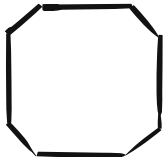


NAME _____

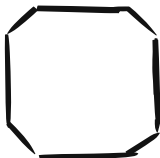
APPEARANCE: _____

SPACE WARS

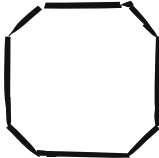
An RPG based on Grant Howitt's
BEAUTIFUL SPACE PIRATES IN:
"The Galaxy's Most Dangerous Funeral!"



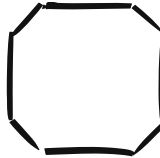
DARING



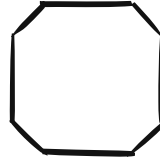
DASHING



DANGEROUS



DJEDI



DROID

You have 3 dice to assign to your stats: a d6 (average), a d8 (good) and a d10 (great). Your other two stats are d4.

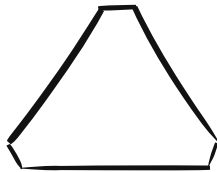
DARING: Run, jump, pilot, etc.

DASHING: Charm, impress, lie, etc.

DANGEROUS: Fight, threaten people, break objects, etc.

DJEDI: Do space magic

DROID: Engineering, hacking, or, if you're a droid, doing droid things



DANGER

SYSTEM

When you attempt a risky action and the outcome is in doubt, roll the appropriate dice and compare it to the Task Number (TN) determined by the GM. If you equal or beat the TN, the task is complete. If you roll under the Task Number, lower the TN by 1 and add 1 to your Danger score.

A trifling or momentary concern: 4

A challenging or extended task: 8

A grand endeavour indeed: 12

PICK ONE. Once per scene, you can:

If you take advantage, roll an additional d6 and use the highest die.

- ☐ Determine exactly what an NPC wants right now.
- ☐ Work out what an NPC is most afraid of.
- ☐ Find an exhaust chute in a beneficial location.
- ☐ Find a laser gun, or declare that one malfunctions.
- ☐ Find a rope, lift, or crane apparatus.
- ☐ Find a map, schematic or plan.
- ☐ Tell us a useful fact about this alien's culture.

PICK ONE. Once per session, you can:

If you take advantage, roll an additional d10 and use the highest die.

- ☐ Declare that you and an NPC are madly in love with each other.
- ☐ Summon a space ghost.
- ☐ Trigger a Mexican standoff in your favour.
- ☐ Find a party happening nearby (you're invited).
- ☐ Find a friendly NPC in a useful position.
- ☐ Find an unattended vessel just when you need one.
- ☐ Use your space magic to do something amazing.

DANGER

The higher your DANGER score, the more potential danger you're in. If you ever roll a die and it shows equal to or less than your DANGER, you're IN DANGER: you can't act, and your friends will have to rescue you soon or you'll meet a terrible demise!

At any point you can lose one of your touchstones to get out of danger and reduce your DANGER to 0. Narrate the tearful farewell scene. If a shared touchstone is lost, all characters who share it reduce their DANGER to 0 and escape danger, but it is lost to all of them.

TOUCHSTONES

When you make your character, roll 2d12 on this table. These are your touchstones – people and things that you care for deeply. If you roll the same thing as another player, you share that touchstone.

1. **B2-390**, a droid, your best friend and mentor
2. **Pyto Flin**, a beautiful space prince turned space pirate
3. **J-1000**, your ship's computer
4. **The Decade Wing**, the fastest ship in the galaxy (or so you say)
5. **A relic** of great importance to the ancient order of space wizards
6. **A hairdo** once sported by Carrie Fisher or Natalie Portman
7. **Klo-Wok Lim**, a low-ranking officer in the Imperial army and your on-again, off-again paramour
8. **Quon**, a cute mascot character suitable for merchandising
9. **Gon Pogo**, a junk dealer and expert in all things mechanical
10. **The ghost** of a more well-known character
11. **Tarkis Ban**, a rogue who will definitely betray you, but damn if they aren't the best at what they do
12. **Torn Darksetter**, that dark space wizard who you're keeping your eye on and who is an excellent kisser

SPACE NAME GENERATOR

FORMAT (d8)

(Roll once per name. A refers to table A; B to table B, etc.)

1. AB or A-B
2. AA or A-A
3. ABA or AB-A
4. A-AB
5. ABAB or AB-AB
6. Any real name
7. C
8. CD

A (d20)

1. JY
2. QUO
3. GUN
4. BO
5. UR
6. SO
7. LI
8. RE
9. HA
10. WA
11. KE
12. GO
13. JA
14. ANA
15. YO
16. DOO
17. MO
18. CHO
19. BI
20. WOO

B (d20)

1. S
2. G
3. LO
4. N
5. L
6. NG
7. D
8. BA
9. A
10. KO
11. DA
12. BBA
13. Y
14. TTO
15. AR
16. NKS
17. KU
18. KIN
19. KEY
20. TT

C (d10)

1. STAR
2. SKY
3. MOON
4. DARK
5. LIGHT
6. SUN
7. CLOUD
8. NIGHT
9. SPACE
10. SHADOW

D (d10)

1. LIGHTER
2. BREAKER
3. WALKER
4. BRINGER
5. SETTER
6. KEEPER
7. RISER
8. SEER
9. CRAWLER
10. WAKER