

Building Rules

If you are building a building or a vehicle the set up with the rolls are the same. The rules towards those builds are covered here in this section, granting materials, bonuses that certain builds grant and unique additions to each build be they offensive or defensive. The benefit of these rules is for players to build fortress or transportation. Or for the GM to have to help figure out a lairs defenses against a players attacks, any bonuses the players or NPCs gain in the buildings and more.

Builds are an important addition to games for those that want to build fortress, homes, cities, vehicles or just to have the stats on hand for the group to handle things like, breaking and entering of locations, or attacking a strong hold or vehicle. The builds are broken into categories and processes.

Step 1:

Build Exterior (Figure out the DC by adding the builds DC and the Materials DC, requires supplies) A new roll is made each day of the build

Step 2:

Build Interior Rooms (Figure out the DC by adding the rooms dc and the materials DC, requires supplies)

Step 3:

Add Weapons, additional Defenses, Power, Engines and extras

Step 4:

Add up bonuses from Materials, building crafting results and, other bonuses and defects to get the stats of the build

Step 5:

Place Items, supplies and production for some rooms.

Green Lightning RPG Building Sheet

Building Name:		Building Type:	
Size:	Land size: 0000 ft x0000 ft	# Floors	Flag:
HP:	Max HP:	Repair Points	
Min Staff #	Power Supply:	Power Usage:	

Armor					
Base PS	+ Size Bonus	+Nat. Defense	+Bonus	+Magic	=Total PS
Material ADS	+Defenses	+DR	+Bonus	+Magic	= Total ADS

Attacks (Note this is the chart to figure the Base attack of the transport you add this # with the attack of the Character who is operating the cannons [For cannons] or Piloting/ Driving [For Ramming])

Weapon	BAB	+Mod	+Magic	+Character	= Total	Crit	Damage
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00
						/x	00d00

Land Resources	Effect:

Special Abilities:	Effect:

PHEH HPN PR HPNR CNRKNFNM P P KMMT NXHTHX FTCHS SXMMNFT PR NDNFTM FHM NFRM HPE XPT TE IMBRIFRTH KPMRXX

Green Lightning RPG Build Vehicle Sheet

Transport Name:				Transport Type:			
Size:		Scale:	000 ft x 000 ft	# Decks		Flag:	
HP:		Max HP:		Repair Points			
Min Crew #		Power Supply:				Power Usage:	
Movement Rate		Builds Reputation				# Escape Vessels	

Armor					
Base PS	+ Speed Bonus	+Mod	+Bonus	+Magic	=Total PS
Base ADS	+Material	+DR	+Bonus	+Magic	= Total ADS

Attacks (Note this is the chart to figure the Base attack of the transport you add this # with the attack of the Character who is operating the cannons [For cannons] or Piloting/ Driving [For Ramming])								
Weapon	BAB	+Speed	+Mod	+Magic	+Character	= Total	Crit	Damage
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00
							/x	00d00

Speed					
Base Speed	+Material	+Mod	+Bonus	+Magic	=Total
Maneuverability:		# Masts:		Turning Engine	Engine:

Special Abilities:	Effect:

PHEH HPN PRR APNR CNRKAFCM P P KMMT NXHTTIX FTCHS SXMMNTE+ PRR NCCFETM FHM KFRM HPE XPT TE IMBRIFERTN KPM RXX

Protection Score

All builds much like a Player character have a Base start PS score of 10

On Transports:

Depending on the Speed Bonus every 10 in the speed the transports gains a +1 to PS, Materials also add to the ADS of the transport.

On Buildings:

Buildings have bonuses caused by the environment it's placed in, A building perched on a mountain top is more exposed then one tucked away in the mountain.

Base Attack Bonus**On Transports**

Transports Base Attack Bonus is set by the player operating its guns for Range and Pilot/ Drive/ Ride for Melee attacks, however there can be other modifying factors to raise the ships Base Attack Bonus.

On Buildings:

Buildings like their ADS gain boosts based on their placement to their Base Attack. A building up high with a clear view has a better chance at attack then one hidden away

Movement Rate:

The base speed of moving through the build, that effects the player's movement in times of haste.

Maneuverability:

How many rounds it takes to make a 90 degree turn at full speed in a Transportation

Speed Bonus:

A Fast transport is harder to hit. For every 10 points in total speed the ship gets a +1 to its PS, Thus a ship with a speed of 160 gains a +6 to their PS. The speed Bonus also applies to the transports base attack bonus.

Figuring out the Hp

All builds start with 100 Hp depending on the craft roll on the frame depends on a boost of +1 Hp for every Number over 20 Result, -1 for every number under 10 of the result. Also figured in was the material bonus Hp can be regenerated through basic repairs with a Repair skill check which grants the skill result back in HP (this uses one of the Repair limit uses)

Number of Masts (only for ships)

While on Tiny Ships only get One mast making no difference in its speed every ship from small to Colossal lets you have a max number of masts and each mast grants you +10 to Speed Bonus but extra masts means extra work thus more crew

Reputation Bonus (Buildings Only)

Reputation is increased with the size of buildings, larger buildings attract more attention and will bring in other businesses and attention aiding the party in buying things they need, finding info, getting help from people and more.

Defenses (Buildings Only)

Defensive Walls can be built around a property to boost the buildings ADS, Other things like guard towers and posts or protection from unique kinds of attacks.

Sizes

Along with each build is a real life example of the size

A Size Determines its Base Speed (on Transports), Base PS, Base Maneuver (on Transports) , number of min crew, number of decks/floor, max number of masts (on Ships), and total space per deck / floor.

Special: Each Material has a unique property that comes out with skilled crafting (Natural 20 on the roll the build gains a Build Ability or on the result of a natural 1 it gains Build Defect these can not be removed or achieved by a players special abilities and will still go to the build should they not meet the DC to build)

Material Bonus: Each Material grants a bonus to a skill in that room

Land Size and Defense: (Buildings only)

Based on the land acquired certain layouts offer bonuses to defense, or aid in other ways the land plots are often sold by towns in sizes

Terrain Defenses	Bonus
Swamp / Sinkholes	+4 PS Bonus vs. land based attacks
Canyons / Caverns	+4 PS Bonus vs. Air and land attacks
Hills / Mountains	+4 PS Bonus vs. Land attacks, and a +4 Attack
Woods / Jungle	+4 PS bonus vs. Air attacks
Water	+4 PS vs. Land attacks, +4 Attack on Land and Water targets

Land Resources (Building Builds only)

Land Purchased or gained in the game tend to have different resources to gain form the land.

Resource	Benefit
Mine	Mineral resources (Mining)
Farmland	Food Resources, Herbs
Forrest	Wood, Herbs
River /pond/lake	Fresh water, fish
Ocean	Fish, Harbor
Quarry	Materials Stone (Mining)
Swamp/ Moore	Fish, Wood, Herbs
Field	Ranching, Food resources, Herbs
Urban	Info, Money, Research Materials
Cavern	Materials, Food Resources (mushrooms) Herbs
Canyon	Materials (stone)
Tundra	Materials (Ice)
Mountain	Materials, Food Resources, Herbs
Graveyard / Catacombs	Bones, Artifacts
Desert / Sand	Materials, Herbs

Once one owns land they can assign or even hire tasks of the house to people they live with, themselves or people from nearby. Letting their property acquire funds while they adventure

Transport Sizes (Note the decks #, mast, and crew only apply to ships, spacecraft, aircraft)

Size	Examples	Build DC for size	Time to build
Tiny	Small Sailing, Bicycle	10	1 Week
Base Speed	Base PS	Base Maneuver	Max Mast #
160	16	1	1
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	
1	75 x 50	5x5	

Size	Examples	Build DC for size	Time to build
Small	Fishing boat, Car	15	2 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
150	15	2	2
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	Min Crew #
2	100 x 75	10 x10	1

Size	Examples	Build DC for size	Time to build
Medium	Small Yacht, SUV	20	3 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
140	14	3	3
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	Min Crew #
3	125 x 100	20 x10	2

Size	Examples	Build DC for size	Time to build
Large	Small Freight, Big Rig	25	4 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
130	13	4	4
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	Min Crew #
3	150 x 125	40x10	4

Size	Examples	Build DC for size	Time to build
Huge	Freight Ship, Plane	30	5 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
120	12	5	5
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	Min Crew #
4	200 x 175	50 x25	6

Size	Examples	Build DC for size	Time to build
Gargantuan	Battleship, Train Car	40	6 weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
110	11	6	6
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	Min Crew #
5	400 x 250	100 x50	10

Size	Examples	Build DC for size	Time to build
Colossal	Aircraft Carrier, Rocket	50+	7 + weeks
Base Speed	Base PS	Base Maneuver	Max Mast #
100	10	7	7+
Decks#	Scale (Ships, Spacecraft, Aircraft)	Scale (Land Vehicle, Mecha)	Min Crew #
6 +	500 x 300 +	200 x100 +	20

Building Sizes

Size	Examples	Build DC for size	Time to build
Tiny	Hut, Small Shop	15	1 week
Base PS	Land Size	Max Occupancy	Max # of Defenses
17	60x60	4	1
Floors	Scale (Home)	Scale (Building)	Reputation Bonus
1	50	50x50	0

PAFH HPH PRR APTK CNRAAFM PP KMMI NXHTHX FTCHS SXMMIET PRR NXXFTM FIM AFRM HPE XPT TE IABRIFFRTH KPRKX

Size	Examples	Build DC for size	Time to build	
Small	Small House, Corner Store	15	2 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
16	150x150	10	2	1
Floors	Scale (Home)	Scale (Building)		
1 ½	100x50	100x100		

Size	Examples	Build DC for size	Time to build	
Medium	Medium House, Large Store	20	3 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
15	250x250	50	3	2
Floors	Scale (Home)	Scale (Building)		
2	200x100	200x200		

Size	Examples	Build DC for size	Time to build	
Large	Large House, Apartment Building	25	4 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
14	500x500	100	4	3
Floors	Scale (Home)	Scale (Building)		
3	300x300	400x400		

Size	Examples	Build DC for size	Time to build	
Huge	Mansion, Warehouse	30	5 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
13	1000x1000	200	5	4
Floors	Scale (Home)	Scale (Building)		
4	500x500	800x800		

Size	Examples	Build DC for size	Time to build	
Gargantuan	Castle, Cathedral, Office Building	40	6 weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
12	2000x2000	500	6	5
Floors	Scale (Home)	Scale (Building)		
5	1250x1250	1600x1600		

Size	Examples	Build DC for size	Time to build	
Colossal	Palace, Military complex, Compound	50+	7+ weeks	
Base PS	Land Size	Max Occupancy	Max # of Defenses	Reputation Bonus
11	3000x3000+	1000+	7+	6+
Floors	Scale (Home)	Scale (Building)		
6	2500x2500+	2500x2500+		

Repair

Buils have a set limit to how much they can have parts repaired, if the build goes beyond its repair limit total then parts or even the whole build has to be replaced the determination on if the build can have a replacement or not is done on a roll of a d6 results of 1-2 it can no longer be replaced or fixed a new build is needed, 3-6 the part can be replaced and the build gains a 1d8 to its repair limit. A player can choose instead of repairing even before the repair limit is reached to replace but at no point can it go beyond its original Repair limit.

Repair Points: Is the Difficulty for repairing the build/ finding the materials. A build made with a low Repair Points will find it harder to repair and might have to be completely replaced All builds start with a basis of 20 RP points

Quality by the numbers with Crafting rolls above the DC			
Result of Roll	Build day quality	Supply Cost by day	Extras
Below DC	Fail	supply lost	Extra day to build
DC matched or roll 1	Useless	supply used	Extra day to build
01-20 above DC	Fair	supply used	No extra
21-30 above DC	Good	supply used	Cuts build time by day
31-40 above DC	Great	supply used	Day cut & double bonus of build
41-50 above DC	Grand	½ supply used	Day cut & double bonus of build
50+ DC	Godly	½ supply used	Day cut, Double bonus, Unique ability
Roll Nat 20	Unlocks Materials Special Ability		

Material	Build DC	Building Exterior	Building Interior	Transport Exterior	Transport Interior
Bone	50	Yes	Yes	Yes	Yes
Brick	10	Yes	Yes	No	Yes
Cement	10	Yes	Yes	No	Yes
Clay	10	Yes	Yes	No	Yes
Cloth	0	Yes	Yes	Yes	Yes
Crystal	70	Yes	Yes	No	Yes
Dirt/ Mud	10	Yes	Yes	No	No
Fur	20	Yes	Yes	No	Yes
Glass	40	Yes	Yes	Yes	Yes
Gold	30	Yes	Yes	No	Yes
Hide	20	Yes	Yes	Yes	Yes
Holy Wood	20	Yes	Yes	Yes	Yes
Ice	10	Yes	Yes	No	Yes
Iron	10	Yes	Yes	Yes	Yes
Leather	20	Yes	Yes	Yes	Yes
Living Wood	70	Yes	No	Yes	No
Natural Wall	5	Yes	Yes	No	No
Other	Varies	Yes	Yes	Yes	Yes
Paper	0	No	Yes	No	Yes
Petrified Wood	70	Yes	Yes	No	Yes
Plastic	50	Yes	Yes	Yes	Yes
Rubber	10	Yes	Yes	Yes	Yes
Scales	40	Yes	Yes	Yes	Yes
Scrap Wood	30	Yes	Yes	Yes	Yes
Silver	40	Yes	Yes	No	Yes
Steel	20	Yes	Yes	Yes	Yes
Stone	40	Yes	Yes	No	Yes
Straw	10	Yes	Yes	No	Yes
Thatched Reed	10	Yes	Yes	Yes	Yes
Wood	0	Yes	Yes	Yes	Yes

Bone - A light weight and easy to find material yet hard to craft, harvest and near impossible to repair. Bone however grants a special bonus to those willing to dare use it as a material. It grants a built a special Fear Check to all that see it. Overall Bone is a bad choice unless you wish to bring fear those that look upon your Transport or Home.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	+2	+10	-10	3/Bashing
Special				
Fear DC 15 Will when Spotted				
Interior				
Creepy Room – Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Intimidate	50	1000 a unit	Graveyard/ catacombs (Search)	

Brick - Mud Based blocks made easily out of materials found throughout the world. Cheap and strong material used to make strong durable walls. Due to its leaky nature it's not a viable material for exterior building but good for strong interior walls.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	N/A	N/A	+5	10/Bashing
Special				
Study Walls – Even as the build is falls apart sections will remain standing leaving less needed to repair				
Interior				
Rough Look – the Difficulty of social rolls is increased by 5 in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Cooking	10	300 a unit	Near Water (Craft Item Brick DC 15)	

Cement – A mix of stone and sand to form study walls that tend to weight down transports. Yet is a easy to repair material.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+5	N/A	N/A	+10	8/Bashing
Special				
Study Walls – Even as the build is falls apart sections will remain standing leaving less needed to repair				
Interior				
Rough Look – the Difficulty of social rolls is increased by 5 in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Machine	10	200 a unit	Quarry (Craft Item Cement DC 30)	

Clay - A Slimy watery mud that can be easily found and shaped to form strong walls when it dries. Its cost is relatively cheap and the material is found in most rivers and creeks. Due to its water based construction it a useless material for exterior of ships.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	+5	8/Slash & Bash
Special				
Quick Rebuild – These walls are easy to reshape and move about to change or repair build				
Interior				
Shape Walls – Walls can be formed to tell stories +10 Performance				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Craft Item	10	200 a unit	Near River/ Creek (Survival/ Mining)	

Cloth - A Common Material that can be brought through out the world. Used much like the way paper is only it's a stronger material and holds a bit better over time. The cost of the material is low due to its simplicity in manufacturing.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+3	+20	+5	1/ slashing
Special				
Insulated Walls - +5 Cold Resistance in this room				
Interior				
Thin Wall – Notice checks can still be made easily out side the room suffering only DC of 10				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival		300	Ranch (Rancher/ Craft Item Cloth 20)	

Crystal – Natural formation of chemicals from the earth that slowly grow from their closeness to water, crystal while rare and hard to find in large quantities has a unique ability to be strong and at times be able to carry a electrical charge.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-20	5 / Bashing
Special				
Power Storage – Crystals can store electrical power for use of powered devices 1 charge per 10 units				
Interior				
Mystical Room - +10 Knowledge Occult and Knowledge Astrology in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Machine	70	7000 a unit	Caves (Profession Miner)	

Dirt / Mud – The easy way to build walls by gathering the dirt around and bulling a wall from a solid mound.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	+10	10
Special				
Indoor Garden – plants / food can be grown inside and provide x2 production of supplies				
Interior				
Living room - Room has fertile ground and is set to grow plants at half growth rate				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof. Farmer	10	0 a unit	Every where (None)	

Fur – High quality and warm collection of Furs help keep the cold out and give a fancy look to the walls

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	N/A	N/A	-5	2 / Slashing
Special				
Survivors Wall – Grants a Stealth Bonus to its outside walls of +10, Inside as well if person wears hides				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival	20	7000 a unit	Wild (Survival)	

Glass - A fine craftsman item while weak in its protection brings out a high quality in the builds look and design. Since glass is made from Sand it makes the material cost almost near nothing, but the build can't take much damage and rarely can be repaired with out having to replace it.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+6	+10	Can't / replace	5/ Bashing
Special				
1 Way Mirror – Within the walls of these glass those inside can see thru those outside see a reflection				
Interior				
Impressive Look - +10 Intimidation in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Notice	40	1000 a unit	Beach/ Dessert (Craft Item Glass 30)	

Gold - Much like silver it's a highly sought metal, more expensive and higher praise to the metal. Its massive cost and highly sought value makes this metal some of the most expensive material that can be built with. It also is so dense its weight is known to slow down a transport.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-20	10/ 5 bashing
Special				
Snob – grants a +5 to ones Reputation as they are considered a show off and snob				
Interior				
Grand Room – Social rolls gain a +10 bonus in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Appraise	30	500,000 a unit	Mines (profession Miner)	

Hide - A material similar in make like leather only it maintains a warm fur lining giving a room a good insulation material. The material is just as difficult to gain enough to make and exterior building material yet is quite useful in the interior.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+3	+20	-5	5/ Fire
Special				
Survivors Wall – Grants a Stealth Bonus to its outside walls of +10, Inside as well if person wears hides				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Survival	20	3000 a unit	Wild/ Ranch (Survival/ Prof. Rancher)	

Holy Wood - Holy wood is a blessed wood by a religion. Its said the wood is blessed by a god or deity. Its blessing grants a comforting feeling to those inside granting them an easier time at healing of battle wounds. The ship appears to be made of normal wood but both its external and internal uses offer a benefit of healing. However do to its rare to find its cost is high.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+10	-5	5/ Bashing & Fire
Special				
Healing Vessel +2 To Hp a day of all that sleep within the walls				
Interior				
Healing Room – Room grants a +2 to HP a day to all that sleep inside				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Know Religion	20	25,000 a unit	Sacred woods (Prof. Lumberjack)	

Ice – A strong and solid block of frozen water that is strong and sturdy as long as it doesn't melt away

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	N/A	N/A	+5	10/ Fire
Special				
Slow Bleeding – Room can stop someone bleeding by abilities/ magic or in negative HP				
Interior				
Winter Chill – Room temps are near freezing, counts as freezer for food 5/damage cold in long times inside room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Chem.	10	100 a unit	Tundra (Prof. Lumberjack/Survival)	

Iron - A strong Metal easily mined through out the world. Iron is a good durable and cheap metal while not as strong as steel its cheap cost and vast mining possibility makes the material a decent choice when building a strong ship that can be repaired.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	+5	+5	+5	5/ Bashing
Special				
Hardy Strength - +5 to ADS of complete build				
Interior				
Strong Walls +5 PS score on walls of this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Weapon	10	5000 a unit	Mine (Profession Miner)	

Leather - A strong and durable material yet due to its long time to acquire enough material its not looked a good choice for exterior for its overall expense for small amount of material that has to be bound together Once tanned the walls become a strong defensive wall difficult to break through.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+3	+10	+5	5/ Fire
Special				
Tough Guy – Grants users a +10 Intimidate skill in or around the build				
Interior				
Insulated Walls - +5 Cold Resistance in this room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Armor	20	3000 a unit	Ranch/Wild (Prof. Rancher/Survival)	

Living Wood - A rare living tree is used to make the boat it makes it hard to repair and harder to craft. The Woods main benefit is its Unique ability to repair its own damage over time. Because its living it has a slightly better ADS then Scrap Wood but still not as good as normal wood. Its rare type makes it highly prized and raises its cost dramatically.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	+3	+10	-10	5/Bashing & Fire
Special				
Build Regenerates HP and Repairs itself at a rate of 5 a hour				
Interior				
Living room - Room has fertile ground and is set to grow plants at half growth rate				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof Lumber	70	500,000	Magical Wood (Prof. Lumberjack)	

Natural Wall – A solid wall of dirt and rock found in nature in caves or out amongst the wild

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+20	N/A	N/A	Cant repair/ replace	10/-
Special				
Hold the Fort - +10 to Builds total ADS, and +2 ADS to all within its walls defending it				
Interior				
Cavern Wall – Walls and floor are perfect for growing mushrooms and other dark grown plants				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Know Nature	10 (Shape wall)	0	Canyon/Cave (Know Geography)	

Other – The GM offers a new material for unlisted ship building material and provides it DC cost and bonuses, along with its internal or external use.

Paper - A Common Material that can be used to make walls or even plaster walls with design. Cheap and Elegant, paper allows a room to carry a great look to them. The cost is easy to produce making a rather cheap and easily replaced material.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	N/A	N/A	Replace	None
Special				
Layered Wall – ADS is increase to +3				
Interior				
Thin Wall – Notice checks can still be made easily out side the room suffering only DC of 10				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Performance	0	10 a unit	Woods (Prof Lumber, Craft Item 10)	

Petrified Wood - A strong wood that over years has fossilized making a stronger wood option yet raising the cost and making it really hard to repair without replacing it. The high cost and repair makes up for the strong defense and defense verse fire unlike regular wood.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+4	N/A	N/A	-10	10/Bashing
Special				
Fire Resistance +10				
Interior				
Rare Find – Room grants +5 bonus for Appraise, +10 to Intimidate for the owners of the build				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Appraise	70	50,000 a unit	Desert, Swamp (Search, Know Nature)	

Plastic – A chemically crafted material that takes time and allot of source material to make, the material is strong as wood, but lighter weight. Because of the labor intenseness of the material it cost high to buy.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+20	-5	5/Bashing & Fire
Special				
Science Wonder – Grants a +10 on all craft skills within and a +20 intimidate for all players with a 14 or high Intelligence that craft it				
Interior				
Water Seal - Room when closed is water and Air tight thus in case of a flood all contents remain in tact				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Chem.	50	100,000 a unit	Chemically made (Craft Chemical 75)	

Rubber - Light and flexible Rubber is a great material in small transports, But its hard to come by in mass amount that makes making a large builds practically Useless. The rarity of the building supply also make the ship hard to repair any damage but the ease of patching makes up for that.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+6	+3	+5	Must Be Replaced	5/Fire
Special				
Bounce – Room is comfortable granting +5 Healing when resting, +5 Acrobatics in this build				
Interior				
Water Seal - Room when closed is water and Air tight thus in case of a flood all contents remain in tact				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Vehicle	10	1000 a unit	Rubber Trees (Craft Chemical 40)	

Scrap Wood - Interior/Exterior - easy to find at damaged ships or wrecked buildings this wood has already suffered damage but still has good use in it. Weaker than normal wood its less resistant to damage but takes little time to craft with. When used inside a ship it gives the sense of poor craftsmanship and gives a social penalty.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+1	+3	+10	+10	3/Bashing & Fire
Special				
Beach Comber – resting in this build grants users a +5 bonus on Survival and Search rolls for 12 hours				
Interior				
- 5 social rolls in room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Repair	10	10 a unit	Junkyards and anywhere (Search)	

Scales - A strong hide full of large scales able to be removed tanned and made into a strong and fire resistant material. Harvested from Large lizards fish, and monsters in the world then it is sewn together and placed on the frame to create a water tight room.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+5	+3	+10	0	10/ Fire
Special				
Tough Guy – Grants users a +10 Intimidate skill in the or around build				
Interior				
Creepy Room - Room makes all inside uncomfortable DC 15 Will vs. -2 to all rolls for the day				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof Fishing	40		Ocean/ Jungle (Prof Fish/ Survival)	

Silver - A highly prized metal that is not suggested as a building material but can be used to make it a more valued and highly prized room. The cost is massive and is rare to find and rarer to hold on to.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	-10	10/-
Special				
Fire Resistant +10				
Interior				
Gaudy Room - +3 Intimidate to room				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Intimidation	40	100,000 a unit	Mine (Profession Miner)	

Steel - Strong and Durable Metal compound built to with stand great damage, Find the material is Impossible outside of looking in a scrap yard as steel has to be made by chemical enhancing Iron to be stronger then it is mined. Being a hard metal to find in large amounts make buying it costly and repairing difficult at best.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+8	+6	0	-5	10/-
Special				
Hardy Strength - +5 to Buildings Defense				
Interior				
Strong Walls +5 Hardness to doors and walls				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Weapon or Armor	20	5000 a unit	Forge (Craft Chemical DC 20)	

Stone - Stone as any metal but far easier to find, Build with this material though makes a transport sluggish yet resistant to damage of all types, Crafting also takes more time when using stone and repairing it is virtually impossible. Overall it's not the best of Materials out their unless your looking to build a fortress.

Takes Double Time to craft

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+10	N/A	N/A	-10	10/-
Special				
Hardy Strength - +5 to Buildings Defense				
Interior				
Strong Walls +5 Hardness to walls (doors cant be stone)				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Craft Cooking	40	500 a unit	Quarry (Profession Mining)	

Straw – A simple material that is easily found and replaceable.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	N/A	N/A	Must Replace	1/ Slashing & Fire
Special				
Thin Walls – Players in side build can make +10 Listen checks to hear noises clearly outside				
Interior				
Quick Build – build protects form elements but grants no real benefits then cutting build time in half				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+5 Prof. Farming	10	10 a unit	Farmland/Field (Prof. Farming)	

Thatched Reed - A cheap and easy to repair material yet what it has in cost it makes up for in a weak defense. Better for making small crafts or life boats with granting them the quick speed. The reed can be found on almost every type of island thus the cost of supply is rather cheap.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+2	+2	+15	+10	2/Bashing & Fire
Special				
Surprisingly Strong – Build in whole gains +2 to the overall ADS				
Interior				
Quick Build – build protects form elements but grants no real benefits then cutting build time in half				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+2 Prof. Lumber	10	30 a unit	River/ Field (Survival, Prof. Herbalist)	

Wood - Interior/Exterior - the easiest to find and most useful building material around which makes it the best all around building material it comes out with decent strength and floats great on water and is easy to craft furniture and other items with it.

ADS Bonus	Maneuver	Speed Bonus	Repair	DR Bonus
+3	+3	+10	+10	5/ Bashing & Fire
Special				
Simplicity – Build grants a sense of relaxation healing those that rest for 8 hours by double normal				
Interior				
Comfort of Home – Grants a bonus of +5 to all Skill rolls				
Material Bonus	Build DC	Cost	Place to gain and skill to gain	
+ 5 Craft Item	0	20 Unit	Woods (Profession Lumberjack)	

Rooms

Areas marked with a * are open areas not actual rooms, all rooms are made in making a roll on craft Vehicle to make rooms each room has a base DC Build

Room Name			
Description of the room			
Materials Needed			
Room Bonus	Power Use	Storage Space	
Room Style	Description of that style		
Room Size	Build DC	BRP with Supplies	BRP W/Out Supplies

BRP – base Retail price – the average cost of the build the cost in both is basic supplies such as nails glue and such

Materials Needed – These are basic materials needed to build the room regardless of the material used to craft the room the amounts of each should be up to the Gm. You need these things to build things like locks, window furniture and such

Room Bonus - Rooms automatically when built will grant a bonus to a skill in that room this is not to be confused with the building material bonus which is gained upon rolling a Natural 20 in the crafting of the room.

Power Usage - Some rooms have a Power Usage and require a power source to grant a extra room based bonus

Hidden Room - Making a hidden room costs double and based on its quality grants ups the DC of the search roll by 10

Storage Space – the amount of units of items that can be stored in the space of the room

Hiring a crew – If a player doesn't have the skill or needs help gaining help around towns will find someone that may be skilled enough to build it for them at an added cost this goes equally if the player doesn't have the supplies needed for the room build. Some more advanced build however may be too difficult for any normal builder and thus a specialist must be sought out

Alchemist Lab			
A lab to mix or make chemicals			
Materials Needed - Wood, Rubber, Glass, Metal			
+5 Craft Chemicals	Deluxe room 1	Table(10), Basic (30) Deluxe (50) units	
Lab Table	A small area normally a table set in a open area with all the basic chemical tools Can be dangerous if spills or gases are released		
10x10	DC +10	100	400
Basic	A basic lab table designed to prevent spills and messes that will effect other rooms		
30x30	DC +15	2000	6000
Deluxe	larger then the other and air tight this room protects the users and the chemicals this rooms bonus is +20 to craft Chemicals		
30x50	DC +30	5000	12000

An important room for players that want to focus on chemicals, potions and poisons the set up has a area to crush ingredients mix store and cook in small doses the supplies they have and vials, canisters to which one can store the finished product.

Animal Pens			
A place to hold animals / wildlife			
Materials Needed - Wood, Stone, Grass/ Feed			
+5 Handle Animal / Prof. Rancher	Deluxe Pen 1, Deluxe Barn 2	Crate 2 / Basic Pen 10 / Deluxe Pen 10 / Aviary 50 / Barn 50/ Deluxe Barn 50/ Fenced Field 200	
Crate *	a small pen used to house a animal, food and water trays		
10x5	DC +5	100	400
Basic Pen	a large pen used to give the creature more room to move		
20x20	DC +10	1000	4000
Deluxe Pen	a large heated pen with a auto food and water tray x2 production of supplies from animal, Animal is happier		
20x20	DC +25	8000	10000
Aviary	a large cage for Birds kept usually out side but can be built indoors it grants them some room to fly		
60x60 2 floors	DC +20	5000	12000
Barn	a large building set up to house many animals in its set of 8 pens and holds extra feed and supplies above the animals, not for Transport		
60x60 2 floors	DC +30	4000	8000
Deluxe Barn	a large building set up to house many animals in its set of 8 heated pens with a auto food and water tray and holds extra feed and supplies above the animals x2 production of supplies from animal, Animal is happier, not for Transport		
60x60 2 floors	DC +40	10000	20000
Fenced Field	a massive grassy field for animals to roam free, not for transport		
100x100	DC +20	5000	12000

Pens are a great thing to have on hand to raise animals and protect them so you can have a regular source of food on hand such as eggs from chickens or milk from cattle or goats.

Armory			
a storage room for gun powder and explosives			
Materials Needed - Wood, Metal			
+2 Ranged Attacks	N/A	Rack 1, Cabinet 10, Basic 30, Deluxe 30	
Gun / Weapon Rack	A wall mount for weapon to be at the ready when pulled down		
N/A	DC +5	200	500
Gun Cabinet	A small cabinet or locker used to house weapons and ammo		
5x10	DC +10	400	1000
Armory Basic	a small room with shelves used to hold gun powder		
30x30	DC +25	1000	4000
Armory Deluxe	a small room with strong walls preventing any accidents		
35x35 / interior is 30x30	DC +35	3000	12000

A vital room for weapon and ammo storage protects not only people from getting to your weapons but also protects them from the elements that can destroy them over time.

Bar			
a place to converse and have some drinks			
Materials Needed – Wood, Glass, Alcohol			
+5 Seduction, +5 Diplomacy, +2 Resistance for day used	Entertainment 1, Tiki 1	Bar and Tiki 10 units, Basic 30, Deluxe 50, Entertainment 200	
Bar	a small bar with stools and a shelf of booze		
5x10	DC +10	100	400
Basic Bar room	a small room with shelves of alcohol and a bar and table		
20x30	DC +20	1000	4000
Deluxe Bar room	a large room with a centralized bar and several tables		
50x30	DC +30	3000	8000
Entertainment Bar	A massive bar with a stage or a dance floor and tables around the walls +10 to diplomacy rolls , +10 Seduction rolls		
100x60	DC +40	10000	40000
Tiki Bar	A small moveable cart and Storable bar complete with stools, +10 Diplomacy		
5x10	DC +20	1000	4000

A great place for socializing, relaxing or just to drown ones troubles behind a glass of alcohol, The more advanced rooms build less on the just drinking and more the socializing and entertaining.

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Bath			
place where you go to get clean and dispose of waste			
Materials Needed – Metal, Wood, Clay / Glass and or stone, Paper, Cloth, Water on most			
+2 Resist vs. Disease	Deluxe Bath 1, Locker Room 3, both Bath Houses 2	Outhouse 2 units, Bath Small 5, Bath Large 10, Bath Deluxe 12, Restroom Basic 30, Restroom Deluxe 50, Bath Houses 80, Locker 100, Hot Spring N/A	
Outhouse	A small and moveable enclosed room with a hole to do your business after awhile needs to be cleaned out or moved , not on transport , no water needed		
5x5	DC +5	200	400
Single Bath Small	a small room with a toilet and sink		
10x10	DC +15	500	2000
Single Bath Large	a small room with a sink, toilet and shower /no hot water w/o furnace		
20x10	DC +25	1000	4000
Single Bath Deluxe	Larger with full tub temperature control of the water and a working sink as well Grants +4 Resist vs. Disease for that day (instead of +2)		
20x30	DC +30	3000	9000
Public Restroom Basic	A Small Area of about 4 toilets and 2 sinks		
30x30	DC +30	3000	9000
Public Restroom Deluxe	A Large room with Several Toilets and sinks, also a small waiting area and table setup of selection of cleansers perfumes and towels		
60x60	DC +35	6000	15000
Bath House	a massive room with built in large bath house bath, shower sinks and Multiple toilets, +5 to all Social rolls in the room		
100x100	DC +45	7500	20000
Out Door Bathhouse	Like the Bathhouse only the changing / locker rooms are covered while the baths are exposed to the elements, +5 to all Social rolls in room, relaxation removes DC 15 and under Will save failures		
100x100	DC +50	6000	15000
Locker Room	A large room with storage space for items and a collection of showers in a row, Grants +4 Resist vs. Disease, +10 Intimidate while in the room		
50x80	DC +30	5000	12000
Hot Springs Natural	A Natural Hot springs rare to find yet when crafted into a useable bath it can provide healing abilities of +3d8 per use		
100+x100+	DC +10 (seats / Fences)	2000+natural source	5000 / Water needed

A vital room for any building, in order to keep ones build free of infection and disease plumbing is needed to remove waste and dirt from their bodies. Mixed bath rooms on the larger rooms cost ¼ less to make but make it uncomfortable for some characters granting them fear checks in the room.

Bedroom			
Description of the room			
Materials Need – Wood, Cloth, Rope, Straw/Feathers, Glass			
Restore +2 HP after 8 rest	Love Shack 1	Storage Space	
Single Bedroom small	a small private room for oneself, with hammock or bedroll and footlocker		
20x20	DC +10	1000	4000
Single Bedroom Large	a large private room with desk and closet		
30x30	DC +10	2000	6000
Shared Bedroom	Larger room with closets and desks and privacy walls separating the beds		
80x60	DC +25	3000	9000
Barracks	A large room used to house many people, bunk beds and footlockers		
60x40	DC +20	1500	6000
Love Shack	A fancy lay out for a bed room with mirrors surrounding the room and the bed is heart shaped fancy lighting and built in music system to aid in conquests of love, +10 Seduction in this room		
Room Size	DC +30	5000	15000

A Vital room for getting a proper nights rest after a long day, one of the most important rooms to make in most builds.

Brewery			
Used to make chemicals or alcohol			
Materials Needed – Wood, Metal, Grains, Water			
+5 Craft Brewing	Deluxe Brewery 1	Brew Tub 5, Small Brewery 25, Deluxe Brewery 50	
Brewing Tub	a Small tub or pot used to brew chemicals or booze		
Room Size	DC +10	100	400
Small Brewery	a small room with larger vats and better control		
20x20	DC +25	1000	4000
Deluxe Brewery	a slightly larger room with heated vats and barrels to store, the large vats are boiled to perfection creating stronger alcohol +15 DC Resist on alcohol brewed		
30x30	DC +45	3000	8000

A room built for brewing alcoholic beverages and other drinks in large quantities perfect for those with cooking or chemical based skills to create mass amounts of stuff.

Brig			
A room used to hold prisoners from moving about freely			
Materials Needed – Stone, Metal / Glass / Plastic			
+ 5 Knowledge Law in room	Deluxe Cell 1	Cage 5, Jail Cell 20, Deluxe Cell 20, Magical Cell 20, Magic Cage 10, Stockade N/A	
Cage*	A Small moveable Cage		
Room Size	DC +15	200	600
Jail Cell	a simple cell with iron bars and a small bed and bucket		
20x20	DC +20	2000	6000
Deluxe Cell	A walled cell with a personal toilet and electric lock DC 80		
20x20	DC +40	4000	10000
Magical Cell	The walls of the cell are designed to reflect magic backwards or grant reverse effects for those inside		
20x20	DC +40	6000	15000
Magical Cage	A Magical glass cube that drains the mana and will from its prisoners		
15x15	DC +60	10000	25000
Stockade	Two chunks of wood bolted to the ground placing the person to stand in a painful way.		
5x5	DC +10	100	400

A handy room for any place that in any location to hold unwanted guests or known criminals do to their actions.

Cannery			
a room used to can food and gather mass amounts of fish to clean and guts and persevere foods for longer			
Materials Needed – Wood, Rope, Metal, Glass, Rubber			
Double food production	Processing plant 2, Deluxe Cannery 1, Mill 1 (no moving water)	Canning 5, Mill 10, Processing 50, Cannery Both 30	
Canning Area	A small area for canning food		
5x10	DC +10	100	400
Mill	A small room with a constantly moving grinding stone that crushes objects		
10x10	DC +15	1000	4000
Processing Plant	A large room with machines set to persevere foods from spoiling, Double food spoil time		
100x100	DC + 30	5000	12000
Fish Cannery Basic	A larger room used to haul in large fish and break them up for food brought in by hand or hand cranks		
30x60	DC + 20	3000	8000
Fish Cannery Deluxe	Description of that style		
30x60	DC +30	8000	15000

A room that is handy to both make food last longer, but also process some things from monsters and creatures such as Ivory form animals and such.

Church			
a place to come and worship a deity			
Materials Needed – Wood, Wax			
+5 Knowledge Religion	Deluxe 1 (optional to double moral bonus, doubles cost of build)	Alter n/a, Basic 100, Deluxe 150 Units	
Alter	A small shrine to a god or deity		
5x5	DC +5	50	200
Church Basic	a small room used to preach and pay respects to a deity		
30x30	DC +10	1000	4000
Church Deluxe	a large room used to preach and pay respects and show the power of a deity +2 Moral Bonus that day after 1 hour of worship		
60x30	DC +25	3000	8000

An essential place, for god fearing characters, or those building a following of worshipers. Granting them a place to praise and learn the teachings of their god.

Crows Nest / Look Out Tower			
A look out tower to spy on the horizon, Crows nests only go on transports, watch towers on land builds			
Materials Needed – Wood, Glass (in Deluxe Room and Enclosed Watch Tower)			
+10 Notice in room	Watch Towers have option for search lights using 1 at double cost	Nest Room 30, Watch Tower (both) 50	
Basic Crows Nest	A small sort of bucket like post, that stands at the top of a ship		
10x10	DC +15	500	2000
Basic Covered Nest	Similar to the basic nest only has a covered roof to protect form weather.		
10x10	DC +20	1000	4000
Large Crows Nest	Like the Basic set only larger space		
20x20	DC +25	1000	4000
Large Covered Nest	Like the Basic only large space		
20x20	DC +35	2000	6000
Nest Room	A fully enclosed room, basically 30x30 free space room with windows all around to keep a look out.		
30x30	DC +40	5000	10000
Watch Tower	A large structure with a covered roof that towers to overlook the skyline		
30x30	DC +30	2500	7500
Enclosed Watch Tower	Like the Watch Tower but is an enclosed room to protect from weather		
30x30	DC +40	5000	10000

A handy build to have on hand to overlook the distance to catch issues that might come to the build.

Dinning Room			
Description of the room			
Materials Needed – Wood, Glass, Metal (Banquet Room only)			
+10 Diplomacy	Banquet 1	Nook 10, Basic 30, Large 50, Banquet 80, Picnic 10	
Breakfast Nook	a small eating area		
20x20	DC +5	500	2000
Basic Dinning Room	a simple room with a table and chairs		
40x30	DC +10	2000	6000
Large Dinning Room	a larger room with a smaller area for sitting and snacking		
60x40	DC +15	3000	8000
Banquet Room	a room designed to enhance the eating experience granting a +5 Bonus on all social rolls in this room		
80x60	DC +20	5000	12000
Picnic Area	a small eating area in a open area		
20x20	DC +10	500	2000

Handy rooms used to dine and converse as a group, these rooms help progress diplomatic actions.

Docks / Parking			
A room to store land vehicles and park ships			
Materials Needed – Rope, Wood / Stone / Cement / Metal			
+10 to Pilot or Drive skill	Dry Docks Both 1, Garage Deluxe 1	N/A all are for vehicle holding	
Small Dock	a small dock for a land vehicle or small ship		
10x20	DC +5	500	2000
Large Dock	a Large dock for a land vehicle or large ship		
30x60	DC +10	1000	4000
Small Interior Dock	A small room at the ships wall for vehicle with door		
10x20	DC +15	1000	4000
Large Interior Dock	A Large room at the ship wall for vehicle with door		
30x60	DC +20	3000	8000
Dry Dock Small	a small dock with machine extraction in ship, +10 Repair on vehicle stored		
10x20	DC +20	4000	10000
Dry Dock Large	a Large dock with machine extraction in ship, +10 Repair on vehicle stored		
30x60	DC +30	6000	14000
Dry Dock Deluxe	A Massive dock with machines to help with the vehicle (land builds only) +10 Repair on vehicle stored		
80x200	DC +50	25000	50000
Garage	A small enclosed room to store a land based vehicle		
30x30	DC +20	2500	5000
Garage Deluxe	A small enclosed room to store and repair land based vehicle +10 Repair on vehicles stored		
30x30	DC +30	6000	10000
Parking Lot	A large stretch of land for land vehicles		
400x400	DC +15	2500	5000
Parking Deck	A large multi floor building to house several land vehicles		
400x400 (many floors)	DC +50	50000	100000

A vital room choice to house and often repair vehicles the player owns.

Engine Room			
Place where machines are crafted and power sources are built and used			
Materials Needed – Metal, Wood			
+10 Craft Machines/ Repair	N/A	Small 20, Large 40	
Small Engine Room	a small room that houses the engine and holds a little extra space for fuel		
30x30	DC +25	3000	6000
Large Engine Room	a larger room with storage for spare parts and a repair station can house two power engines		
60x60	DC +35	5000	12000

A vital room needed if your builds have a need for power, engines rooms provide power to supply to other builds.

Exercise Room			
A room to keep one self fit and in good shape			
Materials Needed – Wood, Metal, Rock			
+10 Swim, Acrobatics	N/A	Area and Track N/A, Basic 20, Deluxe 30	
Workout area	a small area where free weights are kept		
10x5	DC +5	100	400
Workout Room Basic	a simple empty room with free weights		
20x20	DC +20	1000	4000
Workout Room Deluxe	a large room with advance exercise machines		
30x30	DC +30	2000	6000
Track and Field	A massive field for sports and running (land builds only)		
100x100	DC +20	4000	10000

A handy room to have on hand for those that like to exercise and keep fit, offering benefits to active skills, prolonged use of these rooms (each day for 2 hours for a month in game) can grant a temp bonus on ones STR, DEX or END scores of +2 (if the player stops using it then they loose the bonus the next month they stop) The gains are based on work out, Weights = Strength, Cardio = Endurance, Yoga = Dexterity

Freezer			
Longer Life Span food storage			
Materials Needed – Wood, Metal, Ice			
+5 Cooking	Deluxe 1	Chest 20, Freezer 40, Walk-in 100, Storage 1000	
Freezer Chest	a small chest with ice and pipes used to keep things frozen		
5x5	DC +15	50	200
Freezer	a large chest with ice and pipes used to keep things frozen		
5x10	DC +15	100	400
Walk-in Freezer	Walk-in Deluxe - a room based on design size that mimics a freezer		
20x20 can be expanded as new build	DC +25	1000	4000
Walk-in Deluxe	Walk-in Deluxe - a room based on design size that mimics a freezer, temp is perfectly controlled to keep food as fresh granting +5 to cooking skill		
20x20 can be expanded as new build	DC +35	2000	6000
Cold Storage	Description of that style		
100x100	DC +50	10000	40000

A handy build to have to store food from rotting by freezing it for use later.

Fridge			
Food Storage			
Materials Needed – Wood Metal			
+5 Cooking	Deluxe 1	Mini 20, Fridge 50, Walk-in 100	
Mini Fridge	a small chest with cold water pipes keeping items cool		
5x5	DC +15	50	200
Fridge	a large chest with cold water pipes keeping items cool		
5x10	DC +15	100	400
Walk-in Fridge	a room based on design size that mimics a basic fridge		
20x20 can be expanded as new build	DC +25	1000	4000
Walk-in Deluxe	a room based on design size that mimics a basic fridge, the food is stored in a way to properly maintain freshness granting a bonus of +5 cooking		
20x20 can be expanded as new build	DC +35	2000	6000

A handy room to store food to lengthen its lifespan

Forum			
a room used to gather people for entertainment and meetings			
Materials Needed – Wood			
+10 Performance in this room	Deluxe 1	All Rooms N/A	
Stage	a small platform used to gain attention		
10x10	DC +5	200	750
Meeting Room	a simple room with chairs		
30x30	DC +15	1000	4000
Small Theater	a small room set so all can see a stage in front		
40x40 2 floors	DC +20	2000	6000
Deluxe Theater	a massive room built to carry sound create stage illusion, powered lighting grants an additional +10 perform		
60x60 2 floors	DC +30	5000	14000
Amp theater	A massive open air theater built in a cone to spread the vocals		
80x80	DC +35	7500	20000

A build set to aid in performances.

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Furnace Room			
A device used to maintain heat in builds often by running pipes or placing a source of heat in a room			
Materials Needed – Metal, Stone / Cement, Fuel			
+5 Cold Resistance	Power Use	Storage Space	
Furnace	A small furnace that can be placed in any room leads heat thru pipes though out a build. Max heat distance 200x200		
5x5	DC +20	500	1000
Furnace Room	A small room that is more reliable with the heat and can go further Max heat distance 400x400		
10x10	DC +25	1000	4000
Furnace Room Deluxe	A small room perfectly set up to distribute heat through out a single build		
10x20	DC +40	3000	8000
Steam Tunnels	A small underground passage system that carries heat from one build to the next allowing one Deluxe furnace to heat other builds		
10x10+ 1 DC per 10ft distance to next build	DC +40	5000	12000
Fire Pit	A small stone pit where solid fuel can burn to warm the room		
Room Size	DC +5	250	750
Fire Place normal	A small stone alcove to burn solid fuel and heat the room		
Room Size	DC +15	500	1000
Fire Place Grand	A large stone alcove to burn solid fuel and heat the room		
Room Size	DC +20	2000	5000
Fire Place Deluxe	A large stone alcove to burn gas or liquid fuel and heat the room		
Room Size	DC +25	5000	12000

Furnace's a important to gain access to heat and hot water if a natural source can not be provided. Vital to keeping the build a comfort and deal with day to day issues.

Garden			
a place to relax or produce food			
Materials Needed- Dirt/ Rock/ Soil/ Plants			
Food/Orchard +5 Prof Farm, Grove +5 Prof. Herbalist, Zen/Park remove Will defects/effects after 2 hrs Field +5 Prof. Rancher	Park as optional for rides 1 per ride	N/A	
Zen Garden	an area of sand and rocks used to meditate and gain relaxation		
30x30 can expand as new build	DC +20	500	2000
Food Garden	rich soiled land to grow food out in the elements		
30x30 can expand as new build	DC +10	1000	4000
Orchard	rich soiled land to grow fruit trees out in the elements		
80x80 can expand as new build	DC +15	1000	4000
Park	a large area of trees and field for both relaxation and food		
80x80 can expand as new build	DC +20	40000	100000
Grove	a massive area of trees and other plant life		
200x200	DC +25	20000	75000
Field	A grassy plot of land used to grow food for animals and livestock or gains for food use		
30x30 can expand as new build	DC +5	750	2500

A handy build for use of large tracks of land that can ether provide food/ supplies or even relaxation to aid the player.

Greenhouse			
A place used to produce food under climate controlled conditions			
Materials Needed – Wood, Glass, Clay/Stone, Plants/ Seeds, Dirt, Water			
+10 Prof. Farmer / Herbalist	All but Basic use 1	20 units each	
Basic Greenhouse	A small room with water that protects plants from elements to grow in control		
20x20 room can be expanded as a new build	DC +10	2000	6000
Summer Greenhouse	Dry and hot summer like conditions perfect for dry climate plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Spring Greenhouse	Damp and Mild temps perfect for early growth plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Fall Greenhouse	Dry and Mild temps perfect for growing long growth plants		
20x20 room can be expanded as a new build	DC +30	4000	10000
Dark Greenhouse	Damp, Mild and Dark room perfect for growing molds and Fungi		
20x20 room can be expanded as a new build	DC +30	4000	10000

A good build for controlled conditions of many plants each room is enclosed to grant the room perfect temps and moisture conditions, only the basic requires users to continue to water.

Hold / Storage			
General storage for the ship 50 units take up on 5x5 square of storage			
Materials Needed – Wood / Metal (for shelves)			
+5 Search in room	Deluxe 1	10 units per 5x5 square	
Basic Storage	Space in which floor has been placed so you can store things no extra cost		
30x30 expand as new build	DC +10	0	0
Deluxe Storage	Sealed Room, s to protect the supplies from, +10 Search in room		
30x30 expand as new build	DC +30	1000	4000
Closet	A small alcove built to store items in a room		
5x10 expand as new build	DC +10	500	1000
Locker	A small box used to house items in a given area		
5x5	DC +10	500	1000
Attic / Basement	Add a new floor to a build to have storage below or above the build		
20x20 can be expanded as new build	DC +20	2500	7500
Crawl Space	Add storage in spaces between rooms		
5x5 expand as new build	DC +10	2000	6000

Helpful with any build to provided space to store items for people to use.

Kitchen			
Place where meals are prepped			
Materials Needed – Wood, Metal / Clay/ Stone, Glass			
+5 Craft Cooking	Deluxe 1, Cart 1, Stand 2	Deluxe 30, Food Cart 20, Stand 30	
Hutch	a small area with a water pump and fire pit sits in an open area		
10x20	DC +10	400	1000
Basic Small	a small room with cabinets and shelves, a table, sink and fire pit		
20x20	DC +15	1000	4000
Basic Large	larger and with a working sink		
40x40	DC +30	2000	6000
Deluxe Kitchen	A massive Kitchen with counters and a stove along with a working sink and pantry +5 Craft Cooking		
50x50	DC +35	3000	9000
Food Cart	A small mobile mini fridge, pantry and oven used to cook food anywhere +5 Craft cooking		
10x20	DC +20	BRP with Supplies	BRP W/Out Supplies
Food Stand	A small Kitchen that can be broken down and moved when needed +5 Craft cooking breaks down to fit a 10x10 area of storage.		
20x20	DC +25	BRP with Supplies	BRP W/Out Supplies

One of the most vital rooms, when hunger hits the kitchen is there to fill it as food helps both heal HP/ Chi and Mana its important to get the most out of the food by cooking it properly kitchens aid in that way.

Library			
A place with book to read			
Materials Needed – Wood, Paper, Books			
+5 all knowledge skills	N/A	Self 20, Small 100, Large 200, Deluxe 400	
Small Library	a small room with a chairs bookshelves and a table		
30x30	DC +10	2000	6000
Large Library	a larger room with desks and tables and shelves all about		
60x60	DC +15	4000	10000
Deluxe Library	a large 2 floor room lined with book shelves and a storage catalog system		
60x60 2 floors	DC + 25	18000	30000
Book Shelf	A shelf of books that can be placed in any room		
5x10	DC + 5	800	1500

A handy room to have to gain access to all knowledge's as one collects books from around the world on different subjects.

Life Boats			
boats used as a last resort to escape a sinking ship/ used to reach areas the ship cant Lifeboats require rolls of exterior ship builds but not interior and they count as Tiny ships in cost of material			
Materials Needed - Rubber, Wood, Rope			
+10 Survival In boats	Deluxe boats have engines = 1 per 10 miles	Raft 5, Rubber Raft 5, Deluxe Raft 10, Small 10, Large 20, Deluxe 20, Cargo 100, Swan 0	
Raft	A small raft made of wood and reeds		
10x10	DC +5	100	400
Rubber Raft	Description of that style		
5x5	DC +15	500	2000
Deluxe Rubber Raft	a small rubber raft with a small motor, Move rate of 40		
5x10	DC +25	1000	4000
Small Boat	a small 2 man boat		
5x10	DC +10	500	2000
Large Boat	a small boat that can hold 4 people		
10x20	DC +15	1000	4000
Deluxe Boat	a boat similar to the large boat but with a engine on board		
10x20	DC +25	4000	10000
Cargo Boat	A large yet flat boat for loading and transporting some cargo		
20x30	DC +25	5000	12000
Swan Boat	A decorative boat built to add romance to the riders, +5 Seduction		
10x10	DC +25	5000	12000

A handy build to have on hand of boats as an emergency build should abandoning ship be needed quickly the build is also handy for builds on or near water for added transport.

Machine Room			
a room to build machines in			
Materials Needed – Wood, Metal, Oil			
+10 Craft Machines/ Robots	Deluxe 1, Science 1, Mad Science 4	Bench 10, Machine 30, Deluxe 50, Science 30, Mad Science 60	
Work Bench	A small workbench area complete with tools		
10x10	DC +15	100	400
Machine Room	A basic room with spaces to line tools on the side walls and forge		
30x30	DC +25	1000	4000
Deluxe Machine Room	larger then the other this room is setup to run power tools and has a large garage door for bigger machines, +10 Craft Machines		
30x50	DC +35	3000	8000
Science Lab	A room set to build complex machines and power them, +10 Craft Machines and Robotics		
30x30	DC +30	3000	8000
Mad Science Lab	A massive room set to perform dark science experiments such as recreate life and create evil science acts, +10 Craft Machines and Robotics, +10 Craft Chemicals, +5Medical, +10 Knowledge Biology and Machines		
60x60	DC +50	7500	15000

A room designed to build machines and engines that help in other builds or in creating constructs that act as companions.

Navigation / Map Room			
Place where maps and charts lay			
Materials Needed – Wood, Paper, Stone (War room only), Glass (deluxe and War room)			
+5 Knowledge Geography & Navigate	Deluxe 1 , War Room 2	Draft N/A, Basic 20, Deluxe 30, War 50	
Draft Table	a small table where maps are laid		
5x10	DC +5	100	400
Basic Map Room	a small room with a table and chart tools		
20x20	DC +15	1000	4000
Deluxe Map Room	a medium room with chart displays on the walls, +10 Knowledge Geography		
30x30	DC +25	3000	6000
War Room	a large room with a grid table and models for planning attacks, +10 Knowledge Geography and Navigate		
50x50	DC +35	5000	12000

A great build to have to help plan travel and estimate battle plans, housing a collection of maps and map making tools letting the users build elaborate plans of action.

Parlor			
A room used to greet ones visitors			
Materials Needed - Wood, Metal, Glass			
+5 Diplomacy	N/A	Basic N/A, Grand 20, Sitting Room 30	
Parlor Basic	a small room with pictures and mirrors		
20x20	DC +5	2000	6000
Parlor Grand	a grand hall to great ones guests		
30x80	DC +15	3000	8000
Sitting Room	A fancy room adorn with grand décor to intimated those inside		
30x30	DC +25	4000	7500

A helpful room, for greeting guests and attracting their attention to be intimidated, and helping gain the player an advantage in diplomatic actions.

Playroom			
a room for fun mainly with younger children			
Materials Needed – Wood, Cloth, Rubber			
+10 Diplomacy with children in build	Deluxe Playroom =1	Toy Area 10, Daycare 40, Deluxe 50, Nursery 20, Playpen, 5	
Toy Area	a small clear area with a toy chest		
10x10	DC +5	100	400
Daycare room	a large room with toys and set up like a mock kitchen and train yard		
60x60	DC +20	3000	8000
Deluxe Playroom	a large maze of pipes slides swings and other things, +5 Will vs Fear after 2hrs		
80x80 (two floors)	DC +30	5000	12000
Nursery	a small room design to keep quite and comfort for babies		
Room Size	DC +15	2000	6000
Playpen / Crib	A small bed / area fenced to keep the child safe		
10x5	DC + 10	500	1000

A good room to have if you have small children or babies to care for in a build, as the rooms are build for their enjoyment and safety in mind.

Pool / Aquarium			
Description of the room			
Materials Needed			
See listings for each rooms reward	Water Park 3, Fishery 2 Fountains 1	Storage Space	
Small Pool	a small pool or hot tub for relaxation, Remove Will defects/effects up to DC 15		
20x20	DC +10	2000	6000
Basic Pool	a large pool for relaxation, +5 Swim, Remove Will defects/effects up to DC 15		
40x40 2 floors off land	DC +20	4000	10000
Aquarium Tank Small	a small tank used to house fish, +5 Prof. Fisherman, +5 Know Nature		
10x10	DC +25	1000	4000
Aquarium Tank Large	a larger tank used to hold bigger fish, +5 Prof. Fisherman, +5 Know Nature		
30x30 two floors	DC +30	3000	10000
Aquarium Grand	A massive aquarium that stands two floors in height of the tank, +5 Prof. Fisherman, +5 Know Nature		
60x60 3 floors	DC +35	5000	20000
Pond	a small pond used to bring atmosphere to the build, Remove Will defects/effects up to DC 15		
10x10	DC +20	1000	4000
Fish Pond (land only)	a small pond filled with fish like Koi, +10 Prof. Fisherman		
30x30	Dc +25	2000	6000
Water Park (land only)	A large pool with slides, wave pool and water rides, Remove Will defects/effects up to DC 20, +10 Swim, +2 Moral Bonus after 4 hours of play		
400x400	DC +60	150000	400000
Private Beach (land only)	A large plot of land along a waters edge for private enjoyment, Remove Will defects/effects up to DC 15		
400x400	DC +40	100000	250000
Fishery	A large room of water troughs used to house countless amounts of fish, +20 Profession Fisherman		
Room Size	DC +60	100000	250000
Fountain	A decorative display of water, Remove Will defects/effects up to DC 20		
Room Size	DC +15	2000	6000
Fountain Deluxe	A massive or complicated system of water on display, Remove Will defects/effects up to DC 20		
Room Size	DC +40	20000	60000

Both a sign of decoration but also of relaxation and sometimes more Pools/ Ponds and more add unique look and feel to a build

PHHCH NHFH PRR NHFK CNRKAHFM FP KMMH NXHTHFX FTCHS SXMMHFT PRR HXMFTHM FHM NHFM HPE XPT TE IMBRIFFRTH KPM RXX

Safe			
a box to store valued items from thieving hands			
Materials Needed – Metal, Wood, Rock			
+2 ADS of the build	All Deluxe Safes =1	Small 10, Large 25, Room 100, Floor/wall 20 units	
Small Safe	a small box with a lock on it		
5x5	DC +15	100	400
Small Safe Deluxe	a small box with an electronic lock on it, +20 DC of the lock		
5x5	DC +35	500	2000
Large Safe	a large case with a lock on it		
10x10	DC +20	500	2000
Large Safe Deluxe	a large case with a electronic lock on it, +20 DC of the lock		
10x10	DC +45	1000	4000
Safe Room Basic	a small room with shelves and a strong door lock and walls, 5ft thick walls		
30x30 in 35x35 out	DC +30	3000	8000
Safe Room Deluxe	a small room with shelves and a strong electronic door lock and walls, +20 DC of the lock, 5ft thick walls		
30x30 in 35x35 out	DC +50	5000	12000
Floor/Wall Safe Basic	a small safe built into a wall of a room [adds +5 ft of solid wall to room]		
Room Size	DC +25	1000	4000
Floor/ Wall Safe Deluxe	a small safe built into a wall of a room with electronic lock [adds +5 ft of solid wall to the room] +20 DC of the lock		
Room Size	DC +45	3000	8000

Storage space that is tightly secured and protects the items within from thieving hands.

Sick Bay			
a room used to care for the injured and sick			
Materials Needed – Wood, Metal, Cloth, Rope, Glass			
+10 Medical skills, +1 die in healing	Deluxe 1, Ambulance 2	Bed and Ambulance N/A, Office 20, Sick bay 40, Deluxe 60	
Medical Bed	a small bed with a medical kit and medicine near by		
5x10	DC +5	200	700
Medical Office	a room with a desk, charts and a cot		
20x20	DC +10	2000	6000
Sick Bay	a larger room with more beds and medical supplies		
30x50	DC +20	4000	10000
Sick Bay Deluxe	a hospital on board grants a +5 to medical checks in this room		
50x60	DC +30	5000	12000
Ambulance	A mobile vehicle equipped with medical machines and a strapped gurney		
10x20	DC +50	15000	40000

A vital room for healing and treating injuries, Granting a greater healing rate then in a normal room Sick bay healing lets one heal from their wounds faster

Stairwell			
the way to get from one floor to the next			
Materials Needed – Wood/Metal/ Clay/ Stone, Rope (only on shafts, elevators, dumbwaiter)			
+10 Move in build	Escalator 1, Elevator 1, Deluxe Elevator 2	All N/A	
Stairs Basic	Basic stairs Type based on space		
10x10 Spiral, 5x10 straight	DC + 5	500	2000
Stairs Deluxe	A grand looking staircase used to impress others		
10x10 Spiral, 5x10 straight	DC +10	2000	6000
Escalator	A set of stairs the move in a belt fashion letting a person stand still as the stairs move them up, move rate 20 requires power source 1		
10x10 Spiral, 5x10 straight	DC +25	10000	30000
Cargo Shaft	A designed Shaft running from the upper deck to the Hold along with a wench to lower supplies down safely		
30x30	DC +5	2000	6000
Elevator	A small room that moves people and things from one floor to the next, Move rate 20 requires power source 1		
10x10	Dc +30	5000	12000
Elevator Deluxe	A bit larger than the normal elevator designed to have a view with glass windows and moves faster, also plays music inside, +5 Diplomacy Move 40 Requires power source 2		
15x15	DC +40	10000	30000
Dumbwaiter	A small elevator used to traverse light weight items from floor to floor 150lbs max weight limit, Move rate 10 per STR check of 10		
5x5	DC +20	3000	8000
Slide/ ramp	A small ramp that can push items or have handicapped people move from floor to floor		
10x5 Straight 10x10 Spiral	DC +15	3000	5000
Moving Walkway	A floor that is designed to move on its own walking on this while its moving increases or decreases the players movement rate by 10 ft a round requires power source 1		
20x10 +	DC +25	10000	30000

A vital build for any build over 1 floor high. While its not a required build (builds with more floors with out this have a ladder) it makes movement rates faster then ones without this build.

Store			
A place to operate and offer supplies to people in the team or people in towns.			
Materials Needed – Wood, Metal, Cloth, Stone / Clay / Glass (Restaurant Only)			
+10 Appraise	Deluxe Restaurant	Booth 10, Small 20, Shop 40, Large 60, Restaurant 100, Deluxe 200, Arcade 100	
Sales Booth A small table with tent and banner to draw in customers			
5x10	DC +10	1000	2500
Small Store A small shop with tables and a register to draw in customers			
20x20	DC +15	3000	7500
Shop A medium sized room with shelves and tables			
40x40	DC +20	5000	10000
Large Store A large room with rows of shelves and a small back room for storage			
60x60	DC +25	7000	12500
Restaurant A combined Kitchen Walk-in Fridge and Shop, +10 Craft Cooking			
50x50	DC +30	10000	25000
Deluxe Shop A Large room with rows of shelves and a small back room, also has lighted displays, music / visual displays, and a second floor, +10 Bluff			
60x60 2 floors	DC +40	30000	60000
Arcade Stores A collection of different shops and a path to walk around to shop small tables with tents and banner to draw in customers			
100x40	DC +30	20000	50000

A handy build for those looking to sell wares or supplies to others and bring in a profit

Study			
a small area to spend time working out problems			
Materials Needed – Wood, Paper			
+ 10 Gather Info checks, after 6 hours of study	N/A	Private 10, Basic 20, Deluxe 40	
Study Private a small desk that can be placed in any room			
5x5	DC +5	200	600
Study Basic a small room with a desk, light and book shelf			
10x10	DC +10	1000	4000
Study Deluxe a small room with comfortable furniture and a fire pit along with desk, light, chalkboard and 2 book shelves			
30x30	DC +15	2000	6000

A nice little build to help characters work on and plan out their actions.

Training Room			
A place to practice ones skills as a fighter			
Materials Needed – Wood, Rock			
+ 10 Martial Arts after 4 hours training, +1 melee = dojo +1 range = target	Both Deluxe Rooms 1	Dojo Basic 30, Dojo Deluxe 60, Target 30	
Dojo Basic	Description of that style		
30x30	DC +10	BRP with Supplies	BRP W/Out Supplies
Dojo Deluxe	Description of that style		
60x60	DC +30	BRP with Supplies	BRP W/Out Supplies
Target Room	Description of that style		
30x80	DC +10	BRP with Supplies	BRP W/Out Supplies
Target Room Deluxe	Description of that style		
30x80	DC +30	BRP with Supplies	BRP W/Out Supplies

A good room to train ones skill and improve there ability in a fight, a few hours a day in training help the players in later actual combat situations.

Treasury			
a display of ones greatest treasures			
Materials Needed – Metal, Wood, Glass			
+10 Intimidate in Room	Trophy Room & Museum 1	Case 10, Room 30, Museum 100	
Trophy Case	a small glassed in case holding great items on display in any room		
5x10	DC +10	150	500
Trophy Room	a small room displaying great items		
30x30	DC +20	1000	4000
Museum Room	Description of that style		
60x80	DC +30	3000	8000

A room to show off ones rewards and treasures to brag and intimidate people with.

Wheel House			
the location of the wheel to drive the ship or aircraft (only ships can have the first two options)			
Materials Needed – Wood, Rope			
+10 Pilot / Drive	N/A	N/A	
Wheel on deck	a wheel placed on deck completely exposed to all		
5x5	DC +5	100	400
Wheel Covered deck	a small open aired room with windows on all sides		
10x10	DC +15	400	1000
Wheel house Single	a small enclosed room with a large window in the front		
10x30	DC +25	1000	4000
Wheel house 360	a medium sized room that has views on three sides and room for others inside		
30x30	DC +30	3000	6000

A very important build on ships and some other vehicle builds.

Wine Closet			
Storage room for some products such as alcohol, cheese or such			
Materials Needed – Wood, Alcohol / Potion/ food			
x2 value of item stored after 1 week	Deluxe builds 1	Closets 30 units, Cellars 250 units	
Wine Closet	a dry room to keep drinks fresh		
10x10	DC +10	1000	4000
Wine Closet Deluxe	a cataloged storage with taps for tasting and kept in controlled conditions		
10x10	DC +30	2000	6000
Wine Cellar	a massive dry room to keep drinks fresh		
50x50	DC +30	10000	20000
Wine Cellar Deluxe	a massive cataloged storage with taps for tasting and kept in controlled conditions		
50x50	DC +50	20000	40000

A useful room for storage of alcohol and potions and other products to ferment over time.

Workshop			
A room designed to make to best use at crafting things			
Materials Needed – Wood, Metal, +crafting supplies, Stone/ Clay (forge and tannery), Dyes/ Paint (Paint)			
+10 to craft items, armor, weapons	Deluxe 1 for tools use	Storage Space	
Work Area	a small bench and stool with tools		
5x10	DC +5	100	400
Basic Workshop	a small room with a counter and tools along with supply space		
30x30	DC +15	1000	4000
Deluxe Workshop	a large room with everything in the basic but contains power tools, +5 Craft items, Weapons, Armor		
50x50	DC +25	3000	8000
Forge	A small area to melt metals and craft weapons, +5 Craft Weapons		
20x20	DC +30	2500	7500
Tannery	A small area to treat materials to strengthen them, +5 Craft Armor		
20x20	DC +25	2000	6500
Paint Station	A small area where paints and dyes can be applied, +5 Craft Items		
20x20	DC +25	2000	6500

A handy room for crafting items, armor and weapons in any build.

Room Unique Abilities (When rolling should a player gain a Natural 20 on the crafting roll even if they don't meet the DC of the build once completed gains one of the chosen below abilities, Note some are restricted to land based or transport builds only)

Bendy Straw - (only Available in Exterior Build on transports) Grants Turn Bonus of 1

Blessed Feeling - Lessens DC of Disease or poisons

Dig In - (Buildings Only) the ground is dug up around the building to secure the walls and protect it from harm, Boost Building PS +2

Extra Space - The room / build can hold +10 units of stuff

Fire Alarm - Grants fire resistance to room / ship of +5

Fishing Hole - Room has a portal to the ocean below deck without brining on water

Good Shot - (only Available in Exterior Build) Grants +1 To builds BAB

Healing - does +5 Healing when resting in this room

Hidden Passage (Buildings only) - Room has a way for the person in side leave with out going out the door. This lets the player escape unnoticed by those watching

Improvement - Increases an item made (armor and weapons gain +1, food is doubled, machines/vehicles gain +10 HP to their build)

Lighten the Load - (only Available in Exterior Transport) Has Ship move +10 as its lighter

Relaxing - any effects of failed will saves are removed

Scoped - +10 Notice

Secure Room (Buildings Only) - Room is far off from the others keeping others safe from hazards of the room doing damage

Security Guard (Buildings Only) - Raises the Buildings Defensive build total by +2

Show Off - Grants a x2 sale value to items made in this room

Silenced - in the room no sound travels in from outside or out from inside making it absolutely quiet

Spackle - Room Grants +1d6 to repair total of the ship

Spy Network - +10 Notice

Strong Walls - (only Available in Exterior Build) Grants ship +2 to ADS

Walls Have Ears - +10 to notice checks made outside this room

Watch Tower - (Buildings only) The room grants a bonus to the Buildings attack bonus +2 To BAB

Building Defects(When rolling should a player gain a Natural 1 on the crafting roll even if they don't meet the DC of the build once completed gains one of the chosen below abilities, Note some are restricted to land based or transport builds only, Its important to note that these abilities can not be removed from the build once complete the build has to be scrapped and rebuilt to fix any Defect)

Awkward Floors - Reflex Save vs. Trip when moving through the room DC 15

Cluttered – Finding things and moving about this build is difficult, Increased DC for Search in build +20, ½ movement in build

Dense Walls – (transport only) -10 Speed of transport

Deceiving View - (exterior only) -2 BAB to ship

Distracting room - -10 to all craft checks made in the room

Hidden door (Inside) - Finding the door from inside the room requires a search check DC 10 + the number under 10 of the skill check

Leaky wall - Water slips in the room ruining items inside during bad weather

Restless - DC 20 Will vs. Stress when sleeping this room

Sickening View - DC 20 vs. sickness when entering room

Sliding Furniture – (Transport only) Items in this room will roll around in choppy water anyone inside it will take damage from falling items on the roll of a 1 on a 1d6, the damage will be based on the width of the room every ten feet count a 5ft of falling damage

Stuck Door Frame - Takes one extra action to enter and leave room

Termites - Weakens ADS of build by 2

Dry Rot – Weakens the ADS of the Build and makes it hard to repair, -4 ADS and -10 Repair

Tacky Build – The build looks weird and unsettling all Social Skills suffer in the build at a -5

Strange Build – The build gives a great sense of uneasiness about it all social rolls have a penalty -2 and guests must make a Will save verses unnerve (basically causes a sense of paranoia that compels them to want out but not run in fear)

Build Weapons

Weapon	Type	Damage	Distance	D Type	Crit	Cost	Build	Special
Cannon	Basic	3d6	200 ft	Bashing	X4	30,000	20	
	Large	4d6	300 ft	Bashing	X4	60,000	25	
	Siege	6d6	400 ft	Bashing	X4	90,000	40	
	Chain	4d6	200 ft	Slashing	X4	40,000	25	
	Scatter	4d6	100 ft	Bashing	X4	50,000	30	100ft cone
Catapult	Basic	3d6	100 ft	Bashing	X3	15,000	10	
	G. Fire	2d6/2d6	100 ft	Bash/Fire	X3	25,000	20	Does half fire dam.
Rockets	Wah-cha	1d8, 50' area	300 ft	Piercing	X4	15,000	25	10 rds to load, line
	Bazooka	3d10	150 ft	Bashing	X4	30,000	60	
	Missile	6d6	1000ft	Bashing	X2	100,000	80	Needs power (1)
Guns	Machine	2d10	200 ft	Bashing	X4	50,000	60	Line
	Anti-air	4d10	1000 ft	Bashing	X4	500,000	80	Needs power (2)
	Gatling	1d10	200 ft	Bashing	X4	10,000	45	60 ft cone
	Rail	6d12	1000 ft	Piercing	X4	750,000	100	Line
Laser	Blast	6d6	400 ft	Slashing	X4	500,000	60	Needs power
	Beam	8d6	400 ft	Piercing	X4	750,000	90	Needs power, line
	Burst	2d6	90ft cone	Bashing	X4	500,000	70	Needs power
	Heat	6d6	400 ft	Fire	X4	500,000	80	Needs power
	Freeze	6d6	400 ft	Ice	X4	500,000	80	Needs power
Harpoon	Thrown	1d8	20 ft	Piercing	X2	200	30	
	Gun	2d8	100 ft	Piercing	X3	2000	40	
	Cannon	3d8	200 ft	Piercing	X3	20,000	50	
Torpedo	Basic	4d6	200 ft	Bashing	X4	75,000	60	Needs power
	Depth C.	6d6	200ft#	Bashing	X4	100,000	50	
	Sea Mine	6d10	N/A	Bashing	X4	200,000	60	
Grappling	Thrown	1d8	20 ft	Bashing	X2	200	10	STR pull in targets
	Gun	1d12	100 ft	Bashing	X3	7500	40	STR Pull in targets
	Cannon	2d8	200 ft	Bashing	X4	20,000	50	STR Pull in targets
Ram	Basic	2d8+	N/A	Bashing	X3	N/A	N/A	+1 per 10 move
	Ice	4d8+	N/A	Bashing	X3	2000	20	+1 per 10 move
	Bladed	3d8+	N/A	Slashing	X3	10,000	30	+1 per 10 move
Grenade	Launcher	N/a	200 ft	N/A	N/A	50,000	50	Damage based on grenade type used

EMP	Cannon	5d10*	400 ft, 100 ft area	Electronic	X3	300,000	75	Needs power (5)
	Bomb	10d10*	200 ft area	Electronic	X4	600,000	80	Needs power (10)
Trebuchet		n/a	n/a	n/a	n/a	50,000	25	Just the machine
	Steel tip	3d6	200 ft	Piercing	X3	3000	15	
	Full metal	4d6	200 ft	Piercing	X3	5000	20	
	Wooden	2d6	300 ft	Piercing	X3	1000	10	
Pulse	Gun	1d8	100 ft	Sonic	X4	100,000	70	Needs power (1)
	Cannon	2d8	200 ft	Sonic	X4	200,000	80	Needs power (1)
Plasma	Gun	2d10	100 ft	Electric	X4	200,000	70	Needs power (3)
	Cannon	4d10	200 ft	Electric	X4	400,000	80	Needs power (3)
Fission e	Cannon	6d10	100 ft	Fire	X4	200,000	85	Needs power (2)
Net	Thrown	N/A	30 ft	Entangle	N/A		20	
	Launcher	N/A	200 ft	Entangle	N/A		30	

*- EMP weapons are harmless to living beings, but does damage to robots and machines in area of blast

- depth charges distance is how far it goes before exploding, it can explode beforehand remotely

Add On	Effect	Cost	Build	Weapons
Scope	Double range of weapon	1000	20	Cannon, catapult, rocket, Grappling, Harpoon, Trebuchet, Guns, Laser, Plasma, Pulse, Fission
Slide Load	Rapid Reload weapon		30	Cannon, rocket, Laser, Plasma, Pulse, Fission, Guns
Turn Table	quick turn direction		20	Cannon, catapult, rocket, Laser, Plasma, Pulse, Fission, Guns
Chain cable	Hardness of 30	2000	20	Grappling, Harpoon,
Rope cable	Hardness of 5	500	10	Grappling, Harpoon,
String Cloud cable	Hardness of 60	40,000	40	Grappling, Harpoon,
Explosive Tip	3d10 explosion on impact	40,000	40	Harpoon, Trebuchet, Ram
Burning Tip	2d6 fire on impact	10,000	35	Harpoon, Trebuchet, Ram
Larger Casing	Doubles max ammo	25,000	40	Guns,
Hollow Point	Ignore ADS	40,000	30	Guns,
Scatter Tip	2d6 piercing damage	200,000	25	Ram
Heat Seeker	+10 to hit	500,000	60	Rockets, Torpedo
Sea Stone	Weakens Fruit users	200,000	40	Net
Electrified	1d6 Electricity a round	300,000	50	Net, Harpoon

Other Items**Anchor** - keeps the ship from moving

25	Chain Anchor - a basic anchor with chain and crank to pull up DC 25	10,000
20	Rope Anchor - a basic anchor with a rope and crank to pull up DC 15	5000
15	Basic Anchor - a rope and a stone attached no crank STR DC 20 , DC 10	500

Add-ons

15	Machine Wench pulls chain mechanically	20,000 requires power source
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Turning Engine - Used to make the ship turn faster

5	Oars - A long paddle and a STR Check	50
20	Rubber Band - A large rubber band and propeller	20,000
30	Coal - A coal powered Engine	30,000
30	Oil - A Oil powered Engine	50,000
50	Other - an alternative energy engine	100,000
40	Lacrima – Uses magic to move	500,000

Propulsion Engine - Used to push the ship forward at a faster rate

5	Oars - A lot of long Paddles and similar STR Checks	+5 ft/rounds vs. END	50
20	Rubber band - Short burst of energy pushing the ship forth	+15ft / 6 rounds	20,000
30	Coal - A long and slow but steady push forward	+10ft/ 30 rounds a unit	30,000
30	Oil - A Steady push forward that uses up its fuel	+15ft/ 20 rounds a unit	50,000
50	Other - an alternative fuel source pushes slowly	+10 / 20 rounds a unit	100,000
40	Lacrima – uses magic to turn	+100 Ft /3 rounds	500,000

Power Supply - Power source for the ship

5	Crank - Hand crank puts out 3 power source for 1 hour of cranking END save	1000
10	Wheel - A large Hamster like wheel puts out 6 power source for 1 hour END Save	5000
15	Water Paddle - A small wheel on the underside of the ship puts out 12 power source	15,000
	When the ship is in motion. 0 when at rest	
30	Oil - Oil powered engine that produces 25 power source per 1 unit of fuel	50,000
30	Coal - Coal Powered engine that produces 30 power source per 1 unit of fuel	30,000
40	Lacrima – uses magic as fuel 10 power source per size per use	200,000
60	Solar - Solar Panels can produce 20 power source a day	300,000
50	Wind - Wind Turrets can produce 20 power source a day of wind	100,000
10	Wood – Wood stoves can produce a power source of 10 per day	10,000
50	Other - Alternate power sources can be made most only produce 10 Source	

Storage Battery - Used to Hold additional Unused Power Source

30	Basic Battery - Depending on condition can hold up to 20 power source	5000
30	Recharge Battery - Depending on condition can hold up to 15 power source, rechargeable	10,000

Weather Protection / Sails- Protection from bad weather that can damage the ship sails

30	Ice Proof Sails - Rubberized sails that allow ice to be smashed off	5000
30	Fire Resistant Sails - Flame resistant Cloth that doesn't burn well 5 Resist Fire	50,000
5	Black Sails - Warns ships that your ship is has the Plague +10 Intimidate	5000

Deep Seas Exploration - Tools used to explore the under sea

30	Dive Suit - Rubber suit with metal helmet and hose to surface	50,000
60	Small sub - Small Craft for undersea exploration (Tiny ship build)	300,000
70	Large Sub - larger Craft for Undersea exploration (Small Ship Build)	3,000,000
80	Deluxe Sub - same as Large sub but with better movement and a torpedo cannon	9,000,000
10	Air Pump (man powered) - a hand pumped air supply for a diver	5000
30	Air Pump (Machine powered) - a machine pumped air supply requires power source	50,000

Salvage Gear - tools used to salvage items from the sea

10	Rope and pulley - a hand operated crank and rope with hook break DC 15	5000
15	Chain and pulley - a hand operated crank and chain with hook break DC 25	50,000
20	Crane w/rope - Machine operated Rope and hook break DC 15 needs power source	50,000
25	Crane w/chain - Machine operated chain and hook break DC 25 needs power source	100,000
30	Dragnet - Massive net to place on the end of a hook and line to drag along sea floor	5000

Ship Coating - A coating that protects the ship

10	Tar Coating - Grants the ship DR +2/ Fire	2000
50	Heat Resistant Coating - Coats the ship in a fine liquid giving it +5 Fire Resistance	50,000
50	Ice Resistant Coating - Coats the ship in a fine gel giving it +5 Ice resistance	50,000

Compass - The tool used to point the way

10	Compass - Always points north is a must have for any ship	500
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Oddities - The weird yet useful

25	Wing Set - grants a Intimidate bonus of +5 for the ship making it look like it can fly	100,000
40	Hot Air Balloon - allows the ship to float with the winds	1,000,000
60	Rotor Blades – Lifts the ship up in the air [uses 1 power source per round]	5,000,000

Other Useful items to place on board

40	AC Unit- Grants +10 resistance to heat, requires power source 1 per deck cools room	200,000
00	Art Kit – Grants +5 to craft Item	2,000
00	Art Tools – Grants +10 to Craft Items	20,000
10	Alarm system - decreases spot and listen checks when asleep, auto success when awake power source 1 per deck	500,000
15	Alchemist tools - requires fuel source grants a +5 to craft chemical checks	5000
15	Barrel – Used to house liquids and fuel (20 units liquid, 5 units wood, 10 units stone)	1000
05	Bed - takes up a 5x10 space	500
30	Blender / Kitchen utensils - requires power source of 1	2500
10	Cabinet - takes up a 5x5 space holds 20 units	100
25	Chemist Kit - 3d20 uses creates weak chemical weapons I.e. smoke sticks, thunder stones, matches	20,000
10	Dresser - takes up a 5x10 space holds 40 units	300
20	Fans - Grants +5 resistance to heat, requires power source 1 per room cools 30 ft area	20,000
30	Fire Extinguisher – Dowses Fire 1 / use for 10ft Area	50,000
30	First Aid Box - 1d20 uses can heal 3d8	25,000
30	Forge - +10 Craft Weapons, Requires Fuel	300,000
15	Grill - requires fuel source, grants +5 to cooking check takes up a 5x5 space	10,000
40	Heater - Grants +10 resistance to cold, also can heat water, Requires power source 1 heats per deck, +1 for each bath on ship	200,000
20	Kotatsu - Grants a +5 resistance to cold sits 6 , takes up a 10x10 area Requires power source of 1 per room	20,000
30	Lights - requires power source of 1 ship in whole	50,000
50	Medical equipment - requires power of 1, grants +5 to heal checks	150,000

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Green Lightning Alpha Rules

One Piece RPG

Imbriaarts.com/rpg

30	Oven - requires power source of 1 or a fuel source, grant +5 to cooking checks 5x5 space	25,000
50	Power tools - requires power source of 1, grants +5 to craft checks For machines, weapons and armor	100,000
50	Sewing Machine – +10 Craft Armor	20,000
50	Sprinkler System – Dowses Fires in room, Power source 3 when used	500,000
N/A	Subscription to Sorcerer’s Weekly, +10 Knowledge Occult and Astrology, +5 Use Magic Device	250/week
20	Tool Box - 1d20 uses can repair 3d8, +5 Repair	20,000
40	TV/Radio - 5x5 space require power source of 1 grants a +5 knowledge Local	50,000
40	Typewriter - +10 Profession Writer / Reporter	150,000
10	Wash pot/ Cloths Line – Grants +2 on all Social rolls when actively used that week	5,000
50	Washer/dryer - Grants a +2 to all social rolls when actively used that week Requires Power Source 1	200,000