



Entrenched - Global Game Jam 2023

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Welcome to Entrenched

Game Jam Deck

<https://www.figma.com/proto/mmgohIFtBa19PHhIW2H0x/Entrenched?page-id=0%3A1&node-id=8%3A15024&viewport=-107%2C523%2C0.14&scaling=scale-down-width&starting-point-node-id=8%3A15024>

Deep In the Earth

I think it was a few hundred years ago that people started living in the Trenches. Then again, maybe it was a couple thousand. I don't have such a good memory, you see. I forget if I got that from the Stims or the Regen. Doesn't really matter, though. We haven't got much use for history these days. The only one that really matters is your personal history. You see, **we don't live so long any more**. That's all good though, dying doesn't take up too much time. **You're back on your feet soon enough**.

But I'm gettin' ahead of myself. You asked why are we living in the trenches, right? Again, my memories not so good, but it basically came down to the surface not working anymore. Climate change, rising seas, war... of the... nuclear variety. Eventually humanity's only safe shelter was underground, and I'm not talkin' basement level. Nah, I think we're somewhere between 25-30 km from the surface. From the first shelters, people started tunneling outward through the earth. They brought a need to build excessively large buildings and giant factories with them as they spread out. That's how the Trenches as we know them came to exist. **One big underground sprawl**.

What's in your ~~jeans~~ genes

Now we're working up to the current day. Okay, we're actually still pretty far off, but bear with me. So we dug out all these tunnels, but the scientific marvels didn't start stop rolling there. This group of weirdoes calling themselves the League for Human Evolution started making the rounds through the Trenchways. They said they were a group of scientists dedicated to improving human life with cloning and gene therapy, but I've heard people say they were actually some kind of cult that thought humans were clones of another species and were trying to bring humanity closer to our "progenitors". Like I said, they were weirdoes.

What was even weirder is that they were already trying to deliver on their promises. They offered to implant this crazy new tech they called a gHost Slate into anyone willing to try it. The Slates are like an additional organ in the body (except it's made of silicone). It doesn't do much. It just records your genetic makeup and neural patterns as data, which they call a gHost Sign (I know that name's a little weird and mystic. Again, they were probably a cult). It only does anything **once you're dead**. Once you were dead, someone else could shove your Slate into this crazy, mega-sized 3D printer called a Regeneration Apparatus (people just started calling 'em Printers cause that name's a little pretentious). It printed out a new bio-organic body using the genetic data in the Slate as instructions. Then it did some nutty stuff with electrodes to remap your brain to the proper state so you don't wake up a literal infant. Finally, it re-inserts your Slate so you can do it all over again and kickstarts the body. Bam, **instant immortality**.

But the craziest part was that... **it worked**. Those League freaks actually delivered on seamless regenerative cloning. The only stipulations were having a Slate and someone who cared enough about you to bring it to a Printer. And they were just handing this shit out **FOR FREE**. At least they were for a while. I guess they wanted some cash flow, so they started selling the Printers themselves once they were mass produced. Turns out the free models were just a sampler. Apparently, life already sucked in the Trenches by then (cave-ins, barely breathable air, etc.), so people with the money were absolutely shelling out to get these things. Slates were still free, though, and soon everyone had one. People really don't want "died in freak cave-in" written on their graves.

Society completely bent around access to Printers. Suddenly, "government" went from having barely any power to absolutely none. People with Printers had all the power. People wanted to live near 'em, be their friends, cater to 'em. Eventually, the League instituted some new tech in the Slates. They installed what they called "Guidance AIs". They're primarily personal assistants who offer you suggestions on what to do. However, people soon found out that the power of "suggestion" was a bit stronger than advertised. Above all other "suggestions" was an overwhelming urge to take any Slates you see to the nearest Printer. The League spun this as a way to ensure that people got Regened and that people with Printers wouldn't abuse their position. They still did, of course. To this day, a lot of people with Printers won't even meet the person carrying your Slate face-to-face before gettin' paid.

And that's how it was for a few generations. A bizarre society where people lived with the promise of eternal life despite the fact that they were constantly at risk of dying. A lot of people from that age are still kickin' today, walkin' next to their great-great-grandkids. Thanks to the way the Slates work, they don't look a day older than they want to. Of course, uh... then something happened.

Sweet Dreams, Baby

So, I don't know why it started happening, but uh... shit just went wrong. People with printers said it was something wrong with the Slates, and people without Printers said it was something wrong with the Printers. That debate's still ongoing, but it really has no bearing on what happened. Uh... people just started dying in their sleep. I mean the second you're not conscious it's just a switch going *click* and then your heart stops. It was just a couple people at first, then it started happening to more people, then it was an epidemic. Some people called it The Big Sleep, but I always thought that was a stupid name.

Eventually people realized it was happening after Regens. So... something went wrong with the gene sequence. It became some kind of persistent bug in... whatever system went wrong. People started calling it the Corrupted Gene. Now the obvious solution is to just stop Regening, but uh... **we can't**. Everyone has a Slate, and every Slate has a Guide compelling you to bring other Slates in for Regen. And so we did that for all the people with the Corrupted Gene, and they kept dying. Then people kept dying from other things, so we kept Regening them, so they all got the Corrupted Gene, so they kept dying, so we kept Regening them, so they kept dying, so we kept Regening them, **so now we all have it, so now we all die every time we try to sleep**.

You may be wondering where the League was when this happened, and the answer was "not here". They just disappeared briefly before this started happening. Insert your own conspiracy theory here, and EVERYBODY'S got one, but it doesn't change the situation. Nobody outside the League understood this tech, so no one can fix it. **We all live and die based on how long we can stay awake, but even if we die we just wake up in a Printer to do it all over again.**

This has been going on for... shit I don't know how long. It's tough to track time when you spend one or two days alive then are dead for a week before getting Regened. Time's fluid, but the one thing is constant, **everybody tries as hard as possible to not sleep**.

A Sorry State

Civilization in the Trenches got a lot more compact after the Corrupted Gene spread. People moved as close as they could to Printers. It's a little daunting to travel when getting exhausted means you're dead for a few weeks. Now we've got just a few city-states centered around Printers and the people who own them, with at often 20-50 km of abandoned and **very dangerous** tunnel between them.

You'd think civilization would entirely collapse because nobody'd want to do anything with imminent, endless death looming. That'd be natural, but then come the Guides in your head with their "suggestions". **Their suggestions typically amount to "continue to do what you were doing before you dropped dead"**, which was probably a better idea back when you

had more than one day to live. You're an architect at work, keep building things. You were traveling to another city, keep trying to get there. Etc. etc.

So, we keep doing what we're always doing. Toiling to survive down here in the Trenches when there's really no reason to.

A Hard Day's Work

So now everyone's really scared of getting exhausted because you die if you fall asleep, right? **Well that makes life really, really hard now.** You need to constantly be aware of your energy level, because even doing something as simple as lifting a crate starts adding up to make you tired real fast. And if you pass out, that's it. You just have to hope someone finds your Slate. So, life down here in the Trench is defined by how hard it is to get anything done... at least alone.

Lucky for us humans, hardship encourages some level of cooperation. People do almost everything in teams now, especially travel. This gives some insurance that at least one person can get whatever you were doing done, and then they can just take your Slate to a nearby printer. They already said that "no one is an island", but that mentality can be the deciding factor in getting anything accomplished now.

Of course, some people team up to take the easiest path to success: Robbing you blind! Marauders stalk the Trenchways looking to catch underequipped traveling parties and take whatever they've got. They might be courteous enough to take your Slate back to town, largely because their Guide will force them, but they'll be long gone with your stuff by the time you wake up.

Mercenary groups also became a bigger thing. They work for the highest bidder (people with Printers), and that largely involves protecting their employers interests by force. They won't kill you on sight like Marauders, but they will kill you if you go against their employers. They're better equipped, too, so stay off their bad side.

Party Time

Of course, humans adapt to all kinds of environments and conditions, and people found out pretty quickly what the best solution for this problem was. **Drugs, and lots of them.**

Specifically stims. Pretty soon after the Corrupted Gene got out of the bag, people started lookin' for ways to keep the sleepy sheep away so they could actually get things done without a couple days of death in-between. In some of the deeper tunnels, travelers found The Root. What kind of root. Not sure, we're too far underground to tell what plant it is so it's just The Root. Sciencey types call it "Blue Lithophyte", but most just call it "Blue Lit" or more commonly just "The Roots". I don't know what moron first got the bright idea to eat it, but they did and

found it was a **really powerful stimulant**. Word spread around, and they became a hot commodity. It got better when people figured out how to extract the right chemicals from them to make Stims. That stuff's even more potent than just ingesting Root. Overnight, Stims became the item everyone wanted. Too bad The Root is very rare, especially in large quantities. Too bad about the side effects, too. Take too many and you're likely to just make your heart explode anyways.

Most people use them because they're not ready to die yet. They just need that little extra boost to stave off exhaustion for a few more hours. Once they've done whatever they need to do, they usually just feel fine dropping dead. That's the commonly accepted way to use Stims, but... some people take it a little bit further. **Insoms, the call themselves. People who don't respect them call them "Super Rooters"**. They build these little communes around dense growths of Root. After that, they dedicate themselves to one thing: **STAY AWAKE AND PARTY!** They're very small groups with very large amounts of Root, so they just pump themselves with Stims and party hard. Ask why and everyone will give you a different answer. "It's a way of living outside the Printer system". "They're afraid to die". "They just wanna hog all The Root". Regardless, they can be found in the Trenchways wherever Root can be found. They're always hopped up on Stims, so they're loopy and very temperamental. They're liable to kill you on the spot if you put them in a bad mood, so travelers like to steer clear of them.

Accidents Happen... A Lot

Despite our desperate attempts to stave off sleep-death, everyone eventually dies. That means everyone gets Regened eventually. And that's when weird stuff happens. Remember that Corrupted Gene I mentioned. Me neither, but it's very important now. **You see it's getting... worse? Better? It's changing, basically.** More and more, people are getting these really weird mutations from their Corrupted Gene when they Regen. **Sometimes it makes them able to get more stuff done while alive. Sometimes it makes them die faster. Sometimes it causes weird personality shifts. Sometimes it messes with Guides and makes them give you really weird suggestions. These get more extreme with each Regen, and some people are more implicitly prone to it. Misprints, in a word.** So now people have to check themselves to see if anything's... different whenever they Regen.

Sometimes Big Accidents Happen

Then there's the Hybrids. Sometimes people come out of a Printer with really radical shifts in anatomy. **I'm talking about blind people who use bat-like screeches and echolocation to navigate Trenchways, people with no fingers who have claws capable of burrowing through the earth, and other crazy adaptations that stretch the definition of what a human is.** Unfortunately for them, people don't like stretching the definition of human, so

people started calling them Hybrids and they almost all get kicked out of the cities as soon as they come out the Printer. Some of them have formed communes like the Insoms do out in the Trenchways, except they actually have managed to scrounge up lower quality Printers to sustain their little commune. Some of them are really resentful about get punted from the cities. Some of them are surprisingly nice to travelers from the cities. Some of them just don't care as they try to survive in the tunnels.

There's also the Finders. They're a bit more... unknown than Hybrids. We're not really sure where they came from. You can tell them apart because there don't... really have faces. Nobody's sure how or why, we just know they hang out around Roots.

Sometimes Really, REALLY Big Accidents Happen

So in the last year or so, there's been one more change in the Trenches. There are these... things crawling around the Trenchways. They're definitely organic, but they're like no animals on Earth. They're more like piles of flesh with vaguely defined limbs and body shapes. They attack people on sight, no distinction between mutation levels. **And the wildest thing is that people have killed some and found that they have Slates in them. They've been seen to collect Slates too. There's a Printer somewhere spitting them out.** Again, EVERYONE has a conspiracy theory. The bottom line is that the Trenchways are a whole lot less safe with them around.

So that's where we are right now. Now leave me alone with your questions. Huh? "That's a lot of history for someone who said they had a bad memory and history doesn't matter". Oh, yeah... I did say that. Well, off you go. I'm sure you have better things to do with the hours you have left.

Introduction to *Entrenched* System

Entrenched has many mechanics, elements, and qualities that players of role-playing games are probably familiar with. Unlike most RPGs, however, *Entrenched* is different in two key ways:

- Characters will die. *A lot.*
- The role of gamemaster is not that of a passive narrator nor mediator. Instead, GMs are active and responsive manipulators who uses the *Entrenched* system to present players with a world that is brutal and unforgiving.

Creating Characters

ENTRENCHED

Character Name

Gen

Hitpoints

Class

Stim Addicton

Interface

MOD

Durability

MOD

Draining

MOD

Reflex

MOD

Repose

MOD

Fatigue

CORRUPTION TRAITS

ITEM

SPACE

DMG

PACK

+	+	+
+	+	+
+	+	+
+	+	+
+	+	+

BONUS PACK

+3 DUR TO ACCESS

+	+	+
+	+	+
+	+	+

At the start of the game players will create a character, they can choose a name, background description, and their first-generation skills by rolling the number of dice that are linked to their chosen class.

Skills

Skills are how to interact with the world, there are a total of 5 skills that each character can utilize as they explore the void. Skills can change each regeneration cycle, depending on how you'd like your character to be that round.

■ **Interface**

Your ability to interact with the mechanical and technical world.

■ **Durability**

Your strength and overall toughness determine how much you can carry and how hard you can hit.

■ **Draining**

Your general understanding of the substructure and its inhabitants

■ **Reflexes**

How quickly do you respond to the world around you.

■ **Repose**

This is how calm and steady can you be in situations of distress or doing things discreetly.

Classes

Technician

A technician is an overall generalist when it comes to exploring the void, sort of a jack of all trades and a specialist of none

■ **On Regeneration**

A Technician gets to set all 4 dice each time they Regenerate. When they roll any dice that is higher than 3 becomes a 3.

■ +1 to Interface

■ 5 HP

Operator

An Operator is a specialist in the field, they've honed their genetic makeup and with a concoction of tonics during the regeneration process they have some control.

■ +1 to a skill of their choice

■ **On Regeneration**

An Operator rolls 3 dice only, If they'd like they can sacrifice a dice to turn one of their rolls into a 6 automatically.

■ 4 HP

Extractor

An Extractor specializes in Stim extraction. Being so close to the stim root for so long has enhanced the effects on the corrupted gene.



On Regeneration

- Roll 4 skill dice and pick 3 and assign them to their skills
- When rolling corruption a check during regeneration if they don't like the roll they can re-roll it one time
- Every corruption effect is doubled



+1 to Draining



3 HP

First Generation

Once you've selected a class it's time for the first generation, skills are rolled at the start of each generation cycle first. Once they are assigned players will then roll on the corrupted gene table.

First Corruption

At the start of the game, players will roll a corruption check for the player that is to their left. This is the first potential of the corruption gene taking hold in your character.

Hitpoints

There are a total of 10 possible hit points a player can have. Each player will start with a certain amount of HP that is designated by their class. When a player is reduced to 0 hitpoints they are dead.

Exhaustion

Every time a player uses a skill, that skill will go down by one. If every skill is negative or empty, that player will die from exhaustion. If they're lucky maybe their companions will get them to a Node with some genetic material and their gHost Sign and print them out again.

Pushing Exhaustion and Fatigue Rolls

When a skill goes to 0 a player can choose to push through it and start to build up exhaustion dice. With exhaustion dice, if you roll a 1 on any of the dice in the check you will need to roll on the exhaustion table.



To Resolve

Roll a d6 and add the total value of fatigued skill dice

1-6	You push through your extreme fatigue
7	Brain Fog: Your action that chose to do doesn't resolve until the next round
8	Freeze: You completely freeze and skip this action/round
9	Drop Item: You fumble what you are carrying and it drops to the floor you will have to use an action to pick it up or
10	Hallucination: In a daze of extreme fatigue you mistake friendlies for foes and you roll an attack against them.
11+	Collapse: You collapse to the floor unable to move until this round is over.

Corrupted Gene Table

d66	Corruption	d66	Corruption
11	Missing Limbs (Reflexes) 1d6 Limb Table	41	gHost Hallucination Roll for two corruptions
12	Deformed Appearance (Repose) +2 with Rooters, -1 with others	42	No Sense of Directions -1 Draining
13	Brittle Bones (Durability, Draining) -2 to Durability, +2 to Draining	43	Claustrophobia -2 Draining
14	Conjoined Entity, "Kuato Syndrome" Roll 1d6. On 6, entity is fully cognizant, +3 Interface	44	Clumsy (Reflexes, Repose) -1 to both Reflexes and Repose
15	Calcified Protrusions +2 Durability, -2 Agility	45	Misanthropy (Repose, Draining) -2 Repose; Draining +1 dislike of others
16	Crippling Addiction see Addiction Table	46	Dementia (Forgetfulness) -1 Draining, -1 Interface

d66	Corruption	d66	Corruption
21	Somniphobia (fear of sleeping) +1 Draining, -1 Reflexes	51	Ghost Shift Reroll all stats
22	Alien Limb Syndrome 1d6 Limb Table, limb under control of GM	52	Drain Discomfort -1 when in drain
23	Dissociative Personality Disorder "Ghost Sickness"	53	Compelling Leadership +1 Repose to all party members; Final Say Player has ultimate decision making power, when 2 or more players roll this, -1 to Repose for entire party
24	Crippling Fear (see Crippling Fear table)	54	Tech Support +1 Interface to all party members; all Interface checks must be taken by the player; if player dies, -2 Interface to all party members;
25	Hypervigilant (Repose, Durability) -1 to Repose and +1 Durability	55	Athletic Trainer +1 Durability to all party members; -1 Reflexes to all party members
26	Drain Comfort -1 when not in drain	56	Sewer Rats +1 Draining to all party members; -1 Repose to all party members
31	Root Dependency +1 Draining, -1 Durability	61	Flying Graysons +1 Reflexes to all party members; -1 Draining
32	Abject Horror, on sight of viscera Chance of fleeing (roll of 6 on 1d6)	62	Bane +1 against antagonist selected from Encounter Table; roll 1d6, roll of 6 results in uncontrollable rage
33	Blindness (Reflexes) -2 Reflexes	63	Perfect Copy Retain all stats and corruptions from previous round
34	Deafness (Reflexes) -1 Reflexes	64	Crossed Wires CLONEAID operator was high on root and you've switched ghosts. After rolling for corruptions, exchange sheets with another player. Change back after next round unless Crossed Wires is rolled again.

d66	Corruption	d66	Corruption
35	No depth perception -2 when using Distance Weapons	65	Defragged All corruptions erased
36	Sound Sensitivity Lose round after loud sound (ex. gunfire)	66	Stronger, Better All corruptions erased, +1 everything

Limb Table

Encounter Table

Addiction Table

1	Left arm	1	Root Rat	1	Root (mild)
2	Right arm	2	Marauder	2	Root (severe)
3	Left leg	3	Mercenary	3	Alcoholism
4	Right leg	4	Insom	4	Pica
5	Both legs	5	Mutant	5	Caffeine
6	Both arms	6	Finder	6	Gambling

Crippling Fear

Whenever your crippling fear is encountered, do a Repose check. If the check is failed, character is struck by an intense, paralyzing fear and is vulnerable to attack.

1	Root rats
2	Finders
3	Claustrophobia
4	Somniphobia
5	Xenophobia
6	Viscera

Rolling Checks

When rolling a check you will be rolling a pool of dice to see if you pass or succeed. When rolling a standard skill check, you succeed in that check as long as a dice lands with a **5 or 6**.

After the fourth regeneration, rolls of **4,5, and 6 are considered successful**.

Skill Checks

This game system uses a pool system or could be called a "Dice Chucker" (Thanks Mike), when a character is required to roll a skill check they will look at their current skill dice and any

modifiers they might have. This total then will be the number of dice they roll for that specific check. Certain corrupted gene traits might modify these checks.



Example

Melee Attack: Durability Dice (3) + Modifier (+1) = 4d6s rolled

Sneak Check: Repose Dice (2) + Modifier (+1) + Corrupted Gene Trait (-1) = 2d6s rolled

When your skill dice is at 0, you no longer can roll that skill unless you decide to push into fatigue for that skill. If all skills are at 0 or pushed into fatigue your character enters exhaustion.

Exhaustion

Other than Finders and rabid Mutants, exhaustion is the leading cause of death in the trenches. Upon entering an exhausted state, the character can longer engage in action until consuming a root stim or being assisted by another player. Exhausted players are extremely vulnerable to attack and incur a -1 to all check rolls during an encounter.

Gear and Equipment

Gear and equipment can help players navigate the substructure successfully and help them when they get into dire situations. As the player acquires gear it will have a slot value, this is how many spaces they will take on their pack area on the character sheet.

Weapons

Name	Attack Bonus	Damage (HP)	Space
Baton	+1	1	2
Electric Shock Stick	+2	1	3
Metal Pipe	+3	1	4
Pistol (2 zone Range)	+1	1	2
Rifle (3 zone Range)	+2	2	4
Shotgun (1 zone Range)	+3	3	5

Items

Name	Description	Space
Padded Boots	Adds +1 to repose checks when stealth situations	2
Chest Armor	Reduces damage by 1	6
Med Kit	Adds +1 to repose checks and can heal by 1d6 hitpoints	3
Interfacer	Adds +1 to interface checks when working on computers or machines	4
Flashlight	Adds +1 to draining checks when in low light situations	3
Helmet	Reduces damage by 1, also negates interface damage	4
Stim Synthetic Kit	+2 to drainage in the creation of the Stim tonic, creates 1 stim from raw root	3
Mobile printing kit	Allows reprinting anywhere	8
Gear harness	+2 to durability mod, but fatigue is doubled	6
Gear pouch	+1 to durability mod, but fatigue is doubled	2
Stealth Suit	Added +2 to repose checks when in stealth situations	6
Armored Suit	Reduces incoming damage by 2, also negates durability damage	8
Family Heirloom	Allows you to re-roll a single fatigue roll per generation	2
Remote access point	Allows you to hack technology and Slates remotely	3
Explosives	Noisy (4 clicks): Can be used for traps	2
Miscellaneous Scrap	Metal bits and pieces littered throughout the trenches	1+
Lubricating Oil	Quiets and loosens rusty bits	1

Stims

Stims are a tonic created from extracting raw material from the {super roots}. These stims are rare and highly sought after. Especially by the Insoms, a cabal that refuses to sleep and lives completely jacked up on stims. When players use stims they roll all of their skill dice again and add them to their current skill following the rules for their chosen class. These dice then stack next to the current dice.

■ Using a stim will add a to their stim addiction counter, which gets added to each roll.

If they a player is fatigued in a skill, they will subtract that fatigue from the stim dice they are putting on that skill.

Each time a player uses a stim they need to roll on the Stim table (2d6).

2-5	You feel a rush of energy coursing through your veins, you've never felt more alive
6	You're flushed with endorphins turn a stim dice of your choice to a 6
7	Reflexes Drain: on your body is too much, stim dice can not be added to reflexes this time.
8	Draining Drain: on your body is too much, stim dice can not be added to draining this time.
9	Interface Drain: on your body is too much, stim dice can not be added to Interface this time.
10	Repose Drain: on your body is too much, stim dice can not be added to Repose this time.
11	Durability Drain: on your body is too much, stim dice can not be added to Durability this time.
12	The stimulant is too strong for your body and your heart explodes killing you immediately

Encountering the World

The world of entrenched is vast, dark, and brutal. The games map system works in sections. Each room is considers a section and shouldn't be any larger 40ft by 40ft.

Combat

Initiative

Each member of the party or group rolls a d6, then the group adds up the values and based on the total will set the order of combat. Once



Example

The player party has 3 players, they roll a (1,2,3) which gives them an initiative of 6

The group of marauders has 4 enemies in it and they roll (1,1,2,3) which gives them an initiative of 7 so they would go first

Every member in the group will go before the next group has their turn. The order within the group's turn doesn't matter and can be changed each round.

Actions During A Player Turn

During a player's turn, they have 2 action points. Some actions will cost 0 points and some might cause 2

Cost	Action Name	Description
0	Move	Moving is a free action, a player can move about 20 feet per turn
1	Melee Attack	Durability + Weapon Attack Bonus
1	Ranged Attack	Reflexes + Weapon Attack Bonus
1	Medical Aid	Roll a draining check, if you succeed give that player +2 to a skill die
1	Get up	Get up from a prone stance
1	Go Prone	Get to the ground add +1 to ranged attacks
2	Overwatch	Respond to an attack against you with an attack back
1	Weak Point	Roll a Draining check and if you succeed give another player a +2 on their next attack roll and +1 DMG
1	Sneak Attack	Roll a repose check, if success add +2 to your attack roll +1 damage and move after the attack
1	gHost hack	Roll an interface check and stun an enemy for 1 round. Must have remote access point
1	Get or Switch Weapon	Ready a weapon or switch to a different one.
1	Shove	Roll a draining check, if you succeed knock the enemy prone for 1 round

GMing the Game

Situational modifications

Depending on the situation the GM can add or remove dice for specific checks. If the players feel like they have the advantage they can get a free die, if they have a disadvantage they can have a die removed. A player isn't allowed to roll 0 dice.

Noise

Noise is a critical part of the experience, when players are performing actions that you feel they are being loud or the potential to be loud roll against this table. Noise travels in sections on every map, and certain creatures can hear in section ranges on their stat blocks. When a sound crosses a creatures hearing threshold they will know someone is there.

Modify each roll at your discretion

d6	Sections travelled
1-3	This sound doesn't travel beyond this section
4	Sound is moderately loud and travels 1 section away in all directions
5	Sound is loud, travels 2 sections away in every direction
6	Sound is extremely loud, travels 4 sections away in every direction

Enemies

Encounter Table

If you're unsure how an encounter should go this table can help you figure out how your enemies/groups feel about the player party.

d6	
1	Indifferent
2	Apprehensive
3	Looking for help
4-6	Hostile

Marauder

Marauders are the most common encounter to be found in the borderzones. Small crews traverse the trenches in search of scrap - or hapless scrappers.

HP	3
Stats	Int +1, Dur +1, Dra +2, Ref +1, Rep +0
Attacks	Dur - Glass Knuckles +2, DMG 1

	Ref - Slingshot +3, DMG 2, Range of 2 Zone
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Mercenaries

Unlike marauders, the mercs of the borderlands are solitary humans who are only encountered when someone has a bounty on their head. Their knowledge of the trenches is matched only by their talent for violence and cruelty.

HP	4
Stats	Int +2, Dur +1, Dra +3, Ref +1, Rep +0
Attacks	Glass Knuckles +2, DMG 1
	Slingshot +3, DMG 2
Sound Range	1 Section Away

Mutants

Mutants are the “misprints” of League technology, most of which have been cast out into the trenches. Their deformed and twisted features are often (but not always!) matched by their depravity.

HP	6
Stats	Int 0, Dur +4, Dra +4, Ref +1, Rep +0
Attacks	MultiAttack
	Dur - Downward Slam +2, Knocks combatant prone DMG 2, Durability -1
	Dra - Miscellaneous Missile +3, DMG 2, interface -1
Sound Range	1 Section Away

Insoms

The insoms are bestial root addicts who have succumbed to psychosis and rage. Hyperalert and rabid from chronic root ingestion, the physical forms of insoms are weakened and emaciated from lack of sustenance.

HP	6
Stats	Int: 0, Dur -1, Dra +3, Ref +2, Rep. -2
Attacks	Two attacks per round; can be distracted by root (Repose save)
	Dra - Pounce from Shadows. If a random encounter, Insom can charge party with a successful Draining check. Individuals who fail Reflex check take Wild Slash damage.

	Ref - Wild Slash+1, causes bleeding +1
Sound Range	0 Sections

Root Rats

The vermin of the rooted zone that have been fed off root since birth. Root rats patrol the trenches for anyone foolish enough to wander into their territory. Although it has never been confirmed, many human children were scolded with tales of the Writhing Rat King. Could such a thing exist?

HP	1
Stats	Int -1, Dur +2, Dra +4, Ref +4, Rep -2
Attacks	Bite (1-3 rats): +1 Dur
	Swarm (3+ rats): +2 Dur; all party members check against Durability
	Corruption Chack: Crippling Fear
Sound Range	2 Sections Away

Finders

Finders have only been seen from a distance but are recognizable by their faceless visages and method of drain-crawling. Are Finders what becomes of tormented mutants who wander too far into the trenches, chasing the lure of endless root? One of the most savage mysteries of the trenches, the Finders employ a form of haptic-location to navigate through the depths.

HP	7
Stats	Int -1, Dur +2, Dra +4, Ref +4, Rep -2
Attacks	Shriek: -2 Repose; Repose check against crippling fear
	Brutal Slash: +2
Sound Range	4 Sections Away

Terminology

The Big Sleep: An often used colloquialism for the time the Corrupted Gene began to manifest and cause sleep-death in all affected.

Blue Lithophytes: Plants that grow in or on rocks. The shallow roots of rhizomatic plants resemble a luminous blue moss that grows on the surface of porous rock. Often called “The Root” or “Blue Lit” by those unfamiliar with botany. Roots are liquified and concentrated into a highly addictive performance-enhancing solution. Used by almost all to avoid sleep-death, but

rare and sought after. Known to cause extreme heart palpitations resulting in potentially fatal side effects.

Insoms: Name for groups of people who live outside the cities of the Trenches and congregate around large concentrations of Blue Lithophytes. They're only stated goals are to use massive amounts of stimulants to eliminate the threat of sleep and then indulge in hedonistic pleasure. May possibly be a form of protest against the centralized nature of Printer access, but no Insom has ever confirmed this due to massive stimulant addiction causing mental degradation. Can be hostile and easily provoked due to their agitated mental state.

Finders: Strange, faceless humanoids of unknown origin. Known to seek out Blue Lithophytes, hence their name.

gHost Sign: The transferable essence of a being. Largely consists of genetic code to build a body and a neural map to imprint on the new body. The spiritual nature of the name furthers ideas the The League was a cult.

gHost Slate: Simply called a Slate. A moderate-sized machine implanted into human bodies to record a gHost Sign and then inserted into a Regeneration Apparatus after the subject's death to create a new body and revive the subject.

Guides: Guidance AIs that reside in the gHost slates

The League: Shorthand for The League for Human Evolution, a (at first) non-profit group of scientists who created the Regeneration Apparatus and gHost Slate technology. Intensely secretive even when in the public eye, and were suspected to be a cult. All known members have been missing since The Big Sleep.

"Misprints": GHosts that are produced with deformities, mutations, and other errors due to a combination of poorly-transferred data from Slates and hardware/software errors in Printers.

Mutants: A term for the strange flesh-beings wandering the Trenchways. Hostile and dangerous, they are avoided at all costs. They are suspected to be created by a malfunctioning Printer.

Printer: A shorthand term for the Regeneration Apparatus. Derived from the fact that they are based on heavily modified 3D printers.

Regen: The process of printing a new body and imprinting the gHost sign on it.

The Trenches: The primary setting of Entrenched. A series of city-states deep underground connected by sprawling tunnels.

Trenchways: A name for the tunnels that connect the Trenches.

Scenario

Another Rust Run?

"You want the defrag or not?," Whistler sighs without even looking up from his rotorbox.

"C'mon ya withered Finderkind," you argue. "You've sent us on three empty rust runs this month. You sure there's scrap this time." You wait patiently for Whistler to respond but know a reply is unlikely. You feign a smile and look back at your impatient crew.

"Whatever," you mutter, taking the slate-assign from under the mottled brass window bars.

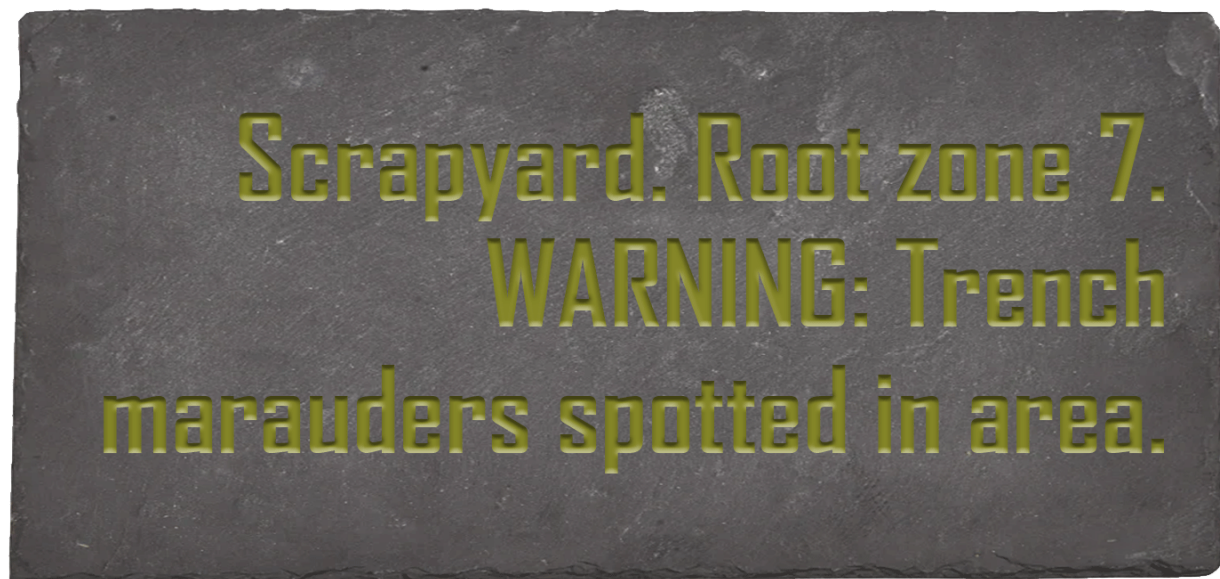
"You'd better come through this time." Your thumb glides across the embossment of the slate-assign. Without reading the slate, you turn towards the crew.

Rust runs for scrap are usually easy jobs that offer a fast-track to a single defrag sesh. With a crew, however, scrapmasters like Whistler have been running scouting missions to hone in on more lucrative yards. With so many runners in and out of the Root, however, it's no wonder reports of mutants, root rats, and mutants have been pouring in. Rumor has it that even a Flinder was seen slithering along the borderzone a few shifts ago.

Raising the slate in mock triumph, you make your way over to your crew with a forced confidence in your step. Until their collective sneers erase your stride, that is.

"Cut the crap - it's another run innit?"

You shrug and hand the slate over to your crew:



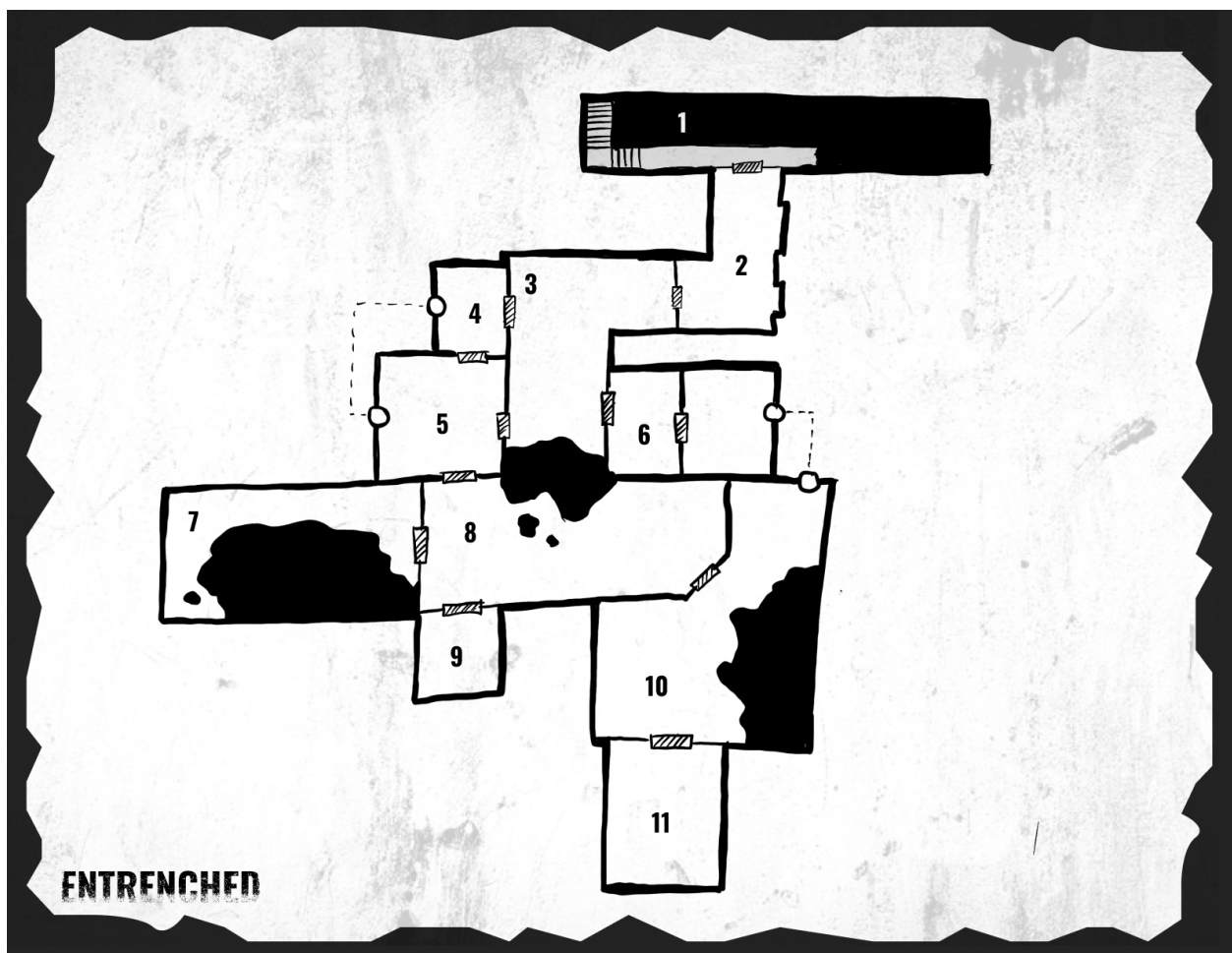
Spoilers Ahead!

The information that follows is for the game master only!

“Another Rust Run?” is an *Entrenched* adventure intended for 3-4 players whose characters are in their first generation. The descriptions offered below are a suggested outline to help demonstrate the mechanics of the game and how those mechanics reflect the brutal quality of the world. Players should not, for example, expect to complete the campaign without perishing or fleeing.

Adventure Map

Below is the map for the campaign. If you’re familiar with gaming maps, this one follows similar conventions. The dotted lines between rooms 4-5 and 6-10 are drainage pipes, offering shortcuts for players.



Campaign Guide

The compound on the edge of zone seven was once an outpost established as part of a massive defense system created to preserve the remnants of civilization. That system has long

since failed.

By the time the players have reached this, their destination, they will have travelled far. Though tired, they are eager to plunder whatever scrap they can find.

Each room description contains a reference to one of the *Entrenched's* core mechanics. Be sure to review each mechanic prior to reading.

1. “The Stairs Just Keep Going Down!”

Introduce noise mechanic.

This stairway is the entrance to the main area and is three stories in height. Consult those before continuing.

After days of following Whistler’s directions, your crew finally comes upon a formidable looking steeldome hatch which crowns a shallow cement outlet rising up from the trench floor.

- Hacking the door to the south has a room with a 2 stims
- Rifle round in the armory room
- Kind mutant throne

2. Entryway

Introduce traps.

This entryway is a simple room featuring a trap. Anyone with a flashlight should be able to detect it. Door to the next room (#3) is trapped leading with a simple trigger located at the top of the door frame. Opening the door will trigger an explosive contraption that sends 2-3 lbs. of rusty nuts and bolts towards the character who opened the door. Any characters standing directly behind the door-opener is also hit. Anyone hit takes 2 hp of damage. A disarmed trap yields 3 lbs. of scrap and 1 lb. of explosives

3. Hallway

Introduce combat sequence.

If any noise is made in this room (such as when the trap is triggered), it will draw the 3 marauders hanging out in rooms #5 and #6.

4. Dirty Room

Introduce drain pipe travel.

A drain pipe connects the western wall of this filthy room with room #5. A root rat might be a good addition here...

5. Locker Room

Searching the rusted lockers in this old locker room yields 2 stims. If the **marauders** (2) here have not yet been incited, they are definitely down to tussle now.

You see an old locker room. Before you can scrap the old steel doors, however, you'll need to eliminate the two rooting figures who stare at you menacingly.

6. Gift from a Stranger

This is a small stone room containing an even smaller cell. Inside the cell is an emaciated figure. There is also a **marauder** guarding the cell.

Once the marauder is dispatched, the prisoner will inform players that the guard has a key. Upon release, the prisoner quickly leaves but not before telling the players about the drain pipe that connects to the large storehouse.

7. Chasm

The floor of this room has fallen away to expose a vast chasm.

8. Rec Room

This rec room was once a recreational room and holds an old billiards table. Rummaging through the piles of rubbles produces 3-4 lbs. of scrap.

9. Armory

An old hunting carbine is hanging on the wall. Why didn't the marauders use this?

10. Curious Pit

Similar to room #7, the floor of this former cafeteria has fallen to expose a seemingly endless pit.

11. Mutant Throne

Introduce player death.

The old office of this compound has been conveniently turned into the lair of a mutant - maybe their gHost was once a supervisor of some sort? In any case, the mutant is a nasty fellow and should be impossible for a beginning crew. If the crew is a bit more advanced, however, feel free to make it a Finder instead...

Players should be introduced to slate recovery and the value of fleeing certain death.

Conclusion

Although players will likely come to an unfortunate end, this short campaign may be replayed until they defeat the final horror. The empty rooms may have new occupants - add some rats for fun!

▼ Old Notes

working title: Entrenched TTRPG

- Human bodies don't last long if you fall asleep you die and they dissolve unless you have a printer
- So a body needs to be reprinted every morning
 - Depending on the quality of your body printer certain traits are carried forward and some are not
 - your mind is stored temporarily while this is printing and it can be hacked
- There are folks who feel that the printed selves are not themselves and try to push it and not sleep and are hopped up on stims which affect things negatively
- The body is only so durable so each skill degrades as you use it, essentially forcing people to sleep
- Each day the player re-rolls their stats and rolls to get a new "trait" each day based on the quality of the printer
- The world is a giant substructure of tunnels which have no end
- Players choose and heritage and that decides how they adjust to being printed every day
- Folks who traverse the substructure either need to find printing node camps, communities, or carry a printing device with them, it's kind of like a sleeping bag

