

THE ÜBIX

ISSUE No.1

SPRING 2019



THE
UBIX

A Basic Roleplaying Zine

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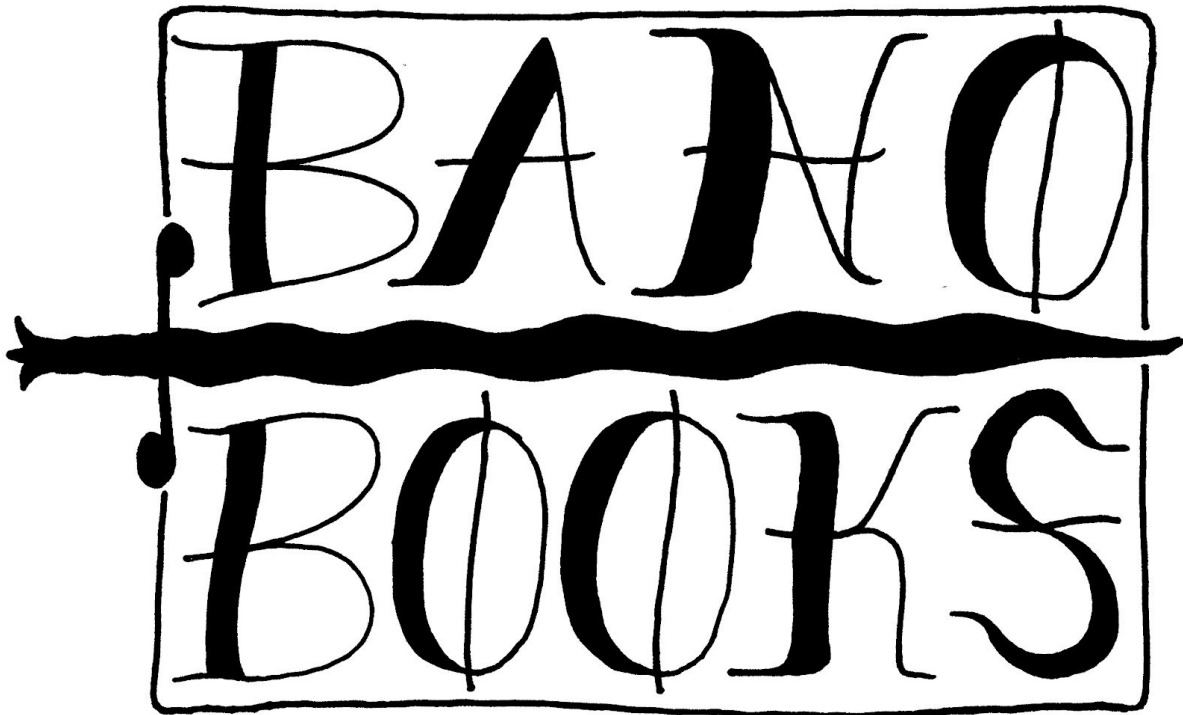
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A Class All Their Own

The Gunslinger

Requirements: Dex 15, Con 13, Wis 12

Prime Requisite: Dex

Hit Dice: 1d6

Maximum Level: None

Gunslingers are an order both foreign and familiar to the land. Road-worn and steely-eyed, the gunslinger is descended from a long line of warriors sworn to protect all that is lawful and just. Should a gunslinger shirk this oath, either purposely or otherwise, they shall be stripped of their weapons by their order, lose all special class abilities (becoming a fighter of equal level), and sent West. Beginning at 10th level, a gunslinger gains one additional attack per round.

Gunslingers have the following special abilities:

- They may make two attacks per round outright.
- They receive +1 per level to accuracy against humanoids (dwarves, elves, gnomes, half-elves, half-orcs, halflings, and all humans).
- Once per day, they may lower an ear to the ground and gain a 60% chance to determine who, besides the party, occupies the nearby area.
- They may cast *suggestion*, as the spell, when concentrating.
- They receive a +2 bonus to all saving throws.

But Ere He Dipped the Surface

When a gunslinger reaches the 3rd level, they are deemed fit enough to be bestowed the weapons of their order. First, the gunslinger shall need a magical sword obtained during their adventures. The sword need not be overtly powerful, but the grander the blade the more honor the gunslinger shall bring to their line.

Travelling to the nearest mere, the gunslinger must cast the sword into the waters where it will pass into the realm of the Fey Weaponsmiths.

Day and night the gunslinger is expected to wait by the water's edge, gaining a cumulative 20% chance every morning for the completion of their weapons. On a success, the water's surface breaks, revealing a Fey maiden holding aloft a newly crafted gun-belt. In the holsters, two gleaming revolvers which retain the magical effects of the swords they were forged from. Note that gunslingers are expected to use these guns for the remainder of their adventuring career. Should the guns be abandoned, the gunslinger shall be shamed as if they had neglected their oath.

That One on the Far Left, He Had Crazy Eyes

Gunslingers know the hearts of men and can see their intentions simply at a glance; this is through years of training and ever more years of wandering the earth. By 9th level, a gunslinger may cast *ESP*, as the spell, once per day.

Go Then, There Are Other Worlds Than These

Through their travels, gunslingers encounter and dispatch many creatures both within our world, and without. This contact with outside realms changes the gunslinger and makes them vulnerable to outer forces. By 15th level, a gunslinger may cast *contact other plane*, as the spell, once a week. Additionally, word of the gunslinger has travelled, prompting 1d6 fighters to seek them out and become their followers.



A gunslinger of the Southern Reaches.

Gunslinger Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
1999	2	2
3998	3	3
7996	4	4
15992	5	5
31984	6	6
63968	7	7
127936	8	8
247936	9	9
367936	10	+1 hp only
487936	11	+2 hp only
607936	12	+3 hp only
727937	13	+4 hp only
847936	14	+5 hp only
967936	15	+6 hp only
1087936	16	+7 hp only
1207936	17	+8 hp only
1327936	18	+9 hp only
1447936	19	+10 hp only
1567936	20	+11 hp only

What Goes Bump?

Boro Beasts

No. Enc.: 1d2 (1d4)

Alignment: Neutral

Movement: 210' (70')

Armor Class: 5

Hit Dice: 6

Attacks: 3 (2 claws, 1 bite)

Damage: 1d8 / 1d8 / 1d10

Save: F3

Morale: 8

Hoard Class: VII

XP: 600

Boro beasts are large cats which haunt the marshes and woods surrounding swamp settlements. Feeding on mostly livestock and town pets, the beasts will sometimes venture too close to human dwellings, resulting in unfortunate and bloody deaths. Boro beasts prefer to crush and decapitate their prey, lapping at the gore. Extremely stealthy, boro beasts ambush opponents with a result of 1-4 on 1d6.



A Beast of Boro stalks the moors of North Charlesland.

All That Glitters

The Hand of Glory

This mummified hand is shriveled to the point of petrification and clutches a tallow candle between the middle and ring fingers. Lopped off 3 inches above the wrist, this relic is what is known as a 'Hand of Glory', a great boon to any sneak-thief looking to burgle an especially tricky dwelling. One only has to enter the abode without being caught and, once within, may light the candle and witness the Hand at work:

- Any locked portal or chest becomes unlocked in the presence of the Hand. This, of course, does not include magical or living locks.
- Any sleeping residents within shall remain asleep no matter how much noise is made by the burglar, or 'Lighter.' Only physical interaction may wake those under the Hand's hypnosis.
- If there just so happens to be any residents that are awake when you begin your nightly work they will fall paralysed and unable to speak. They will remain so until morning, or until they are shaken from their hypnotic state.

The Hand is a one-use item and it is not uncommon for unwitting victims to wake in the morning only to find a mummified hand covered in wax in their now empty homes. The Hand of Glory may become ineffective if one were to rub their threshold with an unguent composed of the gall of a black cat, the fat of a white hen, and the blood of a screech-owl.



A crude rendering from a robbery victim's accounts.

The Grimoire

Graft

Level: 1

Duration: Permanent

Range: Touch

The caster gains the ability to reattach severed limbs and appendages in an instant. The limbs do not have to be those originally lost, but they must match in size and shape to the target stump. The flesh of the limb does not need to be living, nor does it need to be from the same species as the target. If the limb is not original to the target there is a 50% chance that the limb becomes sentient and seeks to destroy the being it's attached to. This chance lowers by 2% with each level the caster gains.

At higher levels the caster can reattach more complex appendages:

1st Level - Fingers & Toes / Ears & Noses

3rd Level - Hands & Feet / Eyes

5th Level - Arms & Legs

7th Level - Head / Body



A magic-user grapples with the difficulties of graft.

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