

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

Characters And Equipment

Sections

1. List Of Attributes & Abbreviations
2. List Of Human Characters
3. List Of Non-Human Characters
4. List Of Unilink Transport Equipment
5. List Of Space Marine Equipment
6. List Of Miscellaneous Items
7. Attributes Of Human Characters
8. Att. Of Non-Human Characters
9. About Unilink Transports
10. Unilink Equipment Breakdown
11. Space Marine Load Breakdown
12. Miscellaneous Items Breakdowns

#####

1. List Of Attributes & Abbreviations

Attributes:

- Health (HEL)
- Athleticism (ATH)
- Intelligence (INT)
- Leadership (LED)
- Pace (PAC)
- Magic (MAG)
- X-Factor (XFC)
- Defense (DEF)
- Combat 1: Hand To Hand Combat (H2H)
- Combat 2: Melee Weapons (MEL)
- Combat 3: Firing Weapons (FIR)

#####

2. List Of Human Characters

Space Corps Personnel:

Senior Spaceman Royce Tennard
Spaceman Harold Douglas

Space Marines:

Staff Sergeant James P. Renquist
PFC Brenda Davis (F, NEG)
PVT Richard Brickwell
PVT Kevin Dempsey
PVT Raymond Dobson
PVT Scott Finn
PVT Bryan 'Numbnuts' Knotts
PVT Alvin Mason
PVT Angel Menden (HIS)
PVT Kenneth Neelson
PVT Jacob 'Rube' Rubalcava (HIS)
PVT Robert 'Straw' Strawberry (NEG)
PVT Troy 'Zachs' Zachary

F = Female, NEG = Negro, HIS =
Hispanic, PFC = Private First Class,
PVT = Private

#####

3. List Of Non-Human Characters

Roach Classifications:

Battle Roaches
Specialists
Workers

Other Non-Human Species:
Wehnteweisell

#####

4. List Of Unilink Transport Equipment

Basic Unilink first aid kit
Replacement parts for field radios
Unilink standard tool set

#####

5. List Of Space Marine Equipment

Helmets with short frequency radios
Full combat fatigues
Standard 2-day backpack
Spitfire plasma rifle
K-Bar utility knife
Flash grenade
Medical specialist backpack

#####

6. List Of Miscellaneous Items

Roach Battle Sleeves
Transporter Hills

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

Senior Spaceman Royce Tennard

Spaceman Harold Douglas

#####

7. Attributes Of Human Characters

#####

Organized by type, rank and last name
alphabetical order.

Space Corps Spacemen

HEL: 5
ATH: 2
INT: 4
LED: 4
PAC: 2
MAG: 0
XFC: 0
DEF: 3
H2H: 2
MEL: 2
FIR: 3

HEL: 6
ATH: 4
INT: 4
LED: 2
PAC: 3
MAG: 0
XFC: 1
DEF: 3
H2H: 1
MEL: 2
FIR: 3

Spaceman Tennard is in his late thirties and of a heavyset build. He is a Senior Spaceman in Space Corps. Tennard is a veteran pilot and knowledgeable in operating Unilink Transport vehicles on the Pulse Link System. Tennard carries no weapons or special equipment.

Spaceman Douglas is in his mid-twenties and of average build. He has recently received certification to operate Unilink Transport vehicles after training on Earth. Douglas carries no weapons or special equipment.

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

Marine Division Space (MAD or MDS), Space Marines

* All Space Marines are loaded with backpacks that contain 2 day's worth of survival supplies. Space Marines use helmets with built-in radios for short-range communication. They carry Spitfire plasma rifles, one or two flash grenades each, and K-Bar knives.

Staff Sergeant James P. Renquist

HEL: 6
ATH: 6
INT: 5
LED: 6
PAC: 6
MAG: 0
XFC: 2
DEF: 6
H2H: 6
MEL: 6
FIR: 5

Staff Sergeant Renquist, also Renk, is in his mid-thirties and of a tall, muscular build. He served in Marine Division Earth for over 15 years as a Drill Instructor before asking for a transfer to Marine Division Space to combat the Roaches alien scourge.

Renquist qualifies in the use of most modern handguns, rifles and melee weapons. Renk is proficient in Marine Division Martial Arts.

When Renk commands a squad, total Defense and Pace go up by 2 with a maximum cap of 6.

PFC Brenda Davis (NEG)

HEL: 6
ATH: 6
INT: 4
LED: 4
PAC: 6
MAG: 0
XFC: 0
DEF: 5
H2H: 5
MEL: 6
FIR: 5

Private First Class Davis is in her early twenties and of a tall, muscular build. She is an exemplary and new Space Marine and has a strong fighting attitude, including intermediate training in Marine Division Martial Arts.

When teamed up with PVT Knotts, team Intelligence, Leadership and Defense go up by 1 with a maximum cap of 6.

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

PVT Richard Brickwell

HEL: 5
ATH: 4
INT: 4
LED: 4
PAC: 4
MAG: 0
XFC: 0
DEF: 4
H2H: 3
MEL: 4
FIR: 4

Private Brickwell is in his mid-twenties and of stocky build. He is a recent Space Marine and very dependable.

PVT Kevin Dempsey

HEL: 5
ATH: 4
INT: 4
LED: 1
PAC: 4
MAG: 0
XFC: 4
DEF: 2
H2H: 2
MEL: 2
FIR: 2

Private Dempsey is in his early twenties and of average build. He is a recent Space Marine, mostly timid, but he can perform well at times.

Dempsey's X-Factor can cause re-rolls in dangerous situations.

PVT Raymond Dobson

HEL: 5
ATH: 4
INT: 4
LED: 3
PAC: 4
MAG: 0
XFC: 0
DEF: 4
H2H: 4
MEL: 4
FIR: 4

Private Dobson is in his mid-twenties and of average build. He is a recent Space Marine, reserved and dutiful.

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

PVT Scott Finn

HEL: 5
ATH: 4
INT: 3
LED: 3
PAC: 4
MAG: 0
XFC: 0
DEF: 4
H2H: 3
MEL: 3
FIR: 3

Private Finn is in his early twenties and of tall, average build. He is a fresh Space Marine and largely untested.

PVT Bryan 'Numbnuts' Knotts

HEL: 6
ATH: 5
INT: 4
LED: 4
PAC: 6
MAG: 0
XFC: 0
DEF: 5
H2H: 5
MEL: 5
FIR: 5

Private Knotts is in his early twenties and of tall, muscular build. He was a minor league pitcher and grappler before recently joining the Space Marines.

When teamed up with PFC Davis, team Intelligence, Leadership and Defense go up by 1 with a maximum cap of 6.

PVT Alvin Mason

HEL: 5
ATH: 4
INT: 3
LED: 2
PAC: 4
MAG: 0
XFC: 0
DEF: 4
H2H: 4
MEL: 5
FIR: 4

Private Mason is in his late twenties and of tall, stocky build. He served in Infantry Division prior to becoming a Space Marine. Mason is a brawler with a bad attitude, but he gets the job done.

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

PVT Angel Menden (HIS)

HEL: 5
ATH: 5
INT: 5
LED: 3
PAC: 4
MAG: 0
XFC: 0
DEF: 3
H2H: 3
MEL: 3
FIR: 4

Private Menden is in his early twenties and of lean build. He is a recent Space Marine eager to prove himself. Menden is an expert climber and good in situations where stealth is needed.

PVT Kenneth Neelson

HEL: 5
ATH: 3
INT: 4
LED: 3
PAC: 4
MAG: 0
XFC: 0
DEF: 3
H2H: 2
MEL: 2
FIR: 2

Private Neelson is in his mid-twenties and of average build. He is a recent Space Marine and training to become a medic. Neelson is largely untested and reserved, and sometimes shunned by fellow Marines.

PVT Jacob 'Rube' Rubalcava (HIS)

HEL: 5
ATH: 4
INT: 6
LED: 4
PAC: 4
MAG: 0
XFC: 0
DEF: 3
H2H: 4
MEL: 4
FIR: 4

Private Rubalcava is in his early twenties and of average build. He is a recent Space Marine, highly intuitive, intelligent and well-studied with some college background. Renquist often looks to Rubalcava for insight.

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

PVT Robert 'Straw' Strawberry (NEG)

HEL: 6
ATH: 6
INT: 4
LED: 3
PAC: 6
MAG: 0
XFC: 0
DEF: 5
H2H: 5
MEL: 5
FIR: 4

Private Strawberry is in his mid-twenties and of tall, athletic build. He is a recent Space Marine who has an aggressive, sometimes reckless attitude.

PVT Troy 'Zachs' Zachary

HEL: 5
ATH: 4
INT: 4
LED: 3
PAC: 4
MAG: 0
XFC: 0
DEF: 4
H2H: 4
MEL: 4
FIR: 4

Private Zachary is in his mid-twenties and of a tall, lean build. He is a recent Space Marine who is generally quiet, gets along with others and does his duty.

8. Attributes Of Non-Human Characters

Roaches

Roaches are a species of hard-shelled sentient creatures from the outer reaches of space. They are not as technologically advanced as humans. Roaches travel through space slowly, taking many generations, in organic vessels made from dried and tempered mucus. The ships look like long, craggy teardrops in flight, and like fangs or rocky spires when they crash-land onto a planet's surface. Up to 100 Roaches can fit into each vessel, distributed into groups of 70 soldiers, 20 workers and 10 specialists. Little is known about propulsions systems or biological reproduction.

Roaches move on six limbs, but for brief periods they can stand on two short hind legs. They are about 5 feet high with four upper arms. Their carapace is twice as thick as human bones and impervious to weapons damage or fire. Roaches have rounded heads, short antennae and circular mouths with saw-like teeth. When attacking, they will hold their victims down and bite at the head or face.

Roaches run faster than humans. They can roll up into balls and jump at a

Chaos Rift Role-Playing Game Roaches In The Attic 0 Adventure

distance of up to twenty feet at a low angle, to land among their enemies. Roaches are vulnerable when they stand or are flipped over, as their undersides are comparably soft.

Roaches fire focused heat blasts from their upper four arms. Battle Roaches wear sleeves on their forearms to increase the potency of their attacks. Roaches can only fire while they are standing, and quickly return to six limbs after firing. Roach heat blasts are most effective at 2 movement spaces or less.

Battle Roaches usually travel in even-numbered groups. They speak through clicks and hisses and attack or flee as a single unit with a few stragglers that didn't quite get the latest psychic messages. Battle Roaches will try to surround their enemies, or to push them against a barrier and batter them from a distance with heat blasts. If they feel they have the upper hand, they may begin a Suicide Charge to completely devastate their enemies. Battle Roaches tend to patrol in patterns or straight lines from Point A to B, to and from important locations.

Specialists can figure out how human mechanical devices work, and they can tell who the commanding officers are. It is feared they will discover how the Pulse System works. If they do, they could use Unilink Transports to reach Earth. Specialists can also prepare a chemical mix that allows them to use psychic skills to access vital information from prisoners.

Workers perform mundane chores such as gathering animals, and also humans, for food. They will eat food raw or roasted by their heat rays. They will fight if told to by Battle Roaches, but if not they may sometimes cower and hide until they are found and killed.

All Roaches are easily frightened by extremely loud sounds or bright lights. A flash grenade will cause an entire platoon to run for cover hundreds of yards away, until they regroup and resume their attacks from another direction. In general, Roaches are aggressive toward humans and other sentient forms of life as they seek to become the dominant species in the universe.

Battle Roaches

HEL: 5
ATH: 6
INT: 4
LED: 3
PAC: 6
MAG: 3 (psychic heat blasts)
XFC: 0
DEF: 5
H2H: 5
MEL: 0
FIR: 0

Battle Roaches can be compared to light infantry armies from the Medieval Age of Earth. They are intelligent in strategies and attacks and know to aim for the commanding officers. They also know to disable communications equipment right away. They patrol for days on end in regular patterns because they don't need much food to keep going. If their enemies are holed up or hard to get to, they will roll into balls and jump into a close combat melee.

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

Specialists

HEL: 5
ATH: 4
INT: 5
LED: 4
PAC: 4
MAG: 2 (psychic heat blasts)
XFC: 0
DEF: 4
H2H: 4
MEL: 0
FIR: 0

Roach Specialists are comparable to smart humans on Earth. They learn quickly and theorize but have no understanding of advanced math or technology. It was the Specialists that first created the forearm sleeves that augment their psychic ability to focus and fire heat blasts. Specialists stay close to their nest-ships unless danger or curiosity forces them to move elsewhere.

Workers

HEL: 5
ATH: 3
INT: 3
LED: 0
PAC: 4
MAG: 2 (psychic heat blasts)
XFC: 0
DEF: 3
H2H: 3
MEL: 0
FIR: 0

Roach Workers do the most menial tasks, such as gathering and cooking food, primarily meat, finding sources of water and keeping the living area around their nest-ships clean. They can be tasked to mine for resources or to dig out open latrines and fill them over once they are full. Workers follow orders from any Roach of a higher level. They are not particularly skilled in warfare or in solving problems.

Other Non-Human Species:

Wehntewisell are beings native to planet Lesenia. They are similar in appearance to pineapples, 4 to 5 feet high with leaves 2 to 3 feet long. Their bark is scaled and gray. Leaves are colored purple. Wehntewisell do not have faces or limbs. They speak through psychic connection to each other or to other creatures, even birds and insects. They move very slowly on dozens of root-like tendrils that dig into the soil at a shallow depth. They also emphasize their communications by rubbing their leaves together, making them stand straight up, or by causing their leaves to droop down at their sides.

Wehntewisell can communicate with humans by touching humans with their leaves. Once communication has begun every Wehntewisell in proximity can listen in and speak. They can also heal each other, or other creatures, through contact with their leaves. The healing rate is 1 Health point per round while in open terrain. If wounded victims are in a safe zone, they will be fully healed of all injuries overnight or over the span of 3 rounds. Lost limbs cannot be recreated through healing.

Chaos Rift Role-Playing Game Roaches In The Attic 0 Adventure

Wehntewisell are beneficial, peaceful beings that work in harmony with nature to produce happy frequencies for themselves, their surroundings and all native animal species they interact with. If a fire erupts, for example, the Wehntewisell will manage certain animals to create waterproof baskets, other animals to fill the baskets with water, and larger animals to carry the baskets to the scene of the fire.

Wehntewisell know how to operate the hundreds of transporter-hills found throughout planet Lesenia. They did not create the transporters or know how to maintain them should they break down. They can use the transports to move a group of about ten beings from one part of the planet to another with their psychic ability and a ritualistic hymn to bring good results.

Wehntewisell

HEL: 3
ATH: 0
INT: 5
LED: 3
PAC: 1
MAG: 3 (healing, psychic)
XFC: 0
DEF: 0
H2H: 0
MEL: 0
FIR: 0

9. About Unilink Transports

Unilink transports travel on the Pulse System. Their engines draw in and compress electromagnetic energy to create wormholes that allow for instant travel from one established location to another. The engines must reload after each use with a time span of 1 round. Energy is produced by large devices that harness electromagnetic forces from a planet, and convert them into a form of concentrated plasma that is similar to electricity, and can be converted into electricity to operate

internal control systems such as air circulation and lighting. Transports can also be used to explore new worlds. An Emergency Pulse must be used at a predetermined time to bring the transport back to an established location. All passengers must be present at that time or they will be left behind.

Unilink transports are virtually indestructible, unless they are plunged into a star or their engines are forced to explode with reactive elements. Their outer shells are made of high-grade metal alloys including Palladium and Titanium. Transports cannot travel between worlds even if they are slightly damaged, but damaged vehicles can be used to move around on-planet as long as the outside atmosphere is breathable at departure and destination.

10. Unilink Equipment Breakdown

Basic Unilink first aid kit

A basic first aid kit contains supplies that will stop bleeding and dress wounds to prevent further injury. This kit will NOT increase Health points. This kit will treat up to 3 wounded humans. If no kit is available, wounded

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

humans will continue to deteriorate at a rate of minus 1 Health point per movement space.

Replacement parts for field radios

This 50 lb briefcase contains parts for building two types of radios. Long Range Radios (LRR) can communicate with satellites to relay messages to locations such as outposts and Unilink transports. Primarily, Space Corp personnel use short-range radios. Short-range radios can transmit for up to 2 movement spaces.

Unilink standard tool set

This tool set contains basic items such as hammers, screwdrivers and of course duct tape. Primarily, Space Corps personnel fix minor mechanical problems with these tool sets.

11. Space Marine Load Breakdown

Helmets with short frequency radios

Space Marine helmets are flame retardant and contain built-in short-range field radios. The on button is located on the right ear area. A microphone stick can be pulled out near

the mouth. These radios can broadcast for up to 2 movement spaces.

Full combat fatigues

Space Marine uniforms are lightweight and made of breathable, flame retardant material. They consist of long-sleeved fatigues, trousers and short boots.

Standard 2-day backpack

The Space Marine 2-day backpack includes the necessities for a sustained march, including 2 days' worth of MRE meals, water, a full change of clothing, a flashlight, shovel and sleeping bag. GPS trackers work with satellites to preview terrain and can be used as compasses, to send short text messages between trackers, and work with many kinds of apps. The trackers also double as cell phones in populated areas with good coverage.

Insta-Shovels fold in half for portability and can be used as melee weapons in a pinch.

All Space Marines carry a basic first aid kit. A basic first aid kit contains supplies that will stop bleeding and dress wounds to prevent further injury.

This kit will NOT increase Health points. This kit will treat up to 1 wounded human. If no kit is available, wounded humans will continue to deteriorate at a rate of minus 1 Health point per movement space.

Spitfire plasma rifle

Spitfire rifles fire high velocity plasma bolts that melt through most materials and organic tissue. The rifle makes a hiss or a puffing noise when fired. Bolts can travel up to 3 movement spaces before losing their charge and dissipating. The rifle fires 1000 bolts before emptying. Space Marines usually carry two extra cartridges while on missions. Only under extreme conditions will this supply of ammo run out.

K-Bar utility knife

The K-Bar knife is a multi-purpose tool that can be used in close-quarters combat and also for a variety of other cutting purposes.

Flash grenades

Flash grenades deliver a two-fisted punch. When they explode, their casing

Chaos Rift Role-Playing Game Roaches In The Attic 0 Adventure

becomes shrapnel that can pierce Roach underbellies and limbs, and they also produce a searing and bright, blinding heat within a small area. Flash grenades are about the size of a tennis ball and have timers for anywhere between 5 seconds and 5 minutes. Grenades cause up to 5 points of damage within a movement space.

Medical specialist backpack

All platoons of Space Marines have trained and qualified specialists that carry medical backpacks. There are times, however, when out of necessity a medic in training will have this duty. A medical backpack is loaded in addition to regular gear, making the weight and strain significantly higher than for other Space Marines.

Space Marine medical backpacks carry enough supplies to treat and repair a number of minor to severe wounds, and to stabilize critical wounds while the patient is moved to safety. A medical backpack WILL increase Health points. 1 kit will mend up to 5 Health points.

#####

12. Miscellaneous Items Breakdowns

Roach Battle Sleeves

It is not yet known what Roach Battle Sleeves are made of, past that they are an unusual combination of minerals with a high degree of malleability and polish. It is possible that this material does not exist on Earth, or could be made by combining crystals and gems in an unknown way to forge materials together. The sleeves are only worn by Battle Roaches on the forearms of their upper set of limbs.

Battle Sleeves augment the Roach's natural and psychic ability to fire heat blasts, making them more lethal. The heat blasts are formed from psychic energy when Roaches stand on their hind legs and raise their upper four limbs in a stance that resembles human prayer. The concentrated energy heats the air and a strong mental push sends the blast away toward its target. The heat blast cannot be seen but it leaves a ripple of heated air in its wake that is visible to the human eye. Getting struck by a heat blast is comparable to the impact of a blowtorch, with instant second or third degree burns depending on distance and clothing.

Roach heat blasts are short-ranged. They can only travel within one space of movement when Roaches are in combat. A Roach's psychic energy will run out after an estimated 5 blasts, but it is very difficult to keep track of which Roach is firing as the entire group will always be in constant motion.

Transporter Hills

Transporter-hills are devices that work on unknown principles, but at first glance they appear to draw energy from the planet and create a field with magnetic attract / repulse properties that will move the field, and any people or items enfolded within it, back and forth to other transporter-hills. Beings or items are not damaged during transport. Humans feel queasiness in their stomachs, comparable to the sensation of an elevator beginning abrupt motion.

Details of how the transporter-hills were constructed, or who built them, are not known. The transporters were in place when the space seedlings of the Wehnteweissell first arrived on planet Lesenia. They could be thousands or tens of thousands of Earth years old.

Chaos Rift Role-Playing Game
Roaches In The Attic 0 Adventure

The Wehteweisell use their psychic abilities to operate the transporters. Only one Wehteweisell is needed for this task. The being will hum or sing within its mind, while its mind enters the hill wall to 'speak' to the ancient circuits embedded within it. A metallic liquid similar to mercury is 'told' to cross circuits, creating a link, and the transporter begins operation. Seeing the destination in the being's mind is enough to cause the energy field to move to the desired location.

Occupants within the energy field are left in the dark during travel. The mouth of the hill or cave will close up, as in the dirt and rock will briefly act as fluid and cover the entrance, becoming solid just before travel begins.

When the energy field arrives at its destination, the orientation of the hill or cave may not match. When the dirt and rock become fluid to create an opening, the opening might not be in the same place as the last one. Occupants might have to turn and face a different direction to exit.

Most Wehteweisell can operate transporter-hills, with training.

No Roaches can operate them because they are not technologically advanced enough to understand how electrical circuits work.

It is possible that a human with elevated psychic abilities can figure out how to operate a transporter. A high level of Magic, or through luck, a high X-Factor, could be enough to get the hill or cave to close up, but training will be needed for humans to learn how to transport to other locations.

Transport-hills or caves can move up to 10 of the bulkier Wehteweisell beings. 12 - 15 humans or Roaches can be moved at one time.

Transport-hills do not need to recharge or power up. Two turns are needed for travel. In the first turn, beings enter the transporter, and in the second turn they emerge at the destination.

Only one group of beings can travel at a time. A second group must wait until the departure and destinations points are clear before they can enter.