

Abomination

Abomination adds randomized generators to use with the Strain basic system, but may be used with any system to create character backgrounds, strange creatures, and site-based adventures.

Dice are notated in Abomination as NdX, where N specifies the number of dice to roll (sometimes omitted if 1) and X specifies the number of sides of each die. d just means that the numbers relate to dice. For example, D6 would mean "roll one 6-sided die" and 4d10 would mean "roll four 10-sided dice."

CHARACTER BACKGROUND

Use the following tables to create a story and use the results as Rank 1 Specialties with the Strain system.

D10 PAST

1	Brutal	Your memories are of a harsh past surrounded by violence.
2	Wretched	You have been unfortunate in life, and your memories are miserable.
3	Privileged	You have been entitled the majority of your life, with little existential struggle.
4	Disciplined	Your past was very strict, and you've been confined the majority of it.
5	Horrific	You are haunted by at least one traumatic experience that cannot be forgotten.
6	Gentle	You have had a peaceful life of relaxation and tranquility
7	Merry	You have always had a lighthearted life filled with festivity and happiness.
8	Solitary	You were almost always alone, either by choice or circumstance.
9	Cultured	You have explored many cultures, and learned how to interact with strangers.
10	Adventurous	Your life has been extreme, and your memories are of thrilling moments.

The character's Past describes the most prominent memories that shaped their personality.

D10 PEOPLE

1	Barbaric	Uncivilized or vulgar
2	Nomadic	Travel, trade, herding
3	Scholarly	Scientific and studious
4	Communal	Helpful of each other
5	Depraved	Immoral and abusive
6	Grim	Lifeless, melancholic, somber
7	Desperate	Determined, struggling, starving
8	Outcast	Exiled, despised, bullied, stigmatized
9	Wild	Hunting, gathering
10	Industrious	Hard-working, productive

People describes the type of culture/society the character comes from.

D10 IDENTITY

1	Merchant, Shopkeeper, Trader, or Salesperson
2	Outlaw, Bandit, Thief, Raider, or Gangster
3	Healer, Physician, Witch Doctor, or Shaman
4	Artisan, Artist, Inventor, or Scientist
5	Soldier, Warrior, Guard, or Knight
6	Spy, Emissary, Agent, or Detective
7	Farmer, Peasant, Horticulturist, or Gatherer
8	Bard, Entertainer, Scribe, or Sage
9	Hunter, Assassin, Naturalist, or Explorer
10	Noble, Ruler, Chieftain, or Aristocrat

Identity describes the character's natural calling and role.

D10 ENVIRONMENT

1	Wasteland
2	Volcanic
3	City
4	Mountainous
5	Grassland
6	Forest
7	Jungle
8	Swamp
9	Ocean
10	Subterranean

Environment represents where the character is most comfortable.

D10 SENTIMENT

1	Warfare
2	Astronomy
3	Beasts
4	Elements
5	Nature
6	Ancestors
7	Sexuality
8	Greed
9	Justice
10	Wisdom

Sentiment represents what the character is passionate about. Such as a religious belief, hobby, profession, ideal, etc.

CHARACTER DETAILS

Use the following tables to find several results that provide details about your character but have no rules implications.

D10 TECHNOLOGY

1	Primitive	Stone Age, Hunters and Gatherers, Tribal Villages
2	Archaic	Agriculture, Monoliths, Early Civilization
3	Classical	Bronze, Iron, Crude Machinery, Advanced Architecture
4	Medieval	Feudalism, Dark Ages, Crusades, Steel
5	Renaissance	Age of Discovery, Exploration/Colonization, Baroque Art, Crude Firearms
6	Industrial	Industrial Revolution, Steam Technology, Factories, Airships, Trains, Guns
7	Nuclear	Fossil Fuel Pollution, Plastics, Radios, Tanks, Jet Aircraft, Automobiles
8	Cyber	Personal Devices, Advanced Communication Networks, Drones, Robotics
9	Interplanetary	Orbital Space Stations, Interplanetary Travel, Space Mining, Cryosleep
10	Interstellar	Wormholes, Warp Drives, Energy Weapons, Capital Ships

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D10 PHYSICAL FEATURE

1	Scar(s)
2	Tattoo(s)
3	Body Paint
4	Deformity
5	Intricate Hairstyle
6	Jewelry Piercing(s)
7	Skin Pattern
8	Implant(s)
9	Missing Body Part(s)
10	Strange Growth(s)

D10 FASHION PREFERENCE

1	Concealing
2	Seductive
3	Offensive
4	Simple
5	Trendy
6	Gaudy
7	Form-Fitting
8	Regal
9	Practical
10	Unclad

ABERRANT TRAITS

Descriptions of your character cannot have any actual effect in the game rules, they are purely for aesthetic purposes. However, characters may have optional special abilities called Aberrant Traits that provide game effects for alien characters. Gain 5 permanent Doom points for each Aberrant Trait.

Eyeshine: The species may see in low-light.

Bioluminescence: The species produces cold light for one of the following purposes: Camouflage, luring prey, attracting mates, distraction, warning, communication, or illumination.

Wings: The species has wings and may glide if carrying a light load or less, taking no falling damage in situations that the wings may be extended and utilized. The wingspan width is 4 times the height of the species. Cannot fly except in thick atmospheres.

Hooves: The species gains Advantage on skill tests involving running.

Tentacles: The species has tentacles that may serve as additional limbs for the purpose of small tasks, but may not have any effect in combat.

Gills: The species may breathe underwater indefinitely, and may also breathe fresh air.

Fins: The species gains Advantage on skill tests involving swimming.

Enhanced Scent: The species is able to detect scents that would otherwise go unnoticed.

Enhanced Hearing: The species is able to detect sounds that would otherwise go unnoticed.

Specialized Vibrissae(whiskers/hair): The species is able to detect vibrations that would otherwise go unnoticed.

Enhanced Taste: The species is able to detect toxins that would otherwise go unnoticed.

AGONY TRAITS

These Aberrant Traits utilize the rules found in Agony.

Natural Armor: Gain natural armor (chitin, bone, keratin, scales, mineral deposits, thick skin, cybernetics, etc.) with an Armor Rating of 2 on all Body Locations. (May be taken multiple times, each time increases the Armor by 2)

Adaptive Resilience: Gain +3 Resistance. This counts as armor against damage types that bypass armor (such as heat, cold, or poison), but does not otherwise count as armor. (May be taken multiple times, each time increases the bonus by 3)

Bulky: Gain +1 Armor and +1 Melee Damage. (May be taken multiple times, each time increases Armor and Melee Damage by 1)

Natural Weapon: Gain a natural weapon (Claws, Spiked Tail, Fangs, Horns, Antlers, Whip-like Tongue, Thunderous Sonar, Bioelectrogenesis, etc.) that has a weapon rating of 2 (May be taken multiple times, each time increases the Weapon Rating by 2)

Spines: When touched, spines deal 1d10 points of damage that bypass armor.

Poisonous: When attacking with a natural weapon (claws, horns, fangs, etc), a critical hit poisons the target, causing the damage to bypass armor. If the species has spines, the poisonous trait causes the spines to deal an additional 1d10 points of damage with spines.

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MAP GENERATOR

This generator is intended to create adventure maps that are non-linear and non-horizontal.

Choose an even number of areas (ideally 4 to 12) that you would like to create a map of. On a blank piece of paper, write the number of each area in random locations - optionally throwing small objects (such as dice) onto the paper, one at a time, to randomize the locations.

Starting at area 1, roll 1d2 to determine how many access points the area has, and to determine which areas they may lead, roll 1dX (where X = total number of areas on the map). To represent an access point, draw a line from the current area to the area that was rolled. If the result is the current area or overlaps an existing access point, ignore it and do not re-roll. After you've done this for all areas, it is possible for some areas to have no access points, remove those areas from the map.

For example, for a map with 6 areas... write the numbers "1, 2, 3, 4, 5, and 6" on a blank piece of paper in random locations. For area 1, roll 1d2 (which can any sized die split in half, generally with odd results being 1, even results being 2) - In this example, the result is a 2, meaning area 1 has 2 access points. For the first access point, roll 1d6 - Result is a 6, meaning one of the access points is to Area 6. Draw a line from area 1 to area 6. For the second access point, roll 1d6 again - Result is a 5, meaning the other access point is to Area 5. Draw a line from area 1 to area 5. Repeat this process for each area.

Next you will have a locked area and a place that has the key to unlock it.

Area 1dX is locked, key located in area 1dX

Locks and keys do not have to be literal, these can be figurative, such as a solution to an impassible obstacle. Example: A large pool of acid could be the "lock" and a drain lever could be the "key". Re-roll if key is in the locked area.

Next, determine the starting area and the details of the passageways. Remember, access points may be vertical(such as chutes, cliffs, pits, etc.), horizontal(such as doorways, ledges, hallways, etc.), internal(such as when a large environment contains a smaller area), or external(such as portals or figurative access).

AREA OBSTACLES

With the arrangement of the map, create obstacles based on the order of appearance, with the first area(s) being introductory with social interactions or puzzles, the next area(s) being challenges with creatures, traps, or difficult terrain, and the later area(s) being climactic with deadly enemies, primary objectives, and rewards.



LOCATION GENERATORS

Use the following tables to create adventure sites.

WEIRD OBJECT

D10	ADJECTIVE	D10	OBJECT	D10	MATERIAL	D10	HAZARD	D10	ODD FEATURE
1	Writhing	1	Shrine	1	Stone/Brick	1	Acid	1	Eye(s)
2	Flowing	2	Tower	2	Flesh/Fur	2	Electrical Surges	2	Warts, Growths, Cysts, Wounds
3	Vomiting	3	Chasm	3	Iron	3	Radioactivity	3	Hair or Cilia
4	Devouring	4	Derelect Ship	4	Wood	4	Vacuum	4	Eggs or Parasites
5	Crawling	5	Cave	5	Mud/Soil	5	Poison Fumes	5	Limb(s)
6	Smoking	6	Tree	6	Corpse(s)	6	Gravity Anomaly	6	Openings to the Black Void
7	Groaning	7	Garden	7	Coral	7	Chemical Flood	7	Mechanical Parts
8	Howling	8	Rock Formation	8	Bone	8	Explosives	8	Spikes, Thorns, or Barbs
9	Leaning	9	Tomb	9	Feces	9	Temperatures	9	Impossible Angles
10	Floating	10	Stairs	10	Fungus	10	Creatures	10	Mouth(s)

RUINS/CIVILIZATION

D10 CULTURE

1	Raider	Cosmopolitan, items from various cultures, slave pens
2	Trader	Markets, bazaars, roads or channels, shops
3	Scholarly	Observatories, libraries, laboratories, academies
4	Religious	Temples, shrines, ritual artifacts, offerings of resources or sacrifices
5	Decadent	Torture chambers, drug dens, arena pits, harems, brothels
6	Agricultural	Aqueducts, terraces, sunlight, hanging gardens
7	Noble	Wealthy, ornate architecture, artwork and statues, massive buildings
8	Gang	Graffiti, unique culture, secret passages, hidden areas
9	Warrior	Armories, barracks, training grounds, obstacles courses, defenses
10	Capital	Seat of the government, palaces, oratory chambers, monuments

D10 APOCALYPSE/HARDSHIP

1	Invasion	Destruction by another civilization
2	Unrest	The population is tearing itself apart
3	Natural Disaster	Storm, earthquake, fire, flood, etc
4	Contagion	A disease or virus devastating the population
5	Economic	Trade routes change or resources dwindling
6	Civil Warfare	Divided factions throughout the site constantly at war
7	Terrorism	An individual or faction causing fear
8	Infertility	Lack of procreation leading to a decrease in population
9	Famine	The population is starving to death
10	Insanity	A portion of the population somehow going insane

D10 TECHNOLOGY

1	Primitive	Stone Age, Hunters and Gatherers, Tribal Villages
2	Archaic	Agriculture, Monoliths, Early Civilization
3	Classical	Bronze, Iron, Crude Machinery, Advanced Architecture
4	Medieval	Feudalism, Dark Ages, Crusades, Steel
5	Renaissance	Age of Discovery, Exploration/Colonization, Baroque Art, Crude Firearms
6	Industrial	Industrial Revolution, Steam Technology, Factories, Airships, Trains, Guns
7	Nuclear	Fossil Fuel Pollution, Plastics, Radios, Tanks, Jet Aircraft, Automobiles
8	Cyber	Personal Devices, Advanced Communication Networks, Drones, Robotics
9	Interplanetary	Orbital Space Stations, Interplanetary Travel, Space Mining, Cryosleep
10	Interstellar	Wormholes, Warp Drives, Energy Weapons, Capital Ships

D10 SIZE

1 to 2	Village
3 to 4	Town
5 to 6	City
7 to 8	Metropolis
9 to 10	Megacity

WILDERNESS

D10 ENVIRONMENT D10 HAZARD D10 LANDMARK

1	Wasteland	1	Acid	1	Vantage Point
2	Volcanic	2	Electrical Surges	2	Lair
3	City	3	Radioactivity	3	Resource Node
4	Mountainous	4	Vacuum	4	Natural Formation
5	Grassland	5	Poison Fumes	5	Marker
6	Forest	6	Gravity Anomaly	6	Trade Route
7	Jungle	7	Chemical Flood	7	Campsite
8	Swamp	8	Explosives	8	Monument
9	Ocean	9	Temperatures	9	Sacred Ground
10	Subterranean	10	Creatures	10	Battlefield

D10 LOCATION TYPE

1 to 3	Weird Object
4 to 6	Ruins
7 to 9	Wilderness
10	Civilization



CREATURE GENERATOR

Use the following tables to create strange creatures.

D10 FORM

1	Jellyfish
2	Amorphous
3	Serpentine
4	Fish-like
5	Plant
6	Insectoid
7	Quadruped
8	Avian/Saurian
9	Slug/Snail
10	Humanoid

D10 MOVEMENT

1	Fly/Glide
2	Swim/Burrow
3	Float/Levitate
4	Drag/Crawl
5	Swing/Climb
6	Jump/Hop
7	Sprint/Run
8	Gallop
9	Slither
10	Teleport

D10 FLESH

1	Feathers
2	Fungal
3	Slimy
4	Spines
5	Carapace
6	Scales
7	Fur
8	Transparent
9	Cilia
10	Human-like

D10 ABERRATION

1	Parasites
2	Talons/Claws
3	Fins/Gills
4	Bone Spurs
5	Tail
6	Wings
7	Hooves
8	Bio-luminescence
9	Multiple Limbs
10	Tentacles/Pseudopods

D10 SIZE

1 to 2	Small
3 to 4	Medium
5 to 6	Large
7 to 8	Massive
9 to 10	Colossal

D10 HEAD

1	Fangs/Tusks
2	Jagged Teeth
3	Trunk/Long Tongue/Tentacles
4	Eye Stalks
5	Multiple Eyes/No Eyes
6	Horns/Antlers
7	Antennae/Bristles
8	Crest/Hood
9	Pincer-like Mouth
10	No Head

D10 DAMAGE DELIVERY

1	Organic Projectile
2	Bio-electricity
3	Miasma
4	Sonic Blast
5	Constrict
6	Pierce
7	Slash
8	Slam
9	Control Environment
10	Psychic

D10 SPECIAL ABILITIES

1	Create Minion	May create an Easy Adversary each turn.
2	Poisonous	Deals Poison damage(causes Doom) and/or cannot be eaten(causes death).
3	Telepathic	May communicate with other beings despite language barriers, and attack remotely.
4	Multiple Attacks	May perform an additional attack each turn.
5	Invisibility	Can become invisible in some manner.
6	Escape	Can remove itself from combat in some manner.
7	Become Impenetrable	Cannot perform any actions, but also cannot be damaged by weapons until next turn.
8	Regeneration	Can heal to maximum life each turn.
9	Undead/Skeletal	Vital body parts are no longer vital. Can't be killed, must be destroyed.
10	Possession	Can control another creature or character to perform one action each turn.

