

# Brickmasters of the Unknown. Supplement 1: Gruellhawk

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Inspired by Nicolas Dessaux's Searchers of the Unknown, available here: <http://sites.google.com/site/wizardinabottle/searchers-of-the-unknown>

You hold in your hands the first supplement for the fantastically obscure Brick RPG, Brickmasters of the Unknown. As such, it is several things: a compilation of things that got cut out of the basic (hah) rules that I liked. Second, it adds the Science fictiony elements in a very non-infringing and non-copyright challenging manner. Third, it is a bad joke: **Grue** is used in Brick building fandom/collecting to describe grayish-bluish brick color. Laugh it up and read on; and, yes, you'll need the basic rules to play this.

**Clarification:** References to an unspecified Stat or Stats include Fight, Shoot, Cast and Adventure but *not* Move.

**Experience:** gimmicks may be learned for 15 demibumps. All characters can use experience to upbump a D12 to a D20; Non player types, seldom.

**New Terminology:** downbumps reduce a dtype, upbumps increase it.

**Bumping up to d30.** Are you nuts? Even if you are so sublimely cool as to have one, d30 is for demigods and horrific monsters. Players, NEVER.

**Bumps** When applying positive or negative bump or bump, apply it to the basic Stat dtype, not to any bonus dtype granted by gimmicks, mutations or gizmos. Note that bumping MOVE increases or decreases it by 2 per bump.

**Mixing genres** If mixing space/ modern and fantasy/medieval minifigs, each must be identified as *Techie* or *Non-Techie*. Non-techies other than the adventurer class take 2 downbumps if using modern or Sci-Fi stuff. Techs

take 2 downbumps when using any weapon designated as "non-tech"; plus most cannot learn spells.

**Space age skills** ADV is still used for all non-combat actions, but the space age has tasks that are complex and require gimmicks for effective use; these are noted as complex in the gimmicks list. Characters take 2 downbumps if attempting any task requiring a complex gimmick that they do not have. This combines with the 2-bump penalty for non-techs as appropriate.

**Space age Environments** Minifigs operate in a variety of different environments, rated as are Normal, Underwater, Space, or Hostile. Space is everything from deep space to gas giants, hostile is space + extra danger (heat, pressure, radiation). Each requires a minimum of a helmet rated at its type or above. Normal<Underwater<Space<Hostile. Optional: low pressure Tainted, Arctic and torrid; requires oxytank or space helmet, Parka Hood

**Psionics** Call basic spellcasters 'psionics': in SF setting, they require no spellbook. Done! Star Warriors may use spells from the basic rules as noted.

**Aliens** (and Mutant Humans) have access to the Mutations table (so called because it's a cool word, and all fun SF is blatantly human centric).

**Robots** Metal people. All have an owner somewhere who *must* be obeyed; this *can* be a government or a corporation. Always count as unarmed (3 laws compliant) unless Fight or Shoot>d6.

## New Character types

Class	FIGHT	SHOOT	CAST	ADV	MOVE	Notes & Starting stuff. User exempt from complex gimmick rules with starting gizmo(s) if appropriate.
Astro Cop	d6	d8	d4	d6	8	Space Mounties or Marshals. Armor torso. Spacebike.
Space Trooper	d8	d10	d3	d3	8	Now freelance. Have gun, will travel. Armored torso, free weapon and helmet.
Scientist	d3	d3	d6	d12	6	Also engineer. One free gimmick. One free gizmo
Spaceman	d6	d4	d4	d10	6	Pilot, crew, captain, or colonists ; field scientists. Wear spacesuits to work. Free Tanks, helmet, suit torso.
Explorer	d6	d6	d4	d8	8	Aggressive capitalistic entrepreneurs. One free gimmick.
Agent	d6	d6	d4	d8	8	1960's James Bond spy. One free Gizmo
Star Warrior	d10	d4	d6**	d4	8	Mystic warrior-monks, May use three spells as a spellcaster(no book needed) start with LazSword,
Alien/Mutant	d6	d6	d6	d6	10	Bumpy headed alien, humanoid "with benefits". Includes Mutated Humans. Use Mutation table and Gimmicks
Robot	d4	d4	d4	d4	4	General-purpose guilt-free slave. 2 gimmicks, 2 upbumps, 1 gimmick or upbump (all free). Armored torso (A)

**Mutations** Aliens choose one free mutation, and one more for each ADV or MOVE downbump.(subtracted before any mutation effects ). Mutations can be taken multiple times for extra fun.

**Mighty** roll 2dtypes in fight, or feats of strength, keep higher

**Flight:** double move and ignore most low terrain;

**Extra arms:** Hold extra tools and weapons, use only one to attack per turn.

**Extra senses:** +1d6 when spotting or hearing; can track in any terrain.

**Amphibious:** ½ move on land ; treat underwater as normal.

**Exotic Biology:** treat normal as space, space as normal.

**Hellworld native:** Treat Hostile or space Normal. Downbump MOVE

**Aquatic** swap Underwater and Normal. Upbump MOVE underwater.

**Superintelligent** Rolls for Tech use and Knowledge add d6

**Armored** Ignore 2 hits in combat; Downbump MOVE.

**Swift** Double move; once/day, quadruple move.

**Tireless:** Ignore 1 additional worn armor for movement and gimmicks

**Psionic:** Pick or generate one spell, cast with d8, always available.

**Racial Specialty:** +1d6 to any one particular skill or area of knowledge

**Genetically perfect Warrior:** upbump fight or shoot, downbump the other.

**Warrior race:** once/day, add adventure to fight or shoot roll.

**Stealth:** Opponents must roll 4+ to target or hit if no attack this round.

**Large** two hits to break – ignores break if only one hit penetrates armor.

**Huge** Three hits to break, ignores one or two. 2 Downbumps to MOVE.

**Tiny** Opponents must roll 3+ ADV to target for shoot combat.

**Hideous** Opponents must roll 3+ ADV to enter fight combat.

**Alluring** Once/day figure cannot be attacked until it makes an attack.

**Regenerates.** Each turn when broken, character rolls 4+ on ADV to unbreak.

**Android** Sophisticated construct –pass as human or specific natural alien.

**Terrible Claws:** always has a Heavy FIGHT weapon. Cannot use hands.

**Cannon included** always has a Heavy Shoot weapon. Cannot use hands.

**BOMPE (Being of Mostly Pure Energy)** glowing transparent figure; partially material, but everyone plays along. ½ Hits inflicted or taken, 2x move. Cannot hold or wear more than one item.

**New gimmicks:** available to any figure, but some have prerequisites. Underlined are complex (see above); **bold** may only be taken once. No gimmick in the base rules is affected by these additions.

**Backstab:** Upbump FIGHT when behind opponent (who counts as unarmed)

**Commander** + 1d6 when dealing with police, military, and gizmo requisition.

**Streetwise** add 1d6 when dealing with lowlifes and scoundrels

**Linguist** can speak to anyone.

**Courtly graces** add 1d6 when dealing with nobs and snobs.

**Academic** +1d6 for academic knowledge, esoteric theory, or boring trivia

**Investigator** add 1d6 when seeking clues (CSI) and tracking

**Driver** can drive any ground vehicles except mechs or specialist vehicles.

**Mechjock** can use any mecha

**Trucker** can drive any specialist vehicle

**Pilot** can fly and navigate a spaceship or airplane.

**Hotshot:** +1d6 to any vehicle. Requires *one* vehicle gimmick, applies to all.

**Engineer:** can maintain and fix advanced devices.

**Boffin:** +1d6 to maintain or fix advanced devices. Requires *Engineer*

**Gunner** can use heavy weaponry, ships main and secondary weapons, etc.

**Master Gunner** +1d6 when using heavy or ships weapons. Requires *Gunner*

**Programmer** can use computers adequately

**Hacker** +1d6 to computer use. Requires *programmer*

**Merchant** use d10 when haggling, dealing, appraising.

**Brawler** must be unarmed; may reroll any fight roll, keep second result

**Duelist** must hold 2 fight weps; may reroll any fight roll, keep second result.

**Two-Gun Mojo** must hold 2 shoot weps; may reroll any shoot roll as above.

Note: Duelist and 2GMojo are *ignored* if both figs have the skill.

**Quickdraw** Gain extra shoot at any figure moving into fight combat with you.

**Master of All Trivia** can know any fact on an ADV roll of 4+ once/day

**Jack-of-All-Trades** Use any complex skill on an ADV roll of 4+ once/day *Galactic*

**Marine** Start with 1 extra weapon & armor, plus blastplate armored torso.

**Quarterback** add 1d6 to any ADV roll involving throwing.

**Optional Rule:** Gimmicks ungenericise characters without over detailed rules.

Allow all players one free gimmick in addition to normal

**LazSwords** provide 2 points of armor against all types. Lazswords ignore all armor other than LazSwords

**Other armor and weapons** Weapons and armor are Advanced, Energy or Primitive. Energy ignores advanced and primitive armor. Advanced ignores primitive armor. Primitive ignores energy armor. All in basic rules are primitive.

**Ammo rule:** Applies if noted; if SHOOT= 1, drop the weapon; pick it up if adjacent at the end of any subsequent

**Access:** Before each adventure, choose (ADV roll) items from either list. Roll > # to start the game with the item in question. Weapons and Gear are rolled for on the better of FIGHT or SHOOT. Gizmos are always rolled for on ADV.

**Cost:** if using money, square the Access number for cost in Yellow Pips (YP).

**Gizmos:** cool stuff that helps out tasks and transportation. Starting Gizmos (or weapons) are always replaced *without* Access roll each session.

#### Guns and Gear (all count as Tech weapons and armor)

Type	type	Access	Range	Damage	Notes
Slug Pistol	A	1	6	Normal	Ammo Rule applies to pistol;
Slug Rifle	A	2	12	Normal	Ammo Rule applies
Boltcaster	A	4	8	heavy	High tech crossbow ammo rule applies.
Machinegun	A	3	10	heavy	Apply ½ fight roll to figs within range 2 from target. Ammo Rule applies
Blaster	E	3	4	Normal	energy
Blaster rifle	E	4	8	Normal	energy
BFG	A	5	10	Heavy	If user wins shoot roll apply unmodified Shoot roll as hits to all figures at range 1d6 from target. Ammo Rule applies
LazSword		special	2	Normal	energy
Chainsword	A	4	1	normal	If user wins Fight roll, discard a minimum of 1 worn armor from target. Discarded when user rolls Fight = 1
Grenade	A	4		*	Designate a point at range 1d4 + ADV studs. Resolve as final shot. 1d6 hits out to range 1d3 studs of that point.
air tanks		2*			+1 armor if wearing space or diving helmet. Access =0 if appropriate to and required for adventure environment.
Diving helmet	A	2*			protects in aquatic, + 1 armor. Access =0 if appropriate to and required for adventure environment.
space helmet	E	3*			protects in Aquatic or space. + 1 armor. Access =0 if appropriate to and required for adventure environment.
Heavy helmet	E	4*			Protects in Hostile, space or aquatic. 2 armor, requires two hits to force discard.
Space torso	A	2			+1 armor if wearing heavy, space or diving helmet. Access =0 if appropriate to and required for adv.environment.
Armor torso	E	4			
Blast plate	E	4			high tech breastplate

#### Gizmos

Name	Access	Notes
Medpack	2	Automatically unbreak a figure, allowing it to take a turn.
Comlink	1	unlimited communication and Share gizmo effect with any other comlink user.
Vision goggles	2	Allows sight in darkness or other obscuring situations (fog, cloud)
Sensor	3	Ignore cover, upbump to spot hidden /stealthed; stealth takes downbump against passive sensor user.
Handcomp	4	Answers questions, hacks into systems
OmniTool	2	substitutes for actual tools in any ADV roll needing such.
Interocitor	8	Sensors+Comlink+Vision+HandComp.
Robot	4	standard robot d4/d4/d4/d10/4 + two gimmicks.
AI	4	Added to any vehicle, tool or even weapon, makes it a loyal helpful self directed character, obedient to player.
Multipass	3	Allows bearer to travel on any vehicle or transit system for free.
Jump pack *	2	1 passenger. Add ADV roll to 2xMove; ignore terrain, minimum ADV roll discards pack after move.
Motorbike/Jet bike*/spacebike	1/2/3	1- 2 passengers; ground, atmosphere/aquatic or deep space flight.
MotorCar/Jetcar*/spacecar	2/3/4	1-6 passengers ; most submarines. Hot rod versions +1 access. (+50% speed)
MotorCraft/jetcraft*/spacecraft	4/5/6	1-12 passengers+ 0-4 crew. Big vehicles, mobile HQ, yacht, freighters, etc.
Exploration Vehicle*	5	1-2 operators. Rock drills, small mecha, subs; small base.
Jet vehicles are either undersea, or atmospheric; both for +1 Access. Hotrod versions (+50%MV): +1 access; Weaponized/military versions: +2 to access		

#### More Minions and Mightier Mooks

Type	Fight	Shoot	Cast	ADV	Move	Armor	Notes
Assault Marine	d10	d6	d4	d4	6	2+1	Tough. Elite adds Whirlwind
Commando	d6	d8	d4	d6	8	2	Ranger, Elite adds gun-fu
Trooper	d8	d8	d4	d4	8	1+1	Elite adds marksman
Mooktrooper	d6	d6	d3	d3	6	1+2	Strong. Officer adds upbump to shoot or fight.
Police, space or other	d6	d8	d4	d6	8	1+1	Investigator, Cunning, elite adds investigate
Space Pirate/Star Viking	d8/d10	d6/d4	d4	d6	10	1+1	wire fu +gun-fu or Whirlwind,+tough
Thug	d8	d4	d3	d4	8	1	Brawler; leader adds d6 shoot, one gimmick.
Bounty Hunter	d6	d8	d3	d8	10	2+1	Ranger, Investigate, streetwise, marksman, tough
basic Alien	d6	d6	d6	d6	8	Varies	Any one mutation: Swift, aquatic, amphibious, ET, flying, etc.
basic BEM	d8	d4	d6	d6	10	+1	As alien plus claws two of : Hellworld, silicon, large,hideous,extra arms, or exotic
Warrior Alien	d10	d8	d3	d3	10	1+1	Warrior race, Whirlwind,kung-fu,Elite adds Duelist
Logical Alien	d4	d4	d8	d8	8	Varies	Psionic; Superintelligent
Cute Alien	d4	d4	d4	d12	6	"	Small, Alluring, Psionic
Sneaky Alien	d4	d8	d4	d8	12	"	Stealth, cunning, backstab
Hideous Killer Alien	d12	d8u	d4	d4	10	+2	Large, Hideous, natural weapon, stealth, armor, berserker,Hellworld native
Rock or Blob-like alien	d10	d4	d4	d4	4	4	Armored, Mighty, Tough
Mutant Astro-Zombie	d8	d4u	d4	d4	6	6	Skeleton with space helmet. Kung-fu, tough, Armored
Generic War/guardbot	d4	d8	d4	d4	8	6	Marksman
Super Warbot	d8	d8	d4	d4	6	4	Gun-Fu, Wire Fu
Fussy robot companion	d4	d4	d4	d10	6	+1	Linguist, Courtylly Graces
Brave robot companion	d4	d4	d4	d10	4	+1	Programmer Hacker
Basic Rules Creatures	exactly as in basic rules plus hats and blasters as needed.						Insert "space" before name, and play through. Thus: Space Orc, Space Troll.

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