

# **WATERWORLD**

Roleplaying Game and Campaign Setting

## **THE WORLD**

Waterworld is a planet without hills, valleys, cliffs, plateaus, canyons or ditches. It is an endless ocean, stretching on forever, boundless saltwater as far as the eye can see. It is home to a tiny, struggling, shrinking population of humans, permanently adrift.

Waterworld is set in Earth's indeterminate future, an era in which total environmental collapse has rendered the vast majority of the planet's surface nearly uninhabitable. The remaining population is primarily found in one of three categories: atolls, drifters, and pirates.

Atolls are floating cities, usually able to sustain a population of between fifty and two hundred people. They usually maintain strict population control and rationing of resources, and pool their labour together to amass what little wealth they can. Atolls usually have high walls, an interior lagoon with docks, multiple dwellings and communal areas, and an organized defense force.

Drifters are usually solitary, but can sometimes travel in groups of two, three, or as many as six. Drifters are usually self-sufficient and pride themselves on being able to live off the sea, but they do rely on intermittent trade. Although they have no common culture to speak of, they do have a tradition – any time two drifters meet, they must trade something of value. Drifters, especially those who travel alone, are likely to succumb to madness.

Pirates are usually male, and organize themselves into raiding parties. They often have a strong cult-like sense of belonging, based around a central mythology or charismatic leader. Pirates can only survive by living off some hidden cache or by pillaging atolls and drifters – they do not plant or build, and their lifestyle is inherently hedonistic, violent and unsustainable.

The level of technology on Waterworld is exceedingly primitive. Only the experts have any knowledge of things like electricity, metalworking, gunpowder, or bacteria, and knowledge of computers, rockets and genetic engineering have been completely wiped out. The two most valuable substances on Waterworld are dirt and hydro (fresh water). Other rarities are paper, wood, and stone. All ships are cobbled together from scavenged garbage and animal parts.

A tiny minority of the population of Waterworld is made up of Ichthyemen. The origin of the Ichthys is lost to history – the world may never know if they were a result of random mutation or deliberate genetic tampering. Ichthyemen have distinctive webbed toes and gills behind their ears that allow them to breathe water. Ichthyemen are hated and feared by most human populations, and most humans will mistrust them at best, and, at worst, try to kill them on sight. There are rumours of an Ichthyman civilization somewhere under the waves, but these have never been corroborated.

The ocean does contain giant sea monsters. That much can be confirmed.

There is one tiny speck of land in Waterworld, the top of what was once Mount Everest. This “dryland” is widely believed to be a myth, and only a select few have ever been able to find it.

## **BASIC MECHANICS**

Waterworld is based on a dynamic d10 core mechanic. Any time you want to attempt an action, you select the appropriate skill and roll a d10. If your initial roll is a one, roll again and count whatever you roll as negative. If you roll a 10, roll again and add 10 to the total.

So, if you roll a ten, then another ten, then a two, you've just rolled a total of 22. If you roll a one, then a ten, then another one, you've just rolled a -11.

This mechanic allows for a wide variety of events – most rolls will be between two and nine, but the occasional misfit will be much higher or much lower.

The modifier you add to the roll to determine its success or failure is your stat plus your skill. So, if you have a Strength stat of four, and you've got two skill points in Haul, your Haul mod is 6, and that's what you add to any roll you make as an attempt to move something heavy.

Before combat, everyone rolls Initiative, then takes turns based on their roll. Characters who haven't made their first move yet are considered oblivious. Once your turn comes up, you must take it – there's no saving actions for later.

Each turn is made up of ticks. The default number of ticks in a turn is five, although there are circumstances that can make this number more or less. Talking, making Notice checks or making Memory checks takes 1 tick. Moving your speed in squares, ducking to the ground, tying a knot, performing a feint, loading a crossbow or harpoon gun takes 2 ticks. Performing an attack, picking something up off the ground, standing up from a lying position, attempting a grapple, or hoisting yourself out of the water takes 3 ticks. Making a Fiddle check, searching a square, or making a rushed Heal check takes 5 ticks. If you don't have enough ticks in your turn to complete a certain action, then you can't take that action at all.

When you make an attack against someone, you compare the result of your check to their Defense. A character's Defense is their Dodge mod plus armour plus five. If you're only attempting to tag them, not hurt them, then you compare your check to their Tag Defense, which ignores armour. If they're oblivious to you or unable to react, then you compare your tag to their Sucker Defense, which ignores the Dodge mod.

When a character is hit, they take damage based on the weapon you were wielding. Unless otherwise specified, a character's maximum HP is their Heart mod, multiplied by five. Once you're knocked them down to zero, they drop unconscious. If their negative HP is below their Heart mod, they die. While resting, characters regain one HP per hour.

Weaponry, though common on Waterworld, is still very expensive and easy to break or lose. Most weapons are either vintage and irreplaceable firearms, or improvised bows and blades. Unarmed attacks can be heavy or light melee, and deal 1d6. Improvised weapons, simple blunt weapons, small knives, and simple bows deal 2d6. Swords, kukris, axes, crossbows, and elaborate spiked clubs deal 3d6. Guns of all sorts deal 4d6. There are larger guns that deal 5 or 6d6, but they're exclusively ship-mounted.

Heavy melee attacks add Strength to damage, light melee attacks add Finesse, and ranged attacks use the straight die unless otherwise noted.

When falling, take the number of meters and square it - that number is both the ground's attack roll and the damage it deals. If you're falling into water, you take half damage, and you can make a Swim check of 10 to cut that to zero.

Any time you grab someone, you have two choices in how to do it. You can grab them to disable them, in which case it's your grapple check versus theirs. While you have them engaged in this way, neither of you can take any actions other than to attempt to continue the grapple, attempt to break free, or attempt to move the other person.

If you're not grabbing to disable your opponent, they still have their hands free. They cannot make a grapple check to break free of you, and they can't move without making a Haul check, but they can still make attacks.

Whether you are grappling or being grappled, you can attempt to move your opponent by making a five-tick opposed Haul check – if you succeed, you can move both yourself and your opponent one square, allowing you to throw them overboard, smash them into walls (dealing  $1d6 + \text{Str}$ ), drop them into acid, etc.

To strangle someone, make a light melee attack versus their Tap Defense. If you succeed, you've started strangling them, and they have to make Lung checks to stay conscious. The difficulty of the Lung check starts at 5 the first round, and goes up by 5 every subsequent round. If at any time, they manage to make the Grapple check to break free of your hands or the Fiddle check to slip out of the rope, the strangulation is broken and you'll have to start strangling them all over again.

To electrocute someone, you only have to hit their Tap Defense, but the damage is not dealt normally - it's a flat number (usually around 10 for normal house current or 20 for actual tasers) that they have to beat on a Heart check. If they fail the check, they fall unconscious.

To set someone on fire (i.e. with napalm), you only have to hit their Tap Defense, and they begin taking  $d6 \times d6$  damage per round on your turn. On their turn, they can either make a five-tick Fiddle check (to slap themselves) or a five-tick Dodge check (to roll on the ground) with a difficulty of 10 to put themselves out... or (obviously) they can just jump in the ocean.

Throwing a net over someone is a ranged attack against their Tap Defense. It does no damage, but they cannot attack while in the net, and can only move one square as a two-tick action. Extricating yourself from a net is a five-tick action – if the net is still being controlled, it's an opposed Grapple check.

An expanse of water is depicted in squares, each approximately 1.5 meters on a side. Surface area on boats is divided up into irregular shapes, each approximately the same size as one of those squares – for simplicity's sake, these shapes are also referred to as squares. A character's land speed is  $4 + \text{half their Run mod}$ . A human's swim speed is just half their Swim mod, while an Ichthyman's swim speed is  $4 + \text{half their Swim mod}$ . You can move your speed in squares as a two-tick action.

## **CHARACTER CREATION**

New characters start with a preset group of numbers for stats, an amount of Skill Points, and an amount of Special Abilities. Humans get twenty Skill Points and three Special Abilities, while Ichthyemen get fifteen Skill Points and two Special Abilities.

The standard stat package is 5,4,4,3,3,2,2 and 1. Those numbers need to be distributed among the eight stats: Strength, Agility, Finesse, Health, Memory, Intelligence, Perception and Charm.

Each of those eight stats has four associated skills, for thirty-two skills in total. Your twenty or fifteen Skill Points are distributed among those skills, and each skill can only be raised as high as its associated stat. So, if you have a Strength of five, you can put five Skill Points into Smash, giving you a total Smash mod of ten. If your Agility is only a three, you can only put a maximum of three Skill Points into Dodge, giving you a Dodge mod of six.

Pick two or three Special Abilities from the list below. Once that's done, you can calculate your Defense scores and Hit Points.

There are three Defenses. The first, your normal Defense, is your Dodge mod, plus any bonuses from armour, plus five. Your Tag Defense represents how hard it is to tag you without actually penetrating your skin, mostly used for attacks with adhesive, corrosive, electricity or fire. Tag Defense is just Dodge mod plus five. Your Sucker Defense represents how hard it is to hit you when you're helpless or oblivious to the impending danger. Sucker Defense is armour bonus plus five.

The number of maximum Hit Points you get, unless otherwise noted, is equal to your Heart mod times five. If you lose that many HP, you fall unconscious. If you drop to the negative of your Heart mod, your character dies.

Ichthyemen characters receive fewer Skill Points and Special Abilities to compensate for two bonuses – their Swim speed is calculated the same way as their land speed, and they can breathe water.

## **XP AND CHARACTER ADVANCEMENT**

When your characters face down challenges, they gain experience that allows them to advance. The GM awards XP for accomplishing one of three tasks: surviving a fight, roleplaying a particularly interesting scene, or eating any sort of fruit or vegetable.

Each point of XP is equivalent to one Skill Point, and five XP can be spent to buy one Stat Point or one Special Ability. As in character creation, skills cannot be raised higher than the stat with which they are associated. Defense, HP, and speeds are recalculated using the new mods.

Although XP gradually accumulates over the course of the game, XP handouts and character advancement are not done until the end of the gaming session.

# **STATS AND SKILLS**

## **STRENGTH**

### **MELEE (HEAVY)**

There are two kinds of melee attacks – heavy and light. Heavy melee attacks are for clubs, axes, swords, punches, kicks, and most improvised weapons. Any time you're taking a swing at someone that relies more on brute force than precision, that's a heavy attack. When you deal damage with a heavy melee attack, you add your Strength to it.

### **GRAPPLE**

Any time you grab someone, you have two choices in how to do it. You can grab them to disable them, in which case it's your grapple check versus theirs. While you have them engaged in this way, neither of you can take any actions other than to attempt to continue the grapple, attempt to break free, or attempt to move the other person.

If you're not grabbing to disable your opponent, they still have their hands free. They cannot make a grapple check to break free of you, and they can't move without making a Haul check, but they can still make attacks.

### **HAUL**

Haul checks are for feats of strength that aren't quick or aggressive in nature. Lifting heavy objects, hoisting a boom, pulling in a net, bending iron bars, playing tug-of-war... they're all Haul checks. For scale's sake, lifting an unconscious person is a difficulty of ten, lifting two such bodies at once is a difficulty of twenty. When two people are grappled, they can attempt to shove each other around with opposed Haul checks.

### **SMASH**

Sometimes, you feel the need to break things around you. Rusty doors, rotting floorboards, uncooperative machinery, inconvenient whale carcasses and the hulls of enemy boats are all susceptible to Smash checks. For scale's sake, imagine the average plate glass window has a difficulty of five, a half-inch plank of wood has a difficulty of ten, and the average boat hull is around twenty.

## **AGILITY**

### **DODGE**

Dodge is almost never rolled – it's used to calculate your Defense, based on an average roll.

Your Defense is your Dodge mod, plus bonuses from any armour you happen to be wearing, plus an average roll of five. Your Tag Defense is for how difficult it is to tag you, but not do damage – you ignore armour. Your Sucker Defense is for how difficult it is to sucker punch you when you're unaware of your opponent – you ignore the Dodge mod. Some Special Abilities grant extra damage when you're attacking someone's Sucker Defense.

Nonhumans can have Defenses that are higher or lower, if they're smaller or larger than a human being.

### **RUN**

Running is far less important in Waterworld than it is in other games, since there's precious little surface area on which to run. This skill, therefore, also includes all forms of

moving around on solid objects with your feet – walking, crawling, jumping, and somersaulting are all Run checks.

When moving during combat, a two-tick move action allows you to move 4 + half your Run mod in squares. The Special Ability “Speedy” can increase this. In general, as a three tick action, you can jump half your Run check in meters.

## **SWIM**

Humans can use two ticks to move half their Swim mod in squares. Ichthyemen move 4 + their Swim mod in the same amount of time. As with Run, these speeds are increased by the “Speedy” Special Ability. Swim checks are also made to fight a current or avoid damage when falling into water from a great height.

## **CLIMB**

Ships are as much vertical as they are horizontal, so Climb is a valuable skill. Standard masts and rigging are made to be climbed easily, and generally require a check of only five. Climbing up walls or ship hulls will be a slightly higher check, and the checks will also be higher if you're trying to climb with one or both hands full, or climb in such a way that you can still attack things.

## **FINESSE**

### **MELEE(LIGHT)**

There are two kinds of melee attacks – heavy and light. Light melee attacks are for daggers, staves, whips, kukris, saps, and certain kinds of unarmed attacks. Any time you're taking a swing at someone that relies more on precision than brute force, that's a light attack. When you deal damage with a light melee attack, you add your Finesse to it.

Attempting to trip someone is a three-tick light melee attack against their Tap Defense, followed by an opposed Haul check to knock them off their feet. While you're knocked down, you're counted as helpless and attacks are made against your Sucker Defense.

Attempting to choke someone is also a three-tick light melee attack against their Tap Defense, but then it's a opposed Grapple check as though you were grappling normally, and your opponent makes a Lungs check – that's how long they can remain conscious.

## **STEALTH**

This skill is for hiding, moving silently, sneaking up on someone, and performing surreptitious actions under the table. It's opposed by your opponent's Notice check.

## **FIDDLE**

This check is for any detailed work with your fingers. Forgery, precision machine work, balancing a stack of objects, piloting an eighteen-foot-wide ship through a seventeen-foot-wide gap... they're all Fiddle checks.

## **LINES**

Rope is omnipresent on Waterworld. Lines checks are made to tie, untie, or splice lines between people, ships, and other lines. They're also made to deal with whips, chains, nets, and other string-like objects. Attempting to lasso something is also a Lines check.

Keeping track of rope on the battlefield is essential – it can determine how vessels move in relation to each other, and ducking around rope while moving is a two-tick action.

## **HEALTH**

### **HEART**

This is perhaps the most important skill in the game, though you'll almost never roll it. Your Heart mod is used to calculate your HP – it's your Heart mod times five. There is a Special Ability called "Tough" that will raise it higher.

### **LUNGS**

Lungs checks are used whenever your character has to hold his breath – you make a Lungs check before jumping in the water, and then you can go that many rounds before you need to take another breath. If you're inactive and not expending the oxygen in your bloodstream, you can last for twice as long.

Don't think that Icthyemen don't have to make Lungs checks! Lungs checks are also made to allow you to deal with smoke inhalation, strangulation, and to determine how deep you can dive. Also, if you're performing physical exertion for a prolonged period of time, such as running or rowing away from pursuit, you'll have to make Lungs checks to continue exerting yourself.

### **GUTS**

Guts checks are used to resist disease, nausea, and poison, as well as determine how long you can go without food or hydro. Whenever you get a serving of hydro, roll your Guts check – that's how many hours you can now survive without another serving. Whenever you eat food, roll your Guts check – that's how many days you can survive without eating again. Those checks have positive or negative modifiers applied to them, if the hydro or food is particularly large or small.

### **BRAIN**

Brain checks are used to stave off tiredness, heat stroke, delirium, boredom, and all forms of mental impairment. Any characters taking watch overnight must make Brain checks to remain awake.

## **MEMORY**

### **OLD WORLD**

Knowledge of the Old World is rare and passed down orally. In fact, knowing that there was an Old World at all requires a check of at least ten. Checks allow you to remember facts about ancient lands, artifacts and technology.

### **NATURE**

Nature checks allow you to know about plants, animals, and the weather. Sufficiently high checks let you predict the weather, train gulls, know what bait to use for certain fish, know what creatures are likely to inhabit a given area, or heal an ailing plant.

### **CULTURE**

Atolls are isolated and often develop their own distinctive cultures, protocols, and languages. Culture checks ensure that you know how to interact with any stranger you may encounter. In fact, you must make a Culture check to be able to speak any language other than English.

## **SCIENCE**

In Waterworld, much scientific progress has been lost. Things like the distillation of alcohol or the generation of electricity require checks for you to know that they exist, let alone how to perform them.

## **INTELLIGENCE**

### **HEAL**

Making a Heal check takes ten minutes, but can be done in five ticks at a -10 penalty. You can attempt to heal yourself at a -5 penalty - so healing yourself in one round is done at a -15 penalty. Healed characters regain your check result in HP - so yes, if your result is negative, you will hurt them worse. A character can only gain the benefits of one Heal check once per day.

Heal checks can also function like a Memory check for all matters of human anatomy.

### **TINKER**

Tinker checks represent your ability to understand and manipulate any machine more complex than a pointy stick. With a sufficiently high Tinker check, you can make, disable, or repair guns, locks, clockwork, and ships. Detail work, such as particularly intricate gunsmithing, may require two checks – a Tinker check to know what you're doing, and a Fiddle check to perform the actions that check requires.

### **NAVIGATE**

With the exception of Everest, there is no solid foundation in all of Waterworld, and the bottom can rarely, if ever, be found. Thus, all Navigation is more of an art than a science – you need to not only know directions and distances, but also have an instinctive sense for how far your target would have drifted over time. Navigate checks can be used to determine how quickly and accurately you pilot your ship from point A to point B, and how accurately you can give directions to others.

### **COMMON SENSE**

Usually, the GM will ask you to make Common Sense checks when he feels you're about to make some monumental mistake, you've lost track of the plot, or you've forgotten something important. If you're about to attempt something particularly unusual, you can preemptively roll a Common Sense check to see if it has a chance of working. If you're feeling confused by something, you can make Common Sense checks to get a reminder of where you are, what you're supposed to be doing, and what issues still need to be resolved.

## **PERCEPTION**

### **SHOOT**

This skill is for shooting guns, bows, and crossbows. It's also used for throwing anything and everything. Damage from shot or thrown objects does *not* include your Perception.

### **NOTICE**

Notice is for all the senses – it allows you to see, hear, feel, taste or smell things that others might miss. The GM can ask you to make Notice checks to spot a hidden enemy or a

discarded trinket, or you might proactively make a Notice check to search a given area for anything important.

### **INITIATIVE**

Initiative is used whenever combat is about to break out – everyone involved makes an Initiative check, and enters the turn order based on their number. In case of a tie, whoever has the higher Initiative mod goes first.

Characters who haven't acted yet in the Initiative order are counted as oblivious for Special Abilities that take advantage of it.

### **READ PERSON**

If you can see someone, you can attempt to get a sense of their emotions, intentions, attitudes and abilities. If they're aware of you and are actively attempting to mask these, it's their Mislead check versus your Read Person check. Read Person is also used to see through false statements of all sorts.

### **CHARM**

#### **MISLEAD**

Misleading is not just lying: you can mislead someone by omitting or implying information. You can also mislead in combat – a two-tick feint attempt, if it beats your opponent's Read Person check, renders them oblivious to you (and only you) for the remainder of your turn.

### **NEGOTIATE**

Negotiate checks allow you to settle disputes, haggle, and smooth over accidental misunderstandings. A botched Negotiate check can result in severed diplomatic ties, ended friendships, and even spontaneous violence. Negotiate usually isn't an opposed check – it presumes that everyone involved really, on some level, wants to get along.

### **AMUSE**

Amuse checks are for singing, dancing, telling jokes or amusing anecdotes. Amuse checks can be used to distract a guard or pacify a potentially hostile crowd. Amuse checks can also be used in more intimate company to stimulate pleasure of an entirely different sort.

### **INTIMIDATE**

Intimidate checks, out of combat, are used to prevent someone from attacking you – you simply look far too tough to be trifled with. Intimidate checks in combat are a two-tick action that's opposed by Read Person. If your Intimidate is higher than their Read Person, on their next turn, they lose one tick for every five points by which you beat them.

## **SPECIAL ABILITIES**

**BRAWLER** - Your unarmed damage increases from d6 to 2d6. No, you can't buy this ability more than once.

**CHARGE** - When running or swimming in a straight line towards an enemy, you may make a Run or Swim check to hit them, instead of a melee attack roll.

**COMBAT MEDIC** - The -10 penalty to perform a Heal check in five ticks is reduced to -5. You may buy this ability a second time, to reduce it to zero.

**COMPETENCE** - Once per day, substitute a Common Sense check for any other skill, including attack rolls. May buy more than once to use multiple times per day.

**DEVASTATING BLOW** - Add Smash skill points to damage when making heavy melee attacks against an oblivious or helpless enemy.

**FARSIGHT** - You have a +10 bonus to Notice things that are off in the distance, such as ships on the horizon.

**FAST RECOVERY** - You gain 2 HP per hour of rest instead of one. You may buy this ability multiple times to gain 3, 4, 5, 6, etc.

**FLAIL** - You can make an attack at two ticks instead of three, at a -5 penalty to hit. If you purchase this ability twice, you can reduce the time needed to one tick, but the attack is at a -10 to hit.

**GLIB** - When making feint checks against an enemy, you may use Amuse instead of Mislead.

**INTERNAL CLOCK** - You always know what time it is, even if you can't see anything and you've been unconscious.

**INTERNAL COMPASS** - You always know which way north is, even if you can't see anything and you've been unconscious.

**LIGHTWEIGHT** - When you fire a weapon such as a gun or particularly heavy crossbow, or when you get hit by gunfire or a heavy melee attack, you have the option to absorb the impact to move one square backwards. This movement takes place immediately, and does not consume any ticks.

**LINEMASTER** - By looking at a length of rope, you instantly know exactly how long it is, how much give it has, and how much weight it can hold.

**LUCKY** - Once per day (in game time), reroll any check. May buy more than once to use

multiple times per day.

**MY BABY** - While onboard a ship you own, you find sabotage or stowaways automatically, without having to make Notice checks.

**PRACTICAL ANATOMY** - Add Heal skill points to damage when making ranged or light attacks against an oblivious or helpless humanoid enemy.

**PRACTICAL ZOOLOGY** - Add Nature skill points to damage when making ranged or light attacks against an oblivious or helpless animal.

**PREPARED** - When making Tinker checks, you may assume you have access to simple tools and tiny components like twine, bolts, glue or pins, even if they're not officially on your inventory sheet. This ability may not be used if someone has frisked you for items before locking you up somewhere, and cannot be used to make something from nothing.

**RESILIENT** - You gain one extra round when determining how long you can hold your breath, one extra hour when determining how long you can go without hydro, and one extra day when determining how long you can go without food.

**STUNNING ATTACK** – When you strike an enemy and deal more than ten points of damage, they lose one tick from their next turn. You may purchase this ability more than once to rob your enemy of two ticks, three ticks, etc. The effects from multiple attacks of this sort stack.

**SPECIALIZATION** - Pick one particular weapon (not just a type of weapon - one particular piece of hardware... and your hands don't count!). You gain +2 to hit and deal +2 damage while wielding that weapon. You may buy this multiple times, but for different weapons. If you lose the weapon to which this ability applies, you may swap it out for a new ability, but only after one week in game time has elapsed.

**SPEEDY** - Your run and swim speeds now use your full Run and Swim mods, not half. You can buy this ability multiple times, and the speeds go up 1.5, 2, 2.5, etc.

**SPOT WEAKNESS** – When making a ranged or light melee attack against a helpless or oblivious enemy, you may roll your Notice mod to hit, rather than your Ranged or Melee(light) mod.

**THICK-SKINNED** - Gain +1 armour to your Regular Defense and Sucker Defense. You may purchase this ability multiple times, it stacks with itself and with real armour.

**TOUGH** - Your HP is now your Heart mod times 6. You can buy this ability multiple times to make it 7, 8, 9, and so on.

**TWITCHY** - You have one extra tick in a turn. May buy more than once.

## **EQUIPMENT**

Equipment is difficult to come by in Waterworld – anything heavier than water, if dropped, can disappear forever. Although most atolls have a local currency, there is no common standard of wealth, and any newcomer to an atoll will have to barter based on the local needs and priorities.

What follows is an incomplete list of items to serve as a guideline for what's available at character creation, and a guideline of how important things usually are, based on the hydro credits as seen in the movie. New characters start the game with 50 credits each, and can pool their resources to buy communal items.

Bar of soap – 1 hc  
One pen, pencil, marker, crayon or piece of chalk – 1 hc  
One serving of raw fish – 1 hc  
One serving of fish, smoked, dried or salted – 2 hc  
One serving of hydro (half a liter) – 1 hc  
Dirt – 1 hc per gram  
Hair Rope – 1 hc per meter  
Thread – 1 hc per ten meters  
Netting – 1 hc per square meter (a net used in combat is usually around 4 square meters)  
One charcoal briquette – 1 hc  
Styrofoam float – 2 hc  
Cup, plate, or dish – 2 hc  
Dagger – 3 hc  
Hydro container (holds 20 liters or 40 servings) – 4 hc  
Two meter wooden pole – 5 hc  
Clothing, including shirt or tunic, pants or skirt, underwear, and a pair of shoes – 5 hc  
Simple metal tool (hammer, saw, file, wrench, fishhook, needle) – 5 hc  
Helmet, shin guards, bracers (+2 armour each) – 5 hc  
Compass – 5 hc  
Small one-man inflatable raft – 5 hc  
Workable leather or cloth – 5 hc per square meter  
Simple bow – 5 hc  
Cigarette – 5 hc each  
Distilled alcohol – 10 hc per serving  
Crossbow – 10 hc  
Arrows, crossbow bolts – 10 units per hc  
Swiss Army Knife – 10 hc  
Goggles – 10 hc  
Chain – 10 hc per meter  
Match – 10 hc each  
Sheet of (heavily used) paper – 10 hc  
Resin – 10 hc for enough to waterproof one square meter  
Hard-hulled rowboat, with oars – 10 hc  
Sword, axe, kukri, spear, harpoon, or spiked club – 10 hc  
Armoured vest (+4 armour) – 15 hc

Telescope – 15 hc  
Flare – 15 hc  
Desalinator (urine) – 15 hc  
Desalinator (seawater) – 30 hc  
Handgun – 30 hc  
Working flashlight – 30 hc  
Set of specialist's tools for clockwork, gun maintenance, etc. - 30 hc  
Can opener – 30 hc  
Seed from any plant that produces edible food – 30 hc  
Gas mask – 40 hc  
Ship-mounted harpoon gun – 50 hc  
Assault rifle (attacks are a one-tick action at no penalty) – 60 hc  
Ship-mounted machine gun (attacks are a one-tick action at no penalty) – 80 hc  
Handgun, assault rifle or machine gun ammo – 2 hc per bullet  
Medium-sized boat, suitable for 2-5 people – 50 hc  
SCUBA system – 50 hc  
Canned food, beverage, or candy from the Old World – 60 hc  
Properly filled oxygen tank – 100 hc  
Working outboard motor – 100 hc  
Electrical generator – 100 hc  
Car battery – 100 hc  
Working lightbulb – 100 hc  
Book or magazine from the Old World – 100 hc  
Recycler acid – 100 hc per liter  
Diesel – 100 hc per liter  
Cyanoacrylate (super) glue – 100 hc per single-serving tube  
Working Jet-ski – 150 hc  
Working camera, television, computer, music player, or other electronic device – 150 hc  
Any live pot-sized plant that produces edible food – 200 hc  
Working airplane – 500 hc  
Live tree – 500 hc