Shattered Starways

Foreword

I want to thank everyone that believed in me with this endeavour. Without my friends I wouldn't have made it nearly this far!
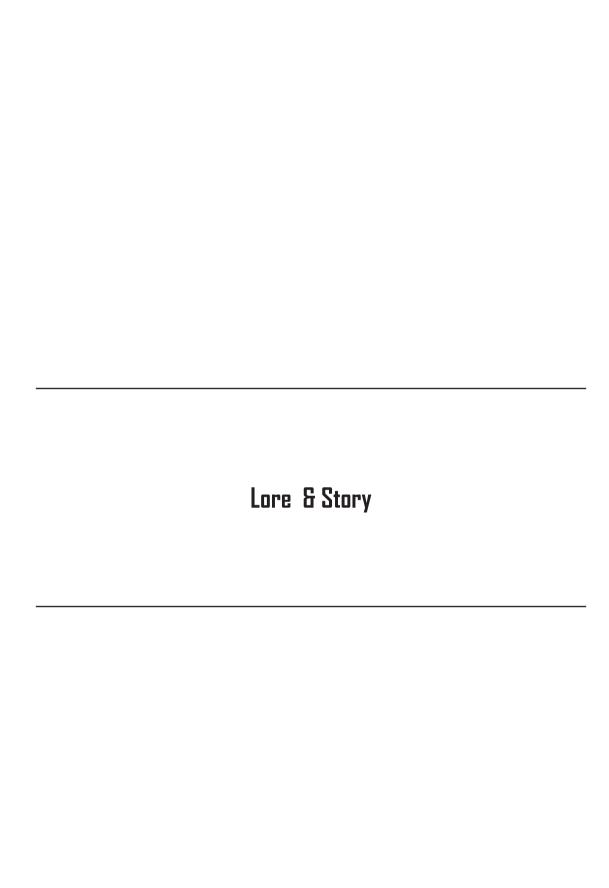
About Shattered Starways

Shattered Starways is a sandbox tabletop role-playing game set one thousand years in the future. The remnants of humanity found their way off of their dying Earth and had colonized thousands of systems around the galaxy. As mother Earth died, so to did the Earth Alliance, the government responsible with keeping the Starways open for trade and negotiation between Solar Systems.

When the Starways shattered, whole clusters of Solar Systems were cut off from one another, leaving them to fend for themselves hundreds and thousands of light years apart.

Shattered Starways is a gritty, semi-cyberpunk look at the far future, where Humanity has evolved combat into a purer form.

Contents

Lore & Story

The Size Of The System

"Space is big. Really big. You just won't believe how vastly, hugely, mind-bogglingly big it is."[1]

There weren't many advances in technology that propelled the human race forwards like the Fusion Drive. It seemed almost overnight that countries forgot about their petty squabbles and manufactured their own drives, looking outward towards the Celestial heavens for a chance to obtain greatness.

Forgotten was the already mapped Sol system; there were greater horizons than Mars or Titan now. With the Fusion Drive, space travel which took years to get across the solar system took mere weeks.

Asteroid belts, Venus, Jupiter. They were all within humanity's grasp. We had learned to be careful with our newly acquired possibility, and recreated paradise. Unfortunately this was not to last. Having grasped out to the reaches of the System, Humanity found itself cramped once more, clawing at itself to find more space to feed the hungry, more room to live.

It was merely one hundred years since the first Fusion Drive left earth when the first gate had been constructed, linking Proxima Centauri and Sol. Its construction had marked another jump for Humanity.

Time-line to the Beginning

2120 -
The great cleansing war began. The American alliance, Euro-Asian conglomerate and the Russian Federation ended their peace treaties. Troops started to pour in from all sides, each faction using ever increasingly deadly force. Nuclear weapons, Gamma Rays then nanite clusters were employed on the front lines. Unfortunately for all involved, the weapons killed indiscriminately and thinned the population. Twelve billion people's loved ended in barely five years.

The war left the world scarred and reeling. The climate crisis had been left unchecked and great swafts of land laid barren and uninhabitable from to the roaming clouds of ever-hungry nanites.

2159 -
What was left of the world banded together and formed the United Earth Empire. The population knew they didn't have much time left on this planet and decided to relocate to Alpha Centauri. The best and brightest were recruited to find a solution.

While the war had obliterated the world, it had given the survivors a gift: Thessaline. The luminous crystal had been found at the centre of the Rhinelands, or what was once the Swiss Alps. Buried in the bottom of a nuclear crater, the substance pulsed with a brilliant blue glow and warmth that seemed to flow through observers.

When bombarded with neutrinos, Thessaline released untold amounts of power, providing the necessary fuel to move Humanity's dreams forward.

2190 -
The first deep space test of a starway is conducted around the station of Avalon. Connecting two gravity-wells together, a wormhole can be created, allowing near instantaneous travel between stars. The test is a success, with the Avalon blinking out of existence.

Approximately one hour passes and the Avalon reappears. Everyone on board is disorientated, but in good health.

2192 -
Alpha Centauri 4 receives its first permanent colony. This day is celebrated across the vast darkness of space.

2234 -
Tens of systems are colonised as humanity starts to take a step forward at colonising the cosmos. Despite this, they are still confined to their arm of the milky-way.

2358 -
The Starways shatter in a seemingly random act. All ships travelling them are lost. Communication breaks down between Factions and wars break out across the galaxy. Despite this, the majority of factions honour the old truce and refrain from using super-weapons.

2366 -
Peace is still holding... Just. Some systems fall to anarchy, but are contained light years away. Those of peace have fared well, leading to bitter truces between the factions which have cut up their solar systems into their own territories.
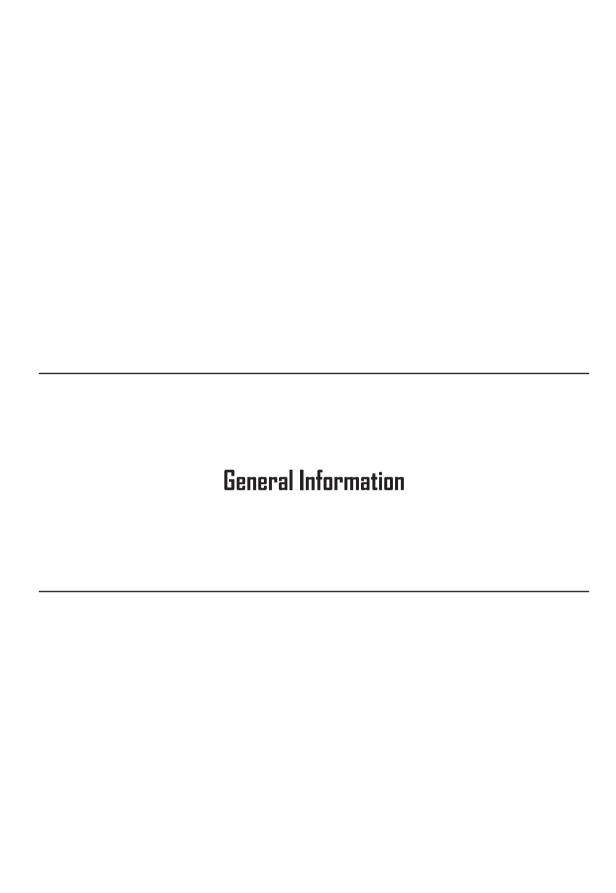
2432 -
This is where your story begins!

Common Terms

The System
The System is the name of where your campaign takes place. It doesn't matter whether it's in Sol, or in the Quercy system, it's all named as "The System". It's a non-specific area of space.

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1   Douglas Adams, The Hitchhiker's Guide to the Galaxy

General Information

Character Information

Health & Wounds

Health is a measurement of how much endurance your character has left during combat. It could also be defined as how much of a beating your character can take before being rendered unconscious. If your character's health is reduced to zero, they start to bleed out.

Character's also have a number of wound slots. The number of wound slots are determined by how much health each character has. 10 health equates to 1 wound. For example, if a character has 22 health, they would have 2 wound slots.

You can choose to take a wound instead of hit point damage. If the damage you receive is over 10 and the player chooses to take a wound, any damage is reduced by 10 and their Health is reduced by the remaining damage.

When you receive a wound, choose one negative for each wound. You cannot choose the same option twice:

- Receive -1 Success [wound] Modifier for all Skills.
- Characters receive a movement modifier of +1 Action Point.
- Characters only gain Escalation Points every other Round.
- Weapons cost +1 Action Point to use.
- The character's weapon speed is reduced by 2.
- The character's mobility rating is reduced by 2.

Each wound requires one week of bedrest to recover from; three days with the help of a medical bay. Wounds can be temporarily patched with Medical-Expanding Foam, but they reopen after the spray has worn off after three hours. Characters can choose which wound to temporarily remove.

If all of the characters hp is gone, they start to bleed out. If the character is completely wounded, they pass out.

> Eg. 25 damage is reduced by 10, down to 15 when the player chooses to take a wound. The character is hurt for 15 hp damage, unless they wish to take another wound.

Defence

Defence is an intrinsic statistic which is applied to your character while they are wearing armour. If your character is not wearing any armour, they are considered to have no defence, unless otherwise stated by an item or augmentation.

Defence come in three distinctions: **Ballistics**, **Impact** and **Energy**.

Ballistics defends primarily against standard Firearms and ballistic weaponry.

Impact defends against Arrows and Melee Weaponry.

Energy generally defends against energy weapons, such as Laser and Thermal, as well as some grenades and ammo types.

Action points

Action points are your character's endurance per turn when attacking another character. If a character chooses to attack another character, they use up some of their Action points to do so.

Characters have 10 action points. Action points reset to maximum each Round. If a character doesn't have enough Action Points to do a certain action, they may convert one or more Initiative into Action points at a rate of 3 Action Points per 1 Initiative.

If they do so, any Initiative which is converted is lost permanently and the character may be moved down the Bracket list.

Turn order?

Now that combat has begun, this is the time when everyone chooses what to do. Because there's no turn orders or initiative in Shattered Starways, everyone takes their turn and chooses what to do at the same time. Think of each round as split up into different segments with each character using a certain amount of Action Points within each segment.

1. Everyone chooses what action to take.

2. Actions are carried out. Different actions happen at different times based on the character's speed; Weapon, Armour, etc.

3. Everyone chooses what to do next based on the amount of Action Points available.

Once everyone has used up all of the action points they can (or have chosen to not spend any more), the round ends and a new round starts.

Escalation Points

Combat slowly ramps up during a fire-fight. Adrenalin kicks in and your characters can push themselves harder and harder to survive! This is where Escalation Points come in. For each round, after the first, each character's maximum Action Points increase by 1 to do with as they wish.

Speed

Every character in each bracket takes their turns at the same time. This means moving, using items, etc. Some weapons are slower, or faster, than other weapons, as denoted by their speed. Higher speed weapons are fired before slower speed weapons.

The table below shows exactly which weapons and Armour are faster than others.

Armour	Speed	Weapon
Starlight Bio-Armour	12	Light Melee
Leather Padding	11	Pistol
Orion Mesh	10	Submachine Gun
Chrysalis Armour	9	Drones, Daemons
Body Armour	8	Medium Melee
Shock Trooper Plate	7	Magic
Mjolnir Power Suit	6	Archery
Combat Exo-Suit	5	Shotgun
Guardian Exo-Suit	4	Rifle
Silver Guard Armour	3	Vehicle Weapons
Jackhammer Power Suit	2	Heavy Melee
Obsidian Plate	1	Heavy weapons

If two, or more, characters have the same speed [after modifiers] they both attack and damage each other at the same time.

Speed & Non-Combat Actions

If you attack a character who is either moving, or taking an action, compare your Weapon Speed with the Mobility Rating of the enemy's armour. If your Weapon Speed is higher than the Mobility Rating of the enemy's Armour, you attack them instantly.

If your Weapon Speed is lower than the enemy's Mobility Rating, you hit them after they have taken their action.

Surprises & Ambushes

If your group is ambushed and caught unaware of what is going on, the speed of your weapons is reduced by 2 for the first two cycles. In addition, any initiative rolls you make will be reduced by 1.

Awareness

Your GM might ask you to make an Awareness check to spot something, or for you to see if you are ambushed. This is a simple 2d6 + any modifiers you might have. If you get a total of 6 or above, you are aware and not surprised.

Success Dice

Success Dice are the amount of information or skill which your character has. Each of these dice are 1d6. Everyone starts off with 3d6 base dice + 1d6 in two skill groups, depending on their class. If players are starting off at a higher level than 1, use the Faction Level table on .

Skill Rank Dice

Each rank that a character has in a skill provides that character with an automatic +1 Success. For example, if Jane has three ranks in Pistols and one Weaponry Success Dice, and she wishes to attack a raider, she would roll 3d6 + 1d6 + 3. 3d6 for her base chance to hit, then an additional 1d6 for her Success Dice, then +3 for her ranks in Pistols.

Successes

Successes is Shattered Starways way of a character succeeding in any given task. Each task has a Total Number of Successes needed for the character to succeed. Each time a character rolls their success dice, if they get a 5, or a 6, then they have rolled a success!

Modifiers to Success

Some modifiers to successes don't reduce the amount of successes you might get, they reduce your chance to get those successes by negating 5's off of your success dice. These modifiers can be found for everything other than Recoil Inaccuracy Modifier and Burst Fire Inaccuracy.

If a modifier adds successes, add that many Success Dice to your pool for rolling. For example: If you're trying to patch up an ally with a medical kit which gives a +1 success modifier, then add an extra 1d6 for rolling that medical check.

Encumbrance

Each armour has a different amount of items they can digitize, denoted by **Space**. Once you fit more items then the armour has room for, you start to become encumbered. For every two points over your maximum space limit, the cost of your movement and accuracy increase by 1 point.

Critical dice

When a player rolls a 6 on a dice, they can roll an extra d6 dice. This can happen, each Round, as many times as they have ranks in that specific skill they are trying to succeed at.

For example: If John rolled his Rifle skill which he has 2 in and gets a 6, 6, 3, 6, John can only roll an extra 2 Critical Dice.

Critical Successes

For each 5 or 6 a character rolls in their expertise dice, they gain one critical success. After a character has gained 5 critical successes, they can auto hit an enemy, or automatically succeed at a skill check.

A filled critical success bar only lasts for one day. A non-filled bar lasts for a week before reducing to zero.

Rolling with Luck

Certain modifiers throughout the game might give you the ability to roll with luck. There are several levels of luck that you can gain: 1, 2, 3 and 4. Each level of luck will allow you to re-roll that corresponding number, and below, on one or more dice which you roll at any time. You may only re-roll that dice once.

Sight

There are different types of sight in which the characters can gain throughout your campaigns: **Visual**, **Ultraviolet**, **Thermal**, **Night Vision** & **Electronic**. Characters can obtain these by either installing visual augmentations to themselves, or by using gadgets and tools. Every character starts off with regular old **Visual** sight.

Item Space

Item Space is the amount of carrying capacity a person has on them at any one time. Each piece of equipment and item has a space cost associated with it.

Practical Information

Currency

Even before the first colonists moved beyond Sol and out into the galaxy, people had been searching for a intergalactic currency which was stable, even between the massive distances between stars and planets.

Credits were created as the optimal currency. Everyone on Earth converted their own currencies and Credits were soon in circulation throughout the galaxy.

Size

Within Shattered Starways, there are several size categories in which characters or creatures could fall. These are **Small**, **Medium**, **Large** and **Huge**.

Small creatures are typically those between one and four feet in size. This could either be vertical or horizontal.

Medium creatures are Humans, most Mechanoids and some fauna. They are usually between four and six feet.

Large creatures are those which grow between six and ten feet tall.

Huge creatures are those which grow taller than ten feet tall. Most creatures do not grow larger than this, but the universe is a strange place.

Size Rules

There are several sizes in which creatures can appear within the System. These are: **Small**, **Medium**, **Large** and **Huge**. Each of these sizes have different sets of modifiers for combat. For instance, if a creature is Large, they are easier to hit, but you will do less damage. The table below will show exactly how this rule works.

Size Table[1]			
Size	Health Modifier	Successes	Armour Modifier
Small	-50%	+1	-2 / -2 / -2
Medium	-	-	-
Large	+25%	-1	+1 / +1 / +1
Huge	+50%	-2	+2 / +2 / +2

Health Modifiers

The health modifier increases the creatures maximum health by this amount. For example, if a creature had 10 health and was instead added to a campaign as a Huge creature, they would have 15 health instead.

Successes

The amount of successes needed to successfully deal damage to a target is modified by this amount. Larger creatures are easier to hit, thus the amount of successes are reduced.

Damage Modifiers

Damage modifiers change the amount of damage you deal to a creature, assuming it's base size is changed. Larger creatures, while easier to hit, take less overall damage.

Armour Modifiers

Different sizes of creatures have different levels of natural armour which protects them against Ballistics, Impact and Energy.

Health Conditions

Demoralized

A demoralized character has their will broken due to seeing one or more allies fall in battle around them. They are much more likely to flee in battle and are reluctant to join in a fight. A character that is demoralized has a 60% chance to flee at the sign of battle and a 40% to flee while in a battle, per turn.

Sickened

Something that is **Sickened** will try to either, destroy the source of whatever made them sick or become compelled to move away from the source of their

[1]   Size rules are generally used for Mutants, Robots and Animals.

sickness. Anything that is sickened receives -2 Success Penalty to attack rolls, plus they have 1d4 chance of vomiting for 1 round. If a character vomits, they cannot take an attack action, but can defend behind cover until their next turn.

Unconscious

An Unconscious creature is either one that has been knocked out from a non-lethal blow, or has had their health dropped to 0, but is otherwise stable. Anything that is deemed unconscious cannot participate in combat, do any actions, or talk, until it has woken up.

Shocked

Source: A character is considered shocked if they have been caught within the blast radius of an Explosive.
Effect: A shocked character takes a -1 Success [Shocked] Modifier on skill rolls for three Rounds.

Winded

Source: A character is considered winded if they have been hit by a shotgun blast from within a two hex radius.
Effect: Winded Characters find their Movement Cost increased by 1 for two cycles.

Bruised

Source: A character is considered Bruised if they have lost half of their health.
Effect: Any action which a Bruised character takes will cost 1 AP more.

Blinded

Receiving the **Blinded** condition causes your character to negate all of the character's skill ranks. If the condition is reversed, or a suitable workaround is created, remove the penalties. The character will also automatically fail all awareness (1d8) checks which specifically involve vision.

Deafened

A **Deafened** character has lost their sense of hearing, causing them to automatically fail all awareness checks regarding hearing.

Dead

If a character's health has dropped below zero and their bleed out timer has expired, they are considered **Dead**.

Bleeding out

Characters who have their health drop to zero or below begin to bleed out. Their movement speed cost is increased by two. They also leave a blood trail to where they have moved to. Characters start out with a bleed-out timer equal to 5. If their bleed-out timer is reduced to 0, the character dies.

Stable

Something is considered **Stable** when they have lost all their health, but have been **Patched Up**. Once someone has been stabilized, they are usually Unconscious, unless some external force has kept them awake.

Terrain Conditions

Rough Terrain

Slick

Damaged

Unnatural

Bog

Deep Water

Jungle

Rivers

Dangerous Terrain

Lava

Ice Water

Acid

Radioactive

Space Terrain

Asteroids

Gravity Wells

Character
Creation

Starting Rules

To create a new character, there should always be some sort of premise; an idea of which to build off. Was your character a retired fighter pilot who wished to go out and travel? Perhaps a grumpy mechanic who, through no fault of his own, found that he may be quite good at killing?

No matter how your character started out, what is known is that they're all mercenaries for the highest bidder; so you might as well build on that.
This section will outline and go through the sections needed to create a fully realised character that can operate within The System.

The first thing which needs to be done is for you to choose whether you wish your character to be Human or an Android. There are several main differences between Human and Android which should be fully known before you make this choice, which are:
Humans:

-
-

Androids:

-
-

Optional Rules

If you have just completed your first campaign and wish to jump-start another one, you may think about letting your characters start off at a higher starting level.
To do this, just follow the table below and provide your characters with all of the bonuses which they would normally earn through gaining Information.

Faction Level						
Level	Information Points Needed	Skill Points	Success Dice	Action Points	Ability Point	New Ability
1	250	-	-	-	-	-
2	625	+2	-	-	+1	-
3	1560	+1	+1	+1	-	-
4	3900	+2	-	-	+1	-
5	10,000	+1	-	+1	-	+1
6	15,000	+2	+1	-	+1	-
7	25,500	+1	-	+1	-	-
8	45,000	+2	-	-	+1	-
9	60,000	+1	+1	+1	-	-
10+	100,000	+2	-	-	+1	+1

In addition to these bonuses, add on 1,000¢ for each Faction level you are starting the players off at.

Human | Android

This is your choice whether to make your character a Human or an Android. There are several different rules associated with Androids, as opposed to Humans, which will be explained below.

Human

Humans are the dominant species in the System. While there are other species out there in the stars, none which that are specifically sapient have been found yet. The Human race hasn't changed much since the year 2000, other than their height increasing to six feet average and their muscle mass increasing by roughly 10% on average.

Most Humans are mild tempered, only really fighting over resources, or perceived squabbles. Humans can heal naturally over time, are unaffected by EMP blasts and Digital Viral Payloads, but need a suit to traverse through space and are less adaptable when it comes to temperatures.

Android

Pure AI Androids are bleeding-edge tech. They are designed to blend in with human populations and track their targets with impunity. Every inch of them are crafted by a single scientist from a faction with the intent of faction warfare.

Designed from the ground up to adaptability, what people see is the shell in which the android is housed in. Each android can take apart their shell to allow repairs and modifications. Once their shell has been too severely damaged, the android can eject the spinal column, which houses their AI data chip. This spine can then be inserted into a new shell.

Eating and Sleeping

Being crafted from silicon and metal; Androids do not need to eat or sleep. Instead, they use a Thessaline crystal which is built into their spinal column to power themselves. This crystal needs to be replaced every couple of weeks to keep the Android from going into low-power mode.

Vacuum

Androids do not need to breathe, and as such are perfectly fine to go out into space without a suit. Depending on the situation, they might still need magnetic boots. If the area of space is Close-Goldilocks, a soft-suit will be needed otherwise the Android will take 1d8 damage per turn.

Damage and Weaknesses

In addition to needing to recharge, Androids glow bright in a digital threat Scope as well as thermal vision. They are susceptible to EMP blasts and digital viral payloads. Androids are also weak to radiation damage, which can quickly cause a chain reaction within their Thessaline core, eroding it.

Androids take 1d8 damage from EMP blasts and have the cost of their movement increase by 2 for each digital viral payload introduced into their system. They also take an extra 1d6 damage from radiation damage and every round they are within a radiation field.

Information

The main reason for this section is due to add more depth to your characters and to allow your Game Master to tailor a more personal experience around your characters. Having a fully 'fleshed out' character allows the world to react to your presence in a more nuanced way.

Name

Your name is what other people address you by. Majority of people would find it weird if you didn't have a name. Finding the right name can be hard, so try to keep it simple, at least for your first few characters.

Age

The age of your character is important. Most mercenaries don't tend to make it to an old age, especially those which take missions on the front lines. Making a character roughly the same age as the rest of your party might be something to consider.

Background

Birthplace | Relationships | Goals & Motivations | Languages

Planet of Origin

Your character will generally have intimate knowledge of their Planet. This could be an orbital station around one of the planets, or a colony on the surface of the planet or satellite. Your character's Area skill always counts as 5 for general knowledge, when you're in your birthplace.

To choose what birthplace your character has, ask your GM for a list of possible locations from the System.

Relationships

[WIP]

Goals & Motivations

[WIP]

Languages

Everyone within the System knows the generic 'common' which is taught at school, but most communities also know their own languages, such as English, or Chinese. These languages have survived by being passed down from parent to child and are held in extremely high regard within their communities and the 'common' language is looked down upon by some people.

Characters may know one additional language at the game start.

Languages
English
Japanese
Chinese
Russian
German
Sign Language
Braille

Training

Skills | Success Dice | Health | Equipment

Your character's training determines what sort of skills and abilities your character might start the game with. This section is specifically point buy. You start off with 25 Life Points to spend on **Skills**, **Health** and **Equipment**.

Skills

Buying skills cost Life Points. The first skill in a skill group costs the **Base Cost.** Each skill after the first, in the same skill group costs **Base Cost + n**, where **n** = the amount of skills bought in that group. Note what you have bought on your character sheet.

Skill Group	Base Cost
Piloting	2
Science	3
Information	3
Social	2
Practical	3
Weaponry	4

Success Dice

After you have bought your skills, now it's time to place your Success dice. Each Player starts with two Success dice to place onto their character. These success dice represent the general random information your character might have picked up through their adventure.

You must place your two success dice onto different skill groups. Note this down on your character sheet.

Health

Now it's time to buy your character's health. Players start off with 5 health as **base**. For extra health, you must spend Life Point. Note how much total health you have down on your character sheet.

Health Cost	
Extra Health	**Life Point Cost**
4	1
6	3
8	5
10	7
12	9

Special Ability Packages

Now that you are nearing the end of character creation, it's time to select up to three Special Ability Packages. Each of these packages contain a number of different effects which can be unlocked during the progression of the story. They are unlocked with Ability Points. Once you have unlocked one less than the total effects, that Ability Package is locked and no further effects can be unlocked out of it.

Once you have chosen your Special Ability Packages, you start with 1 Ability point to unlock an effect from one of your Packages.

Hunker Down
- The Character has the uncanny ability to predict danger and shrug it off. Once per encounter, you may negate half of the damage of any attack which will affect them.
- Rigid material now counts as hard material against explosions, when you are defending behind it.
- While wearing Heavy Armour, you act as rigid cover for a party member which hides behind you.

Knowledge In Flux
- Your Character is quick to learn a new skill and jump on the chance to do so. They may re-roll any 1's or 2's on a dice roll, for a non-combat skill check, once per day.
- Once per day, you may increase any skill rank by one, for two skill checks.
- You may use your non-information skills as information skills to gain rudimentary information.

Quick Wits
- Their quick wits can keep people on their toes. When entering social combat, may have one opponent start at one social wound, once per day.
- During Combat, you may lower your Movement Rating by 1 to negate all damage.
- You are no longer surprised, if the enemy ambushes you.

Social Cues
- During Social Combat, you start with two critical successes. These Successes only count for Social interactions. These Successes are removed at the end of Social Combat.
- [WIP]
- [WIP]

Adrenaline Rush
- When entering combat, you may apply a +2 initiative.
- Once per Round, you may apply +1 speed to your weapon until the end of the Round.
- Once per combat, if you take more than 10 health damage, your Movement Rating increases by 2 until the end of combat.
- While in combat, every 5 damage you take gives you +1 Critical Point.

Click Click
- At the start of a combat encounter, you start with two critical successes. These Successes only count for Combat encounters. These Successes are removed at the end of the combat encounter.
- You may spend your filled Critical Bar to attack an enemy twice with one attack, in addition to its normal uses.
- [WIP]

I Got You
- Once per Round, you may designate a teammate who can now re-roll one failed dice roll which lands on a 3 or 4.
- Once per day, you may add half of your relevant Social Skill to whoever is in social combat.
- [WIP]

Perfect Strategist
- Once per Round, if you and at least one party member is flanking an enemy (flanking is determined by one or more characters standing on opposite sides of an enemy), you both gain the ability to re-roll any minimum damage dice.
- If you manage to surprise your enemies, you may add +1 Speed to your weapons until the end of the next round.
- [WIP]

Help Them Out
- Once per Round, if a teammate is attacked by an enemy wielding a Melee weapon you may, if you are wielding a ranged weapon, make one attack with a -1 Success modifier.
- [WIP]
- [WIP]

Quick on the Draw
- At the start of a combat encounter, you may apply +2 to your initiative.
- After killing an enemy, you may apply a +1 speed bonus to your weapon. This bonus lasts for two Rounds.
- Your first attack's speed with throwing weapons, each Round, is increased by 2.

Quite Lucky
- Twice per encounter, you may re-roll one failed success dice roll.
- You now have a 25% chance to recover an arrowhead which you have fired.

Drone Guidebook Collector
- While your Drone is within a two hex radius of you, your drone regenerates 2 health per two Rounds.
- Your drone may, if it has the ability, send out scanning pulses while it is attached to your backpack. The pulses only travel for half the distance.
- [WIP]
- [WIP]

Scrapyard Prodigy
- You can make repairs to your drone out in the field at a decreased effectiveness. For ever Success over three on an Engineering skill check, your drone is repaired for 1 health.
- Your Daemon now starts with +5 Health.
- [WIP]

Celestial Touch
- While in the vacuum of space, you may increase your Algorithm potency by 1, modifying all statistics of the spell along with it.
- Chaining Algorithms you cast while in the vacuum of space chain one additional time.
- Algorithms you cast while in the vacuum of space cost one AP less.
- [WIP]

Luck of the Draw

- You may spend your filled Critical Success Bar to move up or down a bracket, in addition to its normal uses.
- You may reroll Social Combat dice you roll which roll on a 1, or a 2.
- When firing into close combat, you may reroll a failed success dice.

Quick as a Fox
- At the start of combat, you may reroll your lowest initiative dice. You must take the new result.
- You may spend two Critical Points to increase your Movement Rating by 1 until the end of that Round.

Flows Like Water
- Once per Round, you may increase the Mobility Rating of your armour by 1 until the end of that Round.
- Once per encounter, you may decrease your movement cost by 1, until the end of the encounter.
- If you roll kill an enemy with a throwing weapon, you may attack an additional time for no Action Point Cost.

Stone Tough
- While wearing Heavy Armour, all of your defences are increased by 1.
- Heavy Armour movement penalty is reduced by 1.

Android Upgrades

If you have chosen to play as an Android, you may choose from these Android Abilities as well. Different Androids can be built to different specifications based on what sort of mission needs to be carried out.

Nanite Hardeners
- Increases the natural Ballistic Defence for the Android up to 2.
- Increases the natural Impact Defence for the Android up to 2.
- Increases the natural Energy Defence for the Android up to 2

Wallflower Camo
- While the Android is standing still, or whenever the Android only moves one hex during their turn, they gain a +1 Automatic Success [Sneak Bonus] modifier.
- When Sneak attacking an enemy, you gain +1 Automatic Success [Sneak Bonus]
- [WIP]

Warm-Skin Regulators
- Regulates the temperature of the Androids skin to allow the Android to modify their temperature. This can keep others warm in cold climates.
- [WIP]
- [WIP]

Custom Weapon AI
- Twice per encounter, you may re-roll a damage dice which has rolled a 1.
- Twice per encounter, you may re-roll a damage dice which has rolled a 2.
- Twice per encounter, you may re-roll a damage dice which has rolled a 3.

Core Plating
- Reduces the damage from EMP blasts to 1d4
- Reduces the damage from Algorithms by 1d4.
- Reduced the damage of Explosions by 1d4.

Viral Firewalls
- Reduces the movement costs from digital payloads to 1.
- When hit by a Digital Payload, you may apply a -1 [Accuracy] modifier instead of the usual effect.
- [WIP]

Alternative Vision Receptors
- Allows the Android to switch between the Visual, Thermal, Ultraviolet and Night vision spectrum at will.
- Allows the Android to view the Electronic Spectrum.

Short Range Comms
- Allows the Android to communicate with party members within a 1km range at any time.
- Allows the Android to upload and download visual data to any device within a 1km range.
-

Strong Willpower
- You may spend five health to increase the potency of your algorithms.
- Your Thessaline Crystals now start with 12 charges, instead of 10.
- [WIP]

Equipment

Equipment packages

After creating your character, you can now select an equipment package. Each item below will cost a certain amount of points. Characters also start out with 250c.

Weapons - (Page)

L&J Tomahawk

Life Point Cost: 1

The Tomahawk is the smallest anti-infantry pistol within the L&J family. Its sleek aero-gel hand grip design helps to stop wrist damage over long engagements and its Carbon Fibre case makes it easily the lightest weapon L&J had ever produced.

Weapon Name	Damage	Ammo	RNG	Space	Price
L&J Tomahawk	1d4 B	12	3	1	250c

L&J Jaguar

Life Point: 3

L&J bring out a hit with another revolver. Their signature line involves high damage and low recoil. Despite the very low ammo, you'll probably never need more than three shots to finish off someone!

Weapon Name	Damage	Ammo	RNG	Space	Price
L&J Jaguar	2d4 B	3	5	3	550c

Rickfield Light Assault Rifle

Life Point: 4

In typical Rickfield fashion, they have brought out an assault rifle that can be used in any condition! The low damage per shot is offset by the lower Recoil and the relatively low cost for a rifle.

Weapon Name	Damage	Ammo	RNG	Space	Price
RickField Light Assault Rifle	2d4 B	12	7	5	800c

440M

Life Point: 4

This pump shotgun sets the standard for shotguns in terms of recoil and ammo capacity. This is the bare-bones of what a shotgun should do and is affordable for newcomers.

Weapon Name	Damage	Ammo	RNG	Space	Price
440M	2d6 B	6	4	5	550c

8080

Life Point: 3

The 8080 Sub Machine gun is the latest in a long line of cartridge fed firearms. The gun feels light, but flimsy in experienced hands due to the hardened plastic outer shell. Despite this the integrated Laser Sight makes this great value for money, despite the low damage.

Weapon Name	Damage	Ammo	RNG	Space	Price
8080	1d6 B	12	4	3	400c

Tripwire Mine

Life Point: 4

The Tripwire Mine can either be placed by itself and set to claymore mode, or it can be attached to a piece of fibre which is then attached to a surface several feet away. Anything which walks by is shredded by thousands of tiny pieces of shrapnel.

Weapon Name	Damage	Space	Price
Tripwire Mine	2d8	1	100c

Seeker Grenade

Life Point: 5

Seeker Grenades are fist sized orbs. They can either be thrown and explode upon contact with a surface, or they can be imprinted on by the party and placed down to find enemies on their own. Seeker Grenades sends a pulse out to scan each person and find an enemy to roll towards. The Grenade rolls at a steady rate of two hex per Bracket towards the nearest enemy.

Weapon Name	Damage	Space	Price
Seeker Grenade	1d12	1	175c

Knuckle-Dusters

Life Point: 1

These fit neatly around the fingers of the user, allowing them to deal more damage per attack.

Name	Damage	Type	Armour Piercing	Space	Price
Knuckle-Dusters	1d3	1	-	-	175c

Stun-Baton

Life Point: 1

A Stun Baton imparts a minor shock towards the enemy. The insides of the baton hold several electricity generating fibres, allowing self-charge.

Name	Damage	Type	Armour Piercing	Space	Price
Knuckle-Dusters	1d3	1	-	-	175c

Trench-Knife

Life Point: 3

Small, easily concealable and quick to use. A Trench-Knife in the right hands can change empires.

Name	Damage	Type	Armour Piercing	Space	Price
Knuckle-Dusters	1d6	1	1	1	250c

Recurved Bow

Life Point: 2

[WIP]

Name	Impact Damage + Skill	RNG	Space	Price
Recurved	1d6	5	2	350c

Thessaline Manipulator Gloves

Life Point: 3

These gloves grant a character, in addition to looking stylish, the ability to cast Algorithms at their enemies. The gloves to not come with any Thessaline when

bought.

Armour - **(Page)**
Leather Padding
Life Point: 1
This armour is made up of a thin layer of meshed under-shirt, underneath fibrous and padded plates which cover the wearers body. While the armour is lightweight, it doesn't protect against ballistics too well.

Armour Name	Defence Rating	Mobility Rating	Storage Rating	Success Rating	Price
Leather Padding	1 / 2 / 2 / 4	8	20	2	450ȼ

Body Armour
Life Point: 2
This armour is a tight fitting armour designed for riots and generally non-combative situations. It is slightly better at stopping ballistics than the padded armour and has more room for ammunition.

Armour Name	Defence Rating	Mobility Rating	Storage Rating	Success Rating	Price
Body Armour	4 / 3 / 1 / 0	11	25	3	550ȼ

Chrysalis Armour
Life Point: 5
Chrysalis armour is made from layers of graphite, coated with a specialized nano-enzyme which allows it to blend in with the environment around it. This provides the wearer with a +2 Stealth [Success] Bonus dice when standing still and a +1 Stealth [Success] Bonus dice when moving. If the Armour is damaged then the bonuses are reduced by 1 for each.

Armour Name	Defence Rating	Mobility Rating	Storage Rating	Success Rating	Price
Chrysalis Armour	2 / 3 / 0 / 4	9	15	6	750ȼ

Shield - **(Page)**
Ballistic Shield
Life Point: 2
A full-sized shield designed to stop ballistics up to and including rifle rounds. She shield itself is sturdy and easy to repair.

Name	Defence	Cost
Ballistic Shield	2 / 1 / 1 / 0	250ȼ

Expandable Riot Shield
Life Point: 3
This riot shield has retractable panels, allowing the user to shrink it down on their arm to let them wield two handed weapons, such as rifles. The panels slide into the shield. Unfortunately to keep the defence high. Cost is higher than regular shields.

Name	Defence	Cost

Expandable Riot Shield	1 / 1 / 1 / 0	450ȼ

Ammunition - **(Page)**
Standard / Buckshot
Life Point: 1
Standard Ammunition which doesn't do anything fancy. Can fit into any standard firearm with ease.

Explosive
Life Point: 4
When fired at a target, Explosive Rounds impact with their thicker, armour piercing tips and propel their mixture of gunpowder and explosive innards around the target, producing heat and shrapnel.

For each shot fired at cover, or armour, their defence is counted as 2 less, in regards to damage.

Unfortunately, Explosive Rounds are less effective against non-armoured targets due to the round passing right through the target without exploding. When fired at a target which has a base Defence Rating of four or less, the damage inflicted is **halved**.

Armour Piercing / Slug
Life Point: 2
Armour Piercing Rounds are perfect for piercing through thick cover and metals, but they don't particularly damage the armour itself as the tip breaks up after passing through. It negates 2 Defence Rating when damage is resolved.

Basic Arrowhead
Life Point: 1
Basic Arrowheads are simply that, arrowheads. They're sharp enough to pierce armour.

Piercer Arrowhead
Life Point: 2
Piercer Arrowheads are specifically designed to pierce armour. Despite this, they concentrate the damage down onto a single point, not increasing the overall damage.

Explosive Arrowhead
Life Point: 3
Explosive arrows detonate exactly one round after they are fired, releasing a combustible gas from vents around the arrowhead before they explode. Their explosion range is 1 hex radius around the arrow and deals 1d6 damage.

Items
Grappling Hook
Life Point: 1
Grappling hooks are simple metals bent into hooks which are designed for climbing. They can be thrown together with a rope to scale a wall or building.

Rope, 15ft
Life Point: 1
15 foot of study rope which can be tied around stuff or used to climb up and down.

Flare, 5
Life Point: 1
Upon twisting the cap, this flare provides ten minutes of bright (50ft) uninterrupted light in a colour of your choosing. These can be used underwater and in space.

Binoculars

Life Point: 1

Binoculars help to see far off distances. They also allow the user to tag targets for ten minutes afterwards and take long range photographs. This information can be sent to a smart-phone for later use.

Computer Tablet
Life Point: 2

Computer tablets are useful in visualising data, hacking terminals or long rang communication. Tablets can communicate with others, and smart phones, up to two kilometres away, without a satellite connection, and unlimited range with one.

Flashlight
Life Point: 1

A simple hand-held flashlight which can be clicked on and off. It can illuminate up to sixty foot in front.

Medical Pack
Life Point: 3

This medical pack gives an automatic success when treating a Bleeding out character. This success does not apply if the character is treating themselves.

Gas Mask
Life Point: 2

This simple gas mask can protect you from most gasses. It has a lifetime of four hours before the mask stops working optimally.

Thessaline Crystal
Life Point: 2

Thessaline Crystals are crystallised remnants of the Starways which ran between solar systems. They are bursting with energy, allowing even a fragment, the size of a grain of rice, to power a car for days.

Gadgets
Rapid-Expansion Aerosol Spray
Life Point: 3

The contents of the can should be placed on any opening which the user wishes to be closed off. Once sprayed, it expands at several centimetres a second to close up the hole and harden into a concrete-like substance.

Medical-Expanding Foam
Life Point: 3

Medical-Expanding Foam is a fast acting, fast setting foam which is sprayed within and around a wound to cover it up. The medical foal is highly anti-bacterial, stopping any infections upon contact. Using this on a bleeding-out patient removes that status from them

Neural-Uplink Cable
Life Point: 2

A Neural-Uplink Cable allows the user to plug themselves into a terminal, providing a +1 Success Bonus to their Computer skill. For the cable to work, the user must have the relevant Augmentation.

DNA Storage Drive
Life Point: 4

DNA Storage Drives are palm sized drives which can store several petabytes of data using DNA encryption and storage algorithms. They can interface with any standard computer terminal from within the last two hundred years.

Self-Expanding Adhesive Wall

Life Point: 5

Made of a mix of silicon and palladium, this palm-sized Nanite en-fused plate expands outwards to cover five foot square of surface, then clamping down to reinforce the area. It is counted as hard cover, allowing for character's to defend behind it with six defence.

Mono-Filament Cutter
Life Point: 4

When placed against a flat surface, the mono-filament cutter projects a condensed point against the surface to silently cut through. Once a full circle has been achieved, the cutter attaches itself to the cut material to allow the user to move it away.

Skill Groups

Each skill can have between zero and four ranks, which measures how much your character can achieve in that skill. At character creation, skills start at rank zero. Each rank in a skill costs 1 + previous rank

Piloting Group

Each piloting skill is associated with a specific set of vehicles. Each rank in these skills gives characters a +1 Success while piloting as well as a more intimate knowledge of the inner workings of those vehicles.

- **Land Vehicle**

The Land Vehicle skill is used to pilot civilian vehicles, tanks and other land vehicles.

- **Air Vehicle**

The Air Vehicle skill is used to pilot helicopters, planes and other air vehicles.

- **Sea Vehicle**

The Sea Vehicle skill is used to pilot small boats and military sea vehicles.

- **Space Vehicle**

This skill allows piloting of many different spaceships and in some circumstances orbital stations.

- **Battle-Suit**

This skill allows the pilot of a Battle-Suit more, and easier, control over their suit. Basic movement doesn't require a success check.

Science Group

Science is the backbone of all civilisations and a practical knowledge in these areas will help a character become more proficient while travelling

- **Computer**

This skill allows the character easier access to a computer through hacking. They can also interact with electrical equipment throughout the system.

- **Medical**

The medical skill is used to heal patients and stabilise them while they are down. Higher ranks in this skill allows the character an easier time doing that.

- **Engineering**

The Engineering skill is used in conjunction with the Computer skill, on a sufficiently large ship, to maintain and repair a ship's fusion reactor.

- **Chemistry**

Chemistry can be used to create explosives, or support items. This can be used in conjunction with the Medical Skill to create Medical items.

- **Celestial**

This skill is used alongside the Piloting skill to plot a course between planets. Higher skill levels allow you to use less fuel when warping.

Information Group

Information skills are the character's knowledge of the universe. Characters with skills in information simply know more than the other characters.

- **Local**

The Local skill allows a character to gather information about their surroundings, such as settlements and points of interest. A higher skill allows for greater information on a success.

- **Business**

The Business skill helps prospective company owners to better manage their business. Higher ranks provide more information about the business landscape and how to manoeuvre their company through tricky times.

- **Nature**

The Nature skill provides information about creatures found within the character's surroundings. It can also be used to track enemies throughout the wilderness.

- **Combat**

The Combat skill can be used to determine the combat effectiveness of an individual or group from a distance. It can also be used to determine the best course of action, within reason.

Social Group

Social skills are the characters ability to act within a social situation. Those will low social will have a hard time negotiating with a warlord, or entertaining their crew

- **Convince**

Higher ranks in convince makes it easier to convince people to do what you want them to do.

- **Entertain**

Entertaining people can be an easy way to make some money, or to raise your reputation with a faction or individual.

- **Negotiation**

There's a skill to negotiation and higher ranks in this skill make it easier to barter, or to get through a sale without any trouble.

- **Sense Motive**

Being able to sense another's motives can keep you out of trouble. Higher ranks provide more information about what you sense, as well as make it easier to sense.

- **Intimidate**

Intimidation isn't just about being a loud brute, it's about knowing how to get under a person's skill and make them scared. Higher ranks in this skill make this easier.

Practical Group

Practical skills are skills which your characters have developed to overcome challenges.

- **Sneak**

Higher ranks in the sneak skill make it easier for a character to get around unnoticed.

- **Climb**

Being able to climb can open up a lot of unnoticed opportunities to get around without other people knowing. Higher ranks make this easier.

- **Athletics**

High Athletics makes running quickly and jumping about easier.

- **Survival**

Survival can help a party stay alive in the wilderness for longer. High survival can help a character scavenge more food per day and can give titbits of information about their surroundings.

Weaponry Group

Each skill within the Weaponry group allows the character to wield and use different weapons to a greater degree than someone who is unskilled in them.

- **Pistols - (Page)**

Handguns are the smallest form of Firearm. This group consists of Pistols, Revolvers and Machine-Pistols. In addition to these firearms, Thermal Handguns are included within this group. They are designed for short range combat, between 20 and 40 feet for maximum accuracy.

- **Shotguns - (Page)**

Shotguns are the middle ground in terms of range as well as stopping power. This group consists of Pump-Action Shotguns, Semi-Automatic Shotguns, Automatic Shotguns and Break-Action Shotguns.

- **Sub Machine Guns - (Page)**

Sub-machine guns (SMG) are automatic carbines designed to fire pistol ammunition at a much higher rate of fire.

- **Rifle - (Page)**

Rifles provide the longest range increments for firing, but are also quite unwieldy and expensive. This group consists of Bolt-Action rifles, Semi-automatic Rifles and Sniper Rifles.

- **Heavy Weapons - (Page)**

Heavy Weapons consist of weapons which are far too large for most normal people. The weapons pack a large punch, but are rather unwieldy.

- **Static/Vehicle Weapons - (Page)**

Static Platform Weapons are weapons which are large and heavy enough to need

their own support platform, whether this is in space or on land. Some of these weapons may be relatively small, only needing a tripod for support, and some might be larger than a building.

- **Melee - (Page)**

There are still multiple Melee weapons used throughout the System. While close-combat is a rather rare affair, due to high-powered Rifles and Sub-machine Guns, some people prefer a silent Dagger to a Pistol as they have the advantage of slicing through armour to get to the person inside. They are also good at stopping enemies from moving away, once they get in close combat.

- **Archery - (Page)**

While guns are the dominant force to use within the System, Archery weapons are still used by a select few for their silent take-downs and ease of repair. Most bow weapons are undetectable to metal detectors and can be collapsed down even smaller than most Melee weapons.

- **Magic - (Page)**

The magic skill allows Thessaline users to target specific characters with their Algorithms to either deal damage, shield them from damage or decay their bodies.

Non-Combat Rules

Social Combat

Social Combat is any time where you are interacting with another person and physical combat isn't taking place. Of course, Social Combat can take place at the same time as physical combat.

The Initiator rolls 3d6 + your number of Success Dice their character has and checks if they have rolled any 5's or 6's. After add on your skill rank dice. If they have, they gain one success. If the total number of Successes equals to, or is higher, than the enemies number of successes, that character wins and 1 Social Wound is applied to the loser.

Obviously Social Combat doesn't deal any physical damage. The point of Social Combat could be to gather information, persuade someone to do something, or to intimidate. Each attack is directed towards making a point, or to convince someone that their information is incorrect.

For example:

John wishes to convince the bouncer to let them into the meeting spot to talk to the new Crime Lord, but the bouncer isn't having any of it.

John initiates social combat with the bouncer to try and convince him to let them through. John's convince skill is quite high at rank 3, so he adds another 3d6.

John's player and the GM roll. John's player managed to get four 1' or 2s on his roll.. The GM managed to roll three 1 or 2's and adds his 1 rank. This means that the bouncer has taken a 'Social Wound'.

If a character receives three Social Wounds, then they are either convinced, intimidated, coerced, etc., into doing what the other character wishes, within reason.

If a player Character receives three Social Wounds, the conversation ends and the other character is mistrusting of them. This could make it harder, or impossible to initiate Social Combat again with that same character.

If a Player character loses Social Combat, the character whom beat them will typically remember the topic and any other character who brings that topic up again will begin combat with one Social Wound.

Downtime

Downtime is where the characters have come back from a mission, been debriefed and have a set number of days which they decide to take off during their adventures. The number of days they take off could vary wildly, but the premise of downtime is still the same: Rest and recuperation.

During downtime, players may have their characters rest from wounds, enquire about possible services or begin modifying their weapons in their spare time.

Characters can spend their downtime in plenty of places, but the most common is a hotel, if they haven't acquired a spaceship yet. Hotels or Inns typically charge by the day and their rates change between towns or cities, but they provide a warm bed and an adequate meal.

Group Actions

When attempting an task which requires more than one person, or no one in the group has much skill in, the group may decide to combine their efforts to solve the task. This is called a Group Action.

Each player adds **one** point of their individual skill into the task. Once all of the players have combined their skill, one of the members of the group rolls like normal, taking their skills into consideration to see if they have succeeded.

Skill Checks

When interacting with the world, it's inevitable that you will have to use your skills. The GM will decide how difficult a task is and apply modifiers depending on that task. The Target Number of Successes (TNoS), would move up and down.

Skill rolls are worked out by rolling 3d6 + your number of Success Dice your character has. After add on your skill rank dice. For each 5 or 6 you roll, you gain 1 success. The Target Number of Successes (TNoS) equals the base difficulty of the task + difficulty modifiers.

Critical Rolls

For **every** 6 you roll, on a skill check, you gain a critical success and you may roll one extra 1d6 dice. If you roll a 5 or 6 on this **extra** dice, you gain one critical point. You can only roll as many extra dice as you have ranks in the skill you are trying to use.

It's the GM's job to decide how difficult a task should be. If a character will have no chance of completing a task, then the GM should tell them beforehand and possibly give them the option to initiate a Group Action instead.

For example:

A character wishes to travel from one city to another. They have just made it to the outskirts of the city and night has overtaken them. They have to find out where to go from here. Unfortunately, they have forgotten to bring a map and the path underfoot is a simple dirt track.

There are three modifiers which are in play. Darkness, Map and the Road. The darkness could possibly be a +2 to difficulty. Having no map might incur a +1 penalty.

These penalties are added onto the 2-difficulty base, for a total of five TNoS number. The character needs to roll their 3d6 and then add on their Nature skill rank dice, as well as their Success Dice to the total. If the total is equal to, or higher than, the TNoS they succeed in the task. If the total is equal to, or is higher than, the [TNoS - 2] they partially succeed in the task.

Experience

There are two types of "Experience" within Shattered Starways. The first is called **Influence Points**, which is given out through the use of clever interaction with the world and by role-playing your character in a realistic way.

The second are called **Information Points**. Information Points are gained after completing a mission and can be cashed in with a faction to increase standing. Once enough Faction Standing has been achieved, the Faction will level up, increasing the perks for the player.

Influence Points can be used to, as the name suggests, influence things. They can be used to influenced certain events throughout the game.

Influence Points Example:

Jason wishes to negotiate with a high level warlord for some new state-of-the-art weaponry that has just been shipped in. Of course, the warlord doesn't know who Jason is, or what he's known for.

Jason uses an Influence Point and gives a brief run-down of how he wishes to use it. He explains that the warlord's second in command comes into the room with a tablet and shows the Warlord some information about Jason, changing the Warlord's inclination towards him.

The GM could run with this and give the Warlord one Social Wound, making this negotiation one step easier for Jason.

Information Points are used to upgrade your Faction's level. Once enough Information Points have been obtained, you will automatically level up.

Faction Level

Level	Information Points Needed	Skill Points	Success Dice	Action Points	Ability Point	New Ability
1	250	-	-	-	-	-
2	625	+2	-	-	+1	-
3	1560	+1	+1	+1	-	-
4	3900	+2	-	-	+1	-
5	10,000	+1	-	+1	-	+1
6	15,000	+2	+1	-	+1	-
7	25,500	+1	-	+1	-	-
8	45,000	+2	-	-	+1	-
9	60,000	+1	+1	+1	-	-
10+	100,000	+2	-	-	+1	+1

Levelling up

Health

When you increase your Faction level, you gain access to better medical equipment, which means your character gains more health, as the faction will augment your biological processes. For each new level, roll 1d6 and add this onto your character's maximum health.

Skill points

For every new level which is a multiple of 2, you gain one skill point as well as one extra action point to use.

Success Dice

If your character's new level is a multiple of 3, increase your dice pool for skill checks by +1d6. You may choose which skill group to place this dice onto.

New Ability Point

At level 2, and every two levels past then, you gain one Ability Point. You may place this onto an ability package to "buy" a specific effect from that package.

Making Money

Traders

So, you're strapped for *e*? Well, no worries. We'll have you up and running in no time. Throughout the System are plenty of traders which would absolutely love to trade your unwanted items with you. These traders usually follow the rules of the faction's territory they are located in, as they have access to the faction's records on notable figures.

If you have been trading with someone for a long time, they might forego the usual rules in favour of your reputation with them.

Most traders will happily buy your unwanted items for roughly half of what they are worth, stripping each item apart for their own use.

Below is a list of raw materials and their selling prices:

Material Selling Prices

Name	Price (Per lb)
Copper	6e + 1d4
Iron	5e + 1d4
Silicon	7e + 1d6
Titanium	9e + 1d6
Palladium	10e + 1d8
Gold	12e + 1d10

These prices can change depending on how your relationship with the trader's faction is. For example, if you were on good terms, you might find that the price has increased by two credits per pound, leading to greater profit for yourself.

Information

The information skill group is used to explain parts of the world around you. Parts of the explanation will be formed from your character's own experiences and memories as well as their ability to logically piece other information together. Typically, when rolling for information, the TNoS needed to pass will be quite low for Common knowledge, but will rise when more and more specific information is needed on a particular topic. Below is a table of the specific TNoS needed for each level:

Knowledge Level	Total Number of Successes
Common Knowledge	4
Graduate Knowledge	6
Doctorate Knowledge	8

Cloning

On some stations around the System, characters have the ability to clone themselves. Cloning chambers take a three dimensional scan of the patient's brain, completely reconstructing their brain in an accelerated growth vat. The patient's brain is quantum linked with a databank within the clone's vat. Clones only keep the patient's skills they had when the patients brain was scanned.

At the time of death, the character's consciousness is transferred into the clone's brain, minus several hours of memories which haven't been stored in long term memory. The table below shows the costs of different clones.

Clones

Name	Benefits	Cost
Alpha	-	8,000e
Beta	One augmentation is included	17,000e
Gamma	Two augmentations are included	25,000e
Omega	All augmentations are included in the clone	40,000e / 5,000e per month

Crafting

During downtime, your character may make an Engineering check to create Explosives or Modifications. The TNoS required will depend on what your character would like to create. In addition to a skill check, they must also have a workshop as well as some raw materials.

Item	Skill Check	Raw Materials	Time Taken
Tripwire Mine	4	75e worth	2 days
Seeker Grenade	5	120e worth	5 days
Phase-Plasma Grenade	6	125e worth	1 week
Laser Cutter	5	100e worth	4 days
Tesla-EMP Grenade	4	150e worth	3 days
Flash-bang	3	65e worth	1 day
Smoke Grenade	3	75e worth	2 days
C5	3	100e worth	2 days
M18 Needler Grenade	5	250e worth	4 days
Foam Grenade	4	175e worth	3 days

Non-Firearm Weapon Modifications			
Name	Skill Check	Raw Materials	Time Taken
Damage Mods	3	75% of Base Cost	3 Days
Utility Mods	2	50% of Base Cost	5 Days

Your character may also make a Chemistry check to create medical items.

Medical Items			
Item	Skill Check	Raw Materials	Time Taken
Medical-Expanding Foam	3	50% of Base Cost	3 Days
Medical Pack	5	75% of Base Cost	4 Days

Ammunition Crafting

Within a workshop, as long as you have the raw materials as well as skill, you can make any ammo you wish. Of course, you won't make as many per batch as you would if you had a full factory, but it can be the difference between going into a fight empty handed or fully stocked.

Ballistic Ammunition (Per 20)				
Ammunition Name	Raw Materials	Batch	Skill Check	Time Taken
Explosive	100e worth	10	4	2 Days
Tracer	70e worth	15	3	2 Days
Tracking	180e worth	10	5	3 Days
Shrapnel	200e worth	10	5	4 Days
Standard / Buckshot	10e worth	20	2	1 Day
AP / Slug	60e worth	15	3	1 Day
Dragon's Breath	100e worth	10	5	2 Days
Borer Rounds	60e worth	15	3	1 Day
Shock Rounds	100e worth	10	4	2 Days

Heavy Weapon Ammunition				
Ammunition Name	Raw Materials	Batch	Skill Check	Time Taken
Missiles[1]	450e worth	1	7	4 Days
Railgun Slugs	200e worth	1	5	2 Days
Needle Ammo	300e worth	5	6	4 Days
Lance Charges	200e worth	1	7	2 Days
Arc Coils	380e worth	1	6	4 Days

[1] Missiles, Lance Charges, Railgun Slugs and Arc Coils are created singularly.

Energy Ammunition (Per 20)				
Ammunition Name	Raw Materials	Batch	Skill Check	Time Taken
Laser Charges[1]	100e	20	4	3 Days
Thermal Charges	80e	20	3	2 Days

[1] Laser and Thermal charges are only used in Laser and Thermal weapons.

Hacking Systems

If you choose to try and hack a security system, there are several examples which your GM might give you. These examples all have different success ratings which you will need to pass in order for that effect to happen.

In order to try and hack a security system, you first need to be able to access it. This could be done either remotely or on-site. Most systems within the System are not connected directly to the Network, but like all security, there's always an exploit.

When you are accessing the site, a smart-phone or tablet will work alongside a Data-Uplink cable to directly connect with their own Network.

Here are some examples that you might want to try and make happen. The success rating is based on a small corporate office.

Example Hacking Difficulties	
Name	Success Rating
Passers-by's smart-phone	2
Nearby Internet outlet	3
Street network	4
Government network	6
Faction orbital station network	7
Faction battleship AI.	8

Social Engineering

While hacking into people's credit chips and smart-phones might give you a little bit of an extra windfall of credits, that's not always where the big money is. Social engineering is specifically used to gain entry, or information about, a corperation or individual.

That information can give quite a bit of leverage to the right people and plenty of bidders would be willing to buy the right information off you for sums of credit.

Most of the information gained would usually be gained from impersonation of another individual. This is not easy, what with surveillance and voice scanners detecting even the best voice impersonators. It's up to you to see how to go about it. Every mark is different.

Informants

Informants can be found in one of two ways. If your relationship with your faction if high enough you can spend faction points, which will lower your relationship. Once you spend faction points, you will be given the contact info of an information, which can give you up to three missions, before going underground.

Each of these missions will be about a specific faction within the System. Usually one which is on bad terms with your faction, but not always. The missions could be anything, so be prepared.

The second way of finding an informant is by scouring the streets. By using the **Information - Area** skill, you can find an informant. The skill check will vary depending on the infamy of the characters with the faction who controls the area. Of course, if the characters move to another planet, they might not be known as well there. These informants will give you missions pertaining to the local area. Some might even pass information about the government to you. These missions are usually less combat based, but not always.

Combat
Rules

Generic Actions

Standard Action

Standard actions include using items or interacting with the environment. They also include talking to another character or using a skill roll during combat. Standard Actions cost 3 Points to use during combat.

Attack Action

Characters taking an attack action target another character with the intent to harm or kill. These actions cost various points which is explained on the .

Move Action

Movement within combat is called a Move Action. Each hex which your character moves costs 2 Action Points. There's no limit to how far your character can move except how many points you have.

Swift Action

A swift action is an action that takes practically no time at all. This could be considered dropping a weapon, for example. A swift action costs 1 Action Point.

Taking Cover

Characters can take cover behind different parts of the world. This is as simple as standing behind it. But to really defend against someone shooting them, characters can Take Cover behind the wall, or box, or whatever they're behind.

This action costs 2 Action Points. While Taking Cover, they receive a +5 to their defence and may move freely between any cover which is connected to where they are hiding, even while being suppressed.

Characters can specifically target cover. When a combined round of attacks which deals more damage than the cover's defence will reduce the effectiveness of the cover, from +5 defence to +4, and so on, until there's no effective cover left.

A suggested way of easily keeping track of cover damage is placing a small d6 on top of the hex and counting down when damage has taken place.

Delaying Your Action

When in combat, it may sometimes be more beneficial for you to delay an action until an ally, or a specific action has taken place, within that same round.

You may delay your Action only once per round and specify what exactly you are waiting for your Action to trigger.

Once that specific trigger has appeared, your Action will proceed as normal. Characters can move up and down brackets by delaying their actions, but they have to wait until the next **Round** to be included in the new bracket.

If more than one character delays their turn, the turns play out from whoever had their trigger activated first.

For example

John has just delayed one of his Actions. He has chosen that his character will throw a flash-bang, through a window, into the room next to them as soon as Sally has shot the guard with her sniper rifle.

Alex delays his own Action until John has thrown the flash-bang through the window. He has chosen that he will breach the room once it has been flashed.

Jasmine has chosen to delay her action until Alex has breached the room and will rush in and steal some items.

Reloading

Once your ammunition has run out, it's time to reload your Firearm. Reloading a weapon costs 3 Action Points. Pumping a semi-automatic Shotgun costs 1 action point.

Changing Weapons

During combat, you might find yourself out of ammo, or an enemy appears which has defences counter to your weapon type. When this occurs, you might find it beneficial to switch to a different weapon instead of simply reloading or trying to kill it. Switching weapons is easy, as the weapon you are holding is simply digitised into your armour and the new weapon is placed directly into your grip, allowing you to continue your assault. This is the same for items such as grenades.

Special Actions

Special Actions are certain actions which you can use during your turn to gain an advantage or benefit from. Majority of characters have these actions.

Attack surges

Characters in combat may spend 3 action points to gain 1 temporary success dice. The success dice lasts for one attack and it counts as a normal dice. Characters can do this action at any time.

Triggered Actions

Triggered actions are those which you make based on an action affecting you. For instance, if you are trying to heal a character while being attacked.

Concentration During Combat

If your character is trying to do something, such as treat a wounded character during combat, they must make a concentration check, by rolling that skill again.

Opportunistic Attacks

Provocation

If a character moves out of any hex next to an enemy they are currently adjacent with, unless they take a back-step, they provoke an Opportunistic Attack from a Pistol or Melee Weapon. If a character attempts to do a Standard Action next to an enemy, they provoke an Opportunistic Attack.

Making an Opportunist Attack

A single Melee attack is all that is used for an opportunistic attack. If an enemy has provoked your character, by moving past your character or moving away from your character, you may choose not to attack the enemy and carry on like normal. You may only make one opportunistic attack per round.

Speed

Every character in each bracket takes their turns at the same time. This means moving, using items, etc. Some weapons are slower, or faster, than other weapons, as denoted by their speed. Higher speed weapons are fired before slower speed weapons.

The table below shows exactly which weapons and Armour are faster than others.

Armour	Speed	Weapon
Starlight Bio-Armour	12	Light Melee
Body Armour	11	Pistol
Orion Mesh	10	Submachine Gun
Chrysalis Armour	9	Drones, Daemons
Leather Padding	8	Medium Melee
Shock Trooper Plate	7	Magic
Mjolnir Power Suit	6	Archery
Combat Exo-Suit	5	Shotgun
Guardian Exo-Suit	4	Rifle
Silver Guard Armour	3	Vehicle Weapons
Jackhammer Power Suit	2	Heavy Melee
Obsidian Plate	1	Heavy weapons

If two, or more, characters have the same speed (after modifiers) they both attack and damage each other at the same time.

Speed & Non-Combat Actions

If you attack a character who is either moving, or taking an action, compare your Weapon Speed with the Mobility Rating of the enemy's armour. If your Weapon Speed is higher than the Mobility Rating of the enemy's Armour, you attack them instantly.

If your Weapon Speed is lower than the enemy's Mobility Rating, you hit them after they have taken their action.

Combat

Pre-Combat

If you chose to take an attack action against an enemy, remove an amount of action points it takes to use your equipped weapon group from your action point pool. This amount will be different for each Weapon type.

Attacking an Enemy

When you have decided to attack an enemy, you now compare your Weapon's Speed with the enemy's armour Mobility Rating or Weapon Rating.

- If the enemy taking an attack action

Compare your Weapon's speed with the enemy's Weapon speed. The faster weapon speed attacks first.

- If the enemy is taking a Non-Attack action

If your Weapon speed is higher than the enemy's Mobility Rating, you attack them before they take their action.

If your Weapon Speed is slower than the enemy's Mobility Rating, you attack the enemy after they have taken their action.

No matter what happens, you must roll to hit your enemy. To do this roll 3d6 plus any extra Weaponry Success dice, then add on your relevant skill rank dice. For each 5 or 6 you roll, you gain 1 success. If the Total Number of Success equals, or exceeds, the enemy's Success Rating, you deal damage to the enemy.

Resolving Damage

When you attack someone with a weapon, and manage to deal damage, some of that damage is defended against based on the armour as well as a couple of other factors. These factors could include natural armour against that damage type, or enhanced defences given from a shield or Augmentation. Either way, this damage is inflicted and it must be reduced by that specific defence.

For instance, if you are attacking someone with an energy weapon, you would reduce the amount of damage you do based on the enemy's energy defence.

Once damage has been reduced, the target's health is reduced by the amount left over.

Firearm Attack Rules

Single Shot Cost

Single Fire is when your character pulls the trigger of their firearm once, while targeting an enemy. Single fire weapons are typically forgiving when it comes to recoil, but still give a negative to recoil when firing more than once per round.

Burst Fire Cost

Burst fire is a select fire mode for weapons with the capability to do so. Burst fire sends three rounds towards the enemy with a negative to-hit chance due to the recoil and general inaccuracy.

If you choose to attack an enemy with Burst Fire, add your weapon group's Burst Fire Inaccuracy (BFI) to the amount of Action points to spend. When burst firing, roll your To-Hit for each attack and then roll for damage. Modify any cover damage before rolling for the next shot.

Automatic Fire Cost

If a firearm has been outfitted for Automatic Fire, your character can keep firing for as long as they have ammunition in the magazine. This allows the weapon to Suppress enemies as well as make a single attack, to anything within the AF radius, within each bracket.

If you choose to fire your weapon on Automatic Fire (AF) (if possible), you target an enemy, and everything within a 1 Hex radius is attacked as well as the target. When using AF, add your BFI to the amount of Action points you spend when firing. Using FA will use up enough ammo, per turn, so that all of the ammo in the magazine will be used up by the time it is your next turn.

For instance, if your firearm has 20 ammo and there are four turns (including yours) before your next turn, each turn will spend 5 ammo.

When using AF, your speed is reduced to 0, until you stop using AF.

Anything which wanders between your gunfire and the target will be attacked as well, regardless of whether they are enemy or ally.

Weapons Chart	
Burst Fire Weapons	Automatic Weapons
Handguns Machine Pistols Assault Rifles Automatic Shotgun Sub-Machine Guns	Machine Pistols Assault Rifles Automatic Shotgun Sub-Machine Guns

Blind Fire

If a Firearm has the option for Single Fire or Burst Fire, a character may fire out towards a target while defending themselves behind cover. This shot is fired without precise aim and will cancel out two 5's from your Combat Skill check.

Firing into Combat

If two characters are fighting with Melee weapons and your character starts to fire into that combat, cancels out two 5's from your Combat Skill check.

Dual Wielding

In Combat, it is sometimes beneficial to dual wield weapons. These could be two Pistols, or Light Melee Weapons. While Dual Wielding, you may fire both weapons at a target, but doing will impose 1.5x the normal Action Cost of one of the weapons. When firing with two weapons, you roll one attack, then roll twice for damage.

Reloading

You may choose to reload one, or both, of your weapons at any time. Reloading both weapons will increase the time needed from one action to two actions.

Range Increments

Range is a big factor that could possibly come into play during combat, or just before it. The majority of guns are pretty accurate up to and including 100ft. Past that though, there's a drop off in not only accuracy, but in damage as the round fired slows down during its flight.

Firearm Ranges

Each firearm has a different soft-cap on the accuracy of the rounds which are fired from it. These ranges are designated as **RNG** on the weapon tables. For every 10ft a round has to travel past the weapon's soft-cap, it loses 1d4 damage.

Long Range Sniping

The only guns which can reliably fire past 300ft are **Sniper Rifles**. There's technically no range limit for sniper rifles, but it essentially becomes harder and harder for the shot to land perfectly the longer away the target is. Below is a list of range increments and their associated negative modifiers.

Range(ft)	Success Modifier
300 - 500	-2
500 - 750	-3
750 - 1000	-4
1000+	-1 for every additional 100 foot.

These range modifiers don't include weather conditions, which could make a

character's shot even harder. These conditions only affect a character firing a shot beyond 300 ft. Below is a list of weather conditions.

Weather Conditions	
Weather	**Success Modifier**
Clear	-
Sunny	-
Windy	-
Raining	-1
Rain Storm	-2
Thunder Storm	-1
Torrential Downpour	-3

Firing Through Cover

There may be instances when you notice a target through cover and take aim. The damage you deal will be lessened by the type of material which you are firing through. Thinner materials will decrease the damage less than thicker materials. For example, shooting through an apartment building interior wall might reduce damage by 1d6 as plywood wouldn't be able to stop the round as well as, say, an oak wall.

Soft Materials						Integrity: 15			
Weapon	**Damage Reduction**								
Pistol	1d4	0	1d4	1d6	1d4	1d6	-	0	1d8
Rifle	1d2	0	1d2	1d6	1d4	1d6	-	0	1d6
SMG	1d4	0	1d4	1d6	1d4	1d6	-	0	1d8
Shotgun	1d4	1d4	-	1d6	1d4	-	1d10	-	-
	Standard	**Slug**	**AP**	**Tracking**	**Tracer**	**Shrapnel**	**DB**	**Borer**	**Electro**
	Ammunition								

Rigid Materials						Integrity: 20			
Weapon	**Damage Reduction**								
Pistol	1d6	-	1d6	1d8	1d6	1d8	-	1d4	1d10
Rifle	1d4	-	1d4	1d8	1d6	1d8	-	1d4	1d8
SMG	1d6	-	1d6	1d8	1d6	1d8	-	1d4	1d10
Shotgun	1d6	1d6	-	1d8	1d6	-	1d12	-	-
	Standard	**Slug**	**AP**	**Tracking**	**Tracer**	**Shrapnel**	**DB**	**Borer**	**Electro**
	Ammunition								

Breaching Cover and Walls

During stressful situations, such as combat, your character may not have enough time to simply move towards a door and peek through. If your character knows there's a person on the other side of the thin wall next to them, it may be more advantageous to simply blast through it and then crash through, taking whoever it is by surprise!

This action is called breaching. Breaching certain surfaces can be easier and faster than moving around cover, as well as cost less resources. Some ammunition can even make breaching easier!

Each section of a wall is five feet along, allowing for calculated breaching for multiple people.

Breaching charges can be used to destroy one section of a soft or rigid material instantly, allowing you to charge through and catch anyone off guard. If a breaching charge is used on a soft wall and a character is standing behind it, any damage over and above the health of the wall is transferred to that character, after being reduced by their defence. Missiles can be used the same way, although

they have an explosion radius of ten feet, destroying two or three sections at a time.

Railgun slugs pass right through Soft and Rigid materials as if they weren't there. If you fire at someone behind soft or rigid cover, make a regular attack, but remove one Success dice for Soft materials and two Success dice for Rigid materials.

Breaching	
Item	**Damage to Walls**
Breaching Charge	20
Explosive Rounds	
Pistol	4
Rifle	5
Shotgun	6
Railgun Slug	5
Missile	20

Other side of the Wall

Any character caught within a three hex radius of a Breaching Charge suffers from being Concussed. Their Speed and Initiative are both reduced down to 1.

Breaching with Melee Weapons

Breaching cover and walls with a breaching charge is easy. Real soldiers break through walls with their own melee weapon. When 'attacking' soft or rigid materials, count the damage reduction of the material as 1d6 for all Light Weapons, 1d4 for all Medium Weapons and 1d3 for all Heavy Weapons.

Explosions

Grenades and other explosives have an explosive radius which should be avoided at all cost. The table below will show the radius for all explosives as well as how much damage is inflicted.

Radius

The Radius is the amount of hex's around the centre point of the explosion which people and materials are damaged. For example, A Tripwire Mine detonates and the explosion has a radius of 2. This means that anyone within the centre point, as well as an additional one 'ring' of hex's around that point are damaged.

Damage Falloff

This is the amount of distance, in Hex's, which a character receives less damage from an explosion.

Weapon Name	**Radius**	**Damage Falloff**	**Damage**
Tripwire Mine	2	1	1d10 E
Seeker Grenade	2	1	1d8 E
Fragmentation Grenade	2	1	1d8 E + 1d4 I
Phase-Plasma Grenade	2	1	1d6 E + 1d4 I
Tesla-EMP Grenade	3	-	1d10 (Androids)
C5	3	2	2d6[I]
M18 Needler Grenade	3	1	1d4 I
Breaching Charge	1	-	1d12 E
Missile	3	2	1d6 E + 1d8 I

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1   C5 Deals 1d4 E against anything which isn't a wall, or item.

Archery Attack Rules

Attacking with an Archery weapon is simply the same as Firearms, but they have different options for how your character might wish to attack. Gathering an arrow from your quiver costs one Action Point.

Single Attack

Attacking with a single arrow costs 3 Action Points.

Precise Shot

Your character may spend eight Action Points aiming for the right moment to fire. When preparing for a Precise Shot, you may select a precise part of the target to fire upon. The table below states which body parts can be target-able and what the Accuracy modifier will be.

The accuracy modifier for Precise shot negates a certain amount of 5's from your Success dice. For example, if you rolled 3d6 and came up with a 5 and a 6, a -1 modifier will negate that 5.

Precise Shot Accuracy		
Body Part	Success Modifier	Effect
Head	-3	If the damage is over 50% of their total life [after defence], the target is knocked unconscious. If the enemy has no defence, they are instantly killed.
Torso	-	Normal Attack is inflicted.
Arms	-2	Target's accuracy is reduced by 1. Target drops their weapon if 50% of their total life is inflicted in one attack.
Legs	-2	Target's movement cost is increased by 2 for two cycles.

Sneak Attack

You may spend four Action Points to make a Physical Sneak Attack. Sneak attacks deal 1.5x damage and ignore armour.

If another enemy is within a three hex radius around the character you have just Sneak Attacked, they must have a Skill roll to notice what is going on. The TNoS is the total of your Sneak skill + 1.

Reactionary

You may choose to forgo your turn to begin scanning for any movement. If an enemy moves into your line the line of sight you designate, you get to shoot an arrow at them for every two hexes they move, until they are out of your line of sight.

Multi-Arrow Shot

You may cock an extra arrow onto your string to fire at the same enemy. If you do so, the number of successes you need to actually damage the enemy is increased by 1, but you hit with both arrows.

Power Draw

During your attack, you may decide to spend up to two extra action points. For each point spent, add one extra damage.

Melee Attack Rules

If you are wielding a Melee weapon, you may attack an enemy if you are next to them [Two hexes away if the weapon has reach]. One benefit is that Melee weapons are silent until they hit. Any enemy which is wielding a firearm and is in combat with a character wielding a Melee weapon negates two 5's from combat skill checks.

Single Attack

Each single attack with a physical weapon costs three Action Points.

All In

An All In attack negates 1 Dice, but provides a +2d6 damage bonus. All In attacks cost six action points. If you miss the attack, your character's speed is reduced by 1, for the next Round.

Sneak Attack

If you manage to make it within Physical range without being noticed, you may spend four Action Points to make a Physical Sneak Attack. Sneak attacks deal 1.5x damage and ignore armour.

If another enemy is within a Three hex radius around the character you have just Sneak Attacked, they must have a Skill roll to notice what is going on. The TNoS is the total of your Sneak skill + 1.

Sneaking About

For those characters whom like to get up close and personal, or those which can't bare to let the enemy know they're there, sneaking is right up their dark alley. Sneaking about is done by rolling a Sneak check. This can be done any time. Of course, if your character is standing right out in the open, they are most likely not going to suddenly disappear.

Throwing

When throwing a weapon, such as an Explosive or a Melee weapon, simply make a Throwing Skill check to target the enemy, or location.

Coup De Grace

If an enemy is on the floor and unconscious, or tied up, you may decide to coup de grace them. This removes the rest of the enemies health immediately.

Precision Strike

Striking someone with an unarmed Melee attack costs 2 action points, but specific areas can be targeted on the body. The accuracy modifier for Precision Strike negates a certain amount of 5's from your Success dice. For example, if you rolled 3d6 and came up with a 5 and a 6, a -1 modifier will negate that 5.

Precise Strike Accuracy		
Body Part	Success Modifier	Effect
Head	-3	Target is stunned for their next attack, increasing the TNoS needed to target another character by 1.
Torso	-	Normal Attack is inflicted.
Arms	-2	The target's attack costs three extra action points for two turns.
Legs	-2	Target cannot move away from your for 1 turn.

Blocking

Blocking is the simple act of stopping a Melee attack from striking your body. While most commonly achieved with a shield, strikes can be deflected with a limb instead.

To do so, you must spend four action points. If you do, you may roll 3d6 + your extra success die. If you get an amount of successes equal to or greater than the amount that the enemy did on their roll, you deflect their Melee attack.

Dual Wielding

Characters can only dual wield Light Melee Weapons. Medium and Heavy Melee Weapons are simply too heavy for them without using two hands.

Close Combat

Close Combat is defined as being attacked by a character with a Melee weapon, while you are wielding a ranged weapon such as a firearm or Archery weapon. This includes if you attack someone with a Melee weapon while they are holding a ranged weapon.

While in close combat, the character with a ranged weapon receives a -3 success Modifier to their combat actions, such as attacking.

Characters may Step-Back while in close combat, which involves moving back one hex. Doing so will remove the - 3 success modifier. This does not provoke an Opportunistic Attack.

Vehicle Rules

Driving or Piloting in shattered Starways is always a risky affair. Usually, if you're driving fast, it means something has either gone very wrong, or very right. Either way, you're in trouble and being chased by people!
This section covers vehicle rules, in regards for driving or Piloting aircraft. To keep the rules consistent, Piloting will be used to describe all forms of operating a vehicle.

When piloting a land vehicle, your main goals are to either escape, or to stop the other vehicles from being piloted. The latter is up to you how to do it.

If you are being pursued, you are now in a "chase". While in a chase, there are several interactions which each character can take part in.

Pilot

The pilot of the vehicle has the primary role. It is their job to escape from a chase. There are different rolls they can do which will affect the number of successes they will need.

Speed up

Speeding up will move the vehicle up one speed level. Doing so will also increase the number of successes needed to pass certain tests by 1 each time.

Slow down

Slowing down moves the vehicle one speed level down
This will decrease the number of successes needed to pass certain tests by 1 each time.

Hard brake

Initiating a hard brake will fully stop the vehicle, reducing the vehicle's speed to 0. Doing so will increase the number of successes for certain tests by the amount of speed the vehicle was on.

Floor it

Initiating this will increase the speed of the vehicle to max. This will increase the successes needed for certain tasks by the amount of speed the vehicle was previously on.

Swerving

Swerving around cars is always a Hazardous affair. Swerving is affected by the speed of the vehicle and the base TNoS is dependent on the vehicle itself. The higher the speed of the vehicle at the time of Swerving, the harder it will be to keep control.

Ram

Ramming another vehicle can be done by simply smashing into them. Once initiated, both vehicles compare their armour. The pilots spend 1 or more armour to ram into the enemy vehicle, removing that much armour from them as long as a base TNoS check is completed.

Force

Once they have rammed the enemy, the pilot may choose to keep pushing the enemy in the direction they are going. This is accomplished through an opposed Piloting skill check. Both pilot's roll their success dice + any bonuses and the one with more successes wins.

Passengers

The passengers located in the vehicle have several actions they can take as well. They are not expected to sit there while one person does all of the work.

Attack

This is a regular attack roll with the weapon of their choosing. Firearms and archery weapons will be useful, but Melee weapons can be used as well if the vehicles are close enough.
Depending on the action which the pilot has chosen to take, hitting the other vehicle could be harder than normal.

Repair

Each turn, one passenger can make rudimentary repairs to the vehicle. This involves stripping down parts and moving the interior around to protect from attack. To do this, they make a simple engineering success check.

Some other minor actions characters could take are:
- Check directions
- Hack street lights
- Patch wounded
- Use items

Crashing

It's inevitable that a crash will happen one day. When it does; people get hurt. The damage done to a person is dependent on the speed the vehicle was moving and which type of vehicle it was.

Air vehicles are the most dangerous with 1d12 damage, then land with 1d8, then Sea with 1d4. The total damage inflicted with a crash is the type of vehicle multiplied by the speed which the car was moving.

Speed

Speed is basically how fast the vehicle can move. The heavier the vehicle is, the slower it can move without upgrades. The speed of the vehicle is dependent on what sort of vehicle it is,as well as how much damage the vehicle has sustained. If the vehicle has sustained over half of its health in damage, the max speed of the vehicle is reduced by 1.

Spacing

Space, in relation to vehicles, is the distance between two or more vehicles. Each Space is measured in 20 foot. The amount of space changes based on a comparison of each vehicle's speed at the end of the round. For example: if the party's vehicle is moving at 3 speed and the Pursuer's moving at 2 speed, at the end of the round the party would be one more space away.

Equipment & Services

Ballistic Firearm Information

This entire section is here to give you information about the different types of Firearms you will need going forward in Shattered Starways. This includes information on different weapon groups, different ammunition and different modifications which can be applied to those weapons.

Majority of Ballistic firearms were made to fill niche roles within combat. Compared with Energy weapons, Ballistic weapons are well rounded as they can be fired in a vacuum, in any temperature and with dirt/grime/dust on them.

Handguns

Handguns are the smallest form of Firearm. This group consists of Pistols, Revolvers and Machine-Pistols. In addition to these firearms, Thermal Handguns are included within this group. They are designed for short range combat, between 20 and 40 feet for maximum accuracy.

Rifles

Rifles provide the longest range increments for firing, but are also quite unwieldy and expensive. This group consists of Bolt-Action, Semi-automatic and Sniper Rifles.

Sniper Rifles receive a -4 Success [Accuracy] modifier when fired without a scope.

Shotguns

Shotguns are the middle ground in terms of range as well as stopping power. This group consists of Pump-Action, Semi-Automatic, Automatic and Break-Action Shotguns.

Sub-Machine Guns

Sub-machine guns (SMG) are automatic carbines designed to fire ammunition at a much higher rate of fire than that of a pistol.

Explosives

Explosives were, several hundred years ago, metal casings with a timing fuse and gunpowder. Now, some are filled with miniature computers used to determine the best detonation angles and trajectories for each piece of shrapnel.

Energy Firearm Information

Energy weapons are the next step in the evolution of firearms. With an emphasis on portability and ammo conservation, most energy weapons hold a large amount while also being smaller than conventional Ballistic Weapons.

From their namesake, Energy Weapons fire out either Laser beams or Thermal particles. This damage is defended against by using the Armours' Energy defence.

While energy weapons might seem more useful than ballistic weapons, there are a couple of drawbacks for each. For example, Laser weaponry cannot be fired when there is a lot of dust or smoke in the air, as the beam becomes scattered from the particles. This goes the same for underwater as the beam loses energy extremely quickly to the surrounding water.

Thermal weaponry cannot be used in extremely cold environments, such as frozen planets, or space, as the surrounding air, or extreme vacuum, sucks up the thermal energy too quickly to damage armour.

Ballistic Ammunition (Per 20)				
Ammunition Name	Price	Damage Modifier	Not Applicable to Weapons	Space
Explosive	150c	+1d4 E	-	1
Tracking	200c	-	-	1
Shrapnel	250c	Variable	Shotguns	1
Standard / Buckshot	25c	-	-	1
AP / Slug	75c	-	Sub-Machine Gun	1
Dragon's Breath	125c	+1d4 E	-	1
Borer Rounds	70c	-	Shotguns	1
Shock Rounds	125c	-1d4 E	Shotguns	1

Energy Ammunition (Per 20)			
Ammunition Name	Price	Damage Modifier	Space
Laser Charges[1]	120c	-	1
Thermal Charges	120c	-	1

Heavy Weapon Ammunition (Per 1)			
Ammunition Name	Price	Damage Modifier	Space
Missiles	500c	-	4
Railgun Slugs	250c	-	6
Needle Packs	300c	-	5
Lance Charges	250c	-	5
Arc Coils	400c	-	5

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[1] Laser and Thermal charges are only used in Laser and Thermal weapons.

Effects of Ballistic Ammunition

Explosive Rounds

When fired at a target, Explosive Rounds impact with their thicker, armour piercing tips and propel their mixture of gunpowder and explosive innards around the target, producing heat and shrapnel.

Unfortunately, Explosive Rounds are less effective against non-armoured targets due to the round passing right through the target without exploding. When fired at a target which has a base Ballistic Defence Rating of four or less, the energy damage inflicted is **halved**.

Tracking Rounds

Tracking Rounds are nanite imbued ammunition. When fired, they draw from the ambient energy in the round and give a +1 Success [Ammo bonus] modifier to accuracy. The ammunition acts like standard Standard ammo while in a vacuum. When used with a shotgun, the ammunition melds the round into a slug.

Armour Piercing Rounds

Armour Piercing Rounds are perfect for piercing through thick cover and metals, but they don't particularly damage the armour itself as the tip breaks up after passing through. Impact defence on the target's armour is tested against the threshold as well, reducing it by 1 if the test is failed.

Shrapnel Rounds

Shrapnel Rounds are created with tiny bubbles filled with gunpowder and shrapnel on the outside of the casing. As such, they are smaller than the standard FMJ round. When fired, the round explodes a few feet just before impact and peppers the target and a one hex radius around the target with shrapnel. Shrapnel Rounds are rare and only a limited supply was created before the Shattering.

As such, when firing a Shrapnel Round, break down the maximum around of damage which your weapon can do into the smallest dice you possibly can.

For example: A L&J Light Hunting Rifle does Base Damage of 1d12 B. With a Shrapnel Round, that damage is broken down into 3d4 I.

Dragon's Breath

Dragon's Breath rounds are filled with a chemical accelerant which ignites when in contact with the air. Once fired, the ammunition's casing shreds off, allowing the accelerant to ignite in a burst of flame. As such, the range of the round is reduced to 30ft in front of the character.

Borer Rounds

Borer rounds are created with a nano-drill on the front of the round. This allows the round to impact a target and drill into hardened targets. Using a Borer round negates one Ballistics Defence.

Shock Rounds

Shock rounds deliver high voltage punch, much akin to a stun gun. The round tears apart in flight, spraying the enemy with electrophilic gel, shocking them with Energy Damage instead of Ballistic.

Effects of Energy Ammunition

Laser Charges

Laser packs hold electrophilic gel interspersed with shock fibres which, when excited by electricity, fires out energetic particles towards a target.

Thermal Charges

These charges contain Nanite-Infused plasma which fires out a pinpoint stream of hyper-excited particles towards the target, melting armour.

Effects of Heavy Weapon Ammunition

Missiles

Missiles are designed primarily for anti-vehicle combat. As such, they are bulky and take up lots of space in your armour. Despite this, missiles are great at clearing an area of combatants, if needed. Once fired, the missile launches towards the target and impacts with a large (3 Hex radius) explosion, dealing Energy damage.

Railgun Slugs

Railgun Slugs are made out of a mix of Palladium and Steel. The Railgun accelerates the Digitised slug through its matrix and fires out the slug at 100 metres per second.

Needle Packs

Needles are produced from the raw materials digitised inside the packs and fired out to pierce enemies. A successful kill crystallises the body with a nanite-infused substance. If hit with an energy weapon, the body will explode, releasing shrapnel and more needles within a two hex Radius, dealing 1d6 Impact Damage.

Arc Coils

Arc Coils provide charged energy which is projected towards the enemy, dealing Energy damage at the fundamental level. Each Arc charge chains to one enemy, nearest to the target, dealing half damage to the new target.

Firearms

Handguns		Speed: 11			
Pistols		**Action Point Usage: 2**			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
L&J Tomahawk	1d4 B	12	3	1	250c
Rickfield ISP	1d4 B	8	4	2	350c
Havok Backup	1d6 B	10	4	2	500c
Havok MT102	1d6 B	12	3	3	575c
Revolvers		**Action Point Usage: 4**			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Quick-shot	1d8 B	5	4	2	350c
L&J Jaguar	2d4 B	3	5	3	550c
Lancer Deadshot	2d4 B	2	6	3	600c
Machine Pistols		**Burst Fire Inaccuracy: +2**			
		Action Point Usage: 3			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Gladius MP4	1d6 B	8	4	2	450c
MP2099	1d6 B	12	5	2	700c
MXF2	2d4 B	15	4	2	900c
Thermal		**Burst Fire Inaccuracy: +2**			
		Action Point Usage: 3			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
L&J Thermal Pistol	1d10 E	18	6	2	1100c
RickField MP25 MultiPlas	3d4 E	20	5	2	1300c

HandGuns

Pistols

L&J Tomahawk

The Tomahawk is the smallest anti-infantry pistol within the L&J family. Its sleek aero-gel hand grip design helps to stop wrist damage over long engagements and its Carbon Fibre case makes it easily the lightest weapon L&J had ever produced.

RickField ISP

Description

RickField Quick-shot

Besides being Rickfield's first mass produced Revolver, it stands to be one of the finest. With a build in quick-loader and a top-mounted glow-sight, the revolver is as deadly in the hands of a baby just as much as an expert's. It's smithed using real steel shipped from earth, before the Shattering.

Havok Backup

[WIP]

Havok MT102

[WIP]

Revolvers

Quick-Shot

[WIP]

L&J Jaguar

L&J bring out a hit with another revolver. Their signature line involves high damage and low recoil. Despite the very low ammo, you'll probably never need more than three shots to finish off someone!

Lancer Deadshot

[WIP]

Machine Pistols

Gladius MP4

[WIP]

MP2099

The Military have brought out a special celebratory edition machine pistol for the first century away from mother Earth. A medium capacity magazine helps with the recoil, as well as allowing sustained fire.

Mule MPR

[WIP]

MXF2

MXF2 is the second edition of the MXF line, which allows even higher sustained fire and a higher capacity base magazine.

Thermal Pistols

L&J Thermal Pistol

[WIP]

Rickfield MP25 Multiplas

[WIP]

Rifles		Speed: 4			
Hunting		**Action Point Usage: 4**			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
L&J 2020	2d4 B	4	8	4	650e
GustavQMR	2d6 B	3	9	5	800e
Havok 336C	2d8 B	4	7	5	850e
Lancer Arctic Rifle	2d6 B	8	10	7	1400e
Sniper		**Action Point Usage: 7**			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Mule Sniper Rifle	2d4 B	15	-	7	900e
Havok Blackout	2d6 B	10	-	8	1000e
MF108	3d4 B	6	-	6	1250e
Anti-Material		**Action Point Usage: 6**			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Kapra M2210	2d8 E + 1d4 I	4	15	8	1500e
Assault		**Burst Fire Inaccuracy: +2**			
		Action Point Usage: 4			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
RickField Light Assault Rifle	2d4 B	12	7	5	800e
Havok Tactical Battle Rifle	2d6 B	15	8	5	950e
Laser		**Action Point Usage: 5**			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Lance Rifle	2d6 E	15	8	6	2400e
MF23-Spearhead	2d4 E	20	9	7	2000e
Thermal		**Burst Fire Inaccuracy: +2**			
		Action Point Usage: 4			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Void Repeating Rifle	2d8 E	8	5	5	2400e
L&J Thermal Carbine	3d4 E	15	6	6	2600e

Rifles

Rifles come in all shapes and sizes. While some types of rifles have falled out of favour throughout the centuries, the most popular forms have been improved upon.

When using Rifles, it's important to remember that they are slower than most alternate forms of weapons and should be used at medium to long range.

Hunting Rifles

Hunting Rifles are typically used with a medium range sight, like a Red-Dot to track down targets. Due to their relatively low ammo capacity and , they should be used with caution against a larger force.

L&J 2020 Light Hunting Rifle

The L&J company are known for creating several models of rifle, but the light Hunting Rifle was always their most popular. Crafted from lightweight oak and coated with a layer of auto-camouflage.

GustavQMR Rifle

The GustavQmr rifle is the latest in portable lightweight rifles. With its integrated carbon fibre receiver, the weapon delivers lower Recoil while still maintaining the quality you're used to.

Havok 336C

[WIP]

Sniper Rifles

Sniper Rifles are the long range, heavy hitters of guns. Having no real maximum range, they can hit targets up to nine hundred feet away. Of course, this all depends on the user's skill. Despite this advantage, they do not perform overly well in close quarters fights.

Mule Sniper Rifle

Mule is a good descriptor for this weapon. The Mule has an extended magazine built in. While the magazine cannot be modified, it carries the largest (non modified) magazine out of all Sniper Rifles. Despite the relatively low damage, the Mule is still considered a great first Sniper Rifle.

Havok Blackout

[WIP]

MF108

The MF108 has the shortest barrel for a sniper rifle and as such, produces the most spread out of all SR's. While the spread is larger, the damage of the weapon cannot be ignored as it almost counterbalances the low amount of ammo the standard magazine can carry.

Anti-Material Rifles

Kapra M2210

Kapra industries rerelease their number one Anti-Material rifle for the highly anticipated 2210 celebration. With a brand new receiver and a hard light 5x scope, fans are sure to flock.

Rickfield Model 2

Rickfields first commercial foray into Anti-Material Rifles is the model 2. Sporting a sleek, obsidian black, frame with an in-built bi-pod. While the damage is slightly lower than the other AMR's, the rounds gain +1 Armour Penetration by default.

Assault Rifles

Assault Rifles are the all-rounders of the Rifle weapon group. They provide burst fire as well as Fully Automatic. They are perfect for close to medium range assault.
RickField Light Assault Rifle

In typical Rickfield fashion, they have brought out an assault rifle that can be used in any condition! The low damage per shot is offset by the lower Recoil and the relatively low cost for a rifle.

Havok Tactical Battle Rifle

The Havok tactical battle rifle is the big brother of the Light assault rifle. With a higher damage output and a higher capacity, the rifle outperforms, but at a higher price point.

[WIP]

Laser Rifles

Laser Rifles bridge the gap between high capacity Assault Rifles and Long range Sniper Rifles. While they are relatively low damage, their capacity and ease of use provide a niche market.

Lance Rifle

[WIP]

MF23-Spearhead

[WIP]

Thermal Rifles

Thermal Rifles, much like Laser Rifles provide the user with a bridge between different sets of Rifles. In the case of these, it's between Hunting Rifle's power and

the Assault Rifle's ease of use. While a Thermal Rifle might not have the range, it does provide burst fire and Full Auto Modes.

Void Repeating Rifle
[WIP]
L&J Thermal Carbine
[WIP]

Shotguns	Speed: 5				
Break-Neck	**Action Point Usage: 6**				
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Elephant Gun	2d8 B	1	4	5	550ε
Lancer Long-Neck	2d6 B	1	3	5	700ε
Gravitas R25	1d8 / 1d8 B	2	5	6	650ε
Pump	**Action Point Usage: 5**				
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
440M	2d6 B	6	4	5	550ε
Lancer Model 80	2d8 B	6	5	5	650ε
425M	4d4 B	8	5	4	650ε
Semi-Auto	**Burst Fire Inaccuracy: +4**				
	Action Point Usage: 5				
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Nucleus	3d6 B	6	5	5	750c
Zweihander	3d6 B	8	4	6	800c
Prowler	3d6 B	10	5	6	900ε
Rickfield Long-Barrel	3d6 B	12	6	5	1200ε
Automatic	**Burst Fire Inaccuracy: +4**				
	Action Point Usage: 4				
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Eradicator	2d6 B	15	5	6	1150ε
Jackhammer	2d8 B	20	6	4	1000ε
L&J Forger	2d8 B	20	5	5	1350ε

Shotguns

Break-Neck
[WIP]
Elephant Gun
[WIP]
Lancer Long-Neck
[WIP]
Gravitas R25
[WIP]

Pump Shotguns
[WIP]
440M
This pump shotgun sets the standard for shotguns in terms of recoil and ammo capacity. This is the bare-bones of what a shotgun should do and is affordable for newcomers.
Lancer Model 80
[WIP]
425M
The 425M is a powerful shotgun capable of delivering pain downstream with high accuracy. It's sleek design allows for easy storage and high capacity makes it quite suitable for those looking for an fast kill.

Semi-Automatic Shotguns

[WIP]
Nucleus light Assault Shotgun
[WIP]
Zweihander Assault Shotgun
[WIP]
Prowler - Semi-Automatic Shotgun
The Prowler is a dangerous shotgun capable of keeping enemies pinned. The high ammo capacity is easy to manage with it's low recoil, making sure that enemies are suppressed.
Rickfield Long-Barrel
[WIP]

Automatic Shotguns
[WIP]
Eradicator
[WIP]
Jackhammer
[WIP]
L&J Forger
[WIP]

Sub-Machine Guns	Speed: 10				
Ballistic	**Burst Fire Inaccuracy: +2**				
	Action Point Usage: 3				
Weapon Name	Damage	Ammo	RNG	Space	Price
8080	1d6 B	12	4	3	400c
L&J Reaper	1d6 B	20	3	2	400c
MPX	1d8 B	18	5	2	600c
L&J Gravitas M88	1d8 B	10	4	3	625c
L&J Gravitas M89	1d10 B	12	5	3	725c
Lancer DMG	1d12 B	12	6	4	890c
MK12A	2d4 B	15	4	5	950c
Rickfield R29	2d6 B	10	5	4	1100c
Thermal	**Burst Fire Inaccuracy: +3**				
	Action Point Usage: 3				
Weapon Name	Damage	Ammo	RNG	Space	Price
Dominator Heavy Thermal-SMG	2d4 E	15	6	2	1200c
Lancer RF29	2d6 E	20	7	3	1400c

Sub-Machine Guns

[WIP]

Ballistic

[WIP]

8080

The 8080 Sub Machine gun is the latest in a long line of cartridge fed firearms. The gun feels light, but flimsy in experienced hands due to the hardened plastic outer shell. Despite this the integrated Laser Sight makes this great value for money, despite the low damage.

L&J Reaper

The Reaper is the L&J's first viable Sub Machine Gun and they have gone all out. Although it has a lower damage threshold than other guns, it has a lower recoil and a higher capacity, making it a great starting weapon.

MPX

The MPX is the continuation of the MP series. Not having changed much within the last six hundred years, this reliable Sub Machine Gun has been a mainstay of forces throughout the System.

L&J Gravitas M88

The 88th model of the Gravitas Submachine Gun. L&J create another reliable firearm which boasts relative damage for the price point they are known for. While not the best firearm on the market, it is one of the most affordable.

Gravitas M89

L&J improve upon their model 88 with a slightly increased magazine size, stronger receiver and a lighter case. This model is slightly harder to find, due to a staggered release.

Lancer DMG

[WIP]

MK12A

MK12A is the first Sub Machine Gun with Nanite infused receiver. The gun spits out rounds harder than the others. Unfortunately this causes it to be prone to a high recoil and manufacturing costs.

Rickfield R29
[WIP]

Thermal
[WIP]

Dominator Heavy Thermal-SMG
[WIP]

Lancer RF29
[WIP]

Heavy Weapons		Speed: 1			
Standard		Burst Fire Inaccuracy: N/A			
		Action Point Usage: 8			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Missile Launcher	2d10 B	4	-	10	2,000ȼ
Railgun	4d10 B	1	-	1	5,000ȼ
Arc Coil	3d10 E	3	5	-	3,000ȼ
Needle Cannon	2d12 B	2	10	8	2600ȼ
Heavy Laser		Burst Fire Inaccuracy: +3			
		Action Point Usage: 6			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
L&J Heavy Laser Rifle	2d8 E	5	15	7	1800ȼ
Lancer Charge Cannon	2d10 E	8	12	6	1800ȼ
Heavy Thermal		Burst Fire Inaccuracy: +2			
		Action Point Usage: 5			
Weapon Name	**Damage**	**Ammo**	**RNG**	**Space**	**Price**
Thermal Cannon	3d8 E	20	14	7	2500ȼ
Rickfield Thermal Expansion Rifle	4d6 E	15	17	6	2900ȼ
Flamethrower	2d6 E	10	5	7	1700ȼ

Heavy Weapons

Standard
[WIP]
Missile Launcher
A missile launcher is a long, semi-rectangular tube with four slots in which missiles are loaded in from the back. It has a built-in targeting screen to allow the wielder to aim. Any character which is stood behind the launcher while a missile has been fired will take 1d6 E damage.
Railgun
[WIP]
Arc Coil
[WIP]
Needle Cannon
[WIP]
Auto Lance
[WIP]

Heavy Laser
[WIP]
L&J Heavy Laser Rifle
[WIP]
Lancer Charge Cannon
[WIP]

Heavy Thermal
[WIP]
Thermal Cannon
[WIP]
Rickfield Thermal Expansion Rifle

Explosives

Weapon Name	Damage	Space	Price
Tripwire Mine	1d10 E	1	100e
Fragmentation Grenade	1d8 E + 1d4 I	1	150e
Seeker Grenade	1d8 E	1	175e
Phase-Plasma Grenade	1d6 E + 1d4 I	1	200e
Laser Cutter	2d8	1	150e
Tesla-EMP Grenade	1d10 (Androids)	1	175e
C5	2d6¹	1	220e
Flash-bang	-	1	125e
Smoke Grenade	-	1	175e
M18 Needler Grenade	1d4 I	1	275e
Foam Grenade	-	1	225e
Breaching Charge	1d12 I	2	270e

1   C5 Deals 1d4 E against anything which isn't a wall, or item.

Explosives

Tripwire Mine

The Tripwire Mine can either be placed by itself and set to claymore mode, or it can be attached to a piece of fibre which is then attached to a surface several feet away. Anything which walks by is shredded by thousands of tiny pieces of shrapnel as it detonates.

Seeker Grenade

Seeker Grenades are fist sized orbs. They can either be thrown and explode upon contact with a surface, or they can be imprinted on by the party and placed down to find enemies on their own. Seeker Grenades sends a pulse out to scan each person and find an enemy to roll towards. The Grenade rolls at a steady rate of three hex per turn towards the nearest enemy.

Phase-Plasma Grenade

Phase-Plasma Grenades use bonded-ionic plasma to fuse themselves to hard materials and then ignite, releasing ten cubic feet of gamma and dust radiation.

Laser Cutter

Laser Cutters can be attached to a flat surface and fires a Phase-Plasma laser directly through the material. The filament can be rotated and tilted in any direction, allowing the owner to point the laser in any direction. The Laser Cutter can be remotely activated.

Tempest-EMP Grenade

Due to the emergence of highly electronic infiltration devices, EMP grenades were made commercially available. They send an electromagnetic pulse out, in a 50ft radius, disabling any electronics for three minutes.

C5

C5 is a malleable plastic explosive which can be remotely detonated. The yield is roughly three tonnes and the charge can be shaped to explode in a certain direction or be lit for a slow burn at 3,000 degrees.

Flash-bang

Flash-bangs are small cylindrical containers filled with a magnesium powder which burns brighter than the sun when triggered. Blinds any character for 5 Cycles if they view it without eye protection, but deals no damage.

Smoke Grenades

Smoke grenades are pressurised containers filled with a filler dye and smoke. Once ignited, the smoke is quickly released from the top and bottom of the container, dispersing around within a four hex radius. The smoke deals no damage. Anyone caught within the smoke will be unable to directly target another character, as will anyone outside be able to target inside without additional tools.

The smoke starts to fade after three turns, at which point all characters can target another but at a -2 Success accuracy penalty. After five cycles the smoke completely fades.

M18 Needler Grenade

A tiny, palm sized disk filled with purple, Thessaline needles. Once activated, by twisting the knob on the top, and thrown, the disk scattered to the ground, then shoots up, hovering about seven feet off the ground. The disk targets the three nearest characters, by releasing a tracking pulse and launches one volley of needles towards them. The needles deal 1d4 damage per volley, but don't deal any damage to cover.

Foam Grenade

When thrown against a hard surface, the outer shell of the grenade is broken, allowing the sealed gel to come into contact with the air. Once exposed, the gel expands violently, throwing anyone on top of the same hex five foot away in a random direction.

Once expanded, the gel takes up roughly five feet, providing standard hard cover for anyone to hide behind.

Breaching Charge

A folded up rectangular mat with several inflatable tubes and sticky pads which can be used to hold the charge in place. A Breaching Charge sticks to flat surfaces and explodes, allowing entry into otherwise unreachable places. Anyone unlucky to be standing on the other side of a surface from a Breaching Charge is dealt 1d4, 1d8 or 1d10 Impact damage depending on whether the surface is Soft, Rigid or Hard.

Firearm Modification

Weapons that are bought casually from the markets are usually unmodified. Characters who wish to have a more personalised weapon may make modifications to their Firearms.

There are multiple modifications which can be made to a weapon. The amount of modifications which can be done on a weapon changes depending on the type of weapon.

Ammo Capacity

Changing the ammo capacity of a weapon is easy; just change the magazine which is used with the weapon. There are several different sizes of magazine which can be bought.

Scopes/Sights

Adding a new scope or sight is as easy as sliding a new one on. There are plenty to choose from which can help a user with whichever condition they choose to fire their gun in.

Grips

Grips are an essential part of the gun and as such have several different choices in terms of material as well as custom grips which can be moulded to a specific user's hand.

Stock

Stocks can reduce, or in some cases negate recoil completely. There are multiple different stocks which can be fitted onto many of the guns. They can come in detachable and Fold-able versions.

Accessories

Some weapons can have rails attached to their casing, allowing for several accessories to be slid on and used. The amount of modifications, as well as the compatibility between weapons and modifications are listed below.

Weapon	# of Accessories
Handguns	1
Submachine Guns	2
Rifles	2
Shotguns	1
Heavy Weapon[1]	0

Scopes	
Name	**Price**
1x-5x	300ᴄ
5x - 10x	550ᴄ
Sights	
Red-Dot	250ᴄ
Holographic Sight	350ᴄ
Alternate Vision Sight	450ᴄ
Digital Sight	600ᴄ

Scopes

Scopes provide the user with magnification far beyond normal sights. They are only used with Sniper rifles and will not fit onto other rifles or weapons.

1x-5x Scope

This scope provides 1-5 times magnification. It reduces the range Success penalty of shooting a target between 300 and 900 feet away by 1, but provides a -1 Success [Accuracy] Modifier to ranges under 300 ft.

6x - 10x Scope

This scope provides 5-10 times magnification. It reduces the range Success penalty of shooting a target between 900 and 3000 feet away by 1, but provides a -1 Success [Accuracy] Modifier to ranges under 900 ft.

Sights

Sights are used with all other types of weapons and provide bonuses for different weapons. As such, they cannot attach to a Sniper Rifle.

Red-Dot Sight

A Red-Dot Sight is a non-magnifying reflex sight which provides the user with a 'red dot' for aiming. This decreases the Burst Fire Inaccuracy of a gun by 1.

Holographic Sight

A Holographic sight, (Holo sight), projects an image of a holographic reticule upon the target at range. This decreases the Burst Fire Inaccuracy by 2, but is susceptible to electronic disturbance and scanners.

Alternate Vision Sight

This sight provides the ability to see the normal **Visual spectrum**, **Infrared**, **Thermal** and **Ultraviolet** ranges, but doesn't offer any Burst Fire Inaccuracy decrease.

Digital Sight

Digital Sights allow the user to see electrical wiring through cover as well as electrical devices. It can also detect digital frequencies, such as wireless controllers.

Ammunition Capacity

Ammunition Capacity		
Name	**Price**	**Downside**
Standard Magazine	125ᴄ	This magazine imposes no downsides to the weapon.
Extended Magazine[1]	200ᴄ	This magazine imposes no downsides to the weapon.
Drum Magazine[2]	250ᴄ	The Drum Magazine imposes a +1 space requirement to the weapon.
Box Magazine	350ᴄ	The Box Magazine reduces the speed of the weapon by 1.

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1   Only laser and Thermal Heavy Weapons can have modifications and accessories attached to them.

1   Only Standard and Extended Magazines can be inserted into Sniper Rifles.
2   Out of all shotguns, only Automatic Shotguns can have Drum or Box Magazines

Standard Magazine
This is the standard ammo capacity magazine which comes with your gun. It holds the default amount which the gun can hold.

Extended Magazine
This extended magazine increases the amount of ammunition your magazine can hold.
- Handgun: +10
- Assault Rifle: +10
- Sniper Rifle: +5
- SMG: +15

Drum Magazine
A drum magazine stores ammunition in a cylindrical shape, instead of storing the ammunition flat. Thus it can hold much more than normal.
- Pistol: +15
- Rifle: +20
- SMG: +25

Box Magazine
A box magazine holds the largest amount of ammunition possible for a mobile firearm. It is typically made for stationary Guns, but can be modified to fit onto other weapons as well.
- Pistol: +20
- Rifle: +25
- SMG: +30

Grips	
Name	**Price**
Angled Fore-grip	325e
Straight Fore-grip	350e
Fold-able Bi-pod	350e
Tactical Shotgun Grip	375e

Grips
Angled Fore-Grip
This fore-grip allows for a higher first shot accuracy, providing a -1 to the Action cost of the weapon.

Straight Fore-Grip
This Fore-grip allows the user to control their recoil more effectively, reducing the Recoil Inaccuracy Modifier of the weapon by 1.

Fold-able Bi-Pod
This fold-able bi-pod is usually placed on rifles to provide stability and reduce the Recoil Inaccuracy Modifier of those guns by 2, when taking the time to aim.

Tacticle Shotgun Grip
The Tactical Shotgun Grip allows the user to 'pump' their Semi-Automatic Shotgun as a free action. It also reduces the Burst Fire Inaccuracy for a shotgun by 1.

Interior	
Name	**Price**
Carbon Fibre Frame	500e
Low Weight Receiver	700e
Heavy Receiver	650e

Interior
Carbon Fibre Frame

Low Weight Receiver

Heavy Receiver

Stocks	
Name	**Price**
Precision Rifle Stock	375e
Stabilizing Brace	400e
Butt-Stock	350e

Stocks
Precision Rifle Stock
Precision Stocks can be wound up and down to increase or decrease how soft the stock is against the users shoulder. This allows for greater accuracy over longer distances, granting a +1 Success Dice[Accuracy Bonus] when the user spends one minute to change the stock's setting to match the range of their shot. This stock can only be installed on Sniper Rifles.

Stabilizing Brace
Stabilising Braces contain miniature springs and mechanisms to reduce the recoil of a given shot. They are not designed for constant firing and as such negate a roll of a 5 or 6 on Full Auto. They do however reduce the Burst Fire Inaccuracy Modifier by 2.

Butt-Stock
Butt-stocks can only be installed on Pistols and SMG's. They reduce recoil by 1, but increase the space requirement by 1.

Accessories	
Name	**Price**
Laser Sight	350e
Suppressor	325e
Flashlight	230e
Bayonet	350e
Ballistic Body Shield	450e
Automatic Laser Targeter	450e
Weapon Sling	225e
Magnetic Firearm Tether	500e
Pistol Blade	350e
DNA Lock	400e
Smart Barrel	500e
Single Use Magrail	700e
Overcharge Chip	800e

Accessories
Laser Sight
Laser Sights project a beam of colour towards a target, increasing the users accuracy. This Accessory provides a +1 Success [Accuracy Bonus]. Laser Sights project a beam of colour towards a target, increasing the users accuracy. This Accessory provides a +1 Success [Accuracy Bonus].

Suppressor
A Suppressor quietens the sound made by the firing of a gun down to a radius of three Hexes around the character.

Under-slung Flashlight
This accessory allows the user to illuminate the darkness. Within darkness, this provides 30 ft light.

Bayonet
A Bayonet attaches to the front of a Rifle, or Shotgun and allows the user to make a Melee weapon attack with the firearm, dealing 1d6 damage.

Ballistic Body Shield

A Ballistic Body Shield attaches to the front of a Rifle, or Shotgun and provides protection from damage of all kinds. This provides +3 defence directly in front of the user.

Automatic Laser Targeter

An Automatic Laser Targeter directs the Laser Sight towards a potential hostile in front of the user. This provides +1 Success Dice [Accuracy Bonus] when used alongside Tracking rounds. Otherwise it acts the same as a Laser Sight.

Weapon Sling

The weapon sling is simply a sling which attaches to two points on the weapon to help the user carry it. The user may keep a weapon equipped and ready for action when using a sling, allowing them to quickly change weapon as a swift action.

Magnetic Firearm Tether

This accessory comes with two items, the tether, which attaches to the grip of the weapon and the glove, which is equipped by the user. When activated, the weapon flies back to the user's hand from within twenty five feet. This can be done as an action during combat, at the cost of 1 action point.

Pistol Blade

A Pistol Blade is a simple Trench-Knife which can be installed directly into the receiver of a pistol to allow Melee attacks.

DNA Lock

This locks the weapon to a specific person's DNA. If the weapon is held up by someone who isn't the specific owner, they are shocked for 1d4 damage and the weapon is locked up until the DNA lock is removed.

Smart Barrel

A Smart-Barrel replaces the regular barrel in a firearm, allowing the barrel to link up with a tracking arrow or a Laser Sight, providing the user a +1 Success [Accuracy Bonus]. This accessory can be affected by jamming and EMP blasts.

Single-Use Magrail

Single-Use Magrails are bolted onto the firearm and increases the velocity of a single bullet up to Hyper-sonic speeds, allowing the shot to pierce armour and materials with no reduction in damage. Once used, the Magrail is burnt up.
The Magrail allows penetration through Hard Materials.

Overcharge Chip

An overcharge chip is installed onto a Laser or Thermal firearm. Once activated, the chip increases the damage of the weapon by 2d6, for one Rounds. Once the three cycles are over, the chip burns out.

Melee weapons

There are still multiple Melee weapons used throughout the System. While close-combat is a rather rare affair, due to high-powered Rifles and Sub-machine Guns, some people prefer a silent Dagger to a Pistol as they have the advantage of slicing through armour to get to the person inside. They are also good at stopping enemies from moving away, once they get in close combat.

Light Melee Weapons					
Range: 1		Action Point Usage: 2		Speed: 12	
Name	Damage	Type	Armour Piercing	Space	Price
Unarmed	2	I	-	-	-
Knuckle-Dusters	1d3	I	-	-	175e
Stun-Baton	1d4	I / E	-	2	200e
Electro-Claws	1d6	I / E	1	2	225e
Short Sword	1d10	I	-	2	300e
Power-Gauntlet	1d8	I	1	2	270e
Fibre-Whip	1d6	E	-	2	250e
Trench-Knife	1d6	I	1	1	250e

Unarmed
These are quite simply your bare fists or legs. Most armour will cover them, so as to not hurt yourself when you attack someone else.
Knuckle-Dusters
These fit neatly around the fingers of the user, allowing them to deal more damage per attack.
Stun-Baton
A Stun Baton imparts a minor shock towards the enemy. The insides of the baton hold several electricity generating fibres, allowing self-charge.
Electro-Claws
[WIP]
Short Sword
Short Swords, despite being medieval and archaic, are still one of the best weapons to use within an enclosed environment.
Power-Gauntlet
[WIP]
Fibre-Whip
[WIP]
Trench-Knife
Small, easily concealable and quick to use. A Trench-Knife in the right hands can change empires.

Medium Melee Weapons					
Range: 2		Action Point Usage: 3		Speed: 8	
Name	Damage	Type	Armour Piercing	Space	Price
Spear	1d10	P	1	1	250e
Mono-Whip	1d12	E	0	1	280e
Holoblade	2d6	E	2	1	750e
Mono-Katana	2d6	I	1	4	350e
Eviscerator	2d4	E	2	5	375e

Spear
A spear is definitely old-school, but it can work just as well when jammed within someone else.
Mono-Whip
[wip]
Holoblade
The holoblade is the pinnacle of Melee weaponry. When deactivated, it is a simple sword grip, providing the user with a +1 Success [Sneak Bonus] to conceal it. When activated, the air in front of the grip shimmers with a hard-light blade. The blade is less than an atom's width, allowing it to be wielded effortlessly.
Mono-Katana
[wip]
Eviscerator
[WIP]

Heavy Melee Weapons					
Range: 1		Action Point Usage: 4		Speed: 2	
Name	**Damage**	**Type**	**Armour Piercing**	**Space**	**Price**
Sledgehammer	1d12	I	0	3	250₵
Thermal Sword	1d10	I / E	2	2	300₵
Long Sword	1d12	I / P	2	3	350₵
Fire-Axe	2d4	I	2	2	300₵
Power-Sledge	2d8	I	0	4	375₵
Chain-sword	2d6	I	2	2	400₵
Nanotech Lance	3d4	P	3	3	700₵

Sledgehammer
[wip]
Thermal Sword
[WIP]
Longsword
A simply forged sword, but long. It's good at both stabbing as well as slashing, depending on the situation.
Fire-Axe
A typical red fire axe, used by fire-fighters to fight fires.
Power-Sledge
Many people thought a sledgehammer wasn't deadly enough and installed a gravity pump into one. This increased the mass of the sledgehammer while it is in motion, allowing for incredibly strong hits which can destroy soft and rigid materials at double the damage.
Chainsword
A chainsword is a long grip with an iron-titanium blade which has been retrofitted with an extremely fast rotating chain, with teeth, along its length.
Nanotech Lance
The Nanotech Lance is designed to pierce armour at a subatomic level. The tip is coated with a special nano-enzyme to stop corrosion. Nanotech lances can attack from two hexes away.

Archery Weapons

While guns are the dominant force to use within the System, Archery weapons are still used by a select few for their silent take-downs and ease of repair. Most bow weapons are undetectable to metal detectors and can be collapsed down even smaller than most Melee weapons.

Bow Weapons	Action Point Usage: 3		Speed: 6	
Name	**Pierce Damage + Skill**	**RNG**	**Space**	**Price**
Recurved	1d6	5	2	350₵
Takedown	1d8	6	1	375₵
Reflex	1d10	8	1	425₵
Compound	2d4	10	2	525₵
Crossbow	2d4	8	3	475₵
Repeating Crossbow	2d4 BFI: +3	7	3	575₵
Rifle Crossbow	3d4	11	2	700₵

Recurved

Takedown

Reflex

Compound

Crossbow

Repeating Crossbow

Rifle Crossbow

Archery Ammunition is made up of arrowheads which can be applied to the different arrow shafts. Each arrowhead has a different use. Arrowheads, unless specified, cannot be reused, although the shafts can be, with exceptions.

Archery Arrowheads

Name	**Damage**	**Armour Piercing**	**Space (per 10)**	**Price**
Basic Arrowhead	+1d4 P	1	2	150₵
Piercer Arrowhead	-	2	2	220₵
Shrapnel Arrowhead	+2d4 B	-	2	235₵
Tracking Arrowhead	-	-	2	300₵
Static Arrowheads	-	-	1	250₵
Explosive Arrowhead	+1d6 E	-	2	275₵
EMP Arrowhead	-	-	2	300₵
Hard-Light Arrowhead	Impact	1	1	400₵
Digital-Threat Arrowhead	-	-	1	225₵

Basic Arrowhead
Basic Arrowheads are simply that, arrowheads. They're sharp enough to pierce armour.
Piercer Arrowhead
Piercer Arrowheads are specifically designed to pierce armour. Despite this,

they concentrate the damage down onto a single point, not increasing the overall damage.

Shrapnel Arrowhead
Shrapnel Arrowheads are specially designed to explode roughly a foot in front of any surface, spraying it with fragments of burning metal. The Arrow itself does not distinguish what it is fired at.

Tracking Arrowhead
Tracking Arrowheads embed themselves into a surface it's fired at. Once secure, the head opens up with three automated laser pointers and range estimators. Each laser is pointed at a separate enemy and sends tracking data to the party, allowing them to know precise location of each enemy. The tracking lasts for as long as the enemy is within sight of the arrowhead.

Static Arrowhead
Arrowheads which when impacted against a surface, open up and flood the electronic airways with static, causing all non-party communication devices from working.

Explosive Arrows
Explosive arrows detonate exactly one round after they are fired, releasing a combustible gas from vents around the arrowhead before they explode. Their explosion range is 1 hex radius around the arrow and deals 1d6 Energy damage.

EMP Arrowhead
When struck against a surface emits a burst of Electro-Magnetic radiation. The blast shuts down electronics in a 3 hex radius and deals damage to Robotic enemies.

Hard-Light Arrowhead
These arrowheads are constructed of hard-light and phase away once they have pierced an enemy, allowing you to reclaim all of the arrows.

Digital-Threat Arrowhead
Digital-Threat arrows deliver a viral payload to any electronic devices within a one foot radius. The Arrows themselves are magnetic. If a robotic character is affected by the payload, they will be subject to a -1 Success [Accuracy Penalty] Modifier. For regular electronics, they cease to function for 3 rounds. Viral Payloads do not stack.

Archery Shafts
Archery Shafts are the second part of the arrow that can be chosen. Of course, if a character wishes, they can use a regular shaft but it won't produce special effects.

Name	Price (Per 5)
Basic Shaft	-
Burst-Fire Shaft	300ȼ
Acceleration Shaft	400ȼ
Flare Shaft	350ȼ
Gold-Steel Shafts	200ȼ
Whistle Shaft	150ȼ

Basic Shaft
This is a normal arrow shaft. It doesn't do anything special.

Burst-Fire Shaft
Burst-Fire Shafts explode in mid-air, splitting the arrowhead in two, so that the attack hits two targets. An attack roll is needed for each target and the damage is halved for each attack.

Acceleration Shaft
Acceleration Shafts increase the effective range of the arrow by 3 Hex's. The shaft uses a tiny detonation half way through the arrow's flight to increase range. Once fired, an Acceleration Shaft is essentially a Basic shaft if fired again.

Flare Shaft
Flare Shafts release several flares throughout the arrows flight, negating all Laser Targeters within a 8 Hex radius for one Round.

Gold-Steel Shaft
Gold-Steel Shafts do not break upon hitting a solid surface and can be retrieved.

Whistle Shaft
Whistle Shafts emit a high pitched whistle as it flies through the air, deafening everyone capable of hearing it. It only affects targets who are within one hex of the arrow trajectory.

Throwing Weapons

Throwing Weapons are small, often one handed weapons which are designed to be thrown towards an enemy, inflicting damage.

Throwing Weapons[1]	Action Point Usage: 2		Speed: 7	
Name	Pierce Damage + Skill	RNG	Space	Price
Throwing Knives	1d3	5	-	30c
Caltrops	1d4	4	-	40c
Throwing Darts	1d3	4	-	25c
Throwing Axe	1d4	4	1	45c
Chakram	1d4	4	1	55c

Throwing Knives

Throwing Knives are generally small, dagger-like knives which can be thrown in quick succession to pierce enemies.

Caltrops

These weapons cannot be thrown like traditional Throwing Weapons. Caltrops are typically scattered on the ground. Any enemy which runs through an area covered in Caltrops is 'attacked' by the Caltrops, possibly dealing damage.

Throwing Darts

Longer and slightly thinner than regular darts, Throwing Darts can be thrown further and harder; enough to inflict damage.

Throwing Axe

Just like a regular axe, but slightly smaller. A Throwing Axe has better balance for you to throw further, but can only be throwing with both hands.

Chakram

Made of hardened steel and smelted into a curved semi-circle with a grip, Chakrams can bounce off of walls, assume the wall is constructed of a hard material

Non-Firearm Weapon Modification

Just like firearms, Other weapons can be modified to the user's content. These might provide bonuses to attack or damage, but sometimes the modifications simply provide utility benefits.

Damage Modifications	
Name	Cost
Monofilament Edge	350c 75c for each Arrow.
Quicksilver Blade	325c
Shock Fibres	275c
Integrated Firearm	400c

Monofiliment Edge

The edge of the weapon is sharpened down to a single atomic point, allowing for a clean slice through materials. Provides an additional 1 Armour Piercing.

Quicksilver Fill

The weapon is hollowed out and partially filled with quicksilver. When the weapon is used to attack another, the quicksilver flows up the weapon and increases its kinetic potential, allowing for an additional +1d4 damage for a Medium Weapon & +1d6 damage for a Heavy Weapon, but reduces the speed of the Weapon by 1. This can only be installed in a Medium or Large weapon.

Shock Fibres

Electrical fibres are woven around the blunt edge of the weapon, providing 1d4 Energy damage. The Fibres recharge after two attacks. Shock Fibres can only be installed on Weapons which inflict Impact Damage.

Integrated Firearm

The integrated Firearm is fixed into the grip of the weapon and can be fired as a separate action costing two Action Points. The Firearm can only be from the Pistol Group and can only be fixed into a Grip of a Medium Weapon.

Utility Modifications	
Name	Cost
Magnetic Weapon Tether	400c
Balanced Weapon	250c
Melee Forearm Attachment	175c
Collapsible Frame	50% of Weapon cost
Archery Integrated Shield	350c
Recoil Inverter Module	600c

Magnetic Weapon Tether

This accessory comes with two items, the tether, which attaches to the grip of the weapon and the glove, which is equipped by the user. When activated, the weapon flies back to the user's hand from within twenty five feet. This can be done as an action during combat, at the cost of 1 action point.

Balanced Weapon

The weapon is remade with stronger, lighter materials in certain places to allow for increased balance. This increases the weapon's speed by 1.

Melee Forearm Attachment

The user attaches this to their arm, allowing them to carry a light weapon on their forearm. At a flick of a switch, the weapon springs up. This provides a +1 Automatic Success [Sneak] bonus in relation to hiding their weapon.

Collapsible Frame

The weapon is broken down and remade with collapsible hinges. This allows the weapon to fold up and take only 1 space. Melee weapons which are modified with this have their damage reduced by 1d4.

Archery Integrated Shield

A sturdy palladium-titanium shield is attached to the front of the Archery Weapon

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[1] All Throwing Weapons, other than Throwing Axe' and Chakram can have six of themselves combined into 1 package with a space of 1.

providing +1 Ballistic defence. If this shield breaks, it must be bought, or fixed. The Archery weapon's balance is changed due to this, cancelling one 5 rolled each combat check. This defence does not stack. Only The highest defence is used.

Recoil Inverter Module

When installed on a Bow or Crossbow, the Recoil Inverter Module absorbs the kinetic energy of the weapon and imparts the arrow with that very same energy, allowing the arrow to travel 2 hexes farther.

Armour

Armour is an unfortunate necessity within the System. There are always bandits and troublemakers out there which feel the need to engage others and try and kill them. Armour has four main categories. These are: **Defence**, **Mobility**, **Storage** and **Success Rating.**

Defence Rating

The Defence Rating of Armour is what keeps damage to a minimum. The more Defence Rating an Armour has, the more damage it, and subsequently you, can take. Different Armours will protect against different types of damage; this is indicated by B/I/P/E. **Ballistic / Impact / Pierce / Energy**

Mobility Rating

Each piece of Armour which is either crafted or bought has a Mobility Rating. This is the sheer weight of the Armour and how it can affect your character. Armour with more Mobility Rating will affect the Character's speed more than a piece with low Mobility Rating. When you are being attacked, you compare your Mobility Rating with your enemy's Weapon Speed to see if you are attacked before or after your action.

Storage Rating

Each character can carry quite a bit of weight. But, whether they have the space or not is a whole different question. The Storage Rating of Armour ties directly with how many different items they can carry. This means the person can carry an amount of items equal to their Storage Rating.

Success Rating

The Success Rating of a piece of Armour dictates how difficult it is for the enemy to harm you. During combat, it is expected to receive scrapes and cuts from general dodging and attacks, but if an enemy manages to succeed in hitting, you will receive meaningful damage.

Stealth Penalty

Each type of Armour: Light, Medium and Heavy, imposes a different level of Sneak Penalty. The Heavier a piece of Armour is, the more penalty it imposes on your character.

Movement Penalty

Heavier Armour increases your character's movement cost. This is to show how difficult it is to move around in less flexible and more rigid armour, despite it providing more defence.

Threshold

The Threshold of Armour is the punishment it can take before losing one defence from the corresponding damage type it was damaged by. For example, if a character wearing Leather Padding was just struck by a thermal pistol, that character's player would roll 1d6. If that dice lands on a 1, the energy defence of that Leather Padding would be reduced by 1 until the end of the mission.

Light Armour

Light Armour					
Stealth Penalty: 0		**Movement Penalty: 0**		**Threshold: 1d6**	
Armour Name	**Defence Rating**	**Mobility Rating**	**Storage Rating**	**Success Rating**	**Price**
Leather Padding	1 / 2 / 2 / 4	11	15	2	450ε
Body Armour	4 / 3 / 1 / 0	8	18	3	550ε
Chrysalis Armour	2 / 3 / 0 / 4	9	15	3	750ε
Starlight BioArmour	3 / 2 / 1 / 4	12	10	2	850ε

Leather Padding

This armour is made up of a thin layer of meshed under-shirt, underneath fibrous and padded plates which cover the wearers body. While the armour is lightweight, it doesn't protect against ballistics too well.

Body Armour
This armour is a tight fitting armour designed for riots and generally non-combative situations. It is slightly better at stopping ballistics than the padded armour and has more room for ammunition.

Chrysalis Armour
Chrysalis armour is made from layers of graphite, coated with a specialized nano-enzyme which allows it to blend in with the environment around it. This provides the wearer with a +2 Stealth [Success] Bonus dice when standing still and a +1 Stealth [Success] Bonus dice when moving. If the Armour is damaged then the bonuses are reduced by 1 for each.

Starlight Bio-Armour
The Starlight Bio-armour is a form of genetically engineered symbiont which is attached to the wearer at the wrist. At the wearer's command, the symbiont spreads across the wearer's body, covering them with a protective padding which provides Ballistic and Energy protection. The symbiont leeches off of whatever the wearer consumes directly from their blood and can self heal from complete damage in three days.

Medium Armour

Medium Armour					
Stealth Penalty: 2		Movement Penalty: 1		Threshold: 1d8	
Armour Name	Defence Rating	Mobility Rating	Storage Rating	Success Rating	Price
Shock Trooper Plate	4 / 2 / 1 / 4	7	20	5	900ε
Orion Mesh	4 / 2 / 2 / 5	4	25	4	1200ε
Combat Exo-Suit	3 / 2 / 2 / 2	6	35	6	1400ε

Shock Trooper Plate
[WIP]

Orion Mesh
[WIP]

Combat Exo-Suit
Exo-suits are almost commonplace within the System. They are used anywhere heavy lifting is needed, from warehouses to construction. As an up to date version of the Jackhammer suit, this exo-suit has been moved onto combat as well, providing the wearer with a +1 to their Melee skill while wearing it. If the user is hit by any electronic jamming device, or Electromagnetic blast, the suit automatically ejects them forwards out of the suit.

Heavy Armour

Heavy Armour					
Stealth Penalty: 3		Movement Penalty: 2		Threshold: 1d10	
Armour Name	Defence Rating	Mobility Rating	Storage Rating	Success Rating	Price
Silver Guard Armour	5 / 2 / 3 / 2	3	15	4	1250ε
Obsidian Plate	5 / 2 / 1 / 4	1	25	5	1450ε
Hammer Power Suit	5 / 4 / 2 / 2	2	20	6	1700ε
Guardian Exo-Suit	4 / 5 / 3 / 3	4	20	5	1500ε
Mjolnir Power Suit	3 / 5 / 1 / 4	5	25	6	2100ε

Silver Guard Armour
Silver Guard Armour are recreations of several different types of archaic armour, from all across the galaxy, melded into one. They are light grey with silver highlights across the angular body, giving the appearance of a medieval knight. Once assembled, the guard armour can link up with a Neural-Uplink Cable to give synaptic feedback, as if the armour was a second skin. If the user connects with the suit, the Mobility Rating is reduced by 1.

Obsidian Plate
Obsidian Plate is the basic armour worn by Statute Drop Troops when being dropped onto new planets. The name comes from when the wearer hits the ground, scorching the normally white armour obsidian black from the heat of re-entry.

Hammer Power Suit
Originally designed for heavy lifting and construction, the Hammer has excelled on the battlefield with its intimidating stature. The suit itself is bulky, but has plenty of surface area to slide protective plates which can be replaced quite easily. Despite being bulky, movement is relatively unhindered.

Guardian Exo-Suit
The one armour within the system which can make someone immediately think of 'Heroic'. The Guardian Exo-Suit is sparsely padded, but the light-weight, high-impact Palladium frame allows for quick reflexes even while under fire. Once donned, the armour uplinks with the wearer's devices, allowing for a heads up display of all their crucial information.

Mjolnir Power Suit
The pinnacle of combat defence. The Mjolnir power suit can protect against anything short of a missile attack. Providing the best defence for a single person combat unit, the suit's internal batteries are powered by its own electrical fibres, providing power for a life support system and air supply when the helmet is worn.

Armour Modifications
[WIP]

- Upgrade different defences at the cost of other defences.
- Upgrade each category at the expense of another.

Items and Gadgets

There are numerous items in and around the System to use and collect. These vary in value from simple one credit toys all the way up to several thousand credit Augments.

Below is a table of some of the most common items and tools which can be found or bought throughout the System.

Items		
Item	**Space**	**Price Per**
Grappling Hook	2	115c
Lock-pick Set	1	15c
Rope, 15 Feet	1	25c
Flare	1	15c
Camping Tent	2	125c
Soft-Suit	2	250c
Hard-Suit	3	300c
Climbing Pick	1	115c
Clothing, Local	1	110c
Clothing, Fine	1	125c
Binoculars	1	110c
Computer Tablet	1	225c
Smart Phone	1	175c
Mechanics Tools	2	165c
Flashlight	1	130c
Medical Pack	2	190c
Bedroll	2	110c
Compressed Cooking Pack	2	175c
Heating Pads	1	175c
Rope Ascender	1	125c
Automatic Rope Ascender	1	150c
Gas Mask	1	170c
Stun-Gun	1	350c
Thessaline Crystal	1	600c
Handcuffs	1	150c
Backpack	-	75c

Grappling Hook
Grappling hooks are simple metals bent into hooks which are designed for climbing. They can be thrown together with a rope to scale a wall or building.

Rations
Made from the finest farm animals within the System and full of flavour! These rations can keep the typical human fed for one day each.

Lock-pick Set
A Lock-Pick set is a small case containing everything a person would need to start lock-picking a door or a lock.

Rope, 15 feet
15 foot of study rope which can be tied around stuff or used to climb up and down.

Flare
Upon twisting the cap, this flare provides ten minutes of bright (50ft) uninterrupted light in a colour of your choosing. These can be used underwater and in space.

Camping Tent

The camping tent can be used within the majority of environments, including space (as long as it's tied down onto something). The hermetic seal and micro-airlock allows for practically seamless transition between the environment and safety. It has enough room for four people and can be rolled up into a fraction of the size at a click of a button. Any items left in the tent will be crushed.

Soft-Suit
A Soft-Suit is often used by people who live in micro-gravity, or those who go space-walking to repair faults. It is lighter and easier to move about in than a Hard-Suit, requiring no checks for accurate movements, but does not offer the same protection against ballistic attacks. If the character takes a two minor wounds, the suit tears.

Hard-Suit
Hard-Suits are used by deep space miners and VIP visitors aboard military vessels to secure their protection. Hard-Suits require a skill check for accurate movement, but they do not tear. They provide 7 AC and have 3 Defence. The suit cannot carry any items, but characters can clip two weapons to their back.

Climbing Pick
Climbing Picks can be used in conjunction with rope to scale mountains and steep cliffs. They are often used within microgravity worlds to move about quickly.

Clothing, Local
Being able to blend in is more of an art than a science. Wearing clothing from the local area provides a +1 to Social Group skills.

Clothing, Fine
Fine clothing can set apart different classes of people, especially so when it's a large settlement. Wearing fine clothing provides a +2 to Entertain and Negotiation.

Binoculars
Binoculars help to see far off distances. They also allow the user to tag targets for ten minutes afterwards and take long range photographs. This information can be sent to a smart-phone for later use.

Computer Tablet
Computer tablets are useful in visualising data, hacking terminals or long rang communication. Tablets can communicate with others, and smart phones, up to two kilometres away, without a satellite connection, and unlimited range with one.

Smart Phone
Smart Phones are almost the same as a Computer Tablet but much smaller. They are easier to carry about, can be used with one hand, can take photos and can connect to different machines using the in-built data connection. State-of-the-art quantum lithium batteries allow most Smart Phones to last several weeks without a recharge.

Mechanics Tools
Contained within a rectangular metal case is a set of Mechanics tools. They can be used to repair or de-construct small items.

Flashlight
A simple hand-held flashlight which can be clicked on and off. It can illuminate up to sixty foot in front.

Medical Pack
This medical pack gives an automatic success when treating a Bleeding out character. This success does not apply if the character is treating themselves.

Bedroll
A bedroll made of synthetic leather and cotton. It can be rolled up tight.

Compressed cooking pack
These compressed cooking packs are cracked, like a glow-stick, and quickly become glowing hot for an hour. They can be used to cook rations.

Heating pads
These heating pads are designed to be placed under the clothing of a patient to keep them warm within sub-zero temperatures.

Rope ascender
When a pair of these is clipped onto a rope, the user pushes the top one upwards, then follows up with the bottom one, allowing them to move up the rope quicker than if they had climbed it.

Automatic rope ascender

This is an upgrade to the manual rope ascender, allowing electrically propelled travel up and down anchored ropes.

Gas Mask

This simple gas mask can protect you from most gasses. It has a lifetime of four hours before the mask stops working optimally.

Stun-Gun

The Stun-Gun is simply a lightweight metal grip with two armour-piercing prongs which are fired towards a target. The batteries discharge at a tap of the trigger, shocking the target for 2d4 non-lethal damage.

Thessaline Crystal

Thessaline Crystals are crystallised remnants of the Starways which ran between solar systems. They are bursting with energy, allowing even a fragment, the size of a grain of rice, to power a car for days.

Handcuffs

Handcuffs are usually made out of hardened steel and are used to restrain a target's arms or legs. They are usually employed by police troops on unruly planets.

Backpack

Despite items being able to be digitized inside of armour, sometimes a backpack is needed to carry items when one runs out of space. Backpacks can carry up to 10 space, but impose a -2 [Stealth] penalty when more than half full.

Gadgets

Gadgets help to level the playing field between factions. A well equipped character can take out several guards before they're even noticed!

Below is a non-exhaustive list of gadgets which can be found or bought through the System.

Gadgets		
Item	**Space**	**Price Per**
Material-Penetrating Scanner	2	400¢
Sub-Surface Vibrational Detector	2	550¢
Medical-Expanding Foam	1	175¢
Neural-Uplink Cable	1	550¢
Holographic Disk	- 1	150¢
Neural Destabiliser	1	750¢
Hard-Light Replication Cube	1	250¢
DNA Storage Drive	- 1	200¢
Phase-Window	2	850¢
Data-Uplink Glasses	1	400¢
Integrated recording sensors	1	650¢
Sound emitter	1	225¢
Mono-filament Cutter	3	350¢
Hard-Light Helmet	2	400¢
Self-Expanding Adhesive Wall	4	475¢
Hard-Light re-entry shield	5	900¢
Visual-Cortex Amplifier	1	350¢
X-Ray Window	2	300¢
Alternate Vision Goggles	1	200¢
Rapid-Expansion Aerosol Spray	1	225¢
Surface Scanner	2	150¢
Self-Contained Chemistry Tool-set	2	180¢
Water Purification Salts	1	125¢
Tracker	- 1	150¢
Magnetic Boots	2	165¢
Thessaline Manipulator Sleeve	1	400¢
Re-breather	1	600¢
Drone Backpack	5	700¢
Daemon Storage Backpack	5	800¢

Holographic Disks, DNA Storage Drives and Trackers can be bundled up. 6 Items equals 1 space.

Material-Penetrating Scanner

Once A Material-Penetrating Scanner is placed down upon the ground and activated, the bottom of the scanner shoots a tiny pellet three feet down into the ground. The scanner has several dials and interfaces which provide the data visualisation. Within a few seconds, the pellet sends a pulse up to one cubic kilometre in all directions, collecting data on soil composition and raw materials.

Sub-Surface Vibrational Detector

A Sub-Surface Vibrational Detector comes in two parts. The first is a clip on, vibrating, pin and the other is a small, self-adhesive block. If a character moves at all near the block, the pin vibrates, alerting the user.

Medical-Expanding Foam

Medical-Expanding Foam is a fast acting, fast setting foam which is sprayed within and around a wound to cover it up. The medical foal is highly anti-bacterial, stopping any infections upon contact. Using this on a patient with wounds temporarily removes one wound from them. This item cannot be used multiple times on the same person within the span of three hours.

Neural-Uplink Cable
A Neural-Uplink Cable allows the user to plug themselves into a terminal, providing a +1 bonus to their Computer skill. For the cable to work, the user must have the relevant Augmentation.

Holographic Disk
A thin disk with a rotating centre. A Holographic Disk allows the user to store a holographic video within it, or multiple with a DNA Storage Drive. The disk plays audio, as well as video, with a fancy user interface.

Neural Destabiliser
Neural Destabilisers are a hand held glove that can give a shock to the neural relays of the recipient. The inside of the glove is covered in electrical generating fibres, allowing it to charge on the fly. A full charge requires two turns, or roughly ten seconds.

Hard-Light Replication Cube
Hard-Light Replication Cubes are used to 3d scan an item of small or medium size. Once an item has been scanned, the cube can be placed down and the protrusion on top pressed in. The cube will then hover and project a hard-light hologram around itself, appearing as an exact copy of the item.

DNA Storage Drive
DNA Storage Drives are palm sized drives which can store several petabytes of data using DNA encryption and storage algorithms. They can interface with any standard computer terminal from within the last two hundred years.

Phase-Window
Phase-Windows are four small, lightweight blocks which are places upon a flat surface. Once attached and activated, the blocks move up to five feet of solid material out of phase, allowing anyone to move freely through. If the blocks are moved, or deactivated, the material is moved back into phase. If anyone is part way through, the material is wrapped around them, but doesn't cause damage.

Data-Uplink Glasses
These glasses automatically connect to the party's devices, allowing them to see sent data on the fly. They can also function as a short-range communication device.

Integrated recording sensors
The user can conceal these sensors within their clothing to passively record the environment. The sensors contain a suite of devices, such as temperature, sound, visual, pressure and radio waves.

Sound emitter
This palm-sized egg-shaped device can be remotely controlled to play back a sound of the user's choosing.

Mono-filament Cutter
When placed against a flat surface, the mono-filament cutter projects a condensed point against the surface to silently cut through. Once a full circle has been achieved, the cutter attaches itself to the cut material to allow the user to move it away.

Hard-Light Helmet
A hard-light helmet emitter is attached to the back of a piece of armour. Once activated, the emitter encloses the wearer's head in a regular looking helmet, complete with a heads-up display and mapping functions. This allows the user to breath underwater.

Self-Expanding Adhesive Wall
Made of a mix of silicon and palladium, this palm-sized Nanite en-fused plate expands outwards to cover five foot square of surface, then clamping down to reinforce the area. It is counted as hard cover, allowing for character's to defend behind it with six defence.

Hard-Light re-entry shield
This shield is a specialised, single-use shield designed for orbital troopers to drop from orbit onto a battlefield. During re-entry, the shield glows a luminous white. It can protect a single occupant, but burns out once landed.

Visual-Cortex Amplifier
Visual-Cortex Amplifiers are a semi-circular device which is attached to the temple of a person, augmenting the distance of their vision by up to 50x, allowing them to see immense distances. The zoom function can be activated consciously.

X-Ray Window
An X-Ray window is a flat, tablet sized sheet of glass with a metallic trim. When mounted against the wall, the misty sheet turns clear, giving an x-ray view of the other side of the wall.

Alternate Vision Goggles
These are goggles which can provide the same benefits as Alternate Vision Receptors at a fraction of the cost. They provide vision within the **Visual**, **Ultraviolet** and **Infrared** spectrum as well as providing **Night Vision**.

Rapid-Expansion Aerosol Spray
The contents of the can should be placed on any opening which the user wishes to be closed off. Once sprayed, it expands at several centimetres a second to close up the hole and harden into a concrete-like substance.

Surface Scanner
A fist sized orb of blinking lights and antenna. When placed on the ground, a pulse can be felt from the scanner as it surveys one cube kilometre of solid ground around it. This data can be set to be sent to your Smart Phone for later use, or back to your ship.

Self-contained chemistry tool-set
This chemistry set can be used to create chemicals for use within grenades, as well as various acids and alkaline.

Water purification Salts
These salts, when sprinkled within water, purify the water completely. Each packet can purify one litre of collected water.

Tracker
Trackers are palm sized, sticky disks which can attach to practically any surface, as long as there's enough room. Each tracker can automatically link up with the user's Data-Uplink Glasses, Smart Phone or Computer Tablet.

Magnetic Boots
When space walking outside of a station or vessel, it's important to not float off into the depths of space. Normal boots can be modified into magnetic boots. The boots aren't strong enough to support someone's weight and cannot be used within a gravity well.

Thessaline Manipulator Sleeve
This Sleeve grants a character, in addition to looking stylish, the ability to cast Algorithms at their enemies. The gloves to not come with any Thessaline when bought.

Rebreather
A rebreather allows you to breath underwater through cycling the exhaled breath and storing the carbon dioxide, then pumping fresh oxygen back into the breather. The Rebreather needs water to split into hydrogen and oxygen to pass to the wearer. The Rebreather allows the user a full face-mask and integrated coms.

Drone Backpack[1]
These provide the necessary bandwidth to connect and operate a Drone. A Drone Backpack allows the User to Operate and recharge one Drone. When not in operation, the drone automatically attaches to the hollow of the backpack.

Daemon Storage Backpack
These backpacks allow the operator to scan in and store creatures from around the System. They can store two small creatures, one medium or large creature. Rules for scanning and controlling Daemons can be found on .

_____

1   Drone and Daemon Backpacks can be built into a regular Backpack if necessary.

Entertainment

Within various settlements throughout the system, if you're bored, you will be able to find establishments which can entertain you. For a small fee, you can entertain yourself for a few hours or a few days! These vary between cost and quality.

Entertainment	
Type	**Price Per Hour**
Casino	Variable
VR Gaming Lounge	5-10
Neural-Link Lounge	15-25
Game Reserve	15-45

Casino
Casinos can be found in most settlements around the System. They are a good time if you're strong enough to only spend what you can afford to lose.

VR Gaming Lounge
VR Gaming lounges, much like Neural-Link Lounges offer different team based games. They provide the software and allow users to interact within a pre-defined area filled with hard-light holograms.

Neural-Link Lounge
Neural-Link Lounges are highly priced arenas where players can take to a battlefield and practice squad based warfare. The lounges link the minds of eight people together, in two teams.

Game Reserve
Game reserves tend to be filled with strange and exotic animals from all over the system. Using gene manipulation, the park allows anyone to go in and hunt the creatures, having several back ups, as well as hard-light holograms

Services

There are times where your character will need someone else's help. These services exist for just that. It might be that you need a ride somewhere within the city, but you don't know how to get there.

Services	
Name	**Price**
Medical Services	120ȼ per night
Taxi	15ȼ per passenger
Cargo Relocation	125ȼ per planet, per 25 space
Settlement Transit Pass	15ȼ per week
Restaurant & Eating Out	15 - 200ȼ Per Meal

Medical Services
Whenever you are hurt and don't have access to your own private medical services, you will either have to suffer with the wounds and slowly heal, or pay for treatment. Using a world's medical services costs you per night and speeds up your healing to three nights per each wound.

Taxi
A Taxi can take you to places around different locations. Most taxi services will charge per passenger, but taxi drivers are experts at knowing who's who in the general area.

Cargo Relocation
Moving from one planet to another is a stressful and arduous process, especially if a faction has clamped down on immigration. One way to move across the System is through Cargo Starships. Majority of them are permitted to pass through territory borders and will transport almost anything, for a fee.

Settlement Transit Pass
Sometimes, it's just easier to take public transport. Depending on the location, Public transport includes **Trams**, **Monorails**, **Buses** and **Trains**.

Restaurant & Eating Out
Eating out at a restaurant, or picking up fast food is an easy way to socialize with new people, or to simply feed yourself.

Places to Sleep

Travelling around the system can take its toll on a group, forcing them to spend the night somewhere they might not want to stay. Within every settlement is a hostel, hotel, or small inn, in which they can rent a room for the night.

Room Rental	
Level of Comfort	**Price (Per Night)**
Desecrated	15ȼ
Adequate	115ȼ
Comfy	125ȼ
Lavish	150ȼ
Luxury	200ȼ

Augmentations

Humans are limited by their mortality, but with technology anyone can bring themselves closer to god. Each character has an amount of Augment points equal to their Faction Level. For each Augment Point which is used, the character loses 1 health.

Item	Augment Requirement	Price
Nano-Mesh Skin	1	5,000ȼ
Alternate Vision Receptors	1	2,500ȼ
Adrenaline Pumps	2	3,000ȼ
Neural-Overload Processors	3	7,000ȼ
Express Loaders	2	2,000ȼ
Prosthetics	1	1,500ȼ
Targeting Sensors	1	3,500ȼ
Nanite core	4	12,500ȼ
Palladium Muscle Enhancer	2	6,000ȼ
Integrated shock fibres	3	9,000ȼ
Shoulder Mounted Missile Launcher	3	9,000ȼ
Mantis Hand Scythe	3	9,000ȼ
Jaguar Claws	2	6,000ȼ
Finger Jack	2	3,000ȼ
Arm Expanding Shield	2	5,000ȼ
Expanded Pack	1	2,500ȼ
Integrated Firing Aperture	2	6,000ȼ
Muscle Enhancer Gel	2	2,500ȼ
Kinetic Inverter Module	1	2,500ȼ
Custom Augment Firmware	1	3,000ȼ
Second Sight Implant	2	6,000ȼ
Parallel Systems	3	9,000ȼ
Thessaline Prosthesis	2	7,000ȼ
Thessaline Reserves	2	5,000ȼ

Nano-Mesh Skin
This augment is applied to the sub-dermal layer, between the fatty tissue and the surface layer of skin. A thin layer of fibrous steel is threaded all throughout the body, providing a permanent +1 Impact Defence.

Alternate Vision Receptors

The eyes of the recipient are modified to allow addition vision of infrared, thermal and ultraviolet spectrum. These settings can be changed at will with a free action.

Adrenaline Pumps

The user's adrenal glands are removed and they are implanted with artificial glands, allowing much more efficient usage. If the user loses half of their health, they gain an extra 10 action points which last for three turns, or until they are used up. The pumps need twelve hours to reset.

Neural-Overload Processors

The act of connecting to a computer through a neural-uplink cable is damaging to the psyche and can leave one traumatised from the sheer amount of information passing through them. A Neural-overload processor is used to balance the load and allow the user to interface properly with the terminals.

Express Loaders

The user's arms and modified to allow them to store one extra magazine of ammo within them. Once the users gun is out of ammunition, the arm will open up and automatically reload to allow for seamless firing.

Prosthetics

Characters may, if they'd wish, replace their limbs with prosthetic limbs, which serve the original function.

Targeting Sensors

The user's pre-frontal cortex is implanted with a neural enhancer, projecting a heads up display directly onto their vision. This includes ammunition count, current target and perceived damage to their person. Implanting this provides a +1 bonus to their accuracy as well as reducing the amount is action points it takes to attack by 1.

Nanite core

A C-Level Palladium-Nanite Core, is surgically embedded against the spinal column, just under the user's heart. Once activated due to severe trauma to the body, the nanites begin to repair the user's damage over three cycles, bringing them back from the dead with half health. Once their job is done, the nanite-core remains empty inside the user, waiting to be refilled with another Nanite Core.

Palladium Muscle Enhancer

Hexagonal Paladium plates are attached to the underlying muscle of the arms and legs, increasing muscle mass and allowing for a small amount of added Defence. This increases passive Impact defence by 1.

Integrated shock fibres

The user's muscles are stripped down and Shock Fibres are attached, allowing for the user to add electrical damage to their Melee attacks. The trauma of this surgery reduces the user's health by 5 though.

Shoulder Mounted Missile Launcher

This augmentation bolts a mounting plate onto the shoulder of the user and plugs the AI assisted targeter into the Neural-Uplink socket. Once connected, a single slot missile launcher is attached, allowing the user to fire off one rocket before needing to manually reload.

Mantis Hand Scythe

Mantis Scythes are integrated into the user's hands. These allow the users to make Melee attacks with them, instead of unarmed. While not in use, they are only detectable using digital threat sights or x-ray.

Mantis Hand Scythe	Action Point Usage: 2
Damage	**Armour Piercing**
2d6 P	1

Jaguar Claws

The user's bones in their fingers are replaced with titanium, allowing the users to user their nails as claws. The claws themselves can retract back into the fingers.

Jaguar Claws	Action Point Usage: 2
Damage	**Armour Piercing**
2d4 P	2

Finger Jack

The user's finger is replaced with an exact replica which can plug into Neural-Uplink slots and computer ports. It has an un-built DNA storage drive.

Expanding Arm Shield

The arm of the user is modified into breaking apart and expanding at the user's will. The arm reshapes into a ballistic body shield which provides moderate protection to the user's front.

Expanding Arm Shield
Defence
1 / 1 / 0 / 0

Expanded Pack

The user's body is hollowed out and every spare space is used as storage for digitized items. The user' armour storage rating is increased by 10.

Integrated Firing Mechanism

The user's forearm is replaced with a robotic version. Upon aiming at a target and raising their arm towards it, the arm breaks open to reveal a Thessaline Blaster.

Thessaline Blaster	Action Point Usage: 5	
Damage	**Ammo**	**Charge Time**
2d8 E	2	6 Hours

Kinetic Inverter Module

Custom Augment Firmware

Second Sight Implant

Parallel Systems

Thessaline Prosthesis

Made out of Hard-Light and designed to impress, Hard-Light Prosthesis's allow you to change the makeup of your limb. You can change the hard-light prosthesis into any Small or Medium Melee weapon at will, but the Prosthesis must be powered with a Thessaline Crystal.

Each time you change the shape of your prosthesis, it drains the Crystal by a third. If the Crystal has been drained, the Prosthesis is deactivated.

Thessaline Reserves

The bones on your arms and legs are hollowed out and additional Thessaline Reserves are installed, allowing you to cast Algorithms even if you don't have a Thessaline crystal. This can be installed up to eight times. Each time this augmentation is installed, increase the number of casts without a crystal by 2.

If you run out of Thessaline in your reserves, you can simply insert two new crystals in through the handy port on the side of your limb.

Vehicles

Vehicles come in many shapes and sizes. Most Civilian vehicles are lightly armoured, (by combat standards) and are not typically rugged enough to handle an extended engagement. Despite this, they can still be used for combat.

Each Vehicle has a number of statistics which apply to it. These are: **Health**, **Armour**, **Weapon**, **Ammo**, **Capacity** and **Speed**. Not all of these statistics can apply to all of the Vehicles; but all Vehicles will have at least one of them.

Vehicles		
Name	**Price**	**Information**
Land		
Dirt Bike	1200ȼ	
Motorbike	3500ȼ	
Civilian Car	5500ȼ	
Civilian Jeep	6000ȼ	
Armoured Truck	6700ȼ	
Civilian Bus	10,000ȼ	
Jupiter APC	18,000ȼ	
Reverence Tank	32,000ȼ	
Armoured Train	50,000ȼ	
LN483 Mechanical Walker	125,000ȼ	
Air		
G25 Helicopter	25,000ȼ	
Civilian Jet	30,000ȼ	
L&J Troop Transport	35,000ȼ	
F96 Slipstream	45,000ȼ	
Sea		
Speedboat	5500ȼ	
Fast-Infiltration Boat	8,500ȼ	
Amphibious Assault Boat	18,500ȼ	
Sub-Surface Transport	30,000ȼ	

Land

Dirt bike
Dirt bikes are most commonly used for entertainment within the untamed wilds. They are especially good at travelling through the under-brush and muddy terrain where more conventional vehicles cannot.
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Motorbike
A standard road motorbike. Mass produced after the Star-ways collapsed. Majority of motorbikes look the same with their standard chrome paint and black trim. They are fast but lack the safety of a car.
Health:
Armour:
Weapon:
Ammo:
Capacity:

Speed:
Civilian car
These are the standard civilian car. Most of the populous use these to travel through the cities. Just like the motorbike, they are mass produced. There's more of a chance to see different colours and chassis of these than bikes.
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Civilian Jeep
While a Civilian Car might cut it, those who work out in hard to reach places will need something a little more rugged. Jeeps are sturdier than cars, but their handling is slightly worse when on roads. When off-road, they are superior to civilian cars though.
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Armoured truck
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Civilian Bus
Pretty pleasant public transport. Buses can fit a maximum of eighty people on board and are surprisingly sturdy. Plush seats and standing rails allow people to pack on.
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Armoured Train
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Jupiter Armoured Personnel Carrier
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Reverence tank
[WIP]
Health:
Armour:

Weapon:
Ammo:
Capacity:
Speed:
LN483 Mechanical Walker
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Air

Civilian Aeroplane
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:
G25 Helicopter
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:
L&J Troop Transport
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:
F96 Slipstream
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Sea

Speedboat
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:
Fast-Infiltration Boat
[WIP]
Health:
Armour:
Weapon:

Ammo:
Capacity:
Speed:
Amphibious Assault Boat
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:
Sub Surface Transport
[WIP]
Health:
Armour:
Weapon:
Ammo:
Capacity:
Speed:

Drone Operator Skillbook
[WIP]

Drones

Even back at the start of the second millennium, drones were common. They are used for all sorts of tasks, from industrial espionage to grocery shopping and dog walking. Those with a particular persuasion to violence might even outfit them with weaponry. There are several parts of a drone and each part can be modified and designed.

Initiative & Bracket Placement

Drones are operated by their owner and as such always start on the same bracket. They cannot be moved up and down brackets, unless their operator is moved.

Control

Drones are part controlled by the operator and part by the AI housed inside the Drone shell. The operator specifies what they wish for the Drone to do and then the Drone acts it out to the best of its ability.

Carrying Capacity

Drones can carry up to a maximum of 5 space on them at any time. Any more and it reduces the life of the battery, reducing the amount of cycles it can be in operation.

Battery Life

Each Drone shell comes with it's own battery pack. If a Drone is within a two hex radius of its Operator, it stays charged, but if it moves away, its battery starts to decrease in power. Every drone shell has a battery life of **five** Rounds, when not powered by the Operator, at minimum. Some Utilities can modify this to be longer or shorter, and some Abilities can also modify this total.

Action Points

Drones have access to a pool of Action Points for themselves. This pool is smaller than a player would have, only amounting to 6 Action Points maximum. Drones are also subject to Escalation Points, when available.

How To Create A Drone

Creating a drone is relatively easy and straightforward. First, you chose a body for the AI to be housed in; this is called a Shell. Once you have chosen the right shell for your situation, you may add as many Utilities as it has Utility Slots.

Attaching New Utilities and Mods

During the course of your adventures, you might buy individual modifications or utilities for your Drones. Thankfully, Drone manufacturers quickly grew accustomed to fabricating all of their parts as 'plug-and-go', allowing users to insert and remove utilities and modifications at will.

Drone Shells

Name	Health	Armour	Mobility Rating	Success Rating	Utility Slots	Price
	15	4 / 2 / 1	8	4	2	1250c
	18	2 / 4 / 3	7	5	1	1400c
	15	1 / 2 / 3	8	5	2	1150c
	10	5 / 2 / 3	10	4	3	
	18	1 / 4 / 4	6	6	2	
	20	5 / 3 / 2	7	5	1	
	15	3 / 3 / 1	8	4	2	
	25	3 / 2 / 4	6	3	1	

[Place] Shell descriptions here.

Drone Utilities

Utilities

Each drone shell has a certain number of Utility slots which can be used up. Each Utility or Modification costs 1 Utility slot. Only weapons can cost more than 1 slot.

Drone Utilities		
Name	**Abilities Unlocked**	**Price**
Hard-Light Projector	Hard-Light Shield Projector	
Nanite Stash	Healing Pulse, Overload	
Silencing Pack	Silent Running	
Thessaline Shell Implants	Phase Shift	
Neutron Accelerator	Scanning Pulse	
Integrated Jacks	Hack	
Thermal Scope	Thermal Vision	
Holographic Illusion Emitter	Hologram Emitter	

Drone Modifications	
Name	**Price**
Additional Battery Packs	
Armour Plates	
Digital Matrices	
Enhanced Decision AI	
Cooling Frame	
Grasping Arm	

Drone Weaponry				
Name	**Ammo Type**	**Utility Slots**	**RNG**	**Price**
Rapid Fire SMG	Ballistics	1	6	
Charge Laser	Energy	2	8	
Automated Crossbow	Impact	1	5	
Mini Arc Coil	Energy	3	4	

Modifications

Additional Battery Packs

Another battery pack is taped onto Drone, allowing the Drone to operate away from the Operator for an additional 2 Rounds.

Armour Plates

Armour Plates are attached to the outside of the Drone, increasing the Drone's Ballistic and Impact Defences by 1 each.

Digital Matrices

Additional Digital Matrices are added to the Drone's internal data banks, providing +5 Space.

Enhanced Decision Making AI

A new and improved AI is installed into the Drone, increasing its Action Points by 2.

Disposable Smoke Flares

Disposable Flare launchers are installed on the top of the Drone, allowing it to disperse smoke around it in a four hex radius.

Cooling Frame

Installed on the front of the drone are Liquid Nitrogen pipes, adding +2 defence against Thermal Weaponry only.

Grasping Arm

A Grasping Arm allows the Drone to interact with the environment. The arm can grab objects or levers, but cannot manipulate small or fiddly devices.

Weaponry

Rapid Fire SMG

With its own digital matrices, the Burst Fire SMG allows the drone to fire each Round without pause. The SMG allows for any type of ballistic ammo to be loaded and fired, dealing 1d6 damage, in addition to any ammunition effects.

Charge Laser

This weapon consists of an internal charging battery, along with dual focusing

crystals, allowing for the output of twin multi-fractal lasers. This allows the drone to deal 1d10 damage, at range.

Automated Crossbow

An Automated Crossbow is a multi-slot crossbow capable of firing a range of different shafts and heads towards an enemy, much like a normal crossbow. The Crossbow has six slots in which specific ammunition can be placed. If no ammunition is selected for those slots, ammunition is taken from storage. Each arrow fired deals 2d4 base damage, in addition to any effects the ammunition might cause.

Mini Arc Coil

A smaller sister of the Arc Coil, this mini version still packs a rather large punch. Being completely Energy based, the Mini Arc Coil will chain off of the target and onto the nearest character within two hexes. The original target takes 2d6 damage, while any chained targets will receive 1d6.

Drone Abilities

Some shells come with special abilities that they can use. Most of these would need to be installed by using some sort of utility first. Some of these are offensive and some are defensive in nature, so not all of them might be suitable for all specific situations.

Offensive

Overload

This ability allows the Drone to overcharge it's battery pack and explode. Obviously this destroys the Drone. The drone can be salvaged afterwards. The explosion radiates from the centre point in a 3 radius sphere, dealing all characters within the radius 2d4 damage. In addition to dealing Energy damage, any character caught within one hex radius of the centre point will be affected by an additional 1d4 Ballistic Damage.

Hack

Hacking is where the Drone connects to the targeted computer terminal, or hostile Android and attempts to bypass the firewall or security by injecting itself into the code. If successful, the Drone can download information, or force an action which is available on the computer. If unsuccessful, one Battery charge is removed from the Drone and it cannot access that computer again until it is fully charged.

The hacking skill is dependent on the level of hacking utilities installed on the drone as well as the native AI that is installed on the Drone.

Defensive

Hard-Light Shield Projector

If a Projector is installed on the front, it allows the Drone to Project Hard-Light into a hexagonal shield out in front of it. The shield protects against: 4 **Ballistics**, 2 **Impact**, and 5 **Energy Damage.** The shield itself can become overloaded from too many impacts, needing one Round to cool down. The health of the Shield is 10. This ability costs 2 Action Points to activate.

Healing Pulse

A Healing Pulse can be used once per Round, if installed, to enhance and encourage the bodies natural healing. The pulse radiates outwards with a warm, orange glow to about three hex radius around the Drone, but does not move through terrain or walls. Once hit by a Healing Pulse, every **organic** creature will start to recover 1d4 heath each Round. This effect lasts three Rounds and has a cool-down of four Rounds. This ability costs 3 Action Points to activate.

Silent Running

Silent Running allows the drone to reduce it's noise signature down to nothing, effectively making the drone silent. Drones can use this ability for two Rounds. This ability costs 3 Action Points to activate, and 1 action point per Round to keep running throughout the duration.

Scanning Pulse

The Drone sends out a pulse of Neutrons which bounce back, akin to radar, giving accurate positional data on every character within a fifteen hex radius. This does not provide information on equipment or items, only locations of Characters. This ability costs 4 Action Points to activate.

Thermal Vision

This ability allows the Drone to use limited thermal vision. This vision can pass through soft and Rigid materials, but cannot penetrate Hard Materials. This ability costs 3 Action Points to activate.

Phase Shift

The Phase shift ability allows the Drone to shift into a lower level of reality temporarily. Once 'shifted', the drone cannot interact with base reality until it has come out of shift. The drone can 'phase through soft and rigid materials, but not biological matter.

The drone moves like normal while 'shifted'. Once initiated, it cannot be stopped and two cycles from the Drone's battery is used up. This ability costs 5 Action Points to activate.

Hologram Emitter

[WIP]

Drone Actions

Movement

You can order your Drones to move to specific locations. It costs the Operator 2 Action Points to do so. Each hex that the Drone moves costs the Drone 1 Action Point. Drones do not consider any terrain hard to cross and thus are not slowed down.

Defending Behind Cover

Drones, while not able to hunker down, can still specifically hide behind cover to minimize damage. To do so, it costs the drone 1 Action Point.

Attacking

Drones which carry a weapon can attack enemies. Their skill check with the selected firearm is **x**d6 + **y**d6, where **x** = the statistics determined from the Drone Shell's Success Rating and **y** = the Operator's Weaponry Success Dice. Each attack costs 4 Action Points.

Range

Each weapon has a different range, which is specified by the RNG on the weapon table.
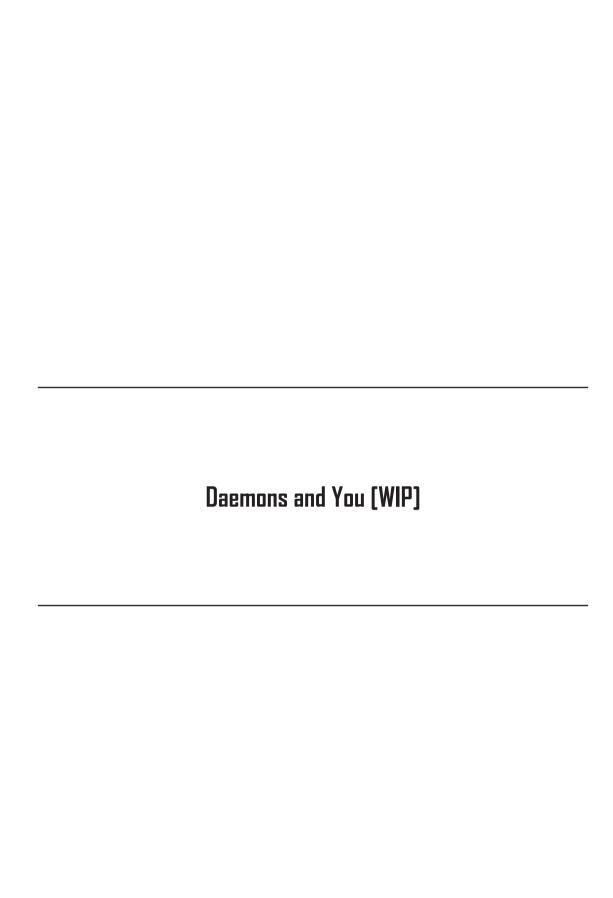
Resolving Damage

When the Drone attacks someone, and manages to deal damage, some of that damage is defended against based on the armour as well as a couple of other factors. These factors could include natural armour against that damage type, or enhanced defences given from a shield or Augmentation. Either way, this damage is inflicted and it must be reduced by that specific defence.

For instance, if you are attacking someone with an energy weapon, you would reduce the amount of damage you do based on the enemy's energy defence.

Once damage has been reduced, the target's health is reduced by the amount left over.

Environmental Interaction

Drones can interact with the environment, assuming they have a grasping arm installed onto its shell. While the Drone cannot partake in any complex tasks, such as surgery, or computing, the Drone can activate levers, open doors and move items.

Daemons and You [WIP]

Daemon Summoning

Daemons are a form of digitised life which were first coined by the Obsidian Bond and used throughout their Campaign of Decimation. Daemons can come in all sorts of shapes and sizes, and allow for a huge variety of load-outs.

How to Digitise a Creature

Most Daemons come from a scan of a living creature. This usually takes a couple of minutes and results in a creature which can be summoned up in combat for support.

A Daemon Backpack needs two Rounds of live combat to obtain a precise enough scan to replicate a creature of Medium size.

Creature Sizes

Different creature sizes cause the Backpack to need more or less Rounds of live combat to replicate the Creature. Below is a table showing the Number of Cycles needed for each creature size.

Creature Sizes		
Size	**Cycles Needed**	**Number Stored**
Small	1	2
Medium	2	1
Large	3	1
Huge	Cannot be Digitised	-

Creature Abilities

Different creatures might have special abilities, which could be used for offense or defence. When scanning a creature, if said creature uses their ability, that ability will be available for use by your Daemon.

Custom Daemons

Due to Daemons being completely digital, they can be modified to your liking. In compliance with planetary law, modification of Daemons must comply with the standards set out herein. Each Daemon must be made up of creature parts not exceeding 25 'points'.

Creature Parts
Head

Body

Legs

Arms
Claws

Hooves

Feet

Additional Parts

Controlling a Deamon

Control over a Deamon is extremely simple. You simply call out the command you wish for them to do. Doing so costs 2 Action Points.

Deamon's take up the same Bracket as their controller and specifying a command to the Deamon costs the controller 2 action points.

Movement

Deamon Movement costs 1 Action Point per hex of movement. Rough or Dangerous terrain increases this movement cost to 2.

Deamons with claws can climb Rigid and Hard materials, this costs 3 Action Point per five feet of material climbed.
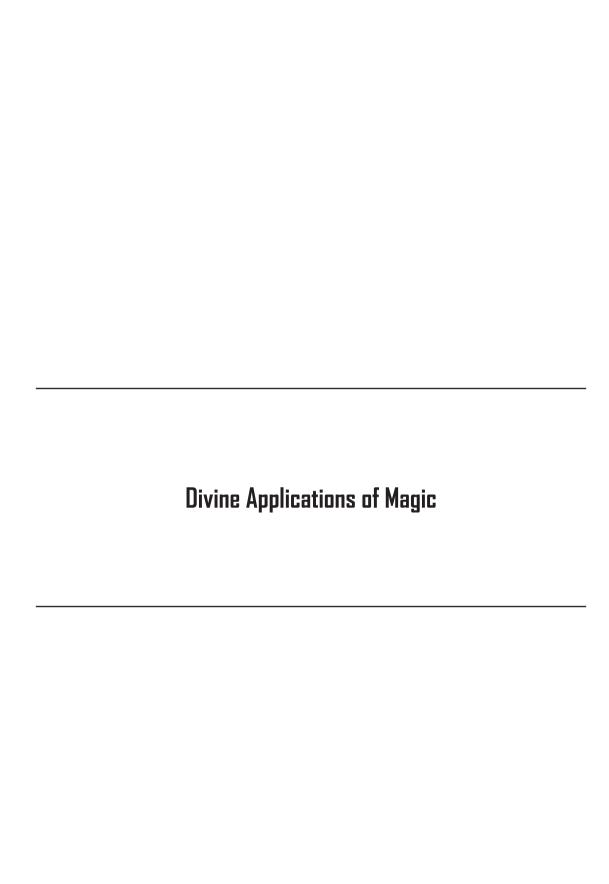
Deamon Combat
Attacking

Deamons area able to use a standard attack, based on what parts they are created from. For example, a Horse might be able to stomp, or kick at an enemy, while a snake might be able to constrict.

Each Basic attack costs the Deamon 3 Action Points and has a base speed of 9.
Abilities

Deamons in combat emulate the creature from which they were scanned. As such, they are able to use any abilities which the original Creature might have. Any special ability which the Daemon might have costs differently depending on which ability the Daemon has.

Divine Applications of Magic

Thessaline Crystals

When the Starways shattered, the large majority of people gave up hope. Their loved ones were thousands of light years away with no hope of getting to them within their lifetime and society had started to crumble, leading to riots, famine and the near extinction of humanity within the System.

But just as their light was extinguished, a group rose up and produced miracles. They cured the sick and wounded, smote down their enemies and brought people together. Most importantly though, they gave the people hope once again.

The majority of people who live and breathe in the system are kept ignorant to the true nature of magic. In truth, magic is merely a selection of algorithms running through a Thessaline crystal to produce the desired results.

The Grand Illusion

While some merely find Thessaline Crystals to be luminescent decorations, their structure baffled scientists for the greater part of The End. They found that the internal structure of the crystal was in flux, constantly changing to some unknown pattern that was deceptively hard to track down.

The pattern was eventually discovered the internal structure mirrored a quantum vibration that ran throughout all of reality. Using that knowledge, the scientists manipulated the vibration and found they could affect reality on a fundamental level. But it had to be perfect, otherwise the 'spells' would shatter. Larger crystals could affect more of reality at a time, but they would break down quicker, due to the vibrational forces being manipulated.

So, a Sleeve was devised to house the perfect size of crystal and let the user feed programs through the crystal to allow calculations to take place.

The Divine Algorithms

Algorithms are run through the crystals, allowing the user to conjure up fire, or protect another from Decay. Over the years, these algorithms have been refined into what are now the basic four combat algorithms: **Damage**, **Heal**, **Shield**, **Curse**.

Type				
	Potential	**Range**	**Action Points**	**Cost**
Damage	2	5	2	2
Shield	1	5	1	1
Curse	1	5	2	2

Sub-Routines

These four Algorithms can have several sub-routines which can allow the projector to include elemental effects or change how the algorithm is projected. These primary sub-routines are: **Single-Target**, **Area-of-Effect**, **Chain**, **Cone**. Secondary Sub-Routines are: **Impact**, **Energy**, **Magic**, **Lightning**, **Decay**. Tertiary Sub-routines are: **None**, **One round**, **Two rounds**, **Three rounds**. Quaternary sub routines are: **Negligible**, **Minor**, **Standard**, **Powerful**, **Major**

Together The algorithm along with the primary, secondary, tertiary and quaternary sub-sub routines modify how the final effect on reality will be.

Primary Sub-Routine

The Primary Sub-Routine is in charge of the Target of the Algorithm.
Single Target algorithms increase the potency of the overall effect by rerouting more power into a single point. Due to the Potency, Single Target Algorithms only last for one Round.
Area of effect can split the potency into an area of reality, which can affect multiple people at once. Shield and Curse algorithms create an area of space-time.

If people move out of the area, they are no longer affected.
Chain directs the majority of the potency into a chain which can travel between people, starting with the target, then whoever is closest. This can go on as long as there's enough chains in the link. Only the **Damage** algorithm is compatible with this sub-routine.
Cone directs some of the potency into an area sized blast which is shot directly out of the glove. Only the **Damage** Algorithm is compatible with this sub-routine.

Target				
	Potential	**Range**	**Action Points**	**Cost**
Single Target	-	+2	+1	-
Area of Effect	-1	-	+3	+3
Chain	-2	+1	+2	+2
Cone	-1	-2	+1	+1

Secondary Sub-Routine

The secondary Sub-Routine is in charge of the Element of the Algorithm. This dictates which defence the damage will be resisted by, on the target. This is noted down on the table below.

Decay is the only Element which cannot be used on Androids, as they do not posses any biological matter to decay.

Element					
	Potential	**Range**	**Action Points**	**Cost**	**Resistance**
Ballistics	-1	-1	+1	+1	Ballistics
Impact	-	-	-	-	Impact
Energy	-1	-	-	-	Energy
Decay	-1	-	-	+1	None

Tertiary Sub-Routine

The tertiary Sub-Routine is in charge of the duration of the algorithm. Each duration will change the potency and amount of uses of the crystal. Only **Shield** and **Curse** Algorithms are compatible with this Sub-routine. The duration of the Shield or Curse is 1 Round + Duration level.

Duration				
	Potential	**Range**	**Action Points**	**Cost**
None	+1	-	-	-
1 Cycle	-1	-	+1	-1
2 Cycles	-2	-	+2	-1
3 Cycles	-3	-	+2	-2

Quaternary Sub-Routine

The fourth and final sub-routine impacts the pure potency of the algorithm on reality. Each level will change how powerful the spell is, as well as the range and how many action points are needed. Each higher level of power will consume up more of the crystal than the last.

Power				
	Potential	**Range**	**Action Points**	**Uses**
Negligible	-2	-1	-2	+1
Minor	-1	-	-1	+2
Standard	+1	-	+1	+3
Powerful	+2	+1	+2	+4
Major	+3	+2	+3	+5

Example Algorithms

Attack Pulse						
	Type	**Target**	**Element**	**Duration**	**Power**	
Algorithm	Damage	Single	Impact	-	Standard	Total
Potential	2	+1	-	-	+1	4
Range	5	+2	-	-	-	7
Action Points	2	+1	-	-	-	3
Cost	2	+1	-	-	+1	4

Chain of Decay						
	Type	**Target**	**Element**	**Duration**	**Power**	
Algorithm	Damage	Chain	Decay	1 Cycle	Minor	Total
Potential	2	-2	-1	-1	-1	0
Range	5	+1	-	-	-	6
Action Points	2	+1	-	+2	-1	5
Uses	2	+2	-	+1	+2	7

Calculating Algorithm potency

Algorithm Potency is the effectiveness of the algorithm at affecting reality. The Algorithm Potency comes in six levels, with level 0 and 1 combined together.

Algorithm Potency can sometimes fall below 0. If that is the case with your algorithm, move that number back up to 0. The minimum that an algorithm can be is 0.

To calculate the algorithm potency, first add all of the 'Potential' statistic of the algorithm as well as any Sub-Routines which are being used.

Algorithm Potency Statistics					
Potential	Damage	Total Shield Points	Total Curse Points	Area of Effect	Total links
0 / 1	1d6	3	2	2	1
2	2d4	4	4	2	1
3	2d6	5	6	3	2
4	3d4	6	8	3	2

Limitations of the Divine Algorithms

Reslotting Thessaline Crystals

Thessaline Crystals are slid down into the Sleeve, providing power to the nano-computer inside. Four crystals can be slotted in at one time, allowing for some breathing room.

Projecting in Combat

If you are directly next to an enemy while trying to project, that enemy gains the opportunity to attack you. If the attack hits, you can still project the Algorithm but you take the damage.

Decay

Decay is used primarily for living targets. Projecting decay on a living being will cause their cellular structure to deteriorate rapidly, causing internal bleeding and eventually death if the algorithm lasts long enough.

Due to the algorithm targeting living cells, Androids are immune to the effects of the Algorithm. The Algorithm will simply fade away if project on them.

Projecting against materials

Soft and Rigid Materials

When projecting a damage algorithm against a Soft or Rigid material, impose no reduction on said damage.
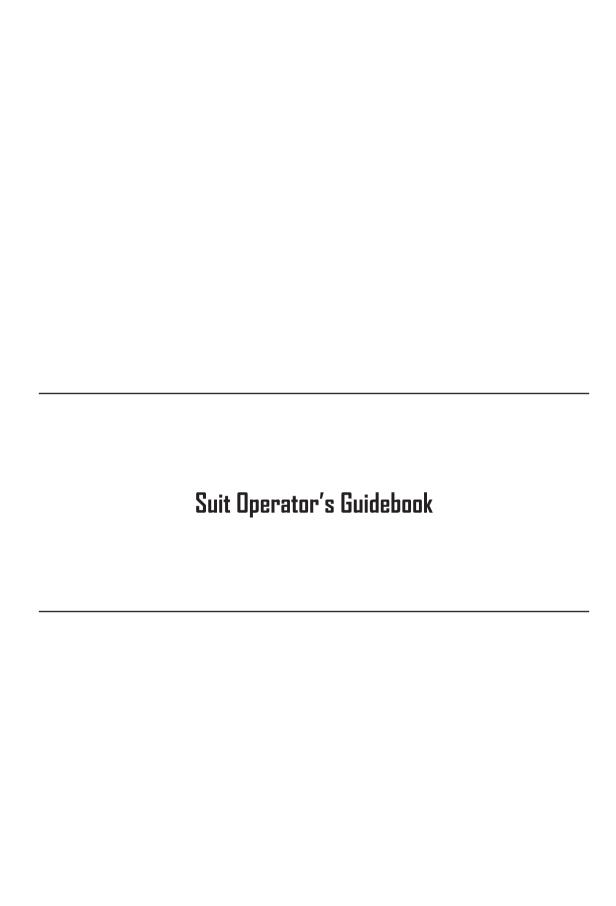
Vehicles

[WIP]

Shields

Projecting a Shield Algorithm onto an ally provides that character with resistance to the three damage types. How much resistance is up to the character who projected the Algorithm.

When Projecting a Shield Algorithm, you must choose where to place the Total Shield Points. For Example: When projecting a potential 2 Shield spell, you might choose to place 2 points onto Ballistics and 1 point onto Impact and the last point onto Energy.

Curses

Curses are Algorithms which increase the corresponding type of damage that the target has been cursed with. For example: If a character has been cursed with a 2 Potential Ballistics curse, you can choose where to place the 4 Curse points, just like when Projecting a Shield Algorithm.

Suit Operator's Guidebook

Battle Suits were in operation many years before the Starways Shattered, but their main primary use was construction. Once contact with outside solar systems disappeared, their role was changed to that of combat and were retrofitted with armour and weapons.

A Battle suit Operator dons their an Interface suit, which plugs into their Neural-Uplink and acts as a buffer between the Operator and the Battle Suit. Once the Operator has clamped themselves into the Battle Suit, their consciousness is moved into the Battle Suit.

Each Battle Suit can be made from four different parts: **Cockpit**, **Arms**, **Legs** and **Back**. Each part of the Battle Suit has different armour and can be target-table.

Each Ballistic ammo type for Battle suits cost base ammo cost * 2.

Battle Suit Combat Rules

Battle suits primary use is combat, and as such this section will outline the rules for when using Battle Suits within a combat setting.

Energy Points

These actions are described below. Unlike regular combat, Battle Suits have a lot less actions they can take. Their primary focus is combat.

Actions

Standard Action

Standard actions include using Utilities or interacting with the environment. They also include talking to another character or using a skill roll during combat. Standard Actions cost 3 Energy Points to use during combat.

Attack Action

Characters taking an attack action target another Battle Suit with the intent to harm or kill. These actions cost various amounts of Energy Points which depends on what sort of weapon you are using.

Move Action

Movement within combat is called a Move Action. Each hex which your character moves costs 3 Energy Points. There's no limit to how far your character can move except how many points you have.

Smashing through Walls

While piloting a Battle Suit, you are riding within a four tonne metal suit and as such your ability to breach through walls is increased to untold levels. You feel no resistance smashing through soft and rigid materials.

Swift Action

A swift action is an action that takes practically no time at all. This could be considered dropping a weapon for example. A swift action costs 1 Action Point.

Delaying Your Action

When in combat, it may sometimes be more beneficial for you to delay an action until an ally, or a specific action has taken place, within that same round.

You may delay your Action only once per round and specify what exactly you are waiting for your Action to trigger.

Once that specific trigger has appeared, your Action will proceed as normal. Characters can move up and down brackets by delaying their actions, but they have to wait until the next **Round** to be included in the new bracket.

Once the action you have delayed has been acted out, the amount of Energy Points that action cost is deducted from your next turn.

Reloading

Once your ammunition has run out, it's time to reload your Firearm. Reloading a weapon costs 2 Energy Points.

Combat
Pre-Combat

If you chose to take an attack action against an enemy, remove an amount of action points it takes to use your equipped weapon group from your action point pool. This amount will be different for each Weapon type.

Attacking an Enemy

When you have decided to attack an enemy, you now compare your Weapon's Speed with the enemy's armour Mobility Rating or Weapon Rating.
• If the enemy taking an attack action
Compare your Weapon's speed with the enemy's Weapon speed. The faster weapon speed attacks first.
• If the enemy is taking a non-attack action
If your Weapon speed is higher than the enemy's Mobility Rating, you attack them before they take their action.
If your Weapon Speed is slower than the enemy's Mobility Rating, you attack the enemy after they have taken their action.

No matter what happens, you must roll to hit your enemy. To do this roll 3d6 plus any extra Weaponry Success dice, then add on your relevant skill rank dice. For each 5 or 6 you roll, you gain 1 success. If the Total Number of Success equals, or exceeds, the enemy's Success Rating, you deal damage to the enemy.

Resolving Damage

When you attack someone with a weapon, and manage to deal damage, some of that damage is defended against based on the armour as well as a couple of other factors. These factors could include natural armour against that damage type, or enhanced defences given from a shield or Augmentation. Either way, this damage is inflicted and it must be reduced by that specific defence.

For instance, if you are attacking someone with an energy weapon, you would reduce the amount of damage you do based on the enemy's energy defence.

Once damage has been reduced, the target's health is reduced by the amount left over..

Battle Suit Parts

Cockpit

Part Name	Health	Armour	Price	Success Rating
Bonded Iron	40	8 / 6 / 4	2600e	7
Palladium	60	4 / 7 / 6	7,000e	8
Void core	90	6 / 9 / 8	13,500e	9
Varadium	150	7 / 7 / 7	17,000e	10

Arms

Part Name	Health	Armour	Price	Success Rating
Bonded Iron	40	4 / 5 / 4	2600e	7
Palladium	60	5 / 6 / 5	7,000e	8
Void core	90	6 / 9 / 8	13,500e	9
Varadium	150	7 / 7 / 7	17,000e	10

Legs

Part Name	Health	Armour	Price	Success Rating
Bonded Iron	40	8 / 6 / 4	2600e	7
Palladium	60	4 / 7 / 6	7,000e	8
Void core	90	6 / 9 / 8	13,500e	9
Varadium	150	7 / 7 / 7	17,000e	10

Back

Part Name	Health	Armour	Price	Success Rating
Bonded Iron	40	8 / 6 / 4	2600e	7
Palladium	60	4 / 7 / 6	7,000e	8
Void core	90	6 / 9 / 8	13,500e	9
Varadium	150	7 / 7 / 7	17,000e	10

Battle Suit Weapons

Melee — Energy Usage: 4

Weapon Name	Damage	Price
Void Sword	1d12	4,000e
Gauntlets	2d10	5,200e
Gravitech Claws	3d6	4,600e
Void Maul	3d6	4,600e

Handguns

Revolvers — Energy Point Usage: 5

Weapon Name	Damage	RIM	Ammo Capacity	Price
Revolver 1	3d6	+2	6	
Revolver 2	2d10	+1	5	
Revolver 3	4d6	+2	3	

Machine Pistols — Burst Fire Inaccuracy: +2 — Energy Point Usage: 2

Weapon Name	Damage	RIM	Ammo Capacity	Price
MP 1	3d4	+1	8	
MP 2	3d6	+2	10	

Thermal Pistols — Energy Point Usage: 3

Weapon Name	Damage	RIM	Ammo Capacity	Price
TP 1	3d6	+2	10	
TP 2	2d10	+2	12	

Sub-Machine Guns — Burst Fire Inaccuracy: +1 — Energy Point Usage: 3

Weapon Name	Damage	RIM	Ammo Capacity	Price
SMG 1	2d8	+1	12	
SMG 2	3d6	+2	15	
SMG 3	4d4	+2	12	
SMG 4	5d4	+3	10	

Thermal Sub-Machine Guns — Burst Fire Inaccuracy: +3 — Energy Point Usage: 4

Weapon Name	Damage	RIM	Ammo Capacity	Price
TSMG 1	4d6	+3	12	
TSMG 2	3d8	+2	15	

Break-Neck Shotguns — Action Point Usage: 4

Weapon Name	Damage	Ammo Capacity	Price
BNS 1	3d12	1	
BNS 2	5d6	1	
BNS 3	4d8	1	

Semi-Auto Shotguns — Burst Fire Inaccuracy: +4 — Action Point Usage: 4

Weapon Name	Damage	RIM	Ammo Capacity	Price
SAS 1	3d8	+4	6	
SAS 2	4d6	+5	5	
SAS 3	3d8	+4	10	
SAS 4	5d4	+3	8	

Automatic Shotguns — Burst Fire Inaccuracy: +2 — Action Point Usage: 4

Weapon Name	Damage	RIM	Ammo Capacity	Price
AS 1	2d12	+4	12	
AS 2	5d4	+4	10	
AS 3	3d8	+5	14	

Hunting Rifles		Energy Point Usage: 9	
Weapon Name	**Damage**	**Ammo Capacity**	**Price**
HR 1	5d8	4	
HR 2	3d10	5	
HR 3	2d12	6	

Sniper Rifles		Energy Point Usage: 8	
Weapon Name	**Damage**	**Ammo Capacity**	**Price**
SR 1	3d6	5	
SR 2	4d6	6	
SR 3	3d8	8	

Assault Rifles		Burst Fire Inaccuracy: +2		
		Energy Point Usage: 7		
Weapon Name	**Damage**	**RIM**	**Ammo Capacity**	**Price**
AR 1	3d8	+2	20	
AR 2	5d4	+3	18	

Laser Rifles		Energy Point Usage: 6	
Weapon Name	**Damage**	**Ammo Capacity**	**Price**
LR 1	2d10	15	
LR 2	3d8	12	

Thermal Rifles		Energy Point Usage: 6		
Weapon Name	**Damage**	**RIM**	**Ammo Capacity**	**Price**
TR 1	4d6	+3	12	
TR 2	5d4	+2	15	

Artillery			Energy Usage: 6	
Weapon Name	**Damage**	**RIM**	**Ammo Capacity**	**Price**
Type 1 47mm	6d8	+4	2	5000₵
221 Anti-Bunker Cannon	5d10	+2	6	6700₵
Jupiter Type 3	10d4	+6	2	6000₵
Type F 200mm	10d6	-	1	10,000₵

Battle Suit Utilities

There are many utilities which can be attached to the back of a Battle Suit. While each Suit can only carry one of these, each one can turn the tide of the battle .These Utilities are split up into two categories: Offensive and Defensive.

Offensive	
Utility Name	**Price**
Grenade Launcher	
Burst-Fire Rockets	
Plasma Cutter	
Triple-Barrel Railgun	
Hell-Fire Rockets	

Grenade Launcher
This allows you to target a specific hex and fire a grenade towards it. Once it impacts, the grenade explodes, showering a 2 hex radius with fragmentation, dealing 2d8 damage. The grenade launcher can carry six rounds and costs 4 Energy to fire.

Burst-Fire Rockets
A multi-launch rocket pack is attached to the back of the Battle Suit, allowing the pilot to fire four rockets at a time. Individually, the rockets do negligible damage, but combined, they hit for 2d10 damage. The rocket pack carries sixteen rockets and costs 5 Energy to fire a salvo.

Plasma Cutter
The Plasma Cutter is a state-of-the-art Angled Fusion Drive, which released a beam of focused plasma. The beam can reach temperatures of 37,000 degrees and reach a length of ten feet. While the beam can be devastating, the Fusion Drive can only function for five seconds, before overheating. The Plasma Cutter automatically targets and cuts an enemy within range for 4d6 damage, but needs a cooldown of two rounds from the moment it is used.

Triple-Barrel Railgun
[WIP]

Hell-Fire Rockets
[WIP]

Defensive	
Utility Name	**Price**
Expandable Defensive Shield	
Reactive Plating	
Re-entry Shield	
Nanite Anti-Smoke Disperser	

Expandable Defensive Shield
[WIP]

Reactive Plating
[WIP]

Re-entry Shield
[WIP]

Nanite Anti-Smoke Disperser
[WIP]

Battle Suit Abilities

General Battle Suit Abilities

Overcharge
The pilot can overcharge their mech and "steal" some of the energy they would receive from the next round. The pilot can choose up to 10 energy to steal, reducing the amount they would receive in the next round by that much. This ability can only be used once every two rounds.

Energy Surge
The pilot may pump energy into the targeting AI, overloading it. This increases the Pilot's attack roll by 1d6 for every 5 energy used up.

Precision Strike
Striking someone with an unarmed Melee attack costs 4 Energy Points. Specific areas can be targeted on the body. The accuracy modifier for Precision Strike negates a certain amount of 5's from your Success dice. For example, if you rolled 3d6 and came up with a 5 and a 6, a -1 modifier will negate that 5.

Precise Strike Accuracy		
Body Part	**Success Modifier**	**Effect**

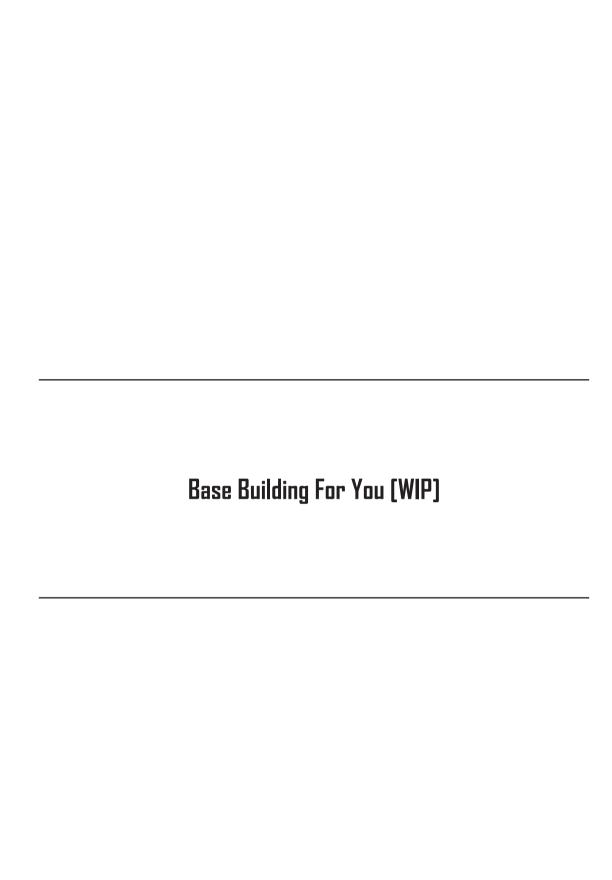|		
Head	-3	Target is stunned for their next attack, increasing the TNoS needed to target another character by 1.
Torso	-	Normal Damage is inflicted.
Arms	-2	The target's attack costs three extra action points for two turns.
Legs	-2	Target cannot move for 1 turn.

Casting Algorithms

Bombard
This suits pilot can select three hexes to fire upon. The selected hexes are the impact hexes, and the one hex radius around them are considered the impact zone and are hit by the artillery rounds exactly two turns from firing, at the start of the pilot's turn.
Each hex around the centre impact point is hit for half damage. Any structure within the impact hex or zone takes full damage. This ability can only be used with Artillery Weapons.
Hunker Down
[WIP]

Base Building For You [WIP]

General Rules
Setting Up

Setting up an outpost is a staggering prospect, but don't let that disuade you. There might be plenty of obstacles to your plan, but we're sure you'll make it fine! Starting off, the first thing to do is to find a good sized asteroid. The best kinds are those which have been partially hollowed out already; maybe from mining or from impacts. Either way, they make great outpost locations due to the inate defense.

Next is to start designing your layout. Here is the hard part. Each outpost is created from pre-fab parts which can slot together for you to create any number of different layouts.

Each part and their dimensions will be listed in this section for easy reference, as well as any additional information you might need to make an informed decision.

Designing An Outpost

During this section, we will describe the process of designing an example outpost as well as the rules needed to do so. The first thing is to decide how large of an outpost you might want. This is done not through floor space, but through number of staff.

- A **small** outpost might have between 1 and 20 staff members, not including the party.
- A **medium** outpost might have between 21 and 45 staff members, not including the party.
- A **large** outpost might have between 46 and 60 staff members, not including the party.

The number of staff members naturally limits how many rooms can be installed onto an outpost, as they will need a monthly influx of money to keep maintained.

All rooms can be rotated to fit together and create your own unique outpost, but all need at least one wall connecting with another. Hallways can be used to increase the outpost size, if needed.

Rooms
Barracks

This area is the main training area of your defence force. It holds a canteen, training range and several small dormitories. From here, you can train troops, outfit them for basic duties and assign them to different platoons you create.
Barracks cost 700c a month in upkeep and 25 power.

Hiring Troops

Manpower doesn't come from nothing. Once you create a respectable flow of credits in and out of your outpost, people will want to live there. To keep their families safe, as well as earn credits, a small number of your population will want to become soldiers.

The amount of soldiers you can hire is dependent on how many dormitories you have. Each dormitory can hold twenty soldiers.
Each soldier you hire will cost a basic wage of 250c per month. Senior positions will cost more.

Outfitting Troops

Just having soldiers won't be enough when raiders come looking for a fight. Giving your soldiers weaponry is the first step in securing your base.
To outfit your soldiers in weapons and armour, you must first either purchase the equipment from the system markets, or create them in your outpost. Check here for details.

When you have procured the equipment, simply choose which platoon you wish to outfit and select the type of weapon and armour. Think about what role they play in your outpost's defence and equip them accordingly.

Dormitory

Dormitories can either function as part of a military area, housing soldiers, or as part of a social area, housing residents. Each dormitory can either hold 20 soldiers, or 20 residents.

When settlers join your outpost, they will be automatically placed in a vacant Dormitory.
Each Dormitory costs 400c a month in upkeep and 5 power a month.

Power Plant

These provide power to your outpost, allowing life support and defences to function. They are crucial to your outposts survivability and an outpost cannot begin without one.

Each power plant requires 10 fuel and 250c a month, in upkeep, to function and provides 40 power a month.

Command Centre

This is the brain of your outpost. Every detail that happens in the outpost passes through the Command Centre. Without a Command Centre, an outpost cannot function reliably.

With an outpost you can coordinate troop movement, communicate with other factions, trade on the system markets and begin to bring colonists to your outpost.
Command Centres require 800c and 35 Power a month to function.

Troop Movement

As the leader of your outpost, you are free to do with your soldiers as you wish. As such, you might find it prudent to send them on missions of import. This could be raiding, or humanitarian missions. Whichever you choose, you will need to choose the amount, as well as the correct vessel for the job.

Communications

The command centre can communicate with the other factions around the system. Of course, if you're just starting out, most of the factions won't wish to know you but as you grow, you might find it useful to set up diplomatic meetings with your officers to discuss mutually agreeable offers.

Trading

Sometimes it's not easy to create everything in your colony and you will need to buy equipment off of the system markets. These markets are designed for outposts and as such are not available to individuals.

Once you have access to the markets, you will be able to buy and sell in bulk based on the system pricing which can change depending on system conditions.

[Insert market rules]

Attracting Colonists

While having a command centre is good, it's essentially useless if you don't have anyone living in your colony. How attractive your outpost is depends on how many secure jobs you can offer as well as how secure the outpost is and amenities.

A well secure, prosperous, outpost will attract more colonists than a run-down, and attacked, outpost.

Fuel depot
Storage
Star port
Staff Quarters
Visitor Suits
Meeting rooms
Ammo Storage
High Security Bunker
Recreation Area
Laboratories

Foundries
Hallway

Staff Members
Junior staff
Senior staff
Traders
Helmsman
Labourers

Defences
Point-Defence Turrets
Railguns
Phase Pulse Cannons
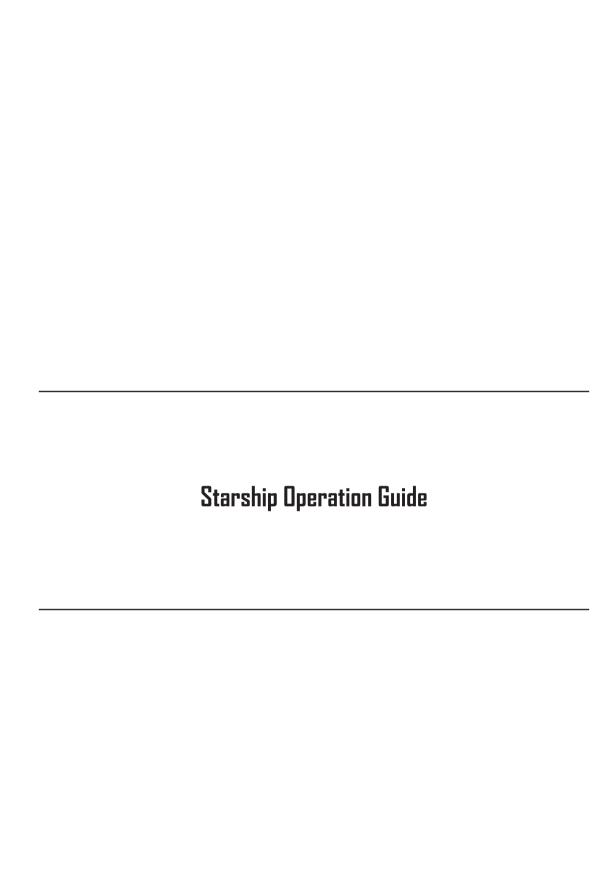Hell-Fire Missile Launchers
Magnetic mines
Hard-Light shields

Everyday Running of An Outpost

Monthly Costs

Trading

Faction Territory

Defence of an Outpost

Starship Operation Guide

Moving around the System

Each System which your GM creates will consist of between four and nine planets. Each amount of planet will increase the size of the system which your game takes place in. This means that planets take several weeks or months to move between. This can give your characters a lot of downtime to play with.

Of course, there's no need to roleplay that out, unless you really wish to. Nobody likes to roleplay being bored upon a spaceship. Your GM will tell you whether something happens and if you will need to take control of your character once more during the voyage.

There are multiple ways of travelling around the system. Below is a number of ways which your characters may choose to do so:

Travel Options
Hitch a Ride
Illegal Stowaways
Transport Ship
Own Ship

Each of these has a different price and a different consequence, depending on whether or not it's illegal. Plus, they might take different times to travel to the outer reaches of the System.

Creating a Ship

If the characters wish to get around the System on their own terms, they must come to terms with paying for a ship. This parts don't need to be new, and chances are that they won't be.

Almost all new Trackers won't be able to afford a ship, but for those that reliably save up and prove themselves, that first ship will let them free across the System.

There are four sizes of ship, which players can create. **Small**, **Medium**, **Large** and **Huge**. Each of these ships have a different cost associated with them and depending which systems you install, you might need to hire crew to maintain the ship.

Ship Size Chart				
Ship Size	Crew Requirement	Cost Multiplier	Health Multiplier	Speed
Small	3-10	-	-	15
Medium	10-19	x1.2	x1.3	13
Large	20-34	x1.5	x1.6	11
Huge	35+	x2	x2.5	9

Crew Requirement is how many people should be working aboard the ship when in combat. The ship can still defend or attack if less than that many people are aboard, but it will not be optimal. When simply flying through the System, the automated system can take care of that, with the interface allowing those in Cryo-sleep to attend to scanning and other tasks not needing them to physically be at the terminal.

The **Cost Multiplier** is how much each ship part will cost when being installed within that size of ship. For instance, if a Standard Bridge was being installed on a Large ship, the cost of the Bridge would be multiplied by 1.5.

Ship Part Limit

Each size of ship has a different limit on each type of ship part they can accommodate. The table below will explain exactly how many parts each ship size can hold.

Ship Part Limit				
	Ship Size			
Type	Small	Medium	Large	Huge
Bridge	1	1	1	2
Engine Bay	1	1	1	1
Crew Quarters	1	2	3	4
Hull	1	1	1	1
Cargo Bay	1	2	2	3
Life Support	1	2	3	3
Hardware Bay	1	2	3	3
Weapons	-	-	-	-
Defence	1	2	3	3
Miscellaneous	2	3	4	6

Ship Parts list

Spaceships are a big part of Shattered Starways. They will be the home hub of your party, as well as the sole means to travel around the solar system. They provide a means to travel, rest and give downtime to your party. They are not to be neglected.

Just like any home, they can be customised externally as well as internally, with modifications which can change all sorts of things about the ship.

Ship Parts			
Part Type	Part Name	Cost	Part Health
Bridge	Standard Bridge	10,000ȼ	200
	Combat Bridge	16,000ȼ	400
	Traveller Bridge	15,000ȼ	350
	Extended Bridge	17,000ȼ	250
Engine Bay	Phase-Pulse Engine	12,000ȼ	400
	Thessaline Light Engine	25,000ȼ	500
	Nuclear Fission Engine	40,000ȼ	850
Crew Quarters	Crew Quarters	7,500ȼ	200
	Passenger Quarters	4,500ȼ	200
	Recreation Room	8,000ȼ	350
	Neural-Link Lounge	12,800ȼ	200
	Training Sim	8,000ȼ	500
	Hard-Light Garden	15,000ȼ	400
	Observation Deck	6,000ȼ	200
Hull	Titanium Hull	18,000ȼ	1300
	Silicon Substrate Hull	26,000ȼ	1900
	Palladium Reactive Hull	35,000ȼ	2500
	Modular Hull	25,000ȼ	1600
Cargo Bay	Cargo Bay	8,000ȼ	250
	In-Hull Storage	6,000ȼ	-
	Cargo Pods	12,000ȼ	200 (Each)

Life Support	Basic Life Support	12,000ᴄ	300
	Advanced Life Support	24,000ᴄ	500
	Medical Bay	25,000ᴄ	450
	Adrenalin Pumps	23,000ᴄ	-
Hardware Bay	Workshop	5,000ᴄ	300
	Weapon Storage	3,000ᴄ	-
	Armour Storage	5,000ᴄ	-
	Vehicle Bay	5,000ᴄ	500
	Vehicle Workshop	5,000ᴄ	400
	Battle Suit Workshop	6,000ᴄ	400
	Battle Suit Module Workshop	4,000ᴄ	350
	Battle Suit Hanger	5,000ᴄ	500
Weapons	Phase-Pulse Blasters	5,000ᴄ	250
	Jaguar Anti-Ship Missiles	7,000ᴄ	300
	Mining Lasers	4,500ᴄ	300
	Thessaline Pulse Beam	9,000ᴄ	400
Defences	Anti-Missile Flak Cannons	5,000ᴄ	250
	Security Doors	4,500ᴄ	150 (Each)
	Ventilation lasers	2,500ᴄ	-
	Hard-Light Shields	12,000ᴄ	400
	Anti-Laser Nanite Dispensers	4,000ᴄ	-
	De-ressurisation vents	4,500ᴄ	-
Miscellaneous	Cargo Lift	12,000ᴄ	125
	Turbo-Lifts	3,500ᴄ	250
	Integrated Comm System	5,000ᴄ	-
	Quantum Comm System	10,000ᴄ	-
	Escape Pods	5,000ᴄ	200
	Deep Space Scanner	12,000ᴄ	-
	Boarding Ports	4,000ᴄ	200 (Each)
	Drop-Pods	8,000ᴄ	300
	Battle Suit Drop Pods	10,000ᴄ	400
	Laboratory	10,000ᴄ	400

Ship Part Descriptions

Bridge

Standard Bridge

The standard bridge has three stations; Piloting, Scanning and Weaponry. This bridge is very bare bones. It contains a communication screen, plush carpets and basic, silver handrails. While basic, this bridge is perfect for smaller ships.

Combat Bridge

The Combat Bridge is designed from the ground up to allow the crew to engage enemies and keep them at bay to their destroy them or retreat. The bridge itself can be self-contained at a push of the captain's button, cutting off access from the rest of the ship.

The bridge, if severed from the ship, can perform a short range jump to the nearest planet. There are four stations on this bridge, Piloting, Scanning, Weaponry and a minor station for Engineering.

Extended Bridge

An extended bridge allows for all essential crew members to be located within the Bridge for safety. It contains all of the necessary stations required to run the ship. Unfortunately due to the need for crew members in separate locations and the size of some ships, this bridge can only be installed on Small and Medium ships.

Engine Bay

Phase-Pulse Engine

A Phase-Pulse engine generates electricity by slamming neutrinos together in 'pulses', allowing a constant stream of electrons to fire out. This room comes with two Engineering stations. It has basic carpets and padded corners, for safety.

Thessaline Light Engine

This engine uses crystallised shards of Thessaline to power the ship as well as the jump-drive. The crystals are protected by a magnetic field as well as palladium plating, reflecting gamma radiation back into the crystal, keeping it fed.

Nuclear Fission Engine

Nuclear Fission Engines are archaic, but still hold up due to the low cost maintenance required compared to newer engines. It can adequately power a ship, even going so far as to allow the captain to use it as a nuclear device as a last resort.

Crew Quarters

Crew Quarters

These crew quarters contain the basic necessities to house the required amount of crew aboard the ship. It houses the ships toilets, sleeping pods and recreation room. Each person has their own private pod, which allows moderate room to personalise.

Passenger Quarters

Passenger quarters are rooms and lodging for passengers on your ship. There's room for four passengers with ample space for belongings and any pets they might bring along.

Recreation Room

A recreation room is good for crew moral as well as good for any passengers which might be staying on the ship. It contains a lounge area and reading cubicles.

Neural-Link Lounge

Neural Link lounges connect several brains together in a simulated environment. This environment can simulate anything as long as the user's image is clear enough. A lounge on a ship increased crew moral greatly.

Hard-Light Garden

A hard-light garden simulates a choice of several earth-like gardens and aviaries for the crew and passengers. This increases crew moral.

Observation Deck

An observation deck can be installed on the upper levels of the ship to allow crew to relax. This increases crew morale.

Hull

Titanium Hull

This is the basic Hull of a spaceship. It's good at deflecting parallel rounds, but if it's hit directly, it is liable to buckle. Despite this, it's easy to repair and modify.

Silicon Substrate hull

Silicon Substrate Hulls are basic titanium plates retrofitted with bolts of Silicon Substrate. Each bolt is magnetized to keep the plates together even when destroyed, increasing their strength.

Palladium Reactive Hull

The hull of the ship is installed with trillions of hexagonal, Palladium, micro-plates. Each plate is fitted with a laser targeter to predict a missile or laser impact. Once an impact has been predicted, the plate will explode outwards with the intention of mitigating explosive damage or refracting the laser away from the ship and reducing damage. Each plate has a maximum detection range of ten feet.

Reactive Hull Damage Reduction	
Weapon	**Damage Reduction (per hit)**
Phase-Pulse Blast	35
Jaguar Anti-Ship Missile	30
Mining Lasers	20
Thessaline Pulse Beam	75

Modular Hull

Modular Hulls allow the owner of the ship to modify and move segments around. Each segment's hull is weaker as a result, but the ship can be used to protect certain sections.

Cargo Bay

The cargo bay stores all of the value goods the group collect upon their travels. Each size category can only hold so many items. Has inbuilt storage upon purchase. The size of the storage depends on the size of the ship.

Storage	
Size	**Amount**
Small	100
Medium	200
Large	400
Huge	650

In-Hull Storage

Cargo storage is installed within the hull of the ship, increasing the storage of the ship by 20% and allowing for hot goods to be hidden.

Cargo Pods

Several cargo pod launchers are installed on the bottom of the Cargo bay, allowing the owners of the ship to drop cargo pods full of goods down to a trading port without leaving orbit. Each cargo pod holds one person in a fitted compartment and can self-burn into a suitably designated port. The amount of pod launchers depend on the size of the ship.

Pod Launchers	
Size	**Amount**
Small	1
Medium	3
Large	6
Huge	9

Life Support

Basic Life Support

Basic life support keeps necessary functions of the ship accessible and online. These include oxygen, water and medical aid. Life support includes an adequately stocked medical cupboard.

Advanced Life Support pod

A Advanced life support pod can keep a person who has received mortal wounds in a cryogenic state. This preserves life-signs for up to a year after they have been placed in the pod. Over time, the pod works to repair damage to the body.

Any damage can be repaired as long as the brain is fully intact. For each point of damage inflicted to the body, once the character has reached zero health adds two weeks of recovery time.

Medical Bay

This ship part is a standard medical bay found throughout the System. It can diagnose and treat most minor wounds, giving the Medic an automatic +2 success [Technology bonus] on medical checks. For major wounds, it can only give a +1 Success.

Adrenaline Pumps

Adrenaline pumps are installed throughout the ship. In the event of a ship boarding, any area with crew is filled with adrenaline Nanites, giving crew members 20% more health during combat.

Hardware Bay

Workshop

Workshops are where the crew can come to tinker or repair their equipment. It is the main area where raw materials are stored and used on the ship. Each size category can only hold so much.

Weapon Storage

A weapon storage area is installed in the Hardware Bay. It can store hundreds of weapons of varying sizes and can be increased in size when needed, for half the price. It also allows for safe storage of explosives.

Armour Storage

Armour storage works in much the same way as weapons storage. It allows for storage of different armours, keeping them safe from wear and tear if the ship is attacked.

Vehicle Storage

A vehicle storage bay is installed within the hardware bay. The size of vehicles, and the amount of them, vary by ship size. Each size can support the vehicles which fit into the previous sizes.

Each size of spaceship can hold as many of the previous sizes vehicles, in addition to their own size.

Vehicle Storage		
Size	**Vehicles**	**Amount (up to)**
Small	Motorbike	3
Medium	Civilian Car, Armoured Truck	3
Large	Jupiter APC, Reverence Tank, G25 Helicopter	2
Huge	L&J Troop Transport, 596 Slipstream.	4

Vehicle Workshop

A vehicle workshop is installed within the bay, allowing crew to repair and maintain vehicles.

Weapons Systems

Phase-Pulse Blasters

These blasters work much like the engine in that they smash together neutrinos and send the electrons hurtling towards the target in a plasma bubble. The blasters are great at melting basic plating.

Jaguar Anti-Ship Missiles

These ship missiles are standard missiles used within most Missile Launchers. Able to close the distance with a velocity of 300m/s, each missile is deadly.

Mining Lasers

Mining lasers are primarily used to heat up chunks of asteroids in space, breaking apart the material to allow for extraction. Due to the power drain, only medium and larger ships can use them.

Thessaline Pulse Beam

Only one Thessaline Pulse Beam can be fitted on a large or huge ship at a time, due to the power drain. The Thessaline Pulse Beam charges a shaped Thessaline crystal with neutrinos and fired the charged particles outwards in a dazzling fractal display. When the beam collides with a solid object, that object is warped into non-euclidian geometry for a nano-second, fracturing the atomic bonds and weakening the structure as a whole. Enough times and the surface breaks down into dust.

Ship Weapon Amounts				
Weapon	Amount of Weapons			
Phase-Pulse Blasters	2	5	8	12
Jaguar Anti-Ship Missiles	3	5	8	13
Mining Lasers	-	1	2	3
Thessaline Pulse Beam	-	-	1	1
	Small	Medium	Large	Huge
	Ship Size			

Weapon Damage Chart		
Weapon	Damage (per)	Charge Time
Phase-Pulse Blaster	75	1 Turn
Jaguar Anti-Ship Missile	100	1 Turn
Mining Laser	120	2 turns
Thessaline Pulse Beam	200	3 turns

Defence Systems

Anti-Missile Flak Cannons

These cannons send a blast of shrapnel towards any enemy tagged missile which is moving towards the ship. The shrapnel shreds the missile, either sending it off course or causing it to detonate.

Security Doors

You may install Security doors throughout your spaceship to keep intruders at bay. Each door has their own health, is airtight and can be remotely locked from a security terminal.

Ventilation lasers

Various lasers are installed within the Ventilation throughout the spaceship. These lasers block off various sections you may choose. They can be remotely activated from a security terminal.

Hard-Light Shields

Hard-Light emitters can be installed to emit shields on the outside of the ship. While the shields are not strong enough to withstand other spaceship weaponry, it can block regular firearms and heavy weapons fire.

Anti-Laser Nanite Dispensers

This ship part is installed on the outside of vital areas of the ship, such as the bridge. When a laser beam is within mere metres of the ship, Nanites are dispensed to refract the beam across a large surface area, mitigating damage. Each release of Nanites reduces the amount by a third. Once the Nanites have been used, they are burnt out, rendering them useless. Each part of the ship will need these installed separately.

De-pressurisation vents

In addition to regular ventilation, de-pressurisation vents can be installed. These vents are connected to the outside of the ship, allowing a user to vent the air in certain sections.

Miscellaneous

Cargo Lift

Once installed, a cargo lift lowers itself from the bottom of the cargo bay to allow people and goods easy access. Once retracted, the bulkhead seals up completely.

Turbo-Lifts

Turbo-lifts travel up and down the height of the ship to ferry people between stations. Turbo-lifts can also be installed horizontally, if the ship has more width than height.

Integrated Comm System

This comm system is installed in every ship part to facilitate the communication between members on different parts of the ship. Using the comm system is as easy as talking.

Quantum Comm System

Quantum Comm Systems can send and receive messages between planets or ships within the gravity well of the star. Each Comm device needs to the re-aligned each time a message is sent to a new recipient, which takes roughly one hour.

Escape Pods

Escape pods allow the crew of a boarded ship to escape. Each Escape Pod can carry six members of the crew with its own life support. In addition to life support, each Pod has a short range jump-drive, allowing it to jump to the nearest planet only once.

Drop-Pods

Drop pods are fired out of the bottom of the ship and carry three crew members each. They are equipped with atmospheric stabilisers and flaps to slow their descent near the ground. Each pod has flotation devices built-in, to allow the pod to float.

Laboratory

The laboratory is where crew members can make experiments with strange and alien items they find. They can also craft new, experimental items.

Hiring Crew

Some ships will simply be too large for your characters to maintain by themselves. In this case, hiring crew will be the only way to reliably fly these ships around the System without them falling apart. The total cost of hiring a crew member includes their food as well as anything they require while on board. Below is a list of the types of crew member as well as their monthly cost and what they bring to your ship.

Crew		
Crew Type	Specialties	Monthly Cost
Recruit	-	125c
Senior	Repair	200c
Veteran	Defence, Repair	475c

Ship Combat

Some people aren't content to just fly around the System. They feel the need to impose their will on other people. Their ship is their weapon for while they are in space. Combat between ships is dangerous. Most people don't want to lose their expensive ships, but those ships which are held together with duct tape and bolts aren't worth much to raiders except the prospect of stealing a better ship!

Players inside of their ship will have to juggle several responsibilities to stop their ship from being destroyed in combat. These responsibilities cover various aspects of their ship and only grow with the size of the ship they are on. Some of the responsibilities could include, but are not limited to:

- Piloting
- Shields
- Engine
- Scanners
- Life Support
- Repairs
- Weapons Systems

[WIP]

Getting Hit

At the start of combat, bring out your ship schematic and the gm will bring out their enemy schematics. Of course, you won't be able to see inside of the enemy ship, other than a list of possible target ship parts to fire upon. This list will vary depending on your own ship's set up.

Each ship will roll 1d8 for initiative, adding on the Piloting, engineering and other relevant modifiers. Whichever ship has the higher total takes their turn first.

Each ship will spend their turn how they see fit. For non-player ships, this will mostly be attacking or trying to board, with the intended goal of capturing the ship and killing the crew.

Combat Action

[WIP] Add in ship speed. Affected by ship size + amount of parts + Engine. Change around combat as well as boarding to incorporate the new Bracket rules. Everything goes at the same time.

Part destruction

Explain how parts are chosen in combat and what happens to the schematic when they're destroyed.

Range

Explain how different weapons have different ranges

Escape

Gravity wells and engineering checks

Boarding Action

Ship to ship combat isn't the only way to bring down a ship. Some ships can fire out boarding pods which can drill into an enemy ship to let enemies board. When this happens, enemies can begin to roam your ship, looking for anyone. At this point, combat will take place.

Majority of crew members will run away to a safe place if an enemy has boarded the ship. If an enemy has entered their section, recruits and Senior crew will retreat out of the section. If they cannot exit, they will stay out of combat until it is over.

Veteran crew members hold the Defence Specialty. This allows them to fight off the enemy combatants. They may be ordered not to fight, if the owners do not wish them too. If the ship is destroyed, or the players are captured, then the crew members will die.

Example spaceships

During the start of the game, if your GM hasn't given you a spaceship, you will be able to buy one. Below are a couple of buy-able ships for low to medium level characters which your GM might want to use. Generally, when buying a spaceship on loan, character's will pay roughly about 10% of the cost of the spaceship a month, if they do not wish to simply outright pay for the ship.

At the time of purchase, they will all be implanted with a tracking beacon, which will let the seller find them if they default on their payments.

Ship 1		Size: Small
Part Type	Part Name	Part Health
Bridge	Standard Bridge	200
Engine Bay	Phase-Pulse Engine	400
Crew Quarters	Crew Quarters	200
Hull	Titanium Hull	1200
Life Support	Basic Life Support	300
Hardware Bay	-	-
Weapons	Phase-Pulse Blasters	250
Miscellaneous	Escape Pods	200

Cost	67,500ȼ

Ship 2		Size: Small
Part Type	Part Name	Part Health
Bridge	Combat Bridge	400
Engine Bay	Phase-Pulse Engine	400
Crew Quarters	Crew Quarters	200
Hull	Silicon Substrate Hull	1600
Life Support	Basic Life Support	300
Hardware Bay	Workshop	300
Weapons	Jaguar Anti-Ship Missiles	300
Miscellaneous	Drop-Pods	300
Cost	91,500ȼ

Crashed Ships & Salvaging

Your character night come across a crashed ship or two during their time travelling. If this happens, they could check out what happened and possibly find the occupants dead. If this is the case, then salvaging would be on the table!

When salvaging, ship parts can be broken up and moved onto your ship using an Engineering skill check. This process is completed over several days. This is sped up if there are cargo lifts installed. If the ship is the same size category, then any ship part salvaged, with an Engineering skill check, can be installed during the course of a week.

Non-fitting parts

Any ship part which you salvage, that is not the same size category as your own ship, is to be tagged as a Non-fitting ship part. These ship parts can either be kept as self-contained parts, ready to sell, or they can be fitted. The TNoS needed to fit a non-fitting part is 2 higher than normal and any TNoS needed in regards to the part's function is 1 higher.

Environmental Hazards

Gravity

There will be times where your character will either have to leap, or fall. These are times where gravity is in charge. Gravity, or Falling, damage is simple to calculate. For every ten feet that your character falls, they take 1d6 damage.

Hard Exposure and Suffocation

Dying is painful, but suffocating to death in the vacuum of space is a death nobody wants. If your character's helmet is broken, or they are sucked out into space without a hard-suit, then they will begin suffocating.

The character will suffer no damage the first round they begin suffocating, but for each round after the first, they begin to suffer a cumulative +1d4 damage, up to a maximum of 6d4 damage after the seventh round.
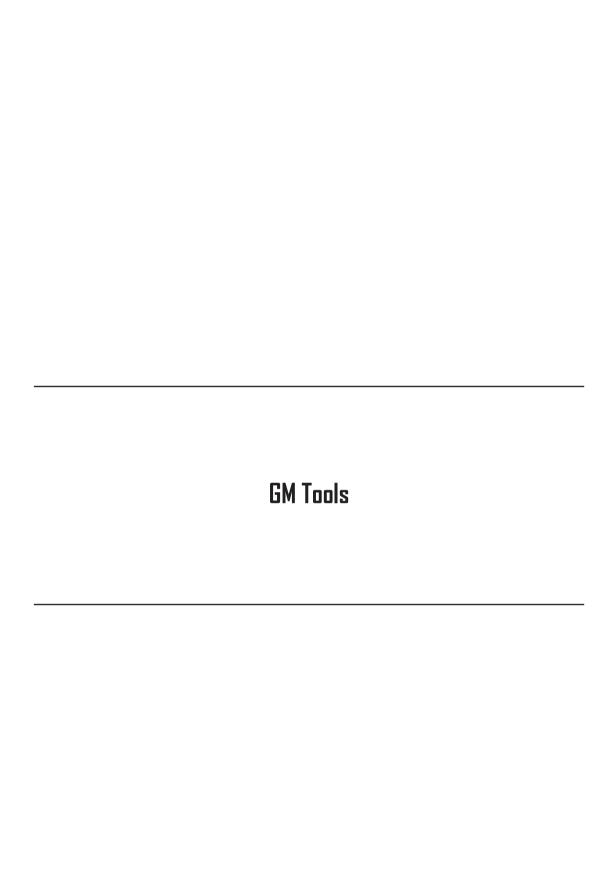
The Pull of a Vacuum

Firing high-powered rifles and detonating explosives can be an easy way of clearing out a room, but they also come with risks if they are used on a spaceship. If your character is unfortunate enough to be in an area where explosive decompression has taken place, they must make a **Melee** skill saving throw to latch onto something within their general vicinity. If they fail to do so, they are dragged across the room 1d4 hexes per turn until they manage to succeed their **Melee** skill saving throw.

Temperature

Some planets are not lucky enough to be in the goldilocks range. A range close enough to be warm and life-giving, but far enough to not boil and blister the

surface of the planet. Those planets which are barren and lifeless can pose a serious risk to those which walk across their surface without protection. For each round within an area of extreme temperature, characters suffer 1d4 health damage.

GM Tools

Solar System Generation

Within Shattered Starwa

zys, the players are generally, [but not always] confined to one solar system. This solar system is generated using a framework which will be explained, then followed, throughout this section. If you haven't generated a System before, follow this section carefully, going through and following the rules until you have a functioning system.

Of course, if you have done this before, feel free to skip to different parts and create the system in a way which you enjoy.

Planets

Within each solar system in the galaxy there are planets. The number of planets differs in each one. Humanity has travelled so far and wide in their search for planets to colonise that a large range of planets have been found within each System.

When creating a Solar System, Roll 5d4 to determine how many planets orbit the star. If you would like, you may simply choose a number between 5 and 20 and go with that.

Goldilocks Zones

There are generally five distinct zones around a star, in relation to survivability: **Close-Goldilocks**, **Pre-Goldilocks**, **Goldilocks**, **Post-Goldilocks** and **Far-Goldilocks**.

Each of these sections determines what sort of planets show up. Depending on how you wish for your campaign to go, you should split up the number of planets you have into these zones, keeping at least one of them in the **Goldilocks** zone.

Close-Goldilocks

Close-Goldilocks planets are those which are extremely close to the start. These planets are typically tidally locked, with one side made of boiling sludge.

Pre-Goldilocks

Pre-Goldilocks planets are those which are too close to the sun to support natural life, but can support structures within the upper atmosphere. These planets are usually warm, but a hard-suit can safely traverse the surface.

Goldilocks

Goldilocks planets are those which can naturally support life. These are quite rare, but can show up with more than one within the zone at a time. These are typically the planets in which you want your players to start on.

Post-Goldilocks

Post-Goldilocks planets are typically cold and desolate. They are too far away from the star to store any warmth and thus are covered in a freezing landscape of ice and snow.

Far-Goldilocks.

Far-Goldilocks planets are those which are almost double the distance out than Post-Goldilocks. These planets are dead, with no rotation.

World Types

Now that you have split the number of planets into each of the categories, it's time to choose the planet types. Each of the planets will usually follow the Goldilocks rules, but how they are formed and how Humans have interacted with them will be different. The table below has a list of the different types of planetary formation.

Due to Shattered Starways being primarily a RolePlaying game, which is meant to give players enjoyment from exploration, the types of planets can sometimes lean towards the more extraordinary and might not follow the rules of common astrophysics. You are free to disregard these planet types if you would rather have a more 'down to earth' type of System.

World Types		
Gas Giant	Frozen	Super-Earth
Barren	Eden	Snow Covered

Sulphuric	Tropical	Puffy
Binary Planet	Desert	Dwarf
Burning Planet	Floating Islands	Honeycomb
Jungle	Fungal	Storming
Crystal	Amplified	Shallow

Planet Type Descriptions

Gas Giant

Gas Giants are typically composed of hydrogen and helium with a small, but dense, iron core. Their outer layers are light and mostly fluffy, with storms scattered about. This type of planet is uninhabitable, for obvious reasons, but the outer atmosphere of the planet can be littered with orbital-stations, in which plenty of colonies survive.

Barren

Barren planets have been sun-bleached and left for dead. Most are found within the Pre-Goldilocks zone and cannot support life. If anyone does create structures on the planet, it will most likely be underground, away from the radiation and scorching sun.

Sulphuric

Sulphuric planets, as the name suggests, are covered in sulphuric acid. No like, outside of single celled organisms can survive here. Any structures built be found floating in the atmosphere, away from the burning acids. These planets are found in the Close-Goldilocks, or sometimes Pre-Goldilocks zones.

Binary Planet

These are two planets which, when forming, drifted close enough to begin orbiting around a single point in space. The two planets can be the same type, or extremely different. The pair of planets are usually found within the goldilocks zone or further away.

Burning Planet

Burning planets are those covered with mountainous regions and extremely active tectonic and volcanic activity. Only very sporadic mining operations appear on these planets, aided by the plate shifts to mine precious materials brought up from the planet's core. These planets can be found from Goldilocks and closer.

Frozen

These planets exist too far away from the star to keep warmth from drifting off, cooling the planet over millions of years. The surface is frozen and only the most foolhardy ever live on these planets, aided by rich technology. They are usually found within the Post, or Far, Goldilocks zones.

Eden

Eden planets are earth-like and rich with minerals, flora and fauna. They can support a large standing population with no additional effort on the settler' part. They are almost always found within the Goldilocks zone.

Tropical

These planets are usually warm, with a tropical, earth-like climate. They are second best to Eden planets for population growth, but lack the land-mass to support extensive growth. They are typically used for vacation or for small cities.

Desert

Desert planets are mostly barren, but can still harbour some forms of life. Most typically found within the Pre-Goldilocks zone, the planet still has some of it's atmosphere left, allowing it to reflect the deadly radiation away. Living here is difficult, but not impossible.

Floating Islands

Laying within any zone, planets like these are strange and alien to most people. There's no regular land-mass. Instead, gigantic floating islands drift around the world. The constant drifting and unfamiliar sight can put some people off travelling there though.

Super-Earth

Super-Earths are planets with 2x the size of the earth. They still mostly sit in the Goldilocks zone and can harbour life, but the size and gravity can make it difficult

for people to become acclimatised to the planet.

Snow Covered
Snow covered planets are not as cold as Frozen planets and as such, can harbour small amounts of life here and there around volcanoes and oceans. There's an almost perpetual snowfall across the planet, which is countered by an active core, warming the planet up.

Puffy
Puffy planets are planets with extremely low density. They are usually characterised by a thick, puffy atmosphere and a small inner core. Much like a Gas Giant but roughly the size of a regular planet.

Dwarf Planet
Dwarf planets are usually found in the Far-Goldilocks zone and are at least half the density and mass of a regular planet. They are too far out to keep any warmth and can usually be found with Frozen and Dead landscapes.

Honeycomb
Honeycomb planets are relatively stable, with minimal plate movement, but have a criss-cross of caverns and tunnels which run through almost the entire outer crust. These caverns can sometimes run into the mantle, warming them up and allowing for settlement.

Jungle
Majority of the planet's surface is covered in lush, thick jungle. It's so thick that only the most well funded expeditions can obtain a foothold in the quickly growing jungles.

Fungal
While most of the surface has been scorched or windswept, the caverns underneath the surface are teeming with fungal lifeforms. From rooted fungai to sentient creatures, the dominant lifeforms on the planet are fungaloid in nature.

Storming
The surface of the planet is wracked with a near constant hyperstorm which covers the majority of the surface. Only outposts underground or above the storm usually survive, unless heavily fortified.

Crystal
Crystal planets have the majority of their mass made up of heavy crystals, like quartz or diamond. No life can live on these planets.

Shallow
Shallow planets have had all of their land eroded away, giving the impression of a shallow pool. While there's no land, the oceans are usually teeming with life, as well as massive underground networks which span the crust.

Planet Names
Since you have a selection of planets and have worked out their types, you might want to name them. This is entirely optional, of course. This is done by usually taking the stars name and adding a letter at the end. The closest planet starts with A, then B, then so on until all of the planets have been named.

Moons
There's a fair chance that one or more of the planets within the system will have a moon orbiting it. Those within the Close-Goldilocks zone have a lower chance, due to the gravitational pull of the star, but not impossible. For each planet, roll 2d4 for the amount of moons a planet has!

Each moon will can have several types of settlements, much like orbital-stations, but they won't need as much maintenance.

Faction Types
Throughout the seven hundred years since Humanity launched from it's cradle, governments have formed and crumbled among the stars. Old rivalries flared up and alliances have died.

There might be a number of Factions which control one or more planets in the System. Roll 1d4 to determine how many governments there are.

For each of those governments, either roll or choose on the table below to pick

Governments	
Roll	Type
1	Democratic
2	AI Controlled
3	Militaristic
4	Dictator
5	Theocratic
6	Republic
7	Confederation
8	Monarchy

which type of Government they are.

Planet Colonies

Now is the part where you get to decide how many colonies are on the planet. If you wish for the solar system to have only just been settled before the Starways collapsed, then a small number of colonies per planet might be good. If the starways collapsed over a decade ago, then a large number would be more appropriate.

Colonies which are located on planets can take the form of several different types. There's the Prime Colony, which is the seat of government that controls the rest of the colonies on that one planet, then there's the Secondary Colonies, which are ruled over.
[WIP]

[Optional] Rebels and Freedom Fighters
Not all governments will be kind to their people and sometimes this can cause a rebel group to form. Most of the time the rebels uprising is quelled, stopped before it can grow in size. Other times it's a full on rebellion. As a GM, you can pick and choose which governments have a rebel uprising, but typically those which are nice to their people aren't a suitable choice.

Asteroid Belts
Between certain planets may sit asteroid belts. These belts are full of precious raw materials that can be mined for Credits. There are usually one or more large mining colonies located within the Asteroid Belts, which mine and then smelt on-site, before transporting the goods back to the planets, or factions.

Roll 1d4 to determine how many Asteroid Belts there are in the System.

For each of these Asteroid Belts, you may either roll 2d4 to find out how many mining colonies there are, or simply pick a number between 2 and 8.

Mining Economics
The cost of each material will rise or fall depending on how many Mining colonies there are. Each colony will primarily only mine one sort of material, plus one or two secondary materials.

For each colony mining a primary material, lower that materials base price, by 1d4.

For each colony mining a secondary material, lower that materials base price by 1d2.

Base Material Selling Prices	
Name	Price (Per lb)
Copper	6 + 1d4
Iron	5 + 1d4
Silicon	7 + 1d6
Titanium	9 + 1d6
Palladium	10 + 1d8
Gold	12 + 1d10

Colony Names
Each of these colonies will have a name attached to them. They could be as simple as a family name of the owner, or a designation which matches the asteroid belt with a letter on the end. This is left up to you and your imagination.

Orbital Stations

Now, choose a number of planets or moons within the System and add one or two Orbital Stations to their orbit. There are several types of Orbital Stations which can be chosen, each with a different purpose.

Types Of Orbital Station	
Type	**Purpose**
Science	General Research, Weapons Research, Biological Research
Farming	Farming Crops, Raising Life-stock
Engineering	Ship-Building, Foundry, Android Factory
Scanning	Deep Space Scans, Ship Scanning, Territory Scanning
Habitat	Living Space, Cities, Prisons
Military	Defence, Training Troops, Command Centres

Anomalies

Within each System are Anomalies. These pockets of space are anchor points for something which is a little stranger than most of the System. They could be the ruined wreck of a Large ship, or an asteroid which has been hollowed out and used as a temple, the possibilities are limitless. This section will give some examples that you could add to your System to spice things up for explorers!

Encounter Details	
Temple	The temple is dedicated to a false, alien god.
	The temple is dedicated to a derelict AI core.
	A bunch of fanatics have taken over the temple.
	Raiders have taken over the temple
	The temple patrons are dead
	The temple is abandoned
	The temple has been destroyed
Mining Colony	The mining colony is working perfectly fine.
	The mining colony is having a food shortage and is willing to pay.
	The mining colony has been taken over by raiders.
	The mining colony has been abandoned.
	The employees are all dead.
	There was a radiation leak, leading to grotesque mutations.

Military Base	The military have been covering up something they didn't want anyone to see.
	The military have quarantined the area due to a biotech-hazard.
	The military base is currently under attack by raiders
	The military base is currently under attack by a rival faction.
	An unidentified experiment has just gone off unexpectedly, resulting in panic.
Spaceships	Derelict prototype spaceship
	Archaic colony ship from earth
	Random spaceship part
	A mangled space-hulk
Wreckage	A huge spaceship wreckage which has Asteroid impacts
	A thessaline detonated spacecraft.
	A mining station wreckage
	An orbital station wreckage
	A spaceship graveyard
Orbital Station	An abandoned orbital station
	A farming station gone off course and no one has noticed.
	An out of control science station
	A gas mining station needs help
Celestial	Thessaline Crystal
	Asteroid field
	Rare material asteroid
	Miniature planetoid that can harbour life.

Mission
Generation

There are two types of missions which a party of Trackers can come across: **Faction** & **Universe**.

Faction missions are those which a specific faction, usually the party's own, wishes for them to partake in. There are several types of Faction specific missions, but these can overlap with Universe missions.

- Rescue mission
- Infiltrate mission
- Combat mission
- Information retrieval

Universe missions are types of missions which are unrelated to the party's faction. These could come up from a bounty board, or from a free-lance contact. They usually involve less danger, but not always.
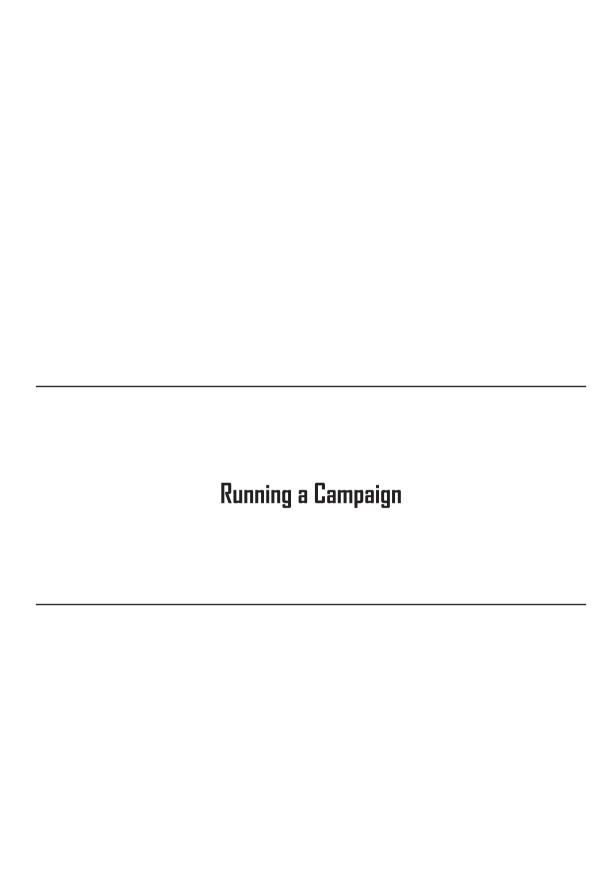
- Collect mission
- Negotiate mission
- Resource Mission

Mission Hooks

Each mission needs some sort of 'hook' to grab the party's attention. It's no use to have a mission, but nothing worthwhile at the end. This could simply be loot, which is perfectly fine for a reward, but even better than loot could be information. If the party of Trackers are stuck in another mission and don't know what to do, try offering them a smaller, easier mission and have some information which could help them in the harder mission as a reward.

Mission Type	Hook
Rescue Mission	A diplomat for your Faction has been kidnapped by a zealot faction.
	A group of soldiers have been trapped underground and are being assaulted by the local wildlife.
	A space-craft's engine has stopped working, leaving the crew drifting towards the star.
	An operative for your faction has been captured, bring them back.
Infiltrate Mission	You are requested to infiltrate a Rival Military outpost.
	Infiltrate a rival faction's battleship and extract a high ranking military figure.
Combat Mission	A rival faction has been assaulting your faction's stronghold.
	Your faction needs help assaulting another faction's stronghold.
	Rogue Androids have slaughtered a small town, find and extract them.

Information Retrieval	Information about your faction's military has been stolen, find the culprit.
	Infiltrate and retrieve a rival faction's scientific data.
	Infiltrate a military facility and extract information from a scientist.
Negotiate Mission	Negotiate peace between two minor factions within deep space.
	Gather technology for your faction by negotiating with companies.
Resource Mission	Reopen an old mine for your faction which has been claimed by wildlife.
	Various Mutants have stolen fuel for themselves.

Running a Campaign

Using The Resources Of This Section

Throughout this book, there has been plenty of rules, but nothing to specifically help you when running the game with a party. This section is designed to ease some of that by laying out some designer notes and thoughts which ran through my head when I created this book.

As usual when I create an RPG system, which I hope will be used, is the general premise. In this game, the premise is essentially that the party is a group of travellers, mercenaries for hire, or some other sort of group which can easily be found and contacted with different missions. This not only lets the players get into the fun quickly, but it makes it easier on you, the GM, when creating a story.

Now, this premise alone is relatively sufficient, but without an overarching plot, it's not going to keep many player's attention. So, in a theme which other RPG systems follow, namely 'Dungeons and Dragons' and 'Pathfinder', there should be a campaign which runs alongside your player' fun.

This campaign can, obviously, be anything you choose. It could be that the players have to find out the location of a warlord and overthrow him before he gains enough followers to stage an attack on a planet, or stop an evil madman from wiping out the System. Whatever you do, there are a number of basic rules to follow to make it interesting, engaging and to keep your players wanting more.

Tone

One of the very first things which you will need to get right is tone. Tone is a big part of how your characters will interact with the universe at large. It's a very stark contrast to have a party which isn't taking things seriously and jokes around, to a party which is serious and gets straight to the point.

In general, your first session should be setting the tone. It sets the tone for the rest of the campaign, as well as letting everyone get up to date with what the other

players wish their characters to be.

Finding The Right Hook

So, you have had your first session and you have all of your players with their characters. This is great! Now, you need to find something to hook your players into the campaign. Of course, knowing your character's back-story helps immensely because you can tailor your campaign more towards your players by including areas and people who are either from their story, or can interact with your players.

So, now that you know your character' back-stories, time to find a good hook. Some great hooks can be to find some unknown technology that is needed to save something which the players love, or finding an alien menace that will invade the system. These hooks can be either long or short, but they need to have enough impact to give weight to the player' decisions.

Keeping It Interesting

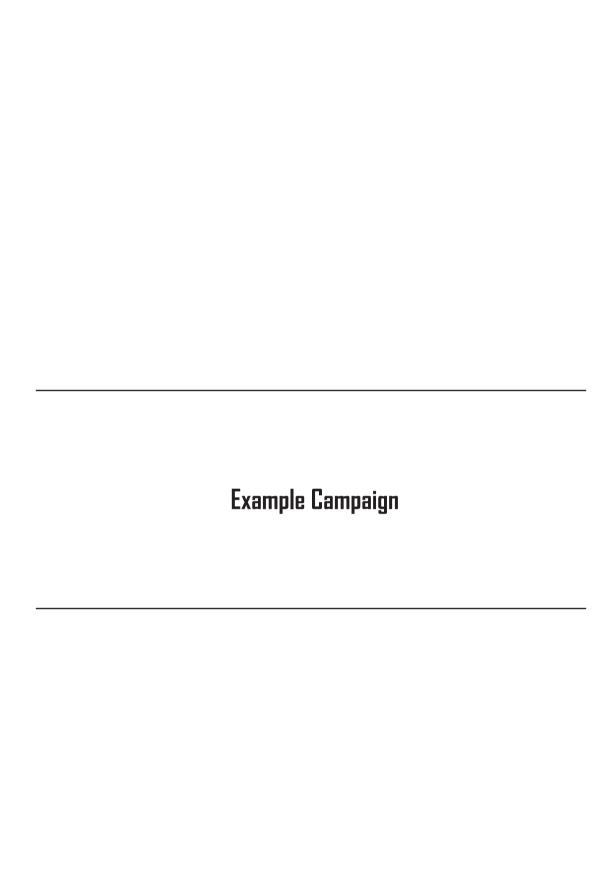## Stopping The Grind

Creating A Good Villain

The Endgame

What Next?

So, your final mission is finished. The villian or 'big bad' is destroyed/stopped. What do you do now? Well, you hand out the rewards. Even with the excitement and fun of exploring strange and new locations, that fun has to come to an end. Rewards help to show just how far the players have come in a more grounded way. There are several types of rewards that players enjoy.
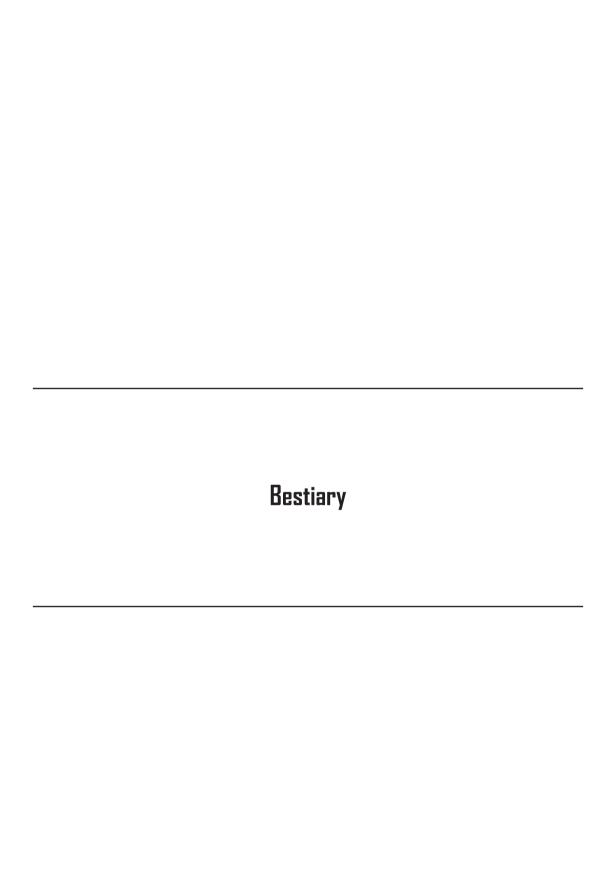
The first is a monetary reward. Some players know that their characters enjoy the finer things in life. Handing out oodles of cash can help to quell some of the sadness of a great campaign finishing.

The second reward is Experience. Experience is an excellent way to show how a character has grown. Of course, handing out experience should be left for when you know a new campaign might be starting, or for those players that would rather have experience over items or a good conclusion.

The third and final reward is a happy ending that's based on the characters. Some characters might want a peaceful life, and if the player doesn't wish to continue the character as they believe they're at the end of their arc, giving them exactly that might be a great way to see the end of the campaign.

Example Campaign

The Siege of Orbital Station KB29-A-c

[WIP]

Bestiary

Reasoning

While you add these enemies, keep in mind a specific reason as to why you are adding them and how they fit into the wider universe. Some creatures might be hunted for meat, some might be hunted because they're aggressive. Keeping a specific reason as to why you're adding the creature will help you to fit them into the universe.

In addition to the typical health and defences of each human enemy, they will have typical fighting strategies which they will employ during a combat. For these, it will state a number of possibilities which could happen and how that human or animal might react.

Success Dice

Each enemy starts off with [2 + Number of Successes] dice. For example: A Worker will start off with 3 Success dice. Certain Firearm Accessories will be able to give them more.

Flesh and Blood - Humans

Citizen
Health: 5
Weapons: None
Successes: 1
Typical Strategies: Citizens usually abhor violence and will try their best to get away from any that happen near them. If trapped or cornered, Citizen's will follow orders, within reason.

Worker
Health: 6
Successes: 1
Weapons: Usually none, but can carry Stun Batons within high security facilities.
Typical Strategies: Will usually run away from combat and plead for their lives. If cornered, and have a Stun Baton, they will try to defend themselves.

Scientist
Health: 8
Successes: 1
Weapons: Usually none, but can carry pistols within high security facilities.
Typical Strategies: The majority of Scientists are non-combatants. As such, they will usually find some corner to hide in when the combat start. They will be quite cooperative if pushed.

Bandit
Health: 10
Successes: 3
Weapons: Any, but a high chance of Sub-Machine guns and Shotguns.
Typical Strategies: Most Bandits, when they are in a group, will feel encouraged to take on large targets. Though, once their group starts to take damage and a few members break away, their confidence wanes.

If there are more than three members within the Bandit group, a select few will try and flank the enemy, using cover until their targets has been suppressed. Once they have flanked, they will start to fire wildly into the targets with wild abandon.

Bandits have a high fondness for Sub-Machine Guns and Shotguns and will usually carry trinkets and trash for reasons only they know.

Bandit Leader
Health: 15
Weapons: Any, but a high chance of Shotguns. Some enjoy Light-Machine Guns.
Typical Strategies: Bandit Leaders oversee their lesser brethren in a sort of tribal, ritualistic, hierarchy. Due to this, most bandits will look to their leader for guidance during combat. The leader will formulate plans to a higher degree than a regular bandit and will coordinate them to the best of their ability.

Bandit Leaders usually stay near the back of the pack and use their comm devices to yell orders. If a Leader loses a substantial amount of troops, they will tend to try and run away, leaving the rest to die.

Bandit Leaders hoard the majority of the useful haul they gather and show it off on their body as a sign of dominance. They are mostly found with credits and useless technology.

Mercenary
Health: 17
Weapons: Most Rifles / Submachine guns.
Typical Strategies: Most Mercenaries are hired off the black market and go out to the highest bidder. They are well equipped and focus only on the job at hand. They use to breach and clear techniques as well as sweep and clear. If enough of them are killed, they will retreat to a safe location and call for backup. If they cannot call for backup, they will typically fully retreat. Mercenaries only carry what they need for their mission.

Guard
Health: 12
Weapons: Any, but usually Rifles and Shotguns
Typical Strategies: Guards stay by their post, but how much they'll actually defend the position is based on how well they're paid by their superiors. When faced with superior forces, Guards will typically retreat for backup.

Advanced Guard
Health: 18
 3 Minor / 2 Major
Weapons: Mostly Rifles. Can sometimes appear with Submachine guns.
Defence: 6 / /
Successes: 3
Typical Strategies: Advanced Guards are employed in high security areas. They have a more focused mindset and will only retreat against an overwhelming show of force. They will employ more explosives and can set traps

Soldier
Health: 18
Weapons: Rifles. Pistol sidearms.
Typical Strategies: Soldiers can employ advanced battlefield tactics to defend or attack an area. They can flank, deploy traps and obtain information before making an informed judgement. Soldiers will usually find the most powerful character and try to take them out first.

ExoSuit Soldier
Health: 25
Weapons: Rifles. Very rarely Heavy Weapons.
Typical Strategies: They will try their best to produce a strategy with whoever they are in combat with. Most Exosuit Soldiers will try to take charge if there isn't someone who is a higher rank. Exosuit Soldiers will use cover more often than not to gain an advantage.
They will use gadgets and weapon modifications, with the majority of them carrying enough ammo for an extended fire-fight.

Advanced Soldier
Health: 20
Weapons:
Typical Strategies:

Sniper
Health: 15
Weapons:
Typical Strategies:

Engineer
Health: 10
Weapons:
Typical Strategies:

Advanced Engineer
Health: 20
Weapons:
Typical Strategies:

Scout
Health: 15
Weapons:
Successes: 3
Typical Strategies:

Advanced Scout
Health: 25
Weapons:
Typical Strategies:

Pilot
Health: 15
Weapons:
Typical Strategies:

Helmsman
Health: 18
Weapons:
Typical Strategies:

Survivalist
Health: 25
Weapons:
Typical Strategies:

Fanatic
Health: 15
Weapons:
Typical Strategies:

Cultist
Health: 20
Weapons:
Typical Strategies:

Flesh and Blood - Animals

Jaguar
Health: 10
Weapons:
Defence: 1 / 3 / 2
Typical Strategies:
Special Ability:

Dire Bear
Health: 20
Weapons:
Defence: 3 / 5 / 3
Mobility Rating:
Successes:
Typical Strategies:
Special Ability:

Dire Wolf
Health: 20
Weapons:
Defence: / /
Mobility Rating:
Successes:
Typical Strategies:
Special Ability:

Burrow-Lurk
Health: 16
Weapons:
Defence: / /
Mobility Rating:
Successes:
Typical Strategies:
Special Ability:

Leaper
Health: 15
Weapons:
Defence: / /
Mobility Rating:
Successes:
Typical Strategies:
Special Ability:

Flesh and Blood - Mutants

Shifter
Health: 20
Weapons: Claws (2d4)
Defence: 2 / 3 / 4

Mobility Rating: 7
Successes: 4
Typical Strategies: Shifters are bloated, rotting combinations of humans, or animals which wander around to try and find more people to absorb. Their faces are usually crust, oozing and filled with hundreds of jagged teeth. Shifters typically go for the closest non-shifter, trying to hack them apart with their claws. They do not care much about weapons or numbers of enemies as their hunger overpowers their thought process.

If there's no enemies nearby, the shifters will go dormant, cocooning themselves in flesh.

Mutant 2
Health:
Weapons:
Defence: / /
Mobility Rating:
Successes:
Typical Strategies:

Mutant 3
Health:
Weapons:
Mobility Rating:
Defence: / /
Successes:
Typical Strategies:

Mutant 4
Health:
Weapons:
Defence: / /
Mobility Rating:
Successes:
Typical Strategies:

Silicon and Oil

Android
Health: 15
Weapons: Rifles
Defence: 5 / /
Mobility Rating:
Successes: 2
Typical Strategies: Most Androids are created with the express purpose of manual labor. They are relatively cheap to make, once food and housing are factored in. If given a task, most Androids won't stop until their internal batteries are critical, or they have suffered immense damage to their body.

If an android Is killed, their chip will initiate sleep mode, which will allow them to be placed inside a new body, eventually.

Most Androids will stop what they're doing, if they are in combat, and find a good hiding spot to wait until it all blows over

Advanced Android
Health: 20
Weapons: Some Rifles
Defence: 6 / /
Mobility Rating:

Successes: 4
Typical Strategies: These Androids are specifically designed for combat. Their frame is made of enhanced alloys and they were given battlefield tactics, allowing them to govern their troops.

These Androids will typically aim for the leader of a group, focusing on ending the conflict swiftly and, oftentimes, brutally. If cornered, they will tear out their own AI chip to stop themselves from being compromised.

Combat Android
Health: 25
Weapons: Any Firearm
Defence: 6 / /
Mobility Rating:
Successes: 3
Typical Strategies:

Combat Mech
Health: 30
Weapons: Missile Launchers.
Defence: 7 / /
Mobility Rating:
Successes: 8
Typical Strategies: Standing fifteen feet tall, with an Obsidian black outer layer, a combat mech puts the fear of god in normal citizens and reminds them that the factions are in charge. If any rebel forces come across one, they more often than not disengage, not willing to die.

Combat Mechs utilise Hell-Fire missiles as well as Heavy Arc Coils to swiftly end conflict. Their pilot's don't hold back, finding collateral damage a bonus if it means they quell the rebels.

They will usually not need specific tactics, considering the outright firepower they wield, but if a superior force does oppose a combat mech, they will typically try and kill as many as possibly quickly, before retreating.

Scavenger
Health: 15
Weapons: None
Defence: 2 / /
Mobility Rating:
Successes: 3
Typical Strategies:

Strider
Health: 40
Weapons: None
Defence: 6 / /
Mobility Rating:
Successes: 4
Typical Strategies:

Lockjaw
Health:
Weapons: Electro-Claws / Thessaline Blaster
Defence: 4 / /
Mobility Rating:
Successes: 5
Typical Strategies:

Lancer
Health: 20
Weapons: Thessaline Blaster
Defence: 7 / /
Mobility Rating:
Successes: 4
Typical Strategies:

Storm-Bird
Health: 35
Weapons: Arc Cannon / Missile Launchers
Defence: 7 / /
Mobility Rating:
Successes: 7
Typical Strategies:

Panther
Health: 20
Weapons: Electro-Claws
Defence: 4 / /
Mobility Rating:
Successes: 4
Typical Strategies:

Recycler
Health: 15
Weapons: Electro-Claws
Defence: 2 / /
Mobility Rating:
Successes: 3
Typical Strategies: