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Legal & Information

Geodesic Gnomes was written by Dyson Logos as part of the 1km1kt.net 24 hour RPG contest. All 24 hour RPGs are developped, written and produced in a 24 hour period. Geodesic Gnomes was started on May 4th, 2009 at 11:00 am (soon after my girlfriend left for work) and was uploaded to the 1km1kt site on May 5th, 2009 at 10:55 am. This particular contest required that each author choose a game idea from the list of titles provided, as well as include an NPC character named Keeton.

Dyson Logos' game material, house rules and a variety of other game-based material can be found on his blog at http://rpgcharacters.wordpress.com. Additional material for this game will also be posted to that site and any updates to the game will also be posted there.

Special thanks to William Gibson for the original concept from Johnny Mnemonic of the low-lifes living in the dome; to Anne for humouring me; to Rob Lang & 1km1kt for the contest; and to all the 24 hour designers who have come before and provided immeasurable tips, hints, ideas and feedback on how to go about a project like this.

Of Domes & Gnomes
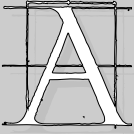
As a response to global temperature extremes, heavy weather and extreme damage to the ozone layer, by 2280 the cities of Terra were in the same state as those established on Luna and Mars. The entire Terran Hegemony lived their lives inside the geodesic domes that maintain their atmosphere as well as acted as a protective shield against the hostilities of the universe and even of other cities. Even with heavy industries set up outside the domes, many domes became polluted; their atmospheres thick, toxic and incredibly terratogenic. "Dome children" became depressingly common, mutated and deformed by the effects of their toxic environments.

Societal pressures moved the urban homeless and poor out of the domed buildings and the city streets. Given the option of moving outside the domes (a death sentence), they instead moved into the one place left – the dome superstructure itself. While the cities worked to clean up the toxic environments they had generated, little attention was given to the non-living environments of the dome superstructure. Now, four generations later (or more in some of the Earthside domes like Paris and San Diego), the domes have become the hereditary homes of a subrace of malnourished mutated humans known as the gnomes. Meanwhile, the cities contained within the domes have cleaned up their acts and are finally mostly clear of the toxins that created the gnomes in the first place – as long as you stay out of the dome superstructure. While deformations are still frighteningly common among natural childbirths, 98% of all children born within the cities are selected for their genetics and designed in vitro instead of in vivo.

In a world that is perpetually 'plugged in' and where beauty and perfect genetics can be bought the gnomes are particular oddities. They live within the domes but are not part of the dome citizenry. They are "off the grid", having neither identification, nor access to conventional health care or education. They scavenge what they need, and build what they can't scavenge. They are tinkerers, rebuilders, salvagers and recyclers. They are nomads, tunnel-rats, urban guerrilas, and even a pipeline for people, hardware and information in and out of the dome cities. They are the new underground – little people with dirty skin and dirtier genes who do what it takes to survive.

The Domes
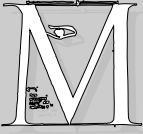
Most of the world's cities are under massive geodesic domes to protect the citizenry from the hazards of the world around them. These domes are enormous structures, often a collection of major domes linked together to cover massive metropolitan areas.

Major Earthside Geodesics

New York DomePlex
The New York burroughs as well as Newark, all but the island of Manhatten proper which is a mass of abandonned biohazardous waste.

The Paris Geodesic
The first major domed city on Earth was Paris and the dome is the home of more gnomes than any other.

California Metroplex
Interdonnected dome cities spread across the western seaboard of the US between L.A. and San Francisco.

Tokyo/Osaka
Known as the Honshu Dome, this series of domes is thought of as the cleanest dome cities on the planet, but the size still makes them home to a large gnome populace.

The earthside domes were based on the domes assembled over the Martial and Lunar colonies to keep in a functional atmosphere. The domes are massive geodesic structures – typically half of a platonic solid like an icosahedron that has been further subdivided into a series of smaller triangles. The dome superstructure is a collection of metal poles linked together forming a shell between fifteen and thirty feet thick with an outer layer of either photovoltaics or bullet proof ultra plastics and an inner shell (or multiple inner shells) of ultraplastics – transparent in those areas designed to have sunlight pass through, and solid elsewhere.

Between these two walls, the internal lattice of the dome superstructure has been converted by the gnomes into a series of warrens, tunnels, living space and commerces – at times forming entire cities condensed into that 30 foot thick space that covers the entire surface area of the city that it protects. These areas are dirty and often windy as they help process the atmopshere of the city. Near the base of the dome are the atmopshere processing plants that exchange air between the dome and the outside world. In some of the more polluted domes the outside air is actually better than the interior atmosphere and these

processing plants are instead just massive air exchangers.

Originally it was envisioned that the domes would encase static cities, that each city would grow outside the dome as before and while the areas inside the dome may see some urban intensification, major changes would be minimal. Of course this was a gross miscalculation. The cities within the domes have continued to grow and expand. New structures have opened up right against the sruface of the dome proper to allow patrons to look out over the world around them instead of being forever locked away under glass. Some cities have even seen structures built that violate the basic structure of the dome – massive skyscrapers that pierce the dome and reach beyond it.

Off planet dome cities more closely monitor the structure of their domes and therefore the gnomes dwelling there are under a lot more strain. In both the Burroughs and Tycho dome cities, some of the gnomes are actually employees of the dome and are paid to monitor and maintain the dome structure. However even in these cities, the full populace of gnomes is hidden from the city, and only a small percentage of them are actually employed. The rest are outlaws, stealing city air and making their own food.

Major Outlands Geodesics

Burroughs Marsplex

The Burroughs Project is humanity's second chance on Mars. The first human habitats on Mars (the Mons Colony) are far smaller than Burroughs and still require imported food. Burroughs is a massive self-sustaining domeplex privately owned by the Burroughs Syndicate.

Tycho Dome

Tycho is the ugliest city in the human space. Almost entirely made of lunar concrete, it is grey, cramped and always dusty. It is also the primary hub of traffic and Lunar commerce because of its mass driver array.

Luna-7

An attempt at a civilian owned and operated Lunar dome with an emphasis on space tourism, Luna-7 is about as high tech and sanitized as any dome city has ever managed. The gnomes in the walls here are constantly watchful of security forces attempting to kick them out.

The assumption for most games of Geodesic Gnomes is that game play takes place in an eartside geodesic, but the overall setting remains basically the same whatever set of walls the gnomes are sneaking around in.

Civilian Life
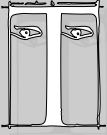
The average dome-dweller (or prole in gnome talk) is a corporate employee — a member of a small family who has lived his or her entire life within the confines of that particular dome city.

The average prole eats a diet of vat-grown foods, breathes recycled air, and consumes a variety of sensory-induction entertainment including what we would consider standard television fare to hardcore pornography and a wide assortment of video games. Prole children are educated in corporate-run schools (even in domes where schooling is still the field of the State and not corporate interests, schools are flooded with corporate sponsorship, logos and educational material).

While the domes were first created to provide a controlled and safe environment for living, in most cases the constant recirculation, tight confines, and poor quality control results in a dirty living environment. Infant mortality rates are up and the average life expectancy is down. People react by trying to be immaculately clean all the time, yet another strike against the dirty and shrunken gnomes.

Life in the Walls
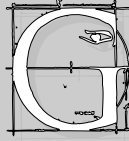
Gnomes live even shorter lives than the proles. Constant exposure to carcinogens and terratogens in their environment, malnutrition and stressful living environments all take their toll on the gnomes. Gnome society is organized around survival, with small groups of gnomes working together to keep themselves clothed and fed and to find discarded (or not bolted down) hardware that they can adapt to their purposes.

Gnomes rely on their new society as much as the proles rely on the corporations and the domes. A gnome without friends and family rarely lasts long in the walls. Teen and young adult gnomes often organize into small clans or gangs that operate together to get things done as well as to stake out turf of their own inside the walls. In most games, the players are all members of one such clan — the clan is assumed to have a significant number of non-player characters who maintain their homes, produce / steal food and generally maintain the status quo, but it is up to the player character gnomes to make any real changes to their situation, for better or for worse.

Character Creation
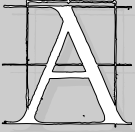
As gnomes are thrown together by circumstance and need more than by planning and foresight, character creation in Geodesic Gnomes is done through a series of random die rolls to determine their vital statistics.

First roll 2d6 on the Generational Cohort table to determine how many generations of gnomes have come before your character.

Generational Cohort

[2-3] Dome Born
[4-5] 1st or 2nd Generation Gnome
[6-9] 3rd to 5th Generation Gnome
[10-12] 6th or higher Generation Gnome

The gnome's generational cohort determines the character's base vital statistics. Each cohort is given it's own character creation section in the following pages, but to avoid confusion we'll explain the vital statistics immediately. The six vital statistics used for a gnome's abilities are known as the six T's.

The Six T's

Tunnels
A gnome's ability to get around the back ways, to find secret areas and pannels. Used for checks involving perception & movement

Tribe
A measure of your friends and allies and how you get along with them. Used for checks involving charisma.

Tools
A gnome's ability to work with and modify hardware to suit. Used for checks involving Equipment or Hardware.

Timing
Measure of a gnome's agility and wits. Used for initiative and reaction.

Toughness
A gnome's mental and emotional toughness and willpower as well as physical endurance and resistance to pain.

Tallness
A measure of the overall height and weight of a gnome. Larger gnomes can carry more, take more abuse, and are more dangerous in combat as well as harder to hide and feed.
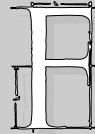
Dome Born Gnomes
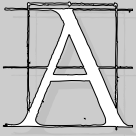
All gnome communities had to start somewhere, and those people who have left the safe insides of the dome cities to live in the outer shell are the progenitors of all the gnomes. To this day, people find themselves out of work, out of luck, or on the wrong side of the law and drag themselves into the walls to make a new life with the gnomes.

Dome Born gnomes are significantly larger than their counterparts and are often distrusted by other gnomes because they are recent arrivals in the walls. They also lack the eye for survival trained into most gnomes since birth and are only learning the tricks and tunnels of their new homes.

Dome Born T-Stats

Tunnels – 4
Tribe – 2
Tools – 8
Timing – 6
Toughness – 6
Tallness – 10

1st & 2nd Generation Gnomes

First and second generation descendents of Dome Born gnomes were once the most common of the wall dwellers.

These are the first real generation of survivors – they are the children of the people who escaped into the walls to create a new society, or just to get away from the old one. They also show the least signs of mutation and average about five feet tall, a head taller than the average gnome.

First & second generation gnomes also understand the importance of tribal affiliations and have begun assimilating into the extended families inside the city walls.

They are renowned for their toughness, not yet overly contaminated by the dome, and also resistant to its harm.

1st & 2nd Gen. T-Stats

Tunnels – 4
Tribe – 4
Tools – 6
Timing – 6
Toughness – 8
Tallness – 8

3rd to 5th Generations
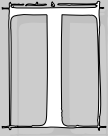
The majority of the gnome population within the walls of the geodesics are of the third to fifth generation descendents of the original exiled dome dwellers. This group also includes 1st & 2nd generation gnomes who suffered more heavily from the mutagens and terratogens of their birthplace.

These gnomes are very tool and tribe oriented. When your own body fails you, these are the things you need to survive – family and equipment. Almost all of the family clans and gangs are lead by clever gnomes of these generations. While they don't have the technical education of the dome born, they have learned the importance of maintaining and modifying hardware on their own.

3rd to 5th Gen T-Stats

Tunnels – 6
Tribe – 10
Tools – 8
Timing – 6
Toughness – 4
Tallness – 4

6th and Later Generations

Sixth and later generation gnomes are rare within the walls of the domes. Most gnomes of these generations die long before maturity. This cohort of gnomes includes gnomes of earlier generations that have been severely harmed by their living environments and who have grown into little stunted creatures.

Because they are a reminder of the eventual results of living in the walls, the runts of the gnome cohorts are not as accepted among the tribes as their forebears, although this is a mostly subconscious prejudice among their kin.
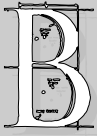
They are weak and little, but quick. To survive they have learned to be observant and to travel quickly, and they have the best knowledge of the inner portions of the dome structures.

6th & later Gen T-Stats

Tunnels – 10
Tribe – 8
Tools – 6
Timing – 8
Toughness – 2
Tallness – 2

Talents

Beyond a gnome's raw statistics are those things he has learned during his time in the walls. These talents are what make some gnomes stand out from the crowd.

Each gnome rolls four times on the Talents chart to determine what makes him a special and unique snowflake.

Roll	Talent
1–3	TunnelRat: +1 Tunnels
4–6	Made Gnome: +1 Tribe
7–9	Skilled: +1 Tools
10–12	Quick: +1 Timing
13–15	Hardcore: +1 Toughness
16–18	Big: +1 Tallness
19	Fighter: +2 Tools in combat
20	Brawler: +2 Tallness in combat
21	Paranoid: +2 Tunnels to spot hidden
22	Harmless: +2 Tribe on rolls to get out of trouble
23	Slippery: +2 Tunnels in combat
24	Larcenous: +1 Tunnels, Timing & Tools when breaking in, picking locks and stealing goods
25	Hard as Nails: –1 to all damage received in combat
26	Frugal: +2 Tools to maintain hardware

Roll	Talent
27	Inventive: +2 Tools to acquire minor junk
28	Connections: +2 Tribe when making enquiries and searching for information
29	Saboteur: +2 Tools to jimmy, destroy or disable hardware
30	Cold: +2 Toughness in mental and social situations
31	Booster: +2 Timing when picking pockets & shoplifting
32	Scrounger: +2 Tools when acquiring major hardware
33	CommsGnome: +2 Tunnels & Tools when finding and rewiring communications lines.
34	Jock: +2 Tunnels for athletics & acrobatics
35	Alert: +2 Timing to spot ambushes
36	Sneaky: +2 Tunnels for stealth
37	Streetsmart: +2 Tribe when dealing with underclass dome dwellers
38–39	Pick one of the above talents
40	Roll twice, rerolling 38+

The Talent Chart uses a d40 roll. To roll a d40 roll a d6 and a d20. If the d6 is a 1–3, then use the d20 as rolled. If the d6 is a 4–6, then add 20 to the d20 roll.

If a result between 19 and 37 is rolled twice, re-roll it. Results of 1–18 can be gained multiple times by the same character.

Hardware

Similar to Talents, at the beginning of play each character starts with one major piece of hardware and three pieces of minor junk.

The major hardware is treated much like a talent – it increases the character's ability in one field or gives him an ability he otherwise lacks. The difference is that hardware breaks down and can be replaced.

Sample Hardware

Guns & Tasers
Allow Tool-based combat at range.
Body Armor
Provides the Hard As Nails talent
High Tech Melee Weapons
Provide the Fighter talent
Tunnel Goggles
Allow vision in total darkness
Rapelling Kit
+2 Tunnels when in the ductwork

Whenever a gnome uses a piece of major hardware, at the end of the scene he makes a Tools roll. If successful, the hardware survives it's use. If the roll fails, the hardware gives up the ghost and fails also. The gnome can then immediately make a second Tools roll – if successful he can manage to get one more use out of the hardware, converting it from Major Hardware to Minor Junk.

Minor junk also provides a bonus like a talent, but does it only once before it stops working – it cannot be maintained and must be replaced. The exception is for melee weapons – minor junk melee weapons are treated the same as major equipment for maintenance.

Sample Junk

Melee Weapons
Fight using Tools instead of Tallness
Glowsticks
Provide light for one scene
Glue
Grants the Saboteur talent

There are also some "talents" that can only be granted through hardware – things like nightvision and light sources, the ability to attack at range and so on.

The biggest difference between Hardware and Talents is that Hardware can never provide a bonus to T-stat in all circumstances – hardware is always useful in certain circumstances only. In effect, it cannot replicate the first six talents on the Talents Chart that directly boost each of the six T-Stats.

Advancement

W hile survival is often the primary goal of most gnomes, the theory remains that which does not kill us makes us stronger.

Between stories, gnomes return to their homes and engage in the work of survival and scrounging inside the walls of the domes. During this time, most of the hardware picked up during an adventure is recycled, used until destroyed, or actively converted to other purposes or used in trade.

Between stories each gnome makes a single Tools check. If successful he can convert one piece of stolen or acquired hardware into a piece of Major Hardware (within the hardware limits given on page 12). If the roll fails, the gnome instead gains a single piece of Minor Junk in trade (or out of the leftovers). If the story was deemed successful by the Game Master, then each gnome can make a second roll as above. All other hardware gained during the story is lost.

At the end of each story, the Game Master gives each gnome involved advancement points.

Story Advancement Points

2 pts – Per game session played
5 pts – Successful completion
3 pts – Good roleplaying*
2 pts – Brilliant ideas*
2 pts – Personal sacrifice*
3 pts – Incredible Odds**

The first two are automatic based on the story. The three listings with an asterisk (*) are divided up between the players present for the story, and do not have to be issued at all if not appropriate. Finally, Incredible Odds is given to each character based on the difficulty of their opposition, whether they succeeded or not. If you are surprised as Game Master that they succeeded, then this should be worth two points. If it really looked like they were all going to die, make it worth three.

Pts	Rank	Benefit
0	1	
10	2	+1 Max Hardware
20	3	+1 Tribe
40	4	New Talent
80	5	+1 Max Hardware
120	6	+1 Tribe
160	7	New Talent
200	8	+1 Max Hardware
250	9	+1 Tribe

Benefits of Rank
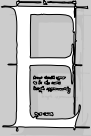
Each gnome's place amongst his kin is modified by his accumulation of Advancement Points. While a gnome starts at rank 1, his rank will increase based on the number of Advancement Points he has banked as shown on the table on page 11. A gnome's rank affects how his tribe treats him, his self-confidence, talents, and how much hardware he can keep for himself instead of donating to the survival of his clan.

The maximum amount of Minor Junk a gnome is allowed to start a story with is equal to two plus twice his rank. Thus a beginning gnome starts with up to 4 items of minor junk, whereas a rank 9 gnome like Keeton can carry up to 20 pieces of minor junk. Any junk beyond this limit was traded away, used, or given to family members between stories. If a gnome is starting a story with less than half his maximum amount of minor junk, allow him to choose additional junk that was acquired by bartering and trade to bring up his total junk to one half his maximum amount.

A gnome can start a story with up to two pieces of Major Hardware (one more piece than a first-created gnome starts with). This increases by one piece at ranks 2, 5 and 8 (to a total of 3, 4 and 5 pieces of major hardware, respectively).

At ranks 3, 6 and 9 a gnome gains a +1 bonus to his Tribe stat because of his accomplishments.

Finally at ranks 4 and 7, a gnome gains a new talent. This is determined by rolling a d20+18 on the talent chart found on page 9 of this book. Reroll any result that the gnome already has.

In addition to banking Advancement Points to gain ranks, a gnome can spend experience points during an adventure to re-roll dice. Each die re-rolled costs 1 experience point, and the better of the two rolls is taken. This re-roll is paid per die rolled, not to re-roll an entire die pool, and can be purchased for one die at a time, checking the result before deciding to purchase another re-roll. Advancement Points spent in this way are lost and do not count towards the character's Rank.

Character Overview
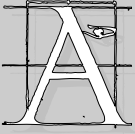
A blank copy of the character sheet shown on this page is available at the back of this book and can also be downloaded from the website.

Section 1.

Gnome Name: *typically a first name suitable to the dome city in question, sometimes with a last name, often with a nickname instead.*
Rank: *1*
Generation: *roll 2d6 on page 6*
Dome: *Write the name of the dome where the game is taking place here.*

Section 2.

Each of these T-Stats is determined by the character's Generational Cohort as determined in Section 1. See pages 7&8.

Section 3.

Roll for four (4) talents on page 9

Section 4.

Select one piece of major hardware as per page 10.

Section 5.

Select four pieces of minor junk as per page 10.

Section 6.

Write down any notes during play and any equipment picked up "on the scene" here.

Geodesic Gnomes

Gnome Name: Rank: **1**
Generation: Dome:

2

Tunnels   Tribe   Tools   Timing   Toughness   Tallness

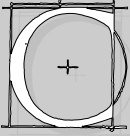**Talents**   **Major Hardware**

3   **4**

Minor Junk

5

Notes & Stuff

6

System Mechanics

onflict in Geodesic Gnomes is resolved by rolling 2d8, trying to roll equal to or less than the T-Stat being checked against.

The target number of the roll is typically the number of the appropriate T-Stat of the character making the roll. So in order to find a secret tunnel out of the mall and back into the dome would be a roll of 2d8 trying to roll equal to or under your Tunnel stat, whereas an attempt to push someone against the wall to let the rest of your gnome crew get by before the alarm is pulled would require rolling equal to or under Tallness.

Difficulty Modifiers

+4	Really simple task
+2	Easy task
−2	Difficult task
−4	Crazy hard task

Difficulty modifiers do not change the die roll, they change the target number. So if you are trying to convince someone to trade a piece of Minor Junk for your Major Hardware, the task would be really simple – so roll 2d8 and try to roll under your Tribe + 4. However,

if you are trying to swap Minor Junk on a one to one basis then the difficulty would be against your Tribe rating with no modifiers. Trying to trade Minor Junk at a one to one ratio with a merchant would be harder, since he's trying to make a profit, in which case it would be against your Tribe rating with a −2 penalty.

On The Fly Modifiers

+2 or −2 Difficulty for every condition that makes the task easier or more difficult to succeed at.

You can also apply other modifiers based on the situation at hand. For example, squeezing through a maze of tight electrical maintenance passages to get to the Soy Storage would be a Tunnel check normally. Doing it when there is smoke in the tunnels increases the difficulty by 2. However having a rough map of the area drawn by a top-notch Tunnel Rat will decrease the difficulty by 2, or even 4 if the map is a very detailed schematic with notes by the Tunnel Rat.

Opposed Checks

Any check that is actively opposed by another character (player character or

non-player character) is an opposed check. In an opposed check. In the case of an opposed check, both characters roll as normal. If only one suceeds then success is achieved as normal for that character. If both fail then there is a stalemate and neither side gains ground that turn. If both checks succeed, then the higher die roll wins the success and the lower die roll fails. If both rolled the same number, then the one with the higher target number succeeds. If both target numbers are also tied, then they have achieved a stalemate as if they had both failed the roll..

Hostile Conflict
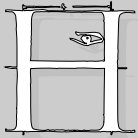
Hostile interaction occurs whenever two parties interact in an attempt to cause harm to the other. Typically in a role playing game this involves physical alterations and combat, but it can also involve contests of wit, insults and repartee, and character assassination. Hostile conflict is always resolved as an opposed check. Even a defenseless opponent gets to roll for their defense, although the difficulty for the attacker will likely be improved by the situation.

Verbal and political conflict is no longer viable once physical conflict has begun.

Social Conflict

Attacker rolls Tribe
Defender rolls Tribe or Toughness
Damage is done to Toughness

Character assassination; Intimidation; Cajoling, persuading, battles of insults.

Political Conflict

Attacker rolls Tribe
Defender rolls Tribe
Damage is done to Tribe

Character assassination; One-upmanship; Tribal takeovers.

Physical Conflict

Attacker rolls Tallness
Defender rolls Tunnel
Damage is to Toughness or Tallness

Fisticuffs; Grappling; Brawling; Kung Fu fighting; Fencing; Guns blazing. Attacker & Defender can roll Tools instead if equipped for combat.

When damage is done by an attack, the amount of damage is equal to half of the attacker's roll. (round up) If there is a choice of how to apply damage, that choice is made by the defender and the damage can be divided between the stats in question.

Initiative & Timing

In the chaos of conflict, who gets the first move in can make a huge difference in the eventual outcome of the carnage.

Initiative in all forms of conflict is determined with the same roll. Each person involved in the conflict rolls 2d8 and adds their timing to the roll.

Then the Game Master announces initiative numbers starting at 4 and counting upwards. If the initiative count for your character is called and you haven't acted yet, you must declare your action now. On any initiative count anyone with a higher initiative count than the number called may declare their action. In addition, once an action is declared, anyone with a higher initiative count than that person may declare an action to interrupt them.

It is possible (and probable) that someone with an even higher initiative count can interrupt the person who declared the action to interrupt the original action. Once no more interruptions are declared, all actions are resolved in order of initiative from highest to lowest, and then the initiative count is resumed.

Damage & Recovery

Stats damaged in conflict can have a permanent effect. If Toughness or Tribe is reduced to zero in social or political combat, then there is a permanent reduction of that stat by one point. In addition, there are likely other side-effects of the lost battle, such as losing your sleeping area, or the tribe moving to a new zone, or the embarrassment of losing face in front of the tribe.

If Toughness or Tallness are reduced to zero because of damage from physical combat, then the gnome is rendered unconscious and must immediately make a toughness check or die. In addition, Toughness is reduced by one permanently after such serious injuries. Any attacks against a gnome who has been rendered out of combat in this way forces the gnome to make another toughness check to remain alive. Each toughness check after the first is at a cummulative -1 penalty.

After a conflict is over, damaged is recovered in two stages. At the end of the scene, half the damage taken that scene is immediately healed. Further damage is healed at a rate of one point per day until fully recovered.

Example of Conflict

Sergyar and Miles are in the middle of a tribal conference to determine water rights to a drain pipe. Both lead minor factions in the tribe who want to improve their standing.

Sergyar has been slandering Miles around council for the past week while Miles was out on patrol. This is a political conflict and Sergyar gets +2 difficulty because Miles hasn't been around. Sergyar and Miles both roll their Tribe ratings, and Sergyar wins with his roll of 9. This does 5 damage to Miles' Tribe stat. A successful Timing check on Miles' part has him realize how low in the standings he is in town today, and instead of continuing the battle in the political arena, he confronts Sergyar in public and they get into some heavy words. Miles initiates the attack and rolls his (depleted) Tribe and Sergyar rolls his Toughness to resist. Although Miles' Tribe is depleted by 4, he is given a +2 difficulty on his attack because his accusations against Sergyar of cowardice and backroom shennanigans are all true. Miles, rolling a 4, only barely makes the roll, but Sergyar rolls an 11, completely failing his defense. Sergyar takes 2 damage to his Toughness from Miles' attack.

Now with battle lines drawn on the council floor, initiatives are rolled. Miles gets a 12 and Sergyar a 14. Neither volunteers to go first and Miles is forced to declare his action when the initiative count reaches 12. He declares another round of social conflict, insulting Sergyar's parentage and sexual prowess. Sergyar, knowing that his Toughness is already low even before the damage from the last exchange, interrupts the verbal tirade in order to throw a handmade rusty-nail shuriken at Miles.

The shuriken is a piece of Minor Junk that allows Sergyar to attack using his Tools stat instead of Tallness, as well as allowing him to strike from across the room without closing the distance.

Sergyar succeeds on the Tools roll with a 7 and Miles also succeeds on his Tunnel roll with a 7. Since Sergyar has a higher Tools stat than Miles' Tunnels stat, Sergyar succeeds and deals 4 damage to Miles. Miles decides to take half to Toughness and half to Tallness.

Miles' verbal repartee is wasted as physical conflict has begun. He rolls anyways to score some "points" with the bystanders, but even a success will deal no damage to Sergyar.

Welcome to Dome City
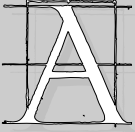
As the first major geodesic in North America, the dome over Gary, Indiana was meant to be a model to all of how the domes can turn cities into modern utopias, safe from all around them. To this day, Gary is known to most Americans and many around the world as "Dome City".

As such, tens of billions of dollars were poured into Gary to help it recover from it's old bastion as the heart of the collapsed steel industry. Massive parks were landscaped, and entire residential areas razed and replaced with gleaming towers of mixed offices and condos with shopping malls on the lower levels. Virtual arcologies were created and then sealed under glass, as it were.

Gary is formed of four domes in a T formation. The largest, central dome is in turn connected to each of the three smaller domes to the East, West and South. Combined, the four domes cover nearly 40 square miles of land, and are dwarfed in turn by the Chicago Dome Cluster only 25 miles away. The 2350 Census figures indicate that there are still over a million residents within the Gary Domes.

As with most of the older domes, pollution became a problem very quickly in Gary. Unlike the Lunar and Martian domes that they were modeled after, there were automobiles and industries working within the domes and emissions were not properly controlled. Further, Gary's notorious up and down luck meant that two of the corporations that initially help fund the transformation of Gary went bankrupt and tens of thousands of residents were left destitute, forcing many into the dome walls to avoid being evicted out of the dome completely. Tales are still told of a methane gas pocket that collected in the East dome and exploded in a fiery apocalypse in the mid 2200's.

Gary's proximity to the tightly controlled Chicago Dome Cluster makes it a prime location for industries who wish to exploit the massive population and wealth of that dome city. As such, new small domes are constantly cropping up around the periphery of Gary's four domes to support small industries that would not be allowed to operate ina nd around Chicago because of pollutants and other concerns. Gary is becoming a black market city of sorts, with many industries focused on pharmaceuticals and other illicit entertainment industries.

The Gnomes of Gary

While Gary has the oldest population of gnomes in the world, it's gnome population is in a constant state of flux due to the changes in the dome structures, population shifts, and the constant ebb and flow of corporate interests in the city.

The East Dome is the centre of gnome society in Gary. After the gas explosion severely damaged the dome in 2234, gnomes got involved in the repair projects and managed to reroute power and water up into the dome superstructure proper. There is an entire gnome city built up in the rafters of this dome. East dome is incredibly cramped and crowded and it is hard to climb up a support strut without grabbing onto or stepping on a gnome. The poverty in this dome is incredibly evident, as such a concentration of gnomes immediately outstrips any ability to scavenge for the group as a whole. Many only come here to trade and to rest, knowing that there is a captive market here for any scavenged goods.

Young gnomes typically leave the East dome and set out in small groups to claim turf in the other domes. Generally any group of less than a dozen gnomes cannot both maintain their own turf as well as scavenge, whereas a group exceeding forty to fifty gnomes begins finding it too difficult to maintain a constant flow of food and goods to survive for long. There are obviously a few exceptions – groups of gnomes held together through charisma and good planning who have established bases of operations throughout the domes.

The biggest mover and shaker in the South Dome is Keeton's Squat. Keeton has managed to hold together a trading post and information market and underground railroad for dome dissidents numbering well over 200 gnomes. It has gotten to the point now that the South Dome is known as Keeton's Dome among the gnomes, and even among some of the dome dwellers.
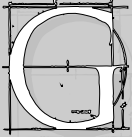
Other Gnome Squads

JerryCans – led by Jerry Odd in West Dome, specialize in fuel & alcohol..
Gessek's Terror – thugs & bullies in the main dome.
Terri's Girls – All girl team of pharma thieves in the South Dome.

Other gnome groups come and go, their lives shorter than the stature of their membership.

Geordie's Angle

Georgie's Angle is a sample adventure for Geodesic Gnomes to get starting gnomes involved in the politics of dome life among the dregs of humanity. If you plan on playing Geodesic Gnomes, you should stop reading now as the material presented here will ruin the fun of playing in the adventure.

Story Overview

- Geordie contacts the gnomes to help him get revenge on a Dome Dweller who supposedly stole a piece of his gear.
- Two days later some friends of the Dome Dweller come after the gnomes in their homes.
- Geordie lies to the gnomes, telling them that they are being targetted by the pharm company, but he knows how to shut them down. He sends the gnomes on a job right into PL Pharma to grab the incriminating files (actually a list of PL Pharma street dealers that Geordie wants to shake down).
- Regardless of the outcome, odds are the team are now really on the run from PL Pharma.

The Shakedown

In this scene the players are recruited to shake down a Dome Dweller scum for hardware taken from a gnome.

Geordie has discovered information that PL Pharma in the South Dome has been secretly moving some new drugs into the city streets through street level drug dealers. Each dealer is an independent operative and acquires his dope through a blind drop system. Wanting to get his hands on the drugs, Geordie has traced one of the dealers and is looking for someone to shake him down. Enter our gnomes.

The adventure begins when Geordie contacts the gnomes through one of their family members. An easy Tribe roll lets the gnomes know that Geordie is an independent trader who lives just outside of Keeton's Squat in the South Dome. Geordie has sent along a note scrawled on the back of an airconditioner rental receipt requesting their presence at his post for a "job".

Geordie Clinton (rank 5)

Tunnels	8	Timing	8
Tribe	10	Toughness	6
Tools	6	Tallness	4

Geordie's post is a cramped air recirculation chamber attached to a major airduct in the South Dome. It's full of interesting bits of junk that Geordie sells and trades to make his life more comfortable. Geordie himself is a little black gnome with long grey dreadlocks tied back on his head.

He explains to the characters that a Dome Dweller scumbag (not an employee, he would never get them involved with corporate troubles, no siree!) intercepted one of Geordie's "nephews" (a euphemism for one of his couriers) and took off with his datapad. Obviously Geordie can't let this go like that, and needs some new blood to shake things up a bit.

He offers the gnomes their choice of two pieces of minor junk each for getting the datapad back. In addition they can keep whatever they find on the jerk. Geordie also offers them a pair of home-made hand stunners made from old disposable cameras to help in the job (minor junk granting the Fighter talent in combat).

If the gnomes cleverly walk away from the job, the adventure is over and they remain safe from Geordie's machinations for now. In this case, have some other gnomes fall for it, and let the rumours go around and see if the players decide to get revenge on Geordie for trying to set them up.

If they agree to the job, Geordie explains where the thug can be found most evenings, as well as providing some rough ideas of what buildings are linked to the dome recirculation system and plumbing. This makes sneaking up on the Dome Dweller a very easy Tunnels task.

Drug Dealer (dome dweller)

Tunnels	5	Timing	6
Tribe	6	Toughness	6
Tools	8	Tallness	10
Talents	Streesmart		
Hardware	Locked Datapad, 8 doses of SnapCoke, small wad of cash.		
Notes	Just a minor thug.		

It shouldn't be too hard for a team of gnomes to roll the dealer and grab the datapad and his snapcoke and money.

Snapcoke (minor junk)

Grants the Paranoid talent for one scene.

Wad of Cash (minor junk)

Grants the Streetsmart talent.

The datapad is a personal data storage computer, in this case encrypted so it takes a difficult Tools roll to get into it. It contains a bunch of phone numbers and so on from the drug dealer. In addition, it has a bunch of material that is further encrypted in a personal cypher. This takes a difficult Timing check to crack – it's a list of his drug deals and how much they are worth, although one set of entries in the mix indicates who his drop connection is: PL Pharma. It also includes the location of their secret lab and distribution centre in South Dome.

Goerdie keeps to his word and pays off the young gnomes happily. Once they are out of sight, he proceeds to double cross them...

Intruders

Two days after doing the job for Geordie, word spreads quickly through the dome that a small team of three dome dwellers are working their way through the walls. A successful Tribe roll or Tunnels roll indicates that they are heading straight for the characters' roost.

If the players decide to avoid the confrontation it becomes a series of Tunnels checks, with the gnomes getting a +4 advantage because the dome dwellers are completely unfamiliar with the environment. However, if this drags out the characters will suddenly find themselves face to face with Keeton himself.

Keeton (rank 9)			
Tunnels	6	Timing	6
Tribe	14	Toughness	4
Tools	8	Tallness	6
Talents	Streesmart, Alert, Fighter		
Hardware	Low Light Goggles, 9mm Automatic, Grappling Gun, Rapelling Gear, Toolkit, 20 pieces of minor junk.		
Notes	Top Gnome		

Keeton "explains" (with backup) that the gnomes have brought tall men into the walls and it's their job to take care of it. How well they handle it will be "observed" and noted by the gnomes of Keeton's Squat.

Goons (dome dwellers)			
Tunnels	4	Timing	6
Tribe	2	Toughness	6
Tools	8	Tallness	11
Talents	None.		
Notes	One has a gun.		

The gnomes can ambush the goons, try to re-route them into the sewers and drown them, or any number of other dirty tricks. No matter the situation, the Goons will suffer a -2 on all their difficulties as long as they are within the dome.

If a gnome takes the time to interrogate the goons, they say they were hired through an anonymous drop, given their target locations and pictures and sent on their way.

Triple Cross

If the gnomes don't go to Geordie at this point, within a day Geordie approaches them. Seems he's heard about their problems and has tapped the local communications net and hired a hacker to find out what he can about the issue, as he feels "somewhat" responsible.

According to his findings, the guy they knocked over was an employee of PL Pharma and they managed to track the gnomes using security camera footage or DNA tracing or some other high tech means.

The upside is he's managed to find out where the PL Pharma local operations office is and he knows where the files are that the gnomes need destroyed. All he wants in exchange is a single set of files out of that same office. All they need to do is bring the datapad they got him, plug it into the onsite network and run the Grabbit program on the datapad, then torch the place any way they want.

The PL Pharma operations office is on the third floor of one of the mini-arcologies in West Dome. Finding a way in is going to require a few Tunnels rolls and Tools rolls to bypass security. Once inside there are two security guards (treat as the Goons, above) each with a Steyr 4.3mm needle pistol and KevTech light body armor. (Thus able to fight using Tools at range, and reducing all damage received by 1).

Once the guards are out of the way, a very easy Tools check completes Geordie's request, and shredding the paper files is simple. Any gnome looking around for loot is also going to be happy. A successful Tools check allows them to get a single piece of Major Hardware that would be appropriate for an office environment (fire extinguishers, small personal computers, even a pair of walkie talkies). Every gnome can also grab a piece of minor junk like a bowl of candies (provides the harmless talent), stack of printer paper or so on.

Wrapping Up
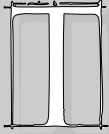
The files purloined for Geordie are of course the whole point of all this mess. Those files show the drop points for all the snapcoke deliveries taking place the next day, which Geordie's nephews will run around collecting before the "proper" dealers get their hands on it.

The initial mugging was because Geordie had discovered that one of the street dealers had figured out his source of snapcoke, but had made the mistake of letting the word out. Geordie knew that shaking him down would allow him to get his claws into the distribution net for one quick grab, but he had to know where to hit and on what day.

Thankfully, the gnomes handled the rough work, and now, if everything went well, Geordie has the goods.

Of course, PL Pharma is going to be some pissed. They will comb through their security footage, check for fingerprints and DNA and everything else they can do to trace the thugs that busted up their operations HQ. If the gnomes didn't actually torch the place, there is a good chance that Pharma PL will have a good idea who the perpetrators were, and will keep an eye out for them for quite some time.

Of course, if they handled the Goons in the walls well, Keeton also has an eye on them and will be watching in a much less malevolent manner.

And finally, there's always the chance that ingenious gnomes will have figured out Geordie's game and will escape the carnage unscathed.

Story Advancement Points

2 pts – Per game session played
5 pts – Successful completion
3 pts – Good roleplaying*
2 pts – Brilliant ideas*
2 pts – Personal sacrifice*

There were no incredible odds in this game unless the gnomes really messed up badly and have Pharma PL or Keeton chasing after them. They get the 5 points for completion if they follow through to the end as Geordie's catspaws or if they manage to derail Geordie's plans, but not if they just avoid the whole scenario.

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