

Wilhelm Person

BUNKER 13



Bunker 13

This is the first playtest edition, made for Båtsj2015.

Text and design

Wilhelm Person

With help from

Anders Bohlin and Matthijs Holter

Cover illustration

Kamil Węgrzynowicz

Play testers

Your name could be listed here!

Proofreading

Is desperately needed.

wilhelmsgames.wordpress.com

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The Bunker

Quicker and quicker it all accelerated, faster down the drain.

The religions grew more intolerant. The diseases more virulent. Pollution more rampant. Fresh water scarcer. The streams of refugees larger. The wars more indiscriminate. The ozone layer thinner. All at once.

During the dark years you hunkered down in the bunker while the apocalypse raged on the surface.

Now the radiation levels have fallen to acceptable levels. It is time to open the air lock hatch. Time to take stock, to see what has survived, and what has taken the place of that which didn't.

Introduction

The Bunker is an RPG for four or more players about a community of survivors of the apocalypse.

Every player plays several of the inhabitants of the bunker.

One representative on the council that plans long term development of the bunker through projects.

One ordinary worker in the bunker, just trying to survive and remain sane in the confined environment below the surface.

And one of the brave few explorers who dare leave the bunker in search for knowledge and treasure.

And there is the management of bunker resources and inhabitants to keep track of.

So in a way it is four different games that interconnect to form a single multifaceted gaming experience.

Setup

Materials

- Dice : D6, D10, D12
- Pencils
- Graph paper with grid
- A ruler

The bunker

What happened?

- 1 WW III
- 2 Solar eruption or pole shift
- 3 A great plague
- 4 A comet
- 5 Good old fashioned corporate greed
- 6 Robot uprising
- 7 The Workers' revolution
- 8 The rapture
- 9 No, raptOR. RaptORS.
- 10 Zombies
- 11 Aliens came for water, women, etc.
- 12 Horrors from a different dimension

How long ago?

- 1 A year, to the day
- 2 Five years
- 3 Twenty years
- 4 Forty years
- 5 A hundred years
- 6 A long time ago, long before you were born

Who built the bunker?

- 1 The rich and famous
- 2 Socialist / Communist guerrillas
- 3 The military
- 4 Secret government experiment
- 5 The United Nations
- 6 The telephone company
- 7 A cult. (Please outline beliefs.)
- 8 Nazis
- 9 Upstanding citizens
- 10 Contractors, and they're still there

Population

At the start of the game the bunker contains $D6 * 10 + 20$ inhabitants of ages varying from 0 to 80.

Census

Make a list showing the inhabitants in the bunker.

Distribute your population as you see fit across the age spectrum.

Roll their temperament with a D12 and gender with a D6, and assign them a unique three character identifier code. See below for tables.

Surface map

Done on grid paper. Each map grid is 3x3 squares. The bunker airlock occupies the center square of a grid.

At the start of the game only the bunker airlock grid is marked on the map.

The scale of the map is such that every map grid is about a week's worth of traveling on foot.

Bunker map

Done on grid paper. Each section is 4x4 squares large.

At the start of the game place the following facilities

- One airlock

- One section of tunnels
- Two habitation units
- Two greenhouses
- Two geothermal power plants
- Two water purification plants
- One workshop

Example facilities

- Geothermal power Produces power. With a staff of 5 it produces enough power to run 5 facilities.
- Habitation Houses the inhabitants. 25 comfortably, but up to 50 with overcrowding.
- Greenhouses Feeds the survivors. With a staff of 5, it produces food to feed 30 people comfortably. Up to 50 with reduced rations.
- Water purification Feeds the survivors. With a staff of 5, it produces water enough for 30 people.
- Medical Keeps the survivors healthy. Staff of 5.
- Workshop Produces tools and replacement parts. Staff of 5.
- Airlock Allows access to the surface. Staff of 5 needed for maintenance and watch duty.
- Tunnels Easier to defend, should hostilities ever find their way underground.

All facilities must share at least one side with an already placed facility.

The bunker map comes in handy to tell distances between different parts of the complex. Also it makes it easier to which other sections that might be affected by incidents.

The inhabitants

Every player creates three inhabitants. One will be on the council that runs the bunker. One is a worker. And the last one is an explorer.

Reproductive organs

Check boxes on the character sheet as you see fit. If unsure, roll a D6.

- | | |
|---|--------|
| 1 | Male |
| 2 | Female |
| 3 | Male |
| 4 | Female |
| 5 | Male |
| 6 | Female |

Name

Give the inhabitant a name.

Last

- | | 1-3 | 4-6 |
|----|-----------|-----------|
| 1 | Porter | Walton |
| 2 | Chambers | Myers |
| 3 | Tate | Stone |
| 4 | Alvarado | McCormick |
| 5 | Greer | Rice |
| 6 | Stevenson | Bennett |
| 7 | James | Griffin |
| 8 | Thomas | Parson |
| 9 | Flores | Daniels |
| 10 | Taylor | Stephens |
| 11 | Joseph | Rogers |
| 12 | Barker | McCarthy |

Male

	1-3	4-6
1	Bennie	Emilio
2	Wilbert	Jonathan
3	Geoffrey	Herman
4	Jesse	Leo
5	Manuel	John
6	Malcolm	Daryl
7	Vincent	Randy
8	Wayne	Martin
9	Howard	Perry
10	Cameron	Norman
11	Clifford	Harold
12	Sean	Clint

Female

	1-3	4-6
1	Kendra	Kristina
2	Erika	Miriam
3	Roxanne	Rhonda
4	Lana	Jackie
5	Kelly	Catherine
6	Molly	Patti
7	Brenda	Verna
8	Alberta	Silvia
9	Tracy	Sally
10	Teri	Vicki
11	Joy	Jo
12	Marcella	Sophia

Unique code

A unique three character identifier for this inhabitant. E.g. X42, 007 or Rd5. This identifier will be printed on the inhabitant's overalls, choose wisely.

Temperament

Roll D12 for temperament.

Temperament wraps around from 12 to 1, like the hours on a watch face.

The closer two people are on the temperament circle the more likely they are to agree and work well together.

Age

3D12 + 15

Mark the inhabitant on the census with gender, temperament and the unique code.

Attributes

The starting attributes are derived from the temperament, but may change later during play.

Divide the attribute circle into four segments, one for each attribute.

Temperament	Body	Mind	Tech	Soc
1	5	3	1	3
2	4	3	2	3
3	3	4	3	2
4	3	5	3	1
5	3	4	3	2
6	2	3	4	3
7	1	3	5	3
8	2	3	4	3
9	3	2	3	4
10	3	1	3	5
11	3	2	3	4
12	4	3	2	3

Starting level

The starting level is 0.

Position

Council, Worker or Explorer. Each player should have one of each. (There's also the position Child, but it is impossible to start the game as one.)

Starting equipment

Each inhabitant gets three +0 items and one +1. (There's a list of sample items elsewhere in the game, but feel free to make up your own.)

Rules

The table below lists the general areas covered by each attribute.

Body	Strength, Endurance, Close combat fighting
Mind	Intelligence, Making plans, Perception, Ranged combat
Tech	Knowledge, Use and repair gear, Operate machinery
Soc	Convince, Negotiate, Read motives, Command, Seduce

Roll against an attribute

Equal or lower for success.

Easy	D6
Average	D10
Hard	D12

Contest

Roll die according to complexity of the contest.

The winner has the higher successful roll. On equal rolls the higher attribute plus level is the winner. If the tie remains, roll again.

If neither party makes a successful roll the situation remains unresolved for now.

Equipment

Bonuses from items are only applied when the attribute is rolled against, they do not actually modify the attribute as such. Bonuses are only granted when an item has a reasonable use in the actual situation.

Every item is associated with an attribute, based on its primary use. The carrying capacity is limited to the attribute value for each category of items.

The higher the bonus the rarer the item. +0 items can often be improvised or crafted when needed.

Here is some sample equipment for bunker inhabitants. It is by no means a comprehensive list of items, invent your own items and add them as necessary.

Body

Antique sword	+2
Hostile environment suit	+1
Metal pipe	+0
Worn hostile environment suit	+0
Grayish green protective overalls	+0
Nutrition bars and water to last a week	+0

Mind

Binoculars	+1
Fine caliber pistol	+0
Maps	+1
Sniper rifle	+2
Clean white overalls	+0
Compass	+1
Auto-injector with 3 doses of RegenX	+2

Tech

Advanced toxin detector	+1
Digital circuit analyzer	+1
Mk IV robot companion	+3
Toxin detection kit	+0
Brown overalls with certification patches	+1
Toolkit	+0
Operation manual	+1

Soc

Bag of shiny gems	+0
Impressive headgear	+1
Perfume	+1
Riot control baton	+2
Tight overalls, sexy	+0
Religious text	+1

Damage

When taking damage, roll D6 and consult the column based on the complexity of the situation.

D6	Easy	Average	Hard
1	Temporary	Temporary	Temporary
2	Temporary	Temporary	Temporary
3	Temporary	Temporary	Temporary
4	Temporary	Serious	Serious
5	Temporary	Serious	Serious
6	Serious	Serious	Permanent

Mark temporary damage with a single stroke, serious injury with a cross, and permanent damage by filling in the field entirely.

No matter which degree of damage it reduces the attribute by the same amount until the point has been restored.

The reduction includes carrying capacity, items may have to be left behind.

Healing and recovery

Temporary damage heals in hours or after a good night's sleep, provided there is enough food, water and rest.

Serious injury can take months to recover from. Best done back in the bunker.

Permanent damage is just that, permanent. Only under extraordinary circumstances can it be recovered from.

Experience

Those who survive the harsh post apocalyptic world gain experience.

Gaining experience and level

Each of the following gives one point of experience.

- Surviving an expedition to the surface.
- Returning from the surface with the mission accomplished.
- Giving birth to a child.
- Having voted for a successful project in the council.
- Having voted against a failed project in the council.

- Changing to a new role. (Worker, Explorer, Council)
- Being mentioned by name/code in the bunker log book.
- Being the referee for an expedition gives the player one point to assign to any character.

Each gained point of experience also raises the inhabitant's level by one.

High level is not all that useful. It is mostly used to impress people at the pub, and to break ties in contests.

Spending experience

- 1 Move the divider between two attributes one step
- 3 Acquire an item of +1 quality
- 6 Acquire an item of +2 quality
- 9 Acquire an item of +3 quality

It is possible to remove an attribute entirely by shrinking it to zero size, however that kind of person becomes a freak. When two attributes have been lost, one ceases to be a person and becomes something entirely different, a monster.

Level is the total amount of experience that the inhabitant has accumulated over the entire run of the game.

Play

One session of The Bunker covers the events for one year. For every year go through the phases described below.

Depending on the players' pace a year can take anything from one to a couple of hours to resolve. Aiming to complete all the phases for one year in game session is probably a good starting point.

The phases

Administration

The administration phase covers the general management of the bunker, its facilities and inhabitants.

Council meeting

The bunker's ruling council convenes and sets the priorities for the year's activities.

Life in the bunker

Play scenes set in the bunker involving the council, workers or explorers.

Learn about daily life in the bunker. See the consequences of the council's decisions.

Surface exploration

If an expedition is sent to the surface this year, play it.

Year wrap up

Determine success or failure of the year's project.

Write entry into the bunker log-book.

Administration phase

Aging

Every inhabitant ages one year. Check the table for special events at varying ages.

- 0-14 Child. Avoid being bitten by rats.
- 15 Cease to be a child and become a worker. Congratulations.
- 50-59 Roll Easy against a random attribute, on failure take one permanent wound.
- 60-69 Roll Medium against a random attribute, on failure take one permanent wound.
- 70+ Roll Hard against a random attribute, on failure take one permanent wound.

If any attribute is reduced to zero due to having too many permanent wounds, the inhabitant dies.

Population growth

Roll D12 for every female between 15 and 50, on a 1 add a new inhabitant age 0. Determine temperament, gender, code, and optionally a name, as usual.

Bunker administration

Count the available working population. I.e. everyone 15 years and older.

Assign workers, explorers and council members.

Distribute workers across the facilities.

Discord

Determine the level of discord to reflect last year.

Things that increase discord

- 1 For every inhabitant that died due to lack of food or water
- 1 For every inhabitant without living space.
- 1 For every explorer lost on expeditions
- 1 For every freak living in the bunker (Has one attribute at 0)
- 1 For every discontent player worker or explorer
- D6 If the council failed to agree on a project last year.
- D6 For every overcrowded habitation unit.
- D6 For every 10 inhabitants living on reduced rations
- D6 For every monster living in the bunker (Has two or three attributes at 0)

Things that decrease discord

- 1 For every new born child
- 1 For every content player worker or explorer
- D6 For a successful expedition.

Check the effects of the discord against the table

- < 0 Good times! Parties are thrown. Roll D10 for pop. growth next year.
- 0-5 Things are good.
- 6-10 Anti-council graffiti appears in bathrooms.
- 15-20 D6 defectors escape into the wasteland.
- 21-25 Sabotage. One random facility only produces at half capacity.
- 26-30 D12 defectors escape into the wasteland.
- 31- Revolution. Each council rolls D12 against SOC or is lynched.

Council meeting phase

Project proposals

Write a project description on a piece of paper. The project can be things that should be constructed, new laws or policies to be introduced into the Bunker.

Project benefit analysis

Pass the note to the left, that council member writes the mechanical benefit of the proposal in the game.

Project cost analysis

Pass the note to the left, that council member writes the cost for the bunker of implementing this proposal.

Project review

Pass the note to the left, that council member reviews the proposal and determines chance for success.

The outcome may depend on many different factors, including a successful expedition, specific events taking place in the bunker.

All projects are presented

The council discusses the projects and makes sure that everyone understand the benefits, costs and chances of success.

Vote on which project to implement this year.

On a draw there is a new round of voting. If the council can not decide on a project in three rounds of voting no project will be implemented this year.

Life in the bunker phase

In no specific order, take turns setting scenes showing the lives of the bunker's inhabitants. Every player should get the opportunity to set at least one scene.

The scenes show how life is in the bunker. How the council's decisions are received and how they affect the lives of the inhabitants.

When setting a scene try to answer the following questions:

- When does the scene take place?
- Where does the scene take place?
- Who are in the scene?

Let the scenes breathe life into the stats and numbers. Show what the explorers are risking their lives for.

Players who don't play a main character in the scene provide details about the scenery, answer questions, make calls regarding difficulties of tasks and other rules, and play any non player inhabitants that enter the scene.

Surface exploration phase

While scenes in the bunker are played in a rather unstructured way, surface exploration can be a bit more formalized.

One player is the referee. The others play participants in the expedition. If the expedition contains more explorers than there are players the extras are played collectively by all players, including the referee. The extras can be converted into full explorers with character

sheets to fill any gaps caused by death and disappearance among the players' explorers.

No player may referee two expeditions running, and best is if all players take turns as referee.

Forming the expedition

First, determine the purpose or goal of the expedition. Perhaps it is by decree of the council, and the expedition is sent to retrieve some necessary gadget or spare part for a machine in the bunker. Perhaps it is a patrol to learn what is going on near the bunker. Maybe it is an exploration mission to learn what lies in the distance.

Then appoint one player as the referee for this expedition, the other players pick one of their characters each to form the main body of the exploration party. If it is deemed necessary add further participants to the expedition.

Review the equipment carried, will it be useful in the days and weeks ahead? Perhaps some items should be left behind, maybe something needs to be manufactured in the workshop, +0 items are usually easily procured. Maybe some more valuable items have been saved in the bunker's stores from previous expeditions.

Being the referee

First and foremost, as the referee for a surface expedition you are not on the side of the expedition, nor are you against it. You are somewhere in between, making objective calls for task difficulty rolls and the reactions of encounters.

It is all the same to you if the expedition is successful, the explorers survive and bring back treasure to the waiting inhabitants of the bunker, or they are lost in the wasteland. As long as it happened fairly as the natural consequence of the explorers' actions and the things they encountered.

Feel free to elaborate on the results from the tables below, add or subtract. Do what makes sense given the situation. Make the surface world come to life. Make it real, wonderful and terrifying.

Exploration

Expeditions start by the bunker, marked on the surface map. As the explorers move and enter previously unexplored areas roll on the table below to determine what kind of terrain lies ahead.

- 1 Wasteland - parched
- 2 Wasteland - desolate
- 3 Wasteland - ghostly
- 4 Wasteland - scorched
- 5 Wasteland - toxic
- 6 Wasteland - ruined

The terrain type will occupy the full 3x3 sized grid on the surface map. Roll on the table below to determine if there are any points of specific interest in the grid.

- 1 Something in 1.1
- 2 Something in 1.2
- 3 Something in 1.3
- 4 Something in 2.1
- 5 Something in 2.2
- 6 Something in 2.3
- 7 Something in 3.1
- 8 Something in 3.2
- 9 Something in 3.3
- 10 Nothing
- 11 Nothing
- 12 Roll twice

There might be other groups in the area. If they spot the expedition first they may choose to approach, attack, avoid or ignore it.

Dangers of the surface

- The weather, floods, rains, storms, extreme temperatures.
- Raiders, warlords, mutants
- Forgotten traps

- Animals and monsters
- Lack of food and water
- Navigational errors

In the wastelands

Tunnels, man made.

Caves

Deserted settlement

Bombed out bunker

Canyon or dried out river bed stretching D6 squares in two directions

Trenches of an old battlefield

Abandoned cult site, remains of human sacrifice litter the ground

Damaged large vehicle. Looters have picked it clean.

Old mag-lev rails stretching D6 squares in two directions

Glass desert, the ground has melted due to extreme heat

Old road stretching D6 squares in two directions

By rivers and canyons

A razed bridge

A bridge on the verge of collapse

An improvised bridge, guarded by a group

A settlement

A stranded ship

A farmstead

Encounters in motion

Nomads
Pilgrims
Raiders
War party
Settlers
Refugees
Marauders
Wanderers
Traveling craftsmen
Expedition from another settlement
Madmen
Treasure hunters
Traders
Slavers
Bounty hunters
Hunters

Stationary encounters

A small society
A large society
A farmstead
Miners
Trading post
Military checkpoint

Secrets / Special

Searching for someone or something
Cannibals
Carry a disease
Carry a great treasure
Follow an obscure religion
Harbor a fugitive

Treasure

With the exploration comes the expectation of finding loads of treasure to compensate for the dangers that the explorers face. But for

the most part it is not your task as a referee to shower the explorers in gifts.

If expeditions are launched for the sole purpose of finding better gear for the explorers, things are probably going too well in the bunker in the first place.

Items that grant +0 bonuses can be readily found in stashes and by looting opponents. Trading a +0 item with little use to the current situation from the explorer's inventory for a +0 item that is desperately needed is a good deal

But experience can be traded for items granting higher bonuses. Send danger and trouble towards the explorers, let them live adventures that are worthy of mention in the log book, so that they may gain extra experience. Making the trade of experience for an item can be allowed during an expedition, provided that it makes sense that the explorer could find the item in question at that location.

This is not to say that you should never let the explorers find outstanding items on expeditions, but let the reward be in proportion to the danger.

Year wrap up

Before starting going into the next year and going through the phases another time do the following.

Outcome of the year's project

If the council had a project running for the year, now it should be possible to determine if it was a success or failure. Do so.

Remember to update any lists or tables that might have been affected by the project.

Bunker's logbook

The council's secretary keeps a log of major events. End the year by writing the year's entry into the log book.

Examples of play

Let's join Jay, Max, Sam and Val as they dive into their first game of Bunker 13.

The bunker

MAX: What's the setting in this game like?

VAL: Something post apocalyptic. It doesn't say much, just a couple of random tables in the setup chapter.

SAM: So we roll and fill in the blanks ourselves?

JAY: Looks like it.

VAL: What happened? D12?

SAM: Five.

VAL: "Good old fashioned corporate greed"

MAX: Hmm? And the apocalypse?

JAY: So some pollution, and maybe corp wars that get out of hand?

SAM: All for the benefit of our shareholders.

JAY: That's a hostile bid if there ever was any!

VAL: How long ago? D6?

SAM: Four.

VAL: "Forty years"

SAM: These guys know how to party.

VAL: Who built the bunker? D10?

SAM: Three.

VAL: "The military"

SAM: Like the regular military, or the corp one?

VAL: It doesn't say.

JAY: Let's go for some corp one.

MAX: So forty years ago the competition got a bit fierce and we've been living in this bunker ever since?

SAM: And now we're about to open the hatch for the first time and see what's out there?

JAY: HR has deemed the air breathable, and they're fresh out of sparkling wine.

VAL: Population, D6?

SAM: Two.
VAL: Times ten, plus twenty. So there's forty of us down here.
SAM: Doesn't sound like much, it is well that things didn't happen longer ago or we'd all be cousins by now.
MAX: Maybe there was an accident and there's just forty of us left?
JAY: That's pretty grim.
VAL: It is a game about the apocalypse, I think we'll be seeing a lot of grim ahead.
JAY: OK, what's next?
VAL: Oh, you'll like this, we're going to roll up every single one of those forty guys.
SAM: Kick-ass micro management level of detail!
MAX: Hehe, "management".
JAY: And so it starts.

Bunker census

VAL: It is a D12 for temperament. A D6 for gender, odd is male, even is female. You got to make up a unique three character code for everyone. And decide their age, from one to eighty.
SAM: Temperament?
VAL: It is sort of a mechanic for how you get along with people, and it gives your stats from a table.
MAX: Forty in total, we do ten each? How about I start my codes with an M, Jay has a J, and so on.
JAY: Wait, that's it? Just those three things?
VAL: Yes, there's a table of generic American names as well, but we don't need to do that right away.
SAM: (Rolls a lot of dice.)
MAX: (Rolls a lot of dice.)
JAY: (Rolls a lot of dice.)
VAL: (Rolls a lot of dice.)
MAX: I see it now, M for "management".
SAM: S for "sales", I'll need an expense account.

Drawing maps

VAL: Next we make two maps. One for the surface and one for the bunker.

SAM: Nice.

VAL: The surface one is just a 3x3 square in the middle of the paper, and a 1x1 square inside it. It is the airlock to our bunker and the surrounding area.

SAM: Right, we don't know what's up there.

VAL: The bunker map is divided into sections 4x4 squares in size. Place the airlock.

SAM: Any place in particular?

VAL: No, anywhere.

SAM: Done.

VAL: Then we add two habitation units, two greenhouses, two geothermal power plants, two water purification plants, a workshop and a section of tunnels.

SAM: Hold on. (Draws frantically.)

MAX: Where do the tunnels go?

VAL: I think you're supposed to place them between to facilities, it says they're easier to defend against attacks.

SAM: Done.

JAY: You've placed them in alphabetical order?

SAM: Easier to find them later.

VAL: I'm sure it will be fine. Next we'll roll up our characters.

The inhabitants

MAX: Who were the forty guys we just rolled up?

VAL: Extras, backup characters. The people who live in the bunker that the game is about. Now we're making the guys you're actually playing.

SAM: Totally micro management.

VAL: We're making three guys each, it is mostly the same procedure as before. Gender with a D6. Now we have to give them names though, there's tables for that too. Unique three character codes. Temperament with a D12. And age by 3D12+15. Then we add them to the census.

SAM: (Rolls and writes.)

MAX: (Rolls and writes.)

JAY: (Rolls and writes.)

VAL: (Rolls and writes.)

SAM: Done. What is this clock thing on the character sheet?

VAL: Your attributes. You have Body, Mind, Tech and Social. The sum of them is always twelve. And your temperament determines their initial distribution.

SAM: Initial?

VAL: Yes, when we level up we can shift the distribution.

MAX: A little bit of game design magic that we call never-worry-about-power-creep?

VAL: Kind of, but we can get gear that gives bonuses to the attributes. So things can change a bit.

SAM: OK, good.

VAL: Give me your temperaments and I'll read the attributes from the table.

SAM: One.

JAY: Hey, one of my guys also has temperament one. Do I have the same attributes?

VAL: Yes.

MAX: And you guys are like best buddies forever.

VAL: So you have Body 5, Mind 3, Tech 1 and Social 3. Just draw lines to divide the clock face into four sections.

SAM: Done.

JAY: Done.

Level, position and equipment

VAL: Starting level is zero for all the inhabitants. Then you have to decide which of your guys is on the council, which is a worker and which is going to be an explorer and do adventuring.

SAM: Easy, my first guy has body five, I'll send him into the wasteland.

JAY: (Makes choices.)

MAX: (Makes choices.)

SAM: (Makes choices.)

VAL: (Makes choices.)

VAL: There's a list of equipment in the game, you can take a look at it and see if there's anything you'd like. But we are free to make up our own items. At the start of the game every inhabitant has three +0 items and one +1.

SAM: Plus zero? Sounds like crummy gear.

JAY: All the good stuff got ruined, that is why they call it the apocalypse.

VAL: Maybe, the +0 gear at least lets you try. There are no skills in the game, so I suppose the items you carry around say who you are, and what you're good at.

MAX: Makes sense I suppose.

VAL: The items are connected to a specific attribute. You can't have more items for one attribute than the value of the attribute.

JAY: Another trick to stop power creep then? We can never have more than twelve items per character?

VAL: Not carry anyway, maybe you can leave them in the bunker when you head out on in the wastelands.

SAM: Speaking of heading out, are we going adventuring anytime soon?

VAL: No, not right away, first we'll see why anyone would like to leave the safety of the bunker.

JAY: "HR is out of wine", done.

VAL: You're welcome to raise that idea in the council meeting in a bit, Jay. But first we'll check that there aren't any more pressing issues.

Design notes

With Bunker 13 I wanted to make a game that does everything. Where the players can explore every aspect of the main characters' existence. They play not only administrators, or explorers of a futuristic wasteland, but also the people who must live with the decisions made by the administrators and those who anxiously await the return of the explorers.

The mechanics span over several genres. The bunker administration is close to a board game. The council meetings could be played as chamber LARPs if one wanted. Life in the bunker is portrayed through storygaming. Traditional RPGs are a strong influence on the surface exploration lean.

The game has many sources of inspiration:

- Ars Magica - Where I saw troupe play of this kind first.
- Pendragon - For the one adventure per year and session setup.
- Teknochock - Is the source and inspiration of the temperament circle.
- Mutant - This Swedish RPG of the 80s has done much to form my vision of the postapocalyptic world.
- Axa - Is the sword wielding comic book heroine who's adventures are the basis for the setting I have tried to support. Even if she did her best to stay out of the domed city.

The current state of the game is incomplete, untested and unedited. But even if there are gaping holes I think it is playable, if you fill in the blanks as you go. Make sure to let me know how things went if you ever give it a try.

Wilhelm

Luleå, 2015-09-27

BUNKER 13

NAME:

AGE:

CODE:

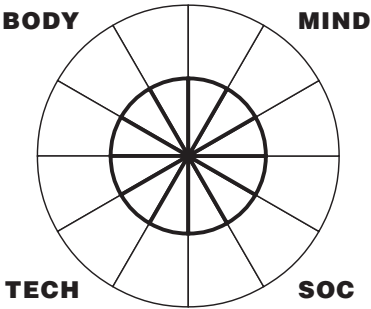
REPRODUCTIVE SYSTEM: ☐ MALE ☐ FEMALE

TEMPERAMENT:

- ROLE: ☐ CHILD
☐ WORKER
☐ EXPLORER
☐ COUNCIL

EXPERIENCE:

LEVEL:



EQUIPMENT: