

AFTER

THE

MACHINES

This is a sample of the beta rules for *After: The Machines* by Two Brothers Gaming. If you're interested in the full rules for pay what you want (i.e., free), go to [DriveThruRPG](#).

Two Brothers Gaming is the brainchild of Patrick and Doug Kanouse--two brothers who started playing RPGs way back in the dark ages.



SOMETIME IN THE FUTURE...

Some of us were sent here as **PRISONERS**

Some of us were born here

...and are **PRISONERS**

Many died here as **PRISONERS**

And **THE MACHINES** ruled us.

they made us work for them.

They worked us to death.

Or just killed us.

No one escaped $\lambda-11-321$

Those who escaped the domes died in the
deserts of this **HELL HOLE** of a planet

Then one day, **THE MACHINES** stopped.

And we were free....

THE BASICS

Dice

Dice you'll need.

D4: A four-sided die.

D6: A six-sided die.

D8: A eight-sided die.

D10: A ten-sided die.

D12: A twelve-sided die.

D20: A twenty-side die.

Checks

Checks are made against a **Target Number (TN)**.

1. Look at the appropriate **attribute**. It will be a D4, D6, D8, or D10.
2. Look at the appropriate **skill** level, if any.
3. For every rank in your **skill, upgrade** the dice by that many, up to a maximum of D12.
4. Roll the die.
5. If the die equals or exceeds the **TN**, you succeed. If not, you fail.

Jorx wants to climb the wall. The **Overseer** says this is a Strength and Athletics check against **TN** of 5. Jorx's character has a D6 in Strength and 1 in the Athletics skill. Jorx rolls a D8. 5 or better they succeed. Anything else, they fail.

TARGET NUMBER	DIFFICULTY
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3	Easy
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5	Normal
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7	Hard
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9	Incredible
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11	Impossible
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Upgrade / Downgrade

Some rolls, abilities, and other things may ask you to **upgrade** or **downgrade** the die. This is functions the same as the skill as noted in "Checks."

Upgrade (represented by +1) means you use the next highest die level (maximum D12).

Downgrade (represented by -1) means you use the next lowest die level (minimum D4).

In rare circumstances, you may see +2 or -2. This means that you **upgrade** the die by two steps (D6 to D10) or **downgrade** the die by two steps (D10 to D6).

ARMOR	RATING	ENC	CHITS
Leathers	D4	1	20
Mail	D6	2	50
Kevlar	D8	2	75
Armor Plate ¹	D10	3	150
Combat Armor ²	D12	4	750
Shield	D4	1	10

¹-2 Dexterity
²-1 Dexterity

Armor

Comes with a rating: D4, D6, D8, D10, and D12. Every successful hit reduces the armor rating by one. Unless you score a Critical Success on the defense check. Then the armor is not reduced a level. Keep track of armor rating with a paper clip on the character sheet.

D20	CRITICAL INJURY	D20	CRITICAL INJURY
1	Wind knocked out: fall prone.	11	Whiplash: Disadvantage on Wits checks for D4 days.
2	Sprained ankle: Disadvantage on Athletics checks.	12	Knocked senseless: D4 rounds before you can take any Slow Actions.
3	Hit so hard you puke your last meal.	13	Profuse bleeding: D4 damage for 6 rounds until First Aid TN 6 or Surgery TN 4 .
4	Blood in eyes: vision obscured for D6 rounds.	14	Crushed or severed arm: -1 on all checks requiring 2 arms
5	Torn ligament: Disadvantage on Dexterity checks.	15	Pain so bad you piss yourself. -1 Persuasion checks until you clean yourself up.
6	Crushed or severed finger: Disadvantage Dexterity checks.	16	Destroyed eye: Disadvantage on all vision-related checks.
7	Broken arm: Disadvantage on all checks requiring 2 arms.	17	Broken back: Surgery 9 TN to heal. -1 physical tasks until then.
8	Broken leg: Disadvantage on all Athletics checks.	18	Crushed or severed leg: Cannot run. D6 damage/round until First Aid TN 7 or Surgery TN 6 .
9	Cracked ribs: Disadvantage on Toughness checks.	19	Heart stops. D8. 1-7, heart kicks back on next round. 8 = DEAD.
10	Concussed: Disadvantage all checks for 2 hours.	20	Skull crushed or pierced: die in 2 rounds.

D6 THEN D8

1. 1. X-Z-811
2. Bjar
3. Rami
4. Crax
5. Averyx
6. Emer
7. Kasra
8. V-U-3275
2. 1. Tyze
2. Daneel
3. Rober
4. Miku
5. Zyx
6. G-K-517
7. Val
8. Naor
3. 1. D-K-218
2. Sahlyn
3. Ehlis
4. Yara
5. Nynir
6. Amyix
7. M-M-1002
8. Phrin
4. 1. Garis
2. Mahron
3. Idrin
4. Keren
5. Zoir
6. P-K-318
7. Rayer
8. Terryon

CREATING A PRISONER

1. All attributes start at D4.
2. Pick a class.
3. Note starting attribute adjustments.
4. Note starting skills.
5. Assign 6 steps to attributes; max D10.
6. Assign 10 points to skills; max 2.
Level 1 costs 1, level two costs 2, and you can't skip levels (thus, to get a level 2, you first must buy a level 1).
7. Roll origin. **ግብረካል**
8. Roll scar.
9. Roll ability.
10. Determine stats:

HP: Toughness x 2 (8 - 24)**ENCUMBRANCE: Strength** x 2 (8 - 24)**STEEL: Resolve** x 2 (8 - 24)

11. Choose gear package — based on class **OR** spend chits (based on class)

- | | |
|----------------|----------------|
| 5. 1. D-K-0425 | 6. 1. R-K-0424 |
| 2. Mukhara | 2. Tula |
| 3. Pata | 3. Souma |
| 4. Fuzil | 4. Lari |
| 5. Eyrian | 5. Wyx |
| 6. K-K-039 | 6. L-K-513 |
| 7. Gora | 7. Bianyz |
| 8. Rixir | 8. Jobili |

SCAV

Attribute adjustments

+1 Toughness +1 Resolve

Package D4 \curvearrowright D6 x 20 chits

- 1 **CROWBAR HAZARD SUIT 15 CHITS**
2. Shovel, backpack, communicator, 10 chits
3. **Hammer, broken communicator, rope, 20 chits**
4. Knife, communicator, backpack, 2 rations water

Starting ability **D4**

1. **Scavenger: Advantage** scavenging for useful, workable items
2. **Jury rig: Advantage on crafting checks**
3. **Eagle eyed: Advantage** on checks related to finding things via sight
4. **Negotiator: Advantage** on all checks for getting a deal

Starting scar **D4**

1. **Injury prone:** D4 damage or **STEEL** loss every Fumble (player choice)
2. **Indecisive: Disadvantage** on Leadership checks
3. **Cursed: Disadvantage** on **Wits** checks
4. **Fearful: Disadvantage** on Resolve checks

You can make anything from parts. Finding them was your specialty. The machines didn't care so long as you did the work.

I tossed skulls aside to find the wealth beneath.

Starting Skills

Crafting 1 Mechanics 1
Scavenging 1 Cybernetics 1

Origins **D6**

1. Fell into the trash and left behind—assumed you were dead
2. The machines learned of your knack for finding things and used it
3. You crafted your escape after months, years of careful, secretive scavenging
4. **A CENTURION** is indebted to you after jury-rigging his stun baton—you hope others don't find out
5. You fashioned parts to create pet robots, which you saw Hounds destroy
6. A **RASCAL** blackmails you to provide them items found in the scraps and trash