

Diesel Empire, v14.0.0-alpha

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Creating Characters

They are born.

Pick your character's species. Your choice will give your character a set of starting *Traits*, but you'll be able to pick up more Traits as your character develops.

Human

Prolific. Over-confident. Stubborn. Except for the elven *Silohain*, humans have a significant presence in every kingdom. Of all the Gods-touched species, humans are probably the majority, and they are easily the species with the most political and economic influence.

Traits:

- **Social Dominance** - Every major city in the world accepts the North Gilder as a currency, and almost everyone in these cities can, at least crudely, communicate in the human language of *Northword*. Also, since most of the industries are controlled by humans, modern devices and equipment are generally designed for human users.

Elves

Dogmatic. Magical. Ancient. Elves were the first species to be Gods-touched more than 200,000 years ago. They founded the first schools of science, magic, and philosophy, and these founding texts still form the fundamentals of modern academia.

Magic became a central tenet of elven societies nearly a 100,000 years ago, and their mastery of magic allowed the elves to rule virtually unopposed for 90,000 years, unifying and maintaining order among the rest of the younger Gods-touched species, until the *Fae* nearly wiped all civilized societies in the *Ascendancy Wars*.

The *exclusively* elven controlled kingdom of the *Silohain* still maintains a huge amount of influence as a founder of the Grand Ascendant Kingdoms, but they are no longer the sole world power.

Traits:

- **Magical Senses** - Elves are naturally attuned to magic and are able to naturally sense magical energies, perceiving magic in a way similar to a sense of smell. This *does not* give an elf the ability to cast spells as an **incantation**.
- **Slow Aging** - Elves live a long time (500-800 years or *longer*), because their aging is *slowed*. An elven pregnancy can last for up to five years, and it takes at least a *century* for an elf to reach adulthood. This is why elves prefer living in established elven communities.

Orc

Expansive. Powerful. Stubborn. Orcs evolved throughout the plains and steppes of the Eastern Expanse, where they continue to maintain *total* control. They were Gods-touched alongside humans, around 120,000 years ago, and are almost as numerous as humans. They are a major presence in every kingdom outside the *Silohain*.

Hardened tribalism and long-standing rivalries have kept orc societies from attaining the same level of power as humans and elves, but orcs as a whole rival humans in terms of influence and presence in the world.

Traits:

- **Strong** - Orcs are renowned for their physical strength and are naturally stronger than the average human.

Halflings

Patient. Diplomatic. Friendly. Halflings are the demi-Fae who were born during the Ascendancy Wars, nearly 8,000 years ago.

Though there are no major halfling nations, halflings have kept their Fae ancestors from obliterating the world for thousands of years by maintaining a peace with The Veil and the Fae. By all accounts, the Fae only tolerate the existence of this world because of their half-cousins.

Traits:

- **Small** - Halflings never get bigger than four or five feet and are always lighter and weaker than the average human.
- **Demi-Fae** - Halflings *usually* look like smaller humans or elves but halflings have a wide range of vestigial physical traits that come from their Fae ancestry. They are also able to sense the presence of other Fae and demi-Fae as a natural intuition.
- **Otherworldly** - The Fae nature of the halflings means that they care very little for worldly power or wealth, and their goals and motives can be highly unusual.

Dwarves

Productive. Generous. Loyal. Evolving to Gods-touched from deep within the mountains of the *Essian* Range, the dwarves have formed largely isolated, but peaceful societies in the last 12,000 years, even integrating the outcast *Lorrash* and *Koto Harrain* orcs into dwarven societies.

Though dwarves defended themselves from the Fae, their isolated societies kept them from being too deeply involved in the Ascendancy Wars.

Dwarves have a special kinship with saurians, whose medicines and ingenuity helped to stop the Firehand Plague, which nearly wiped out the dwarves 2,000 years ago.

Traits:

- **Short** - Dwarves are usually only about four feet tall, and never taller than five feet.
- **Muscular** - Though shorter, dwarves have a very *dense* musculature which makes them as strong and as heavy as an average human.

Saurians

Strange. Respected. Isolated. Though saurians are a relatively young species, Gods-touched only 80,000 years ago, they have been able to achieve the same level of scientific and philosophical achievements as the ancient elves, and have begun to surpass elven academics in the past century.

Saurians, like the dwarves, were not badly affected by the Ascendancy Wars, which allowed them to create a stable and thriving civilization in the swamps of the Southern Expanse.

The saurians also have a long-standing relationship with the dwarves. After saurian doctors saved the dwarves from the Firehand Plague, dwarven experts and materials helped the saurians raise their empire from the swamps and muddy coasts.

Traits:

- **Abstract Thinker** - Saurians have a unique brain structure and thought process.
- **Cold Blooded** - Saurians require less food to survive (preferring large, infrequent meals), but they also are unable to *naturally* regulate their body temperature and sudden temperature changes can be *harmful*.

- **Amphibious** - Saurians are able to *safely* breath underwater for a little under fifteen minutes and roughly twenty minutes in an *emergency*.

Goblins

Curious. Ancient. Underestimated. Goblin labor helped to build the *First World* and the *Ancient World*, and they have been witness to every great fall for the last 200,000 years. Their history is as long as the elves, but goblins have never held any significant power. Instead, they have quietly co-existed in the margins with humans, elves, and orcs, living in peaceful, isolated, communities.

Goblins have begun to see a renaissance in the last few centuries. Several *key* archaeological and scientific discoveries in the past century have been made by goblins, whose infamous *stubbornness* has driven them further than any other explorer or researcher.

Traits:

- **Small** - Goblins are small, never exceeding more than four feet. This makes them much lighter, but also much weaker than the average human.
- **Stubborn Survivors** - Goblins can survive on miniscule amounts of food and water in very extreme conditions.
- **Extreme Immunities** - Goblins *can* get sick and are weakened by infectious diseases, poisons, and *radiation*, but only *very old* Goblins (80 years or more) actually *die* from these causes. Sadly this has made Goblins a favored subject for magical and scientific experimentation, both *voluntary* and *involuntary*.

They grow up.

Your character develops *one* additional Trait as they grow into adults. Traits are innate attributes that have a strong influence on your character. *Agile, strong, precise, small, creative, technical, wise, impulsive, beautiful, confident, witty, stubborn, brave, determined,* and *selfish* are all examples of Traits.

Special Traits

Magical Attunement - Your character is able to innately sense and manipulate magical energy. This allows the character to cast spells as an **evocation**, without the need for a prepared **ritual**. This also gives them the ability to sense magic, similar to a sense of smell.

They gain some baggage.

Your character starts with *one* Background as a starting point.

Backgrounds describe your character's general experience and history and helps decide what **contacts** and **resources** your character can access during the story. Backgrounds also provide a **broad set of basic abilities**. A character with the *Scholar* background would have a *basic* grounding in science, philosophy, history, and general academics, and might have access to university labs, research, and government grants.

Backgrounds

- **Arcane.** Trained alongside ancient masters in various schools of magic, arcane scholars have a deep well of magical knowledge and practice that they seek to teach and expand.
- **Criminal.** There are eleven *trillion* North Guilders in the global economy, and four *billion* beings with *vices* and *needs*. The demand for illicit goods and services has created a criminal class powerful enough to rival some Royal Families.
- **Espionage.** In the modern world espionage has become much more important and much more complicated. The Ascendant Kingdoms are now as vulnerable to a well-placed spy as any other kingdom or state, and the most terrifying conflicts today are fought and won through stolen secrets.

- **Fixer.** Kings and Princes are no longer the sole arbiters of power, and individuals who can creatively wield the law and leverage political capital are rapidly building their influence in the shadows.
- **Gilded.** The Gilded are universally feared. They are not honor-bound by laws and traditions of The King's Oath, but are rich enough to do whatever they please. They are the New Powers who are devouring the Ancient Courts, one Guilder at a time.
- **Private Sector.** The merchant class has flourished in the power vacuum caused by The Great War, offering services that have even replaced Court and government institutions.
- **Ranger.** While the world is rapidly modernizing, vast parts of the world are still completely untamed. Old World rangers are still in high demand as the new world pushes against the open wilderness.
- **Royalty.** The world is changing, but Kings and the Royal Families still hold all of the power. Modern royals are instilled with a deep sense of tradition and royal decorum, but have a broad understanding of modern politics, business, and culture.
- **Scholar.** Knowledge, both old and new, has been key to unlocking the modern world. Scholars spent their time teaching and advancing the boundaries of science, philosophy, and history.
- **Soldier.** Professional soldiers have become much more prominent in the few decades since the *Grand War*. The art of war is constantly changing now, and only the most dedicated warriors will be able to survive and win the coming conflicts.
- **Technical.** The world is rapidly modernizing and industrializing and there is an enormous demand for experts who can be on the *ground* to help build and maintain very complex technical systems.
- **Watch.** Law enforcement has become increasingly more complex as the absolute rule of Kings and Princes has begun to dissolve. Active members of the Watch uphold the laws and attempt to maintain order, while former members become bounty hunters or freelance sheriffs.

They have some real experiences.

Your character gets **five points to spend on Abilities**, which represent your character's *specific* skills and talents. **Abilities cost one point per rank**, and a character cannot start with more than **five ranks** in an Ability.

Abilities

- **Academics.** General knowledge in science, history, economics, and culture, and the skills to stay up to date on these topics.
- **Alertness.** The ability to detect danger or surprises in an environment.
- **Arcana.** General knowledge about the foundation, history, and mechanics around magic, and the modern interpretations of this knowledge.
- **Authority.** The ability to assert command through inspiration or intimidation.
- **Athletics.** Physical ability, like running, jumping, and lifting.
- **Back Channel.** The skills and connections needed to obtain high-level state or Court resources and information.
- **Culture.** The ability to deftly and elegantly navigate polite and fashionable societies.
- **Close Combat.** Fighting and surviving combat with guns, knives, clubs, and fists in close quarters like streets or inside buildings.
- **Driving.** The ability to drive land vehicles, navigate, and deal with the hazards of the road.
- **Electronics.** The skills needed to understand, build, and modify electronic systems. Quickly becoming a modern cornerstone.
- **Grit.** The ability to overcome basic urges and instincts, like fear or rage.
- **Influence.** Changing the beliefs and perceptions of others.
- **Interrogation.** The ability to extract information from a reluctant source.

- **Investigation.** Finding and connecting clues and information to discover a hidden truth.
- **Martial Combat.** Combat with ancient weapons like swords, bows, shields, and advanced unarmed combat.
- **Mechanics.** The skills needed to understand, build, and modify mechanical systems, and the underlying physical sciences.
- **Medicine.** The knowledge needed to care for injuries and disease.
- **Security.** The general ability to bypass electronic or conventional security measures.
- **Sniper.** The art of taking long-range precision shots from a concealed position.
- **Stealth.** The ability to hide from an observer.
- **Survival.** The training and instincts needed to endure, and thrive in extreme conditions and environments.
- **Tracking.** The ability to follow a target using physical cues.
- **Underground.** The connections and experience to navigate criminal networks and the black market.
- **Vigor.** General health and ability to endure disease, poison, and extreme conditions.

Magical Abilities

Magical Abilities work the same way as regular Abilities, but in order to cast spells *without* a prepared ritual, a character needs to have the **Magic Attunement** Trait.

- **Anatomancy.** An offshoot of the ancient *Necromancy* school, these rituals allow a mage to read the anatomy of living beings and treat any trauma or disease. These rites can also be used to *alter* the anatomy of a being.
- **Astral.** One of the most dangerous schools, Astral rituals allow the mage's consciousness to leave the physical confines of their bodies. In astral spaces, a mage is able to instantaneously travel and perceive any physical location, but this also affects a mage's perception of time. Some mages spend years in the astral, while their bodies have only experienced seconds, but in other cases comatose mages have withered and died without ever regaining consciousness.
- **Conjuration.** The ability to summon spirits, golems, and elemental creatures from this plane of existence. This is a highly regulated Art since it is possible to summon *otherworldly* creatures, but those rituals are forbidden, and these mages are usually *captured* and *executed* by the *Tolsci* of the Silohain.
- **Destruction.** A side-effect of Alchemical schools, Destruction rituals allow for a caster to break the atomic bonds of a substance and reduce it into component elements. Complex and stable substances require a lot of effort to break down.
- **Elemental.** The ancient ability to manipulate natural forces and elements, like the weather and environment.
- **Illusion.** Built on the nearly extinct school of *Domination*, the Illusion school manipulates the *perception* of a target. A skilled practitioner can create illusions that are indistinguishable from reality, even influencing other Illusionists.
- **Mecharcana.** Derived from the principles of *Necromancy*, Mecharcana allows a mage to understand mechanical or electronic systems and restore them to a working state. These rituals do not allow a mage to conjure new parts or materials, so a badly damaged system *could* be restored, but not to full capacity.
- **Mentalist.** An art that has its roots in Oracle magic, these rituals allow a caster to see the thoughts and memories of others. Skilled Mentalists can perceive thoughts in *real-time*, experiencing the moment through the senses of their subject.
- **Probability.** A refined version of the Divination school, a mage is able to predict the outcome of an action or series of actions. The *accuracy* of a ritual is greatly diminished if the mage wants to *influence* the future, and while some Probability mages have claimed to have been able to change their fates it is impossible to know if that is the truth, or if there was a fault in their ritual.

- **Transmutation.** The modernised version of Alchemy, Transmutation rituals allow for basic elements to be rendered into more complex substances. This always requires raw materials, which is why these rituals are sometimes paired with Destruction rituals. This school has resulted in the greatest changes to society, creating the first diesel fuels, plastics, and complex alloys and compounds that are the building blocks of modern society.

Today.

Your character gets *three* points to spend on extra Traits, Backgrounds, and Abilities. Each additional Trait or Background costs *one* point and Abilities cost *one* point *per rank*. A character cannot start with more than *five* ranks in an Ability.

For *each* Background, pick:

- **One starting contact** that your character has cultivated. Describe this contact's relationship with your character.
- **One special resource** that they possess that is not generally available to the public. This could be physical equipment, but it might also be *access* to special facilities, or *secret* knowledge.

Playing the Game

The Deck

You'll need a regular **52-card Poker deck**, *with both Jokers*.

Anytime the deck runs out of cards, the GM takes all of the discards and shuffles them back into the deck to create a *new* deck.

The Starting Hand

Each player gets five cards at the beginning of the game. The GM does *not* get a hand.

The Check

The GM can call for a Check whenever the *outcome* of a character's action could have a *significant* impact on the story. A *Check* would be appropriate if the character is trying to lie to *save a life*, but is not needed if they are just lying to get into a *club*.

The GM can also call for a Check if any of the characters' *Traits* or *Trauma* has an impact on the story. An *honest* character might need a Check to tell an *effective lie*, and an *Impaired* character might need a Check to jump over a gap.

The GM might skip a Check if a character's *Traits* or *Backgrounds* are sufficient. People are more trusting towards *beautiful* characters, while *scholars* might just *know* an answer from their research.

Step 1: The Stakes

The GM draws one to four House cards from the deck and plays them face down. The number of cards the GM draws is based on the level of *impact* the action has on the story. A character's *Traits* should also affect the number of cards drawn: a *small* character has an advantage while *hiding*, but has a disadvantage if they have to *climb over a wall*.

Impact

| | Cards |
|--|--------------|
| Low. An action that has short-term consequences, but poses little risk. | 1 |
| Hard. An action that has short-term consequences that could change how the character acts in a scene. | 2 |
| Severe. An action that has long-lasting consequences might change a character's place in the story. | 3 |
| Extreme. An action that will change the course of a character's arc in a story. | 4 |

The GM also picks a *Consequence*, which sets the *suit* of the Check. The GM *does not* have to reveal any specifics, but the player does need to know the *suit* of the Check.

Consequences

| | | Suit |
|------------|---|---------|
| Stalemate | Nothing changes. No one learns anything new, the engine is still broken, and opinions remain unchanged. | Spade |
| Escalation | The threats facing a character <i>increase</i> . This does not have any <i>immediate</i> effect, but it makes future actions more dangerous: a crack gets worse, allies become resentful, or information becomes unreliable. These threats might also be <i>hidden from the character</i> : a loose bolt in the undercarriage, secret suspicious, or obscure knowledge. | Club |
| Danger | The character's failure creates an <i>immediate threat</i> : a critical part fails, someone flies into an outrage, or the character's grip <i>fails</i> . The character is not <i>harmed</i> , but they are <i>not safe</i> . While the character is <i>unharmed</i> , others might suffer. Allies might be hurt or killed as part of this Consequence. | Diamond |
| Harm | The character is <i>actually injured</i> . The character is seriously harmed by the dangers associated with this Check and they <i>gain at least one level of Trauma</i> . <i>Psychological</i> damage can also inflict Trauma. | Heart |

Step 2: The Play

The player plays *one card from their hand*. They *do not* have to play a card that belongs to the suit of the Check.

Instead of playing a card from their hand, the player can draw and play *one card from the deck*.

A character's Abilities, Traits, and Backgrounds affect a card's score:

- Add the Ability *rank* if the character has a relevant Ability.
- Add *one* if there is a relevant Trait.
- Add *one* if there is a relevant Background.

Only *one Ability*, *one Trait*, and *one Background* can be used for a Check.

Jack, *Queen*, and *King* have a score of 11, 12, and 13, while *Aces* have a score of 14.

Step 3: The Outcome

Reveal the *House cards*. The character's action *succeeds* if the player's card beats the *highest value House card*. In the case of a tie, the character *fails*. If the House reveals a *three* and a *seven*, the player needs an *eight* to succeed.

Cards that match the suit of the Check *always beat non-matching cards*. During a *Danger* Check (*Diamond*), a *two of Diamond* will beat an *ace* from any other suit.

Jokers beat any other card regardless of *value* or *suit*.

If the character fails, the GM narrates the *Consequences* of their character's actions.

Once the outcome has been resolved, all of the cards are discarded, and the story continues.

If the player is out of cards at the end of the Check, they can draw a *new hand* of *five cards*, minus *one card for each level of Trauma*.

If a character is *Harmed* during a Check, the player *does not lose any cards from their hand*. Trauma only affects the hand size when *new cards* are drawn.

Magic Foundations

Magic Checks use the same rules as normal Checks, but there are a few things that can affect *consequences* of a Magic Check.

Magic is the manipulation of the natural order. Spells that go with the natural order tend to be *easier* to cast. Spells that *heal* wounds are easier to cast than spells that *cause* wounds (flesh wants to stay *intact*), but on the same token, spells that *remove diseases* are more difficult than spells that *cause wounds*, because a broken bone is a *possibility*, but *Stage Four Cancer* does not simply *disappear*.

Practitioners shape their magical effects by using well-practiced rites to pull energy from local space-time, and alternate realities. The risks associated with casting a spell come from *regulating* and *controlling* this energy over a *fixed* amount of time. Any effect is possible with *unlimited* casting time, but most mages have to work on a *deadline*.

The higher the risk, the more dangerous the Consequences. Most often this either results in a **corruption of the spell effect**, or **losing control of the magical energies**, or **both**, which can have an effect on the *caster* and their *environment*.

There are two ways to shape magical energies:

- **Evocation** can produce powerful effects in just a few minutes, or even *seconds*. **Evocation requires the *Magical Attunement Trait***, but allows a caster to pull magical energy *directly* from the universe, and requires *no* preparation (just *skill*). This puts the caster at significant *personal* risk, but the ability to cast rites via *evocation* is highly *coveted*.
- **Rituals** are the *oldest* form of spell casting, and can be **performed by anyone**. Rituals are the most stable ways to cast a spell, but can take *hours*, *days*, or even *years* to complete and require significant preparation. The *longer* a ritual is performed, the *lower* the risk, and the more *powerful* the effect.

Spell casters can employ **Sacrifices** or **Foci** to aid in evocations or rituals:

- **Sacrifices**, *material* or *living*, provide an *instant* source of energy that can be consumed, which makes spells *easier* to cast and *safer*. The effectiveness of a sacrifice depends on the value of the sacrifice. A raw diamond is a good sacrifice since it is dense, *ancient* matter, but a character's *heirloom wedding band* is a more *substantial* sacrifice since it is *unique* and contains *living memories*.
- **Foci** or **totems** make a spell *safer* to cast by providing familiar *channels* for the caster. They are always tied to a single spell, or a set of spells that have extremely *similar* effects, and while this limits their use, foci and totems are *reusable*. Foci and totems are often used in conjunction with *simple* rites to ensure consistent and sustainable effects: ER Anatomancers will use *foci* in triage to simply *stabilize* patients.

The Forbidden School

Portal magics are *known* but there are no *public* practitioners and teaching this knowledge is *forbidden*. Portal rituals allow a mage to cut through reality and bypass physical distances, but it is also possible to simply cut through reality into *other worlds*, which is what triggered the *Ascendancy Wars* with the *fae*.

The Tolci of the Silohain have *publicly* attempted to wipe out all traces of this school over the centuries, and while no major Portal school exists, practitioners of these rites do appear.

Special Checks

Combat Checks

Violent conflict is handled through Checks, just like any other action, though *Harm* and *Danger* Checks will probably be more common.

If the *order of combatants* needs to be established, the GM decides the order based on the scene and each character's *capabilities*. A player can ask to act *earlier*, but the GM will probably ask for a *Check*.

Background Checks

A player can ask to see if their character's *background* can help out their character. This might be calling in favors, getting better equipment, or even finding important contacts. The nature of these resources depends on the background.

Equipment Checks

Sometimes the *character* is better qualified than the *player* to pick their equipment. If it is *unclear* if a character has an essential piece of equipment, the player can ask for an *Equipment Check*, which determines if the *character* thought to bring the equipment.

This is a *normal Check*, but any *consequences* from the outcome are narrated as a *flashback*, which can have an effect on the *current* scene.

Trauma

Whenever a character is *Harmed*, the GM decides how many *Trauma* levels the character gains, which has an effect on the player's *hand size*, the state of their character, and how their character *recovers*.

| Trauma Level | | Hand Size |
|---------------|---|-----------|
| Strained | The character has minor issues, but it's enough to affect their abilities. | 4 |
| Impaired | The character has trouble focusing, but they can still function. | 3 |
| Injured | The character now needs medical attention . | 2 |
| Debilitated | The character has grievous injuries, but the character is still conscious . | 1 |
| Incapacitated | The character has succumbed to their trauma and is unconscious . The character is at a pivotal moment in their story , and while they may <i>not</i> be dead, they are <i>dying</i> . | 0 |

Crossroads

When a character is *Incapacitated*, the player must decide if their character's story is going to continue.

If the player wants to continue, they must narrate how the character is able to survive, and the GM gives the character a *new Trait* based on the character's injuries.

If the player *does not* want to continue, they must narrate how their character exits the story. This does not have to be a *death scene*, but they are no longer part of the story.

The player *always* gets a choice when deciding a Crossroads, even if an injury is *grievous*.

If the character reaches a Crossroads a *second time*, the GM decides the fate of the character, but the player still gets to narrate if their character exits the story.

The character *always* exits the story on the *third* Crossroad. They have just seen too much at that point, and the player narrates how they leave.

Treating Trauma

If a character is *Strained* or *Impaired* they can recover **one level** through rest and sleep. A character that is *Injured*, *Debilitated*, or *Incapacitated* requires *medical attention*.

If an **Injured** or **Debilitated** character is left *untreated*, the GM can ask for a *Harm* Check to see if the Trauma gets worse.

Weapons And Armor

Weapons

Strength is the number of injury levels a character suffers if they are hit with this weapon. The GM can change this value depending on the situation: *glancing* hits should be *less* severe.

For hand weapons, a character's Traits *might* increase the Strength of a weapon.

| Weapon | Strength |
|---|----------|
| Fists. Still the most popular fallback, especially with orcs and dwarves. | 0+Traits |
| Combat Knife. The classic. | 2+Traits |
| Long Sword. The mainstay weapon of the Silohain. | 4+Traits |
| Spear. Also widely used by the Silohain. | 3+Traits |
| Longbow. Aside from magic, this is the main ranged weapon of the Silohain. | 3 |
| 9mm Pistol. Most civilian pistols. | 3 |
| .45 ACP Pistol. Heavier firepower, but sometimes harder to manage. Very popular in civilian markets. | 3 |
| 5.56mm Combat Rifle. The kind of rifles favored by armies of the Ascendancy. | 4 |
| 7.62mm Combat Rifle. These heavier rifles are favored by the militaries of the orc nations, but also by Bonethorne Port and the Dwarven Compact. | 5 |
| 30.06 Sniper/Hunting Rifle. Used in both civilian and military arenas. | 5 |
| 14.7mm Sniper Rifle. An anti-vehicle class of weapon used in many militaries. | 6 |
| Hand Grenade. Now a common part of military equipment. | 6 |

Armor

Strength reduces the amount of injury the character is about to suffer. If the weapon Strength *matches* or *surpasses* armor Strength, then **subtract one** from the Strength of the armor.

| Armor | Strength |
|---|----------|
| Ballistic Leather. Synthetically strengthened leather that a lot of survivalists wear. | 2 |
| Plate Armor. Steel chest armor that some kingdoms still field. | 3 |
| Elven Plate. Magically enhanced steel armor which is as light as aluminum. | 3 |
| Class IIa Kevlar. The kind of protection commonly given to watch members in major cities. | 3 |
| Class IIa KevFlex. Magically strengthened Kevlar, which makes it light enough to be woven into plain clothes. Worn by special watch members. | 3 |
| Combat Armor. Stiff laminate cloth with a steel plate backing. This is what is used by most militaries due to its low cost. | 3 |
| KevFlex Infantry Armor. Light and flexible KevFlex with ceramic inserts, which is rarely fielded by any military beyond Bonethorne Port and the Huxlon Republic. | 4 |
| KevFlex Combat Armor. Heavy KevFlex with ceramic inserts, which is rarely fielded even by Bonethorne Port and the Huxlon Republic due to its weight and cost. | 5 |

Feedback

Thanks for picking up this game and taking a look! If you played in one of my playtests then *very extra* special thank you! *Diesel Empire* is in very early development, and I would absolutely love your feedback if you have any, especially if you decide to take this home and play it with your friends as the GM! Please send any feedback to jlee@uptoolategames.com.