Level:_____   Current Experience:_____

Attributes

	Score		Dice Multiplier			Score	
Strength		x			x		Strike
Agility		x			x		Dodge
Stamina		x			x		Speed
Intelligence		x			x		Movement
Perception		x			x		Luck

Survival

LOFS

LOFS Rating	Max Oxygen

Current Oxygen

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Armor

Armor Rating

Damage Reduction

Hit Points

Max HP

Current HP

Circuits

Circuits Rating	Active Circuits

System Damage

Circuits	System	Active
100	Comms	
250	PEPS	
500	Lights	
750	Heat	
1000	LOFS	

Weaponry

Weapon Name	Attribute	Multiplier	Attribute	Multiplier

Other Equipment

Traits

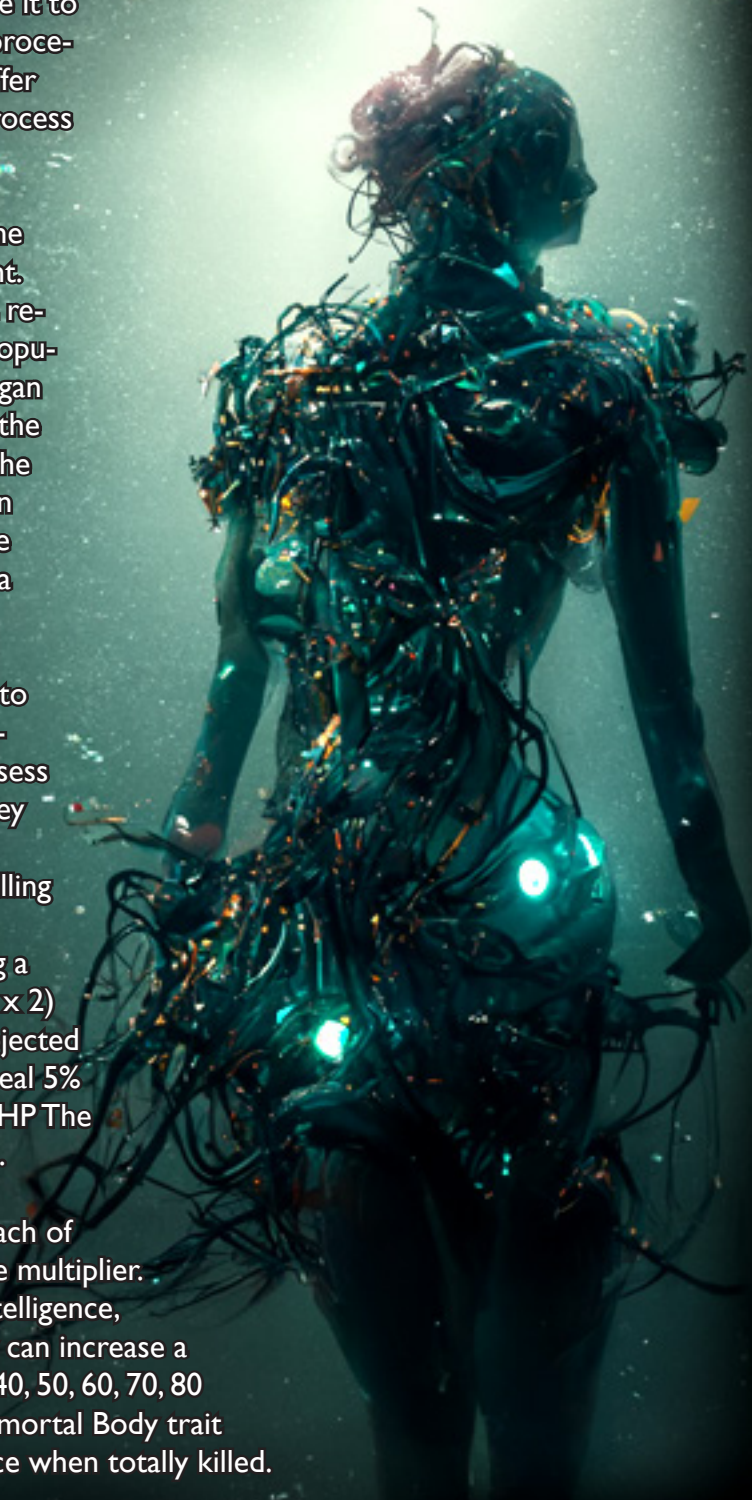| |
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Character Record Sheet

The Drowned

When the giant turtle that held Atlantis died, the people of the city understood their days were numbered. In order to survive, they enacted a radical plan. For those who wished to remain in the city, they underwent a procedure which altered the mitochondria in their cells. These evolved mitochondria would take in energy from the seawater, and use it to enhance cellular healing. The ultimate effect of this procedure was near immortality. Their cells would still suffer due to age, injury, or lack of oxygen however this process insured that they would constantly be regenerated.

The Atlanteans believed they had achieved the impossible, and for a time it appeared they were right. Nothing lasts forever, though, and with the constant regeneration mutations began to emerge within the populace. Slowly, the higher faculties of the Atlanteans began to dwindle. By the time the Explorers encountered the Atlanteans, they were naught but shambling husks. The last vestiges of their humanity could be found only in the cries of pain some still made. Most simply shuffle about, trailing tendrils of sloughed off skin - though a few retained traces of their former cognizance.

Explorers quickly realized that the only way to reliably kill one of The Drowned was through a concentrated electric pulse. Because The Drowned possess the Immortal Body trait they can only be killed if they are subjected to an electric pulse. The suit of every Explorer can produce an electric pulse capable of killing The Drowned. After receiving an electric pulse, the mitochondria of The Drowned short circuit creating a room-sized EMP wave that deals (10d4 x their level x 2) to all electronic items. Unless The Drowned are subjected to an electric pulse to permanently kill them, they heal 5% of their maximum HP per hour. When reduced to 0HP The Drowned do not die, but are rendered unconscious.

At level 1 The Drowned begin with 1d4 in each of their Attributes. Each Attribute begins with a x1 dice multiplier. Each level they gain 1d4 in each Attribute except Intelligence, which gains 1d4 on each odd level. Additionally they can increase a dice multiplier by x1 each level. At levels 10, 20, 30, 40, 50, 60, 70, 80 and 90. The Drowned begin play with the special Immortal Body trait discussed above. The Drowned only grant experience when totally killed.

Theme Songs: "Panic Room" by Au/Ra and CamelPhat, "Can't Be Saved" by Sense Fail, "Still Alive" by Metric, "Suffer With Me" by Líue

The Ravenous

When the Atlanteans finally settled in the ocean depths their mobility was greatly stunted. While their muscles quickly adapted to the new strains placed on them thanks to their regenerative abilities, traversing the depths was still beyond them.

To remedy this the Atlanteans caught, tamed, and eventually domesticated a species of mako shark. To make the beasts more accessible, special equipment was implanted in the sharks - electronic saddles to tether their riders, laser attack guidance, and sub-dermal armor to help in fights against the deadly giant squid that lurked in those depths.

"Shark Pits" were developed - autonomous breeding grounds where the sharks could be bred, implanted, and prepared for training. Over time these sharks became feral, resulting in a large and very aggressive population of sharks with substantial cybernetic enhancements.

At level 1 The Ravenous begin play with 2d4 in Strength, Speed, and Stamina. All other Attributes begin at 1d4. All attributes being with a x1 dice multiplier. The Ravenous gain 2d4 Strength, Speed, and Stamina each level, and 1d4 in all other Attributes except Intelligence, which gains 1d4 every odd level. Each level they may increase a dice multiplier by 1x. They gain CreaCreate Traits at levels 20, 50, 60, 70, 80, 90, and 99. They being play with the Armored Skin trait.

The Ravenous grant 500 Experience per level of the creature.

Theme Songs: "Atrox Culpa" by Isotopes, "Venger" by Perturbator