Bare Metal Edition

# Glossary

Action Point (AP): An action point represents about 25% of all the activity a character can perform in a combat round.

Ancestry: Each life form is considered a separate ancestry. These are also referred to as the characters Species.

Attribute: A number from 1 to 101 that reflects one of the ten physical or mental qualities of a character. High scores in attributes are better than low scores. Also called Stats.

Base Move (BM): A character has a base movement of 4m. All other movement rates are calculated from the Base Movement.

Blood Talent: A talent used to differentiate one species from another.

Critical: A specific wound description and its effects in game terms.

Defensive Bonus (DB): The total of Stat and special bonuses deducted from an attack.

Development Points [DP]: Points used to build characters, buy skills and talents.

Game Master [GM]: The referee, a player with the special role of setting up the adventure and controlling everything and everyone who is not a player character.

Initiative: A roll made at the start of a combat to decide what order events are resolved in.

NPC: A Non-Player Character, a character in the game controlled by the GM.

Offensive Bonus (OB): The total skill used when making an attack.

PC: A Player Character, a character in the game controlled by a player.

Potential Stat: Every ‘stat’ has the potential to reach 101. Stats tend to increase over time towards this potential cap.

Rank: A measure of training in a skill. No ranks equates to unskilled.

Stat: One of ten numbers that describe a character’s strengths and weaknesses. Also called Attributes

Temporary Stat: The current value of a character’s Stat. These may go down through injury or may go up through training.

# The Bare Metal Universe

These base rules do not contain any setting or genre information. You may develop and adapt these rules to any setting that you like.

# 2.0 Creating a Character

## Overview

The first step in playing Bare Metal is to create a character. If you are going to be the GM, then you need to be au fait with creating characters to both be able to assist your players in creating their characters and so you can create the great number of Non-Player Characters [NPCs] that will populate your universe.

Characters are created by combining stats, that define the characters mental and physical characteristics; a species/ancestry that can confer a mix of advantages and disadvantages called talents and flaws. A culture confers skills common to people from that background and a profession. You can then customize the character by buying additional skills. The final stage is to add a description and background to your character; after that, you are ready to play. It typically takes 20 minutes to create a character from scratch.

# 2.1 Attributes/Stats

Each character has ten attributes that describe their physical and mental strengths and weaknesses. High attributes give a bonus to actions, and low attributes give a penalty.

For ease of use, these Attributes are shortened to ‘stats’, and the bonus or penalty is ‘stat bonus’.

Every skill has three stats attached to it, and the total of all the stat bonuses are added to the skill total before making a roll.

## Rolling Stats

When creating your character, you will make ten d100 rolls. Any result under 21 may be re-rolled once, but the new result must be kept.

These ten results are then assigned to the character's stats in any order that the player chooses.

If the character does not have any stats over 90 at this point, the two lowest stats can be elevated to 90. This rule only applies to Player Characters and important NPCs, not to normal people, who should be considered to be about average for most stats.

## Stat Bonuses

The stat bonus is calculated as [Stat-50]÷3. Any fractional part is discarded, so the number is always rounded down. A stat of 100 will give a stat bonus of +16. A stat of 20 gives a stat bonus of -10. A truly average individual will have no bonuses at all, or they will tend to cancel out.

### Temporary vs Potential

The stats you roll are your temporary stats. That is the value right now. Some things can reduce your temporary Stat, such as a serious wound or injury. You can always improve your temporary Stat and strive to achieve your true potential.

Every character can reach a potential of 101 in every Stat.

Stat increases are covered later under 16.2 on page 80.

## Character Stats

There are ten Stats. There are four physical; Constitution [Co], Agility [Ag], Strength [St], Quickness [Qu]; and six mental; Self Discipline [Sd], Reasoning [Re], Memory[Me], Presence [Pr], Intuition [In], and Empathy [Em].

The convention on abbreviating the Stat names is to capitalize the first letter and lowercase second letter, so they become Co, Ag, St, Qu, Sd, Re, Me, Pr, In and Em.

## Unskilled Rolls

Sometimes there will be no relevant skill to cover what a character wants to achieve. In these situations, a normal skill roll is made, but the entire Stat is used as if it was a skill bonus. An example may be using Memory [Me] to try and remember some fact from the character’s background or using Self Discipline [Sd] to keep hold of a red hot poker in a rite of passage ceremony.

You can now roll your characters stats and assign them in the order that best helps model the character you would like.

## Character Creation Example

Stephen is going to create a new character. Making ten d100 rolls, he gets the following numbers.

24, 31, 43, 46, 69, 69, 82, 84, 86, 95

The best result is a 95, so the option to boost the two lowest rolls to 90 does not apply. Stephen assigns the rolls to this character's Stats like this. The Bonuses are added into the bonus column.

Stat Temp Bonus Species Total

Constitution 31 -6

Agility 43 -2

Self Discipline 69 +6

Reasoning 69 +6

Memory 95 +15

Strength 86 +12

Quickness 46 -1

Presence 24 -8

Intuition 82 +10

Empathy 84 +11

## 2.2 Appearance

How a character looks has no impact on game mechanics. You may make a character any size, shape, gender or of any appearance as you see fit.

## 2.3 Defensive Bonus

A character’s Defensive Bonus [DB] is their Quickness bonus times three.

# 3.0 Ancestry/Species

An ancestry (or species) is defined using Talents and Flaws. Each ancestry receives a net 15 points to spend on Talents; additional points may be gained and spent by taking a Flaw. Talents have a point cost, and Flaws have a negative point costs, they give you points back that you can spend on more talents. See chapter 4.0 for a list of Talents and Flaws.

## Mixed Ancestry/Species

Most species have a dominant Talent where they have two tiers and a regressive Talent where they have a single tier. Some species will have genetic Flaws that confer a penalty, but these are balanced by having additional Talents. If you want to create mixed heritage species, you may mix the Talents and flaws from the two ‘parents’. You may have no more tiers in a Talent than either parent possessed, you may only choose blood Talents that the parents possessed, and you may only take a net of 15 points in Talents in total.

Example Ancestry, the Brute

The Brute is a physically powerful alien race. They could be seven foot tall, furry and exceptionally angry or human-sized warrior insects. The actual physical description is either for the GM to decide or to be agreed between player and GM.

Brutes get the two tiers of the Toughness Blood Talent and one tier in Physique.

Total bonuses are +10 Co, +5 St.

Human

Humans receive one tier in Self Awareness, one tier in Toughness and one tier in Physique. Total bonuses are +5 Co, +5 Sd and +5 St.

Race Creation Example

Stephen wants to create a unique race for his character. The concept is that in the years before faster than light travel was discovered, humans first explored space using generation ships. The crews that left Earth knew they would never return, and it was the descendants of those crews that would eventually reach their destinations. This new race is a derivative of humans that were separated for thousands of years within a generation ship that eventually stumbled upon a star system that had been colonized millennia after the generation ship had left earth.

Stephen goes on to flesh out more details of what makes this species unique and different to standard humans. He calls the species ‘First Wave Humans’ as they consider themselves the first wave of human expansion.

This race of spaceship confined humans gains one tier in Enhanced Hearing +5 to Perception Skill Tests and +10 to Self Discipline.

Stat Temp Bonus Species Total

Constitution 31 -6 -6

Agility 43 -2 -2

Self Discipline 69 +6 +10 +16

Reasoning 69 +6 +6

Memory 95 +15 +15

Strength 86 +12 +12

Quickness 46 -1 -1

Presence 24 -8 -8

Intuition 82 +10 +10

Empathy 84 +11 +11

# 4.0 Talents and Flaws

Talents are split into two types. Blood Talents are used for creating species and Personal Talents are special abilities that the character may possess. These rules will give just the barest minimum of Blood Talents. As new species are introduced, new Blood Talents will be added.

All Talents are described as tiers. For example, the Toughness Talent gives +5 Co bonus per tier. A species with two tiers in Toughness will game a +10 Co bonus.

All species receive 15 points worth of blood talents and no talent may cost more than 15 points for a single tier.

Some Talents may be bought more than once, and every tier bought provides additional bonuses. Other talents are all or nothing. Latent Psionic is an example of an all or nothing talent. With it, a character may use Meditations and Gifts; without it they cannot.

Talents, even blood talents may be used to define a profession or species. If a talent is applied twice, such as a psionic species takes a psionic profession, the GM may reimburse the character with the DP that had been spent twice.

## Flaws

Flaws are genetic weaknesses. These cost negative points.

## 4.1 Blood Talents

### Enhanced Hearing

5DP/Tier +5/Tier to Perception skill test that are dependent on the sense of hearing or where acute hearing is an advantage.

### Insect Eyes

15DP/Tier This is an all or nothing blood talent, the species either has insectoid eyes or not so a single tier is all that is required. The species receives no penalties to Perception skill tests when the threat is to the flank or rear. Only half penalties apply when engaged with Invisible foes.

### Latent Psionic

15DP/Tier This talent gives a character the potential to unlock their psionic abilities. Without this talent a character may not develop their psionic power or learn any meditations. You may only buy this talent once.

### Physique

5DP/Tier +5St Bonus/Tier

### Toughness

5DP/Tier +5Co Bonus/Tier

### Discipline

5DP/Tier +5Sd Bonus/Tier

### Self Awareness

5DP/Tier +5Em Bonus/Tier

## 4.2 Blood Flaws

### Weak Constitution

-5DP/Tier -5Co/Tier This species is relatively weak compared to the norm. Possibly due to coming from a low gravity world where they do not need to build up as much muscle mass.

# 5.0 Culture

Each character has a culture that reflects the society where they spent their early life and formative years. This culture bestows 17 skill ranks on the character. These ranks may be recorded directly on to the character record.

Many of the cultural skills allow for specializations such as Music. In this case the player may either place all the ranks in a single specialism or spread the ranks over multiple skills. A character with three ranks in Performing Arts could take three ranks in Singing or a single rank in each of Singing, Dance and Playing the Guitar.

The example cultures are:

5.1 Cosmopolitan

Cosmopolitan: Characters from this culture come from worlds and cities that see all types of life and influence.

Driving 2 ranks

Languages 5 ranks

Local Knowledge 1 rank

Music: Instrument 1 rank

First Aid 2 ranks

Scanners 2 ranks

Science: General 2 ranks

Swimming 1 rank

Physique 1 rank

5.2 Harsh

Harsh: Harsh worlds breed tough inhabitants. These are either worlds with hostile environments or fringe worlds where modern technology is often just too expensive.

Climbing 2 rank

Languages 5 ranks

Local Knowledge 2 rank

Music: Instrument 1 rank

First Aid 2 ranks

Scanners 1 rank

Science: General 1 rank

Swimming 1 ranks

Physique 2 ranks

5.3 Marine

Marine: The marine culture is one where the inhabitants live mostly on water or under the oceans.

Pilot (marine) 1 rank

Languages 5 ranks

Local Knowledge 1 rank

Music: Instrument 1 rank

First Aid 2 ranks

Scanners 1 rank

Science: General 1 rank

Swimming 3 ranks

Physique 2 ranks

5.4 Star faring

Star faring: Star farers have no homeworld, they are born and bred on board ships or space stations, and for them, shipboard life is the norm.

Space Pilot 2 ranks

Languages 5 ranks

Music: Instrument 1 rank

First Aid 2 ranks

Scanners 2 ranks Science: General 2 ranks

Space Navigation 1 rank

Trickery 1 rank

Physique 1 rank

Note, changing Space Pilot, Space Navigation and Scanners for their naval equivalent would create a seafaring culture, such as pirates.

5.5 Reaver

Reaver: Reaver culture is based on raiding and piracy. This is the most violent of cultures.

Climbing 2 rank

Pilot 2 rank

Languages 1 ranks

Local Knowledge 2 rank

Music: Instrument 1 rank

First Aid 2 ranks

Weapon 1 1 rank

Weapon 2 1 rank

Science: General 1 rank

Swimming 2 ranks

Physique 2 ranks

5.6 Subterranean

Subterranean: Often, the conditions on the surface of a world are too hostile to support life, but below the surface, thriving cities spread out and grow around the richest resources.

Space Pilot 2 ranks

Languages 5 ranks

Music: Instrument 1 rank

First Aid 2 rank

Scanners 2 rank

Science: General 2 rank

Space Navigation 1 rank

Trickery 1 rank

Physique 1 rank

5.7 Provincial

Provincial: Provincial worlds and rural culture is often a simple life. The worlds are often young but not as hostile to life as they could be. Often the dividing line between a harsh world and a provincial world is that provincial worlds produce surpluses that they can export and they buy in luxuries they cannot produce themselves.

Climbing 1 rank

Driving 1 rank

Languages 4 ranks

Local Knowledge 1 rank

Music: Instrument 1 rank

First Aid 1 rank

Riding 1 rank

Scanners 2 ranks

Science: General 1 rank

Swimming 2 ranks

Physique 2 ranks

5.8 Creating Your Own Cultures

Each culture contains 17 ranks of skills from across all the categories. Building your own cultures will add a level of detail to your game universe. You could have multiple cultures within a single nation where people are repressed and have less access to education but the ruling classes value sciences and the arts.

Character Creation Example

Stephen chooses the Star faring culture for his character and adds the following skills to his character sheet

Space Pilot 2 ranks

Languages 5 ranks

Music: Instrument 1 rank

First Aid 2 ranks

Scanners 2 ranks

Science: General 2 ranks

Space Navigation 1 rank

Trickery 1 rank

Physique 1 rank

6.0 Professions

Professions are represent using two features. The first is a unique set of Professional skills

Each profession has its own set of skill costs that reflect the profession’s strengths and weaknesses.

Each character may select ten skills from across all categories in which to specialize. These allow a player to refine and personalize their character. These are the characters ‘Preferred Skills’. For more on skills is chapter 7.0 Skills.

Skill Costs are listed in the format x/X with a lower and a higher cost. The first time the skill is bought, at each level, the lower cost is paid. Each time after the first time, the higher cost is used. Intensively training a skill is very expensive in development points. A skill with the same number on both sides of the oblique e.g. 3/3 means that every rank will cost 3 DP.

Example: If Riding: Horse cost 2/4, buying one rank would cost 2 DP. Buying two ranks would cost 6DP (2+4), buying three ranks would cost 10DP (2+4+4).

6.1 Secondary Skills

Secondary skills are potentially infinite and very much dependent on setting and character background. They can be as varied as Anthropology to Weaving.

Rather than buying a great many skills to try and describe a character’s particular background, many secondary skills can be covered by a single skill called Vocation.

Vocation always has an attached specialism such as Vocation: Diplomat. In this instance, most day to day tasks relating to diplomacies such as knowing the correct forms of address or the way that embassy bureaucracy operates would all be tested using the single skill.

Skills that have a direct impact on core areas of the game such as Combat, Maneuvers or Psionics should not be rolled into Vocations but created as distinct secondary skills.

Example: A character has Vocation: Thief. The vocation skill allows them to take an impression of a key so they can make a copy later but not to crack a safe as that would be a significant static maneuver.

The vocation skill costs 2/4 for all professions, and a character may have several different vocation skills to best reflect their prior history and learning. The GM will need to assign three stats to be used with vocations on a case by case basis.

All secondary skills cost 2/4 for all professions. As a GM you do not need to define all the possible secondary skills before play starts. If a player tells you they want to study to become a Computer Hacker, you could make them buy Technical: Computer or decide that Hacking is a definite skill in its own right. In that case, you add it to the list of available Secondary Skills. The cost will be 2/4 and the three stat bonuses will be the same as the closest core skill unless you decide that others will be more suitable. The skill will always have three stat bonuses.

6.2 Creating Your Own Professions

It is expected that you will create your own professions. All professions receive 50 development points of skill ranks or talents as basic training.

Each profession also has a unique set of skill costs.

All skills that are absolutely core to the profession are costed at 1/3.

Skills that are important to the profession are costed at 2/4.

Skills that are outside the professions realm are costed at 5/7.

Skills that are alien to the profession are costed at 7/10.

Skills that are restricted to specific professions are costed at 12/15. Although this skill has a cost, it cannot be bought without the GM’s express permission.

6.3 Professions

Example Profession - Aristocrat

Aristocrats are the galactic senators, planetary nobles, military officers, and any other of thousands of beings that make their way in the galaxy through force of personality.

They can also be con-artists, gamblers or grifters. Whether genuine or ignoble, the Aristocrat specializes in using their silver tongue to help them survive. They inspire allies, intimidate enemies, and talk their way into, or out of, almost anything.

Because of their unique skill set, Aristocrats often play a support role in a party of galactic explorers. They are rarely frontline fighters, although in the case of Aristocrats with military backgrounds, they may often surround themselves with soldiers and Assistants who they command with deadly efficiency.

Professional Skills:

Weapon 1 2 ranks

Swimming 1 rank

Riding 1 rank

Perception 1 rank

Driving 2 ranks

Scanners 1 rank

Space Pilot 2 ranks

Physique 2 Ranks

Vocation\* 2 ranks

First Aid 1Rank

\* You should choose a vocation specialism to fit your character concept such as Vocation: Politician or Vocation: Academic.

Skill Cost Table

Combat

Weapon 1 2/4

Move in Armor CE 5/7

Weapon 2 3/5

Combat Expertise 3/5

Weapon 3 7/10

General

Acrobatics/Tumbling 2/4

Climbing 3/5

Swimming 3/5

Riding 2/4

Pick Locks 3/5

Stalk/Hide 5/7

Perception 3/5

Driving 2/4

Ambush/Sniper 7/10

Languages 1/1

Physique 2/4

Music 2/4

Trickery 5/7

Mental

Mental Focus 2/4

Mental Focus Defense 12/15

Forgery 5/7

Survival 7/10

First Aid

3/5

Scanners 3/5

Pilot

Combat Pilot 5/7

Space Pilot 5/7

Hyperspace Pilot 5/7

Space Navigation 5/7

Ship Sensors 7/10

Technical

Tech: Mechanical 3/5

Tech: Arms 3/5

Tech: Computer 3/5

Tech: CSI 5/7

Tech: Medical 3/5

Science

Sci: General 2/4

Sci: Xeno 2/4

Engineering

Engineer: Mech 5/7

Engineer: Weapon 5/7

Engineer: Software 5/7

Engineer: Hardware 5/7

Psionics

Psionic Power 12/15

Meditation/Gifts 12/15

Armsman

Call them bounty hunters, bodyguards, or soldiers of fortune — they all fall into the Armsman category. These are the men and women specializing in all types of combat. Clad in Heavy Armor and armed with the latest technology and weapons, they live (and die) by the laser and whatever else they can use to fight with.

More than any other class, the Armsman relies on her equipment as she explores the stars. With the latest technology, she’s able to defend her companions from the deadliest threats from across the universe. Armsmen are capable of using any piece of military technology and they don’t hesitate to do so. They’re an asset to any party and are often the vanguard of battle, and that’s just how they like it!

Professional Skills:

Move in Armor 2 ranks

Weapon 1 2 ranks

Weapon 2 2 ranks

Weapon 3 1 rank

Combat Expertise 2 ranks

Ambush 2 ranks

Physique 2 ranks

Survival 2 ranks

First Aid 2 ranks

Tech: Arms 1 rank

Engineer: Wpn 1 rank

Science: General 1 rank

Vocation: Armsman 2 ranks

An Armsman will need to choose a Combat Expertise specialization which should fit with their character background.

Skill Cost Table

Combat

Weapon 1 1/3

Move in Armor CE 1/3

Weapon 2 2/4

Combat Expertise 1/3

Weapon 3 3/5

General

Acrobatics/Tumbling 2/4

Climbing 2/4

Swimming 2/4

Riding 3/5

Pick Locks 7/10

Stalk/Hide 3/5

Perception 3/5

Driving 3/5

Ambush/Sniper 1/3

Languages 3/3

Physique 1/3

Music 3/5

Trickery 5/7

Mental

Mental Focus 5/7

Mental Focus Defense 12/15

Forgery 5/7

Survival 1/3

First Aid 1/3

Scanners 2/4

Pilot

Combat Pilot 5/7

Space Pilot 7/10

Hyperspace Pilot 7/10

Space Navigation 7/10

Ship Sensors 7/10

Technical

Tech: Mechanical 5/7

Tech: Arms 2/4

Tech: Computer 7/10

Tech: CSI 5/7

Tech: Medical 5/7

Science

Sci: General 5/7

Sci: Xeno 5/7

Engineering

Engineer: Mech 2/4

Engineer: Weapon 1/3

Engineer: Software 5/7

Engineer: Hardware 5/7

Psionics

Psionic Power 12/15

Meditation/Gifts 12/15

Mystic

The Mystic is an exotic being who has tapped into mysterious power unfathomable by most others. Whether they’re little green gnomes with powerful magic or human psychics, the Mystic reflects a more peaceful, introspective, and thoughtful being than is usually found in the galaxy at large. That is not to say that Mystics are pacifists. Many are trained in the ways of war, though it is not their first course of action. They would much prefer to rely on their exotic abilities than a laser pistol, but pragmatism demands adaptation.

Professional Skills:

Physique 1 rank

Survival 1 rank

First Aid 1 rank

Psionic Power 2 ranks

Meditation #1 1 rank

Meditation #2 2 rank

Meditation #3 3 rank

Meditation #4 4 rank

Vocation: Mystic 2 ranks

Professional Talent:

Latent Psionic 1/Tier

Skill Cost Table

Combat

Weapon 1 2/4

Move in Armor CE 5/7

Weapon 2 3/5

Combat Expertise 5/7

Weapon 3 7/10

General

Acrobatics/Tumbling 5/7

Climbing 5/7

Swimming 5/7

Riding 5/7

Pick Locks 7/10

Stalk/Hide 5/7

Perception 2/4

Driving 3/5

Ambush/Sniper 7/10

Languages 2/2

Physique 3/5

Music 2/4

Trickery 5/7

Mental

Mental Focus 2/4

Mental Focus Defense 12/15

Forgery 5/7

Survival 7/10

First Aid 3/5

Scanners 3/5

Pilot

Combat Pilot 7/10

Space Pilot 7/10

Hyperspace Pilot 7/10

Space Navigation 7/10

Ship Sensors 7/10

Technical

Tech: Mechanical 5/7

Tech: Arms 5/7

Tech: Computer 7/10

Tech: CSI 3/5

Tech: Medical 3/5

Science

Sci: General 3/5

Sci: Xeno 3/5

Engineering

Engineer: Mech 5/7

Engineer: Weapon 7/10

Engineer: Software 7/10

Engineer: Hardware 5/7

Psionics

Psionic Power 1/3

Meditation/Gifts 1/3

Character Creation Example

Stephen chooses to make his character an Aristocrat. He sees his character as a low ranking diplomat or envoy.

He adds these skills to his character sheet. His skills now look like this.

Weapon 1 2 ranks

Swimming 1 rank

Riding 1 rank

Perception 1 rank

Driving 2 ranks

Scanners 3 rank

Space Pilot 4 ranks

Physique 3 Ranks

Vocation: Diplomat 2 ranks

First Aid 3 Ranks

Languages 5 ranks

Music: Instrument 1 rank

Science: General 2 ranks

Space Navigation 1 rank

Trickery 1 rank

Adding these to the character sheet Stephen can then add in the stat bonuses and special bonuses (in this case from his acute hearing talent.)

Skill Rank Bonus Stat Special Total

Driving 2 10 +19

First Aid 3 15 +27

Languages 5 25 +32

Music: Singing 1 5 +24

Perception 1 5 +27 +5

Physique 3 15 +22

Riding 1 5 +3

Scanners 3 15 +31

Sci: General 2 10 +31

Space Nav 1 5 +32

Space Pilot 4 20 +14

Swimming 1 5 +26

Trickery 1 5 +14

Vocation: Diplomat 2 10

Pistol 2 10 +8

7.0 Skills

Skills are the core way in which characters differentiate themselves. Two Armsman may have wildly different skill sets with one preferring concealed weapons and training in observation as a bodyguard and another trained in the heavy armor and weapons of a space marine.

There are four types of skills. Simple Skills, Combat Expertise Skills, Combat Skills and Psionic skills. Any skill marked with a CE is a Combat Expertise.

Simple skills may be used in two ways. The first is a straight test of skill where an open ended roll is made, the skill total is added to the roll and difficulty factors are subtracted. If the result is 100+ the skill test succeeds. Skills may also be used as subject knowledge. Having a skill in Music: flute would allow you to play the flute but it would also allow you to recognize a quality instrument and to make simple repairs and carry out maintenance.

Combat expertise skills can only be used to reduce penalties. The most common is Move in Armor. As armor may be restrictive and encumbering, this skill reflects the training in using armor effectively and reduces the encumbrance penalties associated with using armor. There could be an infinite number of combat expertise skills such as using two weapons at the same time, or fighting while blind using your other senses. These should be discussed between GM and player before buying the skill.

Combat Skills do not use the 101+ success or failure mechanic. Combat skills use an open ended roll, plus skill total and any other bonuses and any penalties are deducted. The final result is compared to a combat table and the result of the attack is read off the table. A better combat skill roll will do more damage than a poor skill roll even if both attacks hit their target.

Psionic skills use special rules that are explained in the chapter 10.0 Psionics, see page 42.

7.1 Skill Bonuses

Skills are designed to give diminishing returns. Simple Skills, Combat Expertise Skills, Combat Skills all use this tailing off of benefits. The first 10 ranks in a skill give a +5 skill bonus per rank.

The second 10 ranks in the skill gives +2 bonus per rank.

All ranks beyond the 20th rank give a +1 bonus per rank.

If you have no ranks in a skill you may still attempt it at your GM’s discretion. Some things are simply not possible without some training. For example, without some basic knowledge developing a vaccine for an alien disease is simply not possible regardless of how well you roll. Such unskilled attempts are made with a skill bonus of -25 although you may still apply Stat bonuses which may reduce that penalty. If you have a related skill the GM may allow you to use some or all of your related skill bonus. If you are skilled in playing the flute and are confronted with an alien musical instrument that is still woodwind in principle then the GM may allow you to use your flute skill but apply a substantial difficulty factor. If the instrument was more like a guitar then this is much less similar but the principles of reading music or following a tune remain the same. The GM may allow you to use the number ranks you have in flute as your skill bonus plus your stats for playing such a different instrument.

7.2 Professional Skills

Each character may select 10 specific skills to be their professional skills. Some GMs may have already designated up to five of these for you. If you had Weapon1:Laser Pistol and Weapon2:Laser Rifle despite them both being lasers they would count as different skills. The same would apply to different musical instruments or regions of local knowledge.

Once a skill is chosen the character gains +2 skill bonus for every rank the character knows in that specific skill up a maximum of +40.

7.3 Adding New Skills

The skills presented here are only a tiny proportion of all the skills that GMs may want to use. If you want to run a game of futuristic espionage you may want to expand the number of skills for that genre. At the moment the skills are intended to cover multiple situations. For example the Climbing skill would also cover abseiling and rappelling as well as climbing. These skills could easily be broken out to create new skills.

You may also want to create specialisms. For example there is at present only one Pick Locks skill but that could be easily turned into two or more skills such as Pick Locks: Mechanical and Pick Locks: Electronic.

For completely new skills the costs must be set for each profession in play. New Combat Expertise skills may be introduced to reflect special training.

Example: Combat Awareness CE could reduce the penalty for making perception skill tests using less than the normal number of Action Points.

There is a ladder of skill costs. You decide the relationship between the skill and the profession.

1/2

1/3 A core skill

2/2

2/3

2/4 A preferred skill

3/4

3/5 The basic cost for all skills

4/6

5/7 A skill that is unusual for the profession

6/8

7/10 The skill is totally alien to the profession

9/12

12/15 Restricted

Between each base cost (1/3, 2/4, 3/5 etc.) are unused costs. These are used for further differentiation. For example, if you created a Special Forces profession and wanted to differentiate it from the regular Armsman you could cost Survival and Ambush/Sniper skills one step cheaper than the Armsman while compensating by making Forgery and Pick Locks one step more expensive.

Not every skill has to have different costs for every rank. A skill could be listed as 1/1 which means that a character can buy an unlimited number of ranks for 1DP each

7.4 Stat Bonuses

Stat bonuses are added together and then added to the total skill bonus. Most skills use three stats. The stat names have been abbreviated in the following form.

Constitution [Co], Agility [Ag], Strength [St], Quickness [Qu];Self Discipline [Sd], Reasoning [Re], Memory[Me], Presence [Pr], Intuition [In], and Empathy [Em].

7.5 Skill Descriptions

Combat

Move In Armor CE [St,Ag,Co]

This skill reduces the penalties incurred for using bulky and restricting armors and suits. It can never give a bonus, only reduce penalties to zero.

Combat Expertise (CE) [varies]

Combat Expertise skills are used to reduce penalties. Common CE skills are fighting with two weapons at the same time such as two swords, or sword and dagger or two pistols. Another option is to make an additional attack in the same round, popular with martial artists.

Weapon 1 [St,Ag,Ag] ranged/[St,St,Ag] melee

This is your primary weapon. The same skill cost applies to all weapons of the same form factor. All pistols would use the same price, although they would need to be developed independently. Once you know a weapon you know how to use it in all its configurations. If you know Knife you can stab and slash with it but also throw it. When thrown it incurs range penalties but uses your full skill.

Weapon 2 [St,Ag,Ag] ranged/[St,St,Ag] melee

This is a second weapon type. This is at a slightly higher price as it is not your core focus.

Weapon 3 [St,Ag,Ag] ranged/[St,St,Ag] melee

A tertiary weapon skill. All additional weapons pay this price. If you knew Blaster Pistol (Weapon 1), Auto Blaster [Weapon 2] and Heavy Blaster [Weapon 3] you could still learn RPG Launcher and it would cost the same as Weapon 3.

Note: Heavy Weapons: Starships use Heavy Weapons. Heavy Weapons may be taken as one of your weapon skills. There are several different types of heavy weapon, and each has to be developed as a separate skill. E.g. Heavy Laser, Ion Chargers and Proton Missiles

General

Acrobatics/Tumbling [Ag,Qu,Sd]

A successful skill roll can reduce the damage from falling by reducing the fall attack roll by -20. When a character is flying under a meditation or mystic gift, Acrobatics/Tumbling skill may be used with a -20 modifier for performing airborne maneuvers.

Climbing [St,Ag,Co]

This skill allows you to climb, with or without equipment, walls and rock faces. Extended climbs may require several climbing skill checks.

Music [In,Ag,Sd]

This skill is used for both composition and performance. Each instrument should be developed as a separate skill. If more than one musical skill is known, such as singing and guitar, the higher of the two skills is used for testing a performance.

Swimming [St, Ag, Sd]

A single rank in swimming is barely enough to keep you afloat and characters with no ranks in swimming simply cannot swim.

Riding [Ag,Co,Em]

Riding is used when riding an animal. It may be bought multiple times for use with different animals such as horse, camel, elephant. Similar animals may use the same skill but with increased difficulty such as horse, mule and donkey. Flying mounts still use this skill. For mounted combat a successful riding roll is required each combat round to have sufficient control to be able to fight.

Trickery [Ag,Re,In]

This skill is used for slight of hand and misdirection. It can be used for performing card tricks or small acts of theft, typically pick pocketing.

Pick Locks [In,Ag,Sd]

This skill is used for both electronic and mechanical locks. The quality of the lock will affect the difficulty but also the amount of time and damage the lock picker is prepared to do to the lock. It is easier to pick a lock if you are not worried about leaving marks or even smashing the face-plate off to get to the innards.

Stalk/Hide [Ag,Sd,Em]

This skill is used for moving silently or hiding effectively when stationary. The conditions such as cover and lighting all affect the difficulty.

Perception [In,Re,Em]

Possibly one of the most important skills in the game! Perception is used to see if your characters sees, hears or feels anything significant. If the character is ‘passive’, i.e. not actively listening or searching, the GM rolls the characters perception skill tests and then works the result into the game narrative. If the player states that they are actively searching, listening or trying to detect something then the player may make the skill test.

Driving [In,Em,Ag]

This skill covers anything that has some sort of surface effect. That includes marine vehicles, hovercraft, wheeled or even grav-bikes or sleds. The skill should be developed separately for each type of vehicle such as marine or hovercraft. Different designs of vehicle with a type only impose difficulty factors if the character is unfamiliar with them e.g. a character familiar with grav-sleds suddenly finds herself on a grav-bike would suffer higher difficulties due to lack of familiarity with the handling and controls.

Ambush/Sniper [In,Re,Qu]

Ambush and sniper need to be developed separately and for each weapon. When attempting to ambush a foe the attacker must be unobserved or the foe unaware. The ambush roll skill check is made and on a success the critical rolled may be adjusted up or down by the number of ranks in Ambush with that weapon. The result may not be adjusted to a ‘66’ result. If the target is active, such as moving fast or is in combat then only half the number of ranks may be used to adjust the critical result. Ambush is only to be used with Melee weapons, Sniper is used with ranged weapons that use a direct line of sight. These skills can be used with meditations if they meet the criteria of a direct physical attack.

Languages [Me,Re,Em]

Languages are bought separately for spoken and written usage. A standard skill test is used to see if the listener or reader understands the communication. The number of ranks limits the sophistication of the vocabulary known. One rank gives just the barest basics. 6 ranks [+30 skill] gives a functioning vocabulary for everyday use. Most people are considered to have 10 ranks in their own language in both spoken and written, although academics may have many more.

Physique [Co,Sd,St]

Physique is to be considered one of the essential skills. Physique is literally strength and conditioning training and the skill confers additional hit points, to the character. Hit points are referred to a #Hits as a standard abbreviation in the combat tables, meaning number of hit points of damage the character has taken.

Mental

Mental Focus [Sd,Pr,Em]

There are several Mental Focus skills and they all need developing separately. Mental Focus skills require a combat round, or 5 seconds to prepare before they are used. In some cases to a combat round is required to recover from using a mental focus skill. During the preparation or recover round the character takes a -20 penalty to all actions. Before initiative is rolled in the following round the character rolls their Mental Focus skill to see if they succeeded. Once a Mental Focus state has been achieved it may be maintained for additional rounds but the skill must be retested each subsequent round at a cumulative -10 per round.

Mental Focus: Speed gives the character an additional 4 Action Points per round and in addition the number of ranks in Mental Focus: Speed may be added to their initiative roll.

Mental Focus: Strength gives the character an additional +15 strength bonus, which would be added to any skill tests using strength for the duration. Skills that have strength listed more than once as a stat bonus will benefit from multiple +15 bonuses.

Example: Melee attacks use St+St+Ag as their stat bonus. In this case the bonus from Mental Focus: Strength would be +30.

Mental Focus: Calm gives a character a +15 bonus that may be applied once per round to either Agility bonus or Self Discipline bonus, but not both in the same round. Where the bonus is to be applied is declared before the roll is made but can be moved with every successful skill test.

Mental Focus: Defense [Sd,Pr,Qu]

Mental Focus: Defense allows a character to focus their mind on sensing and avoiding attacks. The character cannot be encumbered, they must not have any net maneuver penalty from either armor, excessive equipment or injury. A successful Mental Focus: Defense skill test is made before initiative is rolled and on success the number of ranks in Mental Focus: Defense is added to the characters Defensive Bonus for the entire round. As with all Mental Focus skills one combat round is required to prepare and during that round the character has -20 on all actions. Mental Focus: Defense can be maintained for multiple rounds but each subsequent round incurs a cumulative -10 penalty to the skill roll.

Forgery [Ag,Re,In]

This skill is used for creating forgeries of objects or documents. It is assumed that the correct tools are available and if not, this should be reflected in the difficulty factor of the skill test.

Survival [Re,Me,In]

This skill encompasses the knowledge and practical skills needed to survive in a hostile environment. It is normally developed once for each biome such as Survival: Desert or Arctic. Trying to survive in an unfamiliar environment incurs higher difficulty penalties. This skill includes foraging for food, building fires and rigging shelters.

First Aid [Em,Re,In]

This skill can be used to stop bleeding and to stabilize an injured person or immobilize a broken limb.

Scanners [Re,Me,In]

This skill allows the correct use and interpretation of the output of scanners.

Pilot

Combat Pilot [In,Qu,Ag]

This skill is used for determining the order of events in a space combat, and a character may use this skill divided by 2 to fire a ships weapons if the appropriate specific weapon skill is missing.

Space Pilot [In,Re,Ag]

Piloting is divided into three types, atmospheric is used for aircraft travelling through the atmosphere. Hyperspace piloting is for flying at faster than light speeds. Between those two extremes is normal space piloting. This skill is used for atmosphere piloting, achieving orbit to the point where a ship exceeds the speed of light and enters hyperspace. Most ship to ship combat takes place in this period of travel.

Hyperspace Pilot [Re,Me,Ag]

Hyperspace pilots control their ship through faster than light travel. This skill covers successfully entering and leaving hyperspace.

Space Navigation [Re,Me,In]

This skill covers the plotting of courses through space, identifying jump points where ships need to enter or leave hyperspace and entering these courses into the ships computers.

Ship Sensors [Re,Me,In]

This skill covers successfully scanning ships, objects or planets and interpreting the results. Many factors affect the difficulty of scanning from the size of the object, distance to atmospheric conditions.

Technical

Tech: Mechanical [Ag,In,Re]

Mechanical technician provides a working understanding of mechanical systems and the knowledge of how best to effect repairs or modifications. This skill is used frequently for diagnosing problems with mechanical systems. Mechanical technician can run diagnostic tests and use diagnostic software.

Tech: Arms [Ag,In,Re]

This skill gives a technical understanding of how weapon systems work and allows the diagnosis of weapons failures. This also covers the techniques for ballistic reports such as matching spent ammunition to specific weapons.

Tech: Computer [Ag,In,Re]

This skill is used for diagnosing and effecting repairs to computer systems. This skill can be used for removing viruses and malware.

Tech: CSI [In,Em,Re]

This skill confers a range of technical abilities such as analyzing blood splatter patterns, lifting fingerprints from surfaces and analyzing the residue from weapons being discharged.

Tech: Medical [Ag,Em,In]

This skill allows the character to carry out a range of medical tests such as blood tests, read and interpret the output of medical scanners and use medical test equipment.

Science

Sci: General [In,Re,Me]

This skill confers a basic scientific education on the character covering physics, biology and chemistry as these are understood on the characters’ home world or culture.

Sci: Xeno [In,Re,Me]

This skill gives a broader understanding of the sciences incorporating an understanding of alien technologies, particularly alien biology.

Engineering

Engineer: Mech [In,Re,Me]

Mechanical engineering gives the physical skills and knowledge to repair, modify or manufacture mechanical systems. Mechanical Engineers would be people using welding gear, spanners and wrenches.

Engineer: Weapon [In,Re,Me]

Weapons engineering gives the physical skills and knowledge to repair, modify or manufacture weapon systems, both personal and mounted heavy weapons..

Engineer: Software [In,Re,Em]

Software engineers can design, programs and error check software. It covers both programming and hacking systems.

Engineer: Hardware [In,Re,Me]

Hardware engineers have the physical skills and knowledge to repair, modify or manufacture electronic systems including the physical parts of computers, robots and networks. Hardware Engineers would be the people using a soldering iron and voltage meters.

Psionics

Psionic Power [Pr,Re,Sd] or [Em,In,Pr]

This skill confers Power Points on the character. The number of power points is equal to the total skill bonus.

Meditations/Gifts [Pr,Re,Sd] or [Em,In,Pr]

Each meditation has to be developed as a separate skill. The number of ranks in each meditation is the upper limit to the number of power points that may be applied to that meditation.

Character Creation

To round out your character you can now spend 20 Development Points on skills of your choice. A starting character may have no more ranks in a skill than double their level plus one, meaning that a first level character cannot have more than four ranks in a skill (1st level +1 is 2, two doubled is 4 ranks).

The exception to this cap on ranks is languages which may be learned at any speed.

Each profession has a unique set of costs per skill.

These 20 Development points are intended to allow you to customize your character and add in any skills that their back story suggests they should have. As your character progresses you will gain more Development Points that can be used to improve skills and add new skills.

Character Creation Example

Stephen wants his character to be a good all round pilot so wants to buy Combat Pilot (5DP), Hyperspace Pilot (5DP) and Ship Sensors (7DP). This leaves Stephen with 3DP to spend. The last 3DP are spent on an additional rank in Perception.

To complete the skills, Stephen selects ten of the character’s skills to be his ‘professional skills’. These receive a bonus of +2 per rank for the first twenty ranks.

Stephen can now complete the skills, totaling all the rank, Stat and special bonuses.

All that is left is for Stephen to give his character a name, description and back story.

8.0 Resolving Skills

Most skills require a final result of 101+. The player may add their skill bonus total and any situational modifiers such as superior equipment or additional time to complete the task. The GM then subtracts any difficulty factors to find the final result.

It is possible to get a result significantly over 100%. In these cases either the task took less time than anticipated, or for movement then character went faster, further or higher than anticipated. If there is a possible benefit for doing something exceptionally well, a very high roll can confer some or all of that benefit. In some situations how much ‘more’ is gained or learned from a very high skill roll will be a GM choice.

For simple skill tests, an open ended roll is made and adjustments made as directed. If the final result is below 119 the result is rounded down to the nearest 10 and this is the final result.

If the result is 120 or more then the first 100 is banked and the portion over 100 is halved and rounded down to the nearest 10 and added to the banked 100.

For results that are negative the result is rounded down to the nearest 20.

A result in the range of 0 to 90 represents a partial success, where that is possible. A zero tends to mean that the character failed to make any progress at all. Where a task is a definite pass or fail any result below 100 is a failure. If a character was trying to leap a chasm and only got a result of 90 then they failed to make the jump. If another character tried to grab them and save them they would receive a -10 difficulty penalty to the task as the character was at least 10% short of making the jump.

For tasks that can be partially completed then the final result is the amount of the task complete and another roll may be made in subsequent rounds to complete the task. If the result had been a 90% in the first round any result of 10% or higher would be sufficient to complete the task.

For results over 100 the character may decide to use the excess as additional progress. If a character was climbing a slippery bank and the GM thought it would take three rounds, a total of 300% to complete a result of over 100% would mean that the character has a chance of completing the climb in less than three rounds.

The player may also choose to use the excess to complete another task. For each 30% over the required 100% the character may use 1 action point for another task such as making a perception skill test.

8.1 Combat Expertise Skills

These skills are never rolled. They are used to reduce penalties and regardless of the skill bonus total they can never give a positive bonus to a skill roll.

8.2 Negative Results

A result of -20 or lower will deliver an A critical to the character in the most appropriate way possible. If the character was climbing then a fall or at least a slide down the slope may be the cause. If the character was repairing some equipment then they could receive an electric shock if that is possible.

Sometimes this rule will make no sense. If the character was trying to negotiate a price with a high quality diamond dealer they are unlikely to try and punch the customer if it was out of character. If the result makes no sense, ignore it.

Results of -40 or lower will deliver a ‘B’ critical, -60 or lower gives a ‘C’ critical, -80 or lower gives a ‘D’ critical and all results at or below -100 give an ‘E’ critical.

8.3 Maneuver Results Table Roll Result

-100 E crit

-80 D crit

-60 C crit

-40 B crit

-20 A crit

-19 to 09 Fail to act

10 to 19 10%

20-29 20%

30-39 30%

40-49 40%

50-59 50%

60-69 60%

70-79 70%

80-89 80%

90-99 90%

100-119 100%

120-139 110%

140-159 120%

160-179 130%

8.4 Hazards

8.5 Falling Damage

The further a character falls the more harm they will typically suffer. Damage is in the form of criticals rolled directly on the appropriate table. There is no falling attack table.

01-04 m A Krush

05-10 m A Impact

11-15 m B Impact

16-20 m C Impact

21-25 m D Impact

26 m+ E Impact

The actual number of meters fallen is added to the critical rolls. All results over 100 are treated as 100.

Example: Jesse falls 10 m on to a hard surface. The fall results in an A Impact with +10 on the critical roll. The GM rolls 44 +10 for the falling distance. The result is 54 “Weak blow to victim’s head +10 hits, stunned for 1 rnd” Jesse takes a blow to the head and is stunned and hurt.

8.6 What Skill When?

The lines between each skill can be blurred, This is intentional. You should use how your characters are trying to solve a problem to decide which skill applies. If there is an explicit skill, that takes precedence over Vocation. If there is no named skill then the character can fall back on their vocational skills.

It is part of the GM’s role to listen to how the characters want to solve a challenge and then call for a skill roll, if a skill test is needed. If what the characters are doing will solve the challenge and it is within their ability to do it. The same is true for social interactions. It is better to role play out a negotiation than it is to roll a Vocation: Diplomacy test.

9.0 Action Points

Each round [5 seconds] a character receives 4 action points [AP]. Every action a character performs has a cost in action points.

A character may choose to spend less than the listed number of AP on a task. For every AP that is not used a -25 penalty is applied to the skill test.

At the start of the round the player declares all four action points and the order in which they wish them to play out.

Example: A character is hiding beside an open door. The player declares that they want to use 1AP to move into the open doorway, 2AP to shoot into the room and 1 AP to move to the other side of the doorway back behind cover.

9.1 AP Costs Table Action AP Action AP

Cast Psion/ Meditation/Gift 3AP Concentration 2AP

Melee Attack 2-4AP Ranged Attack 2-4AP

Reload Weapon 2AP Perception Test 1AP

Swimming Test 2-4AP Climbing Test 2-4AP

Stand up from seat/kneel/crouch free Stand from prone 1AP

Move more than base 1-4AP Draw weapon 1AP

Change weapons 2AP Mount Animal 2-4AP

First Aid test 4AP Stalk/Hide Test 1AP

The costs on the AP Costs Table are a selection of suggested minimum costs. To use any skill without penalty 4AP must be spent completing the test. Where a range is specified the lower figure is the absolute minimum number of AP that may be used. Where a single figure is stated these are fixed costs and cannot be avoided.

9.2 Fast Actions

You may use less than the required number of AP for skill tests. For each AP not spent completing the task a -25 penalty is applied to the skill test.

Ranged Attacks are listed as 2AP. To complete a ranged attack with no penalty still requires 4AP but the shot may be made in 2AP at -50 penalty. A character could fire twice using two 2AP attacks and both would be at -50.

Note: As GM you may allow a Multiple Attack CE skill to reduce the penalty for attacking twice in the same round.

9.3 Wrap Around Actions

A character may start an action in one combat round and complete it in another. For example they could spend 1AP moving into range and then declare a 4AP attack. As that requires 5AP the movement would take place at the start of the first combat round and the attack would not be resolved until the 1st AP of next round.

9.4 Unused AP

Any unused AP left at the end of a combat round and not applied to a wrap around action are lost.

Example: A character moves into position behind a door hoping to attack anyone who comes through. They declare 1AP of movement and a 3AP attack held until they can use it. In this round no one comes through the door and the player does not want to remain here so the three AP for the attack are lost.

10.0 Psionics

There are two aspects to mediations and gifts. The first is power points. These are bought as a skill. A character with 5 ranks in Psionic Power and a +10 stat bonus would have a total of 35 Psionic Power Points [PP]. You may not develop the Psionic Power skill unless you have the Latent Psionic talent.

The second element is the actual psionic meditations known. Meditations have a base cost in PP and additional options that can scale the meditation in different ways. You may not use a mediation until you have sufficient ranks in that meditation to meet the base cost and you may not put more PP into a meditation than you have ranks in that mediation.

Every meditation is developed individually.

Many effects are dependent on the number of ranks known in the meditation or gift.

Durations listed as rounds/rank will last for that many rounds for a single expenditure of PP.

If the duration has a number of rounds and a (C), the duration is the number of rounds or until concentration is broken/stopped.

Some meditations and gifts can be reversed to product an opposite effect. If this is possible it is listed in the description. The reversed version must be learned independently of the original. You cannot just decide in the moment which version you want.

10.1 Star Knight Mediations

Charm Being

PP Cost: 4

Range: 15 m

Duration: 5 rounds/rank (C)

RT: Presence

Description: This Meditation affects living bipeds of approximately human size, including most aliens. If the Meditation succeeds (Resistance Test is allowed), the unfortunate creature falls under the Star Knight’s influence.

Scaling Options:

Increase Range (per +15 m) +1 PP

Increase Targets (per each additional being) +3 PP

Spell continues for the amount of time equal to time concentrated on +4 PP

Detect Evil

PP Cost: 4

Range: 30 m’

Duration: 2 rounds/rank

Description: The Star Knight detects any creatures with evil intent or evil thoughts, as well as evil places within the Meditation’s range. Poison is not inherently evil and cannot be detected by means of this Meditation. The reverse Meditation Detect Good works in the same way although that it detects intentions and places that are “good”.

Scaling Options:

Increase Range (per +15 m) +1 PP

Detect direction to the source of evil +3 PP

Detect distance to the source of evil +4 PP

Detect Life

PP Cost: 2

Range: Self

Duration: Concentration

Description: This Meditation allows a Star Knight to detect the presence of all sentient beings within range. He is not aware of specific locations or actions, just that they are within a 5 m radius of him.

Scaling Options:

Increase Sensing Range

(per additional 3 m radius) +1 PP

Awareness (sense specific locations) +4 PP

Awareness True

(sense locations and general actions) +6 PP

Healing Meditation

PP Cost: 3

Range: Self

Duration: Immediate

Description: The Star Knight is able to heal damage to themselves. The caster must select one of the following options when the meditation is cast.

Reduce a maneuver penalty by up to 20 points.

Reduce bleeding by up to 5 points.

Heal up to one quarter of their concussion hits.

Scaling Options:

Increase Healing (heal 2 of the above options) +2 PP

Increase Healing (heal all 3 options at once) +4 PP

Increase Healing (stop death in x rounds) +7 PP

Protective Meditation

PP Cost: 6

Range: Self

Duration: 2 rounds/rank

Description: The Star Knight centers himself and prepares to face his foes. They receive a +5 bonus to OB, DB, RT, or Maneuvers for the duration of the spell.

Scaling Options:

Increase Bonus (+10) +5 PP

Increase Bonus (+15) +10 PP

Increase Bonus (+20) +15 PP

Increase Bonus (+25) +20 PP

Increase Benefits (Bonus to 2 of the available options) +3 PP

Increase Benefits (Bonus to 3 of the available options) +6 PP

Increase Benefits [Bonus to 4 of the available options) +9 PP

Read Languages

PP Cost: 3

Range: Reading Distance

Duration: Concentration

Description: This Meditation allows the Star Knight to read directions, instructions, and similar notations written in unfamiliar or even unknown languages.

Scaling Options:

Identify origin +3 PP (in terms of time and place)

Read Codes and Cyphers +6 PP

Increase Range (to 10’) +2 PP

Combat Coordination

PP Cost: 6

Range: self

Duration: 2 rounds/rank

Description: The Star Knight focuses his mind on the battle at hand. The Star Knight receives a +5 bonus to one of OB, DB, RT, or Maneuvers for the duration of the spell.

Scaling Options:

Increase Bonus (+10) +6 PP

Increase Bonus (+15) +12 PP

Increase Bonus (+20) +18 PP

Increase Bonus (+25) +24 PP

Increase Benefits

(Bonus to 2 of the available options) +3 PP

Increase Benefits

(Bonus to 3 of the available options) +6 PP

Increase Benefits

(Bonus to 4 of the available options) +9 PP

Increase Targets (per each additional target) +3 PP

Detect Invisible

PP Cost: 4

Range: Line of Sight

Duration: Concentration

Description: The Star Knight can perceive invisible individuals, creatures, or objects. This includes those concealed by obstruction, concealment, or personal cloaking devices.

Detect Thoughts

PP Cost: 6

Range: Touch

Duration: 5 rounds/rank

Description: The Star Knight can read the surface thoughts and emotional state of other living beings. This meditation allows the Star Knight to create a telepathic bond between himself and one other target. The bond will only allow mental communication if the members of the bond are within a certain distance of one another. This distance is 15 m for each member of the bond.

Scaling Options:

Increase Targets (per extra target) +3 PP

Increase Distance (per +15 m per person) +2 PP

Increase Duration (10 rounds/rank) +6 PP

Increase Duration (1 minute/rank) +8 PP

Increase Duration (10 minutes/rank) +9 PP

Find Traps

PP Cost: 4

Range: 30 m

Duration: 2 rounds/rank

Description: The Star Knight can perceive both mechanical and technological traps from a distance of 30 m and within a 2m radius, so long as the entire radius is within the range of the meditation. The Star Knight may concentrate on a different 2m radius area each round. This just reveals that a trap is present, not any information about the trap.

Scaling Options:

Increase Information (indicates the general trap type, ) (e.g., pit trap, spear trap, etc.) +2 PP Per +10 to disarm +4 PP

Increase Range (per +15 m) +1 PP

Increase Duration (5 rounds/rank) +3 PP

Locate Object

PP Cost: 8

Range: Self

Duration: —

Description: This Meditation gives the Star Knight the correct direction (from point to point in a direct line) of an object that the character specifies with a description. The object cannot be something the character has never seen, although this Meditation can detect an object in a general class of items known to the Star Knight such as stairs, a Star Sword, etc. The range of this meditation is a 1 kilometer radius.

Scaling Options:

Increase Radius (1 kilometer per rank radius) +20 PP

Speak with Animals

PP Cost: 3

Range: Self

Duration: 5 rounds/rank

Description: The Star Knight can speak with animals with this Meditation. There is a chance (determined by the GM) that the animals will assist him and not attack him or his party, unless he fails in his interaction with the animals in some way.

Communication is limited to simple concepts understandable by the animal.

Scaling Options:

Increase Duration (10 rounds/rank) +4 PP

Alter Reflexes

PP Cost: 5

Range: Self

Duration: 1 round

Description: On the round after this spell is cast, the Star Knight is able to perform two actions in a round. This spell takes effect the round after it is cast. A hasted Star Knight is still limited to no more than one normal meditation per round and one instantaneous meditation per round.

Scaling Options:

Increase Duration (per extra round) +1 PP

Increase Haste (3 actions per round) +10 PP

Increase Haste (4 actions per round) +20 PP

Dark Vision

PP Cost: 4

Range: Self

Duration: 10 rounds/rank

Description: The Star Knight gains the ability to clearly see up to 30 m on a starlit night, and by the light of a full moon can see as if it were daylight. In total darkness, the Star Knight’s vision is not enhanced.

Scaling Options:

Increase Duration (1 minute/rank) +5 PP

Increase Duration (10 minutes/rank) +6 PP

Increase Duration (1 hour/rank) +8 PP

Increased Distance (see clearly up to 30 m/rank +4 PP

Improved Vision (can see up to 30 m in total darkness) +2 PP

Defensive Coordination

PP Cost: 6

Range: 10 m radius

Duration: 2 rounds/rank

Description: Creates a shield of translucent energy to protect the Star Knight and all his allies within range. This shield will move on its own to protect the Star Knight, but is treated as a normal shield in all other respects. The bonus to defense is +15 DB to each person protected.

Scaling Options:

Increase Protection (to +20 DB) +2 PP

Increase Protection (to +25 DB) +4 PP

Increase Protection (to +30 DB) +6 PP

Increase Protection (to +40 DB) +8 PP

Increase Duration (5 rounds/rank) +3 PP

Increase Duration (10 rounds/rank) +4 PP

Protection from Missiles

PP Cost: 6

Range: Self

Duration: —

Description: Star Knight is able to block missile attacks made with personal weapons. While this Meditation is active, he must be wielding a Star Sword. The missile must pass within 3 m of the Star Knight if the Knight is not the target. The attack receives a -25OB modifier.

Scaling Options:

Extra Attack (per extra attack) +3 PP

Able to block/deflect Projectiles +4 PP

Able to block/deflect Energy Weapons +6 PP

Increase Modifier (-50) +6 PP

Increase Modifier (-75) +12 PP

Increase Modifier (-100) +18 PP

Water Breathing

PP Cost: 4

Range: Self

Duration: 10 rounds/rank

Description: The Star Knight gains the ability to breathe water as easily as they breathe air. For the duration of the spell, the Knight’s lungs are able to breathe in both air and water. The spell does not protect against underwater pressure.

Scaling Options:

Increase Duration (1 minute/rank) +5 PP

Increase Duration (10 minutes/rank) +6 PP

Increase Duration (1 hour/rank) +8 PP

Confusion

PP Cost: 3

Range: 15 m radius

Duration: Concentration

RT: Presence (RTs are made for reach target)

Description: A single target is confused and cannot act under their own volition, although they may defend themselves from attacks with half skill (OB). All targets must remain inside the radius of the Star Knight. The confusion effect moves with the Star Knight.

Scaling Options:

Increase Range (per +15 m) +1 PP

Increase Targets (per each additional target) +4 PP

Expand Senses

PP Cost: 3

Range: 15 m

Duration: Concentration

The Star Knight is able to see and hear far-off places although it must be a specifically-named location or direction within that range. He must close his eyes and concentrate while this Meditation is active. The Star Knight will be able see and hear a 3 m radius from the point chosen. Anything beyond that radius will be hazy or indistinct. Any distraction will draw him back to his normal senses, canceling the Meditation.

Scaling Options:

Increase Range (per +15 m) +1 PP

Increase Radius (per +3 m) +1 PP

Heal Other

PP Cost: 4

Range: Touch

Duration: Permanent

Description: The Star Knight can touch a wounded individual or creature and instantly heal wounds and injuries. The Star Knight must select one of the following options when meditating.

Reduce a maneuver penalty by up to -50.

Reduce bleeding by up to 10 hits/rounds.

Heal up to one half of the target’s hits.

Heal one broken (but not shattered] bone.

Remove the effects or frostbite or burns.

If the Stop Death scaling is used, the meditation must be used again to remove the cause of death before the character will recover.

Scaling Options:

Increase Healing (heal 2 of the above options) +2 PP

Increase Healing (heal 3 options) +4 PP

Increase Healing (heal shattered bones) +6PP

Increase Healing (heal nerve damage) +8 PP

Increase Healing (heal organ damage) +10 PP

Increase Healing (heal all wounds) +15 PP

Increase Healing (stop death) +6 PP

Neutralize Poison

PP Cost: 2

Range: Touch

Duration: —

Description: The Star Knight can purge poison from either himself or another living being with a single touch. No further damage will result. Damage already caused by the poison is not healed.

Scaling Options: None

Speak with Plants

PP Cost: 3

Range: Self

Duration: 1 minute/rank

Description: The Star Knight can communicate with plants and plant-based life. They will obey his commands as far as they are able to (e.g. twisting or bending aside to ease his passage, etc.).

Scaling Options:

Increase Duration (2 minutes/rank) +4 PP

Charm Creature

PP Cost: 5

Range: 30 m’

Duration: 2 rounds/rank

Description: The Star Knight may control the actions of one Tiny animal for the duration of the spell. When the spell is over, the animal will act according to its normal nature.

Scaling Options:

Increase Targets (per each additional target) +4 PP

Increase Range (per +15 m) +1 PP

Increase Duration (5 rounds/rank) +4 PP

Increase Animal Size (per Size increase) +4 PP

Telekinesis

PP Cost: 3

Range: 15 m

Duration: Concentration

Description: The Star Knight can move objects using mental power alone. The amount of weight he can lift and move is twenty pounds (10 kg) per rank.

Scaling Options:

Increase Range (per +15 m) +1 PP

Increase Mass (per +5 kg/rank) +4 PP

Vision

PP Cost: 7

Range: Self

Duration: -

Description: The Star Knight senses his own personal destiny, allowing the player to ask the GM three questions regarding events in the current campaign that involve the Star Knight. The GM may answer as directly or cryptically as they wish to.

This Meditation is very taxing to the Star Knight and may only be used once per week.

Scaling Options: None

10.2 Mystic Gifts

Hold Portal

PP Cost: 12

Range: 3 m

Duration: Special

Description: This Gift holds a door or other portal in position after the Mystic has physically touched it. It cannot be opened by any means unless the Gift is dispelled or the door/portal is destroyed.

Scaling Options: None

Light

PP Cost: 6

Range: 40 m

Duration: 2 minutes/rank

Description: The target person or object (at a range of up to 40 m) produces light about as bright as a torch or flashlight with a radius of 5 m. If the point touched is mobile then the spell will move when the point is moved. The caster may vary the illumination from the maximum size down to a small point with a round of concentration.

Scaling Options:

Increase Duration (+1 minute/rank) +5 PP

Increase Duration (+10 minutes/rank) +6 PP

Increase Radius (up to 15 m) +3 PP

Increase Radius (up to 30 m) +8 PP

Purify Food and Drink

PP Cost: 1

Range: Touch

Duration: —

Description: This Gift allows enough food and water for one person to be made pure, removing spoilage, poisons and impurities from it.

Scaling Options:

Increase Quantity (per +1 person) +1 PP

Stupor

PP Cost: 5

Range: 15 m

Duration: 2 rounds/rank

Description: This Gift puts targets into an sleep-like stupor. Once affected, targets collapse into slumber. When the spell is over, the target may be awakened normally. Spell only affects sentient humanoid targets. Plants, animals, robots are unaffected.

Scaling Options:

Increase Targets (each additional target) +4 PP

Increase Duration (5 rounds/rank) +4 PP

Increase Duration (10 rounds/rank) +6 PP

Increase Range (per +15 m) +1 PP

Hold Person

PP Cost: 6

Range: 30 m’

Duration: 5 rounds/rank

Description: The Mystic selects their targets. If the target(s) fail the Resistance Test they cannot move or speak for the duration of the Gift’s effect.

Scaling Options:

Increase Range (per +15 m) +1 PP

Increase Targets (per +1 target) +4 PP

Invisibility

PP Cost: 5

Range: Self

Duration: 5 rounds/rank or an attack is made

Description: The Mystic becomes invisible to both normal vision and technological sensors. With scaling this Gift may be bestowed on others.

Scaling Options:

Invisibility Radius (3 m radius) +3 PP

Increase Targets (each additional target) +4 PP

Phantasmal Force

PP Cost: 5

Range: 30 m

Duration: 5 rounds/rank (Requires Concentration)

Description: This Gift creates a realistic illusion in sight of all who can view it. The illusion disappears when it is touched by those who recognize it for what it is or is revoked by the Mystic or dispelled by another. If the viewer believes the illusion is real, he can take damage from it.

The image may be of any size that fits within a 2m radius, and the entire image must be created within the range of the spell. All aspects of a phantasm are really created (no RT), and are only detectable through the use of spells, special abilities, or conflicting senses (i.e., a visual phantasm can be detected when touching it reveals that nothing is there).

Scaling Options:

Increase Range (per +15 m) +1 PP

Increase Radius (per +3 m) +2 PP

Alter Time

PP Cost: 4

Range: 15 m

Duration: 2 rounds/rank

Description: The Mystic must announce which of the two possible effects they which to create:

As a speeding effect, an area of radius 20 m around the point where the Gift is targeted All creatures in the area become able to move and attack at double normal speed. They each get 8AP per round. Any bleeding wounds suffered will bleed double while inside the speeding effect area.

As a slowing effect, an area of radius 20 m around the point where the Gift is targeted is affected. Any creatures in the area failing a Resistance Test can only move and attack at half speed. They only get 2AP per round. Any bleeding wounds suffered will bleed at half rate while inside the slowing effect area.

Scaling Options:

Increase Range (per +15 m) +1 PP

Dispel Effect

PP Cost: 3

Range: 3 m

Duration: —

Description: This Gift can be used to immediately try and end any single Gift or Meditation that is currently active by another Alien Mystic or Star Knight. If there is an active Meditation or Gift effect on the target person, object or location, then the effect must make a Resistance Test versus this Gift or it is cancelled/dispelled. The target effect uses the Psionic Roll used in casting it plus the total PP used to create it as its bonus to resist this Gift. Thus a Meditation/Gift that has been scaled up will be better able to resist being cancelled than a base effect. Dispel Effect will only affect the most powerful effect if there is more than one Meditation/Gift active on the target item or person. If you are unsure of the Psionic Roll and/or how many PP were used to create the effect, use a d100 plus a bonus of +5 for small effects, +10 for medium and +15 for powerful effects when having them resist this Gift.

Scaling Options:

Increase Range (+15 m range) +1 PP

Fly

PP Cost: 4

Range: Self

Duration: 5 rounds/rank

Description: Target may fly at a speed of 8 km per hour (kph) which equates to 5 m per round. If the target has the Acrobatics/Tumbling skill, he may use it with a -20 modifier for performing airborne maneuvers. If the target does not have this skill, then he may use 2 times his Agility bonus as his bonus for airborne maneuvers.

Scaling Options:

Increase Speed (per each additional 3 mph) +2 PP

Increase Duration (10 rounds/rank) +4 PP

10.3 Using Psionics

Using Psionics is called Casting. To cast a meditation or a gift the caster makes a d100 roll adding their Stat Bonus to the Casting Roll (CR). In the case of Mediations this is the sum of Pr+Re+Sd stat bonuses. For Mystic Gifts this is Em+In+Pr bonuses.

A caster declares the meditation or gift to be cast and the action takes up to 3AP. At the end of the action the casting roll is made. The stat bonus is added.

Note: The roll is open ended both up and down.

If the final result is greater than zero the meditation is successfully cast and takes effect.

If the target is unwilling they may resist. To resist they make a Resistance Test rolled d100 and adding the sum of their Pr+Re for meditations or Em+In for Gifts. If their Resistance Test result if greater than the CR then they have resisted the effect.

If a psionic has been resisted it has no effect. All psionics may be resisted, even beneficial ones.

Resistance Tests are not compulsory. You do not need to resist a psionic that you consent to. If you withdraw consent at any time before the psionic is complete a resistance test is allowed.

This rule exists explicitly to prevent someone being told that the psionic is healing when in reality it is an attempt to control or harm. It should be interpreted as the targets psychic recoiling from a negative effect.

11.0 Equipment

11.1 Buying Equipment

Each character starts with 50+d100 credits at the beginning of the game, used to buy equipment. One credit (cd) is worth 10 sub-credits (scd) or 100 chits (ct). Prices for equipment are listed on the tables below, and all are given in credits (Cr.).

At creation, a player character may only purchase equipment from the Standard Gear, Melee Weapons, Missile Weapons, and Armor and Shields tables. All other equipment is considered to be Advanced Technology and must be acquired through the course of a campaign.

11.2 Equipment Standard Gear Weight in Kg Cost in Cr.

Ammo Bandolier (holds 20 energy cells/magazines) .5 5

Backpack (15 kg. capacity) .5 5

Belt Pouch (5 kg. capacity) .1 3

Binoculars/Dark Vision Binoculars 1/1.5 10/100

Breathing Mask .1 20

Clothing (Common) 1.5 5

Clothing (Fine) 2.5 25

Clothing (Exposure) 7.5 50

Clothing (Space Suit) 65 250

Communicator .5 25/50

Flares .1 3

Flashlight .1 5

Jet Pack 15 100/25

Med Kit .5 20

Mini-Computer .5 100

Rations .5 1

Recording Stick .5 15

Rope (20 m) 2.5 5

Sleeping Bag .5 10

Tent 1.5 20

Timepiece .1 10

Tool Kit .5 25

AMMO BANDOLIER: This is a belt or sash lined with several small pouches designed to hold extra energy cells which are used in laser pistols and laser rifles. It can hold up to twenty (20) energy cells.

BACKPACK: Whether a primitive leather backpack or a modern composite fiber knapsack, a backpack can hold up to thirty pounds (15kg) and up to thirty liters volume.

BELT POUCH: These pouches hold up to a kilo of equipment.

BINOCULARS: Binoculars enable the user to see clearly up to a distance of five times (x5) their normal vision. Dark vision binoculars, capable of seeing that distance in complete darkness, can be purchased for ten times (x10) the listed cost.

BREATHING MASK: This clear mask secures to the wearer’s head via an elastic strap and seals both nose and mouth. The mask contains enough air for four hours of breathing and allows the wearer to breathe in thin and poisonous atmospheres. It does not protect from the vacuum of space or other environmental hazards.

CLOTHING (Common): Regular, everyday clothing worn by millions across the universe. Includes a solid pair of boots.

CLOTHING (Fine): These are the finer garments worn by Aristocrats, nobles, and other wealthy citizens of galaxy.

CLOTHING (Exposure): Exposure clothing is designed to protect against extreme environmental hazards, such as deep cold, extreme heat, or other hazards. It does not protect from the vacuum of space. It includes an internal breath mask with an air supply that lasts up to four (4) hours.

CLOTHING (Space Suit): Space suits protect from the vacuum and pressure of space. They have enough oxygen for up to one day of continuous use. They are bulky and movement can be difficult when wearing one.

COMMUNICATOR: This hand-held device allows for auditory communication with another individual who also has a communicator at a distance. Another version, which also feature a small hologram transmitter that allow users to view and project images of themselves to the individual they are speaking with, are also available but costs twice (x2) the listed price.

FLARES: These 15 cm long rods can have a pull-tie on them that, when pulled, causes the tip of the flare to blaze with light that radiates up to a range of 40 m for up to one hour.

FLASHLIGHT: A flashlight projects light in one direction to a range of 20 m. It has a power cell that lasts twenty-four (24) hours.

JET PACK: Characters wearing a jet pack gain the ability to fly at a Movement of 18. A jet pack can be used for up to 60 rounds before it must be refueled. The cost to refuel a jet pack is 25 credits.

MED KIT: Med kits are small emergency medical packages carried by emergency personnel and military corpsman on the battlefield. It takes one round to use a med kit and it can stop 5 points of bleeding per round. Once a med kit is used it is expended completely.

MINI-COMPUTER: Mini-computers are small, hand-held computers with touch screens, tiny hologram projectors, and a large amount of storage capacity. They interface with other computers and starships, store information, and allow communication across great distances and into low orbit.

RATIONS: These rations are dried or freeze-dried and remain usable for decades if kept in their original packaging. The cost listed is for one day’s supply of rations.

RECORDING STICK: This small, pencil-sized stick is capable of storing up to 300 hours of audio before needing to be erased.

ROPE: One coil of rope is able to support up to five hundred pounds (250 kg) of weight. Most come with a magnetic grappling hook.

SLEEPING BAG: Modern sleeping bags are able to seal the user inside for extraordinary protection from the elements. However, they cannot filter out environmental hazards.

TENT: Like sleeping bags, modern tents can seal up to four (4) individuals within them to protect them from the elements. They cannot however, filter out environmental hazards.

TIMEPIECE: This simple chronometer is worn on the wrist and automatically sets itself to planetary time when entering a new atmosphere. It can store and keep times on any number of different planets.

TOOL KIT: Tool kits are used by Pilots and other starship workers for upkeep. Without a tool kit, it is very difficult to keep a starship in top shape.

11.3 Melee Weapons

WEAPON WEIGHT (in kg) COST (in credits)

Battle Axe 3 7

Club 1.5 -

Dagger .5 3

Mono-Dagger .5 15

Mono-Sword 1.5 20

Mono-Axe 3 35

Spear 2.5 2

Staff 2.5 1

Star Sword .5 100

Sword 1.5 10

BATTLE AXE: This large, double-headed weapon requires two hands to wield effectively.

CLUB: Whether stick, cudgel, or improvised weapon, a club is a simple blunt force instrument that does damage.

DAGGER: Both a tool and weapon, daggers range from 15 cm to 30 cm. Most species in the galaxy use them.

MONO-DAGGER: This dagger has had its edge refined to the width of a single molecule.

MONO-SWORD: These meter-long two-edged blades are wielded in one hand and have their edges refined to the width of a single molecule

MONO-AXE: A light-weight composite head with a molecule-thin blade makes this weapon both fearsome to behold and deadly in battle.

SPEAR: A two meter pole with a sharpened end or metal point, spears are one of the oldest weapons in existence.

STAFF: A long length of wood or composite plastic to assist in travel or defend oneself in battle.

STAR SWORD: When not activated, a Star Sword looks like a chrome hilt with no blade. However, with the press of a button a meter-long beam of energy springs to life from it. This is the favored weapon of Star Knights, for which it is named.

SWORD: Often found as a ceremonial weapon carried by Aristocrats and other elite citizens of the galaxy, swords nevertheless still often find service in battle.

11.4 Ranged/Missile Weapons

Weapon Range Weight (in kg) Cost (in credits)

Bow, Long 100 m 10 40

Bow, Short 75 m 2.5 25

Crossbow, Heavy 80 m 9 25

Crossbow, Light 80 m 4.5 15

Firearm (Pistol) 25 m 1 45

Firearm (Rifle) 50 m 4 75

Grenade (Concussion) 10 m .5 25

Grenade (Fragmentation) 10 m .5 25

Laser Pistol 30 m 1.25 50

Laser Rifle 70 m 2.5 100

Arrow (20) - .5 1

Bolt (20) - .5 1

Bullet (20) - .25 10

Energy Cell (20) - .1 10

ARROW: Ammunition for long bows and short bows. Sold with a quiver (if needed) in bundles of twenty (20).

BOLT: Ammunition for heavy crossbows and light crossbows. Sold with a case (if needed) in bundles of twenty (20).

BOW, LONG: These primitive weapons are effective and silent. They are most commonly found in primitive societies and use arrows for ammunition.

BOW, SHORT: Smaller versions of the long bow, these are more easily used from a concealed or sitting position, though are less powerful and have a shorter range. It uses arrows for ammunition.

BULLET: Ammunition for firearms. Sold in magazines of twenty (20) bullets.

CROSSBOW, HEAVY: Bulky, two-handed, and slow to load, heavy crossbows are rare in the modern galaxy, though some are valued by collectors or still used by pre-firearm societies. They are quite capable of punching a hole through most armor, even modern ones, and use bolts for ammunition.

CROSSBOW, LIGHT: A smaller and more easily-used version of the heavy crossbow, it is still rare. It uses bolts for ammunition.

ENERGY CELL: Ammunition for laser pistols and laser rifles. It is sold in power packs that hold twenty (20) shots.

FIREARM: Using gunpowder and a lead projectile housed in a brass casing, firearms are carried by eccentrics, collectors, and pre-stellar societies. It uses bullets for ammunition, and comes as a pistol or rifle.

GRENADE: These explosives are most commonly used by military personnel. They can be found in concussion and fragmentation varieties. Concussion grenades do a ‘C’ Unbalancing critical to everyone within a 2 m radius, while fragmentation grenades do an E puncture critical to everyone within a 15 m radius. Each grenade must be purchased individually and is expended when thrown.

LASER PISTOL: The most common weapon in the modern galaxy, this sidearm is favored by everyone from nobles to mercenaries to law enforcement. It requires an energy cell for ammunition.

LASER RIFLE: This long firearm has an extended barrel and requires two hands to fire. It has a longer range than a pistol and does more damage. It requires an energy cell for ammunition.

11.5 Armor and Shields

Armor Weight (in kg) Cost (in Credits)

Heavy 30 100

Light 8 25

Medium 15 50

Shield, Energy +40DB .5 25

Shield, Physical +15DB 5 10

HEAVY ARMOR: Heavy composite plates, reinforced with laser reflective coating, this bulky armor provides a high level of protection against all forms of attack. More primitive versions function similarly to medieval plate mail. Heavy armor imposes a -50 on all moving maneuvers.

LIGHT ARMOR: Armored flight suits, boiled leather, and synthetic armor vests are all considered Light Armor. They offer minimal protection against most physical attacks. Light armor imposes a -10 on all moving maneuvers.

MEDIUM ARMOR: Whether modern reinforced metal alloy plates set into the lining of a padded suit or primitive chain-based armor, these designs offer some decent protection against a variety of attacks. Medium armor imposes a -30 on all moving maneuvers.

SHIELD, ENERGY: A rounded metal alloy web that when activated fills with a field of crackling energy. Effective against only energy weapons. Cannot be used at the same time as a physical shield.

SHIELD, PHYSICAL: A rounded plate of reinforced metal used to protect in melee combat and against projectiles. Not as effective against modern weapons as an energy shield. Cannot be used at the same time as an energy shield.

11.6 Equipment Weight

There are only very simple encumbrance guidelines in Navigator RPG (section 17.5). As the GM you should decide what is a suitable amount of gear that a character can carry taking into account the characters description of their species and the characters physical stats. If you feel they are overloaded, tell the player.

An over loaded player should take -10 on all moving maneuver tests. If they take on addition mass each 5kg should cause an additional -5 to maneuver tests.

12.0 Combat

12.1 Overview

Personal Combat is defined as any battle between two or more characters (player and/or non-player) that takes place using Melee or Missile Attacks as well as Maneuvers, Meditations and Gifts.

When a combat starts Initiative is rolled for each combatant, or group of combatants. Initiative decides the order in which the characters act.

Each action has a cost in Action Points (See 9.1) and each character has 4AP to spend each round (8AP with the help of Mystic Gifts).

The group with the lowest Initiative declares their actions first, and then the next lowest until all actions have been declared.

Actions are resolved from Highest initiative to the lowest. A character may choose to act later in the initiative order but they cannot move before their turn.

Once all the characters in the combat have acted a new combat round starts.

Initiative is rolled once per combat, not per round.

When a character has their turn they may choose to make any combination of actions and attacks. Once an attack is made it is resolved and any effects are applied immediately.

12.2 Rolling Initiative

Each PC rolls their own initiative by rolling d100 and adding their total Quickness [Qu] bonus to the roll. A higher initiative is better than a low initiative.

12.3 Making an Attack

To make an attack the player makes a d100 roll and adds their characters weapon skill to the roll plus any situational modifiers. The GM deducts any penalties such as the defenders Defensive Bonus and any cover. The final result is compared to an attack table cross referencing the defenders armor and the total roll. The result gives a number of points of damage and a possible letter that describes a specific wound. The wounds are called Criticals and are graded A to E and a type such as S for slashing wounds or B for burns. A result would look something like 20AS for 20 hits of damage and an A grade Slashing wound.

Krush is used in place of Crush to save confusion when the result would be a ‘C’ severity, CK not CC.

A second d100 roll is made on the matching critical table to find the actual effects of the attack.

There are different attack tables for different weapons to give them unique strengths and weaknesses.

12.4 Maneuvers in Combat

A character may make maneuvers in combat such as running or diving for cover. Each character may move their Base Move (BM) per round with no need to make any rolls unless the movement is opposed. You cannot just choose to move past an armed guard that you are fighting. The opposition is simply assumed and the move would fail.

To move more than your BM requires you to use AP. 1AP allows you to move your BM in the combat round at that point.

Example: You may spend 1AP on movement to close the distance with a target. Spending AP on movement in addition to the free move each round.

You may also make specific maneuvers in a round such as leaping off a balcony or trying to swing from a cable hanging from a gantry.

If your maneuver roll was successful then you have completed the maneuver. If the maneuver result was less than 100% the GM may decide on the outcome. Either the maneuver is not completed or the maneuver gives a penalty to your next action.

Example 1: You are trying to chase an escaping villain. You want to get to a door first and slam it shut. The GM gives you a difficulty penalty to out run the fleeing figure. You make your roll and the result is only 80%. The GM decides you did not make it to the door in time.

Example 2: You want to leap off a cargo container on to two security guards below. You make a maneuver to jump down gaining surprise on the guards. You make the roll and get 80%. The GM decides your attack on the guard will be at -20 due to you being slightly off balance from your landing.

Example 3: You want to try and make it behind some cover as the security forces open fire on you. Your attempt to sprint for cover results in a roll of 80%. Rather than having your still out in the open until the following round the GM gives one of the security forces a single shot at you at +20 but if you survive you will start the round behind cover.

12.5 Parrying

Parrying refers to any decision to favor defense over offence. It does not require you to have a weapon or to make physical contact with your attacker. Examples of parrying could be a blade on blade sword fight, martial artists blocking blows, ducking and diving behind furniture or throwing dust into your attackers eyes. Any form of dodging or evading counts as parrying.

Obviously you cannot dodge something moving at the speed of light, but you can evade the shooters aim.

You can only parry attacks you can see being aimed at you.

To parry you deduct a proportion of your Offensive Bonus and add it to your Defensive Bonus.

Parry is assigned specific foes. If you are fighting two security guards you could attack with half your Offensive Bonus [OB] and divide the other half equally between your two assailants.

Example: You have a +80 OB. You can add +20 to your DB against both assailants and still attack with +40OB.

Parrying hand to hand weapons and attacks 1 point of Offensive Bonus [OB] becomes 1 point of Defensive Bonus [DB].

Parrying missile and projectile weapons 2 points of OB becomes 1 point of DB.

Parrying energy weapons 4 points of OB becomes 1 point of DB.

You cannot parry if you are constrained and cannot move.

13.0 Combat Tables

13.1 Resolving Attacks

When a character makes an attack, as stated above you make an open-ended roll (upwards only), add in any Offensive Bonuses and deduct any Defensive Bonuses. You then cross reference the result on the correct weapon table.

A result will look something like 38ES.

The 38 is the number of #hits that the target receives.

The E is the severity of the critical. Normal criticals fall in the A to E range with A being less severe and E being much more lethal.

The S in this case means Slash. This is the type of critical. There are many different types of critical. Each has a single letter abbreviation.

F Fire/Burn

I Impact

K Krush

P Puncture

S Slash

U Unbalance

Once you know the critical type and severity a second d100 roll is made and cross referenced with the correct critical table.

Criticals have a wound description and additional damage. The additional damage could be bleeding or burning described as #hits/round. A one off addition to the damage delivered. A character may be stunned for a number of rounds or may suffer a specific injury. The most severe wounds can kill a character instantly.

The UM66 row on the criticals tables is only used if the unmodified critical roll is a 66.

13.2 Results over 150

If the total attack roll is greater than 150, for every 10 points over the 150 you add 1 to the critical roll.

13.3 #Hits of Damage

A character has hit points or #hits equal to their total Physique skill. When they have 0 #hits remaining they will fall unconscious unless they can make a Self Discipline Resistance Test. Roll d100 and add your SD stat to the roll. Deduct the number of #hits they are below zero. If the total roll is 101 or greater they have remained conscious for the current combat round. A SD Resistance Test is required every round. One failure will leave a character unconscious.

13.4 Bleeding and Burning

A character that is bleeding or burning will take a number of #hits of damage every round until they either apply a medical kit, bandage, staunch or tourniquet the wound or in the case of burning, they smother or drop and roll. Staunching a wound or applying pressure will halve the amount of damage being taken each round.

A tourniquet will stop all bleeding from a wound. A bandage will stop up to 5#hits/round of bleeding.

13.5 Stunned

A character that is stunned only gets half their normal number of AP per round. They may not use any concentration based maneuvers or maintain any concentration gifts or meditations.

Stun normally lasts for a number of rounds. Once the stun has passed the character has no lasting effects.

Stun does accumulate. If you are stunned for 3 rounds and then hit again stunning your for a further 3 rounds you are now stunned for 6 rounds.

If the total number of rounds of stun exceeds the number or ranks in Physique you have you will black out until you are completely unstunned.

13.6 Death and Dying

If a critical says that you will die you are assumed to be down and incapacitated until death occurs. You may take no action beyond speaking, shouting or screaming until death takes you. Your companions may attempt to save you and prevent your death.

13.7 Battle Axe

Roll No Armor Light Medium Heavy

146-150 45ES 35ES 30EK 25EK

142-145 43ES 33ES 28DK 24DK

138-141 40ES 31EK 27DS 22DS

135-137 38ES 29EK 25DS 21DK

131-134 35EK 27DS 23CS 20DK

127-130 33ES 26DS 22CK 18CK

123-126 30ES 24CS 20CK 17CS

119-122 28DS 22CK 19BK 15BK

116-118 26DS 20CK 17BS 14AK

112-115 23CK 18BS 15BS 13AK

108-111 21CS 16BS 14AK 11AK

104-107 18BS 14AS 12AK 10AS

100-103 16BS 12AK 10AK 9

97-99 14BS 10AK 9 7

93-96 11AK 8 7 6

89-92 9AS 7 6 4

85-88 6 5 4 3

81-84 4 3 2 2

78-80 1 1 1 1

74-77 1 1 1 1

01-07 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.8 Club

Roll No Armor Light Medium Heavy

146-150 35EK 25EK 20EK 10EK

142-145 33EK 24EK 19DK 9DK

138-141 31EK 22EK 18DK 9DK

135-137 29EK 21EK 17DK 8DK

131-134 27EK 20DK 16CK 8DK

127-130 26EK 18DK 14CK 7CK

123-126 24EK 17CK 13CK 7CK

119-122 22DK 15CK 12BK 6BK

116-118 20DK 14CK 11BK 5AK

112-115 18CK 13BK 10BK 5AK

108-111 16CK 11BK 9AK 4AK

104-107 14BK 10AK 8AK 4AK

100-103 12BK 9AK 7AK 3

97-99 10BK 7AK 6 2

93-96 8AK 6 5 2

89-92 7AK 4 3 1

85-88 5 3 2 1

81-84 3 2 1 1

78-80 1 1 1 1

74-77 1 1 1 1

01-03 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.9 Dagger

Roll No Armor Light Medium Heavy

146-150 40EP 25EP 15EP 10EP

142-145 38ES 24EP 14DS 9DP

138-141 36EP 22ES 13DP 9DP

135-137 34ES 21EP 12DP 8DP

131-134 31EP 20DP 12CP 8DP

127-130 29ES 18DS 11CS 7CP

123-126 27EP 17CP 10CP 7CP

119-122 25DS 15CP 9BP 6BP

116-118 23DP 14CS 8BP 5AP

112-115 21CS 13BP 7BS 5AP

108-111 18CP 11BP 7AP 4AP

104-107 16BS 10AS 6AP 4AP

100-103 14BP 9AP 5AP 3

97-99 12BS 7AP 4 2

93-96 10AP 6 3 2

89-92 8AS 4 2 1

85-88 5 3 2 1

81-84 3 2 1 1

78-80 1 1 1 1

74-77 1 1 1 1

01-02 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.10 Mono-Dagger

Roll No Armor Light Medium Heavy

146-150 45EP 30EP 20EP 15EP

142-145 43ES 28EP 19DS 14DP

138-141 40EP 27ES 18DP 13DP

135-137 38ES 25EP 17DP 12DP

131-134 35EP 23DP 16CP 12DP

127-130 33ES 22DS 14CS 11CP

123-126 30EP 20CP 13CP 10CP

119-122 28DS 19CP 12BP 9BP

116-118 26DP 17CS 11BP 8AP

112-115 23CS 15BP 10BS 7AP

108-111 21CP 14BP 9AP 7AP

104-107 18BS 12AS 8AP 6AP

100-103 16BP 10AP 7AP 5

97-99 14BS 9AP 6 4

93-96 11AP 7 5 3

89-92 9AS 6 3 2

85-88 6 4 2 2

81-84 4 2 1 1

78-80 1 1 1 1

74-77 1 1 1 1

01-02 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.11 Mono-Sword

Roll No Armor Light Medium Heavy

146-150 45EP 40ES 35ES 25EK

142-145 43ES 38ES 33DP 24DS

138-141 40EP 36EP 31DS 22DS

135-137 38ES 34ES 29DS 21DS

131-134 35EP 31DS 27CS 20DK

127-130 33ES 29DP 26CP 18CS

123-126 30EP 27CS 24CS 17CS

119-122 28DS 25CS 22BS 15BS

116-118 26DP 23CP 20BS 14AK

112-115 23CS 21BS 18BP 13AS

108-111 21CP 18BS 16AS 11AS

104-107 18BS 16AP 14AS 10AS

100-103 16BP 14AS 12AS 9

97-99 14BS 12AS 10 7

93-96 11AP 10 8 6

89-92 9AS 8 7 4

85-88 6 5 5 3

81-84 4 3 3 2

78-80 1 1 1 1

74-77 1 1 1 1

01-04 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.12 Mono-Axe

Roll No Armor Light Medium Heavy

146-150 50ES 40ES 35ES 30EK

142-145 47ES 38ES 33DS 28DS

138-141 45ES 36ES 31DS 27DS

135-137 42ES 34ES 29DS 25DS

131-134 39ES 31DS 27CS 23DK

127-130 37ES 29DS 26CS 22CS

123-126 34ES 27CS 24CS 20CS

119-122 31DS 25CS 22BS 19BS

116-118 29DS 23CS 20BS 17AK

112-115 26CS 21BS 18BS 15AS

108-111 23CS 18BS 16AS 14AS

104-107 20BS 16AS 14AS 12AS

100-103 18BS 14AS 12AS 10

97-99 15BS 12AS 10 9

93-96 12AS 10 8 7

89-92 10AS 8 7 6

85-88 7 5 5 4

81-84 4 3 3 2

78-80 2 1 1 1

74-77 1 1 1 1

01-07 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.13 Spear

Roll No Armor Light Medium Heavy

146-150 30EP 25EP 20EP 10EP

142-145 28EP 24EP 19DP 9DP

138-141 27EP 22EP 18DP 9DP

135-137 25EP 21EP 17DP 8DP

131-134 23EP 20DP 16CP 8DP

127-130 22EP 18DP 14CP 7CP

123-126 20EP 17CP 13CP 7CP

119-122 19DP 15CP 12BP 6BP

116-118 17DP 14CP 11BP 5AP

112-115 15CP 13BP 10BP 5AS

108-111 14CP 11BP 9AP 4AP

104-107 12BP 10AP 8AP 4AK

100-103 10BP 9AP 7AP 3

97-99 9BP 7AP 6 2

93-96 7AS 6 5 2

89-92 6AS 4 3 1

85-88 4 3 2 1

81-84 2 2 1 1

78-80 1 1 1 1

74-77 1 1 1 1

01-05 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.14 Staff

Roll No Armor Light Medium Heavy

146-150 40EK 30EK 20EK 10EK

142-145 38EK 28EK 19DK 9DK

138-141 36EK 27EK 18DK 9DK

135-137 34EK 25EK 17DK 8DK

131-134 31EK 23DK 16CK 8DK

127-130 29EK 22DK 14CK 7CK

123-126 27EK 20CK 13CK 7CK

119-122 25DK 19CK 12BK 6BK

116-118 23DK 17CK 11BK 5AK

112-115 21CK 15BK 10BK 5AK

108-111 18CK 14BK 9AK 4AK

104-107 16BK 12AK 8AK 4AK

100-103 14BK 10AK 7AK 3

97-99 12BK 9AK 6 2

93-96 10AK 7 5 2

89-92 8AK 6 3 1

85-88 5 4 2 1

81-84 3 2 1 1

78-80 1 1 1 1

74-77 1 1 1 1

01-03 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.15 Star Sword

Roll No Armor Light Medium Heavy

146-150 55ES 55ES 55EK 50EK

142-145 52ES 52ES 52DK 47DK

138-141 49ES 49ES 49DK 45DK

135-137 46ES 46ES 46DK 42DK

131-134 43ES 43DS 43CK 39DK

127-130 40ES 40DS 40CS 37CK

123-126 37ES 37CK 37CK 34CK

119-122 34DS 34CS 34BS 31BK

116-118 31DS 31CK 31BK 29AS

112-115 28CS 28BK 28BS 26AK

108-111 26CS 26BS 26AK 23AS

104-107 23BS 23AK 23AS 20AK

100-103 20BS 20AS 20AK 18

97-99 17BS 17AK 17 15

93-96 14AS 14 14 12

89-92 11AK 11 11 10

85-88 8 8 8 7

81-84 5 5 5 4

78-80 2 2 2 2

74-77 1 1 1 1

01-07 F F F F

On a Fumble 1-5 cell depleted, 6-10 mechanical failure requiring repair

13.16 Sword

Roll No Armor Light Medium Heavy

146-150 30ES 25ES 15ES 10EK

142-145 28ES 24ES 14DK 9DK

138-141 27ES 22ES 13DS 9DK

135-137 25ES 21EP 12DS 8DK

131-134 23ES 20DS 12CK 8DK

127-130 22ES 18DS 11CS 7CK

123-126 20ES 17CP 10CK 7CK

119-122 19DS 15CS 9BS 6BK

116-118 17DS 14CP 8BK 5AS

112-115 15CS 13BK 7BS 5AP

108-111 14CS 11BS 7AK 4AS

104-107 12BP 10AP 6AS 4AK

100-103 10BS 9AS 5AK 3

97-99 9BP 7AK 4 2

93-96 7AS 6 3 2

89-92 6AP 4 2 1

85-88 4 3 2 1

81-84 2 2 1 1

78-80 1 1 1 1

74-77 1 1 1 1

01-03 F F F F

On a Fumble 1-8 grip on weapon slips, lose the attack, 9-10 weapon dropped.

13.17 Long Bow

Roll No Armor Light Medium Heavy

146-150 30EP 30EP 25EP 15EP

142-145 28EP 28EP 24DP 14DP

138-141 27EP 27EP 22DP 13DP

135-137 25EP 25EP 21DP 12DP

131-134 23EP 23DP 20CP 12DP

127-130 22EP 22DP 18CP 11CP

123-126 20EP 20CP 17CP 10CP

119-122 19DP 19CP 15BP 9BP

116-118 17DP 17CP 14BP 8AP

112-115 15CP 15BP 13BP 7AP

108-111 14CP 14BP 11AP 7AP

104-107 12BP 12AP 10AP 6AP

100-103 10BP 10AP 9AP 5

97-99 9BP 9AP 7 4

93-96 7AP 7 6 3

89-92 6AP 6 4 2

85-88 4 4 3 2

81-84 2 2 2 1

78-80 1 1 1 1

74-77 1 1 1 1

01-05 F F F F

On a Fumble 1-5 drop arrow or fail to nock, 6-10 string breaks.

13.18 Short Bow

Roll No Armor Light Medium Heavy

146-150 20EP 20EP 20EP 10EP

142-145 19EP 19EP 19DP 9DP

138-141 18EP 18EP 18DP 9DP

135-137 17EP 17EP 17DP 8DP

131-134 16EP 16DP 16CP 8DP

127-130 14EP 14DP 14CP 7CP

123-126 13EP 13CP 13CP 7CP

119-122 12DP 12CP 12BP 6BP

116-118 11DP 11CP 11BP 5AP

112-115 10CP 10BP 10BP 5AP

108-111 9CP 9BP 9AP 4AP

104-107 8BP 8AP 8AP 4AP

100-103 7BP 7AP 7AP 3

97-99 6BP 6AP 6 2

93-96 5AP 5 5 2

89-92 3AP 3 3 1

85-88 2 2 2 1

81-84 1 1 1 1

78-80 0 1 1 1

74-77 1 1 1 1

01-04 F F F F

On a Fumble 1-5 drop arrow or fail to nock, 6-10 string breaks

13.19 Heavy Crossbow

Roll No Armor Light Medium Heavy

146-150 30EP 30EP 25EP 20EP

142-145 28EP 28EP 24DP 19DP

138-141 27EP 27EP 22DP 18DP

135-137 25EP 25EP 21DP 17DP

131-134 23EP 23DP 20CP 16DP

127-130 22EP 22DP 18CP 14CP

123-126 20EP 20CP 17CP 13CP

119-122 19DP 19CP 15BP 12BP

116-118 17DP 17CP 14BP 11AP

112-115 15CP 15BP 13BP 10AP

108-111 14CP 14BP 11AP 9AP

104-107 12BP 12AP 10AP 8AP

100-103 10BP 10AP 9AP 7

97-99 9BP 9AP 7 6

93-96 7AP 7 6 5

89-92 6AP 6 4 3

85-88 4 4 3 2

81-84 2 2 2 1

78-80 1 1 1 1

74-77 1 1 1 1

01-05 F F F F

On a Fumble 1-5 bolt falls off before firing, 6-10 weapon irretrievably damaged.

13.20 Light Crossbow

Roll No Armor Light Medium Heavy

146-150 25EP 25EP 25EP 15EP

142-145 24EP 24EP 24DP 14DP

138-141 22EP 22EP 22DP 13DP

135-137 21EP 21EP 21DP 12DP

131-134 20EP 20DP 20CP 12DP

127-130 18EP 18DP 18CP 11CP

123-126 17EP 17CP 17CP 10CP

119-122 15DP 15CP 15BP 9BP

116-118 14DP 14CP 14BP 8AP

112-115 13CP 13BP 13BP 7AP

108-111 11CP 11BP 11AP 7AP

104-107 10BP 10AP 10AP 6AP

100-103 9BP 9AP 9AP 5

97-99 7BP 7AP 7 4

93-96 6AP 6 6 3

89-92 4AP 4 4 2

85-88 3 3 3 2

81-84 2 2 2 1

78-80 1 1 1 1

74-77 1 1 1 1

01-05 F F F F

On a Fumble 1-5 bolt falls off before firing, 6-10 weapon irretrievably damaged.

13.21 Firearm, Pistol

Roll No Armor Light Medium Heavy

146-150 25EP 25EP 15EP 15EP

142-145 24EP 24EP 14DP 14DP

138-141 22EP 22EP 13DP 13DP

135-137 21EP 21EP 12DP 12DP

131-134 20EP 20DP 12CP 12DP

127-130 18EP 18DP 11CP 11CP

123-126 17EP 17CP 10CP 10CP

119-122 15DP 15CP 9BP 9BP

116-118 14DP 14CP 8BP 8AP

112-115 13CP 13BP 7BP 7AP

108-111 11CP 11BP 7AP 7AP

104-107 10BP 10AP 6AP 6AP

100-103 9BP 9AP 5AP 5

97-99 7BP 7AP 4 4

93-96 6AP 6 3 3

89-92 4AP 4 2 2

85-88 3 3 2 2

81-84 2 2 1 1

78-80 1 1 1 1

74-77 1 1 1 1

01-02 F F F F

On a Fumble 1-5 weapon jammed, 6-10 weapon irretrievably damaged.

13.22 Firearm, Rifle

Roll No Armor Light Medium Heavy

146-150 40EP 40EP 30EP 25EP

142-145 38EP 38EP 28DP 24DP

138-141 36EP 36EP 27DP 22DP

135-137 34EP 34EP 25DP 21DP

131-134 31EP 31DP 23CP 20DP

127-130 29EP 29DP 22CP 18CP

123-126 27EP 27CP 20CP 17CP

119-122 25DP 25CP 19BP 15BP

116-118 23DP 23CP 17BP 14AP

112-115 21CP 21BP 15BP 13AP

108-111 18CP 18BP 14AP 11AP

104-107 16BP 16AP 12AP 10AP

100-103 14BP 14AP 10AP 9

97-99 12BP 12AP 9 7

93-96 10AP 10 7 6

89-92 8AP 8 6 4

85-88 5 5 4 3

81-84 3 3 2 1

78-80 2 2 1 1

74-77 1 1 1 1

01-02 F F F F

On a Fumble 1-5 weapon jammed, 6-10 weapon irretrievably damaged.

13.23 Grenades

Roll No Armor Light Medium Heavy

146-150 60EI 50EI 25EI 15EI

142-145 57EI 47EI 24DI 14DI

138-141 54EI 45EI 22DI 13DI

135-137 50EI 42EI 21DI 12DI

131-134 47EI 39DI 20CI 12DI

127-130 44EI 37DI 18CI 11CI

123-126 41EI 34CI 17CI 10CI

119-122 38DI 31CI 15BI 9BI

116-118 34DI 29CI 14BI 8AI

112-115 31CI 26BI 13BI 7AI

108-111 28CI 23BI 11AI 7AI

104-107 25BI 20AI 10AI 6AI

100-103 21BI 18AI 9AI 5

97-99 18BI 15AI 7 4

93-96 15AI 12 6 3

89-92 12AI 10 4 2

85-88 9 7 3 2

81-84 5 4 2 1

78-80 2 2 1 1

74-77 1 1 1 1

01-03 F F F F

Concussion Grenades deliver Unbalancing Criticals.

Fragmentation Grenades deliver Impact Criticals.

On a fumble the thrower is the target.

13.24 Laser Pistol

Roll No Armor Light Medium Heavy

146-150 25EF 20EF 20EF 15EF

142-145 24EF 19EF 19DF 14DF

138-141 22EF 18EF 18DF 13DF

135-137 21EF 17EF 17DF 12DF

131-134 20EF 16DF 16CF 12DF

127-130 18EF 14DF 14CF 11CF

123-126 17EF 13CF 13CF 10CF

119-122 15DF 12CF 12BF 9BF

116-118 14DF 11CF 11BF 8AF

112-115 13CF 10BF 10BF 7AF

108-111 11CF 9BF 9AF 7AF

104-107 10BF 8AF 8AF 6AF

100-103 9BF 7AF 7AF 5

97-99 7BF 6AF 6 4

93-96 6AF 5 5 3

89-92 4AF 3 3 2

85-88 3 2 2 2

81-84 2 1 1 1

78-80 2 2 1 1

74-77 1 1 1 1

01-03 F F F F

Lasers deliver Fire Criticals.

On a Fumble 1-5 Power cell depleted, 6-10 weapon overheated give it a round to cool off.

13.25 Laser Rifle

Roll No Armor Light Medium Heavy

146-150 45EF 30EF 30EF 20EF

142-145 43EF 28EF 28DF 19DF

138-141 40EF 27EF 27DF 18DF

135-137 38EF 25EF 25DF 17DF

131-134 35EF 23DF 23CF 16DF

127-130 33EF 22DF 22CF 14CF

123-126 30EF 20CF 20CF 13CF

119-122 28DF 19CF 19BF 12BF

116-118 26DF 17CF 17BF 11AF

112-115 23CF 15BF 15BF 10AF

108-111 21CF 14BF 14AF 9AF

104-107 18BF 12AF 12AF 8AF

100-103 16BF 10AF 10AF 7

97-99 14BF 9AF 9 6

93-96 11AF 7 7 5

89-92 9AF 6 6 3

85-88 6 4 4 2

81-84 4 2 2 1

78-80 2 2 1 1

74-77 1 1 1 1

01-03 F F F F

Laser Rifles deliver Fire Criticals.

On a Fumble 1-5 Power cell depleted, 6-10 weapon overheated give it a round to cool off.

13.26 Combat Modifiers

-20 If weapon used in off hand.

+15 Flank attack.

+25 Rear Flank attack

+35 Rear attack

+20 Surprise

+20 Stunned foe

+30 Downed foe

+50 Helpless foe

-25 25% Cover

-50 50% Cover

14.0 Critical Tables

14.1 Burn/Fire Criticals

Roll A B C D E

01-05 Burst impacts victims right arm. Blast burns foes right arm.+2 hits Fire hits targets right arm.+5 hits Strike hits victims right arm.+1 hits Burst impacts targets right arm.+1 hits

06-10 Burst impacts foes left arm.+1 hits Burst impacts targets left arm.+2 hits Blast impacts poor fools left arm.+3 hits Strike burns poor fools left arm.+2 hits Blast wounds poor fools left arm.+3 hits

11-15 Burst impacts poor fools side.+1 hits Burst burns victims side.+2 hits Blast hits victims side.+3 hits Blast wounds victims side.+3 hits Fire impacts poor fools side.+4 hits

16-25 Burst burns targets neck.+2 hits Strike burns victims neck.+4 hits Blast impacts targets neck.+5 hits, -5 to actions Burst impacts foes neck.+5 hits Burst burns targets neck.+6 hits

26-30 Blast burns foes back.+3 hits Blast impacts foes back.+6 hits1/rnd Burst impacts poor fools back.+7 hits, stunned for 1 rnd Strike hits foes back.+6 hits, stunned for 1 rnd, -5 to actions Burst burns poor fools back.+8 hits, stunned for 1 rnd, -5 to actions

31-35 Fire impacts victims chest.+4 hits Blast hits poor fools chest.+7 hits, -5 to actions Strike hits targets chest.+9 hits, stunned for 1 rnd Strike wounds victims chest.+7 hits1/rnd Strike burns poor fools chest.+9 hits1/rnd, -5 to actions

36-40 Blast impacts victims side.+5 hits, -5 to actions Blast wounds foes side.+8 hits, stunned for 1 rnd Burst hits victims side.+7 hits Burst impacts poor fools side.+8 hits, stunned for 1 rnd, burning 1 hit/rnd Blast impacts targets side.+11 hits, burning 1 hit/rnd, -10 to actions

41-45 Burst hits targets back.+6 hits Fire burns victims back.+9 hits, burning 1 hit/rnd Strike wounds poor fools back.+10 hits, -10 to actions Fire wounds foes back.+10 hits, stunned for 1 rnd, burning 1 hit/rnd Fire burns poor fools back.+13 hits

46-50 Blast wounds victims left arm.+6 hits, burning 1 hit/rnd Burst impacts targets left arm.+7 hits, stunned for 1 rnd Strike impacts victims left arm.+8 hits Burst wounds foes left arm.+11 hits, burning 1 hits/rnd Burst burns poor fools left arm.+14 hits, burning 1 hits/rnd

51-55 Strike impacts victims leg.+7 hits, stunned for 1 rnd, burning 1 hit/rnd Blast impacts targets leg.+8 hits, stunned for 1 rnd Burst hits victims leg.+11 hits, stunned for 2 rnds, -15 to actions Fire impacts victims leg.+12 hits, stunned for 2 rnds, burning 1 hits/rnd, -15 to actions Burst hits targets leg.+16 hits, burning 1 hits/rnd

56-60 Fire impacts targets chest.+8 hits, stunned for 1 rnd Burst wounds victims chest.+9 hits, stunned for 1 rnd, -10 to actions Fire impacts victims chest.+13 hits Burst hits foes chest.+13 hits, burning 1 hits/rnd Fire wounds foes chest.+18 hits, burning 1 hits/rnd

61-65 Blast wounds victims leg.+9 hits, stunned for 1 rnd, -5 to actions Blast wounds targets leg.+12 hits Fire burns poor fools leg.+11 hits, stunned for 2 rnds, burning 1 hits/rnd Strike impacts foes leg.+15 hits, burning 1 hits/rnd Fire hits poor fools leg.+19 hits, stunned for 2 rnds, burning 1 hits/rnd

UM 66 Searing blast to foe’s face, they are knocked out. Foe’s hand reduced to cauterized stump. Stunned 12 rounds If foe has chest armor it is destroyed, else foe has a hole blasted through them. Dead Foe’s head is but a charred stump. Dead Foe is consumed in a pillar of flame. Foe is dead.

66-70 Fire burns targets back.+10 hits, burning 4 hits/rnd Strike hits poor fools back.+10 hits, stunned for 2 rnds, -15 to actions Blast wounds poor fools back.+13 hits, burning 4 hits/rnd Fire hits victims back.+16 hits Blast wounds poor fools back.+21 hits, stunned for 3 rnds, -20 to actions

71-75 Fire hits targets side.+11 hits, stunned for 2 rnds, burning 4 hits/rnd Burst impacts foes side.+14 hits, burning 4 hits/rnd Burst impacts foes side.+14 hits, -20 to actions Fire burns victims side.+17 hits, burning 4 hits/rnd Strike burns foes side.+23 hits, burning 4 hits/rnd, -20 to actions

76-80 Strike burns poor fools right arm.+11 hits Burst burns foes right arm.+13 hits, stunned for 2 rnds, burning 4 hits/rnd, -15 to actions Strike impacts foes right arm.+15 hits, burning 4 hits/rnd Strike burns foes right arm.+18 hits Burst burns poor fools right arm.+24 hits, -20 to actions

81-85 Fire wounds victims side.+12 hits, stunned for 2 rnds Blast burns poor fools side.+13 hits, stunned for 2 rnds, burning 4 hits/rnd Fire impacts foes side.+14 hits, stunned for 3 rnds Fire burns victims side.+20 hits Burst impacts foes side.+26 hits

86-90 Burst burns victims back.+13 hits Burst burns foes back.+15 hits, stunned for 2 rnds, burning 4 hits/rnd Blast wounds targets back.+16 hits, -25 to actions Burst burns targets back.+21 hits Blast wounds victims back.+28 hits, stunned for 4 rnds, -25 to actions

91-95 Burst burns victims right arm.+14 hits, stunned for 2 rnds Blast wounds victims right arm.+15 hits, stunned for 2 rnds. Drops items carried in that hand. Blast hits poor fools right arm.+19 hits, stunned for 4 rnds, burning 4 hits/rnd. Drops items carried in that hand. Fire impacts foes right arm.+22 hits, burning 4 hits/rnd. Drops items carried in that hand. Burst impacts targets right arm.+29 hits. Drops items carried in that hand.

96-99 Strike impacts foes back.+15 hits, stunned for 3 rnds, -15 to actions Fire burns poor fools back.+16 hits, -20 to actions. Drops items carried in that hand. Blast wounds foes back.+19 hits. Drops items carried in that hand. Blast wounds poor fools back.+23 hits, burning 9 hits/rnd, -30 to actions. Drops any items carried. Burst impacts poor fools back.+31 hits, -30 to actions. Drops items carried in that hand.

00 Foe is engulfed by flames. +50hits Blast to face, eyes boil and burst. Blinded, +20hits stunned 12 rounds. Strike burns through chest and where their heart used to be. Foe is stunned for 2 rounds then dies. Foe is cut in half by blast. Bottom half twitching, top half stunned 2 rounds then dies. All that remains is a charred corpse.

14.2 Impact Criticals

Roll A B C D E

01-05 Mild impact on poor fool’s knee +1 hits Strong impact on target’s knee +1 hits Major blow to poor fool’s knee +3 hits Major strike to enemy’s knee +1 hits Glancing impact on foe’s knee +1 hits

06-10 Shattering blow to victim’s collar bone +2 hits Hard strike to victim’s collar bone +2 hits Major blow to foe’s collar bone +3 hits Bruising bash to enemy’s collar bone +3 hits Strong bash to enemy’s collar bone +3 hits

11-15 Glancing blow to target’s head +2 hits Strong blow to foe’s head +3 hits Mild strike to enemy’s head +4 hits, stunned for 1 rnd Glancing bash to enemy’s head +4 hits, stunned for 0 rnds Shattering impact on poor fool’s head +4 hits, stunned for 1 rnd

16-25 Hard bash to target’s skull +3 hits, -0 to actions Strong blow to enemy’s skull +4 hits, stunned for 1 rnd Shattering strike to poor fool’s skull +6 hits, stunned for 1 rnd Strong blow to foe’s skull +6 hits, stunned for 1 rnd Glancing blow to victim’s skull +6 hits, stunned for 1 rnd

26-30 Bruising blow to target’s abdomen +4 hits Bruising bash to target’s abdomen +5 hits, stunned for 1 rnd Strong impact on enemy’s abdomen +7 hits, stunned for 1 rnd, -0 to actions. Bones fractured Major blow to poor fool’s abdomen +8 hits, stunned for 1 rnd Strong blow to enemy’s abdomen +8 hits, stunned for 1 rnd

31-35 Mild bash to victim’s spine +5 hits Glancing bash to foe’s spine +6 hits, stunned for 1 rnd Bruising strike to victim’s spine +10 hits, stunned for 1 rnd Glancing blow to foe’s spine +9 hits, stunned for 1 rnd Hard impact on target’s spine +9 hits, stunned for 1 rnd

36-40 Strong impact on foe’s head +6 hits Mild impact on poor fool’s head +7 hits, stunned for 1 rnd Major impact on victim’s head +11 hits, stunned for 1 rnd Major strike to foe’s head +11 hits, stunned for 1 rnd Bruising blow to foe’s head +11 hits, stunned for 1 rnd

41-45 Glancing blow to foe’s hip +7 hits Mild blow to enemy’s hip +8 hits, stunned for 1 rnd Weak impact on poor fool’s hip +11 hits, stunned for 1 rnd Mild strike to victim’s hip +13 hits, stunned for 1 rnd Shattering bash to poor fool’s hip +13 hits, stunned for 1 rnd

46-50 Weak bash to enemy’s head +7 hits Glancing strike to enemy’s head +9 hits, stunned for 1 rnd Shattering strike to foe’s head +15 hits, stunned for 1 rnd Hard impact on poor fool’s head +14 hits, stunned for 1 rnd Shattering impact on foe’s head +14 hits, stunned for 1 rnd

51-55 Strong bash to poor fool’s head +8 hits Weak blow to victim’s head +10 hits, stunned for 1 rnd Strong impact on foe’s head +16 hits, stunned for 2 rnds Mild bash to poor fool’s head +16 hits, stunned for 2 rnds Hard strike to enemy’s head +16 hits, stunned for 2 rnds

56-60 Glancing impact on enemy’s hip +9 hits, stunned for 1 rnd Strong bash to poor fool’s hip +11 hits, stunned for 1 rnd Shattering blow to poor fool’s hip +15 hits, stunned for 2 rnds Shattering blow to poor fool’s hip +18 hits, stunned for 2 rnds Bruising bash to poor fool’s hip +18 hits, stunned for 2 rnds

61-65 Glancing strike to victim’s back +10 hits Hard impact on target’s back +12 hits, stunned for 1 rnd, -50 to actions Strong strike to foe’s back +17 hits, stunned for 2 rnds Major impact on enemy’s back +19 hits, stunned for 2 rnds Bruising impact on enemy’s back +19 hits, stunned for 2 rnds

UM 66 Impact breaks both foe’s arms. They are at -90 and stunned 4 rnds Blast shatters skull killing foe. Blast crushes chest and lungs, foe does after 6 rounds of inactivity Bash smashes pelvis and both thighs. Foe at -90 and paralyzed from the waist down. Blast crushes head. Foes dies instantly.

66-70 Shattering strike to foe’s spine +11 hits Mild blow to victim’s spine +13 hits, stunned for 1 rnd Hard bash to foe’s spine +17 hits, stunned for 2 rnds Shattering strike to enemy’s spine +21 hits, stunned for 2 rnds Glancing bash to target’s spine +21 hits, stunned for 2 rnds

71-75 Strong strike to target’s spine +12 hits, stunned for 1 rnd Strong impact on poor fool’s spine +14 hits, stunned for 1 rnd Glancing bash to foe’s spine +19 hits, stunned for 2 rnds Mild impact on target’s spine +23 hits, stunned for 2 rnds Shattering blow to victim’s spine +23 hits, stunned for 2 rnds

76-80 Weak impact on victim’s collar bone +12 hits, stunned for 1 rnd Major blow to victim’s collar bone +15 hits, stunned for 1 rnd Major blow to enemy’s collar bone +21 hits, stunned for 2 rnds Hard strike to victim’s collar bone +24 hits, stunned for 2 rnds Bruising impact on foe’s collar bone +24 hits, stunned for 2 rnds

81-85 Weak blow to poor fool’s arm +13 hits, stunned for 1 rnd Strong bash to poor fool’s arm +16 hits, stunned for 1 rnd, -75 to actions Mild impact on enemy’s arm +20 hits, stunned for 3 rnds Hard bash to foe’s arm +26 hits, stunned for 3 rnds Hard bash to foe’s arm +26 hits, stunned for 3 rnds

86-90 Major blow to target’s shoulder +14 hits Shattering bash to target’s shoulder +17 hits, stunned for 1 rnd Glancing strike to foe’s shoulder +25 hits, stunned for 3 rnds Mild bash to victim’s shoulder +28 hits, stunned for 3 rnds Glancing impact on foe’s shoulder +28 hits, stunned for 3 rnds

91-95 Glancing strike to target’s shoulder +15 hits, -75 to actions Mild impact on target’s shoulder +18 hits, stunned for 2 rnds Major blow to poor fool’s shoulder +26 hits, stunned for 3 rnds Major strike to victim’s shoulder +29 hits, stunned for 3 rnds Mild bash to victim’s shoulder +29 hits, stunned for 3 rnds

96-99 Mild impact on target’s neck +16 hits Strong bash to poor fool’s neck +19 hits. Foe dies in 8 rounds. Major impact on poor fool’s neck +25 hits Mild bash to victim’s neck +31 hits Weak bash to target’s neck +31 hits, -75 to actions. Foe dies in 8 rounds.

00 Foe dies of fractured skull after 3 rnds of stun. Blast snacks neck and kills foe. Foe’s lungs and heart explode. Dead. Impact drives bone through foe’s lungs. Foe drops and dies after 6 rnds Blast crushes skull. Foe dies immediately.

14.3 Krush Criticals

Roll A B C D E

01-05 Bruising blow to target’s calf +1 hits Weak bash to poor fool’s calf +2 hits Major blow to foe’s calf +2 hits Hard bash to target’s calf +1 hits Mild blow to poor fool’s calf +1 hits

06-10 Shattering bash to target’s shoulder +1 hits Strong bash to enemy’s shoulder +1 hits Glancing blow to foe’s shoulder +5 hits Glancing strike to foe’s shoulder +2 hits Major strike to poor fool’s shoulder +2 hits

11-15 Major impact on target’s back +2 hits Strong impact on target’s back +2 hits Glancing blow to foe’s back +4 hits, -5 to actions. Bones fractured Mild impact on victim’s back +3 hits Weak strike to poor fool’s back +3 hits

16-25 Bruising impact on victim’s knee +3 hits Hard impact on enemy’s knee +4 hits Strong blow to enemy’s knee +7 hits, -5 to actions. Bones fractured Hard blow to foe’s knee +4 hits Major strike to target’s knee +5 hits, stunned for 1 rnd

26-30 Strong impact on target’s hip +3 hits Major impact on enemy’s hip +3 hits Bruising blow to target’s hip +7 hits, -10 to actions Glancing blow to poor fool’s hip +5 hits, -10 to actions. Bones fractured Shattering bash to poor fool’s hip +6 hits, -10 to actions

31-35 Bash crushes the nasal cavity, permanently disfiguring.+4 hits Weak blow to enemy’s back +6 hits, stunned for 1 rnd Mild bash to enemy’s back +8 hits, stunned for 1 rnd Glancing strike to enemy’s back +6 hits, stunned for 1 rnd Shattering blow to poor fool’s back +7 hits, stunned for 1 rnd

36-40 Glancing strike to enemy’s chest +4 hits, stunned for 1 rnd Shattering bash to victim’s chest +5 hits, stunned for 1 rnd Hard strike to victim’s chest +6 hits, stunned for 1 rnd Hard impact on victim’s chest +7 hits, stunned for 1 rnd, -15 to actions. Bones fractured Major strike to poor fool’s chest +8 hits, stunned for 2 rnds

41-45 Strong bash to enemy’s thigh +5 hits, stunned for 1 rnd Bruising blow to enemy’s thigh +6 hits, stunned for 1 rnd, -5 to actions. Bones fractured Mild strike to enemy’s thigh +11 hits, stunned for 1 rnd, -15 to actions. Bones fractured Major bash to enemy’s thigh +8 hits, stunned for 1 rnd Strong bash to victim’s thigh +10 hits, stunned for 2 rnds

46-50 Shattering bash to enemy’s arm +6 hits, stunned for 1 rnd Glancing blow to target’s arm +5 hits, stunned for 1 rnd, -5 to actions Strong strike to enemy’s arm +8 hits, stunned for 2 rnds, -20 to actions Hard strike to target’s arm +9 hits, stunned for 2 rnds, -20 to actions Mild bash to foe’s arm +11 hits, stunned for 2 rnds

51-55 Glancing blow to foe’s chest +6 hits, stunned for 1 rnd, -5 to actions Glancing impact on target’s chest +8 hits, stunned for 1 rnd Hard blow to enemy’s chest +9 hits, stunned for 2 rnds Bruising impact on victim’s chest +10 hits, stunned for 2 rnds Hard impact on victim’s chest +12 hits, stunned for 3 rnds

56-60 Weak blow to target’s ribs +7 hits, stunned for 1 rnd, -5 to actions Hard blow to victim’s ribs +9 hits, stunned for 2 rnds, -5 to actions. Bones fractured Shattering bash to target’s ribs +10 hits, stunned for 2 rnds, -25 to actions. Bones fractured Major bash to poor fool’s ribs +11 hits, stunned for 2 rnds, -25 to actions. Bones fractured Strong blow to victim’s ribs +13 hits, stunned for 3 rnds

61-65 Shattering blow to poor fool’s forearm +8 hits, stunned for 1 rnd, -5 to actions Shattering strike to foe’s forearm +10 hits, stunned for 2 rnds, -5 to actions Bruising impact on foe’s forearm +13 hits, stunned for 2 rnds, -25 to actions Strong strike to enemy’s forearm +12 hits, stunned for 2 rnds, -25 to actions Glancing impact on poor fool’s forearm +15 hits, stunned for 3 rnds, -25 to actions

UM 66 Strike to foe’s knee shatters the bone. Foe at -90. Blow to side of foe’s head. Foe out cold for 24hrs Impact to the head breaks foe’s neck. Foe paralyzed from the neck down. Blow to chest drives ribs into lungs. +25 hits, stunned 12 rounds and -75 to all actions. Strike to the neck crushes arteries. Foe stunned for 12 rounds then dies of massive internal bleeding.

66-70 Strong blow to poor fool’s skull +8 hits, stunned for 2 rnds Shattering bash to enemy’s skull +10 hits, stunned for 2 rnds, -10 to actions Major blow to poor fool’s skull +14 hits, stunned for 3 rnds, -30 to actions Major bash to enemy’s skull +13 hits, stunned for 3 rnds, -30 to actions Major strike to victim’s skull +16 hits, stunned for 4 rnds

71-75 Weak bash to victim’s arm +9 hits, stunned for 2 rnds, -5 to actions Hard blow to poor fool’s arm +12 hits, stunned for 2 rnds, -10 to actions Hard strike to foe’s arm +14 hits, stunned for 3 rnds, -30 to actions Shattering bash to foe’s arm +14 hits, stunned for 3 rnds Strong blow to target’s arm +17 hits, stunned for 4 rnds

76-80 Shattering strike to target’s ribs +9 hits, stunned for 2 rnds Mild blow to foe’s ribs +11 hits, stunned for 2 rnds Strong blow to target’s ribs +12 hits, stunned for 3 rnds Shattering bash to victim’s ribs +15 hits, stunned for 3 rnds Hard impact on target’s ribs +18 hits, stunned for 4 rnds, -35 to actions

81-85 Major impact on target’s thigh +10 hits, stunned for 2 rnds, -5 to actions Shattering blow to poor fool’s thigh +12 hits, stunned for 3 rnds, -10 to actions Shattering impact on poor fool’s thigh +14 hits, stunned for 3 rnds, -35 to actions Weak strike to foe’s thigh +16 hits, stunned for 3 rnds, -35 to actions Hard impact on poor fool’s thigh +20 hits, stunned for 5 rnds

86-90 Glancing strike to target’s chest +11 hits, stunned for 2 rnds Bruising impact on target’s chest +11 hits, stunned for 3 rnds, -10 to actions Shattering impact on foe’s chest +15 hits, stunned for 4 rnds Bruising bash to victim’s chest +17 hits, stunned for 4 rnds Strong impact on foe’s chest +21 hits, stunned for 5 rnds

91-95 Shattering impact on foe’s neck +11 hits Strong strike to poor fool’s neck +12 hits, -10 to actions Bruising bash to target’s neck +17 hits Strong impact on poor fool’s neck +18 hits. Foe dies in 1 rounds. Bruising impact on poor fool’s neck +22 hits. Foe dies in 4 rounds.

96-99 Major impact on poor fool’s forehead +12 hits, stunned for 3 rnds Mild strike to enemy’s forehead +14 hits, stunned for 3 rnds, -15 to actions Weak bash to victim’s forehead +17 hits, stunned for 4 rnds, -45 to actions Glancing bash to foe’s forehead +19 hits, stunned for 4 rnds. Foe dies in 1 rounds. Weak bash to victim’s forehead +23 hits, stunned for 6 rnds. Foe dies in 4 rounds.

00 Strike to jaw drives bone into brain, Dead. Block to back of the neck kills foe. Blow drives a shattered rib into foe’s heart. Dead. Blow to chest bursts foe’s hear. Dies instantly. Stove in foe’s face and destroy brain. Legs dance for 4 rounds despite being dead.

14.4 Puncture

Roll A B C D E

01-05 Blow through poor fool’s kidneys Blow to victim’s kidneys +3 hits Strike to target’s kidneys Blow to enemy’s kidneys +4 hits Blow to poor fool’s kidneys +5 hits

06-10 Wound to target’s eye +1 hits Wound through enemy’s eye +3 hits Wound through poor fool’s eye +3 hits Blow to foe’s eye +5 hits Wound through enemy’s eye +4 hits

11-15 Wound to foe’s chest Blow through target’s chest +4 hits Wound to enemy’s chest +3 hits Strike to foe’s chest +3 hits Blow to victim’s chest +4 hits

16-25 Wound through victim’s chest +1 hits Wound to victim’s chest +3 hits Blow to target’s chest +1 hits Wound through victim’s chest +3 hits Wound to enemy’s chest +4 hits, -0 to actions. Bones broken

26-30 Strike to enemy’s shoulder +1 hits Blow through target’s shoulder +2 hits0/rnd Strike through enemy’s shoulder +4 hits Wound to target’s shoulder +4 hits Blow to victim’s shoulder +6 hits

31-35 Blow through enemy’s shoulder +1 hits Wound to target’s shoulder +5 hits Strike to enemy’s shoulder +4 hits0/rnd Wound through poor fool’s shoulder +7 hits Strike through victim’s shoulder +8 hits

36-40 Wound through target’s lung +2 hits Blow to poor fool’s lung +5 hits, stunned for 1 rnd Wound through enemy’s lung +2 hits, stunned for 0 rnds Wound through target’s lung +7 hits Wound through poor fool’s lung +5 hits, -25 to actions

41-45 Wound to victim’s arm +2 hits Wound to foe’s arm +3 hits Wound to victim’s arm +6 hits Blow through foe’s arm +8 hits Blow to foe’s arm +5 hits, -25 to actions

46-50 Wound through target’s back +2 hits Strike through target’s back +4 hits Blow through target’s back +2 hits Wound to foe’s back +7 hits Wound to target’s back +8 hits

51-55 Wound to enemy’s chest +2 hits Strike through target’s chest +6 hits, stunned for 1 rnd Wound through target’s chest +6 hits, stunned for 1 rnd, bleeding 1 hits/rnd Wound through poor fool’s chest +7 hits, stunned for 1 rnd Strike to foe’s chest +10 hits, stunned for 1 rnd

56-60 Blow through victim’s neck +2 hits, bleeding 1 hit/rnd Strike through foe’s neck +3 hits, stunned for 1 rnd Blow through target’s neck +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd, -0 to actions Strike to poor fool’s neck +8 hits, stunned for 1 rnd Wound through foe’s neck +10 hits, stunned for 1 rnd

61-65 Blow to target’s neck +2 hits, bleeding 1 hit/rnd Wound through foe’s neck +5 hits, stunned for 1 rnd, bleeding 1 hits/rnd Strike through victim’s neck +7 hits, stunned for 1 rnd, bleeding 1 hits/rnd, -0 to actions Blow to enemy’s neck +8 hits, stunned for 1 rnd Wound through foe’s neck +8 hits, stunned for 1 rnd, -50 to actions

UM 66 Strike to foe’s head, foe is knocked out for 6hrs. Hit to femoral artery, gouts of blood bleeding 10hits/rnd. Shot to lung, foe drops and does in 12 rounds. Shot through both lungs, foe drops and dies in 6 rounds. Shot to chest severs vein. Dies in 2 rounds from internal bleeding.

66-70 Wound through target’s elbow +4 hits, bleeding 4 hits/rnd, -20 to actions Blow through target’s elbow +6 hits, bleeding 4 hits/rnd Strike to victim’s elbow +5 hits, bleeding 4 hits/rnd, -10 to actions Wound to poor fool’s elbow +10 hits Strike through victim’s elbow +11 hits, -50 to actions

71-75 Wound to foe’s side +4 hits, bleeding 4 hits/rnd, -25 to actions. Bones broken Blow through enemy’s side +6 hits, -10 to actions Wound to foe’s side +6 hits, bleeding 4 hits/rnd, -10 to actions Blow through poor fool’s side +10 hits Strike through target’s side +11 hits

76-80 Wound to target’s side +4 hits Blow through victim’s side +6 hits, -20 to actions Wound to foe’s side +6 hits, bleeding 4 hits/rnd, -20 to actions Strike through enemy’s side +8 hits Strike to target’s side +11 hits

81-85 Blow to target’s thigh +3 hits, stunned for 1 rnd, bleeding 4 hits/rnd, -30 to actions Blow to foe’s thigh +6 hits, stunned for 2 rnds Blow to target’s thigh +8 hits, stunned for 1 rnd, bleeding 4 hits/rnd Blow through enemy’s thigh +12 hits, stunned for 1 rnd Wound through victim’s thigh +12 hits, stunned for 1 rnd, -75 to actions

86-90 Strike through poor fool’s hip +5 hits, -30 to actions Blow to victim’s hip +5 hits, bleeding 4 hits/rnd, -30 to actions Wound to victim’s hip +9 hits, bleeding 4 hits/rnd, -30 to actions Blow through poor fool’s hip +9 hits, -75 to actions. Foe dies in 4 rounds. Wound through victim’s hip +13 hits

91-95 Blow to target’s side +5 hits, stunned for 1 rnd, -30 to actions Blow to target’s side +7 hits, stunned for 2 rnds Strike to foe’s side +6 hits, stunned for 1 rnd, bleeding 4 hits/rnd Strike to poor fool’s side +12 hits, stunned for 1 rnd. Foe dies in 8 rounds. Strike to poor fool’s side +13 hits, stunned for 1 rnd, -75 to actions

96-99 Blow through target’s eye +4 hits, stunned for 1 rnd, bleeding 9 hits/rnd, -35 to actions Blow to victim’s eye +7 hits, stunned for 2 rnds A well-placed lunge enters the ear and destroys the brain with a sickening sound. Wound through poor fool’s eye +12 hits, stunned for 1 rnd. Foe dies in 5 rounds. Wound through target’s eye +15 hits, stunned for 1 rnd. Foe dies in 3 rounds.

00 Shot through the neck. Dies of a heart attack. Shot in the eye. Dies instantly. Shot in the mouth and out the back of the head. Dead Strike enters the temple and destroys brain. Shot to the heart kills foe.

14.5 Slash Criticals

Roll A B C D E

01-05 Blow cuts victims chest +1 hits Strike slices poor fools chest +3 hits blast impales poor fools chest +1 hits Slash impales victims chest +1 hits Slash slices poor fools chest +1 hits

06-10 Slash slices poor fools hip +1 hits Slash stabs victims hip +2 hits Strike impales targets hip +4 hits strike impales poor fools hip +1 hits blast slices victims hip +2 hits

11-15 Slash slices victims hand +1 hits Slash slices foes hand +1 hits Slash cuts foes hand +4 hits blast impales victims hand +2 hits blast stabs poor fools hand +3 hits

16-25 Slash cuts victims neck +1 hits strike cuts poor fools neck +2 hits Slash impales poor fools neck +5 hits Slash cuts targets neck +2 hits Slash stabs foes neck +4 hits1

26-30 Slash impales poor fools Groin +1 hits strike slices targets Groin +3 hits Slash impales poor fools Groin +5 hits bleeding 1/rnd strike cuts targets Groin +3 hits, stunned for 1 rnd Slash stabs foes Groin +5 hits, stunned for 1 rnd, bleeding 1/rnd

31-35 Strike stabs poor fools side +1 hits blast slices victims side +3 hits, stunned for 1 rnd Slash stabs victims side +5 hits, stunned for 1 rnd Slash cuts foes side +3 hits, stunned for 1 rnd, bleeding 1/rnd, -5 to actions blast impales foes side +6 hits, stunned for 1 rnd, bleeding 1/rnd, -10 to actions

36-40 Slash cuts victims arm +2 hits Slash stabs foes arm +2 hits, bleeding 1 hit/rnd blast cuts foes arm +5 hits, -5 to actions Slash cuts targets arm +4 hits, bleeding 1 hit/rnd, -5 to actions strike cuts victims arm +7 hits, -15 to actions

41-45 Slash impales victims chest +2 hits, stunned for 1 rnd Slash slices poor fools chest +3 hits, stunned for 1 rnd, bleeding 1 hit/rnd Slash impales victims chest +4 hits, stunned for 1 rnd, bleeding 1 hit/rnd Slash stabs victims chest +4 hits, stunned for 1 rnd, bleeding 1 hit/rnd, -5 to actions strike impales foes chest +8 hits, stunned for 1 rnd, -15 to actions

46-50 Strike impales targets hand +2 hits, stunned for 1 rnd, bleeding 1 hit/rnd strike cuts poor fools hand +3 hits, stunned for 1 rnd, bleeding 1 hits/rnd Slash stabs poor fools hand +5 hits, stunned for 2 rnd, bleeding 1 hits/rnd Strike stabs foes hand +5 hits, stunned for 2 rnds blast cuts targets hand +9 hits, stunned for 2 rnds, bleeding 1 hits/rnd

51-55 Strike impales poor fools hip +2 hits, bleeding 1 hit/rnd Slash cuts poor fools hip +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd Slash slices foes hip +4 hits, stunned for 2 rnd, bleeding 1 hits/rnd Slash stabs victims hip +5 hits, stunned for 2 rnds, -10 to actions Strike stabs poor fools hip +10 hits, stunned for 2 rnds, bleeding 1 hits/rnd, -20 to actions

56-60 Slash impales targets back +2 hits, stunned for 1 rnd strike slices poor fools back +4 hits, stunned for 1 rnd, bleeding 1 hits/rnd Strike slices targets back +7 hits, stunned for 2 rnds, -5 to actions Slash stabs victims back +6 hits, stunned for 2 rnds, bleeding 1 hits/rnd Slash cuts poor fools back +11 hits, stunned for 2 rnds, bleeding 1 hits/rnd

61-65 blast cuts foes neck +2 hits, stunned for 1 rnd, bleeding 1 hit/rnd Slash cuts foes neck +2 hits, stunned for 1 rnds, bleeding 1 hits/rnd Strike stabs foes neck +7 hits, stunned for 2 rnds, bleeding 1 hits/rnd, -5 to actions Slash slices foes neck +6 hits, stunned for 2 rnds Slash impales targets neck +12 hits, stunned for 2 rnds, -25 to actions

UM 66 Cut removes foes hand. Bleeding 6hits/rnd Cut removes arm, Bleeding 12/rnd. Cuts off foes jaw, bleeding 15/rnd Slash cuts foes throat, bleeding 20/rnd Slash hacks into foe’s skull killing foe instantly.

66-70 Blow cuts poor fools thigh +3 hits strike slices victims thigh +4 hits, -5 to actions Slash stabs foes thigh +6 hits, bleeding 4 hits/rnd Slash slices poor fools thigh +7 hits Blow impales foes thigh +13 hits

71-75 Strike cuts foes Groin +3 hits, bleeding 4 hits/rnd Slash stabs foes Groin +5 hits, -5 to actions Strike slices poor fools Groin +6 hits Strike stabs foes Groin +7 hits strike impales victims Groin +14 hits

76-80 Strike cuts poor fools neck +3 hits strike slices foes neck +4 hits, bleeding 4 hits/rnd, -5 to actions Blast cuts foes neck +7 hits Blast cuts foes neck +8 hits Slash slices poor fools neck +15 hits

81-85 blast slices foes lower leg +3 hits, stunned for 2 rnds, bleeding 4 hits/rnd Slash cuts targets lower leg +4 hits, stunned for 2 rnds, -5 to actions Slash cuts targets lower leg +8 hits, stunned for 3 rnds Slash impales victims lower leg +8 hits, stunned for 3 rnds, -15 to actions Slash cuts victims lower leg +16 hits, stunned for 3 rnds, bleeding 4 hits/rnd

86-90 Slash stabs victims lower leg +3 hits, stunned for 2 rnds Slash cuts targets lower leg +7 hits, stunned for 2 rnds, bleeding 4 hits/rnd Slash impales foes lower leg +7 hits, stunned for 4 rnds Slash cuts foes lower leg +9 hits, stunned for 4 rnds, bleeding 4 hits/rnd Slash slices poor fools lower leg +17 hits, stunned for 4 rnds. Foe dies in 5 rounds.

91-95 Slash slices victims spine +3 hits Slash slices targets spine +6 hits, bleeding 4 hits/rnd. Drops items carried in that hand. Slash slices poor fools spine +7 hits. Drops items carried in that hand. Strike impales foes spine +9 hits. Drops items carried in that hand. Slash across vertebrae, paralyzing legs. +18 hits, -40 to actions. Drops items carried in that hand.

96-99 Slash stabs poor fools forearm +4 hits, bleeding 9 hits/rnd Slash cuts victims forearm +5 hits, bleeding 9 hits/rnd Slash slices poor fools forearm +8 hits Slash cuts victims forearm +10 hits, bleeding 9 hits/rnd, -20 to actions Slash stabs targets forearm +19 hits, -45 to actions. Foe dies in 1 rounds.

00 Slash severs jugular vein. Foe does in 6 rounds. Slash severs carotid artery, foe dies in 4 rounds. Slash removes foes head. Dead! Slash opens foe’s abdomen spilling out intestines. Dies in 2 rounds. Foe cut in half. Dead.

14.6 Unbalance Criticals

Roll A B C D E

01-05 Hit to enemy’s back +1 hits Strike to victim’s back +3 hits Hit to target’s back +1 hits Strike enemy’s back +2 hits Hit to target’s back +2 hits

06-10 Hit to target’s side Hit poor fool’s side +1 hits Strike to enemy’s side +2 hits Strike enemy’s side +2 hits Hit to target’s side +4 hits

11-15 Strike poor fool’s side +2 hits Hit to foe’s side +4 hits Hit to enemy’s side +4 hits Strike to poor fool’s side +3 hits, -0 to actions. Bones fractured. Bones shattered Strike target’s side +5 hits

16-25 Strike target’s side +3 hits Hit to victim’s side +3 hits Strike to victim’s side +5 hits Strike to poor fool’s side +4 hits, -0 to actions. Bones broken Strike target’s side +8 hits, -0 to actions. Bones fractured. Bones shattered

26-30 Strike to victim’s side +5 hits Hit target’s side +5 hits Strike to poor fool’s side +3 hits Hit to enemy’s side +5 hits Strike to foe’s side +7 hits, -0 to actions

31-35 Strike foe’s side +2 hits Hit to poor fool’s side +4 hits Strike to poor fool’s side +5 hits Strike to poor fool’s side +5 hits, -25 to actions Hit to victim’s side +7 hits

36-40 Hit foe’s back +4 hits Strike to foe’s back +5 hits Hit to enemy’s back +5 hits Strike to foe’s back +4 hits, -25 to actions Hit target’s back +9 hits

41-45 Hit target’s thigh +5 hits Strike victim’s thigh +5 hits, stunned for 1 rnd Strike enemy’s thigh +5 hits Strike target’s thigh +6 hits, -25 to actions Hit enemy’s thigh +12 hits

46-50 Hit target’s chest +6 hits Strike to victim’s chest +6 hits Strike to target’s chest +4 hits Hit poor fool’s chest +7 hits Hit victim’s chest +11 hits, -25 to actions

51-55 Hit to foe’s elbow +7 hits Hit to enemy’s elbow +7 hits, stunned for 1 rnd Hit target’s elbow +5 hits, stunned for 1 rnd Strike target’s elbow +7 hits Hit foe’s elbow +11 hits

56-60 Strike victim’s back +6 hits Hit to victim’s back +8 hits, stunned for 1 rnd Hit target’s back +9 hits, stunned for 1 rnd, -0 to actions. Bones fractured. Bones shattered Strike poor fool’s back +8 hits, -50 to actions. Bones broken Strike foe’s back +14 hits

61-65 Strike to target’s forearm +8 hits Hit to target’s forearm +7 hits Hit to enemy’s forearm +6 hits Strike foe’s forearm +9 hits Strike target’s forearm +14 hits

UM 66 Strike to chest sends foe reeling back 5 m. Stunned 3 rnds. Blow breaks foe’s knee and knocks them down. -80 and stunned for 3 rnds. Foe is knocked out cold. Foe is knocked flat. Stunned 4 rounds -50 to all actions from bruising. Foe is knocked prone, hits head and is out cold.

66-70 Strike to target’s forearm +8 hits Hit target’s forearm +8 hits, stunned for 1 rnd Strike to poor fool’s forearm +8 hits, -10 to actions Strike enemy’s forearm +9 hits, -50 to actions Hit to victim’s forearm +14 hits

71-75 Strike enemy’s calf +8 hits Strike foe’s calf +8 hits, -10 to actions Hit to enemy’s calf +7 hits, -10 to actions Hit foe’s calf +9 hits Hit to foe’s calf +18 hits, -50 to actions. Bones fractured. Bones shattered

76-80 Hit to poor fool’s chest +9 hits Strike to foe’s chest +11 hits Hit to enemy’s chest +9 hits, -20 to actions. Bones broken Hit foe’s chest +9 hits Strike to victim’s chest +16 hits

81-85 Strike to foe’s chest +9 hits Strike foe’s chest +10 hits Strike target’s chest +10 hits Hit to target’s chest +10 hits Strike poor fool’s chest +17 hits

86-90 Strike victim’s thigh +11 hits, stunned for 1 rnd Hit to victim’s thigh +9 hits, stunned for 2 rnds, -30 to actions Strike target’s thigh +10 hits, stunned for 1 rnd Hit to enemy’s thigh +12 hits, stunned for 2 rnds, -75 to actions. Bones fractured. Strike to foe’s thigh +22 hits, stunned for 2 rnds. Foe dies in 4 rounds.

91-95 Strike poor fool’s arm +8 hits, stunned for 1 rnd Hit to poor fool’s arm +11 hits, stunned for 2 rnds. Drops items carried in that hand. Hit foe’s arm +11 hits, stunned for 1 rnd, -30 to actions. Drops items carried in that hand. Strike to foe’s arm +13 hits, -75 to actions. Drops items carried in that hand. Hit enemy’s arm +22 hits, -75 to actions. Drops items carried in that hand.

96-99 Strike to foe’s knee +12 hits, stunned for 1 rnd Hit to poor fool’s knee +12 hits, stunned for 2 rnds Hit to foe’s knee +10 hits, stunned for 2 rnds Hit to target’s knee +14 hits, stunned for 2 rnds, -75 to actions. Foe dies in 10 rounds. Hit to foe’s knee +22 hits, stunned for 2 rnds, -75 to actions. Bones shattered. Foe dies in 2 rounds.

00 Blow to pelvis dislocates both hips. For unable to walk. -90 Blow breaks spine, paralyzed from the waist down. Blow breaks several ribs. -70, bleeding internally 5 hits/rnd Massive blow to head knocks foe out cold for 24hrs. Blow breaks neck and kills foe instantly.

15.0 Healing

In addition to the various technological and special power means of restoring Hit Points, a character will recover 1 #hit per hour of uninterrupted rest. Four weeks of rest will return a character to maximum #hits regardless of how many #hits the character has lost.

For wounds that cause injuries and penalties this will heal by reducing the penalty by -5 per day. When the penalty is completely removed the wound is healed. Wounds heal starting with the lowest penalty and progressing to more serious injuries last. Penalties are healed sequentially and one must be completely healed before another starts.

Example: Joe has picked up two wounds. The first gives a penalty of -10 and the other a -15. After two days the first wound has recovered by Jo still has the -15 penalty. A further 3 days are required for Jo to be completely recovered.

16.0 Character Advancement

As characters adventure they will become more experienced and more highly skilled in their chosen professions and skills.

This is reflected using Experience Points.

As GM you design the adventures and encounters that the characters take part in. You do not need to decide how these adventures and encounters are resolved. That is down to the characters actions. Each step of the adventure and each encounter should be given an experience point value. If the characters successfully resolve the encounter they should be awarded the experience points. This means that sneaking past a guard, duping the guard into letting you in and disabling the guard could all be equally viable routes past the guard. The characters should be awarded the experience points whichever method they chose, if it got them past the guard.

There are three levels of award.

100pts Minor Goal

500pts Significant Goal

2000pts Major Goal

A minor goal would be defeating or overcoming a minor threat. If the characters defeated a platoon of imperial troops then each would be worth 100pts.

A significant goal is a major plot point in their story. Finding out where the villain is hiding out would be significant, getting to the villains private island would be significant, getting into the secret base would be significant and getting to the villains command center for the final confrontation would be significant.

Major goals would be completing an adventure or defeating the major villain.

16.1 Advancing a Level

A character will advance a level for every 10,000 experience points. At which time they get 50 development points [DP] to spend on new skills and improve existing skills.

16.2 Stat Increases

In addition to buying skills, a character may choose to improve their stats by using development points [DP].

2DPs will improve one stat by 1 point.

No stat may be increased by more than 3 points in a single level.

No stat may be increased above 101.

17.0 Playing the Game

Once you’ve got a character, the GM will describe where the character is, and what he or she sees. The game might start on a backwater wasteland planet, in a vast and teeming city spiked with spires of metal and a skyline dotted with starships, in a seedy crime lord’s lair, a space station, or at the crash site of an abandoned starship — that’s up to the GM . From that point on, you’ll describe what your character does: going down stairs, attacking an enemy, talking to the people you meet (either characters being run by other players, or non-player characters controlled by the GM). These decisions are all in your hands! The GM then tells you what happens as a result: the starship door opens to reveal a long-dead pilot at the helm, the angry soldier attacks your character, etc. Together, you and the GM work together, with the GM handling the details of a pulp science fiction setting, and you handling what your character does in it. The epic story of your character’s rise to greatness (or death in the effort) is yours to create!

Safety Tools

Role playing games can become wide ranging and are, by design, almost limitless in scope. For that reason there are some fairly simple safety tools to make sure everyone is having fun.

X Card

X Cards are the top recommended table safety tools, they’re quick to make and easy to understand. The X card is a tool that allows anyone in your game (including you) to edit out content that anyone is uncomfortable with as you play. When a person at the table is uncomfortable with the content for any reason - just tap the card or say “X card.” The GM and other payers will leave the topic at hand and move on without fuss.

The X Card was created by John Stavropoulos. Find out more about X cards. http://tinyurl.com/x-card-rpg

Lines & Veils

If the X Card doesn’t have enough options for you, we recommend Lines & Veils! This is especially good for horror games, you can set Lines and Veils ahead of play or use it in play like the X Card. Saying “Line” or tapping the Line Card represents places we do not wish to go in the game. We cut the item from the story and move on.

The Veil Card represents something that we don’t mind in the story but that we don’t want to see or focus on. We draw a veil over a moment to make it happen off screen or fade to black.

Lines and Veils were coined by Ron Edwards but developed by the indie gaming community.

17.1 Time

Sometimes the GM will rule that “an hour passes,” or even, “a month passes,” in the life of the intrepid adventurers, When time is important it is measured in “rounds” abbreviated to rnd or rnds. A round lasts for 5 seconds.

17.1.01 Tracking Progress

Progress Clocks are a simple GMing tool that is actively encouraged in running Navigator RPG. What follows is a description of what a Progress Clock is and how they are used.

A Progress Clock looks like a circle divided into segments. Each clock has a number of segments and an event attached to it. You can quickly sketch out a circle and divide it up by hand, you do not need to be precise or particularly accurate. As events progress you fill in or mark off a segment of the clock. Once a clock is complete it is considered to have ‘counted down’ and the event that was associated with the clock then happens.

A clock can have any number of segments but 2 to 8 are the most common.

Progress clocks are used to track events that are happening ‘off camera’. They are an easy, visual shorthand way to keep track of many things that could be happening in the background.

You can have a clock that tracks major steps in an antagonists plan, or one that tracks a single patrol officers progress.

You can decide what triggers a clock to count down and these could be real time passing in the game or character driven events.

For example: The characters want to infiltrate a smugglers compound. As GM you sketch out an eight segment clock for the guards, because they are not particularly vigilant. Each time the characters do something that could either be discovered, like a cut fence or forced lock the clock ticks down. Each time the characters make a bad stealth test, the clock ticks down. Once all eight segments are complete, the clock has counted down and the guards have noticed that something is up and they sound the alarm.

The advantage of progress clocks are that they provide a simple, at a glance, overview of impending events that are hanging over the characters. You can set them up during your session preparation or create them on the fly as events dictate. Some clocks will be discarded and never count down. Others will trigger their events. In the example above, alert professional guards may have had a two segment clock and the second slip up by the characters may have been enough for something to draw the guards attention.

If the characters set a time fuse then they have created their own progress clock and you keep a track of it as they try and make their escape.

17.2 Resistance Tests

Character can make Resistance Tests. It represents their ability to avoid any number of adverse effects. Whenever the GM calls for the character to make a Resistance Tests roll a d100 (open ended] and add the stat bonus indicated by the GM. If the number rolled is equal to or higher than a Target Number, they have successfully avoided, partially avoided, or endured a specified negative or dangerous effect. Resistance Tests can be made to resist the effects of some Meditations or Gifts, resist environmental effects, avoid traps, or reduce the negative results of any number of things determined by the GM.

The Target Number is decided by the GM. Normally it will be the attack roll or if there is no attack then a fixed value.

17.2.01 Stress Points

When describing a challenge, such as a sheer cliff face that the characters need to traverse, you can describe stress points. A stress point requires a Resistance Test. It should be noted down in the adventure notes as a Stress Point, the target number, the applicable stat and if there is a skill that may help.

When there is an applicable skill, the number of ranks in the skill that the character has is added to the dice roll, not the total skill bonus.

For example, The characters need to scale a cliff face to escape, at one point there is a very narrow ledge that needs to be edged across. The climb uses a climbing skill test but the narrow ledge is a stress point and the GM assigns a 40 SD/Climb target number. The characters need to make a Resistance Test rolling 40+ adding their Self Discipline bonus to the roll and they may add the number of ranks they have in Climbing to this Resistance Test. This means that experienced climbers are less likely to freeze when faced with this tiny ledge and the fear of falling.

Stress Points can be used when encountering particularly horrific aliens or situations to add drama to horror themed adventures.

17.3 Surprise

During play, sometimes one character or a party will gain surprise over other characters or parties. Usually the Game Master will determine this, but may often use a Perception skill test to indicate if a character is surprised.

17.4 Concealed and Secret Doors

Concealed and secret doors can be detected using the Perception skill when a character specifically states they are looking for one. Some aliens or creatures may have a greater chance of success or even be able to detect them simply by being near to them.

17.5 Movement Rate

The base Movement rate for all races is calculated in terms of meters per second. Each GM is advised to alter the units of measurement used to suit their own games and campaigns. Each character has a Base Move (BM) of 4m. They may move 4m once per round when walking, without penalty. To move more than 4m requires the character to spend 1AP per 4m.

The amount of mass a character can carry without it impacting their movement is calculated using a percentage of their body mass.

WEIGHT CARRIED CHARACTER Movement

0 - 30% of body mass 4 m

31 - 50% 3 m

51 - 75% 2 m

76%+ 1 m

Movement Rates

TYPE ADJUSTMENT

Careful Half of character BM

Normal Normal character BM

Running Double character BM

Running during a stressful situation, such as combat or a chase requires maneuver tests. Results less than 100% means that less distance was covered. Results over 100% mean more distance was covered.

Less than ideal conditions will affect the difficulty factor applied to the maneuver roll.

17.6 Hiring Assistants

Many characters, particularly when first starting an adventuring career, are in the need of some help in carrying loot or fighting enemies. Below are suggested costs for hiring a range of assistants. List prices are in credits assuming that a typical adventure lasts roughly one week. Assistants also cost a half share of any XP earned during adventuring. All assistants are played by the GM as NPCs.

ASSISTANTS COST

(in credits)

Animal Trainer 125

Assassin 300

Engineer 250

General Soldier 25

Non-combatant (servant) 5

Planetary Chauffeur/Taxi 20

Sage 300

Starship Repairman 50

Spy 125

Starship Captain 150

Starship Crew Member 25

Starship Gunner 35

Translator 35

Weapon and Armor Repairman 25

17.7 Negotiation and Diplomacy

Some combats may be averted with a few well-chosen words (including lies). If the party is out-matched or the enemies don’t seem likely to be taken alive, the party might elect to talk their way out in an attempt to avoid combat (or at least delay it until favorable conditions arise).

17.8 Invisible Opponents

An invisible opponent can only be attacked if the general location is known, and the attack is at -20 OB.

Note that more powerful aliens and creatures (those with sensitive smell or hearing) may be able to detect invisible opponents; the GM should determine the chance of this according to the creature concerned and the situation.

17.9 Morale

Certain creatures, such as mindless creatures or those under the influence of mind-control, are fearless and will always fight to the death. The majority will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee if they can. The GM will decide when enemies abandon a battle and retreat, based on the situation and the enemy’s intelligence. In most cases the GM may choose to use a Resistance Test roll by the enemy to determine if they will stay or flee, modified by bonuses or other factors.

17.10 Inspiration

Navigator RPG is all about recreating your favorite science fiction settings and having an easy set of rules to make the game work. Grinding down hit points is not the same a slicing someone’s hand off with a star sword.

Looking at the greatest science fiction movies of all time, at the top of the list for many people are the Star Wars movies.

If that is the universe you want, look at the Odays, Soldiers, Uttins, Wolflings, Void Knights and Yabnabs. If Flash Gordon is your thing, then the Falcon-Men are a good fit. Doctor Who? Try making use of the Cannicks and Metallic Cyborgs. The iconic Alien movie is 40 years old, released in 1979. Try utilizing the Clinger and an Insectus Soldier. The Marvel Cinematic Universe Guardians of the galaxy could be portrayed using Procyon and Qinlons.

It is not intended that, as GM, you use all and every alien species and creature in your universe. You can of course, if that is what you want.

Navigator allows you to emulate a great swathe of cinematic pop culture by picking the iconic elements that your players would want and expect to encounter.

That which isn’t an alien species you can create using the species, culture and profession creation rules.

17.11 NPCs

The following section gives a set of tables for quick NPC generation.

It is impossible for any GM to have prepared every single person that the characters may meet. These tables allow you to create an NPC in a matter of moments.

For most NPCs things like the species, name and their physical description would already be known. From that starting point you would choose a profession and a level.

17.11.01 NPC Levels

Adults start at level 1. How people advance depends on their experiences. The following guidelines will allow you to estimate the level of an NPC.

Easy Life. If an NPC has a relatively easy life, they live in a settled environment with few existential threats they will gain 1 level for every 5 years of adult life.

Active Life. An NPC who lives an active life with considerable hardships and stresses will learn from those situations. Examples of this sort of lifestyle would be members of the emergency services or even professional athletes. These NPCs will gain one level for every 3 years of active life.

Harsh Life. An NPC that lives on the edge of survival, where death could come at any time and they can get by with the minimum resources either by training or necessity are living a harsh life and they will gain 1 level for each year that they survive.

Example: An NPC started life as a human executive working for a mining operation’s head office, after a few years they were sent to a mining asteroid to oversee operations. They worked on the mines for a couple of years before being attacked by space pirates, captured and enslaved. After a year in a slave mine they escaped and spent a further two years aboard a stolen freighter trying to stay ahead of the pirates and fighting to survive. This NPC earned nothing for the time as an executive, one level for the years at the mining operation and 3 levels for the years as a slave and on the run. When the characters meet this NPC they would be 5th level (1st + 1 active + 3 harsh years).

17.11.02 NPC Profession

You should now know your NPCs species and level. You should choose their profession and note down their professional skills and ranks.

Profession specific character sheets with these skills pre marked are provided.

The following table gives typical attribute and skill values for skills at all the odd levels (1st, 3rd, 5th etc.).

To create an NPC use their level and find that column. For even numbers either bump them up, to knock them down to one of the odd levels.

Now assign the attribute values and bonuses to the NPCs attributes.

Using the same column assign the skill bonuses to each of their professional skills.

Now customize the NPC with any additional skills.

Finally, total across their skill and attribute bonuses to find their totals.

17.11.03 Character Records

To make PC and NPC creation faster there are profession specific, as well as blank, character records provided. The profession specific character sheets come with the starting skills for each profession highlighted and filled in.

18.0 Starship Combat

Whether it’s fleets of great warships blasting away at each other or squads of one-man stunt fighters engaged in a dogfight between the stars, starship combat is a staple of science fiction.

Starship Combat is defined as two or more ships attempting to attack one another, presumably ending with the destruction or capture on one of the ships

This condensed ship combat rules are much simpler than personal Combat (see Chapter 12.0).

18.1 The Combat Round

When a starship meets with potential enemy starships, it’s possible that a fight may break out. To allow everyone to act and see what happens, do the following:

1. Determine Initiative. The commanding officer on each ship rolls initiative. This is a Combat Pilot Skill test. Highest total goes first.

2. The ships with highest initiative goes first. All actions are resolved before moving on to the next fastest ship.

3. The attacking ship may fire any available weapons. Each weapon requires its own gunner. The attack roll is made with the targets combined Hull and Shield Strength as a negative modifier [DB]

4. A d100 roll determines the compartment hit.

5. The target ship rolls a resistance test to avoid the damaged compartment explosively decompressing, killing the crew in that compartment.

18.2 Determining Initiative

At the beginning of a Starship Combat round, each commanding officer makes a Combat Pilot skill test. The highest roll wins. The winning side acts first, moving, attacking, or taking other actions. Other parties take damage and casualties, then take their turns in descending order of results.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The GM may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous Initiative is inflicted even if one of the combatants is destroyed during the round. It is possible for two combatants to destroy each other during a simultaneous Initiative round!

18.3 The Attack Roll

To fire a ships weapons efficiently, a character can develop the appropriate large weapon skill. Character “Weapons slots” can be devoted to ‘heavy weapons’, ‘ship turrets’, ‘laser cannons’ and ‘particle beams’ such as those found on ships. If the character does not have the appropriate specific weapon skill, half their combat pilot skill may be used in its place.

To attack with a starship weapon, the character must have access to it, operating it from a starship’s cockpit or turret. The gunner rolls a d100 and adds any bonuses including their Offensive Bonus [OB] with heavy weapons to the result. The ship has a Defensive Bonus [DB] depending on maneuverability, shields and hull strength. The ships DB is the total of its Hull Strength and Shield Strength plus any unique special bonuses. If the attack is successful, the attacker’s total skill test is over 101+ then a d100 roll is made to determine the compartment hit. The defending ship then makes a Resistance Test to avoid explosive decompression. The ships Hull Strength is used as the Resistance Test modifier.

18.4 Explosive Decompression

Each spaceship is described using a simple table that apportions the volume of the ship to different sections. An escape pod may be 100% Crew Quarters. A Dreadnought may me made of 200 distinct sections each separated by bulkheads. Roll 1d100 to see which compartment is targeted by each attack.

If a ship fails its resistance test then the targeted compartment is considered destroyed or so severely damaged as to be inoperable until repairs are made.

18.5 Cloaked Starships

A starship with the cloaking device modifier may render itself invisible. An invisible starship can only be attacked if the general location is known, and the attack is at -40 To-Hit. If a cloaked starship is successfully hit, but unable to move, this penalty is ignored on the next attack.

18.6 Movement

A pilot may move a starship up to its normal Movement in a Starship Combat round and still fire any weapon described as “pilot-linked”, or perform any other significant action. If the pilot wishes to move the starship more than the starship’s normal Movement, they may not perform any other action that combat round. A starship may move up to twice (x2) its normal Movement rate in a single combat round.

18.7 Repairing Starships

Starships do not heal like living beings and must be repaired. This takes time and resources. It takes one day and 100 credits in resources and supplies to seal a breached hull section and a further 20 credits in resources to make the section functional again.

During combat a successful Engineering test, can restore some functionality to a destroyed compartment. A successful engineering test will restore 10% of a compartments functionality. Which engineering skill to use depends on the nature of the compartment destroyed. E.g. Engineering: Weapon for a Ion Cannon

Example A life support compartment that provided life support for 100 crew could be repaired during combat to the point where it provides enough clean air for 10 crew.

18.8 Purchasing a Ship

Starships are expensive and purchasing one is beyond the means of most citizens of the galaxy; they cost several thousand credits. Player characters wishing to purchase a starship will need to work long and hard for the necessary credits or make alliances with those who have more resources than them. Many starships are not even available for purchase outside of highly illegal or military channels.

A starship is inoperable without a crew. Every starship has a minimum number of crew required, not including gunners. One gunner is required for each weapon on a starship. These can either be player characters or hired as Assistants, as explained in 17.6 Hiring Assistants..

STARSHIP COST MINIMUM (in credits) CREW

Blockade Runner 75,000 6

Dreadnought 2,500,000 100

Gunship 250,000 6

Heavy Transport 30,000 6

Light Transport 10,000 1

Medium Transport 15,000 2

Space Mine 2,000 0

Space Yacht 18,000 2

Star Cruiser 100,000 10

Stunt Fighter 15,000 1

18.9 Starship Statistics

All vehicles and starships have the following statistics: Hull Strength, Compartments, Shield Strength, Movement, Targeting, Attacks and Modifications.

Hull Strength: A vehicle’s Hull Strength is measured as a DB bonus. It reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, reinforced hull, or any combination thereof.

Compartments: All vehicles have compartments. When a compartment is destroyed all unprotected occupants in it are killed. You do not need to destroy every compartment to destroy a starship.

Shield Strength: Many vehicles, especially starships, have a small energy field surrounding them to serve as limited protection from space and weapons. Shield Strength adds DB to the ship. Shield generators all provide an equal proportion of the ships shield strength. If you destroyed one of two shield generators the shield DB would be halved.

Movement: This represents a vehicle’s speed, just like a character’s. Unlike character Movement, a vehicle’s Movement is not measured in meters. It is not measured at all. This number is a comparative abstraction and most often used when engaged Starship Combat or when attempting to escape from a pursuing vehicle. A starship must have a pilot to move, otherwise it sits immobile unless it has certain modifications that allow it to fly on its own. Starships may move at a cautious rate (half its Movement), normal (its listed Movement) or up to its running speed (twice or x2 its normal Movement) in a single combat round.

Targeting: This represents computerized targeting systems present in a vehicle and adds to any Attack Roll Offensive Bonus [OB] made using a starship’s weapons.

Attack: This represents a vehicle’s weapons. Some vehicles have more than one weapon and may engage in more than one attack per round. Unless a starship has the Automated Weapons Modification each attack requires a single character to operate the weapon being fired.

Modifications: Many ships have extra features that grant them bonuses or modifiers in combat. Details on those modifiers are described in detail below, after descriptions of the ships themselves.

18.10 Ship Stats

Blockade Runner

Hull Strength: +35

Compartments: 90

Shield Strength: +40

Movement: 9

Targeting: +10

Attack Laser Cannon x6

Modifications: Faster-Than-Light Drive

These heavily armed and armored ships are favored by pirates and other galactic criminals. Heavily armored and well-armed, they are used to break planetary blockades, defeat military escorts, and support stellar combat. They typically require only a crew of half a dozen men, but are armed with an equal number of laser cannons.

Compartments

01-22 12 Crew Quarters

23-24 1 Bridge

25-36 6 Weapon Turrets

37-51 8 Shield Generators

52-55 2 Computer Systems

56-81 14 Engines

82-00 12 Life Support

Dreadnought

Hull Strength: +20

Compartments: 200

Shield Strength: +60

Movement: 3

Targeting: +15

Attack Heavy Laser x20

Ion Charge x8

Proton Missile x4

Modifications: Advanced Shielding (3),

Automated Weapons (16)

Faster-Than-Light Drive,

Ion Charge (8),

Proton Missiles (4),

Tractor Beam (2),

Shield Capacitor

The most feared starship in the galaxy is the dreadnought. Crewed by over one hundred men and with enough firepower to lay siege to an entire planet, it is the symbol of military might in the galaxy. The mere sight of one is often enough to cause adversaries to surrender.

Compartments

01-25 50 Crew Quarters

26 2 Bridge

27-42 32 Weapon Turrets

43-48 12 Shield Generators

49 2 Computer Systems

50-75 52 Engines

75-00 50 Life Support

Light Transport

Hull Strength: +15

Compartments: 60

Shield Strength: 0

Movement: 9

Targeting: 0

Attack Laser Cannon

Modifications: Faster-Than-Light Drive

Pilot-linked weapon

Transports are the workhorse of the galaxy. Light transports are small freighters ferrying cargo between star systems. Typically they do not have shields and only Light Armor and weapons. They usually require a crew of only one or two operators, though they are easily modified and often used by smugglers and pirates.

Compartments

01-08 5 Crew Quarters

09-10 1 Bridge

11 1 Weapon Turrets

12-77 39 Cargo hold

78-80 2 Computer Systems

81-83 2 Engines

84-00 10 Life Support

Medium Transport

Hull Strength: +10

Compartments: 75

Shield Strength: +15

Movement: 6

Targeting: 0

Attack Laser Cannon

Modifications: Faster-Than-Light Drive

Pilot-linked weapon

A larger version of the light transport typically used to haul livestock, ground vehicles, or other bulk resources, the medium transport is a bigger, slower version of its smaller counterpart. Unlike light transports, medium transports usually have some level of shielding to protect themselves.

Compartments

01-08 6 Crew Quarters

09-10 1 Bridge

11 1 Weapon Turrets

37-51 3 Shield Generators

12-77 39 Cargo hold

78-80 4 Computer Systems

81-83 2 Engines

84-00 12 Life Support

Space Mine

Hull Strength: +35

Compartments: 5

Shield Strength: 0

Movement: 18

Targeting: +25

Attack Self Destruct

Modifications:

Not so much a starship, but an automated hazard used to bolster planetary blockades and waylay honest travelers, a space mine is an automated starship that activates whenever it detects another starship within 50 Movement units. It then begins moving towards that starship at running speed, making an Attack Roll as it continually attempts to collide with its target. When it does so it explodes on impact, destroying itself.

Compartments

01-60 1 Shield Generators

61-80 1 Computer Systems

81-00 3 Engines

Space Yacht

Hull Strength: +25

Compartments: 40

Shield Strength: +5

Movement: 12

Targeting: 0

Attack Laser Cannon

Modifications: Faster-Than-Light Drive

Pilot-linked weapon

Sleek and elegant, space yachts are used by rich diplomats and nobles to cruise the stars in style. They are not heavily armed, but they are fast. With only a meager laser and the lightest shields to defend itself, the space yacht is built with the mantra of style over substance. Because of their association with the idle rich, they are often the targets of space pirates and other criminals.

Compartments

01-05 2 Crew Quarters

06-08 1 Bridge

09-10 1 Weapon Turrets

11-60 20 Staterooms

61-63 1 Computer Systems

64-68 2 Engines

69-00 14 Life Support

Star Cruiser

Hull Strength: +20

Compartments: 85

Shield Strength: +10

Movement: 7

Targeting: 0

Attack Laser Cannons x4

may have others

Modifications: Faster-Than-Light Drive,

others determined by GM.

A star cruiser is a universal term for any medium-sized starship found commonly across the galaxy. It is easily modified to serve as a personnel carrier, combat vessel, cargo hauler, or any other number of jobs. It usually requires a crew of anywhere between ten and fifty (10-50) individuals and can carry as many as three times (x3) that number of passengers. There is no such thing as a “stock” star cruiser, they are almost always modified.

Compartments

01-12 10 Crew Quarters

13-14 2 Bridge

15-19 4 Weapon Turrets

20-21 2 Shield Generators

22-68 40 Available Space

69-72 3 Computer Systems

73-74 2 Engines

75-00 22 Life Support

Stunt Fighter

Hull Strength: +30

Compartments: 25

Shield Strength: +15

Movement: 15

Targeting: +10

Attack Laser Cannons x4

Modifications: Faster-Than-Light Drive

Pilot-linked weapons

Ion Charge(Optional)

Proton Missiles (Optional)

These small, agile ships are typically crewed by only one or two pilots. Light, fast and typically armed with lasers, proton missiles, and sometimes even ion charges, they typically fly in squads of between three to five (3-5) ships supporting larger gunships or dreadnoughts in large battles

Compartments

01-13 2 Bridge

14-39 4 Weapon Turrets

40-59 3 Shield Generators

60-79 3 Computer Systems

80-92 2 Engines

93-00 1 Life Support

18.11 Modifications

Modifications grant starships certain abilities and advantages both in and out of battle. Almost all starships have a few modifications, chief among them being a Faster-than-Light drive. Below are the descriptions of each modification that can be applied to a starship, along with its base cost. This cost is multiplied by the starship’s compartment count to reflect that larger ships are more difficult to modify. Some modifications may be purchased more than once.

ADVANCED SHIELDING: This modification adds +5 to a starship’s Shield Strength. It may be purchased up to three times (x3). Base Cost: 30 credits.

ADVANCED TARGETING SYSTEM: This modification adds +5 to a starship’s Targeting. It may be purchased up to three times (x3). Base Cost: 20 credits.

AUTOMATED WEAPONS: This modification allows one of a starship’s attacks to operate without a gunner or pilot operating it. The automated weapon has a Base Offensive Bonus [OB] of +0. This modification may be purchased once for each weapon on a starship. Base Cost: 30 credits.

CLOAKING DEVICE: This modification allows a starship to cloak (see 18.5). If the starship fires a weapon or activates its shields while cloaked it immediately becomes visible. This modification may be purchased only once for a starship (x1). Base Cost: 100 credits.

FASTER-THAN-LIGHT (FTL) DRIVE: This is the most common modification, allowing for a starship to travel across star systems, and across the vastness of the galaxy. It requires five (5) rounds to activate an FTL Drive once a starship has left the atmosphere and gravity of a planet. This modification may be purchased only once for a starship (x1). Base Cost: 10 credits.

HIGH-YIELD THRUSTERS: This modification allows a starship to travel faster. It adds +1 to a starship’s Movement. It may be purchased up to three times (x3). Base Cost: 20 credits.

ION CHARGE: This modification adds to a starship a single weapon with ion energy, causing less damage but causing the target’s engines to seize up. A starship weapon with the modification receives -10OB but each time an enemy starship is successfully hit with an ion charge it suffers -1 to Movement for the next round. It may be purchased once for each weapon on a starship (x1). Base Cost: 30 credits.

PROTON MISSILES: This modification replaces a starship weapon on a starship with physical projectiles capable of massive explosions. Once installed, proton missiles roll to identify the target compartment but will hit a total of three compartments. You roll once and treat the roll as being -1, the number rolled and +1. However, it does no damage against a starship which has an active Shield Strength of +5 or higher. This modification may be purchased once (x1) per each weapon on a starship. Base Cost: 10 credits.

REINFORCED HULL: This modification adds reinforced plating to a starship’s hull, increasing its protection. It adds +5 to a starship’s Hull Strength. It may be purchased up to three times (x3). Base Cost: 2 credits.

TRACTOR BEAM: A successful Attack Roll made with a tractor beam requires the starship’s pilot to succeed in a Resistance Test. If the Resistance Test is failed the starship immediately stops moving in its current direction and is drawn towards the attacker at a speed equal to half its normal Movement. A new Resistance Test may be made each round, but if the attacking starship and defending starship become adjacent, the attacker is assumed to have locked onto the starship and may send a boarding party aboard. While in the grips of a tractor beam an attacking starship has a +10 bonus to all attack rolls. Tractor beams can only be installed on large transports and dreadnoughts. Base Cost: 3 credits.

SHIELD CAPACITOR: This modification allows a ship’s shields to be doubled for one round per combat. It may be purchased up to three times (x3) each purchase allowing use for 1 round. Base Cost: 3 credits.

18.12 Space Travel

The details of how a starship moves from planet to planet should be decided by the Game Master. It is assumed that travel is done via Faster-Than-Light Drives, but the Game Master is free to change that. Perhaps planets are clustered close enough together that faster-than-light engines aren’t used, or perhaps Warp Gates allow ships to instantly transit from star system to star system. If standardized Faster-Than-Light travel rules are used then the GM should decide exactly how long travel takes to suit the needs and style of their campaign.

Warp Drive

The ship warps space around it, allowing it to move faster-than-light while staying in our universe. A warp drive does not have a maximum range – instead, the ship’s drive rating, in spaces, indicates the number of parsecs crossed per week of travel. Warp travel consumes fuel at twice the normal rate for the ship’s power plant rather than needing a single massive expenditure in the manner of a Jump drive.

Transit Drive

The ship instantaneously jumps from one point to another. This works just like the standard Warp drive without a long wait in hyperspace. Instead, no time whatsoever elapses during the transition from one place to another. A teleport consumes no extra fuel but jumping is a strain on the ship’s systems and multiple successive jumps can damage the drive.

Hyperspace Drive

The portal drive functions by opening up a gateway into hyperspace, through which the ship can pass. When in hyperspace, the ship uses its conventional engines to travel, then opens up a second gateway back to the normal universe, effectively taking a short cut through a higher dimension. A hyperspace drive consumes no extra fuel, but should take up twice as much space as a jump drive. While in hyperspace, the spacecraft moves at a rate of one parsec per day per two spaces.

These rules are intended to be extremely simple. As Game Master you can elaborate on them however you see fit, to build the level of complexity that you want from your space travels.

19.0 Aliens and Creatures

The galaxy is filled with countless sentient beings and exotic beasts. This chapter describes just a handful of those and GMs are encouraged to use non-player characters and monsters from other Swords & Wizardry Whitebox supplements or any other product they feel has material that may be useful for their campaign.

Conversion rules for turning Swords & Wizardry Whitebox monsters to Navigator RPG are included below.

There’s not a lot of detail given about the aliens and creatures because the more detail given the more your own mental image of the science fiction world is going to be locked into a single track. We’re not going to say that bumble-dogs have red fur, are nocturnal, three feet long, and fond of eating space monkeys. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they’re attacked. Specific details like this about aliens and creatures toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we’re making the assumption that if you’re interested in science fiction gaming in the first place, you’ve got a good imagination that doesn’t need all of the details about a bumble-dog — you want to add your own!

19.1 Reading Alien and Creature listing

Armor: Armor is listed as the type, none, light, medium and heavy but also the creatures Defensive Bonus [DB] in brackets, if the have a DB bonus.

Physique: This is the number of #hits an individual alien or creature has.

Attack: This is the number the creature adds to its Attack Roll to see if it scores a hit.

Attacks: This entry shows you the number of attacks an alien or creature has and the attack table to use.

Special: This is a “flag” for the GM to remind him that the alien or creature may have one or more special abilities.

BM: This number is the alien or creature’s Base Movement rate, and is handled just as Movement rates are for characters

LEVEL EQUIVALENT (LE): This is used to separate aliens and creatures into individual “difficulty levels” so that when a GM creates an adventure there are some guidelines for challenges for player character encounters. Some aliens and creatures have multiple LEs listed – this is because certain aliens or creatures have a range of variations.

19.2 Alien Descriptions

Aliens are living beings of at least human intelligence and those listed below are but a few examples of the many species which may populate the universe in a Navigator RPG campaign. The GM has final say of what aliens are present in a given campaign.

Assimilants

Armor Medium (+10DB)

Physique 30

Attack +45

Attacks Internal laser pistol

Special Laser Modulator

BM 3 m

LE 3

Assimilants are terrible hybrids of man and machine. They have given over their humanity and uniqueness to become part of a hive mind controlled by a master artificial intelligence. Assimilants seek to draw all sentient beings into their fold. All assimilants are equipped with an internal laser pistol and a laser modulator, which works as a type of shielding. Whenever an assimilant is attacked by a laser pistol, laser rifle, or Star Sword they may make a Resistance Test, and if successful they take no damage from that attack.

Cannicks

Armor Heavy

Physique 50

Attack +75

Attacks Laser rifle

BM 2 m (4 m while flying)

LE 5

Cannicks appear as cylindrical robotic beings who stand about 2m in height and move around by hovering on a large magnetic energy field. They believe only their species should exist in the universe and destroy any other they encounter, often repeating the phrase “OBLITERATE!” continually over and over again in a harsh, metallic voice.

Cyborgs

CYBORG, Metallic

Armor Medium (+5DB)

Physique 20

Attack +30

Attacks Laser pistol or Laser rifle

BM 4 m

LE 2

Metallic Cyborgs are a race of former slaves who escaped their human oppressors and have since been roaming the galaxy in search of revenge. A typical metallic cyborg stands nearly 2.5 tall, with a shining chrome body and glowing red eyes. They are aggressive, but intelligent and very tactical in combat.

Cyborg, Replica

Armor Light

Physique 30

Attack +45

Attacks any weapon usable by a

human

BM 4 m

LE 3

Special See below

Replica Cyborgs appear in all respects to be normal humans, at least on the outside. They are the rulers of cyborg society. Skilled at deception and infiltration, many replica cyborgs are planted in key positions of human society. They are able to pass as human through all but the most invasive forms of scrutiny and detection.

GM may give Replica Cyborgs any required skills at +30.

Falcon-Men

Armor None

Physique 25

Attack +25

Attacks Wing buffet or by weapon

BM 4 m

LE 2

Special Flight

Falcon-Men look almost exactly like humans, save for the massive pair of feathered avian-like wings growing from their backs. They typically wear long robes and often make boisterous exclamations of surprise. A Falconion wing buffet uses the Club attack but with Unbalancing Criticals

Felinoids

Armor light

Physique 25

Attack +25

Attacks Claws or by weapon

BM 4 m/4 m when Climbing

LE 1

Special Dark vision 30 m, Climbing Skill +25

Felinoids are tall anthropomorphic cat-like beings. They have keen night vision and are able to see in total darkness at a distance of up to 30 m. Their claws can serve as both climbing aids and weapons. Claw attacks use the Dagger table.

Greys

Armor light (+5DB)

Physique 40

Attack +35

Attacks by weapon, Psychic Blast

BM 3 m

LE 3

Special Psychic Blast, Detect Thoughts

These enigmatic creatures have large round heads and bulbous black eyes. They are covered in a slick grey skin for which they are named. They rarely speak and have powerful psychic abilities. They may cast Detect Thoughts at will and are capable of unleashing a Psychic Blast that inflicts an A Impact critical against any target within 20 m.

Mindoids

Armor Medium

Physique 60

Attack +85

Attacks Psychic Energy

BM 4 m

LE 5

Special Detect Invisible, Detect Thoughts,Expand Senses,

Initiative bonus

Mindoids appear almost human, save for their massive craniums and large, unblinking eyes. They have amazing mental powers due to their extraordinarily large and over-developed brains. They are capable of using Detect Thoughts, Detect Invisible, and Expand Senses at will. They also may unleash a burst of Psychic Energy which an attack using the Laser Rifle table to every target within a 10 m radius of them. In addition, their remarkable precognition gives them a +10 bonus when rolling for Initiative.

Odays

Armor Light

Physique 35

Attack +25

Attacks By weapon

BM 2 m

LE 5

Special Meditations as 7th level

Star Knight

Odays are a diminutive race of gnome-like creatures with pointed ears and oddly-colored skin. They speak in riddles and jests which hides remarkable wisdom. Odays use Meditations as a 7th level Star Knight. Many Star Knights seek out Odays to serve as mentors.

Procyon

Armor Medium (+5DB)

Physique 30

Attack +30

Attacks Laser rifle or other weapon

BM 3 m

LE 2

Special +5 to all attack rolls with

laser weapons and grenades

Procyons are anthropomorphic raccoons that stand about half the height of a human. They are aggressive and territorial and have a remarkable knowledge of advanced weaponry. They are typically well-armed and react to intruders with excessive violence.

Qinlons

Armor Light(+5DB)

Physique 55

Attack +60

Attacks By weapon

BM 4 m

LE 3

Special +5 to all melee attack rolls

Qinlons are tall, swarthy humanoids who travel across the galaxy with the hopes of finding glory in battle, and an honorable death. They look remarkably like humans, save for the odd boned ridges in their forehead. They use advanced weaponry and are skilled mercenaries and pilots. Due to their great strength, all melee attacks receive a +5 Offensive Bonus.

Soldier

Armor Medium

Physique 25

Attack +25

Attacks By weapon

BM 4 m

LE 1

Special +5 to all melee attack rolls

Soldiers can be of any species. These represent military troops, space pirates, and interstellar mercenaries, and aliens. They are typically armed with laser pistols and a melee weapon, and wear Medium Armor. GMs are encouraged to add or remove equipment to suit the individual details of the soldier type, as well as modifying their Physique and Attack bonuses more experienced combatants. Typically +10 to each for each additional level.

Space Savages

Armor Light

Physique 30

Attack +40

Attacks Slam or by weapon

BM 5 m

LE 2

Special Immune to mind-

influencing effects

Old space traders tell stories of humans who went insane in the infinite void of space. These space savages now travel in radiation-laden ships, attacking and destroying all they encounter. Space savages are predatory, violent, savage, and bloodthirsty. They are immune to any effect which influences their mind. They never negotiate and never talk - they only scream and kill. Their Slam attack uses the Club attack table.

Uttins

Armor None (+10DB)

Physique 20

Attack +25

Attacks Ion pistol

BM 2 m

LE 1

Special Ion pistol

Uttins are known as the universe’s space scavengers. They travel from world to world, digging through junk piles and abandoned crash sites, in search of salvageable technology that they can resell for profit. They are three feet tall and hide their rat-like faces and glowing eyes beneath heavy cowls. They carry highly specialized ion pistols that use the Laser Pistol table but inflict double damage on robots

Void Knight

Armor Medium (+10DB)

Physique 60 to 110

Attack +75 to +125

Attacks Star Sword or Corrupted

Energy

BM 4 m

LE 7-12

Special Star Knight abilities,

Corrupted Energy,

Force of Will

The dark mirror of the Star Knight is the Void Knight. Most Void Knights were once noble Star Knights who began to lust for greater power, which corrupted their Meditations into new and terrible powers.

All Void Knights are able to use Star Knight Meditations at a level equal to their own level (7-12). In addition, Void Knights may launch a bolt of Corrupted Energy from their hands that inflicts an Impact critical, A at 7th level up to an E at 11th and 12th level, up to three times (x3) per day. They can also attempt to psychically kill their opponent through Force of Will once (x1) per day; characters who fail a Resistance Test using their Pr bonus are slain instantly. The Void Knight ads their level (7-12) to the casting roll for the Force of Will.

Wolflings

Armor Light

Physique 30

Attack +30

Attacks By weapon

BM 4 m

LE 2

Special Group Tactics, Keen

Senses

Wolflings are anthropomorphic canines that stand between six and eight feet tall. They travel the galaxy in packs, often serving as mercenaries, trackers, and scouts. They regularly make use of advanced technology and are instinctively skilled in group tactics. When a wolfling is fighting with at least two other wolflings, each of them receives a +5 bonus to their Attack and Initiative rolls. Wolflings also have a keen sense of smell and are rarely surprised, +30 to Perception tests.

Yabnab

Armor None (+10DB)

Physique 20

Attack +25

Attacks Primitive Weapon

BM 2 m

LE 1

Special None

Yabnabs are three feet tall, short-furred bipeds that resemble bears. They are primitive, favor spears and bows, and are curious about the universe at large.

19.3 Creature Descriptions

Creatures are living beings of approximately animal intelligence, though there are exceptions. Those listed below are but a few examples of the many that may populate the universe in a Navigator RPG campaign. The GM has final say of what creatures are present in a given campaign.

Bites are a common attack form. Bites should be considered Dagger Attacks at -20 OB.

Bumble-Dog

Armor Light (+5DB)

Physique 30

Attack +25

Attacks Bite

BM 4 m

LE 1

Special Mimicry

Bumble-Dogs look like a cross between a fox and a hare with a pair of large segmented antennae rising from the top of their heads. They are curious, intelligent, and very friendly. They will sometimes “adopt” humans or other beings they encounter and follow them around. Bumble-Dogs can mimic human speech, repeating small words they hear, and they use this ability to distract potential prey. When found in the wild, they hunt in packs.

Clinger

Armor Light

Physique 30

Attack +50

Attacks Clinging bite

BM 4 m

LE 2

Special Clinging bite, Surprise Attack

Clingers are bizarre creatures that look like abandoned crustacean husks. They remain still until their prey draws near then spring forward in a swift and vicious attack, attaching to a target’s face. They will not let go until slain. When a clinger first makes this attack it gains +60 to Initiative. If the attack is successful, the clinger attaches to the target’s face and blinds them, automatically inflicting A Krush critical points of damage each round until slain. It can leap a distance equal to its Movement in addition to making an attack each round at no AP cost.

Giant Flea

Armor Medium (+5DB)

Physique 60

Attack +75

Attacks Bite or blood drain

BM 5 m

LE 5

Special Concealment, blood drain

Giant fleas look like bloated grotesque versions of their microscopic counterpart, ranging in size from a horse to an elephant. They burrow into loose sand and may surprise targets by leaping from their ambush position.

A concealed giant flea an initiative bonus of +60 on its first attack and can leap up to 30 m in a single bound. The giant flee will attack, trying to bite (Dagger table) until it does a bleeding critical. It will then stop attacking, having latched on to its victim until they are dead and stopped providing a blood supply.

Insectus

The Insectus are a race of large, aggressive insect-like creatures. They plague planets across the galaxy, seeking to destroy and colonize as many worlds as possible. They communicate via a combination of telepathy and audible clicks and hisses. All subspecies of Insectus are aggressive and territorial, using swarm tactics to subdue and devour their foes.

Insectus, Brain Bug

Armor Medium (+5DB)

Physique 80

Attack +115

Attacks Slam

BM 1 m

LE 7

Special Psychic Static

These massive, slug-like insects are about 20 m in size or larger. Though capable of lashing out with large pseudopods or biting with their massive maws full of teeth, the true danger in them lies in their remarkable psychic abilities. They are capable of radiating a Psychic Static that scrambles the minds of sentient creatures that it touches. Anyone within 20 m of a brain bug must make a Resistance Test or be rendered unconscious. Those who succeed still suffer a -10 penalty to all Attack Rolls due to extreme headaches and confusion for 1 hour. This is a cumulative penalty.

Insectus, Fliers

Armor Medium

Physique 55

Attack +55

Attacks Bite

BM 5 m

LE 4

Special Drop Attack

Fliers are the Insectus mobile strike force, swooping down on unsuspecting targets and biting them with their razor-sharp mandibles. Creatures that are human-sized or smaller can actually be grabbed by a flier if a successful attack is made against them; the prey is then drawn high into the air and dropped. The falling height decides the critical level.

Insectus, Soldier

Armor Medium (+5DB)

Physique 40

Attack +40

Attacks Bite

BM 5 m

LE 3

Special None

The soldier is the rank and file troop of the Insectus army. They attack in swarms, using their powerful mandibles to bite. Bites are treated as Dagger Attacks.

Mercurial

Armor None (+10DB)

Physique 40

Attack +55

Attacks Slam

BM 1 m

LE 4

Special Destroy Technology, Engulf

Appearing as an odd chrome-like ooze, mercurials slither along the floor and walls of abandoned space stations and outposts, feasting on metal and energy. When a mercurial attacks it attempts to wrap itself around the target. Each round after a mercurial has made a successful attack against its target, the target automatically takes a Fire/Heat critical and must make a Resistance Test (In Bonus) or find one piece of modern or advanced technology touched by the ooze destroyed.

Mind Grub

Armor Light (+5DB)

Physique 15

Attack +20

Attacks Devour Brain

BM 1 m

LE <1

Special Devour Brain, surprise

attack

These small parasites are no larger than a human finger and are hard to notice, and are treated as invisible for their first attack. If their attack is successful (club table), they attempt to slip inside a target’s ear and take control of the brain, devouring it from within their prey’s skull. The target will wither in agony for 2d10 rounds, unable to take any action until it and the mind grub dies.

Polaris

Armor Medium (+10DB)

Physique 70

Attack +100

Attacks Fiery Touch

BM 4 m

LE 6

Special Combustible Touch,

Immune to explosions and

energy damage

The polaris is an animalistic fire that seeks to consume everything it touches. Whenever it touches flammable objects, the object immediately combusts and is destroyed. Because the polaris enjoys explosions, it is drawn to targets that carry or use explosives. If it strikes a target carrying explosives, the explosive is detonated but inflicts no damage on the polaris, while inflicting damage on anyone else within the blast radius of the explosion. The touch of the Polaris uses the Laser Pistol attack table but has a range of Touch only.

Power Sucker

Armor Light

Physique 20

Attack +30

Attacks Bite

BM 4 m

LE 2

Special Leech Energy

Power suckers are galactic pests that attach themselves to the power cables and energy cores of starships. If one successfully attaches to a starship, the starship’s Movement is reduced by -1. A starship can have a maximum number of power suckers attached to it equal to its total Movement rate before it is unable to move at all, needing them to be removed before it can move again.

Radfish

Armor Medium

Physique 60

Attack +70

Attacks Bite

BM 4 m swimming

LE 4

Special Radiation Poisoning

These bulbous fish can grow to the size of a large beast of burden. They swim the depths of waters across the universe, radiating dangerous levels of atomic energy that poison the water. They are aggressive carnivores but do more damage with their radiation. Anyone that wades into water where radfish are without protection an A Fire/Heat critical every round from radiation poisoning.

Sand Worm

Armor Medium

Physique 60

Attack +85

Attacks Bite

BM 4 m

LE 5

Special Burrow

These large, burrowing worms dwell on sandy planets where they slither beneath the surface, leaving ruts and rises in their wake. They rise up from their burrowing holes in an attempt to consume unsuspecting prey. The smallest are 5 m in length and many legends say they can grow to lengths of several hundred meters long. A small Sand Worm will use the Dagger attack table. A huge Adult will use the Sword attack for its bite.

Skytopus

Armor Light (+5DB)

Physique 55

Attack +55

Attacks Bite

BM 4 m flying

LE 3

Special None

The Skytopus is an alien beast that appears almost exactly like the aquatic octopus. Pods of skytopi fly through the air, typically at low altitudes, by waving their tentacles around in seemingly random fashion. Each has a large beak that is used to tear away at carrion meat and they become very aggressive when hungry, often attacking non-carrion. When floating through the sky they echo a low, humming song like that of an aquatic whale.

Space Monkey

Armor Light

Physique 20

Attack +25

Attacks Bite or Scream

BM 4 m flying

LE 1

Special Scream

Space monkeys look like chimpanzees except for they have bright blue fur and a pair of coiled antennae rising from the crowns of their heads. They are highly intelligent and social creatures who only become aggressive when cornered or attacked. When forced into combat they emit an ear-splitting scream that is very painful to others within 20 m. Those hearing the scream must make a Resistance Test or become deaf for one hour.

Spider-Fly

Armor Medium (+5DB)

Physique 70

Attack +70

Attacks Bite

BM 4 m flying

LE 5

Special Paralysis

Spider-Flies are often mistaken for Flying Insectus. They are most often found on planets with tower trees, steep cliff faces, and other large-scale vertical surfaces. They build webs in these areas and then patrol for food. Their bite is paralytic and characters who fail their Resistance Test after being bitten are unable to move for 1 round for every 5 points of RT failure. A Spider-Fly carries paralyzed prey up into a nearby web to wrap in a cocoon for later consumption, and although usually small they can grow to up to twenty feet in size, with larger members of the species easily capable of carrying humans up into their webs.

Stellar Dragon

Armor Heavy(+20DB)

Physique 82

Attack +162

Attacks Bite

BM 4 m / 8 m flying

LE 15

Special Breath Weapon, Survive in

Space

Stellar dragons are legendary among old spacers: great, majestic serpents who lazily fly through space on some unknown task. They are very intelligent and capable of surviving the hazards of space. Legends say they can grow to the size of a dreadnought starship. Whether they’re friendly, hostile, or indifferent is unknown, as is the location of their homeworld. They can see in perfect darkness and have keen hearing. A stellar dragon is never surprised. Stellar dragons are capable of unleashing a breath weapon of solar radiation that does E Fire/Heat Criticals. Stellar dragons are immune to all Meditations and Gifts. Some stellar dragons are so large that the damage they inflict is able to damage starships.

Thunder Lizard

Armor Heavy (+10DB)

Physique 78

Attack +143

Attacks Bite, Claw/Breath Weapon

BM 5 m flying

LE 14

Special None

Thunder lizards spend most of their time slumbering in the depths of the ocean, only awakening when disturbed. Once awakened, their wrath is terrible and they storm from the ocean, breathing burning magma from their great mouths up to 40 m, rending metal with their teeth, and swatting buildings aside with a single smash of their claws. Their Bite uses the Sword Attack, Claws use the Mono-Dagger and the Breath Weapon the Laser Rifle table.

19.4 Better Aliens and Creatures

There is really no limit to the types of aliens and creatures that can be included in the game, and often it’s fun to surprise the players by throwing surprisingly powerful adversaries at them when they least expect it. The GM should feel free to adjust Armor, DB, Physique and Attack, or other factors for opponents to make encounters more challenging and fun for players, including changing those given for aliens and creatures, which are based upon the “normal” for their species. Also, feel free to try new options like a super strain of space savages, fluffs who ride thunder lizards, a skytopus who is immune to laser weapons – just to keep players on their toes. Players run in packs and big aliens and creatures need additional levels to overcome a disadvantage in numbers.

Players tend to be creative while many GMs allow creatures to “play stupid” or be less creative in their responses.

19.5 Conversion Rules

Any creature or monster from Swords & Wizardry Whitebox can be converted to Navigator RPG.

There is a simple conversion technique given here.

Swords & Wizardry

Armour Class

Navigator RPG

Armor

AC10 = None

AC 7 = Light

AC 5 = Medium

AC 2 = Heavy

ACs between these add DB at +5 per AC. So AC 9 would be None (+5DB), AC 0 would be Heavy (+10 DB)

Swords & Wizardry

Hit Dice

Navigator RPG

Physique

Total value is worked out from its ranks in Physique. This is 2 + Hitdice x 2. If there is an addition such as +1 or +2 each +1 becomes +5 to the Physique total. The logic is that the creature has bought 2 ranks in Physique per level, including Culture and professional ranks. Additions are the creatures Co bonus. A creature with hit dice of 4+2 would have a Physique of 2+(4x2) ranks to give a total of +50. The +2 becomes a +10 Co bonus for a total of +60 Physique.

Swords & Wizardry

Total Hit Bonus

Navigator RPG

Attack. This is the creature’s OB. The conversion is 10 x Hit Dice + Total Hit Bonus x5. The logic is that the creature has +10 from culture and profession (2 ranks) and has bought two ranks per level since. The addition is the sum of their stat bonuses.

Swords & Wizardry

Attacks

Navigator RPG

The most applicable attack table to use for each attack.

Swords & Wizardry

Saving Throw

Navigator RPG

Not used.

Swords & Wizardry

Special

Navigator RPG

These are resolved on a case by case basis trying to fit them to skills, bonuses, meditations and gifts. Each +1 becomes +5 in Navigator RPG.

Swords & Wizardry

Saving Throw

Navigator RPG

Not used.

Swords & Wizardry

Movement

Navigator RPG

BM, Base Move. Convert feet to Meters by dividing by 3.

Swords & Wizardry

HDE/XP

Navigator RPG

The LE is a direct reflection of the HDE. XP is not used as Navigator RPG uses goal based experience.

20.0 Advanced Equipment

The universe of Navigator RPG is filled with technological wonders and ancient mysteries. Described below are several rare and exotic items the GM can use in their campaigns as rewards or discovered plunder as the player characters progress in the campaign. These items are optional and players should not assume they are available in all campaigns.

Advanced equipment does not have a listed cost and should not be available for purchase at character creation. If the GM does permit the purchase of advanced equipment the items below should be both expensive and rare.

There are no random charts to determine the presence or placement of advanced technology. The GM is encouraged to place these items as needed for their campaigns or to develop charts on their own.

20.1 Armor and Protection

LASER ATTRACTION GAUNTLET: This large black gauntlet radiates an energy field that causes any laser weapon fired at the wearer to be drawn into the glove and absorbed harmlessly. It can absorb lasers with an addition 200DB against the first attack, 100DB vs the second, 50DB against the third then 25DB, 12DB, 6DB, 3, 2, 1DB. It must be recharged for eight hours to recover its protective abilities once exhausted.

PERSONAL SHIELD: This small collar (often sewn into a cloak or cape) offers protection from energy weapons such as laser pistols, laser rifles, or Star Swords. It adds +50DB against these sources.

PHASE SUIT: This lightly plated armor can destabilize the wearer’s molecules, allowing them to walk through solid surfaces three times (x3) per day before needing to recharge it. It grants the same protection as Light Armor.

PSYCHIC INHIBITOR: This small circlet protects the wearer from the psychic abilities of Star Knights, Brain Bug Insectus, Greys, Mindoids, and other psionic beings when it is worn.

POWERED ARMOR: This full body frame of plates and pistons grants the wearer a +20DB and +20OB bonus to all melee attacks when worn and grants protection as Heavy Armor, but is slow and bulky, reducing Base Movement by 1m.

STEALTH ARMOR: By bending light around the wearer, it makes them much more difficult to see, and almost invisible when standing still. It is almost always found in Light Armor only. It grants the wearer the ability to surprise a foe (+50 to initiative if the wearer is stationary) and +40 to hiding skill tests.

20.2 Cybernetics

Cybernetics are machine replacements or augmentations to living creatures. Limbs, organs and even bone can be replaced to make a being faster, stronger, more perceptive, or even equip them with permanent weapons.

CYBERNETIC ARMS: Cybernetic arms can be locked in place and hold up to 250kg of weight.

CYBERNETIC EYES: Cybernetic eyes replace normal eyes. They often have night vision, which grants the ability to see in total darkness at a range of up to 20 m. Alternatively they can be installed with a targeting computer which grants a +5 to all attack rolls when wielding a missile weapon.

CYBERNETIC HANDS: Cybernetic hands can have their grip locked around an object, allowing the character to hold onto an object or surface indefinitely.

CYBERNETIC MELEE WEAPONS: A small mono-dagger can be installed in a cybernetic hand. It is concealed until the character gives a mental command to release it, after which it springs from the palm.

CYBERNETIC MISSILE WEAPONS: A small ranged weapon, such as a laser pistol, can be concealed in a cybernetic arm. It is concealed until the character gives a mental command to release it, after which it springs from the top of the forearm.

Alternatively, a laser rifle may be mounted atop a cybernetic arm.

It remains visible to all.

Cybernetic missile weapons use energy cells that hold 20 shots that need to be replaced when depleted.

CYBERNETIC LEGS: Cybernetic legs increase a character’s Base Move [BM] by up to 3 m at the GM’s discretion. They might also assist in leaps and jumps, allowing the character to leap up to twice the distance of a normal human.

CYBERNETIC LUNGS: These replace a subject’s physical lungs. They automatically filter out airborne poisons and have reserve oxygen of up to six (6) hours.

SUB-SKIN ARMOR: These are hard, armored plates placed below the surface of the skin. They grant the character a +10 DB bonus to their Armor.

TRANSLATOR CHIP: This small chip is installed in the brain and automatically detects and translates any written or spoken language that the character hears or reads.

The GM can choose to limit the number of cybernetic implants or replacements a character can have. Normally this is anywhere from three to five (3-5), though it should be based on the style of the campaign.

20.3 Weapons

ADVANCED WEAPONRY: Some planets have more advanced weapons than others. Certain weapons may be particularly well designed and have a +5, +10, or +15 bonus to the attackers OB.

ATOMIZER: Looking like a tiny laser pistol, any creature struck by a bolt from an atomizer must make a Resistance Test or be instantly reduced to a pile of smoldering ash. Those who succeed in their Resistance Test suffer an E Impact critical. An atomizer can be fired ten (10) times before becoming useless.

PLASMA PROJECTOR: Resembling a bulky laser rifle, this powerful weapon is capable of firing cones of super hot plasma of up to 20 m. Anyone caught in its blast suffer a regular Laser Rifle attack but the Critical result is read from both the Impact and Fire critical tables. A plasma projector can be fired up to ten (10) times before becoming useless.

FREEZE RAY: This hand-held laser pistol fires a blue beam of paralyzing energy. Anyone struck by it must make a Resistance Test or be unable to move for one hour (6 turns).

INFINITE POWER CELL: This power cell can be used in any laser pistol or rifle. It allows the weapon to be fired indefinitely without needing to be reloaded.

STAR SWORD GEM: These rare gems may be installed in the hilt of a Star Sword. Once installed, they provide a +5 bonus to any attack rolls made when wielding the weapon.

20.4 Miscellaneous Items

ADRENALINE BOOSTER: These small patches can be applied to the skin for a quick boost of energy. They last for 10 rounds. During that time the user’s Mental Focus skills are increased by +25. They are expended with each use.

A.I. PROCESSOR: These rare chips can be installed into a stunt fighter or light transport, giving the vehicle a basic artificial intelligence. The vehicle will respond to the owner’s voice commands. The starship in which an A.I. processor is installed can pilot itself and even fire its own weapons with a Targeting of +5.

CHANNELING STONE: These mysterious artifacts enhance the Meditations and Gifts of Star Knights and Alien Mystics. Each channeling stone has a level associated with it. When a Star Knight or Mystic is carrying one they may cast one extra Meditation or Gift without expending any PP each day.

CLOAKING DEVICE (Personal): A small ring of metal worn on the finger that, when activated, renders the target completely invisible to both human senses and technological scanners. It operates for up to 1 hour per day before needing 24 hours to recharge.

ENERGY DISRUPTOR: These small boxes radiate a field that prevents any laser pistol, laser rifle, or Star Sword from functioning within 20 m of the disruptor.

INTERROGATION COLLAR: Any individual wearing an interrogation collar is compelled to tell the truth. They must succeed in a Resistance Test in order to knowingly lie while wearing it.

JET BOOTS: These function as a standard jet pack, but are worn on the feet and can operate indefinitely.

MEDICAL VAT: This giant cylindrical tube is capable of holding a living creature and is filled with a viscous liquid. Any creature lowered into a medical vat heals at 10 times the standard rate.

PHEROMONE SPRAY: This body spray causes subtle changes to the wearer’s pheromones, making them seem more likeable to other sentient beings. After being used, pheromone spray grants a +5 bonus to any skill tests used to exert social influence for the next two hours.

PARTICLE BEAM PISTOL: This laser pistol fires a focused beam of energy that destroys almost any armor it comes into contact with. It ignores all protection provided by personal armor and shields.

WARP GATE: These massive circular gates float in the middle of space and are easily large enough to pilot a dreadnought through. They always come in linked pairs. Passing through one of them immediately transports the vehicle and all its occupants to the location of the other warp gate.

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