WETSUIT™

THE OFFICIAL ROLE-PLAYING GAME OF THE HIT TELEVISION SERIES!

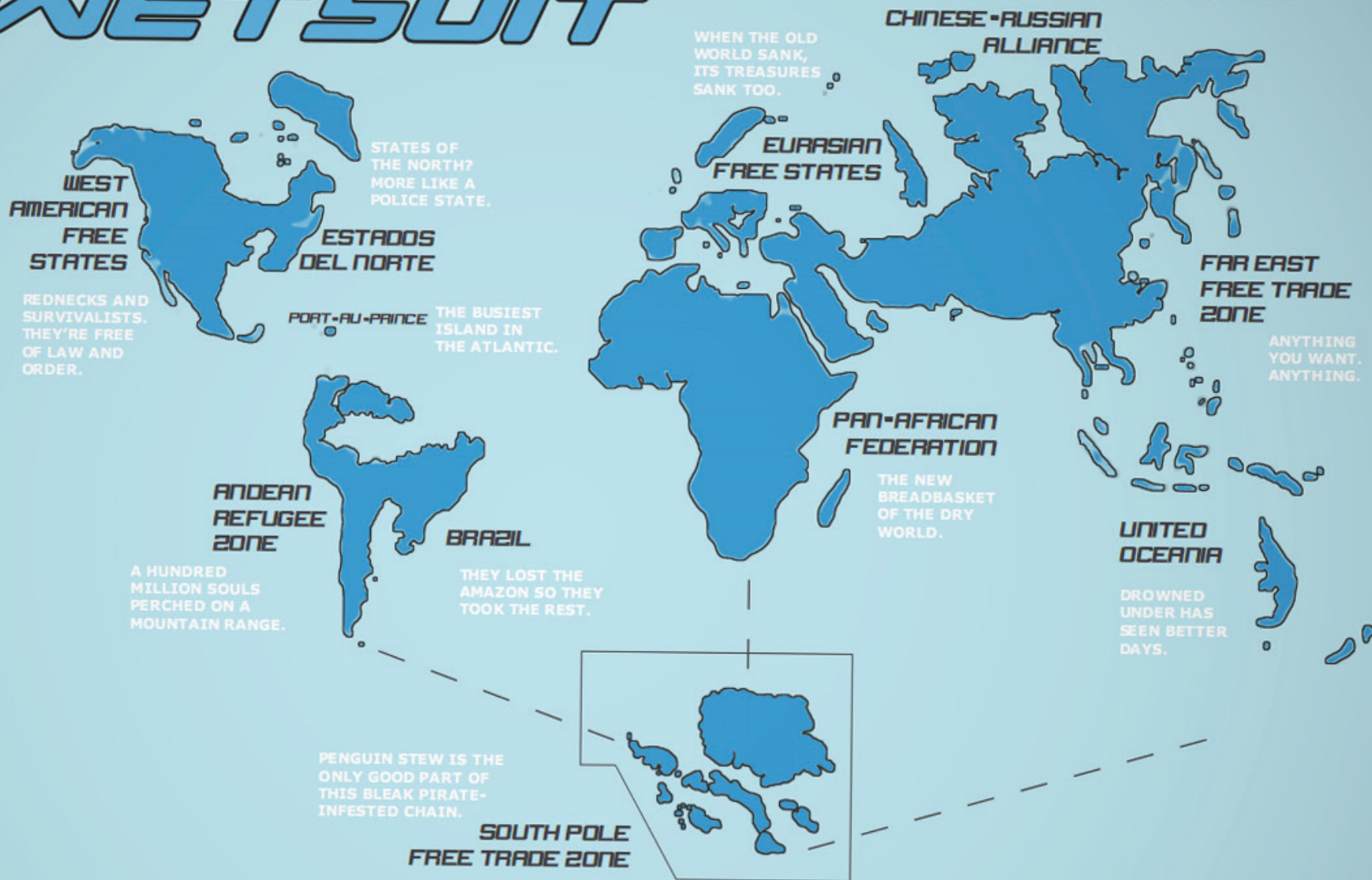# WETSUIT™

WETSUIT™

TWO DESPERATE POWERHOUSES FORCED TO COOPERATE FOR DOMINATION.

CHINESE-RUSSIAN ALLIANCE

WHEN THE OLD WORLD SANK, ITS TREASURES SANK TOO.

EURASIAN FREE STATES

WEST AMERICAN FREE STATES

REDNECKS AND SURVIVALISTS. THEY'RE FREE OF LAW AND ORDER.

ESTADOS DEL NORTE

STATES OF THE NORTH? MORE LIKE A POLICE STATE.

PORT-AU-PRINCE — THE BUSIEST ISLAND IN THE ATLANTIC.

FAR EAST FREE TRADE ZONE

ANYTHING YOU WANT. ANYTHING.

PAN-AFRICAN FEDERATION

THE NEW BREADBASKET OF THE DRY WORLD.

ANDEAN REFUGEE ZONE

A HUNDRED MILLION SOULS PERCHED ON A MOUNTAIN RANGE.

BRAZIL

THEY LOST THE AMAZON SO THEY TOOK THE REST.

UNITED OCEANIA

DROWNED UNDER HAS SEEN BETTER DAYS.

PENGUIN STEW IS THE ONLY GOOD PART OF THIS BLEAK PIRATE-INFESTED CHAIN.

SOUTH POLE FREE TRADE ZONE

Pollution, global unrest reach highest levels ever recorded.

Ozone hole covers Australia.

IRA detonates nuclear device in London. European conscripts wage Expansion Wars.

Antarctic ice begins melting. Officials secretly construct hidden safe zones.

Global flooding kills and displaces billions. Food Riots begin. *Beacon* launched.

Megastorms sweep planet. Air and sea travel nearly impossible.

Governments collapse worldwide. *Beacon* crew adopts own charter.

Mexico absorbs ruins of eastern United States.

Pan-African cartels, Yellow Sails and CRA engage in India War.

1999   2002   2005   2006   2008   2009   2012   2013   2015

What is a role-playing game?

The easy answer is that a role-playing game (or RPG) is a game played as a team, using your friends' imaginations to create the excitement and these rules to make sure that everyone has an equal chance to participate and interact in a group-made story.

To begin, you will need at least two people: one to be the Game Master (the person who plots the course of the game and introduces other characters), and at least person to control a character in the game (called a player character). You can play the WETSUIT™ Role-Playing Game® by yourself, but it's more fun with friends! We recommend at least two players (plus the Game Master), but not many more than five or six. Three or four players is a good number for a first-time Game Master.

Every player can make their own character using the rules found later in this book. This character is a made-up person who lives in the futuristic, post-apocalyptic world of 2018, as seen in the WETSUIT™ television show. The Game Master's job is to decide what kinds of dangers and problems these characters face during their time aboard the *Beacon*™.

Once all of the players have made their characters, the Game Master sets the scene by describing what is currently happening at the beginning of the game. The players decide how their characters react to the situation. The Game Master controls all of the other characters aboard the *Beacon*... and every other character in the world!

In the following example, three players and one Game Master are making up a scene. Marie and Luke are playing characters from the show, and Jeremy is playing a new character he created just for the game: a former pirate who was kidnapped and used for experimental research by the sinister Yellow Sails corporation.

Steve (Game Master): The *Beacon* hums along, bound for Port-Au-Prince to unload a stock of food recently brought in from Africa. The crew is excited, since it means they'll get paid. What are you three doing?

Marie (Samantha Yang): Samantha is trying to finish up some last-minute research before they make land, although it's hard with all the noise from the excited crew in the hallways.

Jeremy (Clive Edwards): Hmm... Clive is probably suckering some of the crew at a Chinchirorin game in an out-of-the-way area somewhere.

Luke (Marseille): Marseille is playing the game with Clive and the other lowlifes.

Steve: All right, Clive, Marseille, and three other crew members are huddled in the shadow of the food crates being delivered, playing dice. Across the hall, Samantha is carefully extracting genetic matter from that strange organism you found last week. Just as she reaches a crucial stage, and just as Clive is about to tell the others to pay up, the ship shudders and the lights go out!

Jeremy: Clive scoops up all the coins he can during the blackout.

Luke: Marseille pulls out his flashlight and uses it to find his way into the hallway. If there's anyone else in the hallway, he'll ask them what's going on.

Marie: Samantha shouts a curse in Cantonese and feels her way out into the hallway.

Steve: The two of you meet in the hall, but just as you ask each other "What's going on?" in unison, the ship groans and tilts to one side, throwing everyone to the wall! The *Beacon* is sinking!

Jeremy: Clive maneuvers his way out of the cargo hold to join the others.

Steve: It's tough; the Beacon is tilted so Clive has to climb up the floor a little bit to reach the doorway. He still gets there before anyone else in the room. Now the three of you are all in the hallway.

Marie: Are we still sinking?

Steve: Oh, yeah. The angle of the floor is a little steeper than it was a few seconds ago...

Luke: Is the power back on yet?

Steve: No, it's still dark. You all know that the Beacon is supposed to have backup systems. In fact, one of the backup generators is close to where you are.

Luke: Marseille sweeps the flashlight beam around the hallway looking for other crew and tells the other two "If the power's out we need to get to the emergency generator."

Marie: Samantha agrees, and tells the other crew members who were gambling with Clive and Marseille to stay and protect the food supplies.

Jeremy: Clive agrees too, and tells the others "Let me go first. I can see in the dark."

Steve: The three of you clamber, slip, and finally manage to make your way to the backup generator on this deck. Between Marseille's flashlight and Clive's genhanced eyes, you can all see that the generator seems to have been sabotaged...

Marie: Samantha frowns and says "No wonder it didn't turn over." Can we tell what needs to be repaired?

Steve: Sure, but just as Samantha says that, Marseille sees a form rise out of the shadows behind the generator! The flashlight illuminates it and you all see a figure in a black bodysuit. A high-tech mask obscures the face, but the dart gun in his hand is plainly visible! He raises it at Marseille and takes aim at him...

Luke: Marseille lunges forward, hoping to catch him off-guard and get that gun away from him.

Steve: OK, that sounds like a Wetsuit-based conflict, and it will be Tough, so you need to beat a 6. What do you have?

Luke: Let's see... Marseille's Wetsuit rating is 4. He also has the Cage Fighter trait. Can I use his Leaps Before He Looks trait for being impulsive?

Steve: I'll allow it, but that's only six. Got anything else?

Luke: Not really. Can Marie or Jeremy help me? I only need one more trait.

Jeremy: Can I use my Fish Eyes trait to sneak around them in the dark and club the other guy on the head?

Steve: Sure. Marseille throws himself forward, but the masked figure is too quick and leaps backward; you all hear the quiet "pft" of the dart as the shot goes wild. He raises the gun for another shot, when WHAM! Clive brings down both clenched fists and the figure drops like a sack of potatoes.

Marie: Samantha points at the generator and tells Marseille "We need to get it running immediately."

Jeremy: Clive pulls the mask off this guy.

Steve: Marie and Luke, getting this generator working is going to be an Expert conflict, and it's going to be Glasses-based, so one of you is going to have to beat an 8. As Samantha and Marseille begin frantically repairing the generator, Clive tugs off the stranger's mask. As he does so, he reveals the face of a woman, not a man, and what's more it's his former pirate crewmate Anya!

Jeremy: Clive asks "What's she doing here?" to himself out loud, and checks her eyes to make sure he didn't scramble her brain with that hit.

Steve: She seems fine, just unconscious. Now about that generator...

WETSUIT™

The year is 2018, ten years after the polar ice caps melted and flooded the planet. Deadly megastorms threaten the last remnants of humanity, but there is hope. Each week at 9 (8 Central) the crew of the *Beacon* patrols the ravaged world, salvaging relics from sunken cities, ferrying relief to impoverished islands in the Midwest, and fighting against would-be tyrants.

The WETSUIT™ Role-Playing Game® uses a trait-based system for conflict resolution.

Your character has four traits based on his background and two other traits of your choice. Traits are descriptive qualities such as Pit Fighter, Assumed Name, War Veteran, or Turncoat. The creative use of traits allows you to succeed where you might otherwise fail.

Your character also has three Bio Readout ratings:

- **Wetsuit:** Physical fitness and appearance. You look good in a wetsuit, and you enter triathlons for fun.

- **Glasses:** Intelligence and mechanical aptitude. You may not always wear glasses, but when aboard the Beacon you tend to put them on when thinking.

- **Haircut:** Social presence and subculture knowledge. You are cool, fresh and totally modern.

In a conflict situation, the Game Master determines a "difficulty number" that must be overcome. You use your Wetsuit, Glasses, or Haircut rating, then add applicable traits. If your total is higher than the difficulty number, you succeed. If you cannot beat the number, you fail and receive a penalty (see page 9).

What is the *Beacon*?

The *Beacon* is the largest submarine ever built, over 320 meters in length. Constructed by the now-defunct United Nations, the vessel was designed to act as a mobile base for combating the piracy and unrest during the Food Riots of 2008-2012. With the advanced artificial intelligence known as CYCORE, the Beacon can be operated with a crew as small as a single person.

After the collapse of world governments, the crew of the *Beacon* swore to uphold their original charter, to deliver aid wherever it was needed, to combat those who would oppress the people of Earth, and to study and learn all there is to know about the oceans.

Seen by heroes and angels by some, the crew members are despised and reviled as pirates and interlopers by many others.

For example, if your character has a Wetsuit rating of 3 and the traits 'Quick to Anger' and 'Ex-Prizefighter', you would begin with the 3 from his Wetsuit rating and add 2 for his traits to punch out another character in the heat of anger.

If the character being punched has more than 5 between his Wetsuit rating and applicable traits, he dodges or is otherwise unaffected. If he cannot meet or exceed your character's total he is knocked unconscious. The other character always uses the same Bio Readout rating that the aggressor used.

The Game Master may introduce scenery traits like High-Tech Computers, Mutant Squid and Well-Guarded. The Game Master will decide who can make use of these traits.

Occasionally, the Game Master may use a character's traits against him. In this event the player may not use the trait (or traits) during that specific conflict.

To begin, decide what kind of character you have in mind. Are you a brawny salvager who recently joined the Beacon's crew, like Marseille, or a former UN scientist-turned-pirate like Ethan Traburn, who rejoined the crew after a long and hostile absence? Perhaps your character is a brilliant but eccentric bio-engineer like Nadya Agpalo. Whatever you decide, be sure to let the Game Master know what kind of character you plan on making.

Once you have a concept in mind, you can begin to flesh out your character with traits. Appropriate traits should be both positive and negative. For example, compare the two traits, 'Strong' and 'Cyborg Arms'. The first trait is bland and undescriptive, while the second trait offers both positive and negative opportunities for the player and the Game Master.

Traits should relate to your character's history or significant qualities. For example, Garrison Cole, owner of the North Seas Salvage Fleet (from the episode 'The London Underwater'), has the traits Ruthless, Gill Implants, Dirty Money and Compulsive Gambler.

Your character receives one background trait for each of the following:

- **Memento:** An object from a significant event in your past. You keep this object on your person, in your locker, or near your bunk.

- **Contact:** Someone involved in a significant event in your past. Whoever your contact is, he does not live on the *Beacon*.

- **Secret:** Something from your past that can damage your reputation if it becomes known. At least one other person knows about your secret.

- **Incident:** Some occurrence you were involved in during the Crisis or its aftermath.

After deciding on your four background traits, think of two other traits that describe your character and add them to your sheet.

Sample traits

Amorous	Heavy Drinker
Animal Owner	Kelp Farmer
Argumentative	Landhugger
Arsonist	Manipulative
Bloodthirsty	Mercenary
Cat Burglar	Natural Liar
Corporate Plant	On the Run
Cyborg	Orphan
Delicate Senses	Pacifist
Disgraced Doctor	Pidgin Polyglot
Deep Lungs	Reckless
Escaped Slave	Refugee
Ex-Pirate	Religious
Fanatic	Salvager
Former Terrorist	Scypho Addict
Flipper Feet	Smuggler
Free Zone Mechanic	Stubborn
Genhanced	Survivalist
Gray-Haired	Uncivilized
Gene Thumb	Wealthy Family
Hacker	Young

The next step is to assign points to your three Bio Readout ratings: Wetsuit, Glasses and Haircut.

These points are added to every conflict for which they are applicable, so if you want your character to have a good chance of winning physical conflicts (or beauty contests), you should put more points into Wetsuit.

Likewise, if you want your character to succeed more often at firing a gun or reprogramming a computer system, you should put more points into Glasses. If you want to play a character who is street-smart or is a good public speaker, you should put more points into Haircut.

You have 8 points in total to distribute between your character's three ratings. Every rating must have at least 1 point, and no rating may be higher than 5.

WETSUIT™

NAME _____

BRIEF _____
_____

BACKGROUND TRAITS

MEMENTO

What is it? _____
_____

Trait: _____
_____

CONTACT

Who is it? _____
_____

Trait: _____
_____

SECRET

What is it? _____
_____

Trait: _____
_____

INCIDENT

What happened? _____
_____
_____

Trait: _____

BIO READOUT

HAIRCUT _____

GLASSES _____

WETSUIT _____
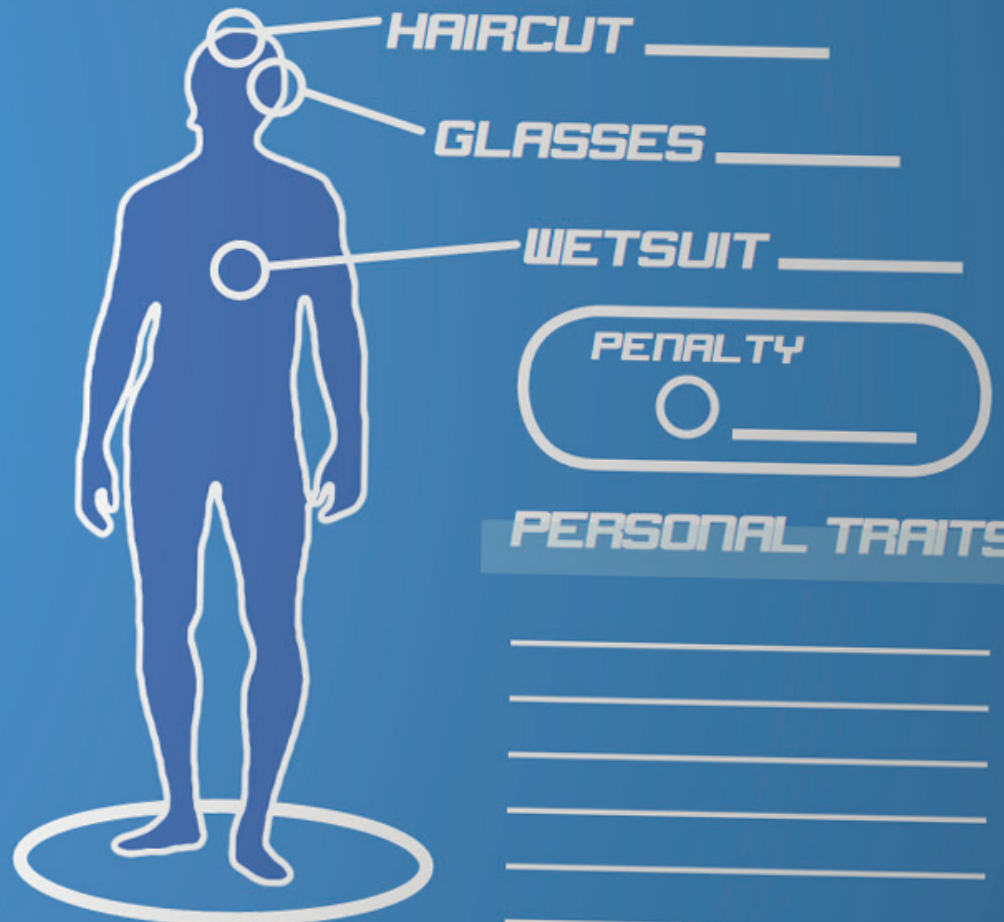
PENALTY
○ _____

PERSONAL TRAITS

_____
_____
_____
_____
_____
_____

Conflict, Penalties and Injury

A conflict is any situation where the storyline could significantly change, either in favor of the player characters or against them.

For example, if your character is trying to escape a mob of non-player characters, the Game Master can assign a number from the Difficulty Scale to the mob as a whole. If your character is able to beat this number he escapes the mob.

Later, when he is cornered by a single non-player character, the Game Master may use the other character's traits or simply assign a number from the Difficulty Scale.

The Game Master may choose to give traits and Bio Readout ratings to non-player characters, but a simpler option is to choose a number from the Difficulty Scale based on how difficult the situation is.

If the player character can exceed the number listed, he wins the conflict. If he cannot beat the difficulty number he suffers the consequences of failure.

Failure and Penalties

When a player character fails a conflict they gain a penalty. At this point the character is penalized (on account of his circumstance) and may not use his Bio Readout ratings. He may only use his traits until he is able to meet or exceed the next-highest number on the Difficulty Scale.

For example, if your character fails a conflict to avoid being taken prisoner, he may be captured and thrown in the brig. At this point his muscles, brains and charm alone can't get him out, but his childhood spent picking locks (Cat Burglar) and his tendency to have good luck pilfering tools (Sticky Fingers) might be able to do it.

Difficulty Scale

Easy: 2

Routine: 4

Tough: 6

Expert: 8

Impossible: 10 or higher

Attempts to kill a player character always fail. However, if your character loses a conflict where the outcome would be lethal, he loses 2 from all of his Bio Readout ratings. If any of his ratings are reduced to 0 or below, he is considered wounded and must remain in sick bay for one scene per point below 1.

Lost points are recovered at the rate of one per scene. A character may not use his Bio Readout ratings while in sick bay.

Helping other characters

When a character has a penalty and cannot overcome it on his own, his friends can show up and help out, increasing the number he uses to beat the penalty's number on the Difficulty Scale. Helping characters may not use their Bio Readout ratings, but each of them may contribute up to two relevant traits.

When receiving aid from other characters, the number to beat on the Difficulty Scale to remove the penalty is the number that got him the penalty to begin with.

For example, if your character failed against a difficulty of 6 and was imprisoned, he can try to escape by beating a difficulty of 4, but if his friends attempt to rescue him their group total must be able to beat a difficulty of 6.

Conflicts with multiple characters

When more than one character is involved in the same conflict (for instance, when two characters are both caught in an explosion) they must each beat the same difficulty number. They may help each other out by contributing traits.

When a character is involved in a multi-character conflict, he may use a trait to overcome the conflict and "lend" the same trait to another character to help that character.

For example, Samantha Yang and Nadya Agpalo are both trapped in a cloud of soporific gas, and have only seconds to act before they lose consciousness.

This is considered a Tough difficulty number, so both Samantha and Nadya must be able to each beat a 6 using their Wetsuit ratings and their traits.

Nadya (with her Wetsuit rating of 4 and several useful traits, including Former Child Soldier) has no problem holding her breath until she can scramble out of the room, but Samantha (who has a Wetsuit rating of 3 and fewer traits that can be applied to this conflict) is not so lucky.

By herself, Samantha cannot overcome the difficulty. Nadya's player uses the Former Child Soldier trait to beat the required 6, then lends Samantha the same trait, and drags her outside just in the nick of time!

A character may lend two traits during a conflict, as stated in the previous section. A character may lend both traits to the same character, or one trait to one character and one trait to a different character.

When more than one player character "gangs up" against a single other player character, or two groups of player characters are in conflict with each other, each side uses the Bio Readout rating (Wetsuit, Glasses or Haircut) of the highest-rated character on that side.

For example, in a conflict where two groups are attempting to hack each others' computers, the characters on one side have Glasses ratings of 3, 4, and 5. That side would use the Glasses rating of 5 during the conflict.

If one side has more characters than the other side, the side with more characters increases the Bio Readout rating being used by that side by 1.

For example, the characters in the above conflict outnumber the other side, so the Glasses rating used by them during the conflict increases from 5 to 6.

Each character on that side may then contribute one relevant trait to that side's final total. The side with the higher total wins the conflict.

The last scene

Near the end of the game session, the players and the Game Master decide if one player character is particularly deserving of a new trait (for overcoming an extreme obstacle, acquiring an interesting piece of equipment, etc). The chosen player does not pick the trait; the other players pick it for him.

If your character has a penalty at this point he is ineligible to receive a new trait. Instead, his penalty carries over to the next game session.

Other rewards

With the collapse of Earth's governments, commerce has reverted to either barter in goods or precious metals on almost all shores. Banks are available to only a privileged few, so the player characters have little incentive to stockpile money.

Unless a player character has a trait that implies access to wealth or other financial resources, they should not have more than enough to pay for their next few expenses.

The Game Master may reward any player character who received a significant amount of money or other valuable resource with a one-use trait representing their earnings. This trait may be used during any conflict, provided that the player can come up with a good reason, such as using it to buy special equipment or using it as a bribe.

A player may only have one of these reward traits at a time, so there is an incentive to use it during the next episode.

I pledge to strive to the fullest of my capacity to carry out the charter mission of the Beacon, to deliver aid and abetment wherever suffering can be alleviated, to embrace the cause of science and progress even in trying times, and to oppose all who would work against the cause of human freedom.

WETSUIT™