

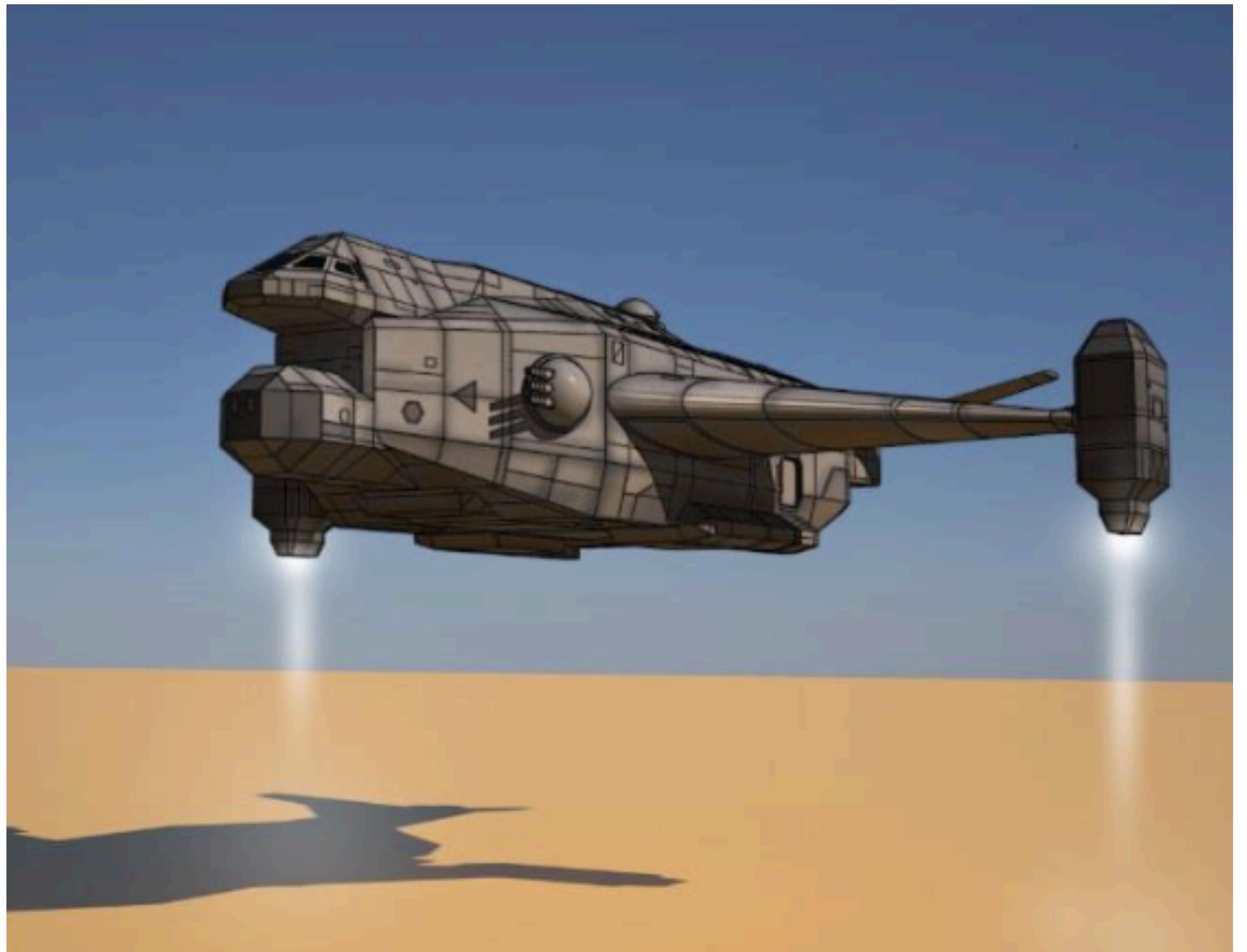
# **These Stars Are Ours!**

**New Player Briefing**  
**Revision 2**

**Science Fiction Role Playing Game using Cepheus Engine Rules**

# DISCOVER THE 23RD CENTURY TERRAN BORDERLANDS!

- 2260 AD: the immediate aftermath of the Terran Liberation War against the mighty Reticulan Empire and its many thralls
- You probably fought in the war. At the very least, it deeply affected your life.
- For the first time ever, humanity has its own territory, **The United Terran Republic (UTR)**
- Information travels no faster than starships, which is 1 to 3 parsecs per week in “jumpspace”



# Game History and Background

- Classic Traveller, 2nd Edition (1981) was resurrected as...
  - Mongoose Traveller, 1st Edition (2008) which led to...
  - Cepheus Engine (2016) which was used to power...
  - These Stars Are Ours! (2017)
- 
- Game design feels OSR, with a few modern elements

# Differences From D&D Style Games

- Characters and rules are supposed to be more realistic
- No character classes, no levels
- PCs are formed from time in a career, before play starts
- Characters more like normal people than superheroes
- Combat can be very deadly
- Tends toward sandbox campaign play

# Books to Have

- **Cepheus Engine SRD** (base rule set with no setting)
  - HTML rules are free: <https://www.offenspace.com/cepheus-srd/index.html>
  - PDF format is “pay what you want” on DriveThruRPG by Samardan Press
  - Printed version is \$14 to \$20 on DriveThruRPG by Moon Toad Publishing
- **These Stars are Ours!** (setting and new rules)
  - PDF and printed versions are available on DriveThruRPG
  - Stellagama Publishing for \$11 to \$40

# Game Mechanics

## Cepheus Engine

- Uses only 6-sided dice
- $2D = \text{roll } 2d6 \text{ and add them together}$ 
  - the higher the better
  - 8+ means success
- The basics of a character are just two things
  - Characteristics: “stats”
  - Skills: 0 = some familiarity, each point is about 2 years of experience/training



# Skill Checks

## Cepheus Engine

- 2D + skill level + characteristic modifier + difficulty
- If that adds up to 8+, you succeed
- If you roll 14 or greater somehow, you get exceptional success
- Using a skill you don't have, you get -3 penalty

**Table: Characteristic Modifier by Score Range**

Score Range	PseudoHex	Characteristic Modifier
0 through 2	0-2	-2
3 through 5	3-5	-1
6 through 8	6-8	+0
9 through 11	9-B	+1
12 through 14	C-E	+2
15 through 17	F-H	+3
18 through 20	J-L	+4
21 through 23	M-P	+5
24 through 26	Q-S	+6
27 through 29	T-V	+7
30 through 32	W-Y	+8
33 or higher	Z	+9

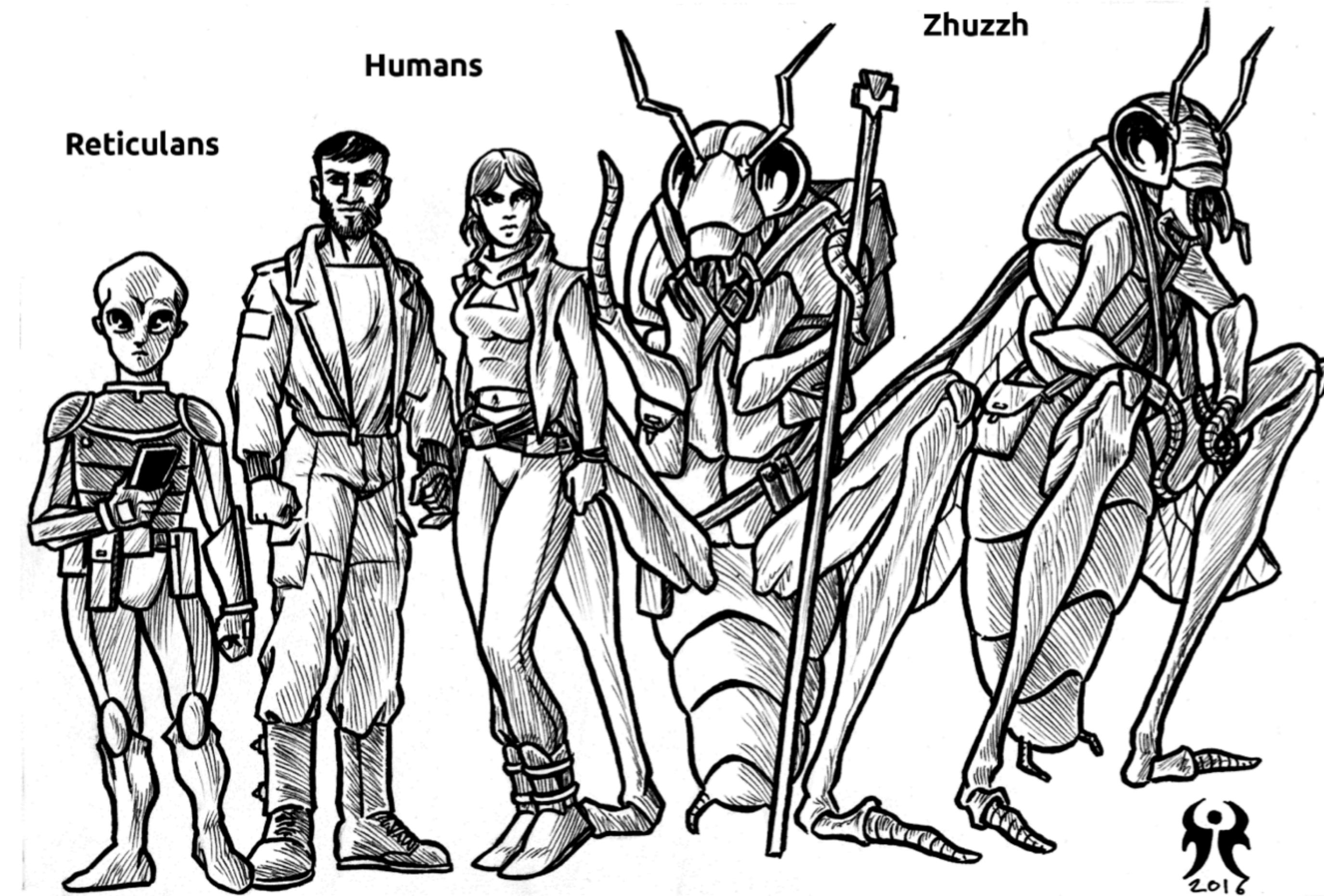
**Table: Task Difficulties**

Difficulty	DM
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6

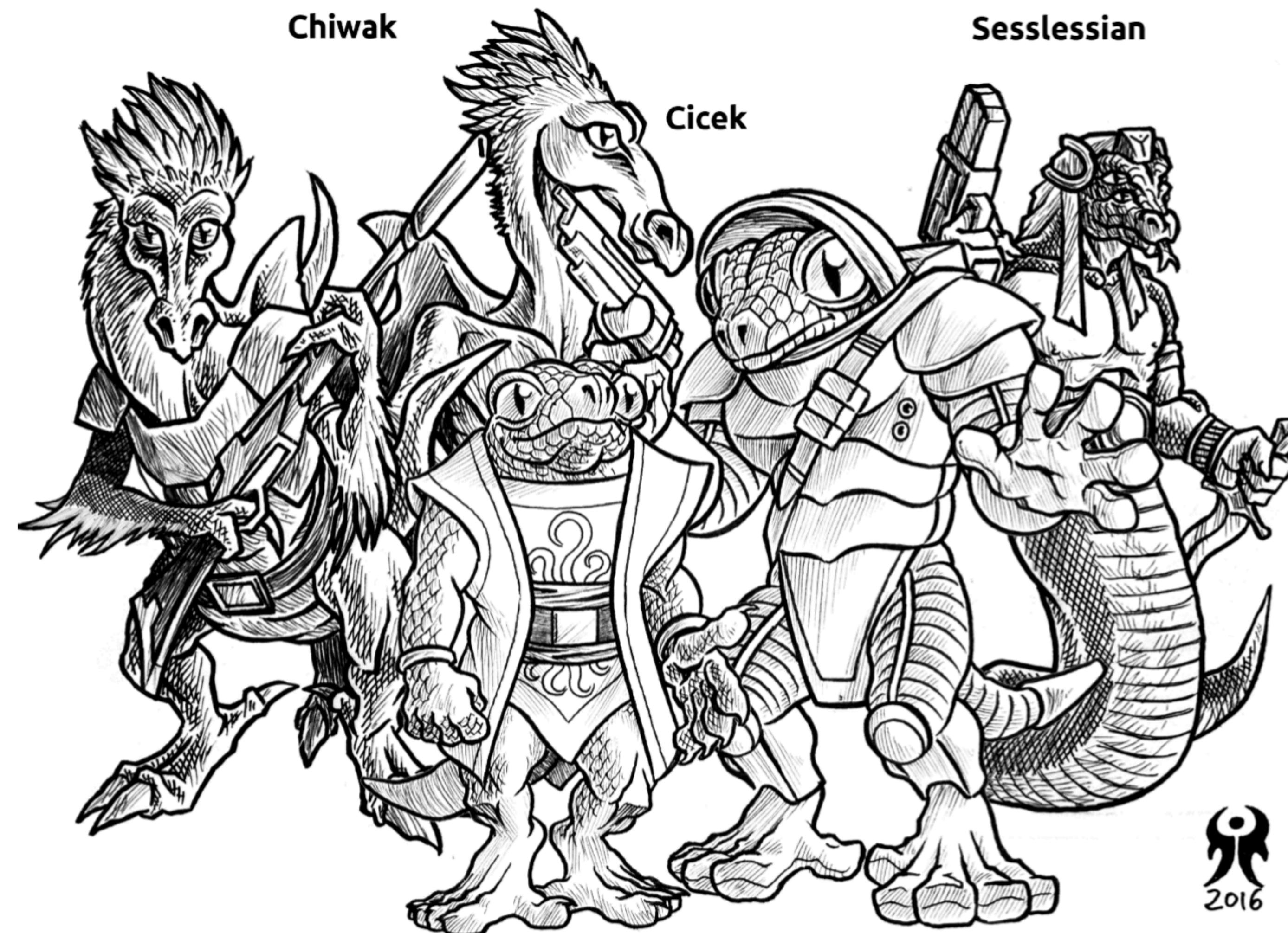
**Table: Degrees of Success**

Effect Range	Degree of Success
-6 or lower	Exceptional Failure
-1 to -5	Failure
0 to +5	Success
+6 or higher	Exceptional Success

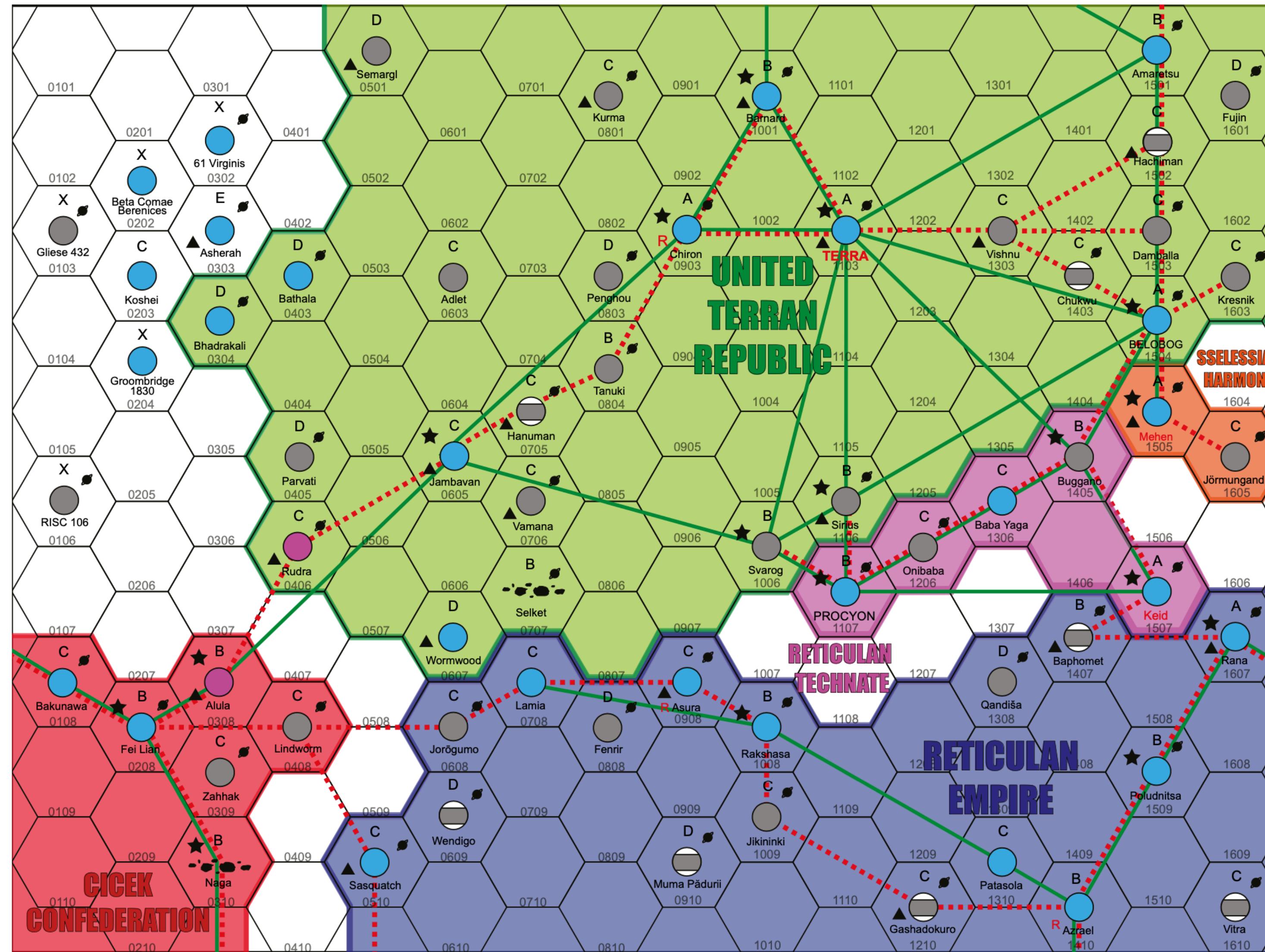
# Known Intelligent Races



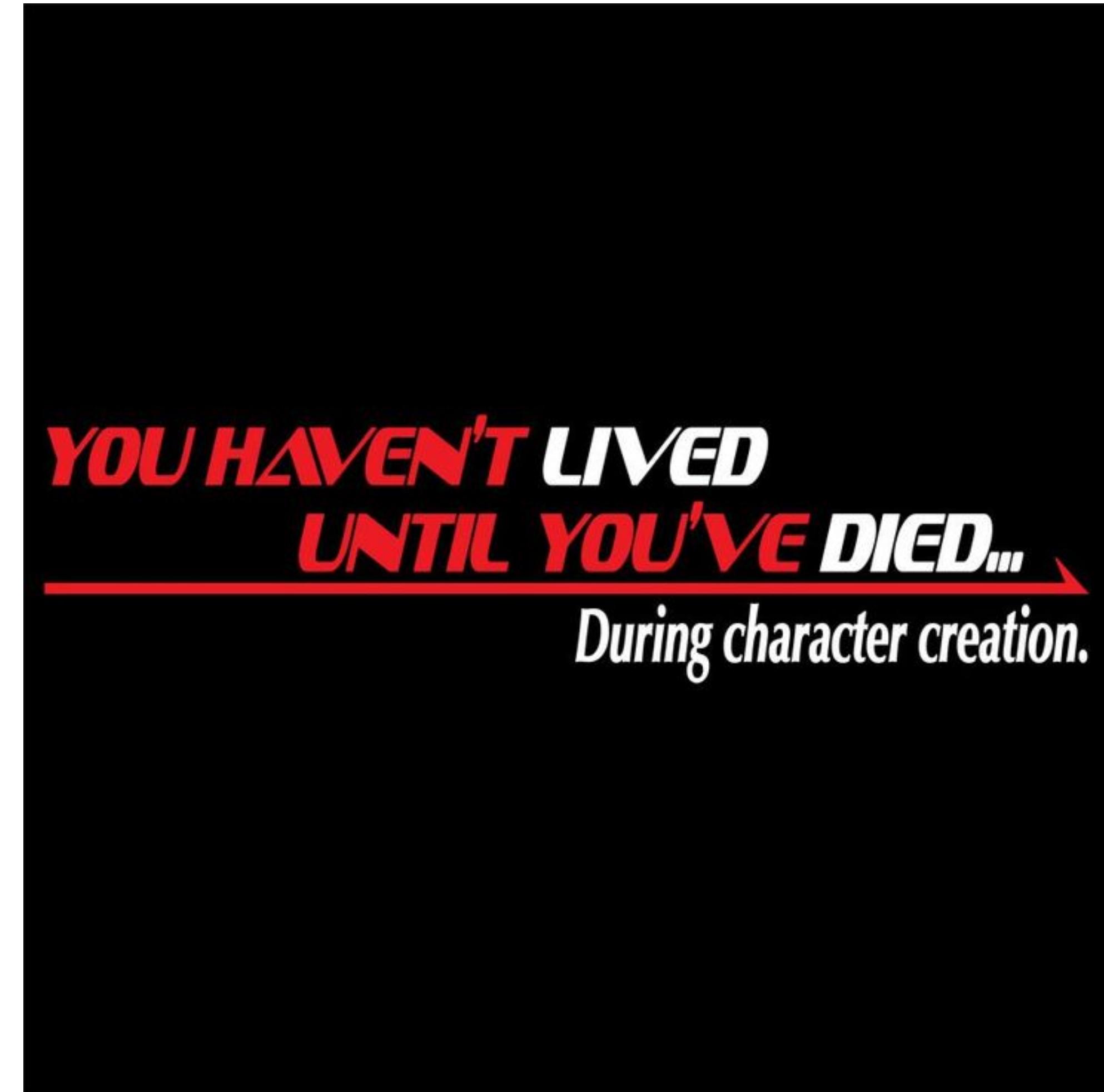
# More Known Intelligent Races



# Your Region of the Galaxy



# And now, the infamous character generation mini game...



# Character Creation Rules

- **House Rule:** Every PC is Terran (the game allows alien PCs, but I don't)
- We will use the **advanced character creation rules**, which means:
  - You may use the Going for the Glory rule: Take negative DM on Survival roll in exchange for positive DM on Event skill check or characteristic roll
  - Roll one event/mishap each term, after rolling Survival, but before rolling Advancement or Commissioning
  - You are eligible to receive a medal or decoration from the United Terran Republic if you roll well during an event or are injured in the military
- Roll Characteristic Scores as 2d6 straight down the list
- **House Rule:** Replace any characteristic with A (10)
- **House Rule:** You may ignore one failed Survival roll, at the cost of replacing your 10 characteristic with 2D6
- A = 10, B = 11, C = 12, etc.

# Just Because You're Human

- Every Terran learns two free skills due to basic militia training as a teenager:
  - Melee Combat-0
  - Gun Combat-0

# Background Skills

- You also get some free skills at level 0 at age 18
- Choose 3 + your Education DM, if positive (1 or 2)
- Take Homeworld Skills first, then choose Primary Education Skills

# Homeworld Details

- Choose one of these three worlds as your homeworld:
  - Terra (High Population, High Technology, Industrial) = Streetwise-0, Computer-0, Broker-0 (choose at least 2)
  - Jambavan (Agricultural, High Technology, Garden) = Animals-0, Computer-0
  - Parvati (Non-Industrial, Vacuum) = Zero-G-0
- **Terra A877A46-D, Temperate (Sol d, G2V, United Terran Republic)** - Mother Terra, Humanity's Birthplace – the UTR's capital and the most populous world in Terran space. In the EFA era and during the War, the world suffered from unrestrained industrial development for export to the Reticulan Empire and later for the War effort. Despite the environmental problems and overcrowded cities, jobs are easy to come by in the industrial sector and the overgrown Terran public administration apparatus. Due to overcrowding and environmental instability, many Terrans – nativist attachment to Terra aside – seek new life in the colonies. As most Terran voters live on Terra and its sister-worlds in the Sol system, anyone seeking a career in larger-scale Terran politics eventually comes to the Motherworld. The UTR government itself does not reside on Terra but rather at Unity City in the L3 point between Terra and the moon.
- **Jambavan B6877A9-D, Temperate (WX Ursae Majoris b-1, M2V M6V, United Terran Republic)** - Jambavan is a highly habitable Terran second-generation colony and the informal capital of the Spinward frontier. During the War, it managed to avoid significant orbital bombardment but it did suffer a large-scale Reticulan ground invasion. The man who led the resistance and pushed the Reticulans back to the stars was General Yosef Rabus of the Terran Guard. His popularity as the Hero of Jambavan catapulted him into the office of Planetary Administrator and now he treats this world as his personal domain. Rabus has a growing tendency to abuse his power and knows very well that the locals will let him get away with many authoritarian acts due to his reputation. His unpopular political opposition claims that he also skims the generous reconstruction budget and plays favorites with various contractors, but he adamantly denies such claims and considers them to be personal slander and political muck-racking.
- **Parvati D400485-A, Temperate (Gliese 408 c-4 M3V, United Terran Republic)** - During the early War, Parvati was a secondary waystation in the "Cicek Run" from Terra to Fei Lian. In later stages of the War, however, Rudra eclipsed Parvati as a transit station, and the local starport fell into disuse. The current population engages in small-scale mining operations, exporting raw ore to Cicek space. This remote world, however, makes an ideal hiding spot for pirates and smugglers, as naval presence amounts to monthly visits by a Patrol Frigate and much rarer "showing of the flag" by a Light Cruiser. While this illegal activity hardly reaches that of Lindworm, Parvati is still a hotbed for interstellar outlawry and all sorts of illicit trade with the anarchic Cicek.

# Primary Education Skills

Admin-0

Advocate-0

Animals-0

Carousing-0

Comms-0

Computer-0

Electronics-0

Engineering-0

Linguistics-0

Mechanics-0

Medicine-0

Sciences-0

Steward-0

Vehicle-0

# Your Guidance Counselor

- Now you're 18 and you have some basic skills at level 0
- It's time to choose a career!
- Choose, then roll to enlist. If you fail, you have to choose to either be a Drifter or get drafted.
- Lots of careers to choose from - some civilian, some military
-  = PCs with this career have a chance to start play with a starship

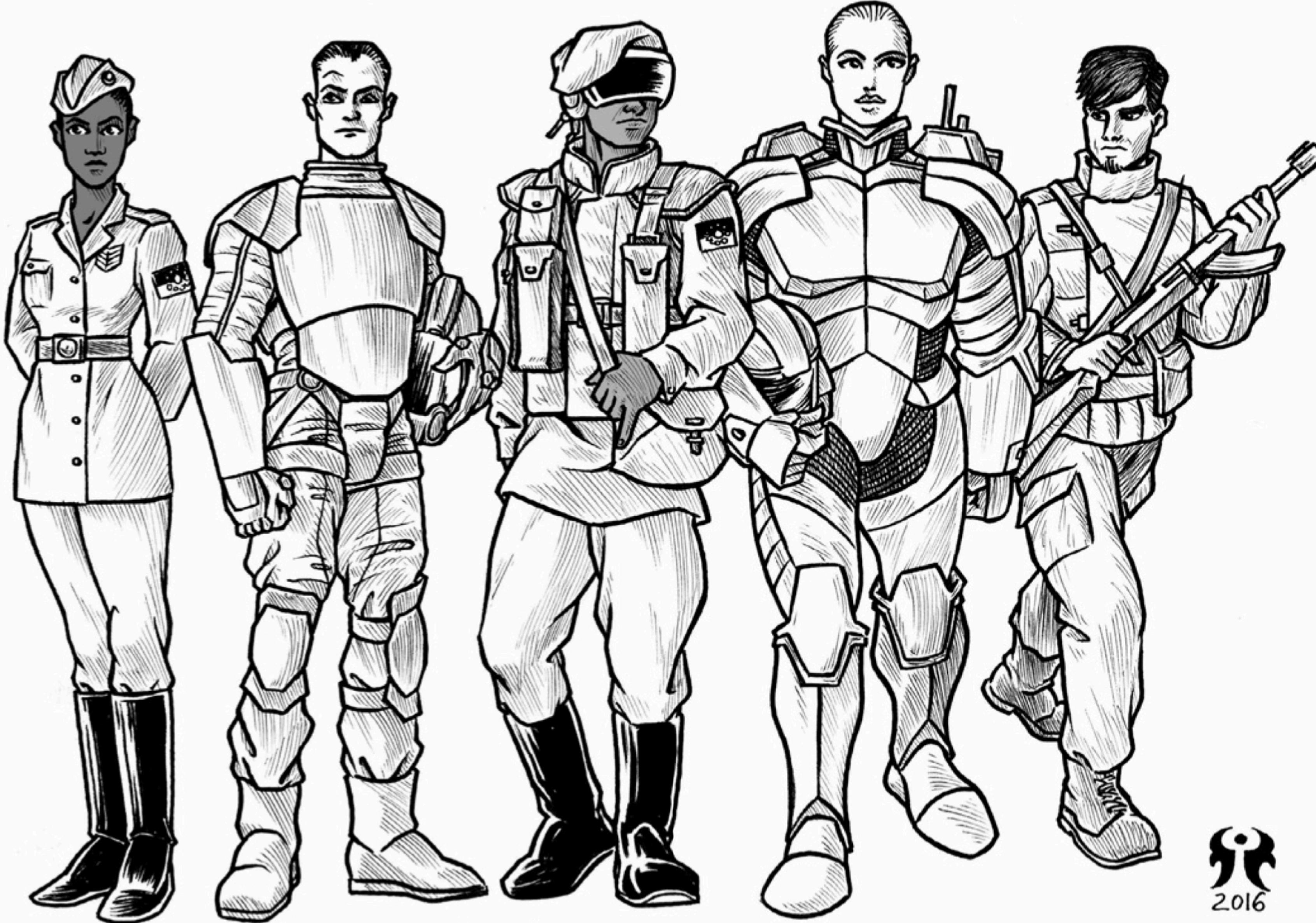
**Terran Navy**

**Naval Infantry**

**Terran Army**

**Terran Guard**

**Colonial Militia**



# Careers

- The next three pages list all the careers allowed in this campaign
- The first page is from the base Cepheus Engine rules
- The second and third pages are from the TSAO rules

# Cepheus Engine Careers

- Athlete (CE33) – You have achieved celebrity status for your proficiency in sports or other forms of physical exercise.
-  Belter (CE33) – You explore asteroid belts and airless worlds in search of mineral deposits and salvageable material for profit.
- Bureaucrat (CE33) – You are an official in a government department, charged with following the details of the administrative process.
- Colonist (CE35) – You have moved to a new world or settled in a new planetary colony.
- Diplomat (CE35) – You work for a planetary or interstellar government in conducting official negotiations and maintaining political, economic, and social relations with another polity or polities.
- Drifter (CE35) – You continually move from place to place, without any fixed home or job.
- Entertainer (CE35) – You have achieved celebrity status for your proficiency in publicly entertaining others.
-  Hunter (CE35) – You kill or trap large game, almost always large terrestrial mammals, for meat, other animal by-products (such as horn or bone), trophy, or sport.
- Physician (CE37) – You are skilled in the science of medicine and are trained and licensed to treat sick and injured people.
-  Pirate (CE39) – You attack and steal from interplanetary and interstellar ships in space.
- Rogue (CE39) – You make your living through illicit, or illegal, means.
- Technician (CE39) – You are skilled in mechanical or industrial techniques, or in a specific technical field.

# TSAO! Careers, Part 1

- CRC-8/16 – You are a member of the Committee on Reconnaissance and Counter-Reconnaissance (CRC) Department 8 or 16; Terra's intelligence unit tasked with hunting down pro-Reticulan infiltrators and protecting the UTR from internal (CRC-16) or external (CRC-8) threats. Characters may select either the CRC-8 or CRC- 16 department and may transfer between departments at the end of any term with a Qualification roll. The differences between the departments are only important when using the optional Event tables below.
- CRC-32 – You are a member of the Committee on Reconnaissance and Counter-Reconnaissance (CRC) Department 32; Terra's psionic intelligence unit used to hunt down pro-Reticulan infiltrators and perform other government and military intelligence activities.
-  Elite – You are one of the movers or shakers of society; a corporate executive, celebrity, or government official.
-  Merchant – You crew the ships of the huge trading corporations, work in the Terran Merchant Marine, or work as an independent free trader, carrying cargo and passengers between worlds.
- Psychic Research Institute (PRI) – You are psion that works in non-military situations. You use your abilities to better humanity. The PRI was not formed until 2245; prior to that date, all PRI members were part of CRC-32. Transfer from CRC-32 to the PRI was automatic for anyone with a PSI strength lower than 8.
-  Scout – You explore the galaxy, discovering new worlds to settle and contact new alien races or lost human colonies. Scouts have no formal rank structure and may roll two skills per term.

# TSAO! Careers, Part 2

- Terran Army – You are a member of the UTR armed ground forces; a soldier dealing with planetary surface actions, battles, and campaigns. You either served in a local planetary army or in an expeditionary unit sent to fight on other worlds.
-  Terran Guard – You were one of the elite, volunteer forces that formed the wartime assault echelon of the UTR Army. You received advanced training and equipment to assault planetary targets from orbit. The Terran Guard was merged with the Naval Infantry in 2259 to form the new Terran Marines.
-  Terran Marines (only available the very last term) – You are a member of a new military force, just created last year by merging the Terran Naval Infantry and the Terran Guard.
-  Terran Naval Infantry – You were one of the armed fighting forces aboard naval starships. You dealt with boarding actions in space, defended starports and bases belonging to the Navy and supplement ground forces such as the army or Terran Guard. In 2259, the Naval Infantry was merged with the Terran Guard to form the Terran Marines.
- Terran Navy – You are part of the UTR Navy fighting against humanity's enemies and patrolling the space between the stars. You protect humanity from foreign powers and lawless elements in the interstellar trade routes.
- Terran Police – You are a law enforcement officer. You keep the peace, and protect and serve the citizens. While each member world of the UTR has its own police force, the Ministry of Justice coordinates activities between jurisdictions.

# Once You Choose

- Use the character creation checklist
- It's a complicated process:
  - Some of the TSAO rules depend on CE rules
  - Some of the CE rules are modified by TSAO rules
  - You'll need both books handy to make this work, because you'll be flipping back and forth the whole time

# **Begin!**