

# Glitch City

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v2.0a7

## Premise:

Glitch City, an endless cityscape full of glitchy abominations. You awake to find yourself here. You can't remember anything. It's just you, your empty backpack, your clothes, and your metal pipe. You're getting hungry. Find some food first. Then a place to rest, then a way out.

## What you'll want:

Scrap of paper (character sheet)  
pen (kill and movement tallies, inventory)  
d20 (rolling to-hit)  
another paper (enemy life totals)  
3d6 (movement Table)  
d6, d8, d10, d12, etc (weapons damage)

## To start:

Roll yourself a weapon on the Weapon Table, and Move (Roll on the movement table and reduce your hunger by 1).

## Player Starting Stats:

HP 20  
DEF 13  
HUNGER: 10  
KILLS: 0

Hint: start combat turn -> Select weapon -> roll to-hit -> roll damage if hit -> end combat turn

## Weapons:

You can loot enemy kills as a Free Action on your turn.

## To-Hit:

Roll before attack damage to check if you attack. You roll 1d20 above their DEF to succeed otherwise your attack misses. On your first attack of that enemy you give yourself Advantage.

## Advantage:

roll 2d20 and keep the result of the highest one

## Exit:

If you Exit the city your hunger gets reset to 10, and if you took any damage your MAX HP goes down -1 and your HP is set to max. You may enter a new run with a character that managed to exit the previous run and keep all their stats and stuff.

## Movement:

each movement uses 1 hunger  
if you are out if hunger it takes 1 hp

## Movement Table (3d6):

- [3] encounter 1d3 **Glitchy Humanoids**
- [4] encounter a **Glitchy Humanoid**
- [5] Find some food (add 1d6 to Hunger)
- [6] Find a safe place to rest (restore 1d6 HP)
- [7] Find an Item (1d12 Item id, 1d20 ammo)
- [8] Find an Exit (win)
- [9] Navigate a dangerous route (roll 1d12 above 4 or take 1d3 damage)
- [10] Navigate a high route (roll 1d12 above 3 or lose an item at random)
- [11] roll 1d3: if even encounter an **Armed Glitchy Humanoid**; if odd encounter **Glitchy Daemonoid**.
- [12] Encounter a **Strange Item** (roll 1d6, if odd reduce your DEF by 1, if even add 1 to your DEF)
- [13] Add a **Calamity Token** to your Tokens
- [14] encounter an **Armed Glitchy Humanoid**
- [15] Find some food (add 1d6 to Hunger)
- [16] Navigate a stealth route (roll 1d12, if above 6 encounter a **Glitchy Dragonoid**)
- [17] encounter **Glitchy Dragonoid**
- [18] Add a **Calamity Token** to your Tokens

If you have 3 Calamity Tokens you Discard them and roll on the Calamity Table for your next hex movement.

## Calamity Table (1d3):

- [1] encounter 1d3 Glitchy Dragonoids
- [2] encounter Glitchy Dragonoid
- [3] encounter 1d6 Glitchy Humanoids

## Party movement (multi-character only):

Each party member rolls and resolves their movement table. These results can affect other player characters. If a character enters combat the other characters can decide to enter into combat with them, or hide until combat is over. If a character enters a dangerous route the whole Party follows and must roll for the hazards themselves. If a player finds food or an item that player may split up the food with the Party, and ammo as well but not the item. Calamity Tokens are shared amongst the Party

## Super Actions:

For every **6 kills**, you gain **1 Super Action**.

You may spend **one Super Action** to perform any of the following:

- **Triple Attack** — Make **three Attacks** this turn. Melee Only. Deal **+2 damage** this turn.
- **Aim** — Attack without needing to roll To-Hit this turn (non-melee only)
- **Camouflage** — You become **Unattackable** until the start of your next turn.

## Scary Monsters:

(Armed) **Glitchy Humanoid**:

DEF 7  
HP 4  
ATK 1d3 (or see weapon table)

## Glitchy Dragonoid:

DEF 12  
HP 10  
ATK 1d6 (always has Advantage)

## Glitchy Daemonoid:

DEF (same as player who encountered)  
HP (same as player who encountered)  
ATK 1d6 (Advantage on first attack; if rolled attack is 6: remove 1d6 Hunger from attacked player)

## Weapons:

**Guns (req. Ammo):**

- [1] Pistol 1d6 pierce
- [2] Shotgun 1d12 pierce; uses 2 ammo
- [3] Uzi 1d3 (attack x3; -2 to-hit) pierce

**Melee:**

- [4] Knife 1d6 (-2 to hit) pierce
- [5] Sword 1d6 slash
- [6] Battle Axe 1d12 -2 slash
- [7] Mace 1d8 blunt
- [8] Spear 1d6 pierce
- [9] Pipe 1d4 blunt

**Bows (req. Arrows):**

- [10] short 1d6 pierce
- [11] long 1d8 pierce
- [12] crossbow 1d4 (always Advantage) pierce

## CHARACTER SHEET:

Glitch City Character Sheet

**Name:**

**HP:**

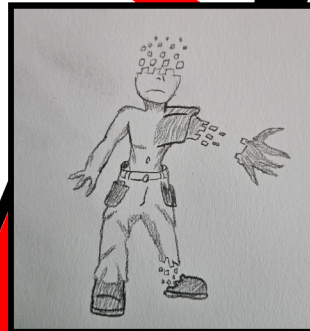
**DEF: 13**

**Hunger:**

**Kills:**

**-Items-**

Pipe (1d4 blunt), paper (John 3:16)



**John 3:16:** "For God so loved the world, that He gave His only begotten Son, that whosoever believeth in Him should not perish, but have everlasting life."

**Daemon:** Day-Mon, not to be confused with Demon (Dee-Mon), is an automated computer process. Daemonoid being the -oid of Daemon, like Humanoid.