

The Wellspring

A Supply Drop Playbook By Lawson
Coleman

For Austin Ramsay's Beam Saber





Credits & Required Texts

This playbook was made on the unceded traditional territories of the Matsqui, Kwantlen, Katzie, and Semiahmoo First Nations.

The Wellspring Designed & Written by: Lawson Coleman
Playtested by:

The Wellspring is an in-development playbook, and the design & layout in this PDF is subject to change for any multitude of reasons. Some Abilities or gear may be imbalanced, and your mileage may vary.

There will be a more formal feedback system coming eventually after the release of the Wellspring V0.2, but in the meantime you can either @ me on twitter or leave a comment on itch.io (please try to be respectful & patient if you do either of these things, & I will return the favor).

If you are interested in following updates on the Wellspring (and other things I make), you can follow me on twitter [@TheLawsonC!](https://twitter.com/TheLawsonC)

The Game Mechanics listed in this playbook require a copy of Beam Saber by Austin Ramsay, which can be found here: [Beam Saber by Austin Ramsay](#)

Thank you to Austin for Designing & Writing such an awesome game, and for cultivating a creative & positive culture around the beam saber community. I've had a great time running beam saber, and designing for it has been a refreshing exercise.

Beam Saber is a Forged in the Dark Game, which is based on Blades in the Dark (found at <http://www.bladesinthedark.com/>), product of One Seven Design, developed and authored by John Harper, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).



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Touchstones

Poison Ivy(DC comics), The Witch In Glass & Alyosha(Friends at the Table), D&D Druids, Mother Earth's Plantasia by Mort Garson, Caduceus Clay(Critical Role)

Wellspring end of mission XP Trigger:

Mark XP if you addressed a challenge with Patience or Fortitude

Pilot Gear



1

A Fine Set of Gardening Tools(1 Load): A collection of spades, clippers, fertilizer, and other tools for tending to plant life.

A Seed Pouch (1 Load Per use): A wide array of fast-growing plant seeds. When you throw a handful of seeds at a target or location, a plant grows from them in seconds, which survives for about an hour before withering. Choose an effect that the plant creates for each use:

- A cloud of spores that that puts a person to sleep when inhaled.
- A thick, glue-like substance that obstructs machinery.
- A Thicket of Giant, carnivorous plants.
- A Flammable oil that covers and spreads to objects easily
- A High-pressure growth that bursts upon contact, launching heavy spines at high speeds.

A Reminder of home(1 Load): A keepsake, photograph, or other item that grounds you in times of stress. When you would normally take a scar while holding this, instead take a point of breakdown and describe how your memories of home kept you going.

A Grounding Tool(1 Load): A Staff, Wand, Rod, Device, Stone, etc. that provides improved position and effect when dealing with plants and similar organisms.

Your Own Custom Vehicle(0 Load): The vehicle assigned to you suitable to your needs. It's represented by the Vehicle entry on your Pilot sheet.



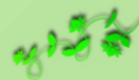
Starting Build

+2 Interface, +1 Survey,
Starting Abilities

Play The Wellspring
if...

You are interested in playing a “non-violent” character, introducing more fantastical elements to your game, enjoy playing support/healer classes, or if you just like the idea of plant magic in a mecha TTRPG.

Vehicle Gear



2

A Fine Farming Implement(1 Load): A Chainsaw, Spade, Claw, Plow, Industrial Hose or other Mechanical tool meant for Harvesting or maintaining plants that is just as good as a weapon.



A Hydroponic Garden(1 Load Per use): A Garden with the amenities necessary to be capable of growing the seeds from your pouch at Vehicle Scale, whose effects last for about an hour before withering.


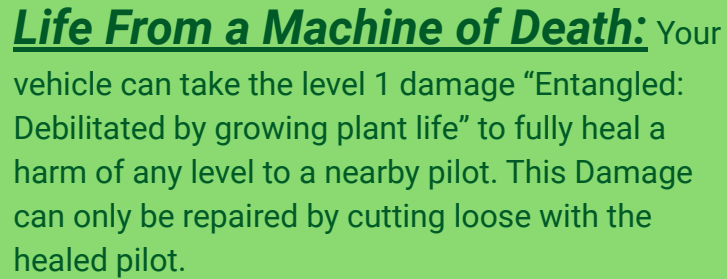
A Mundane Appearance(1 Load): Looks like the average labor-oriented machine, even under some scrutiny.

Internal Tool Sheds(1 Load per use): A Shed that is packed with all sorts of tools of the trade. Counts as 3 load of pilot tools, outfits, supplies or gear per use.

Wellspring Starting Abilities



Life From a Machine of Death: Your vehicle can take the level 1 damage “Entangled: Debilitated by growing plant life” to fully heal a harm of any level to a nearby pilot. This Damage can only be repaired by cutting loose with the healed pilot.



Wellspring Starting Abilities



Speak to Plants: You are capable of commanding mundane plant life, and can communicate with and be conveyed basic information about a situation by some. When your technical skill of using these abilities would be strained, you may roll interface in place of another action.



Wellspring Abilities



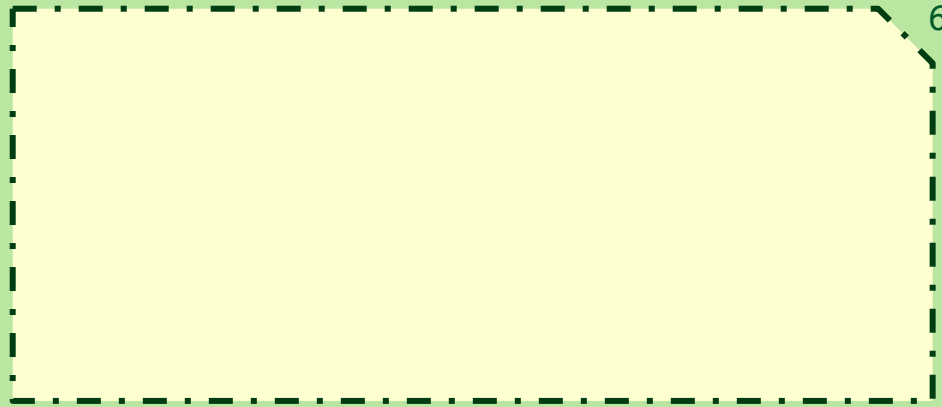
No more abstractions: In place of taking damage to your vehicle as a result of Life From a Machine of Death , you may take an equivalent level of harm instead.



Wellspring Abilities



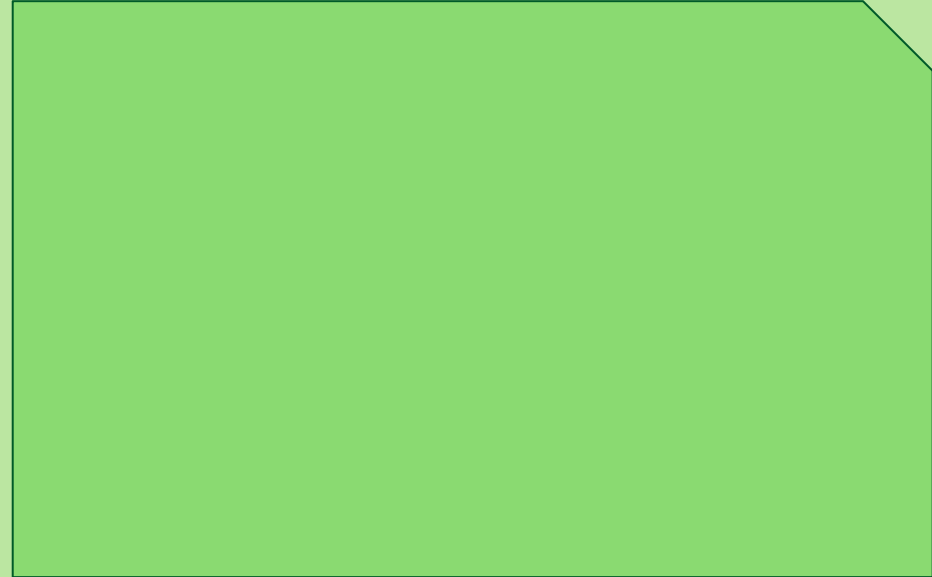
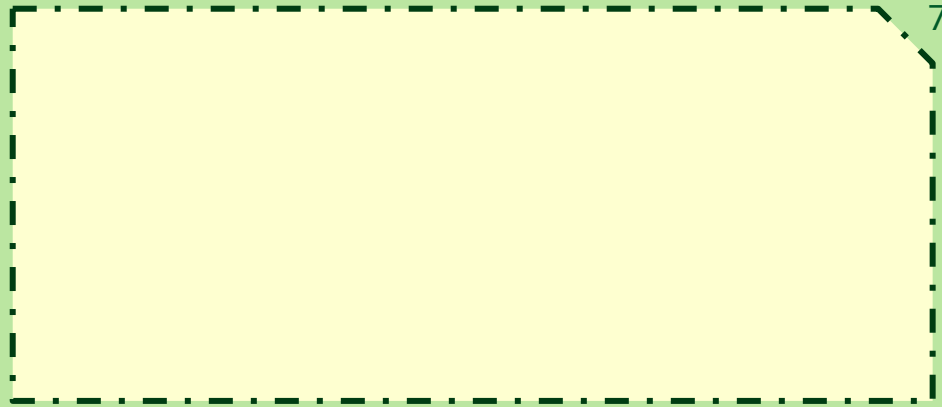
The Door's Always Open: Each Downtime, the first time you cut loose costs you 0 downtime actions. Whenever a connection clock involving you is ticked, mark XP.



Wellspring Abilities



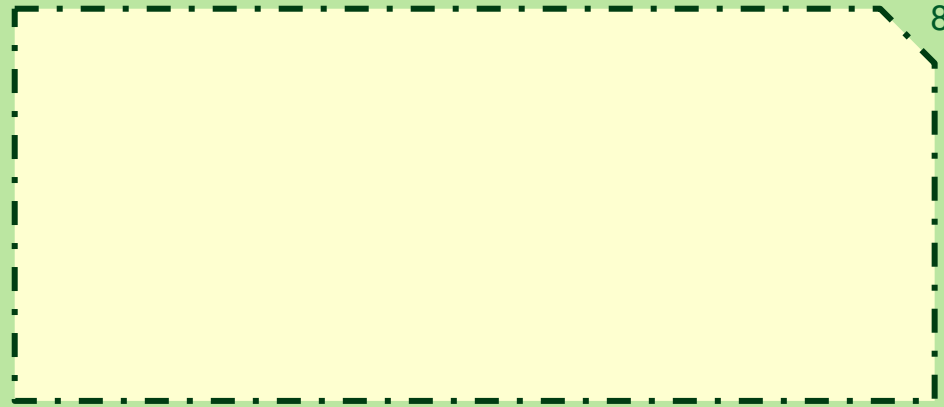
Roots Run Deep: When you push yourself, you can do one of the following in addition to the normal benefits: Entangle an area or target in stalks and roots, Lift yourself to a new position with vines, or Create a barrier out of Heavy Bark. The Scale of these effects matches the scale of the action being taken.



Wellspring Abilities



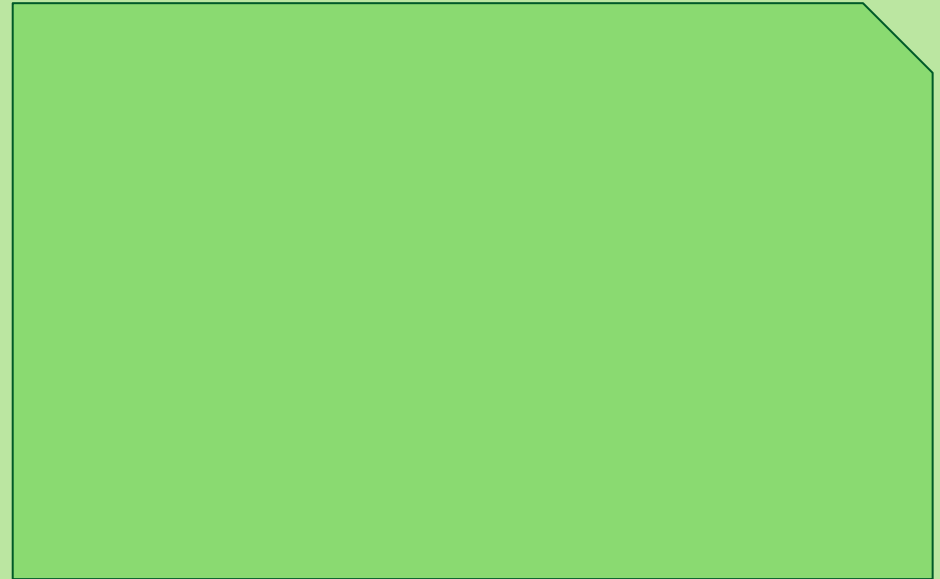
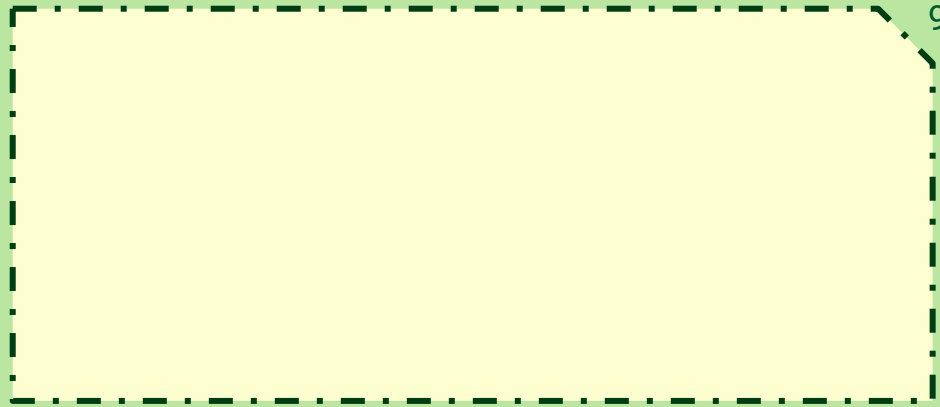
An Eye For Kindness: You always know what a person needs to be put at ease.



Wellspring Abilities



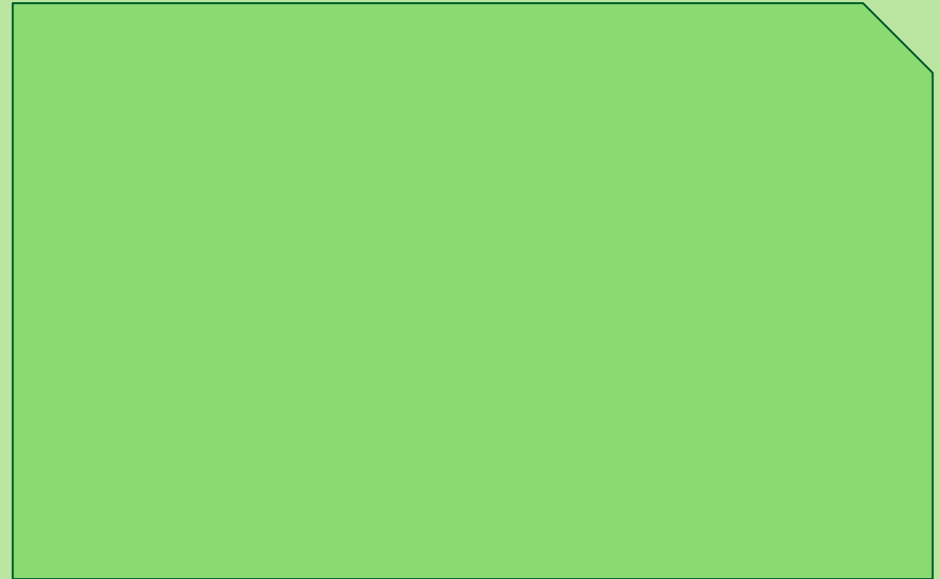
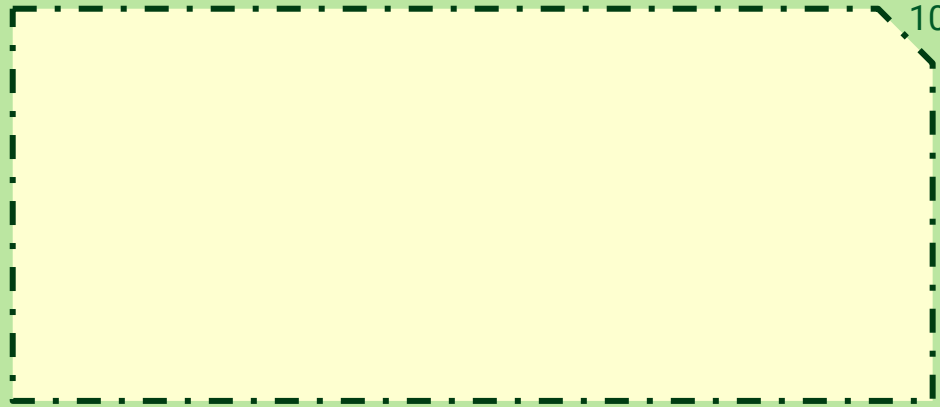
Not now, not yet: You may spend your spark to ignore the effects of damage to your vehicle for the remainder of the mission.



Wellspring Abilities




See Their Journey Through: When you spend your drive clocks on someone else's agenda, mark 3 XP per clock spent.



Wellspring Abilities



Let Me Get to the Point Here: When you provide honest advice to a person when it would be easier to provide platitudes, you may both heal 2 stress. Additionally, you can heal pilots far from your vehicle using Life from a Machine of Death.



Wellspring Abilities



Veteran: Choose a special ability from another source. Can be taken up to three times.



Example Gather Information Questions

- What's really going on here?
- Who here is hesitant?
- What can I leverage that others can't?
- Is the soil here capable of supporting roots?
- Are there any injured nearby?
- How can I deescalate the situation?

Example Starting Beliefs



- They're too focused on destruction. I should teach them to keep a garden.
- They are a beacon of kindness in this war. I will endeavor to make sure their light is not dimmed.
- Their methods concern me. I'll try to make sure they don't step too far.
- They are directionless. I may be able to help them find their path.



Example Wellspring Allies And Rivals

d6	Example Allies
1	_____, a tired and wavering Mech pilot
2	_____, a resistance cell leader
3	_____, an intrepid botanist
4	_____, a community representative
5	_____, a hopeful musician
6	Roll twice. First result is their background, second is their current life.

d6	Example Rivals
1	_____, a calculating General
2	_____, a strict beaurocrat
3	_____, a cynical politician
4	_____, a zealous and cruel Mech pilot
5	_____, a reckless and selfish starbreaker
6	Roll twice. First result is their background, second is their current life.

