

LOCK KNIGHT

Adventure in the Feudal Space Future

You are a **LOCK KNIGHT**; constable, enforcer, and courier for the **ORDER OF THE MILLION RINGS**. The Order is a loose organization, with members serving one of the **RULERS** of a **SOVEREIGN MOON OF SATURN**. Knights beam through **THE GILBERT'S LOCKS**, instantly from one moon to the other. They are the few members of the population with **DRIVE KEYS** embedded within them, devices which allow them to use the Locks and identify them as Knights for as long as they live. For everyone else, commoners and nobles alike, space travel is slow and arduous. Tread carefully, the life of a Knight is a dangerous one...

Each player will need a 8-sided die (d8), to use during play. The players will also need something small and unique to move around the Action Wheel, like a coin or a pebble.

When characters attempt to do momentous, dramatic, dangerous, or interesting actions they interact with the Action Wheel. First, they roll their d8. They then move that number of spaces clockwise around the Action Wheel, counting how many times they move past the Threshold Line on the Action Wheel. If two of their **LOOK**, **HISTORY**, or **TRAIT** applies to their action, that counts as +1 Threshold or +2 for three. The amount of Threshold they need to succeed on an action depends on how much is opposing the player:

1 AVERAGE; 2 HARD; 3 SEVERE; 4 WOW SURE

The player keeps their piece on this new space. The GM can also use the Action Wheel when determining who can do something first or when selecting a random player to affect. Such as choosing the character farthest or closest to the Threshold Line.

The GM never rolls dice. Instead, frame it as the character resisting the world and other people around them.

Creating a Knight

Choose, Create, or Roll a **LOOK**

- 1: Moving with pain and purpose, ever forward.
- 2: Tattered cloak hides cybernetic enhancements.
- 3: Shifty eyes, quick hands, and a mean sword.
- 4: Easy smiles and kind words for all.
- 5: An ancient laser gun, worn heavily.
- 6: Laughter and a dancer's movements.
- 7: Staring past most things, but seeing all.
- 8: Many pockets and a hunger for knowledge.

Choose or Roll a **TRAIT**

- | | |
|---------------------|--------------------|
| 1: DETECTIVE | 2: SKULK |
| 3: JUDGE | 4: ALLURING |
| 5: KILLER | 6: BULLY |
| 7: MESSENGER | 8: TINKERER |

Choose, Create, or Roll a **HISTORY**

- 1: Career Knight, Old Veteran in these Affairs
- 2: Noble Birth, Third Children Inherit Little
- 3: Abbot or Monk, Holy Will through thy own Hands
- 4: Urchin, Left a Bad Situation for a Dangerous One
- 5: Roaming Spacer, Travelled the Hard Way
- 6: Green Peasant, Animals and Agriculture
- 7: Merchant, New Career for New Opportunity
- 8: Criminal, Knighthood bounds you in Penal Service

For The GM

To create an Action Wheel, make sure it has 6 spaces and that the Threshold is marked strongly. There's also one I made on my site.

Choose or Roll a **SOVEREIGN MOON**

- 1: Ring Station Alpha, a space station
- 2: Hollow Mimas, Hive City of Opportunity
- 3: Frozen Enceladus, Land of Cryovolcanoes
- 4: The Moon-Ship Tethys, Bound no longer
- 5: Holy Dione, Gate to the Celestial Realms
- 6: Fair Rhea, Home to the Inktomi Markets
- 7: Oldest Titan, the first Green Colony
- 8: Two-Tone Iapetus, Light and Dark Sides

Choose, Create, or Roll a **RULER**

- | | |
|----------------------|-----------------------------|
| 1: Duke Æthelred | 2: Commandant Juilliard |
| 3: The Silent Lady | 4: Captain Paula Woe |
| 5: The Ice Lords | 6: Ring King Giovanni XVIII |
| 7: The Archimandrite | 8: Imperatrix Leontia |

Choose, Create, or Roll a **MISSION** from your Ruler

- 1: Capture the fugitive Knight, Sir Dorn
- 2: Deliver Prince Michael back to his mother
- 3: Protect and guard an ancient scroll
- 4: Steal the plans for a super weapon
- 5: Find the Asteroid Killer, and bring them to justice
- 6: Infiltrate the Knights of a rival Ruler
- 7: Investigate the wreckage of the Freighter *Long Ro*
- 8: Compete at the Order's decennial Trials of Glory

By Adira Slattery