

STEVE JACKSON AND IAN LIVINGSTONE

ADVANCED
FIGHTING
FANTASY

STELLAR ADVENTURES

BASED ON THE ADVANCED FIGHTING FANTASY RPG



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GAMES

GRAHAM BOTTLEY
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Arion Games

Stellar Adventures

Based on the Advanced Fighting Fantasy
Roleplaying Game

By Graham Bottley

*Incorporating elements derived from the original
Advanced Fighting Fantasy books written by Marc
Gascoigne and Pete Tamllyn*

This book provides a complete Science Fiction
Roleplaying game featuring starships, aliens,
lasers, robots and much, much more.

The game system is fast and easy to play and
provides a huge number of options to allow
almost any style of game, from gritty alien
hunting on derelict spacecraft to deep space
exploration to desperate rebels fighting an evil
space empire.

Rules are also provided for vehicle and starship
construction, alien race design, psionic powers,
robot types, starship crews and setting design.

So take this book and get out there to explore the
galaxy!

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STELLAR ADVENTURES

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Stellar Adventures is a Science Fiction Roleplaying game inspired by the SciFi-based original run of Fighting Fantasy gamebooks and also by many, many different movies, books, roleplaying games and even video games. Because of this wide range of influences, we have not designed Stellar Adventures with a single play style in mind, rather it is a toolkit game.

With this ruleset you can run games focussed on stellar marines exploring a dead alien space ship, the crew of an advanced exploration ship pushing the boundaries of known space or a small crew trying to make a living trading goods and transporting passengers. You could even run a game of postapocalyptic survival or massive fighting robots.

The style of game chosen will of course affect the types of Heroes that can be created, the equipment available and the challenges posed. A convenient way of framing this is using Tech Level. This Tech Level could be applied to the entire campaign or could be applied to a particular planet or sector. Thus even in a Hi Tech campaign, the characters could still encounter a Basic Tech planet with a fantasy or medieval type society.

Basic

This technology level is pre-modern. That of course could mean anything from stone age up to 1900's but tends to exclude any form of computing, advanced engines and flight etc. This level is unlikely to be used for a whole campaign (it would exclude the vast majority of the rules for one thing!) but could certainly be applied if the characters encountered a medieval, fantasy or even western world.

Low

Settings with this near-future technology level have advanced firearms but no lasers or blasters. There is body armour, but it is not powered, and there are no deflector shields. There may be space travel, but there is no faster-than-light so the campaign will be set within a single star system. Cybernetics will be available but expensive.

This setting will be suitable for gritty "Soldiers explore ancient space derelict", "Cyberpunk" or "Post-apocalyptic road wars".

Medium

This setting technology level will have FTL travel, although it may still take some time to travel between star systems. There will be ship mounted deflector shields and both vehicle and personal laser weapons. There will be robots and basic AI computers.

This tech level could be used for a "Space Traders" type game or many other "standard" scifi settings.

High

This setting will have far-future technology such as wormhole drives that enable rapid travel between star systems, personal deflector shields, synthesizers able to create almost anything with a single voice command, ship to surface teleporters and both ship-mounted and personal cloaking devices. This type of game would emulate the "Starship Traveller" gamebook very well.

As with all aspects of this, the descriptions are not absolute or fixed. It is perfectly possible to have a High Tech setting with no cloaking devices, teleporters or food synthesizers. It is equally possible to have a low tech campaign with no lasers, but still having deflector shields and stunners. It is for the Director to determine what fits and what doesn't.

The default Tech levels are:

Throughout the rules, there will be guidelines as to which equipment/options etc suit which Technology Level, although as mentioned above a Director should be free to mix and match to suit their own particular vision.

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CHAPTER ONE - HERO CREATION

This is where you start to get into the game proper and learn how to create a Hero, use the rules and take part in the roleplaying experience.

Even if you're an old hand at gaming and Advanced Fighting Fantasy, you'll want to read this chapter. Though much of this material will be familiar to you, there have been a few changes made to the fantasy AFF rules to suit the science fiction genre.

The Hero

This character will be their persona in the adventure, the "role" they play. It is important that the player creates a Hero who fits in with the adventure and will be fun to play. Creating a scientist character from a university world for an adventure set almost exclusively on a war-torn planet where only soldiers are needed might not work so well! Similarly, if every Hero is a pilot specialising in starships, the party may struggle to survive in a hollow asteroid full of alien monsters.

Character Concepts

When creating a Hero, it is important to discuss what kinds of characters will suit the game you are about to play with both the Director and with the other players. These character ideas are known as 'character concepts'.

Concepts can be taken from Fighting Fantasy gamebooks, science fiction literature, movies, comics, etc. A concept not only covers what kind of character the player is going to play, but also the basic personality of the individual, where they come from, and why they are adventuring.

So, for example, let's say you're creating a character who's going to be taking part in a high-octane adventure full of laser fights and starship battles. Your first choice might be a soldier or a combat pilot, so you'll have to decide who they are and why they're fighting. This gives your character a little depth and some focus that can be expanded upon as the game progresses.

Let's have a look at that soldier. Perhaps he was born on a world where war is constant – maybe they've been invaded by an alien force or been taken over by their own machine creations – so how would that affect him as a person? Would he be gruff and nasty, or weary and negative? Let's make him world-weary, and all he wants is a little land he can call his own and live in peace. This gives us the following concept:

'A world-weary soldier of a star-spanning Empire who knows nothing but conflict and yearns for peace.'

So, instead of just having a large guy with a laser gun you've got a character with a little bit of personality, a history and a goal to reach. This doesn't have to fully define your character and can change as the game progresses, but it gives you a starting point to begin with and adds some depth to the numbers on the character sheet.

But you might want to also think about other people in that war – what about the medics? The civilians caught up in the conflict? The people on the outside of the war looking in, such as reporters and mercenaries? There are plenty of concepts to choose from.

Other concepts might include:

An unruly smuggler looking to make a fast credit – or maybe even go straight.

A proud scientist from a respected seat of learning trying to prove a ridiculed theory.

An excitable explorer searching the stars for knowledge and maybe glory.

A surly engineer with a crooked past jumping from spaceport to spaceport looking for work.

A nervous psychic from a Psionics School, either exploring the galaxy or escaping from a corrupt organisation.

Designing a concept also helps with the choices you'll make during hero creation, so it's a very handy one-line description to start with. If you're new to this, then don't get too hung up on the concept the first few times you play. It's easier just to get a character created and the game started.

CHARACTERISTICS

So, you have an idea for a Hero, but that idea, that character, needs some structure, so that you know what they can and can't do.

Every Hero has a selection of Characteristics that tell you what they are capable of, what they know and are skilled at, and how much punishment they can take before they're beaten. These are represented for most Heroes by the three main Characteristics: SKILL, STAMINA and LUCK.

SKILL

This Characteristic tells you what the Hero is capable of mentally and physically. The higher the SKILL score, the faster their minds work, their reflexes are quicker, they have better social skills, and they are more capable of handling themselves in dire situations. Heroes with a high SKILL are capable of much.

SKILL scores are usually anywhere between 4 and 12.

STAMINA

It's all well and good having a high SKILL, but all that fancy derring-do won't mean much if it only takes a couple of blows to knock a Hero on his back. STAMINA is a record of the Hero's ability to take damage and other forms of punishment, and the higher it is the more they can take.

STAMINA scores are normally between 8 and 24.

LUCK

Being highly skilled or having the ability to hold up under pressure might be good things to have, but sometimes good old fashioned LUCK is what you need to get you through the dangers of the universe. LUCK is exactly that, a pool of points that help your Hero along the way, and it can decide fate, change the tide in battle or even save a life. LUCK is incredibly handy but be careful – it does run out.

LUCK scores are usually between 6 and 12.

PSIONICS

Don't worry too much about PSIONICS for now. These are optional special powers, talents of the mind, and have their own part to play in certain games. Right now, if you're creating a straightforward Hero, you needn't concern yourself with these powers.

But if you do want to know more, head over to the special PSIONICS chapter. If you are playing a Psionicist, you will probably want to either read through that chapter before creating a character or else discuss with your Director.

TECH

This characteristic is also an optional one applied only to Robot characters. Again, you need not worry too much about this one now. This Characteristic is described fully in the ROBOTS chapter.



Every new Hero is given the following scores in every Characteristic;

SKILL:	4
STAMINA:	8
LUCK:	8
PSIONICS:	0
TECH:	0

Right now, your Hero doesn't look that tough, right? A fairly low STAMINA means that she cannot take that much punishment, but this score won't stay this way. The low SKILL and LUCK scores will need improving if you're going to have any hope of surviving the stars. The 0 in PSIONICS means that your character cannot use any form of Psionics whatsoever.

Each Hero can now be tweaked to suit whatever type of character the player wishes to play. Every character receives 8 points at this stage which can be assigned according to the following rules:

SKILL can have up to 3 points assigned to it.

STAMINA can have up to 5 points assigned to it, but each assigned point increases STAMINA by 2.

LUCK can have up to 3 points assigned to it.

PSIONICS can have up to 7 points assigned to it.

If you have assigned any points to your PSIONICS characteristic, you can now calculate your PSI points. Multiply your PSIONICS score x 3.

Characteristics will be increased as the Hero gains in experience during play.

SPECIES

The race of a Hero can make a lot of difference to the skills and abilities of a character, but the science fiction genre opens up so many avenues for so many species it would be difficult to list them all, and would probably take another book bigger than this one!

There are no established races other than Human in the Stellar Adventures game, but that doesn't have to stop you from interpreting or designing an alien race of your choice (rules for this are given in Chapter 8). Alien races will be varied and vastly different, from humanoid beings that appear to have had rubber attached to their faces, to creatures that defy the laws of physics, or even reality, and may be made of pure energy or gas...

Okay, so not every alien would be playable, and I can imagine a gaseous alien being difficult to control for both the Director and the player. When it comes to designing an alien, or choosing an alien race to play, the Director and the player need to sit down and decide what works best for the game.

Many games will not even have playable Alien races. For the purposes of standard Hero creation, we will assume all characters are Human. As such, Human characters receive a bonus of +1 to their LUCK score.

SPECIAL SKILLS

Now that the Hero has scores in the Characteristics, it's time to find out what they can do. Each Hero has a particular set of skills they are good at, skills that they have perfected over time through experience or training, and these skills are what make the Hero unique. A group of Heroes, also known as groups or adventuring parties, usually specialise in different areas to give the team a much more broad range of abilities to increase their chances of succeeding in adventures; this isn't a requirement, but it is recommended.

Special Skills give the player the chance to really define the concept of their Hero, to be able to modify the character to suit what they want out of the game, and give them abilities that suit their personality and role in the adventuring party.

Special Skills work quite simply – once the player has chosen a skill, points are put into it, and when the player decides that they want their Hero to do something that involves that skill, then they add the Special Skill score to their initial SKILL score, and have to roll equal or below that score to succeed. So, the higher the score in the Special Skill, the better they are at it.

So, for example, Lisa's Hero Silver has a SKILL score of 7, and she decides to add 1 point to the 'Swim' Special Skill. When she has to make any rolls involving swimming, she adds her 'Swim' score of 1 to her SKILL score of 7, making 8, and she has to roll equal to or less than 8 on 2 six-sided dice to succeed. Silver's not a bad swimmer! Without the Special Skill, we would just roll against SKILL.

Choosing and increasing Special Skills is quite easy. Each player can choose three Special Skills to start with at 2 points, and another six Special Skills to start at 1 point.

So, for example, Lisa has decided that she wants Silver to be the outdoors type, a person from a forested world where a lot of time is spent in the wilderness. She decides to choose four of her 1 point Special Skills into Light Firearms, Acrobatics, Swim and Planetary Navigation, and as she wants to have a good skill in piloting she chooses Pilot-Air as one of her 2 point Special Skills, so she can manage aircraft and 'copters. She must still choose another two 1 point Special Skills and another two 2 point Special Skills.



Listed below are the Special Skills available to your Hero; you'll find more about how they can be used below and in the Rules chapter.

- Acrobatics
- Animal Skills
- Armour
- Astronavigation
- Awareness
- Bargain
- Brawling
- Bureaucracy
- Communications
- Computers
- Dodge
- Engineering
- Etiquette
- Evaluate
- Firearms - Heavy
- Firearms - Light
- Firearms - Vehicle
- Languages
- Law
- Leadership
- Medicine
- Melee Weapons
- Pilot - Air
- Pilot - Ground
- Pilot - Space
- Pilot - Water
- Planetary Navigation
- Psionics
- Ride
- Science
- Sensors
- Sneak
- Starship Gunnery
- Survival
- Swim
- Thrown
- Trade Knowledge

Acrobatics

Need to leap that gap? Twist out of the way of that falling support strut? Perhaps you have some zero-gravity work to do and you want that extra peace of mind, that ability to keep yourself upright in a universe with no 'up'. The Acrobatics skill enables Heroes to make short work of climbing, tightropes and swinging across chasms with a friend in their arms.

Animal Skills

Despite the prevalence of robots, technology and vehicles, there are still an awful lot of animals out there in the galaxy. A trading ship may need to transport livestock, an exploration ship may encounter wild alien animals, or it may even need to be necessary to look after animal mounts. This special skill will provide the confidence and training to do all of these things.

Armour

The introduction of more and more powerful weapons has in turn driven the development of better and better armour to protect the soldiers and mercenaries of the galaxy. This armour ranges from a simple armoured vest to full powered body armour weighing a ton or more. This special skill represents training in wearing and using this armour effectively.

Astronavigation

Space is big, even bigger than you can imagine, and travelling across it can be a difficult and daunting thing. If you have a starship, you'll want to make sure it's pointed in the right direction across a star system, a star cluster or even an entire sector of space. The Astronavigation skill makes sure that the starship gets from point A to point B, and doesn't fall into a black hole or smash into a star. 'Cause that'd end your trip real quick.

Awareness

This special skill is the perception and intuition of the Hero, used whenever they are searching for something or whenever someone or something is sneaking up unattended.

Bargain

There are plenty of ways to bargain; with cash, a well-structured argument or even just a flashing smile. Not all situations call for a blaster or a punch, and talking your way out of a problem can lead to a much calmer resolution, with no need for all that shouting and expensive medical attention nonsense. The Bargain skill helps players negotiate, communicate and – hopefully – get a better deal out of the situation.

Bureaucracy

The galaxy may be full of high technology, aliens, robots and starships, but there is still paperwork to be done and forms to be filled out. Landing at a secure starport, obtaining spare parts, bypassing space station security or any other official function can all make use of this special skill.

Brawling

It can be a nightmare when you've lost your gun or dropped your laserblade, and when that happens it's down to good 'ol fists and kicks. Use the Brawling special skill when involved in any type of hand-to-hand combat, whether unarmed or wielding a makeshift weapon.

Communications

Picking up an off-the-shelf communicator and having a chat with a friend in the same city is easy, and even small children can do it. However, operating starship or vehicle communications systems across long distances, opening a hailing frequency with an unidentified vessel, or tracking the source of a distress signal all require specialist training. Hence this special skill!

Computers

Digital tools dominate the future, and being able to use, program and even repair computers is a must. The Computers skill allows Heroes to use these important machines, as well as repair and refit them, program them to do their bidding and, if the situation calls for it, hack into them and change things around a little. This doesn't just apply to the machines fitted to your ship, or the hand-held computers you use – this covers all digital constructs, including robots.



Dodge

Armour is very useful when in a firefight with enemy troopers, but many prefer to avoid getting hit in the first place. This special skill can allow a Hero to reduce or even avoid damage altogether by the simple expedient of not being where the shot is aimed!

Engineering

Every machine needs to be looked after, and it's often said that a well-oiled engine runs best. Engineers are an important part of society as they are on hand to replace that blown energy converter, bang that hull plating back into shape or jury-rig that plasma coupling. Giving the Hero the ability to work on any vehicle be it land, sea, air or space, the Engineering skill keeps the party flying.

Etiquette

Social skills and knowing just how to behave are probably even more important in the future than in the past. Exploration ships will need to follow local customs, traders will need to keep the local merchants happy, and anyone in official service will need to keep their superiors happy!

Evaluate

A Hero finds a derelict spaceship floating in space. It can easily be salvaged and taken to the nearest starport, but what is it worth? How about that large pile of robot parts found at the enemy base? What about those data chips? This special skill allows a character to have a good guess at the value of almost anything on the open market, although without appropriate information it is only likely to be a rough guess.

Firearms - Heavy

Conflict is inevitable, and sometimes it gets big, so this special skill covers the use of large weapons, such as rocket launchers, heavy machine guns, heavy lasers and anything else that inflicts a lot of damage and needs to be hefted by the user due to its size and weight. Basically, if the weapon is bigger than you are, it's a heavy weapon.

Firearms - Light

Covering pistols, rifles and launchers of all kinds, the Firearms - Light special skill gives the Hero a much better chance of bulls-eyeing that target. If it shoots needles, bullets, balls of yellow light or beams of explosive energy, and you can hold it in one hand or put it to your shoulder, then this skill improves your chances of hitting.

Firearms - Vehicle

Not all weapons can be hefted, some have to be mounted to a vehicle, and this skill allows a Hero to use them. Whether it's a cannon mounted to a truck in a post-apocalyptic wasteland, a weapon under the wings of a scramjet fighter or a turret on a base, this skill gives you a much better chance.

Languages

Many science fiction settings use universal translators to help different races communicate, or by some amazing turn of luck it just so happens that most species speak English, but it's assumed that all Heroes begin with the ability to read and write the common language. But, for those Heroes who want to expand their linguistic skills, for every point they put into the Language Special Skill, they can speak and read one extra language of their choice.

Law

Although the vast majority of the galaxy is empty space, most of it belongs to someone. And these empires, federations or system governments all have their own laws. Whether it is a ban on fast flying or the open carrying of weapons, it can be very important to know these laws to stay out of trouble.

Leadership

When bargaining doesn't work, there's the simple command. The Leadership Special Skill is for those Heroes who want to take control, who want to make sure that what they want to happen happens, and to make sure that those following them obey orders. But be careful, and don't rely on this too much – one failed roll too many may turn those you were supposed to be leading against you.

Medicine

When the dust settles and the bullets stop flying, there's bound to be those few who came off worse than others, and those people will need medical attention. The Medicine skill gives Heroes the ability to heal between... 'incidents'. From a sprained wrist to an open wound, from a headache to a disintegrated limb, you can trust him – he's a doctor.

Melee Weapons

Fists and blasters are fine, but sometimes you just want to save your ammo or the skin of your knuckles and just bash someone over the head. The Melee special skill gives Heroes a better chance of landing a landing a blow with an iron pipe, a sword or a laserblade.

Pilot - Air

Vehicles that fly, but cannot break orbit and escape a planet's atmosphere, require a special skill to pilot. The Pilot - Air skill gives the Hero the ability to fly both fixed- and rotary-wing aircraft as well as aircars and the like, and even pull off death-defying stunts or dodge incoming fire.

Pilot - Ground

Another vehicle skill that enables Heroes to drive motorbikes, cars, vans and trucks, whether they have wheels, tracks, legs or hover-energy projectors.

Pilot - Space

This is the skill most budding space jocks want. What could be better than blasting through space at a million miles an hour, atop an big metal bullet packed propelled by enough energy to destroy a city? Whether it's a small one-man fighter, a freighter with a small crew or a huge star-destroying warship, the Pilot - Space skill will get you where you need to go.

Pilot - Water

Sailing boats, powerboats, solar-powered catamarans or submarines – if it gets wet, you can handle it. The Pilot - Water special skill gives Heroes some serious sea legs.

Planetary Navigation

This skill enables the Hero to find their bearings and accurately judge their position on any world if they have access to star charts and longitude/latitude data. This is helpful on newly-discovered alien worlds that have not yet been properly mapped or have satellites to aid navigation. It's always nice to know where you are.

Psionics

This special skill is actually multiple special skills. Each specific Psionics power requires the purchase of a different skill. Players should consult both the Director and the Psionics chapter to determine which Psionics skills can be purchased.

Ride

A four-legged equine, a domesticated bovine, a two-legged lizard or a brightly-plumed avian; if you can get a saddle on it, there's a good chance you can ride it. The Ride skill enables any Hero to manage a trained animal.

Science

This skill covers the knowledge of a particular branch of science of the Hero's choosing. Each branch covers both the race of the Hero and other races, so choosing Biology would also make the Hero an expert in the biological and physiological details of other known races, automatically making them a xenobiologist.

Due to the need for multi-skilled scientists on missions, a Hero can choose expertise in THREE of the following scientific fields every time this Special Skill is taken at Hero Creation. Each field shares the same score that the player

chose to initially put into their Science SPECIAL SKILL, but each one must be raised separately with experience. Other fields can be learned separately as the Hero advances.

The main areas of expertise are:

Archaeology – the research of historical events through evidence left behind by the people who lived during that time period.

Biology – the study of life and living organisms including structure, evolution and function.

Botany – the study of all forms of plant life, much like Biology above.

Chemistry – the study of the properties of matter and their interaction.

Ecology – the study of the relationships that living organism have with the environment around them and each other.

Geology – the study of any world or planetoid and the structure, formation and stability of that world.

Meteorology – the study of the atmosphere, its composition and weather patterns.

Oceanography – the study of the oceans of worlds, from currents and tides to seaborne creatures and marine ecologies.

Physics – the study of matter, spacetime, energy and force, and astronomy.

Zoology – the study of the ecology, habits, evolution and structure of animals.

Sensors

A Hero can use a hand-held analyser or a starship sensor array with this special skill, allowing them to find out more about items, aliens, planets or whole star systems!

Sneak

From moving silently from one location another, to keeping quiet and still in the shadows, to creeping up behind an unsuspecting enemy with barely a whisper and a big stick, the Sneak skill keeps Heroes out of sight, out of mind and – hopefully – out of trouble.

Starship Gunnery

Firing a weapon in the vastness of space at a small craft traveling very very fast takes some skill and training to be successful. And this special skill is it. Launching missiles or firing a ship's laser both use this special skill.

Survival

When the Planetary Navigation rolls fail and you find yourself lost in the harsh environment of a desert world, or your ship crash-lands on an ice-covered ball of nothing, then you need the Survival skill. This is almost an instinct; no matter how much technology you have, there's always a good chance it will fail, and it then boils down to the basics; starting a fire, building shelter, hunting, even knowing how and when to get out of trouble or avoiding disaster, this is the skill to have to get your Hero out of sticky situations. It can even be used (with the right equipment) to try and survive a hull breach in space...

Swim

From cutting through the water cleanly, to outrunning a sea-bound predator, to enduring the distance, this is the Skill to have (comes in handy when too many Pilot - Water rolls are failed).

Thrown

If it's not too heavy, and you can get some range, you can throw it. The Thrown skill is for throwing rocks, chairs, knives, grenades, and anything that comes to hand with an increased degree of accuracy.

Trade Knowledge

A Hero with the Bargain special skill is a talented negotiator, able to buy cheap and sell high. But all of that comes to nothing if your cargo hold is stocked with air conditioners and you have landed on a frozen planet. This special skill can be used to work out profitable trade routes, and even the best time to sell goods.



Other Special Skills

If the list of special skills is not enough for you and you want to add a new skill, or an even more specialised skill, to the list then feel free to do so. There will be all kinds of things that a person can do that the skills above haven't covered, and not all professions can be covered.

Maybe you want your Hero to be an artist. No problem, just include a 'Drawing' or 'Artist' skill in one of the blank lines and go for it. Maybe you want your Hero to be a top chef – okay, add 'Cooking' to the list. You can pretty much include any skill you can think of.

It's best to talk the required skill through with the Director, and maybe the rest of the gaming group, before adding it in, as it may affect the rest of the game. Sure, your Hero may be the best artist in the quadrant, but when the game is about defeating a galaxy-wide invasion by a race of murderous spider monsters, where exactly is the 'Drawing' skill going to come in handy?

Also, you have to have a close look at what the skill enables your Hero to do, and you have to decide if it unbalances the game too much. Having a 'Cooking' skill might help with social events and get NPCs on your side, but having the skill 'Shrug Off Blaster Shots' isn't realistic, and can ruin the fun.

Decide what you want and have a conversation about it, and come to an agreement about what a new Special Skill can and can't do for the Hero. Make notes so that everyone remembers how it affects the game, but at the end of the day the Director's decision is final.

TALENTS

In addition to the base characteristics and special skills described above, every starting Hero also has a Talent that can be chosen from the following list. As with all other factors, the Director decides which Talents are available in any given setting. Other than that proviso, a player may choose any Talent they desire (and that fits with their character vision).

Affiliation

This Talent means that the Hero is affiliated with a particular organisation, and almost certainly has official status within it. The Hero may be an agent or other employee or could be an honoured member or associate. The Hero may, at appropriate times and with appropriate contact, Test their Luck to gain special assistance. The downside to this Talent is that sworn enemies of the organisation also see the Hero as an enemy!

Ambidextrous

This Hero may use both hands with equal acuity, and may use a melee weapon in both hands without any penalty. The character will make one normal attack roll vs an opponent with the attacks resolved normally. The Hero will then make a second attack roll for their second weapon. If this second combat total exceeds that of their opponent, this attack hits as well.

If this Hero wishes to use two firearms, each of these attacks will need to be against the same opponent and will suffer a penalty of -2.

Armour Training

This Hero is able to make the most of any armour worn and receives a +1 to all Armour Rolls.

Charmed Life

This Hero leads a charmed life and impossibly avoids injury when there is seemingly no way it could happen! This Hero can, when hit, reduce the damage dice result to a 1 (all normal modifiers apply). This ability can only be used once per attack, and each use requires the Hero to spend 1 LUCK point, although a LUCK roll is not required.

Combat Reactions

This Hero is fast in combat and difficult to surprise. The Hero cannot be ambushed and reduces all penalties from being outnumbered by 1. If the Hero uses the Fast Shot option in combat, they will go first if the speeds are tied.

Crack Shot

A Hero with this Talent has a particular ability with ranged weapons and can add +1 to all damage rolls made with firearms or other personal weapons. This Talent does not apply to vehicle or starship mounted weapons.

Dealer

This Hero is a hard negotiator when the chips are down and their back is to the wall. If the character fails their Trading roll, the margin of failure cannot be more than -2 for the purposes of calculating the actual sale price.

Defensive Pilot

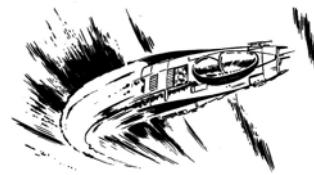
This Hero naturally flies (or drives) in a defensive way, even if there are no enemies in sight! This translates to a +1 on all starship or vehicle armour rolls made whilst this Hero is the pilot.

Directed Aggression

A Psionicist Hero with this Talent is aggressive and forceful when attacking and gains a +1 bonus on all Psionic direct damage rolls.

Dogfighter

The Hero with this Talent can normally see the weak spots in an enemy vehicle or starship in the same way that a hero archer can see the weak spot in a dragon's belly. The Hero gains a +1 bonus to vehicle/starship weapon damage rolls made by that character.



Focused

Normally, a Psionicist can eventually learn all eight of the Psionic powers that are available to their tradition. This Hero is more specialised than that, able to learn only four of the available powers, but gaining a one off bonus of +2 to their PSIONICS score. It may be possible, in rare cases, to lose this Talent (the Director may allow you to choose another), losing the +2 bonus to PSIONICS but recovering the ability to use all eight powers.

Hawkeye

This Hero has fantastic eyes and their brain is incredibly perceptive. They gain a +3 bonus to all sight-based Awareness tests, even if at some later point their eyes are replaced with cybernetic replacements or regenerated.

Hotshot

The pilot Hero with this Talent is a natural behind the wheel/joystick and gains a +1 bonus to all piloting rolls.

Iron Will

This Hero is immune to all direct-effect Psionic powers, whether used by friend or by foe. Such a Hero would take no damage from Choke Enemy, but would be burned as usual as a result of Pyrokinesis, as the fire in that case is normal once started. The Hero would also recover no STAMINA from the Energy Medicine power, etc. The Hero cannot use PSI powers themselves.

Jury Rigger

A Hero with this talent is able to make just about any tool or basic mechanism given a few parts and basic tools, and can also force a damaged system to work, even if at minimum capacity. This talent is not a replacement for the engineering special skill for proper repairs or maintenance, although this talent does allow the creation of some outrageous (and short lived) inventions. Any mechanism made or repaired by this talent will work just long enough to fulfil its purpose before failing completely.

Learned

A Hero with this talent has had an extensive education, and spends most of their spare time reading and learning. They know a huge amount of...stuff, and gain a +2 bonus to all knowledge tests made against special skills.

Light Footed

This Hero is slippery and fluid in combat and difficult to hit. All Dodge rolls are made with a bonus of +1.

Lucky

A Hero with this talent is unusually lucky, and may reroll one failed LUCK test each day. This reroll does not cost an extra LUCK point.

Linguist

This talent grants a basic understanding of almost all "standard" languages, and the Hero may grasp the basic concepts of any spoken communication. The Hero may also buy the language special skill at half normal XP cost. This talent does not apply to truly alien languages that communicate via smell, flashing lights or facial expressions!

Martial Artist

A character with this talent has received training in one or more styles of unarmed combat and is a master at fighting without weapons. The character does not suffer a penalty for fighting unarmed, and uses the Unarmed-Large damage table.

Mutant

A Hero with this talent has lived in a radioactive wasteland, has been exposed to cosmic radiation or some other mutagen. The Hero has 1D3 different mutations rolled on the table below.

Natural Leader

This talent makes the Hero an instinctive leader and if a successful leadership roll is made, NPC followers gain a bonus of +1 when carrying out the order. If the leadership roll is a critical success, the bonus is +3. The Director should rule on when this talent can be used on a case-by-case basis.

Power Leech

A Hero with this talent can drain 1 PSI point from another sentient being with a touch. Non-Psionicists should be considered to have 1 PSI point each. Use of this talent requires a full round of action and causes considerable (if

brief) pain to the target. Some planets have outlawed the use of this talent.

Reputation

The Hero is famous (or infamous) due to something in their background. They may, by revealing their history, test their LUCK in social situations to get a useful reaction – whether positive or negative.

Robust

The Hero is tough and recovers from wounds quickly. Eating a meal recovers 3 STAMINA points and sleeping recovers 5 STAMINA points. Normal rules on frequency of eating and sleeping still apply.

Sidekick

A Hero with this talent has an apprentice, ally, family member, bodyguard, assistant, etc. This NPC (who will have characteristics and special skills lower than the Heroes) will generally be under the control of the player, but the Director can take over this character at any time.

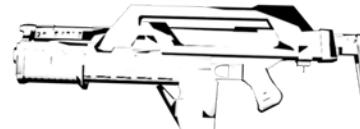
Although the sidekick is loyal, they may be mislead, controlled, bribed or threatened into acting against the party good.

Silver-Tongued

This talent gives the Hero a natural way with words and gains a +2 bonus to any Con, Bargain, Etiquette or Leadership special skill tests.

Status

This Hero is of greater standing in society and has rank and status above that of most normal folk. The Hero has a social rank of 7 (or more if the Director so desires) and may also have slightly more money at the start of the game. The Hero may be able to leverage this status during the game, but may also have obligations due to that rank.

***Strongarm***

This Hero is very strong and has a +1 bonus to all damage rolls made in hand to hand combat.

Survivor

This Hero seems to have an almost supernatural ability to stay alive in difficult environments. As long as it is possible to live (breathable atmosphere, source of food and water) the character will cling on and find whatever is needed. If the Hero also has the Survival special skill, they can support an extra person per point in the special skill without needing to roll.

Technical Genius

This Hero may sacrifice a point of LUCK in order to gain a +4 bonus to one technical skill roll (Science, Engineering, Medical, etc).

MUTATIONS TABLE

D6	D6	Mutation	Effect
1	1	Poisonous Bite	The Hero has poisonous fangs, and their bite inflicts a standard Poison as well as small bite damage.
	2	Breathe Fire	Hero can roll a D6 each Attack Round: a 1 or 2 means an opponent within 10' is burned for 1 STAMINA damage.
	3	Horns	Hero has a natural melee attack using the Horn damage table.
	4	Spikes	Hero is covered in spines. Any unarmed attacks on the character inflict 1 STAMINA damage to the attacker. Hero cannot wear a sealed suit.
	5	Wings	Roll D6 for type: 1-2 Bat wings, 3-4 Insect wings, 5-6 Bird wings. Hero can fly at the same speed that they can walk.
	6	Scaly skin	Heavily scaled skin counts as medium armour with no special skill required.
2	1	Two Heads	Hero has two heads but one personality. Hero can use two special skills at the same time, can have two conversations, etc.
	2	Compound Eyes	Hero has a +1 to Awareness special skill tests.
	3	Animal Paw	Hero has a Small Claw attack, but cannot use weapons in that hand and has limited manual dexterity.
	4	Tentacles	The Hero has 1D3 prehensile tentacles growing from their head or torso. These are not strong or dextrous enough to use weapons.
	5	Giant Feet	The Hero has feet with a length equal to half of the Hero's height! The Hero has half normal movement rate but can walk across deep snow, marsh, etc.
	6	Slime Skin	The skin of the Hero constantly exudes a thick sticky slime. This counts as Light Armour. An enemy's melee weapon will get stuck on roll of 6 on 1D6.
3	1	Extra Arm	The Hero has an extra arm growing from their torso. This can be used to make an extra weapon attack at half SKILL.
	2	Dark Vision	The Hero has eyes adapted to low light conditions. These eyes give poor vision in normal light but can see in all but total dark.
	3	Extra Eyes	The Hero has several extra eyes spread around the edge of their head. As long as these eyes are not obscured, the Hero cannot be surprised.
	4	Tail	The Hero has a heavy tail that provides an extra Melee attack, inflicting damage as per a Morning Star.
	5	Acid Saliva	The Hero may spit at an enemy in close combat. Target must roll under SKILL to avoid. A hit inflicts 1 STAMINA damage.
	6	Beak	The Hero has a large and sharp beak. This can be used to attack in combat (treat as a Large Bite).
4	1	Clawed Legs	The Hero has large clawed feet. These claws add a +2 bonus to climbing any rough or natural surface and a +1 bonus to unarmed damage rolls when kicking.
	2	Sulphur Steamer	The hero vents noxious sulphurous gas, reducing enemy SKILL by 1 in hand to hand combat (as long as they have a sense of smell).
	3	Crab Claw	The Hero has a large claw in place of one hand. This can be used to attack as per Large Claw but cannot use weapons or operate systems.
	4	Regeneration	The Hero has a very rapid healing rate. Damage heals at the rate of 1 STAMINA point per 10 minutes.
	5	Carapace	The Hero has a heavy shell such as a crab or beetle might have. This counts as Heavy Armour but applies a -2 to physical maneuvers (not combat).
	6	Plague Carrier	This Hero is a reservoir for disease organisms, and can never be cured. Touching or biting another may pass on a disease. The carrier is immune to all diseases.
5	1	Two Tails	The Hero has two muscular tails. They are not prehensile, but do add +2 to all balance maneuvers.
	2	Two Hearts	Hero has two separate beating hearts. Only one is required for survival, so Hero can survive a fatal Heart wound.
	3	Gills	Hero has functioning gills in addition to lungs. The Hero can breathe underwater but has no greater ability when swimming.
	4	Very Tall	Hero is 50% taller than normal, and has trouble fitting into normal clothing.
	5	Very Fat	The Hero is incredibly obese and has a penalty of -1 to SKILL. This does however count as Light Armour.
	6	Trunk	A prehensile Trunk grows from the Hero's face. It can be used to grab things and drink water, but cannot be used to attack with.

<i>D6</i>	<i>D6</i>	<i>Mutation</i>	<i>Effect</i>
6	1	Leg Tentacles	The Hero's legs have mutated into long tentacles. The Hero has half normal move but is unaffected by terrain and can even climb given suitable tentacle-holds.
	2	Hairy Skin	The Hero is covered in a thick layer of fur, and is now very cold resistant. The Hero can survive outside in temperatures well below freezing.
	3	Echo Sense	The Hero has echolocation but is also blind. The echolocation allows accurate detection of objects and beings, but the character cannot read, etc.
	4	Mouth Tentacles	The face of the Hero has tentacles growing all around the mouth and can eat without using their hands.
	5	Expanded Brain	The skull of the character swells to double size, but the Hero gains a +1 on all knowledge tests.
	6	Roll Twice on this table	

MONEY AND STARTING EQUIPMENT

Right now you've got a Hero and no doubt they're pretty good at what they do, but there's something else every starfarer needs: equipment.

It's pretty easy to work out what equipment a Hero starts with. First of all, each Hero gets certain bonus items of equipment depending on the Special Skills they've chosen, basically the tools of their profession. If you've put at least 1 point into a SPECIAL SKILL, you automatically get an item of equipment that matches that skill. Write it down in the 'EQUIPMENT' section of your Adventurer's Sheet.

Acrobatics: Boost pills
 Armour: Armoured Vest
 Astronavigation: Portable personal computer
 Awareness: Macrobinoculars
 Bargain: An extra 2D6 x 10 credits
 Bureaucracy: Portable personal computer
 Computers: Portable personal computer
 Communications: A standard communicator
 Engineering: Tool belt
 Firearms - Light: Pistol (laser, bullet or stun)
 Languages: Translator (Preloaded with six languages)
 Leadership: Planetary Communicator
 Medicine: Med Kit
 Melee Weapons: Knife
 Pilot - Air: Personal small aircraft (aeroplane, helicopter or aircar)
 Pilot - Ground: Car (wheeled tracked or hover)
 Pilot - Water: Boat (4-person, sailboat or powered)
 Planetary Navigation: Satellite Navigation Device
 Ride: Riding animal (horse, or maybe something more exotic)
 Science: Portable Sensor Unit
 Sensors: Portable Sensor Unit
 Sneak: Light armour (1 point)
 Survival: Backpack (with tools, sleeping bags and a 2-person tent)
 Swim: Diving suit
 Thrown: Knife

Any of the items you've received through a Special Skill can be sold for credits; just go to the Equipment Chapter and trade the item for the value in credits, and then you can use that cash to buy other things.



If you want to hang on to your equipment but still want or need new stuff, then you'll need some cash. In a standard campaign, Heroes start with 500Cr each for new equipment. This of course will vary wildly between settings. In a post-apocalyptic wasteland, new Heroes may not start with any money at all. In a campaign featuring a large starship exploring the edges of known space, the Heroes won't need money! A military-themed campaign will see the Heroes outfitted by their unit, without the option to buy more. The Director should tell you how much money you have to spend and what you can spend it on.

In a game such as Stellar Adventures, many campaigns will focus on travelling between star systems, which obviously requires a space ship. It could be that the Heroes own one, that they have taken out a large loan to buy one, have stolen one or of course may be in command of one. As with the extra money above, so much will depend on the type of campaign that the Director has in mind.

SOCIAL STATUS

Every Hero in Stellar Adventures has a Social Status, reflecting their position in society and how others see them. In some settings this will be a vital factor in social interactions, and in others it will be a mere point of interest.

The Director should feel free to assign this based upon the campaign type and the character chosen by the player. In a setting where Psionicists are feared and ostracised, any Psionic character would have a rank of 1. In a game where the Heroes are senior officers aboard a large starship, they would have social status determined by their naval rank. If desired, the player could simply roll a D6 to work out their starting status.

Rank	Examples
1	Peasant/Beggar/Slave etc
2	Unskilled Worker
3	Skilled Worker/Soldier/Naval Rating
4	Skilled Technical Worker/Corporal/Petty Officer
5	Junior Professional/Sgt/ Warrant Officer
6	Junior Official/Senior Sgt/Naval Lt/ Guildsman/Merchant/Academic
7	Section Head/Army Lt/Naval Sub-Commander/Knight
8	Base/Station Commander/Major/ Naval Commander/Lord
9	Senior Official/Naval Captain/Colonel/ Baronet
10	Planetary Governor/Admiral/General/ Count
11	System Governor/Duke
12	Sector Governor

THE FINISHING TOUCHES

That's pretty much it. You've got your Characteristics, your SPECIAL SKILLS, some equipment, and ahead of you is open space, or the deserts of a post-apocalyptic wasteland, or the great battles of an alien invasion, or the dark secrets of long-lost civilisations under distant suns, or the mean streets of a great city of the future. All these settings and many more are right there, ready to be adventured in, and now you have the Hero to do it with.

There may be a few extra things you'd like to add to the sheet. A name is always a good thing, so that the other characters in the game know what to call you, and maybe even a short biography; where did you grow up? Any family? How did you come to be here, right now, in this situation? What floats your boat or grinds your gears? What kind of person are you?

Biographies are always fun to create as it gives the Hero a little more depth, and deciding how the character became the concept you have decided on – such as 'an excitable explorer searching the stars looking for knowledge and maybe glory', or 'a surly engineer with a crooked past jumping from spaceport to spaceport looking for work', can make for an interesting story. Those little snippets can also make for good plotlines in the game, should the Director find them interesting enough to flesh out as a story, and who knows – maybe your Hero becomes the adventure itself!

You can even add images to the Adventurer's Sheet; a picture that you think suits the image you have of the character in your head, or even a sketch you've done yourself. Even if it's an image of a logo – such as that of the corporation or department the Hero works for, or a family crest – anything is fine to represent your Hero.

Lastly, if your character has Psionic abilities, you will need to record your PSI points, which is equal to your PSIONICS score multiplied by 3.

So there you have it. You just got through Hero Creation. You've been given an idea of what the numbers on the sheet mean, so now it's time to figure out what they do, and in turn figure out what your Hero is capable of. Go on to Chapter 2: 'The Rules of the Game', and let's find out how this works.

TEMPLATES

As an alternative to standard Hero creation, a Director may decide to provide Templates. These could be used in a game where the characters have specific roles to perform. A military game of derelict exploration may have a "Captain" template, a "Sergeant" template, a "Heavy Weapons Spec." Template, a "Field Medic" template and a standard "Trooper" template. These would all specify some (or all) of the special skill the Hero has and would probably also provide standard equipment. It is a good idea to leave at least 1 or 2 unassigned special skills just so that the Hero can be customised somewhat.



STELLAR ADVENTURES

NAME: Silver **RACE:** Human **M/F:** Female

DESCRIPTION: Space Ranger

SOCIAL CLASS/RANK: 3

AGE: 24

SKILL

7

T/P

11

**PSI
POINTS**

LUCK

14

STAMINA

2

WEAPON

1
2
3
4
5
6
7
Medium/16

ARMOUR

1
2
3
4
5
6
7+
SPECIAL

OTHER EQPT

CARRIED EQPT

Boost Pills
Armoured Vest
Macrobinoculars
Laser Pistol
Med Kit
Knife
Aircar
SatNav
Survival Kit
Diving Suit

SPECIAL SKILLS

PLANETARY NAVIGATION

Pilot-Air	2
Melee Weapons	2
Awareness	2
Firearms-Light	1
Acrobatics	1
Swim	1
Planetary Navigation	1
Armour	1
Medicine	1

TALENTS

Survivor

CREDITS

500

CHAPTER TWO - RULES OF THE GAME

Other than pencils, erasers, paper and a heck of a lot of imagination, the only other thing you need for this game is two six-sided dice, otherwise known as D6s. They're easy enough to get hold of from shops, other boardgames or even as apps on your handheld devices. Once you've got hold of the dice, you're ready to go.

Dice Rolling

Now, there are a few things to go over before we start, and that's Dice Rolling. It's easy enough – roll the two dice and add up the numbers, although different dice rolls can work in different ways.

There are several different ways to roll the dice in this game, and these are known as the D3, D6 and 2D6.

The D3 is also a roll of a single die, and the number rolled is halved, rounding fractions up, to give a score of 1, 2 or 3. So, a roll of a 1 or a 2 equals 1, a 3 or a 4 equals 2, and a 5 or a 6 equals 3.

The D6 is just a single die roll, and the number rolled is the score. Simple.

2D6 is both the dice rolled together and the two numbers rolled added together for the result. This gives us a score between 2 and 12. This is the dice roll you'll be using the most.

Sometimes, you'll be asked to roll the dice and there will be a number after the dice type, with either a 'plus' or a 'minus' symbol next to it. This number is to be either added or subtracted from the final score. So, if the roll to make is D6+2, then you roll the die and add 2 to the number rolled. For example, if I rolled a 3, I would add 2, and the final score would be 5. This goes for all the die roll types, so you might get a D3+1 (roll a D3 and add 1 to the result), or even 4D6-5 (roll 4D6 and minus 5 from the result).

Option: Roll Over SKILL

Although a simple mechanic, some players and Directors feel that needing to roll high for combat and low for SKILL is confusing. In these cases, the roll should be a 2D6 plus SKILL plus Special Skill (plus modifiers). If the total is a 15 or above, the attempt is a success. With this option, a double 1 is a fumble and a double 6 is a critical success.

Core Mechanics

The basic rules of the game are very simple, and you'll need 2D6 for this. Rolls for most actions are made against your SKILL score; if you roll equal to or lower than your SKILL score on the 2D6, then you succeed in your action. So, if you have a SKILL score of 8, to succeed in an action you roll 2D6, and if you roll 8 or less you've been successful. Higher than 8 is a failure.

This is the basic system that applies to most actions, but there are many things to take into consideration. The main exception is Combat, which is described in more detail in Chapter 3.

When To Make a Roll

A roll is made whenever you want your Hero to perform an action. Need to unlock a sealed door? Make the roll. Need to bluff your way past that guard? Make the roll.

The roll should only be asked for when the Hero is trying to do something that cannot be easily decided upon. Doing normal things – walking down a road, opening a door, even taking a leisurely drive or flight – don't need to be rolled for. Just going about day-to-day business or doing obviously easy tasks don't need a roll.

Basically, if the Director can't say 'Okay, you do that', and there's a chance that you might fail, which may have repercussions, then you need to make a roll.

Rolling Double 6's or Double 1's

There's a special rule in place so that Heroes don't get too self-assured about the amazing skills they have.

With a standard roll, a roll of double 6 is an automatic failure, and may have further negative consequences. Quite what these are will depend on the situation and the Director. A double 6 on a bluff roll against a guard will mean that not only has the Hero failed to bluff their way past but that they have badly insulted the Guard at the same time! A double 6 when fixing a damaged engine will actually damage it further.

If, however, a Hero has a SKILL characteristic of 12 or more, a double 6 will still fail, but will not have any further consequences.

Special Skills

Special Skills are areas of special training or ability possessed by a Hero. Their use is simple:

If the Hero is trying to perform an action that they have a Special Skill in, then they add the value of the Special Skill to the SKILL score and roll against the total. So, if your Hero has a Special Skill of 2 and a SKILL score of 7, that's a total of 9 you have to roll equal to or under to succeed.

Difficulty Modifiers

Difficulty Modifiers come into play when the action the Hero is trying to perform is harder or easier than normal. You may be a whizz at Engineering, and those 3 points you have in the Engineering Special Skill added to your SKILL of 7 might make you think you're fantastic, but even professionals break a sweat once in a while.

Difficulty Modifiers are decided on before a roll is made and the SKILL score is adjusted to reflect the difficulty; a plus number means that the action was much easier, and a minus means the action was much harder.

So, let's say that the Hero with the Engineering Special Skill is trying to fix an engine. It's a standard repair, so the Director says that it's going to be very easy and adds 4 points to the SKILL score. Well, that puts the Hero on 14, so unless he rolls a double 6 – an automatic failure – he's going to succeed.

Instead, let's say that the damage to the engine is quite bad. The Director rules that the Hero will have to make a standard difficulty roll, against his Engineering Special Skill of 10. Once again, fairly easy.

But what if the engine was really damaged, and had a huge hole where the power converter was supposed to be? The Director rules that this is much, much harder, and so reduces the SKILL score by 4 – this gives the Hero a target roll of 6. Much harder, with a big chance of failure.

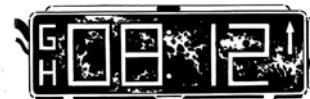
It's the Director's job to decide on these Difficulty Modifiers, and it's sometimes nice to have a discussion about what makes an action hard or easy, and the player may be able to have some input in this. But don't let the game get lost in long discussions about what makes something easy or hard – just choose a modifier and go for it, and remember that the Director's word is final.

Always remember that no matter what, the Double 6 rule is always in effect with Special Skill and SKILL rolls.

Below you'll find a guideline for Difficulty Modifiers. These are general numbers, but you can also choose the numbers in between if you feel it's just a little harder or easier than normal.

<i>Difficulty</i>	<i>Modifier</i>
Very Easy:	+4
Easy:	+2
Average:	0
Hard:	-2
Very Hard:	-4

If, after modifiers, a Hero's SPECIAL SKILL score is below 1, then the feat is simply impossible and the Hero cannot attempt it. The Director may, depending on the circumstances, allow a LUCK roll here to achieve a minimal success.



Using Special Skills with No Points

If the Hero doesn't have a Special Skill, then does that mean that they can't even try to make the roll? Well, yes they can, and how they do that depends on what the Special Skill is. For most Special Skills, a roll should just be made against the SKILL of the Hero. If a hero would require special knowledge or training to have any idea at all what was going on (such as Languages, Sciences, Engineering or Astronavigation), then the SKILL of the Hero should be halved (and rounded down). Again, this should be decided on by the Director at the time. A Hero without Astronavigation trying to work out the distance between system A and system B can probably make a roll against their standard SKILL, due to the simplicity of the task. But trying to plot an accurate course there requires training, and so SKILL would be halved for a Hero without the Astronavigation Special Skill.

Opposed Tests

Sometimes, a Hero will face-off against another character in a match of skills. Who's better at driving? Who's better at acrobatics? Who's better at bargaining? An opposed test will help decide. Opposed tests are one of the exceptions to the "Roll 2D6 under SKILL" rule.

Let's say that our Hero is trying to outdo an NPC (non-player character) in a haggling situation. Both characters roll 2D6 and add their SKILL, and the value of their Bargain Special Skill. The highest roll wins. If the roll is a tie, roll again to decide the outcome.

Not all Special Skills need to be directly matched. Let's say that our Hero is trying to sneak past a guard. In general it would be a roll against each character's SKILL score, but let's say that our Hero has the Sneak Special Skill. They get to add their Sneak score to the SKILL roll, so they have a greater chance of success. The guard in turn can add the value of their Awareness Special Skill to their SKILL score. Again, the higher roll wins – either the Hero sneaks by, or the guard notices.

Testing Luck

The LUCK Characteristic is incredibly handy and, sometimes, incredibly powerful. You can change fate with LUCK but be careful – it is a finite resource!

Rolling against LUCK is a standard test; roll 2D6, with the result needing to be equal to or less than your LUCK score to be successful. Once a LUCK roll has been made, the temporary LUCK score of the character must be reduced by 1, whether the roll is a success or failure.

There are two main ways to use LUCK; by Director request, or Player request.

If the Director asks the player to roll against their LUCK score, then they usually have a good reason. Perhaps there's something that the Hero might notice, or maybe there's a trap that they haven't noticed. Perhaps there's some falling debris that they may not have seen, or some clue in a datafile they may come across. If the Director asks the player to make a LUCK roll, it's because there's something there or something happening that the Hero should be aware of.

A player can, if they wish, refuse to roll against LUCK. It will mean that the Hero falls into the trap, misses the clue or is otherwise unlucky. It also means that they do not lose a valuable LUCK point. The decision is usually taken without knowing the consequences, so be careful!

Now, if the Player requests a LUCK roll, it's because they need it. Perhaps they desperately needed a roll to succeed, but now that it hasn't, things are about to go horribly wrong. In a case such as this, players can ask to test their LUCK. A successful test means that the failed roll actually succeeded, or they can even change the outcome of a combat round and the damage inflicted or taken – this is explained in the Combat chapter. A player-requested LUCK roll also causes the loss of a single temporary LUCK point.

But the more a player uses LUCK, the less they can rely on it, and even Director requests will get tough, making the Heroes' lives much more dangerous. At some point they will run out of LUCK, and their future will be down to the fates.

The LUCK score does not reset at the end of an adventure – if the player makes that decision for their Hero, then they're stuck with it. However, they can regain LUCK in several ways.

Heroes get one or more LUCK points back for doing any of the following:

- Completing an adventure.

- Defeating a main enemy (not just a guy who orders a couple of goons about, but a proper game-changing enemy, such as the main villain's right-hand man, or the main villain himself).

- Finding an item or information that allows the adventuring party to continue (such as finding a secret door that leads to

an important discovery, or some information that uncovers a huge plot).

Making an action that saves the life of another player's Hero (just helping out isn't enough – it has to count and stop the Hero from dying!).

A Director can also award LUCK points for acts of bravery or other heroic behaviour. Just remember that the temporary LUCK score cannot exceed the Hero's initial LUCK score.

Knowledge Special Skills

A Hero with Knowledge special skills can, if they wish, use their PSIONICS rating instead of SKILL to add their Special Skill rating to.

Movement

Outside of the combat round, movement should be assessed by the Director to meet the needs of the game. Thus if the space station is breaking up and the Heroes have seven minutes to escape in a shuttle, it is not worth measuring distances on individual rounds. Instead, the Director should describe the countdown of time and build tension with skill rolls to get through doors and along passages. Similarly, space travel should be described as much as is needed for the purposes of the game. Movement in the context of combat rounds is described in Chapter 3.

Communication and Persuasion

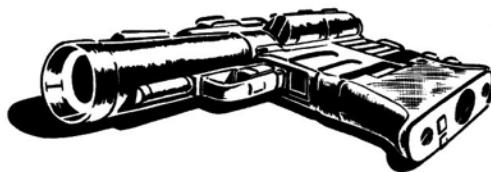
When the Heroes meet a new NPC, the Director will determine their starting attitude, from the various stages here:

Infatuated>Ally>Friend>Acquaintance>Neutral>
Disapproval>Dislike>Hatred

At the Infatuated end of the scale, the NPC will do almost anything asked of them. At the Hatred end of the scale, an unprovoked physical attack is possible. Neutral could be considered the default attitude, meaning that the NPC will deal with the Heroes, but will neither be hostile or friendly. The Heroes may then try to persuade, bribe, charm or threaten the NPC, using an appropriate Special Skill. If the test is a success, the attitude is shifted one step in the desired direction. A critical success moves the attitude two steps. A failure moves the attitude one step the other way (or two for a fumble).

In general, only a single attempt to alter attitude can be made per meeting, although an attitude will persist until the next meeting.

Example: Mascar is attempting to persuade an Astominer to reveal the whereabouts of a pirate base. The starting attitude is Neutral, and Mascar attempts a bribe using the Bargain special skill. The test is a success and so the attitude of the miner moves to Acquaintance. They are now willing to reveal the site of the base, but only if he gets something in return!



Extreme Situations

The Heroes will find themselves in numerous situations when there's a chance of being hurt or killed. Of course, actively avoiding these situations is the best advice, but sometimes it can't be helped, and the derring-do life of a space adventurer positively cries out for life-and-death situations.

Below you'll find some common situations that all Heroes will face at some point in their career.

Climbing

When a Hero is climbing a surface of any height, the Director needs to take into account the angle of ascent and the type of surface. A nice gentle angle with plenty of handholds will make the job easier, say a Very Easy +4 to SKILL scores. Now let's turn that around; a severe angle with few handholds might be Very Hard -4. But if the Hero has climbing gear – such as a rope or a climbing pick – then that might reduce or increase the Difficulty Modifier by 1 point per piece of equipment used.

It's up to the Director to decide how difficult the surface is to climb; just try to imagine how hard it would be to climb straight up on glass. Now change that around and flatten the angle a little, and give the Hero some suction pads to stick to the glass. Much easier, right? What the Hero is carrying and wearing might affect the Difficulty Modifier, too, such as climbing in heavy armour or carrying a pack full of equipment.

Climbing can be hard and long, so depending on the height of the ascent you may want to ask for several SKILL rolls to see if they make it. The higher the climb, the more rolls have to be made.

If a Hero fails a roll then don't just let them fall. Give them a chance to save themselves using LUCK, or maybe do quick half-SKILL test to see if they manage to grab a ledge or a handhold. Of course, if they fail both rolls completely or roll a double 6, then this leads to...

Falling

Oh, dear. Taken a little tumble have we? You've either slipped, been caught unawares or been pushed, but whatever the cause you're on your way down.

A fall of 2 metres won't do any damage – there'll be a bit of bruising but in general the damage isn't severe enough to warrant losing any STAMINA points.

However, after the first 2 metres, the Hero starts to take damage. For every 5 metres fallen the Hero takes 1 point of STAMINA damage. This damage will be increased if falling onto a hard or sharp surface, and reduced if falling onto something soft or yielding. For every 5 full points of STAMINA lost, the Hero also loses one point of SKILL due to fractures, etc.

A Hero can however test their LUCK to reduce this damage to 0, but that's their call to make and they'll lose the LUCK point as normal. If this happens, they manage to slow their descent by grabbing hold of something.

Suffocation

A Hero not having access to breathable air – entering a vacuum, drowning, inhaling smoke, or being smothered – must make a SKILL test every minute with a cumulative -1 penalty per minute. On a failure, the Hero takes 1D6 points of STAMINA damage if underwater, 1D3 points of STAMINA damage from smoke and 2D6 points of STAMINA damage from a vacuum.

Extremes of Heat

There are several forms of extreme heat – fire and radiation are just two – and the intensity of the heat will determine just how much damage a Hero will take. The easiest way to decide is to judge how hot the source is. So, for example:

Small Flame or low-level radiation burn
1 point of damage per round.

Small Fire or mid-level radiation burn
1D3 points of damage per round.

Large Fire or A high-level radiation burn
1D6+1 points of damage per round.

Inferno or Severe radiation burn
2D6 points of damage per round

Armour has no effect against extremes of heat unless it's specifically designed to stop heat or radiation. If the armour is designed for these conditions, you can make armour save rolls as normal.

If characters are exposed to radiation, there is a chance they may have lasting effects from radiation poisoning – see the 'Toxins' section below.

Extremes of Cold

Now let's turn the extreme of heat on its head. Change the temperatures and the damage numbers to the reverse, and the extremes of cold can damage a character in the same way. There is cold weather gear that can protect a character, but if the temperature falls to a point where they may take damage then they have to start taking damage. Cold temperatures will inflict damage each hour, but extremely low temperatures will inflict damage each round.

Poisons and Diseases

Poisons and toxins come in varying shapes and sizes, from administered poisons to gases to radiation damage, to diseases and infections.

In general, a Hero will take damage over a period of time determined by the strength of the toxin. This is represented by a damage score per period of time.

So, let's say that a Hero has been poisoned by something low-key, but it will affect them over time, until they either pass away from the overall damage or find a cure. The Director judges that the poison does 1 point of STAMINA damage per week, so the body gets weaker and weaker over time.

Alternatively, the Director could say the toxin is stronger, and does 2 points of STAMINA damage per day. An even stronger poison might do 2 points per hour.

How can the Hero tell that they've been poisoned? Well, it may be obvious – radiation exposure, or an obvious injection of poison by a needle or creature – and then they can take steps. However, they may not realise they've been poisoned and yet still feel fine and take damage over time; the Director should keep a secret note, and the Hero may discover something is amiss when they realise they have lost STAMINA points too fast in a fight.

Some Poisons or Diseases allow a LUCK test to avoid the effects, whilst others do not. Every toxin is different!



Experience

Once a Hero is created and starts adventuring, they will begin to get better at what they do and their characteristics and special skills will increase in value. To reflect this, a Hero will receive Experience Points at the end of every adventure. Exactly how many will depend on the length and difficulty of the adventure as well as how successful the Heroes were and even down to how much contribution an individual Hero made. Generally though, each Hero should be awarded somewhere in the region of 25-50 Experience points each.

These Experience points can be spent to improve SKILL, TECH, PSIONICS, STAMINA and Special Skills as shown below. LUCK may never be increased with Experience Points, but a +1 increase may be awarded for achieving a major goal.

SKILL, TECH and PSIONICS may not be increased above 12 using Experience, and STAMINA may not be increased above 24.

Special Skills have a maximum value of 6, but because this represents the foremost experts in known space, increases above a value of 4 requires Director approval and may also require the character to search out a superlative specialist trainer.

Increase SKILL

Costs 20x new score in Experience Points

Increase PSIONICS or TECH

Costs 15x new score in Experience points

Increase STAMINA

Costs 5x new score in Experience points

Increase Special Skill

Costs 10x new score in Experience points

Increase PSI Points

Costs 5x new score in Experience points

Learn new Special Skill

Costs 20 Experience points

(Requires a teacher with at least 3 points in that Special Skill)

Gain new Talent

Costs 200 Experience points

(The Director must approve all new Talents)

It should be noted that the more Experience points awarded per adventure, the faster the Heroes will progress. If the campaign is to be a very long one, it is better to slow down the rate of advance lest the Heroes all have SKILL 12 with 6 in most of their Special Skills at the halfway point...



CHAPTER THREE - COMBAT

Combat Rules

Almost any sci-fi adventure will feature a combat at some point, even if it is not the main focus of the campaign. The rules for combat are, in general, just as easy as those for any other situation.

As in most other RPG's, combat is split into rounds, each of which is about 10 seconds long. During this round, each character may take one main action, the most common being to attack an enemy. When two enemies fight each other, both roll 2D6 and add the total to their SKILL rating plus an appropriate Special Skill. The sum of all of these values is the "Combat Total" for that fighter. Whichever fighter has the greater Combat Total wins that round and inflicts damage on the loser.

The winner will roll another D6 and compare the roll to their weapon damage table. The value from that table is the amount of STAMINA damage inflicted. The loser also rolls a D6 and compares the value to their Armour table. The value from that table is the amount of STAMINA protection provided and should be deducted from the damage inflicted. Whatever damage is left should be deducted from the current STAMINA of the losing character.

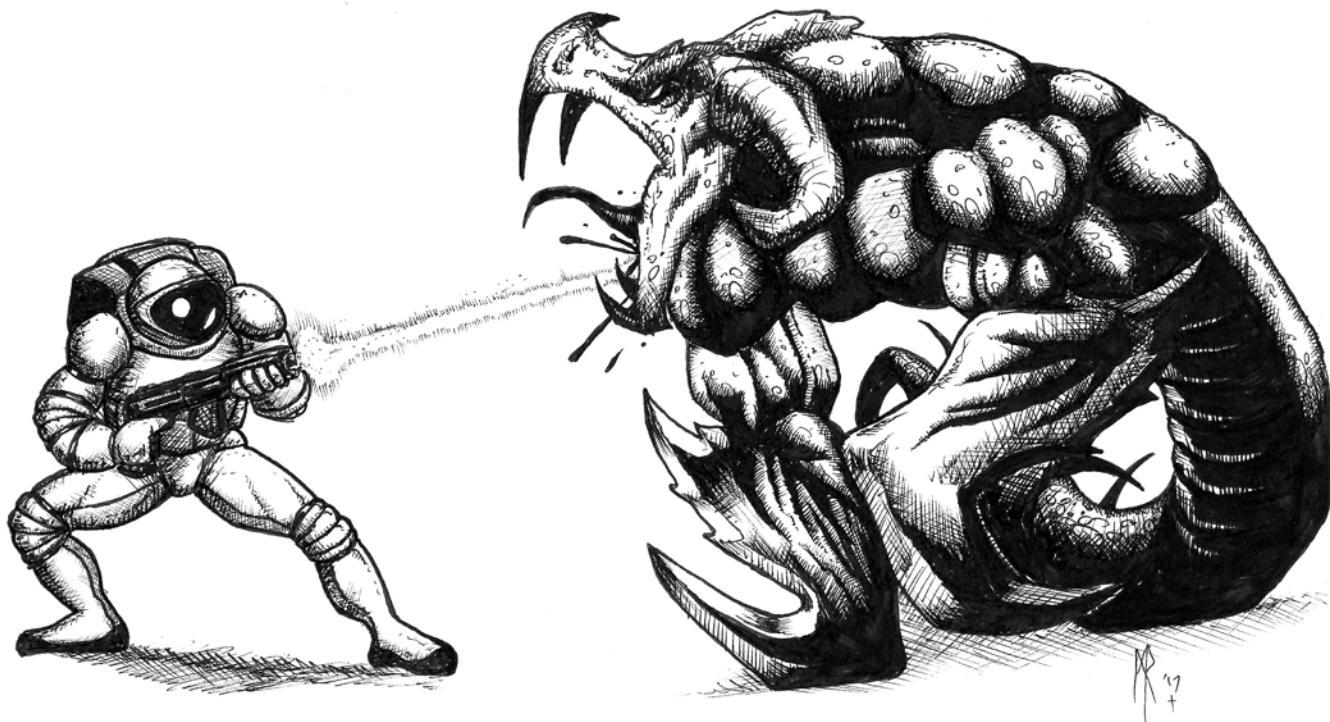
To speed up combat even further, it is suggested that 3D6 are used for each combat roll, with one of the dice being a different colour or size. If the combat total is higher, this different D6 is the Damage dice. If the combat total is lower, the different D6 is the Armour dice.

When an NPC is reduced to 0 STAMINA, they are out of the fight and probably dead (although the final state of said character may be decided by the Director). If a Hero reaches 0 STAMINA, they are unconscious, but a Hero on -4 STAMINA is dead. A character who has between -1 and -3 STAMINA will lose 1 LUCK point at the start of every subsequent round, and if LUCK also reaches 0, that character will die.

Once all of this has been worked out for all combats taking place, the round is over and the next one will start.

Example: Gorgyr is engaged in a firefight with an alien enforcer. Gorgyr has 7 SKILL and 3 in his Firearms-Light special skill. He will add 10 to his 2D6 roll. The enforcer, being a minor character, albeit a well-trained one, has a SKILL of 8, which will be added to his 2D6 roll.

On the first round of combat, both fire their laser pistols at each other. Gorgyr rolls a 6 and a 1 for a combat total of 17. The enforcer rolls a 4 and a 3 for a total of 15. Gorgyr hits the enforcer! The damage roll is a 4, which equates to 5 STAMINA damage for a laser pistol. The armour roll for Guard armour is a 2, which stops 2 STAMINA damage. The enforcer must reduce his STAMINA characteristic by 3.



Order of Actions

The simultaneous nature of the combat rules means that Stellar Adventures does not use Initiative. Every combat round is a manic maelstrom of blows and shots and explosions and so forth, and an "Action" is usually several attempts. However, Missile weapons are normally quicker to use, and so these are resolved first in a combat round. Next to be resolved are any Psionic or special abilities and last to be resolved are any hand to hand combat actions. Of course, a Director can change these actions depending on circumstances. A blade held to a throat can probably be used before the hostage can draw a blaster pistol and fire it!

Tied Rolls

Melee combat between two opponents is resolved exactly as described above. However, if a tie is achieved in hand to hand combat, neither opponent takes any damage on that round.

If a combat is between two enemies shooting at each other with ranged weapons, a tie results in both combatants taking damage.

Other Actions

The combat mechanics described above are not the only actions that a hero can take in a combat round. Using a Psionic power, operating a device, driving a vehicle or moving are all possible and will use the normal skill rules. Getting up from the ground also takes a full round. If a character is not making an attack themselves but is attacked by another, they will still need to make a roll and generate a combat total (using the dodge skill if unarmed). If their total is highest, they avoid harm from their attackers, but do not inflict any damage themselves.

Option: Unopposed Ranged Combat

In the standard combat rules, two enemies shooting at each other with ranged weapons can only both hit on a tie. Some Directors and player may prefer to have the option for both attackers to be able to hit more often. If this alternative version is used, an attacker should attempt to beat a fixed target number of 15 with their attack total. Doing so will result in the attack hitting and damage being inflicted, with a lower total resulting in a miss. This target number will be modified for cover, range and so forth. Combat options such as Defensive Stance will increase the target number rather than modify the attack total of the defensive character. This option will usually increase the number of successful hits in each combat round, and an experienced fighter will be hit as often as a novice.

Movement and Ranges

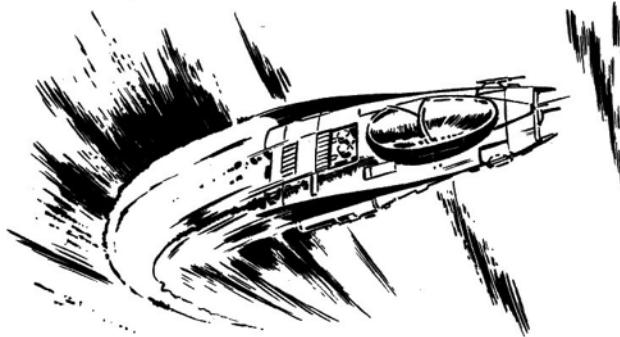
It is often difficult to keep an accurate track of exactly where every fighter is in a combat, how many feet they move and so forth. In Stellar Adventures, we use somewhat more abstract movement than that.

In an enclosed space, such as a starship bridge, spaceport bar or hangar, a note of relative position is all that is required. There are no long distances or ranges involved, and given a clear run, a character could cross the space in a round or two. It is important to note who is in hand to hand contact with whom, who is shooting at a character etc.

In a larger area, it is probably worth using the weapon range categories, which are:

Point Blank	(within melee weapon range)
Very Short	(a room distance apart)
Short	(maybe 50-100 yards)
Medium	(able to clearly see a face)
Long	(200-300 yards)
Very Long	(within clear sight range)

In an outdoor combat, we can assume that a character can move a range category each round if they do nothing other than run. Injuries, light level, ground conditions and much more will all affect this rate of movement, and the Director should rule how far a character can move in any given round.



Critical Hits

If a Hero or other character rolls a double 6 when making their combat roll, they will automatically win that combat round (even if their total is lower than that of their enemy) and moreover will inflict a Critical Hit. This will normally inflict a lot of damage to the target, and may even kill them outright. The Critical Hit is resolved by rolling 2D6 and consulting the appropriate table below.

A Hero may, before the Critical Hit is resolved, make a LUCK test if they suffer a critical themselves. If successful, the critical hit inflicts double the normal rolled damage (armour applies as normal) but no further effects.

CRITICAL TABLES

2D6 Hand to Hand Critical Result

- 2 Target is disemboweled and will die within D6 rounds unless medical attention is received.
 3 Enemy's weapon arm removed. Target also takes double damage.
 4 Target takes maximum weapon damage and is disarmed by the blow.
 5 Target takes normal damage but is bleeding badly. Target loses D3 Stamina per round until medical attention is received.
 6 Inflict double rolled damage
 7 Add +2 to the damage roll for this hit.
 8 The target takes a head wound. Add +2 to the damage roll and target loses their next action.
 9 Target is knocked down by the blow. Takes normal damage but cannot act for 1 round.
 10 Weapon slices off leg. Wound does not bleed excessively but target cannot stand unaided and takes double damage from the attack.
 11 Blade passes clean through target, causing double damage. The attacker will inflict a +2 damage hit as the blade is withdrawn.
 12 Enemy decapitated in some style.

2D6 Projectile Critical Result

- 2 Shot straight through the heart. Target dies unless life support applied within 2 rounds.
 3 Enemy shot through shoulder and loses use of their weapon arm, as well as taking double damage.
 4 Target's weapon is hit. Target takes double rolled damage and their weapon has a 2 in 6 chance of exploding (for D3 damage) each round it is used..
 5 Target takes normal damage but is bleeding badly. Target loses D3 Stamina per round until medical attention is received.
 6 Inflict double rolled damage.
 7 Add +2 to the damage roll for this hit.
 8 Target is spun around by the shot. Add +2 to the damage roll and target loses their next action.
 9 Target is down and out. Takes normal damage but cannot act for 2 rounds.
 10 Target takes a head shot (normal damage). Each round for D6 rounds, the character must roll a D6. On a 1-2, the character's action is decided by the Director and will be random.
 11 Shot passes clean through target (inflicting double damage) and hits an enemy directly behind and within range. That enemy takes normal damage.
 12 Target takes a head shot. Very messy. And dead.

2D6 Explosion Critical Result

- 2 Target flung through the air by the blast. Concussive damage will kill the target within 1D6 rounds without medical attention.
 3 Target is shredded by shrapnel. Takes double damage but also bleeds at 1D3 stamina per round until medical attention is received.
 4 The damage roll is increased by +3 and the armour (or shield) of the target is destroyed.
 5 The target takes normal damage but is blinded by the blast and smoke for 1D6 rounds.
 6 Target takes double rolled damage
 7 Damage is rolled with a +2 bonus and target is thrown into the air and off their feet.
 8 Target takes normal damage. All equipment (including weapons and armour) has a 1 in 6 chance of being destroyed by the shrapnel.
 9 Target takes double damage, drops their weapon and is thrown to the ground.
 10 Target takes double damage and is stunned (no action) for two full rounds by the blast.
 11 Target's legs are broken by blast. Target is down and cannot stand. Takes double damage.
 12 Target is flung across a 20' radius circle by the blast. In several bits.

CRITICAL TABLES

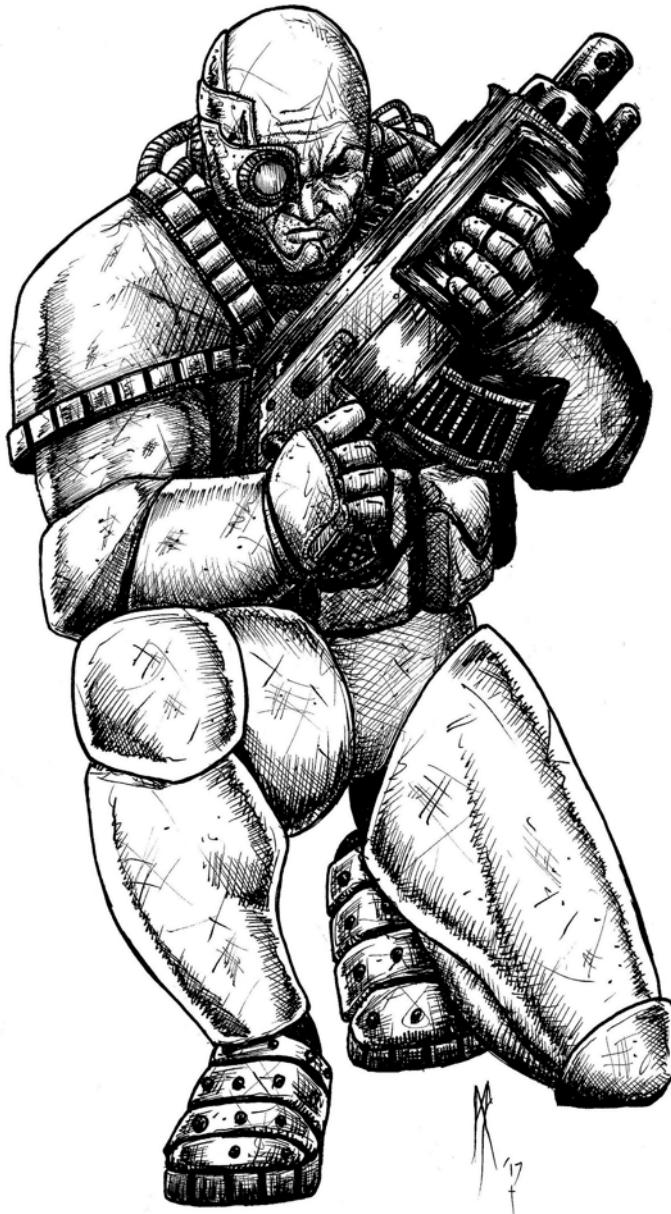
2D6

Energy Missile Weapon Critical Result

- 2 Shot straight through heart. Target dies unless life support applied within 2 rounds.
- 3 Enemy blinded by laser shot.
- 4 Target's weapon is hit. Target takes double rolled damage and their weapon is destroyed.
- 5 Target takes normal damage but is ignited by the energy. Target loses D3 Stamina per round until extinguished.
- 6 Inflict double rolled damage.
- 7 Add +2 to the damage roll for this hit.
- 8 Add +2 to the damage roll, and the target is knocked off their feet.
- 9 Target takes a shot to the head that frazzles the brain. Takes normal damage but cannot act for D3 rounds.
- 10 Target's nervous system frazzled. Takes double damage and has a -2 penalty to everything until medical attention is received.
- 11 Shot passes clean through target (inflicting double damage) and hits an enemy directly behind and within range. That enemy takes normal damage.
- 12 Energy vaporises enemy's head. Enemy is dead.

Obviously, taking a Critical Hit can be brutal, and could incapacitate or kill a Hero. Much of this damage can be repaired at a later date (depending on the setting) but a roll of double 6 against a Hero can often change the direction of a game session.

Example: In the following combat round, Gorgyr and the enforcer shoot again at each other. Gorgyr rolls a double 6 and gets a critical! The enforcer does not, and so Gorgyr both wins the round and resolves the critical result. The critical roll is a 10, frazzling the nervous system of the enforcer as well as inflicting double damage. The damage roll is again a 4, which would normally be 5 STAMINA damage, but in this case is 10! The armour of the enforcer only stops 2 of this, so he reduces his STAMINA by a further 8, and will have a penalty of -2 to everything until he gets some medical attention. Unfortunately, the enforcer does not have enough STAMINA to take this sort of punishment and drops to the floor.



Fumbles

Whereas a roll of a double 6 is usually bad news for the target, a roll of a double 1 is bad for the attacker. A double 1 is a Fumble, and as such will always result in losing that combat round, regardless of the combat totals. The Fumbling character must also make a 2D6 roll on the appropriate table below and apply the effects immediately.

Like Critical Hits, the effects of a Fumble can also be partly negated by a successful LUCK roll. This roll must be made before the exact fumble is generated and thus the severity known. However, even with a successful LUCK roll, the Hero will still lose that combat round versus all enemies.

FUMBLE TABLES

2D6

Energy Hand-to-Hand Weapon Fumble Result

- 2 Weapon slices through own leg. Character falls to the ground and may not stand unaided.
 3 Normal damage is inflicted (armour allowed) although the wound is cauterised.
 4 Weapon slices through one piece of the character's equipment (GM choice). Item is destroyed.
 5 Character leaves himself open. Opponent inflicts double damage with this attack.
 6 Character burns himself for 2 points of damage.
 7 Character drops his weapon. It will take 2 full rounds to recover that weapon.
 8 Character slips and is off balance. A -2 penalty applies to all physical actions on the next turn.
 9 Weapon malfunction; now uses 3 charges per hit rather than 1. Requires full service to regain normal action.
 10 Character's weapon power supply fails. Weapon requires a full round and technical roll to restart.
 11 Character exposes weak spot to enemy, who has +3 to their damage roll.
 12 Hero hits nearest ally (or self if no allies nearby) for normal damage. An armour roll is allowed.
 13 Weapon explodes, doing double damage to wielder although an armour roll is allowed. Weapon is destroyed.

2D6

Hand-to-Hand Weapon Fumble Results

- 2 Character hits himself (or nearest ally) for double normal damage. Armour applies as normal.
 3 Character hits himself, inflicting normal damage, although an armour roll is allowed.
 4 The Character leaves himself open to their enemy, and the incoming attack inflicts double damage.
 5 The Character slips and falls and will be both prone and have a penalty of -4 for two Combat rounds before they can attempt to get up.
 6 The Character drops his weapon and it will take two full rounds to recover that weapon.
 7 The Character is off-balance for the following round and suffers a -2 penalty to all actions.
 8 The Character falls over and must take a full round to get up.
 9 The Character loses their grip on their weapon, which flies away to land behind their enemies.
 10 The weapon will be difficult to reclaim before the end of the fight.
 11 The Character exposes their weak spot and cannot apply armour to this attack. If the Hero is not wearing armour, the damage roll is modified by +2.
 12 The Character hits their nearest ally on the backswing (or himself if no ally is nearby) and inflicts normal damage. An armour roll can be made.
 13 The Character inflicts a random critical hit on himself.

2D6

Projectile Weapon Fumble Result

- 2 Character shoots self in foot, inflicting a "6" damage result on character (armour roll allowed).
 3 Backfire blinds and deafens character for 1-3 rounds.
 4 Character knocked over by recoil. 2 rounds required to stand up.
 5 Ammo clip falls out and spills over floor. Will take time to recover bullets.
 6 Character drops his weapon. It will take a full round to recover that weapon.
 7 Misfire. Weapon cannot be used next round but is OK after that (no action required)
 8 Weapon jam. Requires two full rounds to clear.
 9 Hero's weapon jams. Weapon requires full round and technical roll to clear.
 10 Character off balance. Next enemy attack (within 1 round) gains +4 bonus.
 11 Character shoots nearest ally (or self if no allies nearby) for normal damage. An armour roll is allowed.
 12 Weapon explodes, doing double damage to wielder although an armour roll is allowed. Weapon is destroyed



FUMBLE TABLES

2D6	Energy Missile Weapon Fumble Result
2	Ricochet hits self in back, inflicting normal damage but no armour roll allowed.
3	Electrical fault. Weapon only fires 50% of the time until fixed.
4	Hero spun around by recoil. At -2 for two rounds.
5	Power pack loses half remaining charges.
6	Hero drops his weapon. It will take a full round to recover that weapon.
7	Weapon superheated. Inflicts 2 damage if handled in next two rounds.
8	Weapon fault. Requires two full rounds to clear.
9	Weapon fault. 1 in 6 chance each time it is fired that weapon breaks.
10	Powerpack drains fully.
11	Hero shoots nearest ally (or self if no allies nearby) for normal damage. An armour roll is allowed.
12	Weapon explodes, doing double damage to wielder although an armour roll is allowed. Weapon is destroyed

Example: As the first enforcer drops, a second bursts through a nearby door, firing his laser pistol at Gorgyr. On the very first round things look bad as the enforcer rolls a 2, which is a fumble. Not only does Gorgyr win the round and inflict damage as normal, but the enforcer must roll a 2d6 to resolve the fumble. This roll is a 4, which spins the enforcer around from the recoil and gives him a penalty of -2 for the following two rounds. Not a good start.

Using LUCK in Combat

The careful use of LUCK in combat by a Hero can often mean the difference between life and death. Avoiding having your head vapourised is usually a good thing, as is not having your weapon explode when surrounded by enemies. Making a LUCK test to reduce the effects of both Critical Hits and Fumbles has been described above and are both key uses of the LUCK attribute.

A Hero can also make a LUCK test to reduce the Damage roll of an attack to a 1. Any modifiers to the damage roll still apply before the actual STAMINA damage is worked out and armour functions as normal.

Similarly, if a Hero wins a combat round, they may test for LUCK to increase the damage. A successful LUCK test will allow the Hero to use the "7" column for damage inflicted. Any modifiers are still applied to this "roll", although additions will of course have no effect on the damage inflicted.

Example: Gorgyr wins the following combat round, but only rolls a 1 on his damage die (which would inflict 3 STAMINA). Wanting this fight to finish early, he elects to test his LUCK, and is successful, so he uses the "7" column, which inflicts 7 STAMINA. The enforcer drops, but this does however cost Gorgyr 1 LUCK point, which he may regret later...

The above uses of LUCK can be critical for any Hero or major enemy. However, LUCK is also used to avoid traps and random events, find clues and indeed many other areas of the game. And LUCK is not automatically restored at the end of each adventure! Sometimes it is better to risk taking the

critical hit or suffering the effects of a fumble to ensure that LUCK is available at a later stage!

A Hero may only make use of LUCK in one of these ways once per combat round, and this use costs a LUCK point, so careful choice is essential!

Fighting Multiple Enemies

Combat between two enemies is both simple and fast to resolve. Combat where multiple attackers target one enemy can be slightly more complex, as are situations where combatant A shoots a weapon at combatant B, who in turn swings a laser sword at combatant C, who is trying to hack at...

The easiest of these to resolve are situations where multiple attackers are all targeting one poor victim. When this happens, the outnumbered target should declare the target of their own attack, but all combatants should generate an attack target as usual (although there may well be modifiers; see below). Resolve the combat between the two fighters trading attacks as if they were fighting alone. The extra attackers will land a hit if they exceed the combat total of the lone fighter, but if their combat total is lower, nothing further happens.

Example: A few hours after defeating the two alien enforcers, Gorgyr is surprised by three more at once, all of whom get a +2 outnumbering bonus for two additional enemies.

All three open fire on him in the first round, whilst he returns fire at enforcer 1. Gorgyr gets a combat total of 16, beating the 13 of enforcer 1, and so inflicts some damage on that enemy. Enforcer 2 only gets a 15, which means he misses, but takes no damage back as he was not targeted by Gorgyr. Enforcer 3 however gets a total of 18 which means he hits Gorgyr for damage.

In a situation where attacks are being targeted all over the place, it is essential that the Director at least knows who is attacking whom. Every combatant should then calculate their combat total. Use the principle above such that if a "one way"

attack total beats the defender, a hit is scored and damage is done, but if the attacker gets a lower total, the attack misses and nothing further happens. It is probably worth rolling separate damage and armour rolls for this sort of combat.

It is also the case that some alien creatures have an Attacks characteristic that is more than 1. This allows the creature to function as multiple characters in a fight. An alien beast with 2 Attacks can fight two enemies separately, making a different attack test for each enemy, and inflicting damage on each if successful. Against a single opponent, a beast of this sort will only make a single attack. Creatures such as this are more difficult to outnumber, and cannot be outnumbered by enemies equal to or less in number to their Attacks rating.

Personal vs Vehicle

If a foot soldier attacks a truly huge vehicle such as a battlecruiser, they will be unable to inflict any damage at all, as their weapons are just not powerful enough. Similarly, a foot soldier hit by a battlecruiser weapon battery will be vapourised instantly!

However, an individual attacking an armoured car or mechanised walker will be able to inflict some damage. In these cases, the final STAMINA damage should be worked out and then halved (round down). Armour applies as normal. This will also apply for a normal sized person attacking a very large creature (whale sized or bigger).

Vehicle-mounted weapons or vast creatures attacking a character will inflict double STAMINA damage, again before armour is calculated.

Individuals attacking starships will inflict one quarter damage, whilst damage inflicted by starships on individuals are multiplied by 4.

Example: An armoured hovercar is blocking the escape for Gorgyr and his companions, and fires its cannon at our hero, who returns fire with his much smaller laser pistol. On the first round, Gorgyr hits and inflicts 4 STAMINA damage (from his weapon table) which becomes only 2 STAMINA damage when halved; this is easily stopped by the vehicle's armour. The following round, the gunner hits with his cannon for 5 STAMINA damage, which is doubled to 10 STAMINA damage, only 3 of which is blocked by Gorgyr's armour. Gorgyr reduces his STAMINA by 7 and is in some trouble!



Combat Modifiers

There are a wide range of modifiers that can apply to a combat total. The table below lists most of the common ones, but these are not set in stone. The Director should feel free to modify or change these to suit the circumstances of the fight and indeed the specific combat round. The Director is also free to apply whatever additional modifiers seem appropriate!

In a Vacuum (ranged)	-1
In a Vacuum (melee)	-2
In Zero-G (ranged)	-2
In Zero-G (melee)	-3
Total Darkness	-6 (-3 for dark seeing)
Night Time Darkness	-3 (-1 for dark seeing)
Hidden/Stealthy	+1
Twilight	-1
Smoke/Fog	-2
Torrential Rain	-1
Knee deep in water	-2
Waist deep in water	-4
Neck deep in water	-6
Swimming	-8 (not for aquatic creatures)
Narrow space	-2
Very narrow space	-4
Vs Mounted opponent	-2 (if unmounted)
Prone	-4
Drunk	-2
Carrying heavy weight	-2
Carrying very heavy weight	-4
Outnumbering	+1 (per extra attack, max +5)
Rear attack	+4

Combat Options

When involved in combat, a character will use the default actions already discussed above, unless otherwise stated. This is obviously easy and fast to resolve, but may not be ideal for every circumstance. A Hero (and indeed any character) may also choose to make use of a special combat option. Generally, only a single option may be used by a character on any given round (unless stated otherwise), and the option to be used must be stated at the start of the round.

All-Out Attack

In hand to hand combat, a warrior may choose to throw absolutely everything into their attacks, making a series of wild blows. This reduces the attack total by -2, but does increase the damage inflicted by +1 STAMINA.

Assist

This option allows a character to help out another character with their action. The assisting character must take broadly the same action (shooting at the same target, swinging a weapon, etc.) and must use ammo if appropriate. The assisted character will gain a +2 bonus to their action, and they may make use of a separate combat option if preferred. The assisting character does not need to make a roll and their action has no direct result other than the assistance.

Defensive Stance

A character may decide to spend a round avoiding damage rather than trying to inflict it. The defensive character gains a +2 bonus to their attack total for that round, but will not inflict any damage if they win. This option may be taken for both hand-to-hand and ranged combat, but if used for ranged combat the defensive character must still fire their weapon (and use ammo) which acts as suppressive fire.

Disarm

In hand-to-hand combat, a character may attempt to disarm their enemy of a hand-held weapon. Attack rolls must still be made, but the Disarming character will not inflict damage if they win, rather they will keep out of harm's way. However, once the combat is resolved (and whether the disarming character wins or loses), the disarming character must make a LUCK roll. If the character is lucky, their opponent is disarmed. If the character is unlucky, they themselves are disarmed! Like other uses of LUCK, an attempt to disarm costs 1 LUCK point.

Feint

In hand-to-hand or ranged combat, a fighter can try to confuse and deceive their enemy as to their intentions. If the Feinting character wins the combat, they gain a +1 to their damage roll. However, if the Feinting character loses that combat round, the damage roll against them gains a +1 bonus.

Hyperfire

A character with an appropriate gun may choose to empty their magazine in a single round, increasing both the chance to hit and any damage done. The magazine must have at least half of its capacity remaining in order for this option to be used, and the intent must be declared at the start of the round. When used, the attacker gains a bonus of +2 to their attack total for that round and a +3 bonus to the damage roll if the attack hits. That magazine is now completely emptied and must be replaced before the weapon can be used again.

Long Shot

This option may be used to shoot at one further range category than the maximum listed for the weapon. Although this does not apply a modifier to the attack total, it does reduce the damage roll by -2 if the attack hits.

Push Back

If this option is used, the main intent of the attack will be to drive the target back either physically or from the ferocity of the attack. It can be used for hand to hand or ranged attacks, and if the attack wins the round, the target is moved back an appropriate amount which will depend on the circumstances of the combat. The damage roll will be a 1 for that attack, although modifiers will still apply.

Rapid Shot

An attacker using this option may make two separate shots in a round. If two separate enemies are targeted, separate attack rolls must be made at a penalty of -3. A D3 should be used to make the damage roll(s) rather than a D6. Modifiers to the damage roll will still apply to both damage rolls.

Sniper Shot

If a character takes a full round to aim at a visible target and shoots at that target on the following round, they gain a bonus of +2 to their attack total. Further, if the attack hits, a penalty of -1 will be applied to the armour roll of the target. This option cannot be combined with Hyperfire, Rapid shot, etc.

Quickshot

In most combats, all attacks in that round are resolved simultaneously, and even if a character is killed or immobilised by an attack, they may still be able to inflict damage themselves. If it is important to eliminate an enemy before they can inflict damage, a character may opt to attack earlier. The character may choose a penalty of -1 or more to be applied to their attack total, and will inflict damage before other attacks are resolved. If the target is killed or immobilised by this attack, the target cannot then act. If more than one combatant in a fight chooses this option, then attacks are resolved in order, with the highest penalty attack going first. In these circumstances, the Director may require all Quickshot-using character to secretly "bid" their penalty at the start of the round.

Example: Gorgyr is firing his laser pistol at a spikebeast that is savaging a colonist. The colonist is badly injured and completely outmatched and probably won't survive another attack. Gorgyr also knows that the spikebeast has also been badly injured and is hoping to take it out before it can kill the colonist. Gorgyr takes a

-1 penalty to his attack total, but if he hits and kills the spikebeast, then it cannot itself attack the colonist.

If the spikebeast's handler sees what is happening, he could also use Quickshot to try and shoot Gorgyr before he fires. He will however have to take a larger penalty than Gorgyr does in order to shoot first.

Weapons and Armour

Weapons

A wide range of weapons are available in a science fiction setting regardless of the specific details, from a humble knife or club all the way up to a high-tech fusion rifle. All of these are handled in a broadly similar way.

The weapons are grouped by technology, but as with other equipment, exactly which weapons will be available is down to the Director.

Each weapon has a damage track. This converts the D6 damage roll into the actual STAMINA damage inflicted. Although this approach does require a minimal amount of bookkeeping, it has the advantage of allowing non-linear damage for each weapon. It will be immediately noted that there is a 7+ column for each weapon, which is to allow for various modifiers to the damage roll. Any modifier that reduces the damage roll below 1 will use the 1 column.

Example: Gorgyr throws a knife at an alien bounty hunter in a low drinking hole. He hits with the attack and rolls a 4 on the damage roll. Looking at the damage track, we see that this knife strike inflicts 2 points of STAMINA damage.

A player should copy the damage tracks for all of their weapons onto their character sheet.

Basic Tech Missile Weapons

	1	2	3	4	5	6	7+
Crossbow	2	2	3	3	4	4	5
Bow	2	3	3	3	3	4	5
Thrown Knife	1	1	2	2	2	2	3

Low Tech Weapons

	1	2	3	4	5	6	7+
Pistol/Rifle	2	3	3	4	4	4	5
Assault Rifle	3	4	4	4	5	5	6
Shotgun	2	3	3	3	4	4	5
Grenade	4	5	6	6	6	6	7
Machine Gun	2	3	5	5	6	7	8
RPG	5	6	6	6	7	7	8
Flamethrower	3	4	5	5	5	6	7

Medium Tech Weapons

	1	2	3	4	5	6	7+
Concussion Pistol	4	4	5	5	6	6	7
Flechette Pistol	3	4	4	5	5	6	7
Laser Pistol	3	4	4	5	5	6	7
Laser Rifle	3	4	5	5	6	6	7

High Tech Weapons

	1	2	3	4	5	6	7+
Blaster Pistol	4	4	5	5	5	7	8
Heavy Laser	5	6	6	7	7	8	9
Plasma Rifle	2	3	3	4	4	5	6
Fusion Pistol	2	2	2	2	3	7	9
Fusion Rifle	2	2	2	3	4	8	10
Stun Pistol	3	4	4	4	4	5	6
Freeze Beam	1	2	2	3	3	3	4
Tractor Beam	0	0	0	0	0	0	1

In addition to the damage track, each weapon also has the following characteristics:

Ammo is the number of shots that can be fired before the weapon must be reloaded, which normally takes a full round.

The ammo/slot column shows how many ammo refills you can carry per equipment slot (you have 10 equipment slots). Really damaging weapons tend to have only 1 (or 2) magazines per equipment slot, thus requiring a lot of space to carry enough ammo for a prolonged battle. As an example, a pack of shotgun shells (taking 1 equipment slot) will allow ten reloads, each of two shots.

Range is listed as either Very Short, Short, Medium, Long or Very Long. As discussed above, these are not defined absolutely but are rather more abstract. The range given for each weapon defines the usual maximum range.

The Special column lists any unique rules for that weapon, further explained in the weapon description below.

Option: Unlimited Ammo

Some settings, especially hi-tech ones, may have "unlimited ammo" weapons. It is of course easy to ignore the Ammo requirement. This will make the more dangerous weapons even more powerful as they will no longer be restricted, and this must be borne in mind by the GM.

	Ammo	Ammo/Slot	Range	Special
Crossbow	1	20	Short	No reload
Bow	1	20	Short	No reload
Thrown Knife	1	5	Very Short	No reload
Pistol/Rifle	6/9	5	Short/Medium	
Assault Rifle	10	4	Medium	
Shotgun	2	10	Very Short	Targets several adjacent enemies
Grenade	1	4	Very Short	No reload
Machine Gun	8	3	Medium	
RPG	1	1	Long	
Flamethrower	6	2	Very Short	Can Ignite
Concussion Pistol	10	3	Short	Fires bolts
Flechette Pistol	5	6	Very Short	Armour roll +2
Laser Pistol	16	4	Medium	
Laser Rifle	24	3	Long	
Blaster Pistol	14	4	Medium	
Heavy Laser	12	1	Very Long	-2 Skill
Plasma Rifle	6	2	Short	Only Sealed armour protects
Fusion Pistol	8	2	Medium	+2 damage vs unarmoured
Fusion Rifle	12	1	Medium	+2 damage vs unarmoured
Stun Pistol #	10	3	Short	Damage is restored in 10min-cannot kill
Freeze Beam	14	2	Medium	On a damage roll of 6, Target loses next rnd
Tractor Beam	8	1	Long	On a hit can push or pull target

Missile Weapon Descriptions

Crossbow

This primitive weapon fires bolts from a metal bow mounted on a wood or metal stock. Crossbows are occasionally constructed from more modern materials, but use the same design. Although only a single bolt can be loaded at a time, this weapon can be loaded and fired in the same round.

Bow

One of the oldest weapons known, a bow is a wooden (or more advanced material) curve used to propel an arrow. More advanced bows have all sorts of counterweights, sights and so forth and may have a bonus to attack total. Although only a single arrow can be loaded at a time, this weapon can be loaded and fired in the same round.

Thrown Knife

A specially constructed blade well-balanced for throwing, although this does take some practice. These knives can also be used in hand-to-hand combat (inflicting the same damage). There is no reload time to grab another knife.

Pistol/Rifle

These weapons fire a physical bullet down a rifled barrel to generate spin and stabilise the flight. Some pistols will have 6 bullets in a revolving barrel, whilst others (and rifles) will have a linear magazine to push the next bullet into the chamber. Pistols can be used in one hand, whilst rifles require two. Both of these weapons fire one bullet for each pull of the trigger. Pistols and rifles generate a loud report when fired.

Assault Rifle

These weapons are similar to a rifle but have a much larger magazine and fire multiple bullets for each pull of the trigger. They need two hands to fire and create even more noise than a rifle.

Shotgun

These guns use a cartridge packed with small pellets rather than a single bullet. This means that a shotgun can be used to attack up to three targets, as long as they are standing right next to each other. The attack total for the shotgun blast should be compared to the totals for all three targets. The shotgun will inflict damage on any target it wins the round against.

Grenade

This small object can be primed by the user and then thrown. Upon landing or hitting its target, the grenade will explode, injuring all nearby. The exact blast radius of the grenade will depend on the technology level and the local environment, and will be determined by the Director.

Machine Gun

This weapon is a heavier and larger version of the assault rifle, firing a rapid stream of bullets whenever the trigger is pulled. These weapons must either be braced on a stand or the user must wear a gyroscopic harness.

RPG

This one use weapon consists of a tube containing a small rocket. There is an explosive grenade mounted on the top of the rocket, vastly increasing the range of the weapon.

Flamethrower

This weapon requires two hands to use and fires a stream of highly flammable liquid when the trigger is pulled. The fluid is ignited as it emerges, creating a stream of flame. It is possible to ignite a target with this weapon.

Concussion Pistol

These advanced guns fire a large explosive shell over a short range. Although the explosion will not affect other targets, it will create a lot of noise.

Flechette Pistol

This weapon fires a small plastic projectile that fragments into shards as it leaves the barrel. Although the fragments can be easily stopped, they inflict major damage to unprotected targets. These fragments will not damage the interior of a starship or vehicle, making them a popular choice amongst security officers.

Laser Pistol

This weapon fires a pulse of laser light at the target. Able to be used with one hand, these weapons make an electronic "whoosh" when fired and use a power pack for ammo.

Laser Rifle

Similar to a laser pistol but requiring two hands to use and with a longer range, these weapons are often the armament of choice for professional soldiers and guards.

Blaster Pistol

This larger, heavier and more advanced version of the laser pistol fires more powerful pulses of laser light.

Heavy Laser

This large and heavy weapon is the laser equivalent of a machine gun, firing a veritable storm of laser pulses at the target. Like the bullet-firing variety, these weapons require either a special harness or brace, and are very difficult to use.

Plasma Rifle

This weapon fires a stream of super-heated plasma at the target. Although it does not have a long range, the gaseous nature of the plasma means it will not be stopped by armour unless it is fully sealed. (Non-sealed armour offers no protection at all against plasma).

Fusion Pistol

This pistol emits a beam of energy that causes small-scale nuclear fusion in the target. Due to the localised nature of the fusion, armour provides some reduction of effect. Damage rolls against any target not wearing armour will gain a bonus of +2 to the roll.

Fusion Rifle

A larger and heavier of the fusion pistol, this weapon requires two hands to use.

Stun Pistol

This weapon fires a beam that interferes with the nervous system of a living target. Damage inflicted by this weapon should be recorded separately, and is recovered after 10 minutes of rest. This weapon cannot kill (the target is unconscious at 0 STAMINA). If a critical success is rolled, the weapon does double damage rather than critical effects.

Freeze Beam

This weapon fires an intense beam of cold at the target. If a 6 is rolled on the damage dice, the target will lose their next action, whether later in the same round or in the following round.

Tractor Beam

This weapon rarely causes any direct damage to the target. However, if the attack with this weapon succeeds, the user can push or pull the target one range category. This can be used on a target that is up to twice the weight of the weapon user.

Melee Weapons

Melee weapons have a damage track in exactly the same way as missile weapons, and are grouped into the same technology groupings.

Basic Weapons

	1	2	3	4	5	6	7+
Axe	2	2	2	3	3	3	4
Knife	1	1	2	2	2	2	3
Club	1	2	2	2	3	3	4
Sword	2	3	3	3	3	4	5

Low Tech Weapons

	1	2	3	4	5	6	7+
Chainsaw	2	3	3	4	4	5	6

Medium Tech Weapons

	1	2	3	4	5	6	7+
Force Sword	3	3	4	4	4	4	5
Stun Rod	2	2	2	3	3	3	4

High Tech Weapons

	1	2	3	4	5	6	7+
Laser Sword	2	3	4	4	4	5	6
Energy Whip	1	1	2	2	3	4	5
Blast Rod	2	2	2	3	3	3	4

Natural Weapons

	1	2	3	4	5	6	7+
Small Bite/Claw	2	2	3	3	3	3	4
Medium Bite/Claw	2	3	3	3	4	4	5
Large Bite/Claw	3	3	4	4	5	6	7
Huge Bite/Claw	4	5	5	6	6	7	9
Unarmed	1	1	1	1	1	2	3
Large Unarmed	2	2	2	2	3	4	5

Some higher-technology melee weapons also have an ammo rating and an ammo/slot. These weapons require power to function, although they only use one "shot" if the attack does damage. If a character wielding one of these weapons loses the combat round, they will not use an ammo charge. A weapon of this type that runs out of ammo will be treated as a club until reloaded, which takes 1 round as normal.

	<i>Ammo</i>	<i>Ammo/slot</i>
Chainsaw	16	1
Force Sword	18	1
Laser Sword	20	1
Stun Rod	18	1
Energy Whip	24	1
Blast Rod	6	1

Melee Weapon Descriptions

Axe

This weapon is found, in various forms, on almost any world with sentient beings. The exact form varies with technology level, from a chipped flint to steel blade to carbon composite. However, axes are valued for their utility as well as their combat potential.

Knife

Another almost ubiquitous weapon, a knife could be as simple as a small kitchen implement or as complex as a survival knife with serrated sections and a bottle opener!

Club

Probably the most basic of basic weapons, a club can be simply a tree branch or length of timber, or can be a law enforcement baton made from advanced materials. Clubs are very easy to use and are usually very cheap.

Sword

A sword has a long metal blade (either single or double-edged) and is used one-handed to slash or stab an enemy. Swords have long been considered a weapon of status and are still worn by nobles and high-ranking military officers in formal situations.

Chainsaw

Originally designed as a tool for felling trees and chopping wood, the chainsaw has been adapted by some violent and disreputable people as a weapon of war. The fast-moving chain will slice through armour and flesh as surely as it will cut through wood!

Force Sword

This weapon appears (and functions as) a standard metal sword when unpowered. However, when the power is switched on, a yellow corona forms along both cutting edges of the blade. This energy field greatly increases the damage inflicted with a successful hit.

Stun Rod

A baton about 3' long, this weapon has a copper-coloured cap at each end. When the power is switched on, a strike from the rod will cause a short-circuit of the nerves of the target. Damage inflicted by this weapon should be recorded separately, and is recovered after 10 minutes of rest. This weapon cannot kill (the target is unconscious at 0 STAMINA). If a critical success is rolled, the weapon does double damage rather than critical effects.

Laser Sword

This weapon is an advanced version of the Force Sword, but rather than creating an energy field along the edge of the blade, a constant edge of laser light is created. This makes the weapon very dangerous, but also very visible.

Energy Whip

This weapon appears to be a light whip constructed of advanced composites but with a heavy handle. When activated, sparks crackle along the length of the whip. When struck, the energy discharges into the target. If the attack hits and either of the attack dice were a 6, the whip wraps around the target. Until the target spends one round freeing themselves, the whip will cause damage automatically, even if the wielder loses the combat round.

Blast Rod

This is an upgraded and larger version of the Stun Rod and requires two hands to use. When the target is struck, all adjacent targets (friend or foe) also take the same damage with no chance to avoid. On a fumble, the wielder makes a normal damage roll on himself without the benefit of any armour.



Small Bite/Claw

This natural weapon is used for any creature that has small claws, teeth, spines, horns etc. Creatures of about the size of a dog usually have this size of weapon.

Medium Bite/Claw

Creatures about the size of a lion will possess attacks of this size.

Large Bite/Claw

Creatures of the size of a buffalo or larger will have attacks of this size.

Huge Bite/Claw

A dinosaur or other huge creature would have a natural attack of this size.

Armour

Most characters will need to wear some form of armour to survive the dangerous situations they will find themselves in. Those who choose not to wear armour can often survive just as well if they are skilled at dodging, but to have neither of these protections is likely to end in premature death!

Every armour type has a Protection Track, which functions in a similar way to the Damage track of a weapon. The number rolled will correspond with a certain amount of protection. It is this value that is deducted from the STAMINA damage inflicted by an attack.

For many of the armour types, the character must have the Armour Special Skill to act freely. If the character does not have sufficient special skill, they will still gain the protection from the armour but will have a penalty to all other physical actions (including combat) equal to the shortfall in special skill. So a character completely untrained in the Armour special skill wearing Guard Armour (requirement 2) would have a penalty of -2 to all physical actions. If the character then put on some Heavy Battle Armour, the physical penalty would be -4!

Some of the listed armours are sealed. These protect against poison gas, smoke, lack of oxygen etc as they have a self-contained life support unit. These can be used as a spacesuit, but are the only armours to protect against certain weapons.

A character who has at least 1 point in the Dodge special skill can also attempt to get out of the way of hand to hand and missile attacks. Each rating in the Dodge special skill provides its own "armour track". A character wearing armour can still use Dodge as well, although the values do not add together. Instead, a single "Armour" roll is made, and both tables should be consulted. Whichever value is highest is the one used.

Example: Gorgyr is wearing a suit of Power Armour he came across on a derelict spacecraft. He only has an Armour special skill of 4, and so will suffer a penalty of -1 to all actions including combat. An enemy shoots him with a plasma rifle, inflicting 5 damage. Luckily, the armour is sealed and will protect him against this attack, and a roll of a 5 will stop all of the incoming damage!

Some settings and tech levels allow the use of shields. Some of these require the use of a free hand and so cannot be used with a weapon such as a rifle or heavy weapon, and all high-tech shields require power packs (ammo).

It is also possible to find low-tech shields either on primitive worlds or as riot shields. These will work against melee weapons, but not ranged weapons.

Armour Spec Skill

[Dodging]	-						
Armoured vest	-	Energy weapons are +1 damage					
Armoured clothes	1	Energy weapons are +1 damage					
Space suit	1	(sealed)					
Guard Armour	2						
Ablative Armour	2	Only works vs energy weapons					
Battle Armour	3						
Hvy Battle Armour	4						
Powered Armour	5	(sealed)					

	1	2	3	4	5	6	7+
Arm. Vest	0	0	0	1	2	3	4
Arm. Clothes	0	1	2	3	3	3	4
Space Suit	1	1	1	1	1	2	3
Physical Shield	0	0	0	1	1	1	2
Guard Armour	1	2	3	3	4	4	5
Battle Armour	2	3	4	4	5	5	6
Heavy Battle Armour	3	4	4	5	5	6	7
Powered Armour	3	4	5	5	6	6	7
Ablative Armour	2	3	3	3	3	4	5
Wrist Shield	0	0	0	0	+1	+1	+2
Responsive Shield	0	+1	+1	+2	+2	+2	+3
Force Field	+1	+1	+2	+2	+2	+3	+4
Dodge 1	0	0	0	0	1	1	2
Dodge 2	0	0	0	1	1	2	3
Dodge 3	0	0	1	1	1	2	3
Dodge 4	0	1	1	1	2	3	4
Dodge 5	1	1	1	2	3	4	5
Dodge 6	1	2	2	3	4	5	6

A personal hi-tech shield uses up 1 charge each time it actually stops damage. If the shield fails to stop any damage, a charge is not used. The shield will not function at all with an empty power pack and it takes a full round to reload the unit.

	Ammo	Ammo/slot
Wrist Shield	10	2
Responsive shield	10	2
Force field	12	1

Natural Armour

	1	2	3	4	5	6	7+
Light	0	0	0	1	1	1	2
Medium	0	0	1	1	2	2	3
Heavy	0	1	2	2	3	3	4
Super-Heavy	1	2	3	3	4	4	5

Armour Descriptions

Armoured Vest

This armour is composed of advanced protective materials within a sleeveless jacket. Although this armour provides a low level of protection, it can easily be worn with other clothing and is fairly inconspicuous.

Armoured Clothes

This armour is of the same construction as an armoured vest, but incorporated into a full set of clothing, including a hood or hat. Depending on cost, this armour can be made as stylish as desired.

Space Suit

Although not actually designed as armour, a standard space suit provides some protection, especially against Plasma weapons. Of course, the primary purpose of the suit is to protect the wearer against vacuum and the ravages of space!

Physical Shield

This is simply a square, circle or other shape of wood, metal or advanced plastic designed to stop attacks from melee weapons. These shields are mainly found on primitive worlds, but can also be issued to law enforcement riot squads.

Guard Armour

This armour is so named for its common use by both private armed guards and military sentries. It is also the standard armour for most planetary militia and other rank and file soldiers. Composed of shaped armoured plates covering the torso and limbs and a full or partial helmet, this armour is both easy to wear and offers good protection.

Battle Armour

This is the armour worn by the better class of mercenary or most professional soldiers. Formed of heavier and thicker plates than Guard Armour and with a protective undersuit, this armour offers very good protection.

Heavy Battle Armour

This armour uses more advanced materials and offers greater coverage than Battle Armour, and is usually issued to assault troopers and other elite forces. It requires considerable training to use, but offers excellent protection to the wearer.

Powered Armour

This armour is huge and heavy and completely encloses the wearer within. The armour is actually a form of non-sentient robot, controlled by the wearer within. This armour is sealed and has its own environmental systems and oxygen supply, and most are equipped with food and drink modules. This is the ultimate armour, but is both incredibly expensive and difficult to use. The wearer receives a +3 bonus to all tests to lift, carry or break objects due to the strength of the suit itself.

Ablative Armour

This light and comfortable armour is comparatively easy to wear and offers excellent protection, but only against energy

weapons. The armour reacts with the energy beam to produce a small cloud of protective particles that reduce the power of the incoming attack. Attacks from physical bullets, blades etc will all penetrate the armour easily.

Wrist Shield

This shield is a higher-technology version of a physical shield. When switched off, it is simply a wide wristband, but when switched on it produces a large circular forcefield centered on the band. The shield can be used as a physical shield, but it will also function against ranged attacks.

Responsive Shield

This shield is similar in technology to a Wrist Shield, but is worn as a belt. Rather than a constant forcefield that requires one hand to use, this shield produces a specific area of forcefield to intercept a detected attack. This shield will even attempt to block an attack that the wearer has not seen!

Force Field

Like a Responsive Shield, a Force Field is worn as a belt. However, this type of shield creates a constant energy field that completely surrounds the wearer and in fact seals them in! It does not however provide an oxygen supply, warmth, etc., so a wearer in space will still suffer some ill effects.

Light Natural Armour

This armour would be equivalent to a thick hide or light scales on a creature or alien.

Medium Natural Armour

This armour would be fairly thick scales, very thick hide or similar.

Heavy Natural Armour

This armour would be very thick scales or armour plates.

Super-Heavy Natural Armour

A creature with this type of natural armour would have scales or armour plates of a material equivalent to that used for manufactured armour.

Healing

Heroes and other characters will become injured during a Stellar Adventures game, whether through accidents or attacks. Although a character will heal eventually if left to their own devices, science fiction settings are normally replete with high-tech ways to speed this up.

Natural Healing

An injured character left untreated will recover 2 STAMINA from eating a meal and 4 STAMINA from a full night's sleep. Only two meals and one sleep per day will restore STAMINA, though. Any extra will have no further healing effect.

A character not eating or drinking for a full day will lose 2 STAMINA, and a character going without sleep for a full night will lose 3 STAMINA.

A character with a serious injury such as broken bones will eventually recover in time, although this may well take weeks or even months depending on the details. In addition, the character will permanently reduce their SKILL by 1 point due to the lasting damage.

Some Psionic disciplines are able to heal both STAMINA damage and more serious wounds. Rules for this are given in Chapter 7.

First Aid & Medkits

First Aid kits are available in Basic Technology settings and must be used within minutes of a battle. They consist of antiseptics, bandages and other simple wound applications. To use a First Aid kit requires a Medicine Special Skill roll (or just SKILL) and a success restores 2 points of STAMINA. A critical success restores 4 points of STAMINA, but a critical failure actually inflicts 2 points of STAMINA damage!

Medkits are available in Low Technology settings and consist of clotting agents, skin patches and advanced dressings. A medkit can be used within an hour of a battle, and will restore 4 STAMINA damage (or 8 on a critical success). A critical failure will inflict 1 STAMINA damage.

Both of these will prevent SKILL loss from major injuries, but will do nothing to speed up their healing. These kits will also only heal damage taken in a fight. A character who takes 2 STAMINA damage during a battle cannot have more than 2 points healed by one of these kits.

These kits can also be used once per fight. A failed roll cannot be re-attempted and even a successful roll cannot have a second attempt to try and heal more damage.

Each of these kits have 6 "charges" worth of supplies. Once these charges have been used up, the kit cannot be used until replenished.

Medbay

A Medbay is to be found on a starship or at a base of some sort and are found in Medium Tech settings. To make use of a Medbay requires a Medicine special skill of at least 3.

A success on this roll restores 4 STAMINA immediately and restores the character to full STAMINA in 24 hours.

A critical success restores 8 STAMINA immediately and heals remaining damage within an hour.

A failed roll can be retried after an hour has passed.

A critical failed roll can be retried after 24 hours have passed.

Broken bones, internal injuries and similar will all be healed in the same timeframe as the STAMINA damage, although

catastrophic brain damage, decapitation, lost limbs, and so on cannot be healed in a standard medbay.

An Advanced Medbay is found in high-tech settings and functions as a Medbay. However, an Advanced Medbay can also regrow limbs and organs and can heal almost any damage other than brain death. Of course, treatment in a medbay requires that a character reach it alive, even if only just!

Non-Humans

The above rules are all for normal human and human-like characters. Some alien species may heal faster or slower than humans whilst others may need certain circumstances such as immersion in lava to heal. These are at the discretion of the Director and could be slightly or wildly different. After all, it is a big universe out there!

Morale

Heroes are always under the direct control of their player. Non-player characters though, whether friendly or hostile, may sometimes be affected by fear or poor morale.

If a major event (such as the death of their leader, a particularly gory critical or a huge explosion) occurs to a group of non-player characters, they may well suffer a crisis of morale.

The affected group must make a roll against the SKILL of their leader (the Leadership special skill can be used). If the original leader of the group has been killed, the most senior of the remaining characters becomes the de facto leader.

If the roll succeeds, the group will remain under the control of said leader who may decide to continue fighting.

If the roll fails, the group will, on the following round, turn and flee. Attackers may be able to gain a rear attack on fleeing characters. The leader may, once the group is clear, attempt another Leadership test to regain control. If the group is unable to flee, they will surrender.

If the roll is a critical failure (a double 6), the group will flee in a blind panic, and every member will attempt to escape and hide wherever possible.

If the roll is a critical success (a double 1), the group is fortified and will not have to make further morale tests during this combat.

Example: A group of Assault Troopers are attacking the bunker containing Gorgyr and his friends. Gorgyr manages to roll a critical hit and removes the head of the enemy officer! The Director decides that this is sufficiently traumatic as to call for a Morale check. The attacking sergeant makes a Leadership test and fails badly. The assault troopers, after a moment of horrible realisation, turn and flee the way they came!





CHAPTER FOUR - EQUIPMENT

Every SciFi setting needs equipment. This could be as simple as a coil of rope or a crowbar, or could be a personal food synthesiser or laser globe. It is true that a comprehensive equipment could be absolutely vast, and so Directors are encouraged to allow almost any item, in principle at least. Of course, just because an item is produced does not mean that it is for sale everywhere, affordable or even effective!

Tech Levels

The toolkit nature of this game means that there is no set technology level, and every game will be different in terms of the equipment, weapons and armour available. We use four broad categories of technology level to help divide up equipment, although these are certainly not hard and fast delineations. It is entirely possible to have a high-tech item in a low-tech game, and of course low-tech equipment is almost always available in a high-tech game. Some items, such as a crossbow, may be difficult to source in a very high-tech setting (except as an antique) but there may also be a difference across worlds. One planet may have a high technology level, but just a few star jumps away may be a world with only low tech. It is really for the Director to decide.

The tech levels are:

Basic

This tech level is pre-modern, with very few if any machines, low education, no computing and probably no electricity. This tech level is only likely to be encountered in a Stellar Adventures game if the characters are visiting a previously undiscovered world.

Low

This technology level is beyond our modern day, but maybe not by much. Weapons are likely to be guns of various sorts, vehicles look similar to ours and if there is space flight, it is likely to be slow and possibly require deep-sleep to survive due to the long distances. This tech level may be found in a post-apocalyptic campaign, a near-future alien hunting campaign or even a space colonists game.

Medium

This technology level is probably what most people think of when sci-fi is mentioned. Weapons are usually lasers, soldiers wear shaped armour into battle, jet packs allow characters to zoom through the sky and starships can jump between star systems. There may or may not be robots and AI computers, and people are still needed to do many things. This sort of game could do an interstellar traders type campaign, a game of rebels against an evil empire and many more.

High

At this technology level, there are AI computers controlling starships, food and many other items are automatically synthesised, there may be teleporter technology and robots may be indistinguishable from real people. This type of game could be run as a deep space exploration game or a military game.

The prices listed in this chapter for the various items of equipment are a "standard" value but a Director should feel free to change prices and availability to meet the requirements of their own campaign. Equipment of a lower technology level than the campaign may be much cheaper (easier to manufacture) but may also be more expensive (no longer made and so rare).

Equipment use and damage

The ease of use of a piece of equipment will vary by how specialised the equipment is and also by tech level. A sophisticated scientific scanner may require a doctorate and a high level of training to operate in a low-tech setting, but at a high tech level it may be so automated with an AI assistant that operation is completely unskilled. Interpreting the data produced is another matter of course! The Director may require a certain level of special skill in order to use a skill-related bit of equipment, or may limit the results obtained if operated by an unskilled character.

There are no specific rules for equipment damage, although the Director may well rule that equipment may be damaged by an explosion, vehicle crash, heavy weapon shot, etc. Most equipment can be repaired, but this does require tools, time and of course a suitable special skill. Field-repaired equipment will normally work, but at a lower effectiveness. A damaged weapon may apply a penalty to the attack total, damaged armour may have a penalty to the armour roll and damaged electrical equipment may only have some functions.

Encumbrance

Rather than keep track of individual item weights and bulk, Stellar Adventures instead allows each character to have ten equipment slots. This does not include the main carried weapon, worn armour or clothes. The Director may require very large, heavy or bulky items to take up two equipment slots and may not require slots at all for very small items such as cred sticks and personal communicators.

If a Hero more than fills those slots, they are over encumbered and have a penalty of -1 to all actions. More than 15 items carried gives a penalty of -2 and a Hero cannot carry more than twenty items.

Money

Although each campaign will have its own monetary system, and indeed each sector or planet may be individual in this respect, we have standardised prices into the generic “credit”. It may be possible to link these credits to retinal scans or fingerprints, they may be accessed through personal computers or handy cred-sticks. Credits may even be metal coins!

Weapons

The descriptions and game characteristics of each weapon are given in Chapter 3, with the prices listed here for convenience. When buying weapons, a character must also consider local laws. Just because a Heavy Laser is listed as being available and affordable, it does not mean that a character can just walk into a shop and buy one.

<i>Basic Tech</i>	<i>Price</i>
Crossbow	35Cr
Bow	20Cr
Throwing Knife	6Cr
Sword	60Cr
Axe	35Cr
Knife	5Cr
Club	3Cr

<i>Low Tech</i>	<i>Price</i>
Pistol/Rifle	50Cr
Assault Rifle	75Cr
Shotgun	60Cr
Grenade	10Cr
Machine Gun	120Cr
RPG	70Cr
Flamethrower	65Cr
Chainsaw	15Cr

<i>Medium Tech</i>	<i>Price</i>
Concussion Pistol	80Cr
Flechette Pistol	70Cr
Laser Pistol	150Cr
Laser Rifle	200Cr
Force Sword	140Cr
Stun Rod	100Cr

<i>High Tech</i>	<i>Price</i>
Blaster Pistol	220Cr
Heavy Laser	380Cr
Plasma Rifle	360Cr
Fusion Pistol	300Cr
Fusion Rifle	420Cr
Stun Pistol	160Cr
Freeze Beam	180Cr
Tractor Beam	460Cr

Armour

The descriptions and game characteristics of each armour are also given in Chapter 3. The prices are listed here. Armour often has to be customised to a character in order to achieve a good fit and so armour is rarely bought off the shelf.

<i>Low Tech</i>	<i>Price</i>
Armoured vest	160Cr
Armoured clothes	240Cr
Space suit	400Cr

<i>Medium Tech</i>	<i>Price</i>
Guard Armour	500Cr
Battle Armour	950Cr
Wrist Shield	360Cr

<i>High Tech</i>	<i>Price</i>
Ablative Armour	1200Cr
Heavy Battle Armour	1600Cr
Powered Armour	3800Cr
Responsive Shield	1500Cr
Force Field	6800Cr

Cyberware

The use of cyberware (artificial body parts and enhancements) can be found in any tech level. In a low tech setting, the addition of significant amounts of cyberware will produce a cyberpunk setting. Cyberware might be the standard treatment for injury or disease in a medium tech setting whilst in a high tech setting, cyberware may be a standard modification for military types.

A character may enhance their body with as much cyberware as they can afford and want to have. It does require a specialist medical unit and an appropriately trained surgeon to install. Significant alterations will also require a long recuperation and adaptation period.

Once installed, each separate component will reduce the LUCK score of the character permanently, as well as provide a specific benefit (as described below). Once cyberware has been installed, it is normally irreversible, although in a very high tech game, it may be possible to remove the mechanical replacement and regenerate limbs, etc.

Depending on the tech level, cyberware may be obvious, lifelike or completely undetectable.

Cyberware	Bonus	LUCK	Price
Replacement Arm	+1 to Melee/Strength etc	-1	1600Cr
Replacement Leg	+1 to running/jumping etc	-1	1200Cr
Replacement Eye-basic	Restores sight	none	800Cr
Nightvision/Zoom etc	+2 Awareness	-1	1300Cr
Targetlink	+1 when shooting	-1	1500Cr
Wired Reflexes	Prevents surprise/Fast Shot	-1	3600Cr
Datalink	Direct coms/+1 Computers	-1	500Cr
Skill Card Slot	Allows use of skill cards	-2	1200Cr
AutoMedKit	1 shot med kit (inst)	-1	480Cr
Subdermal Armour	as Armoured Clothes	-2	2900Cr
Embedded Communicator	Short range	-1	440Cr
Integral Blades	As Sword	-1	620Cr
Integral Firearm	small only-limited ammo	-2	770Cr
Stimpak	1-3 rounds-double action	-1	380Cr

Cyberware Descriptions

Replacement Arm

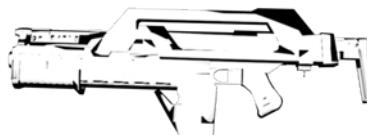
This mechanical arm can replace one lost through injury, or can even replace a healthy arm. Anchored to the shoulder, the metal arm is much stronger and faster than the flesh and bone version. This arm will grant a bonus of +1 to any attempts to grab or hold, and will also give a bonus of +1 to melee damage rolls made with that arm.

Replacement Leg

Like a replacement arm, a leg can be an enforced or optional replacement. A character with one metal leg will gain a bonus of +1 to running, jumping etc tests, whilst a character with two replacement legs will gain a bonus of +3.

Replacement Eye

The basic version of the replacement eye is simply an electronic version that replicates the vision provided by the biological eye. It is possible to implant (or upgrade an existing replacement eye) a version that grants various optical enhancements such as night vision, zoom, image capture, data relay, etc. Alternatively, an eye can provide a Targetlink, whereby targeting information is overlaid on the user's vision. This grants a bonus of +1 to combat totals when using ranged weapons.



Wired Reflexes

This modification replaces the natural nervous system of the character with an amplified electronic version. This increases the reactions of the character and provides two benefits. The first is to allow a character to avoid the effects of surprise, and act normally even against unseen attacks. The second benefit is to double the speed of any "Rapid Shot" taken by the character. If a character takes a -2 penalty to their shot in order to go faster, they will act as quickly as if they had taken a -4 penalty!

Datalink

This modification allows a character to interface their brain directly with a computer or other item of technology via a cable or wireless link. The character can control the computer directly and gains a bonus of +2 to computer test rolls.

Skill Card Slot

This modification allows the character to make use of a skill card, similar to those utilised by robots. A skill card allows a character to acquire a new special skill at a rating of 1-3, with higher rated cards being more expensive. A card requires an hour to initialise after insertion, during which time the special skill cannot be accessed by the user, although the actual removal and insertion of the card takes moments.

AutoMedKit

A character with this cyberware has an embedded medkit within their body that can be activated either with a switch below the skin or even by thought (requiring no action). Once activated, the kit immediately detects wound status and releases various medicines and compounds. The character makes a test against SKILL 11, restoring 4 or 8 STAMINA on a success or critical success respectively. The kit cannot critical fail this test. Once used, the kit must be replenished at a medbay (the refill kit costs the same as a medkit) before it can be used again.

Subdermal Armour

This cyberware implants armoured plates below the skin of most of the body. Generally undetectable without specialist equipment, the character is considered to be wearing Armoured Clothes. There is no Armour special skill requirement for this. If the character later dons other armour, they gain a bonus of +1 to the armour roll of the worn armour.

Embedded Communicator

This implant allows the character to communicate with other appropriate devices over a standard range for the technology level of the campaign. It may even be possible to communicate with just the merest movement of the lips and almost no sound. Received communications are delivered straight to the nerves of the ears and thence to the brain.

Integral Blades

This modification implants either blades or long claws in the forearms or hands of the character. Activation either by a subdermal button or mental thought causes the blades to be extruded through a hidden flap in the skin. These weapons are the equivalent of a sword in terms of damage, but grant a +1 bonus to attack totals for this weapon.

Integral Firearm

Like an integral blade, this cyberware secretes a gun of some sort, normally within the arm. The weapon must be small, such as a pistol, and normally no more than one or two shots of ammo can be carried. The weapon does not gain a bonus to attack, but is normally very difficult to detect, making this a favoured modification amongst assassins. The cost listed for this modification does not include the weapon itself, which must be paid for separately.

Stimpak

This modification implants a dose of adrenaline and other stimulants with its own mentally-controlled delivery system. When activated, the stimulants course through the character, increasing their speed to almost superhuman levels! The GM should secretly roll a D3 at this stage. For that many rounds, the character gets two actions in every round rather than just one. Two attacks may be made, two PSI powers used etc. Once used, the Stimpak must be recharged at a medbay, but in any case a character cannot use more than one stimpak per day due to the metabolic stresses.

General Equipment

Given the vast potential scope of a scifi game, the general equipment list could be absolutely enormous... However, the nature of the Stellar Adventures game is such that there are few game mechanics associated with most bits of equipment and so to add new equipment into the game simply requires a price and description. Hence, here we have presented a list of some common and interesting bits of equipment and we leave it to the Director (or a future book) to provide any further equipment.

<i>Low Tech</i>	<i>Price</i>
Communicator	40Cr
Grapple Gun	75Cr
Macrobinoculars	80Cr
Sensor Goggles	60Cr
Wrist Computer	55Cr
Provisions	10Cr
Breather Mask	5Cr
First Aid Kit (as AFF)	15Cr
Tool kit	80Cr
Emergency Beacon	5Cr
Steel Climbing Cable	10Cr
Explosives	35Cr
Survival Kit	70Cr

<i>Medium Tech</i>	<i>Price</i>
Basic Analyzer	180Cr
Medikit	120Cr
Universal Translator	260Cr
Long-Range Communicator	140Cr
Artificial Gills	300Cr
Jet Pack	880Cr

<i>Hi Tech</i>	<i>Price</i>
Advanced Analyser	690Cr
Amplifier Suit	3000Cr
Emergency Spacesuit	280Cr
Gravity bomb	1200Cr
Laser globe	360Cr
PSI Shield	4600Cr
EMP Bomb	1400Cr
Survival Recharger	440Cr
Food Synthesizer	2800Cr
Vacuum Shelter	600Cr

General Equipment Descriptions**Communicator**

This device allows a character to communicate either over an existing network or direct to another communicator. The device can operate without recharging for a week or so, but most are supplied with a small solar and physical recharging unit. Depending on the tech level, video can also be transmitted.

Grapple Gun

This reusable device fires a small grappling hook up to 300 yards, trailing a high-tensile composite rope behind it. The grappling hook will actively grasp the surface if possible, and will easily hold the weight of several adult humans. On advanced versions, the handgrip can be fitted with a winch to pull the holder to the hook!

Macrobinoculars

These small binoculars allow a character to see clearly over a very long distance, and can also take images, accurately measure distance, assess temperature at the target site and other functions.

Sensor Goggles

Although called goggles, this item of eyewear can actually appear as glasses, sunglasses or even contact lenses. When worn, the character has night vision, infravision and other sensory enhancements.

Wrist Computer

This small device is worn on a wristband and provides a personal computer appropriate to the technology level. The computer can normally be voice controlled, and there may be an AI assistant installed. The exact capabilities of this device will vary widely between campaigns.

Provisions

This small capsule is normally supplied in packs of 10, each pack taking up one equipment slot. Each capsule provides balanced food for one person for one day. The food can be eaten directly from the capsule, although it will not be very palatable. With appropriate preparation, a very good meal can be prepared.

Breather Mask

This piece of equipment will allow a character to breathe normally in a poisonous atmosphere and may even provide oxygen. It will not protect the wearer from the effects of a vacuum, however. The appearance of this item will vary with tech level. A low tech level will have a full face mask with possibly an oxygen tank. Higher tech levels will reduce the size of this to a covering for the mouth and nose or even simply to nose plugs!

First Aid Kit

This item is available to all tech levels, and consists of antiseptics, bandages, dressings, stitching kit and so forth. This kit can be used to treat injuries and minor emergencies, and restores 2 STAMINA on a successful use (or 4 on a critical success). The kit contains 10 uses, and must be replenished once these are used up.

Tool Kit

This is a very catch-all item of equipment, varying between the fine (and somewhat automated) tools of an electronic engineer to the wrenches, hammers and bars of a mechanic's kit. It could even apply to the specialised surgical tools required by a surgeon!

Emergency Beacon

This small item is often carried inside escape pods, recon vehicles and in other exploration craft. The very tough outer casing contains a beacon that will send an emergency signal across long distances for many days, identifying the person in trouble, their current location and even the nature of the problem. This signal can be sent to a specific place or broadcast generally for all to hear. The distance broadcast will depend on tech level and type, but could range from 10 miles to many lightyears! More expensive models will also contain an emergency space suit, ration pack, tool kit and other survival essentials.

Steel Climbing Cable

This higher tech version of the ubiquitous rope can be used for a wide variety of uses. Incredibly strong, it can be used to tow one vehicle behind another, tether a giant alien to a rock, create an impromptu bridge across a chasm or even, at a push, help with climbing a sheer surface!

Explosives

Although the exact nature of the explosive and its power will change with tech level, they will have one thing in common; they are designed to blow things up. Used in demolition, mining and military operations, explosives can usually be detonated remotely using a paired control system (included in the pack).

Survival Kit

A kit such as this will be customised for the market it is sold into, but will contain items such as a tent/vacuum bubble, space suits or other suitable clothing, food, water and oxygen, utility tools, an emergency communicator and normally a basic computer system to provide an idea of distance, location and regional maps. These kits are normally stored in a very resilient crate to provide protection to the contents.

Basic Analyzer

There are various versions of these devices available for geology, biology, medicine, and other sciences, but each will provide a full analytical device to analyse samples, patients, rock formations and so on. Although there is often an included database, interpretation of the data is often left to the operator.

Medikit

This is an advanced version of the basic first aid kit. Containing blood clotting sprays, wound closure kits, inflatable casts, emergency life support devices and more, a Medikit can be used to treat accidents, illnesses and wounds, at least for long enough to get the patient to a medibay. If used to treat wounds, the kit will restore 4 STAMINA (or 8 on a critical success). Like first aid kits, Medikits have enough supplies to be used 10 times before a restock is needed.

Universal Translator

This device comes in various models and types. The most basic would be considered to have a Language special skill rank of 1 in most common languages. This will detect spoken words and translate them into the selected language of the wearer via an earpiece. Of course, with a rating of 1, only the general gist of the conversation will be acquired. The most advanced will have a rating of 3 in all known languages, and will translate the vast majority of normal speech.

Long-Range Communicator

This larger and more powerful version of the basic communicator has (as its name suggests) a much longer range. If the basic communicator has a range of 10 miles, this one will communicate over 100 miles. If the basic version can communicate planetwide, this one will reach the whole system.

Artificial Gills

This equipment allows the wearer to breath underwater by extracting oxygen directly from the surrounding liquid. Early versions are somewhat bulky and completely enclose the head, whereas later versions take the form of small and discreet noseplugs or a throatpiece.

Jet Pack

A favourite with many, a jetpack allows a character to fly in a normal atmosphere. Low-tech versions of this consist of a large backpack with rocket vents, controlled by joysticks mounted on rigid arms. More advanced versions could be mounted on a belt or even in shoes! The most advanced versions may even counteract gravity in specific ways to allow the wearer to fly.

Advanced Analyser

This useful bit of kit combines the features of most of the basic analyser types into one, allowing the user to analyse just about anything, all from one small handheld item.

Amplifier Suit

This useful suit is worn instead of armour, and has no Armour special skill requirement, but provides a bonus of +1 to all physical actions undertaken by the character, including combat (and the rank of the Dodge special skill). By boosting muscle power, reaction times, endurance and speed, it makes the wearer much more capable.

Emergency Spacesuit

This bit of emergency equipment is small enough when packed to fit into a pocket, but it can also be deployed into a fully functional spacesuit in seconds. Unlike the full version, it does not provide armour (in fact, if the wearer is damaged by a weapon, the suit becomes useless) and it only has enough oxygen to last for an hour, but that is usually enough time to reach safety. Once used however, the suit is intended to be discarded, and cannot be reused.

Gravity Bomb

When thrown, this small globe explodes and creates an area of zero gravity for 2-12 rounds. During that time, all creatures and items in the area of effect will float freely around. Although a character will not shoot up into the air, if they do achieve altitude and then either leave the area of effect or the time ends, they will suffer falling damage. The exact area will vary by tech level, but could be anywhere from a 5' radius up to a 100' radius.

Laser Globe

This single-use item can be activated and thrown into the air. For 1 hour, the globe will float around the immediate area in a random pattern, firing 1 laser bolt per round at a random target within short range. The damage from this attack is equivalent to a laser pistol with a +1 to the damage roll, and using a SKILL of 10. It is not possible to programme these globes to ignore specific targets, although upgraded versions are able to fire at more than one target each round or shoot a more powerful bolt.

PSI Shield

This headband produces an electro-psionic field around the head of the wearer. A character wearing this item cannot use any Psionic powers at all and indeed will be unable to use powers for up to an hour due to the residual interference. If the wearer is a target of a direct psionic attack, they may make a LUCK test to avoid the effects. If this LUCK test fails, the character may still attempt to resist normally.

EMP Bomb

When thrown, this small globe will explode and send out a pulse of electromagnetic pulses to all within short range. Each character within the area must test their LUCK. If unlucky, any electrical or electronic equipment (including cyberware and robots) will cease to function. The effects of this bomb will last from 1-3 rounds, although unlucky characters may attempt to test their LUCK again on subsequent rounds if they wish. Once a LUCK test has been passed, that bomb will have no further effect on that character.

Survival Recharger

This item of equipment is about the size of a small suitcase and takes up two equipment slots. It is issued to explorers and long range scouts to provide a source of power when away from civilisation. The item uses solar, wind, hydroelectric or even fusion power to provide power to survival shelters, recharge robots or weapons, power small vehicles or even provide emergency power to a small starship.

Food Synthesizer

This item is a smaller version of that found on starships, and is normally only available in high tech campaigns. This shoebox size item is able to convert basic appropriate biomass into edible and nutritious food. More advanced models are able to mimic specific foods such as meat or bread, and the really expensive ones have an AI chef unit installed to create high cuisine!

Vacuum Shelter

This essential piece of starship and colony equipment is about the size of a football when packed, but rapidly expands into a room-sized tent. This shelter is able to withstand the rigours of a vacuum, and retains heat within the space. Oxygen and light are also created within, and a single shelter can support 20 man-days, although fitting twenty people inside one may be a squeeze! Once used, these shelters must be discarded.

Customising Equipment

The weapons, armour and equipment listed here are generic types, such that all laser pistols are exactly the same, for example. However, a Director may wish to customise brands of technology to provide a far greater variety. For weapons and armour, this can be done by altering the following characteristics:

Attack total (for weapons)	Range (for weapons)
Ammo clip size (for weapons)	Damage/Armour roll mods
Armour special skill requirement (for armour)	
Price	

It is important that modifiers both up and down are made, otherwise that item becomes much better than anything else available and removes the need for variety. Similarly, there may be bonuses to concealment, the need for a brace, functionality only in an atmosphere, etc. It is recommended that bonuses be limited to +1 (or maybe +2) to avoid unbalancing the game.



CHAPTER FIVE - ROBOTS

Almost all good scifi settings have robots of one sort or another. They may be servants, enemy troopers, helpful translators or basic wheeled units with no real brain. Whatever type of robot your setting will have, this chapter will provide the rules.

Robot Types

Robots, androids, artificial humans; all staple character types in many sci-fi settings, both as heroes and as enemies. In Stellar Adventures, robots are classified into one of five types. These are described fully below, but as a general rule only Type 1 robots are found in low tech settings, type 2-4's are found in medium tech settings and type 5's are found only in high tech settings.

Of course, it is entirely possible to have an otherwise high tech setting with no robots at all, or a low tech campaign with advanced Type 5 simulants. As with all other setting details, the Director must decide.

Type I

These robots are very basic indeed. They are programmed for one specific task such as cleaning, wall repair or firefighting. They have no intelligence and will not respond to events outside their specific design. This means that a firefighting robot can adapt to the changing nature of a burning building, targeting water and foam at the hottest places, and so on. However, if this same robot comes under attack, it will not even know it (except if a flamethrower is used!) and will certainly not respond.

Type II

Type II robots are a significant advance on Type 1's but are still basic. They are more adaptable, and can be considered to have rank 2 in an appropriate special skill. They are also able to respond with insect-level intelligence to events outside their speciality. Type II robots are often used as mechanics, farm workers, animal handlers etc.

Type III

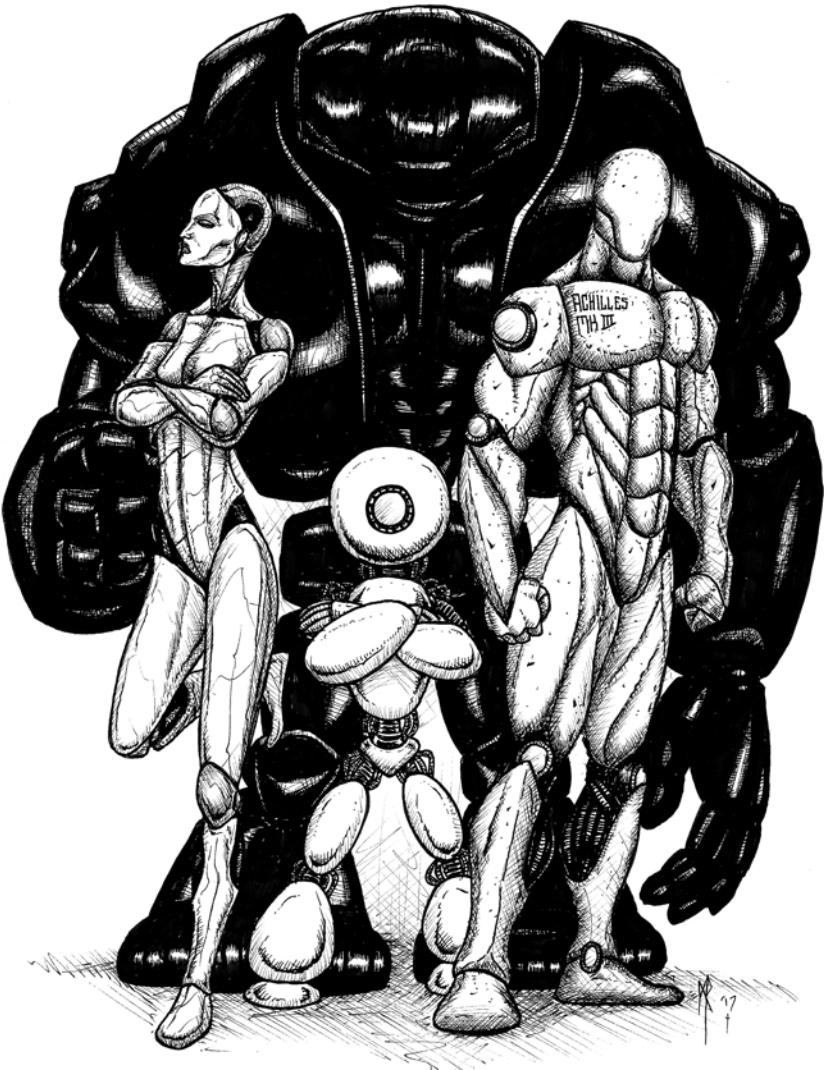
These are multipurpose robots with a range of related skills. Roles such as servant, general home robot or general repairbot are common for this type. These robots often have a basic pseudo-intelligence to deal with people as part of their work.

Type IV

These robots are the best that can be constructed without true AI. These robots have very complex programming to allow them to execute their jobs, which can include security, medicine, translation, law, pilot/driver and more. Outside their immediate job, however, these robots are fairly limited in how they respond to new situations.

Type V

The ultimate robot type, these artificial humans have true AI and so can adapt and respond to almost any situation. This robot type is also the only type suitable for use as a player character hero, using the rules below. These robot types still have defined roles and specialities, as organic people do, but that can change over time.



Type V Robot Characters

Type V robots have true AI and are sometimes full citizens of whatever society they are part of. Their intelligence and adaptability also makes them suitable for use as a player character Hero, although they are slightly different from flesh and blood characters. The creation process given here can be used to create both player and non-player characters.

Creating a Type V Robot

The starting SKILL and STAMINA are 6 and 10 for a robot character, but they do not have a LUCK statistic. Robots do not believe in luck or fortune and they cannot benefit from luck in any way. A Robot Hero required to make a LUCK test will automatically fail. Robots also do not have the soul required to use psionics, and so cannot have a PSIONICS statistic. Instead, robot characters have a TECH statistic, representing the technology of the components within. A robot with low TECH will be constructed from old or obsolete components, whereas one with a TECH of 10 or higher will be built from the very latest parts. This is rolled against to avoid breakdowns or problems in harsh environments, and to resist electronic attack. It is also used as the base Statistic to add to special skills such as Computers, Communications, and any other skill that involves the robot interfacing directly to another electronic system. TECH also limits what upgrades and modules can be fitted to the robot. TECH starts at 4 for a new character. If TECH is ever temporarily reduced to below the value required for any modules or skill cards, they will cease to function until the robot is repaired.

The robot now has a pool of 8 points to improve these three statistics:

SKILL can be improved to a maximum of 9

STAMINA can be improved to a maximum of 18 (points count double)

TECH can be improved to 10

Example: CH-KS2 is a high technology general purpose robot. SKILL is increased to 8 (using two points) and TECH is increased to 9 (another five points). This leaves one further point to increase STAMINA to 12.

The robot character must now choose two “Embedded” special skills that are part of their core programming. These special skills start at 2, but can be improved with XP in exactly the same way as a normal character. These two special skills should be chosen based upon the core role of the robot.

Example: CH-KS2 has a wide range of roles, but has Computers and Communications as the two embedded special skills. These will be key parts of many of the tasks this type of robot is assigned to.

The robot also has six skill card slots, two of which have cards (rank 1) installed at character creation. These skill cards allow the robot character to make full use of the appropriate skill encoded onto that card at the level of the card. A skill card cannot duplicate an embedded special skill.

The maximum level for a skill card is 3. These cards have a monetary cost and a TECH requirement for the robot that wishes to use it. It should be noted that not every starport will have a full range of cards. These cards are small, and spare and unused cards are often stored in a small compartment in the robot itself!

Rank	Cost	TECH
1	1,000 Cr	4
2	3,000 Cr	6
3	6,000 Cr	8

A robot or technician can swap these cards, although the process takes an hour to finalise, during which the slot is not active and the skill cannot be used. Most robots will only swap their cards when they have to, due to the feeling of emptiness when their cards are unavailable.

Example: CH-KS2 has been posted to a science exploration mission, and so purchases several science skill cards. Upon encountering a new life form, the robot installs a rank 3 Biology card and an hour later gets to work. CH-KS2 has a TECH rating of 9 and so can use the full 3 points of special skill on the card.

Every robot character also starts with one “Talent”. These are in many ways like standard Talents as discussed in Chapter 1 and grant special benefits to the robot. The one difference is that a robot Talent may at a later time be changed, costing half of the xp of buying a new one (although the old one is lost). This process and that of acquiring additional Talents will also take some significant time and money in a robot workshop.

The Talents are listed below, and each one has a minimum TECH requirement. As with standard Talents, the Director has the final say on Talent selection.

Robot Talents

Wheels

This Talent replaces the legs of a robot with wheels. These allow the robot to move three times faster than if it had legs, but may occasionally pose problems on certain terrain.

Required TECH: 4

Light Armoured Shell

This Talent gives the robot the equivalent of Light natural armour. The armour is not noticeable to any but a robotics engineer and even then it will require a careful examination. If the robot wears extra armour, this Talent provides a bonus of +1 to the armour roll.

Required TECH: 4

Integral Tool or Weapon

The robot has an integral toolkit or small weapon fitted into their body, which can be extended and operated at will. This equipment is difficult to detect when retracted. A weapon must still be reloaded as normal.

Required TECH: 5

Flight

The robot is equipped with an integral jet pack of the appropriate type (see Chapter 4) that allows flight. Generally, this flight has a limited duration and will not be especially fast but can be very useful indeed.

Required TECH: 5

Medium Armoured Shell

This Talent gives the robot the equivalent of Medium natural armour. The armour is only noticeable if a character with the engineering special skill looks carefully. If the robot wears extra armour, this Talent provides a bonus of +1 to the armour roll.

Required TECH: 6

Languages Module

This Talent fits a universal translator to the robot, connected directly to the robot brain. The number of languages known will depend on the translator technology available (see Chapter 4) but the AI brain of the robot allows local dialects to be quickly added to the lexicon. Unknown languages can be learned from a native speaker or text within a day.

Required TECH: 6

Detachable Probes

This Talent implants three independent drones into the chest cavity of the robot. These can fly, swim or have wheels and they can be fitted with a basic sensor, small weapon (4 ammo), automedkit (1 use), small tool, etc. These probes can be dispatched simultaneously, but can only be actively controlled one at a time by the robot, who can see through the eyes of the probe if it is within range. These probes only have 2 STAMINA and no armour, however.

Required TECH: 6

Heavy Armoured Shell

This Talent gives the robot the equivalent of Heavy natural armour. The armour is very noticeable unless the robot is well covered up. If the robot wears extra armour, this Talent provides a bonus of +1 to the armour roll.

Required TECH: 7

Reinforced Construction

This robot has been constructed from advanced composite materials and as such takes only half STAMINA damage from non-energy weapons such as a chainsword, gun or flamethrower. The robot will take full damage from laser and other energy weapons. This Talent may not be taken if the robot has the "Resistance to Energy Weapons" Talent.

Required TECH: 7

Advanced Sensors

This Talent installs a suite of advanced sensors to the robot, which are linked directly to the AI Brain. It is almost impossible to surprise this robot due to its constant air flow monitoring, sound analysis and light spectra observation. The sensors only have short range, but can analyse almost anything.

Required TECH: 8

Rugged

The material construction of the robot makes it almost immune to changes in temperature, to vacuum, and to stellar radiation. Very extreme heat will cause some damage to the robot, but even at absolute zero the robot would simply be frozen solid, awaiting a thaw.

Required TECH: 8

Self Repair Module

This Talent fits a self-repair module to the robot, which has 10 "charges". When the robot has taken damage, it may attempt one TECH+3 test. On a success, the robot recovers 2 STAMINA (4 on a critical success) as if it had been repaired by another character. This attempt uses one charge and cannot be repeated until the robot has taken further damage. The robot will also automatically recover 6 STAMINA per day, again at the cost of one charge.

Required TECH: 9

Energy Resistance

This robot has been constructed from highly advanced composite materials, and as such takes only half STAMINA damage from energy weapons such as lasers or blasters. The robot will take full damage from non-energy weapons. This Talent may not be taken if the robot has the "Resistance to Non-Energy Weapons" Talent.

Required TECH: 9

Stealth Mode

This Talent fits a stealth option to the robot. Special joints and actuators are designed to make no noise and even the skin and clothing of the robot are designed to blur the outline and not reflect light. The robot has a bonus of +2 to any stealth tests made against living creatures. Because this module also includes some active anti-sensor technology, the bonus is instead +4 against technological sensors.

Required TECH: 10

Android

The robot looks exactly like a human (or other humanoid alien race) and even has artificial respiration, heartbeat and skin temperature! A medical examiner must make an opposed medicine special skill test against the TECH rating +3 of the robot. A success on the medicine test will reveal the robotic nature of the character.

Required TECH: 10

Example: The CH-KS2 general purpose robot is intended to operate independently for long periods, possibly away from civilisation. It is for this reason that it has a Self Repair module fitted. This effectively means that the robot can heal itself in the field, reducing its dependence on technicians.

Robot characters are generally played like any other Hero, although there are a few exceptions.

If a robot character is asked to make a LUCK test at any time, they will automatically fail. They cannot voluntarily use LUCK.

Robots cannot normally heal themselves, although a character with the Engineering special skill and appropriate tools can restore the equivalent of a First Aid kit (2 or 4 STAMINA) after damage is taken. A full engineering bay will restore 2 STAMINA per day per point the lead engineer has in their Engineering special skill. Lost TECH statistic can be restored at a rate of 1 point per day's work.

A robot will be immune to many of the critical wound effects such as limb loss, and a robot cannot bleed, so ignore those effects. A "Heart" hit will damage the power plant of the robot and head damage will destroy the AI computer. Otherwise, the Director should determine the effects of any critical damage.

When a robot character is reduced to 0 STAMINA, they are offline until repaired, and a robot reduced to -4 STAMINA is destroyed. A robot reduced to between -1 and -3 STAMINA will spark and twitch as internal components destroy themselves due to uncontrolled electrical surges and will lose 1 TECH per round until that reaches 0, at which point the robot is destroyed. A destroyed robot can actually be rebuilt, at great cost of credits and time, but will lose most or all accumulated XP (determined by the Director) as their AI computer must be reset to factory defaults.

As mentioned above, robots cannot use Psionics in any form, but neither can they be affected by any direct psionic effects that affect the mind or body, such as Direct Blast or Stunning Wave. However, fire created by the Pyrokinesis power would still be able to burn the robot as the fire, once created, is normal in every respect.

Robots are not considered to be armoured (unless they have an Armoured Shell Talent) but if they do not have this Talent, a humanoid robot can wear armour as any other character. The robot will still need the Armour special skill and all normal armour rules will apply.

A robot character receives XP as any other character, and spends it in the same way on characteristics, embedded special skills and Talents. Talents that require a physical change to the body of the robot will also require time in a workshop and appropriate parts. Skill card-derived special skills cannot be improved.

Standard Robots

Below are described a few "standard" robots which may be found in certain sci-fi settings. These are intended to help a Director design their own standard robots, and also to give some ideas to a player thinking of running a robot Hero. Of course, a Director should feel free to tweak and modify these designs if desired to fit their own game.

Some of these robots possess a specialised skill not normally possessed by Heroes (such as cleaning). These are marked with a # and are self explanatory!

Type 1 Robots

<i>Cleaner</i>	
SKILL	2
STAMINA	4
TECH	4
Armour	none
Weapon	none
Special Skills:	Cleaning 4 #
Talents:	Wheels

These very simple robots are normally a box or barrel on wheels, equipped with basic sensors and a range of cleaning tools and supplies. The algorithms that control recognition of what actually needs cleaning can be quite complex, but these robots are completely single minded; they clean, therefore they are.

<i>Chefbot</i>	
SKILL	2
STAMINA	2
TECH	4
Armour	none
Weapon	Knife
Special Skills:	Cooking 4 #
Talents:	none

Found in eateries of all sorts from small fast food shacks to quality restaurants, these robots have a fairly limited amount of locomotion (enough to move around a kitchen) but they are often equipped with four or more arms and integral tools. It is not unknown for celebrity chefs to sell their own branded Chefbots, pre-loaded with recipes and skills derived from said celebrity.

Type 2 Robots

Mechanic

SKILL	3
STAMINA	6
TECH	5
Armour	none
Weapon	Plasma Torch
Special Skills:	Mechanics 4 #
Talents:	Integral Plasma torch

Found everywhere from backstreet vehicle shops to the deepest recesses of giant starships, these robots are normally humanoid in form, but designed to maintain and repair mechanisms. Engines, winches, vehicles and more may well be electronically controlled, but they still have physical elements that need work. Most robot mechanics will have an inbuilt diagnostic computer to speak to the electronic element of a machine for diagnosis.

Delivery robot

SKILL	4
STAMINA	4
TECH	5
Armour	none
Weapon	none
Special Skills:	Local Knowledge 4 #
Talents:	Flight (optional) or Wheels (optional)

These robots are designed to operate in crowded cities or space stations, delivering orders, packages, documents and more. They are usually very strong (to carry heavy packages) and will have a built-in map of the area, as well as a link to current traffic and weather conditions. These robots are almost always humanoid-like, as customers like to receive a delivery from a familiar shape!

Type 3 Robots

Servant Robot

SKILL	5
STAMINA	4
TECH	6
Armour	none
Weapon	none
Special Skills:	Service 4 # Cooking 2 # Etiquette 2 Language Module
Talents:	

These robots look similar to the race that they serve, but are normally of a low-key design apart from that. These robots act as body servants, maids, butlers, cooks, and do most other menial jobs. They are usually sold to the moderately wealthy, who cannot afford individual specialist servant robots, but still need something to take the drudgery out of everyday life.

Maintenance robot

SKILL	5
STAMINA	8
TECH	6
Armour	Light
Weapon	Electrocutter (as chainsaw)
Special Skills:	Engineering 2 Computers 2
Talents:	Detachable Probes

These robots are a step up from mechanic robots as they are able to maintain and repair a wide range of electronic devices. They carry several detachable sensor drones that enable them to track down and identify problems in several locations at once. Each of these drones has a direct interface port to allow it to connect to any malfunctioning device.

Taxi Driver

SKILL	6
STAMINA	4
TECH	6
Armour	none
Weapon	none
Special Skills:	Pilot-Ground 2 Local Knowledge 2 Language Module
Talents:	

A surprisingly necessary robot type, even in the far future. These robots may or may not be able to move under their own steam, often being fixed into the driver's position of whatever vehicle they are controlling. Knowledgeable about the area they work, they often have a "small talk" routine built in to keep passengers entertained as they are transported.



Type 4 Robots***Medical Robot***

SKILL	7
STAMINA	6
TECH	8
Armour	none
Weapon	none
Special Skills:	Medicine 2 Science (Biology) 2
Talents:	Adv. Sensors (Medical)

Military Robot

SKILL	7
STAMINA	12
TECH	10
Armour	Medium (battle armour)
Weapon	Laser Rifle
Special Skills:	Firearms-Light 2 (embed.) Melee 2 (embedded) Awareness 1
Talents:	Medium Armoured Shell

These robots are not as skilled as an experienced doctor, but they are widely used in medical facilities of all sorts. They do not suffer from fatigue and can treat minor ailments and injuries dispassionately and according to best practice. They often look humanoid to reassure their patients.

Security Robot

SKILL	7
STAMINA	10
TECH	8
Armour	Light
Weapon	Stun Rod/Laser Pistol
Special Skills:	Melee Weapons 2 Firearms - Light 2
Talents:	Light Armoured Shell

These robots are used as private security guards, official police officers and even shipboard security. They cannot be bribed (their programming is locked down after manufacture) or subverted and they are meticulous and careful in their actions.

Pilot Robot

SKILL	7
STAMINA	6
TECH	8
Armour	none
Weapon	none
Special Skills:	Pilot Air 2 Pilot Space 2 Planetary Navigation 1 Engineering 1
Talents:	None

Although taxi driver robots are commonplace, a more advanced and intelligent pilot is sometimes required for starships and planet-to-space vehicles. These robots are trained to fly a range of craft and also to adapt to surprise attacks by hostile craft or serious malfunctions.

Type 5 Robots***Military Robot***

SKILL	7
STAMINA	12
TECH	10
Armour	Medium (battle armour)
Weapon	Laser Rifle
Special Skills:	Firearms-Light 2 (embed.) Melee 2 (embedded) Awareness 1
Talents:	Medium Armoured Shell

One of the earliest robot types developed once AI was available, robot soldiers are now commonplace. Considered more expendable than live soldiers, but also more resilient, these soldiers do not sleep, eat, breathe or suffer from fear, and so can be sent on the most dangerous (or even suicidal) missions!

Law Enforcement Robot

SKILL	7
STAMINA	10
TECH	10
Armour	Light
Weapon	Stun Pistol Stun Rod
Special Skills:	Law 2 (embed.) Melee Weapons 2 (embed.) Firearms - Light 1 Awareness 1
Talents:	Language Module

Security robots are very reliable and useful, but they are limited when it comes to investigation or crime prevention. These type 5 law enforcement robots are used as detectives, security consultants or even undercover agents, rooting out organised crime and opportunist thieves alike.





CHAPTER SIX a - VEHICLES

Science Fiction games are obviously hero-centred, but vehicles and starships will play a major role. The heroes might have customised post-apocalyptic vehicles racing across the desert, while a trading campaign will rely heavily on the trading vessel to actually trade the goods, and an advanced exploration game will need a large exploration ship with an elite flight crew.

For simplicity, the rules are split into two sections: Vehicles (those not capable of space flight), and Starships (which are). There is considerable overlap between these rules, and it is mainly the details that vary.

Vehicles

This chapter covers both Small Vehicles, which are the size of motorbikes, cars and similar, and Large Vehicles. In essence, if a person can shift a specific vehicle, even only just, then it is considered a Small Vehicle. Anything larger than this and not space-capable is a Large Vehicle. This could be anything from the size of an armoured car up to a supertanker!

Vehicle Characteristics

Like heroes and enemies, vehicles have several characteristics.

Speed. This characteristic is a descriptor and is either Very Fast, Fast, Medium, Slow or Very Slow. This relates to the top speed and acceleration of the vehicle and will determine if a vehicle can outrun a pursuer. Speed will also be beneficial if the vehicle is in combat.

Combat is a numerical value ranging from -5 to +5, although most vehicles will be in the -3 to +3 range. This is the maneuverability of the vehicle and will apply to tests in and out of combat. Taking a very sharp corner at speed will be easier in a high Combat vehicle, whilst a very low rating vehicle will be very sluggish to control.

Hull is a numerical value that is analogous to the STAMINA of a hero. This determines how much damage the vehicle can take before it is destroyed or suffers the destruction of internal modules.

Crew is normally one for small vehicles, and either one or a few for larger vehicles.

Armour will be either None, Light, Medium or Heavy. This functions exactly as hero armour does, reducing damage from weapons (and even collisions) based upon an armour roll.

Weapon Slots determines how many weapons can be mounted on or in the vehicle. Larger weapons may require

more than one weapon slot to mount as these require both a larger physical mounting and greater power requirements.

Module Slots. A vehicle may also have Module Slots. Modules are extra bits of equipment that provide special or improved functionality. A range of modules are listed in the design section below. Some vehicles in some settings may be able to swap modules given an appropriate amount of time and sufficient tools. Other vehicles will have the modules as integral to the structure and are therefore unchangeable. Engines, seats, atmosphere control, lights, and so on are considered to be assumed components and are not considered modules.

Vehicle Rules

Generally, movement of vehicles is handled much like it is for heroes. That is to say abstract movement appropriate to what is happening. The Speed rating of the vehicle will of course have an impact on this, but we do not use specific speeds. Thus the Director will decide how long a journey will take, using all of the information. Heading through crowded city streets in a ground vehicle will probably take about the same time whatever the speed of the vehicle, because nothing is going to travel very fast. Heading from one city to another in a sports car will be fast if there is a good road and very slow if there are only rough tracks. The same journey will be fairly slow in a two legged war robot, whether along a road or a track.

When considering round-to-round movement, suffice to say that a vehicle with faster movement will move further than one with a slower movement rating. Movement during combat is described in Chapter 6c.

Example: Captain Smith is piloting a Scout war robot, which has a Fast speed. When travelling through open countryside, the Scout will make good time. On the third day of the patrol, an Assault war robot emerges from the cover of a derelict building. Not wanting a stand-up fight, the valiant Captain turns and flees. As they are not within combat range when they see each other, the Scout will easily be able to outpace the Assault robot, which has a Speed of Slow, and so the Captain will live to fight another day.

Controlling a vehicle does not generally require the Special Skill Pilot (Air, Ground or Water) to operate under normal, non-stressful conditions. Driving a mass-market hover car along a straight road can be done by just about anyone and will not require a test. Specialist vehicles such as war robots, tanks and so forth will require at least 1 point in the appropriate special skill but again, under normal circumstances will also not require a test.

It is only when things get tough that a test will be required; either the local conditions are difficult due to weather or terrain, the vehicle itself is damaged or malfunctioning or the pilot is attempting to push the vehicle to its limits. All of these will require a Special Skill test, modified by an appropriate amount and also by the Combat rating of the vehicle. Failure of this test may simply mean that the maneuver could not be attempted, or it could, in extreme circumstances, mean that the vehicle crashes.

In addition to Piloting, other special skills such as Sensors or Engineering could be required at times. The Director should treat the vehicle and its crew as a single character, requesting special skill tests whenever appropriate.

Example: Captain Smith finds himself faced with a steep (but not sheer) cliff, and he must get to the top to continue his patrol. With no flight jets, and the only alternative being a long detour, the only way is up. The Scout is maneuverable, but the climb is tough. The Director asks for a Piloting-Ground test with a -3 penalty to reflect the difficulty of the climb. However, the Combat rating of the Scout is +2 and so there will be a net -1 penalty to the special skill test.

If a vehicle crashes, it may take Hull damage and the crew and passengers inside may also take damage. It is difficult to specify exactly how much damage will be taken because the circumstances will vary wildly. A low speed shunt into a small tree might inflict a single point of damage to the Vehicle, and none to the passengers and crew. However, crashing a vehicle through a reinforced concrete wall at very

high speed and then a two storey drop will probably inflict heavy (or fatal) damage on both vehicle and crew.

As rough guidelines, the following damages should be used for the vehicle Hull damage, applying armour and shields as for combat.

Low Impact	1-2 points
Medium Impact	1-6 points
High Impact	2-12 points
Very High Impact	3-18 points

Half of whatever damage is applied to the Hull of the vehicle will be applied to any crew or passengers as STAMINA damage. So if a hovercar crashes at speed and takes 13 damage, but the armour roll reduces that by 1, 12 points will be deducted from the Hull rating. All of the passengers and crew will take 6 STAMINA damage in the crash.

Example: The climb up the cliff does not go too well, and poor Captain Smith and his Scout fall from half way up. The Director assigns a Medium Impact as the fall is cushioned by thick jungle below. The Scout takes 5 points of Hull damage, reduced to 4 due to a good armour roll. Captain Smith has been thrown around during the fall and takes 2 points of STAMINA damage. Luckily, the damage is not too bad and the climb begins again!



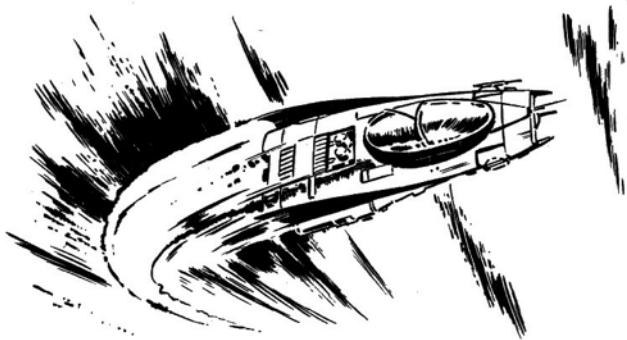
Vehicle Design

The first stage in designing a new vehicle is to have an idea of the overall form and purpose of the vehicle. Is it a hovercar intended for city use, a giant war robot or a large exploration vehicle? Or indeed something else?

Assign the size first (Small or Large Vehicle) and then assign a Speed and a Combat rating (maneuverability) that seem appropriate to the vehicle. The normal ranges of these is given above. Hull points should also be assigned now, and again will be based upon the type of vehicle. As a rule, non-combat vehicles should have a Hull of between 2 and 10 with combat vehicles anywhere from 4 to 20 or even slightly higher for very large and tough vehicles.

Is the vehicle armoured? Most non-combat vehicles will not be, although anything designed for harsh environments may have some armour, and combat vehicles will almost certainly be armoured. The armour will be Light, Medium or Heavy.

Next assign the number of crew required. For most Small Vehicles, the operational crew will be either 1 or 2, with possibly another 1 or 2 passengers. Larger vehicles may have anywhere from 1 to 10 operational crew, with as many extra passengers. Specific modules can further increase passenger numbers.



Now the weapon and module slots should be determined. Weapon slots are fairly easy to assign, just remember that on a small vehicle, personnel weapons are mounted and that any weapon requiring two hands to use takes up 2 slots. On large vehicles, a light weapon uses 1 slot, a medium weapon 2 slots and a heavy weapon needs 3 slots. The available weapons are listed below, and can be assigned at this stage if desired.

The easiest way to work out the number of Module slots for a vehicle is to decide which modules are required for the vehicle role and then count up how many slots are required for that specification. Also, while doing this, make a note of any integral modules that cannot be swapped out at a later date.

Lastly, the cost should be worked out using the formulae below. A description will prove useful to add, just so that the players (and Heroes) know what the vehicle is, what it looks like and what it is for.

It will be seen that the only difference between a very fast vehicle with maximum speed, armour, hull, combat, weapons and modules and one which is very slow and has minimum in all of those characteristics is price. It is for this reason that it is usually best if the Director designs the vehicles available in the setting, and the heroes then customise them by choosing weapons and modules.

There are a wide range of weapons that can be mounted on vehicles. For a small vehicle, see Chapters 3 and 4 for statistics, descriptions and costs of personnel weapons. For large vehicles, Chapter 6c lists a wide range of options, grouped by size. Light Weapons use 1 weapon mounting, Medium Weapons use 2 and Heavy Weapons use 3. The weapon damage tables and ranges given in Chapter 6c apply to both Large Vehicles and Starships, but both are relative. A Red Laser mounted on a large vehicle will inflict the same damage to another large vehicle as a starship-mounted red laser will to another starship. However, the costs will of course vary, and so Large Vehicle weapon costs are given here for convenience.

Weapon Prices

Red Laser	[1 Mounting]	2,500Cr
Light Blaster	[1 Mounting]	4,000Cr
Multigun	[1 Mounting]	1,000Cr
Light Missile Launcher	[1 Mounting]	2,000Cr
Blue Laser	[2 Mountings]	5,000Cr
Blaster	[2 Mountings]	8,000Cr
Fusion Gun	[2 Mountings]	10,000Cr
Plasma Gun	[2 Mountings]	11,000Cr
Autocannon	[2 Mountings]	4,000Cr
Ion Gun	[2 Mountings]	12,500Cr
Medium Missile Launcher	[2 Mountings]	4,000Cr
UV Laser	[3 Mountings]	10,000Cr
Heavy Blaster	[3 Mountings]	16,000Cr
Fusion Cannon	[3 Mountings]	20,000Cr
Plasma Cannon	[3 Mountings]	22,000Cr
Railgun	[3 Mountings]	8,000Cr
Ion Cannon	[3 Mountings]	25,000Cr
Heavy Missile Launcher	[3 Mountings]	8,000Cr



Module Descriptions

The following modules are “standard” modules that are commonly fitted to vehicles. The Director is of course free to create new modules or modify the properties of existing modules to fit in with the campaign and setting.

Each module has a number of module slots it requires in order to be fitted to a vehicle, and a fixed price. Some modules can only be fitted to Large vehicles, and this will be noted in the description.

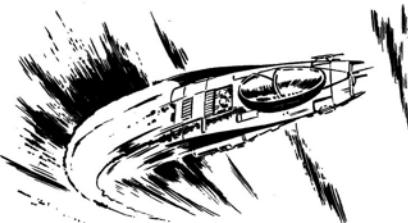
Advanced Sensors [1 Slot] 1,000Cr

Most vehicles will have some form of basic sensors, even if it is just a proximity alert. This module greatly improves the sensor array deployed on the vehicle. These will either be comprehensive sensors but with limited range, or else will have a very long range but be highly specialised. Geology sensors (for mining), lifeform sensors and pollution sensors are all common types of Advanced Sensors.

Cargo Hold [1 Slot] 500Cr

This module allows for up to 2t of cargo to be carried by the vehicle, either loose or in special cargo pods. Haulage vehicles will of course be equipped with multiple Cargo Holds.

This module may only be fitted to Large Vehicles.



Extra Fuel Tank [1 Slot] 500Cr

Generally, the onboard fuel tank of a vehicle allows normal operation for 24 hours before refuelling or recharging. This module allows the vehicle to operate for an additional 168 hours (1 week). The fuel is stored separately from the main tank, and this tank is used first.

Improved Engines [1 Slot] 1,000Cr

This module provides a boost to the motive unit of the vehicle. In the event of a tie in speed (in a race or combat), this module will provide an edge over an unimproved engine and will make this vehicle faster. If a second unit is installed, this module will instead increase the base speed rating of the vehicle by one class (e.g. from Medium to Fast).

Shielding Unit [1 Slot] 2,000Cr

This unit will provide an external shielding unit that intelligently blocks damage (see combat section below). Each unit fitted will block 2 Hull damage before going offline. A shielding unit takes 1 full hour to come back online, assuming that it is functional and powered.

Improved Armour [1 Slot] 1,000Cr

When fitted to a vehicle with armour, this module reinforces and strengthens the protection provided. All armour rolls made will have a +1 bonus per unit fitted. However, if three units are fitted to a vehicle with Light or Medium armour, the armour improves to the next class (from Light to Medium, or from Medium to Heavy); Heavy Armour will have a +3 bonus to the roll. A maximum of 3 units may be fitted per vehicle.

Cloaking Unit [1 Slot] 5,000Cr

This module allows the vehicle to be shielded from both sensors and physical view, although it is not perfectly invisible. Physical cloaking and sound suppression provide a -4 penalty to all Awareness or Sensors tests, and even then only if the observer is actively looking. If the cloaked vehicle is hit by weaponry or fires weapons itself, the cloaking unit deactivates. A deactivated unit requires 1 hour to recharge. This module is normally only found in High Tech settings.

MedBay [1 Slot] 1,000Cr

This module allows a suitably skilled medic to perform most basic first aid and emergency life support procedures. Although this is functionally equivalent to a full med bay, Surgery will be difficult to perform, and there will be no advanced equipment such as regeneration units.

Passenger Bay [2 Slots] 1,000Cr

This unit provides very basic living accommodation for one person in reasonable comfort, 2 in acceptable conditions and 4 people in cramped conditions. Depending on the vehicle itself, the accommodation is likely to be limited to a single small “room” and will be shared if more than one passenger is to be carried.

This module can only be fitted to Large Vehicles.

Drone Bay [1 Slot] 1,000Cr

This module allows for up to eight small remote controlled drone vehicles to be carried and recharged, and also provides the control link to allow a crewmember to operate said drones. The price of this module does not include the drones themselves.

Auto-Repair Unit [1 Slot] 3,500Cr

Normally equipped on scout or exploration vehicles, this module utilises nanobot technology to repair other modules and hull damage. See the section on Damage and Repair below for more details.

Science Lab [2 Slots] 1,000Cr

A vehicle equipped with this module can either do moderately complex experiments in a specific scientific area, or else can do basic experiments in almost any field. This module will not contain highly specialised equipment, nor will it have much sample storage space.

AI Computer [1 Slot] 3,000Cr

A vehicle fitted with an AI computer can be operated around the clock by a single crewmember, using the AI to either operate the vehicle whilst the crewmember sleeps or else have the AI wake up the crew in case of emergency. In addition, the AI can pilot whilst the crew operates other modules, can provide a specialised source of advice or even just someone to talk to! The AI ability will vary, but a SKILL of 6 and special skill ratings of 1-3 are typical.

Seating Unit [1 Slot] 500Cr

A very simple module, this is simply rows of seats. They might be basic seats, easily cleaned after transporting miners to a remote area, or they might be well padded faux-leather with auto snack dispensers and individual entertainment consoles. However, they are just seats. Each module provides 16 seats.

This module can only be fitted to Large Vehicles.

Mining Module [1 Slot] 2,000Cr

This module fits drills, mining lasers, claws and other excavation equipment to the vehicle. It does not provide any processing, nor does it provide space to transport the extracted minerals, although both of these could be provided by extra modules. A small vehicle fitted with this module will only have one type of mining equipment fitted. A vehicle that is able to close with an enemy could in theory use this module as a weapon, although damage would only be equivalent to a red laser.

Flight Engines [2 Slots] 1,500Cr

Although a vehicle designed as an aircraft will be able to fly, it is also possible to fit ground vehicles with flight engines. These are less efficient and the lack of aerodynamic design means that there is a -3 penalty to combat, but with this module fitted, a ground vehicle can swoop through the skies. The speed will be Slow, increasing by one step for each additional module of this type fitted. Note that hover vehicles, limited as they are to a very low altitude, do not need this module unless they need to go much higher.

Jump Jets [1 Slot] 500Cr

This module provides an upward boost and improved suspension, allowing the vehicle to jump over obstacles, chasms, buildings etc. The exact distance jumped will depend on many factors including the speed rating of the vehicle, the speed it is travelling, the size of the vehicle and so on. A vehicle cannot however jump more than once per round.

Adaption Module [3 Slots] 10,000Cr

This somewhat rare module allows the vehicle to change between two forms. Thus a vehicle may have a boat form and a tracked tank form. Or a bike and a wall-climbing legged vehicle. The transformation is rarely fast, and both forms look somewhat out of place, but they will both be functional.

Anti-Missile Defence [1 Slot] 1,000Cr

This bank of small lasers is capable of shooting down enemy missiles and rockets. If targeted by a Missile attack, a crew member can make a Sensors test. If successful, the missile is destroyed before it can strike the vehicle. Only one missile can be destroyed in this way in any one round.

Smoke Machine [1 Slot] 500Cr

This module allows thick smoke to be ejected from the vehicle, obscuring both sight and sensors due to the fine metal particles also released. When triggered, this module increases the target number required to hit the vehicle in combat by 1. These modules have 6 cartridges installed to create the smoke, which must be replenished once used at a cost of 5Cr each.

**Cost Calculation**

To calculate the basic Cost of a newly designed vehicle, start with the base value, which is 2,000Cr for a Small Vehicle and 10,000Cr for a Large Vehicle. Then, modify the price based upon the assigned speed and combat values of the vehicle:

<i>Speed</i>	<i>Small</i>	<i>Large</i>
Very Slow	-400Cr	-2,000Cr
Slow	-200Cr	-1,000Cr
Medium	no change	
Fast	+200Cr	+1,000Cr
Very Fast	+400Cr	+2,000Cr
<i>Combat</i>	<i>Small</i>	<i>Large</i>
-5	-1,000Cr	-5,000Cr
-4	-700Cr	-3,500Cr
-3	-400Cr	-2,000Cr
-2	-200Cr	-1,000Cr
-1	-100Cr	-500Cr
0	no change	
1	+100Cr	+500Cr
2	+200Cr	+1,000Cr
3	+400Cr	+2,000Cr
4	+700Cr	+3,500Cr
5	+1,000Cr	+5,000Cr

Example One: We need to design a hoverbike for urban patrol duties. It is a Small Vehicle, so the base cost is 2,000Cr. It is Very Fast (+400Cr) and with a Combat of +3 is also very maneuverable (+400Cr). The price so far is 2,800Cr.

Example Two: We also are designing a large war walker. Being a Large Vehicle, the base cost is 10,000Cr, with no extra cost for Medium speed and another 500Cr for +1 Combat, giving us a total so far of 10,500Cr.

Hull points are added to the cost next, at a rate of 100Cr per point for a small vehicle and 500Cr per point for a large vehicle.

If armour is fitted, this will also add to the cost:

<i>Armour</i>	<i>Small</i>	<i>Large</i>
Light	200Cr	1,000Cr
Medium	500Cr	2,500Cr
Heavy	800Cr	4,000Cr

Example One: Our hoverbike has 6 Hull points, so another 600Cr and Light Armour at 200Cr. Running total is 3,600Cr.

Example Two: Our war walker has 16 Hull points (8,000Cr) and Heavy armour at 4,000Cr. So far we are up to 22,500Cr.

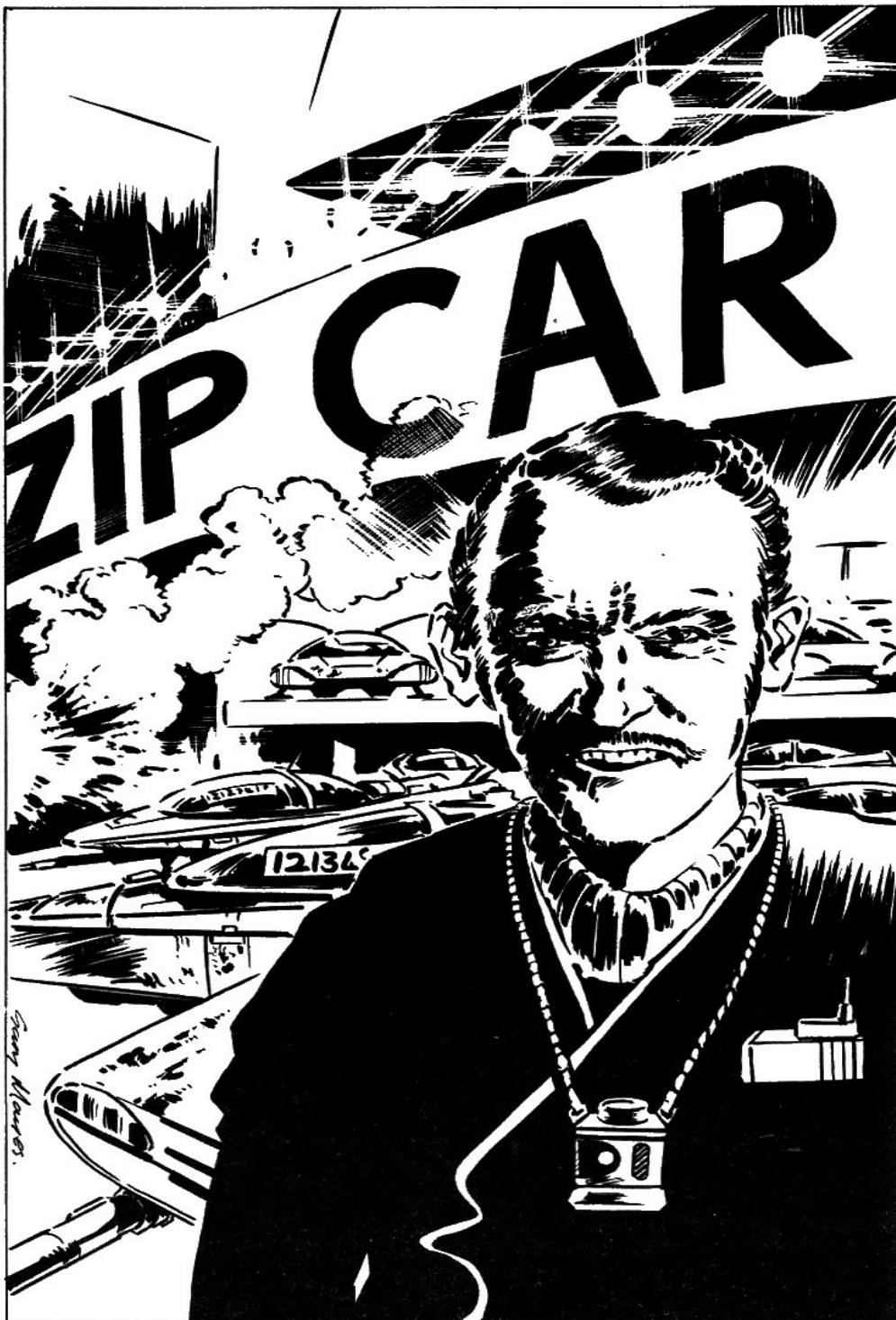
Weapon Mounts and Module slots cost 200Cr each for a small vehicle and 1,000Cr each for a large vehicle.

The total from these steps is the base cost of the vehicle. It does not at this stage have any installed modules or weapons, and if there is a standard specification, the cost of those standard modules and weapons can be added on. These of course can usually be changed later by the Heroes.

Example One: We have two weapon mounts at a total of 400Cr and two Module slots at another 400Cr. The price of a basic Hoverbike is thus 4,400Cr. The standard spec comes with improved engines and advanced sensors in the module slots at a cost of 1,000Cr each.

Example Two: The war walker has six weapon mounts and two module slots for another 8,000Cr. An unequipped war walker would cost 30,500Cr. A standard spec model with Improved Armour (1,000Cr) and Shielding Unit (2,000Cr) plus the standard weapons loadout of weapons.

This system will allow you to quickly and easily build up a large catalogue of different vehicle types, and even modify them for specific purposes.



Hovercar

Size:	Small
Crew:	1
Speed:	Fast
Combat Rating:	+1
Hull:	8
Armour:	None
Weapon Slots:	None
Module Slots:	None
Weapons:	None
Modules:	None
Price:	3,100 Cr

These vehicles use anti-grav drives to hover a few feet above the ground and provide propulsion. Available in a wide range of styles, from family friendly enclosed vehicles to sporty open top models and luxury versions. Fast and comfortable they are found in their millions on most settled planets.

Although these vehicles cannot fly much higher than their default altitude, they do have a limited amount of climb and dip to avoid obstacles or collisions.

Jetbike

Size:	Small
Crew:	1
Speed:	Very Fast
Combat Rating:	+3
Hull:	2
Armour:	None
Weapon Slots:	1
Module Slots:	1
Weapons:	Red Laser
Modules:	Improved Engines
Price:	6,500 Cr

These advanced versions of the motorbike use the same anti-grav technology as the hovercar except they are much faster. The rider is still exposed in the same way as on a motorbike, but the speed and maneuverability provides some protection.

Used by sports riders, scouts, military patrols and leisure enthusiasts, these vehicles are possibly one of the most common in the galaxy.

Planetary Rover

Size:	Large
Crew:	2
Speed:	Slow
Combat Rating:	-1
Hull:	10
Armour:	Light
Weapon Slots:	None
Module Slots:	2
Weapons:	None
Modules:	Advanced Sensors Drone Bay
Price:	19,300 Cr

This large vehicle has eight large balloon tyres and a sealed cabin. Used primarily to explore unsettled and hostile planets, this vehicle can carry up to 4 passengers in addition to the two crew.

The drone bay can be loaded with up to eight scouting and recon drones, which are used to expand the sensor range of the vehicle. It is possible to cram large quantities of supplies into this vehicle, although there are no real living quarters to speak of. Most explorers on atmospheric planets will carry a tent or survival dome to sleep in.

Fast Attack Vehicle

Size:	Small
Crew:	2
Speed:	Fast
Combat Rating:	+1
Hull:	10
Armour:	Light
Weapon Slots:	2
Module Slots:	None
Weapons:	Blaster
Modules:	None
Price:	10,700 Cr

This wheeled vehicle has armour plating and a roof mounted blaster. Designed to be a light scout and attack vehicle and popular with irregular forces across the galaxy, this vehicle is also found regularly in the employ of law enforcement.

Some of these vehicles have an open rear section to allow a few soldiers to be seated and rapidly deployed, and in these variants the weapon is usually operated by a standing crewman.

Armoured Personnel Carrier

Size:	Large
Crew:	2
Speed:	Medium
Combat Rating:	+0
Hull:	12
Armour:	Medium
Weapon Slots:	2
Module Slots:	1
Weapons:	2x Multiguns
Modules:	Seating Unit
Price:	24,000 Cr

Scout Walker

Size:	Large
Crew:	1
Speed:	Fast
Combat Rating:	+2
Hull:	10
Armour:	Light
Weapon Slots:	3
Module Slots:	None
Weapons:	2x Red Lasers
Modules:	Missile Launcher
Price:	None
	28,000 Cr

A low slung and armoured wheeled vehicle, the APC is used to protect and deploy up to sixteen soldiers or other armed troops. The vehicle mounted multiguns can be used to support deployment or clear enemies.

Most of these vehicles also has a small command and control centre, with video and voice links to the deployed troops.

Assault Tank

Size:	Large
Crew:	4
Speed:	Slow
Combat Rating:	-1
Hull:	18
Armour:	Heavy
Weapon Slots:	7
Module Slots:	1
Weapons:	Twin Railgun
	Multigun
Modules:	Improved Armour
Price:	38,500 Cr

This large and heavy vehicle is not fast or particularly maneuverable but does have heavy armour and a twin Railgun. This devastating weapon can only fire at one enemy at a time, but fires two projectiles at once. If the shot hits, destruction is certain.

Available in tracked, wheeled or hover versions, this tank is popular with ground military for assaulting enemy vehicles or buildings.

Some military forces prefer humanoid(ish) robots to wheeled or tracked vehicles. This light model performs the role of scout and recon. Equipped with a powerful engine, long legs and light frame, the Scout Walker can achieve a good turn of speed across the landscape. Although battle-ready, Scout Walkers prefer to avoid superior numbers or enemies due to their relative fragility.

Attack Walker

Size:	Large
Crew:	1
Speed:	Medium
Combat Rating:	+0
Hull:	18
Armour:	Medium
Weapon Slots:	5
Module Slots:	1
Weapons:	2x Blasters
	Multigun
Modules:	Jump Jets
Price:	45,000 Cr

This walker has much heavier armour and weaponry than the Scout Walker and is used in an assault capacity. The addition of jump jets provide short jump capability and allow the walker to clear rivers, walls, fortifications, cliffs and other obstacles.

The jump jets also allow the walker to be rapidly deployed from a dropship. Carried underneath and dropped from a very low altitude, the jump jets provide braking and a safe landing, with the walker able to open fire seconds later.



CHAPTER SIX b - STARSHIPS

Whereas Vehicles are planetary only, Starships are able to fly both in an atmosphere and through the depths of space. Some, but not all, are also able to jump vast distances through warp gates and travel between star systems. This class covers everything from a small single-seater fighter craft all the way up to a vast battlecruiser with many hundreds of crew.



Starship Characteristics

Starships are vehicles, of course, but they tend to be larger and they fly through space! Like the vehicles discussed above, starships also have standard characteristics. These will all be relative to other starships, and in general a starship will be far superior to a vehicle of the same rank. Thus a "fast" hovercar may be able to reach speeds of a couple of hundred miles per hour. A "fast" starship may reach thousands of miles per hour very quickly!

Size is a measure of the relative physical dimensions of the vessel. Tiny starships are normally fighters, small couriers or scout ships. Small starships could be cutters, trading vessels, fast attack craft, or indeed have just about any role! Medium starships include corvettes, frigates, and most freighters. Large starships are often mining ships, bulk freighters, or cruisers. Huge starships are the largest size, and include carriers, colony ships, and battleships.

Speed. In space, top speed is not limited by the engines or power output, and so this characteristic relates to the raw acceleration the starship can produce. In an atmosphere, it will be analogous to the speed characteristic of an airborne vehicle.

Combat represents the manoeuvrability of the craft and how easy it is to handle, both in and out of combat situations. Normally between -3 and +3, a rare few starships might have as low as -5 or as high as +5. This value will be applied to piloting rolls and will have other effects during the game.

Hull represents the structural toughness of the starship and is equivalent to STAMINA. Hull is reduced by damage and once gone, the internal structure of the starship will suffer damage.

Crew can be anywhere from one (for a fighter craft) up to hundreds. Tiny starships have one or two crew. Small starships typically have between three and nine crew. Medium starships have from ten to twenty crew. Large starships have between twenty one and one hundred crew. Huge starships usually have hundreds of crew.

Armour will be either None, Light, Medium or Heavy. Each Armour has an armour track that shows how much it reduces incoming damage, in the same way that armour protects a Hero.

Weapon Slots is a measure of how many weapons hardpoints the craft carries, along with power, control systems etc. A light weapon requires a single weapon slot, a medium weapon needs two and a heavy weapon will use three weapon slots.

Module Slots. Every starship also has module slots, in addition to the standard components such as thrusters, power supply, computer system, cockpit, life support, etc. Each possible module (listed below) requires one or more of these slots to be fitted to a starship. In many settings, a suitable starport is able to remove and refit modules as long as sufficient slots are available.

Starship Rules

Starships, much more so than planetary vehicles, often rely on multiple crew members to operate effectively. Whilst it is certainly possible (and common) to have single crewed fighters and scout craft, most will have multiple crew members. The primary advantage of a larger crew is that the skills and abilities required to operate the vessel can be shared between several characters.

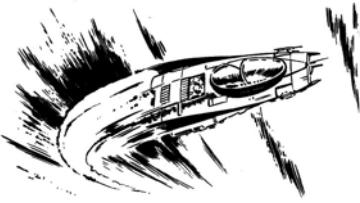
In general, and given the fairly simple nature of the game, many operations will be automatically achieved. Opening the blast doors, firing up the engines, flying in a straight line in space or communicating with a nearby space station are all actions that can be taken by someone with even a basic knowledge of the technology and without the need for a skill check. More complex actions will require an appropriate special skill test. Again, most day to day actions will have a bonus to the special skill of between +1 and +3 to reflect the fact that such high technology is at least partly automated. A failure of one of these tests usually means that the action has failed, although normally it can be repeated. If the result is a critical failure, there may be some delay whilst a system is rebooted but this will generally only impact the story if there is a major time constraint.

Example: The crew aboard our Phoenix-class armed trader need not make skill checks to perform their regular duties, make basic course changes or fix minor problems with the engines. To bring the ship alongside a system patrol cruiser for an inspection is such a simple move that a skill test for this would have a +3 bonus. A fail would simply see the ships too far apart. Only a critical fail might see a point of Hull damage inflicted on each ship as they bash together.

The above rules may seem fairly vague and arbitrary rather than having a well defined rule for each situation. Although there are specific rules for combat (in the next chapter) and a few other situations (below), in general starship operation will be fairly obvious. Flying will require the Piloting-Space special skill, fixing the engines will need the Engineering special skill and so on. Any modifier to the test will be applied by the Director depending on how rushed the Hero is, how awkward the task is, what tools are available and other factors. Similarly, the results of success and failure will be dictated by the needs of the story and the adventure. If in doubt, the Director has the final say!

The special skills that will be useful/essential for starship crew include Astronavigation, Communications, Computers, Engineering, Pilot-Space, Sensors and Starship Gunnery. Between these skills, a crew should be able to operate all of the essential systems of a starship.

Example: The crew of our Phoenix trader includes the captain (who can also act as a gunner), the pilot, the engineer (who also runs the computer systems), the communications and sensors officer and the chief gunner/weapons officer.



Starship Piloting Fumble Table

2D6	Result
2	The ship crashes into something, taking D6 Hull damage. Armour does not protect against this damage.
3	The ship control systems fail, leaving the starship floating in space or cruising at steady speed in an atmosphere. A Computers or Engineering test is required to restart the system.
4	The starship clips the landing pad, another starship, debris, etc. This damages the thrusters and the ship will maneuver at -1 until repaired.
5	Something has happened to the propulsion system, causing a -3 penalty to all further maneuvers for 5 minutes. Successful engineering tests will reduce the penalty by 1 until completely fixed.
6	An uncontrolled spin displaces everything loose in the ship. All crew tests for the next minute are at -1.
7	Bad attempt! Another attempt can be made again after re-aligning the ship.
8	Terrible turbulence shakes the whole craft. The ship's stores and cargo are damaged (Director to determine details).
9	Head on crash into something. All crew takes D6 Stamina Damage (armour applies).
10	A bad maneuver damages the thrusters, reducing the Combat Rating of the craft by 2 until repaired.
11	An awful bit of flying sideswipes another ship, the starport or an asteroid, inflicting 1D3 Hull damage. Armour does not apply.
12	A terrible attempt at the maneuver almost disables the thrusters. The Combat Rating of the vessel is reduced by 5 (but not below -5) until repaired.

Example: The pilot of our Phoenix trader is coming in to land at a small starport, sheltered by high cliffs and in the middle of a raging ionic storm. The Director (rather charitably) assigns this a -2 penalty. Even worse, the piloting test is failed with a double 6 and is thus a fumble. The roll on the table is a 9, and so the ship crashes head on into the cliffs. The Director assigns the appropriate Hull damage and asks for another piloting test (also at -2) to avoid plummeting down onto the starport. Luckily this test is a success and the ship pulls away, ready for another attempt...

Piloting and Manoeuvres

Whilst starships will have a basic autopilot that will enable them to maintain a specific course and speed, and even react to objects in the way, most piloting actions will require a Piloting-Space test, modified by the Combat rating of the starship.

If the manoeuvre is very straightforward, such as landing or taking off from a large starport, entering stable orbit or following another starship at a gentle pace, there will be a +3 modifier to the special skill test.

Easy tasks such as landing at a small starport, entering a space station docking bay or landing on a moon or other rough surface will have a modifier of +2.

Tasks that are not too difficult, such as landing on a forested planet, navigating an asteroid belt or entering the landing bay of a capital ship will have a modifier of +1.

Most other actions will not have a bonus to the special skill, and some may even have a penalty. Threading through a dense asteroid belt during an ion storm might have a penalty of -3.

If the special skill rating (plus modifiers) is 12 or less, a roll of a double 6 will require a roll on the fumble table to see how bad the failure was. If the special skill (including modifiers) is a 13 or more, a roll of a double 6 will still mean that the action fails, but a roll on the fumble table will not be required.

Navigation and Warp Travel

Navigation and flight within a star system is usually fairly straightforward. A simple Astronavigation test will allow an accurate course to be plotted, and piloting tests will only be needed if there is a tricky asteroid belt or similar hazard to avoid. The actual transit time will vary by star system, local conditions, starship type and indeed narrative need. If the heroes have less than three hours to get a vaccine to a space station, then their skill and decision making will determine whether the journey time is two hours and 55 minutes or three hours and 5 minutes! Suffice to say that the Speed rating of the starship will have an impact, and a ship with a higher rating will be able to complete a given journey in a shorter time than a slower vessel.

Travel between stars is slightly more complicated. A starship cannot just fire up the thrusters and point at a distant star. Well, not unless they want it to be their distant descendant that arrives there! In order to travel in a sensible time between stars will require a warp drive of some sort. Exactly how this works (and what it is called) will very much depend on the setting. It may be a contraction of space time, an opening of wormholes, a true FTL propulsion unit, quantum transfer or any other scientific or pseudo-scientific explanation. However it works, these drives enable a starship to travel between star systems in a matter of days rather than centuries.

For the purposes of this book, a “standard” warp jump is about 10 Light Years (Ly) in distance for a standard warp drive, which takes about six days of real time. The jump process is as follows:

The starship must move to a safe jumping off point in the star system, away from the orbits of large planets, asteroid belts and comets. If leaving from a starport or space station, this will generally take about 10 hours or so. It is actually possible to warp jump from closer in, but the astronavigation will be harder and the jump itself riskier.

After reaching the jumping off point, the navigator must make an Astronavigation special skill test. If this roll succeeds, the coordinates have been correctly calculated and plotted and the jump can be attempted. On a failure, there is an error that is spotted and the calculations must be re-done. This will either take a day or as long as the Director decides. On a critical fail, there is an error that is not spotted, and so the jump will go ahead, but the arrival point will be wrong (see below).

If the jumping off point is less than 10 hours from the inhabited zone of a system, there will be a -1 penalty to the test (and another -1 if arrival is within the inhabited zone). If the jumping off point is adjacent to a planet, moon or other large body, the penalty is -3 (and the same goes for the arrival point).

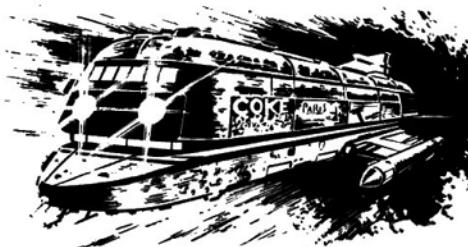
Once the coordinates have been plotted, the Engineer must make an Engineering test to engage the warp drive with the correct amount of power, taking about an hour. There is a +2 bonus to this test due to the built-in automation of a modern drive, but the penalties given above for the Astronavigation test will also apply here.

If the test is a critical success, the journey actually takes five days rather than the standard six. On a normal success, the jump happens without issue.

If the test is a failure, the jump can be re-attempted after an hour, once the warp drive has recharged. To attempt to jump before this time applies an additional -3 penalty to the test, with any failure here counting as a critical failure. If the test is a critical failure, the jump fails and the drive is damaged. Repair takes at least one day, with the drive completely inactive during that time.

At the end of the warp jump, the starship will emerge back into real space, normally about 10 hours out from the habitable zone of the system. From there, it is a standard run in to a star port, space station or habitable planet.

Example: Our Phoenix trader has a standard Warp drive fitted and so can make jumps of about 10Ly. The travel out to the jumping out point is fairly straightforward and without incident. The navigator attempts to plot the desired jump, but the first coordinates are flawed (the test failed) and the navigator must spend another day or so re-working out the jump plan. Once everyone is happy, the engineer must now fire up the warp drive with just the right amount of power. The engineering test is also a success and so the ship safely enters warp drive, to emerge six days later at the target star system!



If the crew need to make an emergency jump without all of the proper procedures being followed, an additional -4 penalty applies to both the Astronavigation and Engineering tests. The Director may also request a roll on the Piloting fumble table to find out if the ship was damaged in the haste.

Whether a ship is in real space or some other dimension, and whether it can be intercepted or detected whilst jumping will very much depend on the setting details.

Starship Design

Like vehicle design, the basics of starship design should be done by the Director, and then players may make any modifications in respect of weapons and modules. The process for designing starships is also straightforward; simply decide on the various characteristics, assign the standard modules and then work out the base cost.

Before the details of the ship can be worked out, the role of the vessel should be planned. Designing a small single seat fighter will be very different to designing a large exploration vessel with hundreds of crew.

Example: The Director decides that a standard small armed trader is needed for the group of heroes to explore the setting in. This will be an all-purpose ship, with cargo space, a few weapons, warp drive and so forth.



The size of the vessel and the crew can be decided in either order. If there is a desired crew for the vessel, the size will then be derived from that number. If however a ship is to be a desired size, then the crew will be decided within the given limits:

Size	Crew
Tiny	1-2
Small	3-5
Medium	6-15
Large	21-16-100
Huge	100+

Example: A crew of five seems about right for our ship, so we go for a small vessel.



The Speed rating of the vessel should be Very Slow, Slow, Medium, Fast or Very Fast. Ideally, this should suit the role and size of the starship, with larger ships being slower in general.

Example: We don't need a particularly fast ship, but nor do we want anything particularly slow. So Medium speed it is.



A Combat rating should also be assigned. This will normally be between -3 and +3, although for exceptional vessels, a value as low as -5 or as high as +5 could be used. This value represents the manoeuvrability, agility and ease of piloting of the vehicle. Like speed, smaller vessels will tend to have a better Combat, although this is not an absolute correlation.

Example: The Director assigns a value of +1 for Combat as the ship is to be fairly manoeuvrable.

Hull points should also be assigned, based upon the size of the vessel. The suggested ranges by size are given below, although these are not hard and fast limits.

Size	Hull
Tiny	2-10
Small	6-18
Medium	14-22
Large	16-30
Huge	28-40

Example: The ship is not an out and out combat vessel, so we assign a Hull rating of 14, which is mid range for the size of ship.



Not all ships have Armour. But for those that do, the level of plating should be determined: Light, Medium or Heavy.

Example: Light armour will be good for this ship. A bit of protection, but not over the top.



Almost all ships have Weapon Slots, even if it is only one. Like vehicles, a light weapon requires a single weapon slot, a medium weapon needs two and a heavy weapon needs three slots. The weapons that can be fitted to a starship are listed in Chapter 6c, although the costs are given below. Fighters would normally have between two and four slots and larger combat craft between four and ten. Non-combat craft will usually have at least one weapon slot, but few will have more than three or four.

Example: Four weapon slots will suit this armoured trader. That will be enough for four small weapons or some other combination.



Lastly, the number of Module Slots should be worked out. The simplest way to do this is to determine the standard loadout of the ship, based upon its role and size, and then total up how many module slots are required to fit these. Because the modules often scale, it is possible to have a small ship with multiple module slots and a large ship with few. If any of these modules are integral to the ship (and cannot later be changed) or else have specific limitations, these should be noted now.

Example: The modules we want to fit are a Cargo Hold (1 slot), a Warp Drive (1 slot) and a Shielding Unit (1 slot). We also decide to add an extra two module slots to allow for a passenger bay or med bay or escape pods etc. This means our craft will have five module slots.



Starship Costs

The base price of a starship will depend upon the size of the craft:

Size	Base Price
Tiny:	10,000 Cr
Small	30,000 Cr
Medium	100,000 Cr
Large	1,000,000 Cr
Huge	5,000,000 Cr

The Speed rating of the ship must also be calculated if it is other than Medium. This is a percentage of the base ship cost either added or deducted to the total.

Speed	Price
Very Slow	-20% of base ship cost
Slow	-10% of base ship cost
Medium	none
Fast	+10% of base ship cost
Very Fast	+20% of base ship cost

Example: Our small armoured trader (we name it a Phoenix) is size Small, so the base price is 30,000 Cr. The medium speed rating does not change the price.



Next, the price should be modified according to the Combat rating of the craft. A negative combat rating will reduce the cost and a positive rating will increase the cost. A Combat rating of 0 will leave the price unchanged. Multiply the base cost of the starship by the percentage given below to calculate the cost of the Combat rating.

Combat	Cost
-5	-40% of base ship cost
-4	-30% of base ship cost
-3	-20% of base ship cost
-2	-10% of base ship cost
-1	-5% of base ship cost
0	0
+1	+5% of base ship cost
+2	+10% of base ship cost
+3	+20% of base ship cost
+4	+30% of base ship cost
+5	+40% of base ship cost

Example: The Phoenix has a +1 combat rating which adds +5% to the cost. 5% of 30,000 is +1,500 Cr to the price.

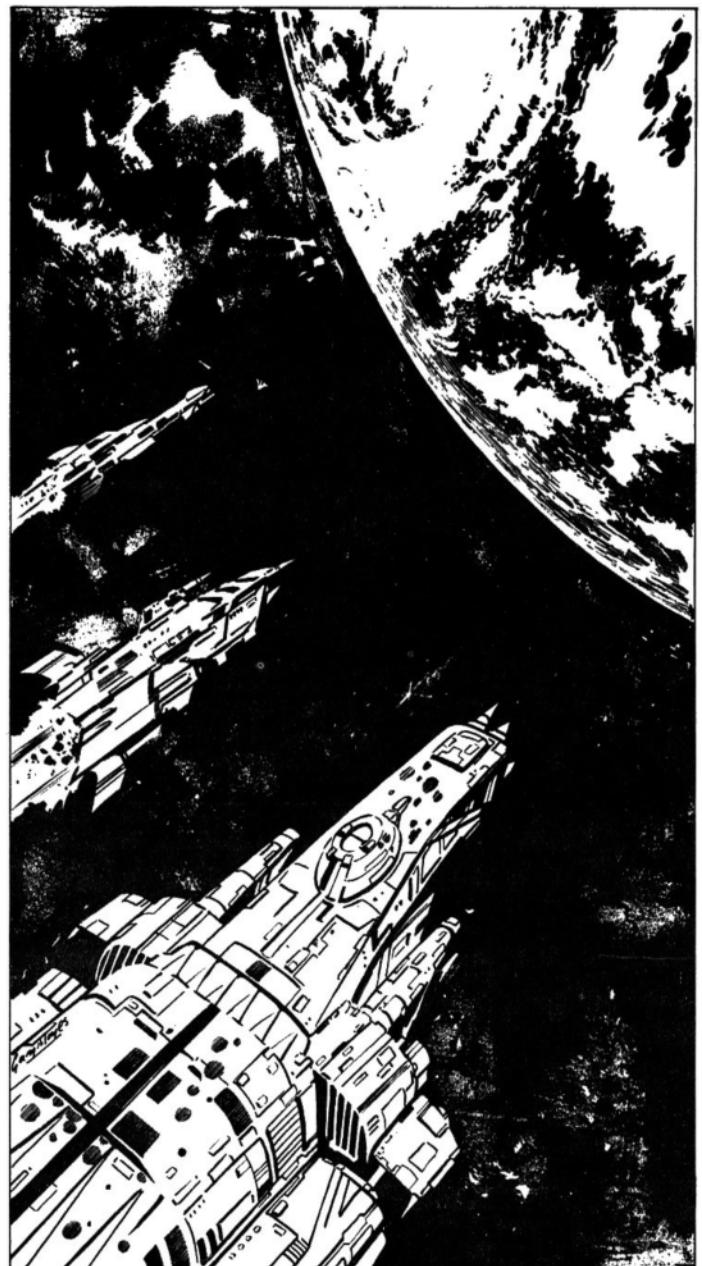
Hull points must also be purchased, with each one costing 5% of the base price of the starship.

Example: We have assigned 14 Hull points, which adds +70% to the price, equating to another 21,000 Cr.

If the starship has armour, the price of this should also be worked out. This cost is also a percentage of the base ship price.

Armour	Price
Light	+10% of base ship cost
Medium	+25% of base ship cost
Heavy	+40% of base ship cost

Example: We have fitted Light armour to the Phoenix, adding another 3,000 Cr.



Each Weapon Mount on the ship will add another +10% of the base cost of the ship. This price does not include the weapons themselves, only the mounting and control systems.

Example: The four weapon mounts add another 40%, so 12,000 Cr to the price.

Module slots also cost another 10% of the base cost of the ship. Like Weapon Mounts, this cost does not include the module itself, simply the ability to fit a module.

Example: Five module slots will add another 50% which is 15,000 Cr.

If any of the options above have limitations, such as the base ship provides life support to only a particular race, the hull takes double damage from explosive weapons or a weapon mount can only be fitted with a specific weapon, the cost of that characteristic only is halved. If the base ship itself has a limitation, all subsequent costs still use the full ship price to calculate.

Once all of the prices above have been totalled, the standard ship price has been arrived at. A Director will probably want to then calculate the costs of the weapons and modules included in a standard loadout. The prices of these are given below. The descriptions of each module are listed at the end of this chapter and weapon descriptions given in Chapter 6c.

Example: We total up the cost of all of the characteristics above as follows:

<i>Base Price</i>	30,000 Cr
<i>Medium speed</i>	+0
<i>Combat +1</i>	1,500 Cr
<i>14 Hull points</i>	21,000 Cr
<i>Light Armour</i>	3,000 Cr
<i>4 Weapon Mounts</i>	12,000 Cr
<i>5 Module slots</i>	15,000 Cr

The ship itself will cost 82,500 Cr, but this doesn't include any of the modules. A cargo hold costs 5% (1,500 Cr), a warp drive is 15% (4,500 Cr) and the shielding unit is 20% (6,000 Cr). These standard modules will cost another 12,000 Cr plus whatever module(s) are put into the remaining two module slots. Weapons will also add to the cost.



The prices given below are standard weapon prices. Not all weapons will be available in all settings or at all spaceports, and costs may vary!

<i>Light Weapons</i>	<i>Cost</i>
Red Laser	5,000 Cr
Light Blaster	8,000 Cr
Tractor Beam	14,000 Cr
Multigun	2,000 Cr
Light Missile Launcher	4,000 Cr

<i>Medium Weapons</i>	<i>Cost</i>
Blue Laser	10,000 Cr
Blaster	16,000 Cr
Fusion Gun	20,000 Cr
Plasma Gun	22,000 Cr
Autocannon	8,000 Cr
Ion Gun	25,000 Cr
Medium Missile Launcher	8,000 Cr

<i>Heavy Weapons</i>	<i>Cost</i>
UV Laser	20,000 Cr
Heavy Blaster	32,000 Cr
Fusion Cannon	40,000 Cr
Plasma Cannon	44,000 Cr
Railgun	16,000 Cr
Ion Cannon	50,000 Cr
Heavy Missile Launcher	16,000 Cr

Standard Missile 500Cr

Module Descriptions

This section describes the common modules available to be fitted to a starship. Many of the modules scale; that is they have differing capabilities depending upon the size of ship they are fitted to. A Cargo Hold has a small capacity when fitted to a small ship and a large capacity when fitted to a large ship. They will both take up one module slot in the ship, but have different costs.

Module prices are not fixed like weapons, rather they are a function of the base ship price, just like most other characteristics.



Advanced Sensors [1 slot] 10%
 Every starship has enough of a sensor array to operate under normal situations. This module greatly upgrades the existing sensors to either give vastly greater range but with a specialised target (mining, biological, etc.), or else greatly enhance the all-round sensitivity of the array but without increasing the range. These sensors grant a +2 bonus to all sensor tests within the capabilities of whatever option is fitted.

Cargo Hold [1 Slot] 5%
 This specialised compartment allows the transportation of cargo, whether loaded into standard sealed pods or loose. This cargo can be of any type, from gases to liquids to ores. Animals, gems, robots, slaves and more can all be carried given sufficient space. This hold is environmentally controlled, so live animals or even people can be carried loose. The capacity of a single cargo hold module depends upon the size of the ship to which it is fitted. If multiple holds are fitted to a ship, they can be contiguous to make one large hold, or be separate units, possibly even in different parts of the ship.

Tiny	2t capacity
Small	10t capacity
Medium	50t capacity
Large	100t capacity
Huge	500t capacity

Improved Thrusters [1 slot] 10%
 This module provides greater thrust power and control, allowing for better acceleration and speed. A ship with this module will win a tie-break in combat with another ship of equal speed, unless that ship also has this module. If a ship has two of these modules fitted, the speed category will be increased by one rank.

Shielding Unit [1 slot] 20%
 This module, mounted near the exterior surface of the ship, creates an energy field that surrounds the vessel and absorbs incoming weapon fire. The shielding unit stops just enough of the incoming weapon to allow the underlying armour to stop the rest.

A shielding unit has a Hull point capacity, and once that capacity is exceeded, the shielding unit will go offline. It takes a full hour to recharge a shielding unit, at which point it will come back online. Full rules for starship shields are given in Chapter 6c.

Tiny	2 Hull capacity
Small	4 Hull capacity
Medium	6 Hull capacity
Large	10 Hull capacity
Huge	16 Hull capacity

Extra Fuel Tank [1 slot] 5%
 Under normal operational conditions, the fuel tank of a starship will provide fuel for two warp jumps and also one month of non-warp power. This larger tank will extend that capability with an additional two warp jumps and another five months of day-to-day power. This tank is separate from the main tank, and fuel is drawn first from this tank.

Fuel Scoop [1 slot] 10%
 This module allows a starship to skim the outer reaches of a star, the upper atmosphere of a gas giant or even the surface of a water planet. The gathered gases or water can then be converted to starship fuel and diverted to the fuel tank. The process is somewhat time consuming, taking a full 24 hours to gather enough fuel for one week of operation or half a warp jump. It will take eight full days to refill a starship from empty.

Warp Drive [1 slot] 15%
 Not every vessel is required to jump between star systems, but for those that do, this module is essential. A starship fitted with this module is capable of making warp jumps of up to 10 light years. The navigation rules described above must still be followed and sufficient fuel must be available.

Enhanced Warp Drive [2 slots] 40%
 Available in high tech settings, this more powerful version of the Warp Drive allows for a single jump of up to 20 light years.

Improved Armour [1 slot] 10%
 This module can only be fitted to an armoured starship. A combination of intelligent responses and physical reinforcement grants a +1 bonus to all armour rolls. If three of these modules are fitted to a standard ship, the armour is upgraded to the next rank.

Cloaking Unit [1 slot] 50%
 Available in some high tech settings, this module will warp space around the starship so that it cannot be seen with the naked eye or with passive standard sensors. Advanced sensor arrays may show a small anomaly with a successful Sensors test.

The module also modifies active scan tests by -4. If the cloaked craft fires a weapon, accelerates hard, takes damage or sends any long range communication, the cloaking field is disrupted and the ship decloaks. Once deactivated, the unit takes a full hour to recharge.

Med Bay [1 slot] 10%
 This module provides a comprehensive medical bay that can treat most injuries and deal with common diseases and poisons, although tricky surgery or cybernetics are beyond the available technology. The size and capacity of the med bay will vary with ship size, ranging from a large cupboard full of medical systems on a tiny ship up to a large ward with multiple staff on a huge vessel.

Advanced Med Bay [2 slots] 25%

This module provides a larger medical facility than a standard med bay, and also more advanced facilities. Available only in high tech settings, this facility will deal easily with all common conditions, and will also provide technology to allow advanced surgery, cybernetic implantation and even limb regeneration.

Passenger Bay [2 slots] 10%

This module provides staterooms of various size and quality to allow passengers to be transported long distances in comfort. Once installed, the passenger bay module can be configured to provide first class, second class or steerage accommodation. First class has more space, entertainment, facilities, and better food. Second class provides acceptable living space, whilst steerage may have bunk beds and cramped living space. The bay can be reconfigured at a starport fairly quickly.

The number of passengers that can be carried per bay will depend on both the size of the vessel and the class of accommodation:

Tiny	1/2/4
Small	2/4/8
Medium	4/8/16
Large	8/16/32
Huge	16/32/64

Teleporter [2 slots] 50%

In the highest tech settings, some vessels are equipped with Teleporter modules. These expensive units allow personnel and cargo to be instantly transported from the ship to either another ship or a planetary surface. Very power hungry and only able to transport small amounts of mass, these units do however revolutionise how a ship can operate.

Fighter/Shuttle Bay [3 slots] 30%

Vessels of size Small or larger are able to fit a small hangar, housing one or more fighters or shuttles. The size of the bay depends on the size of the ship itself, and each will have its own capacity (given below). The bay includes fixings to secure the carried craft, launch and reentry systems, and basic repair and maintenance facilities.

Tiny	-
Small	1 Tiny craft
Medium	2 Tiny craft or 1 Small ship
Large	4 Tiny craft or 2 Small ships
Huge	8 Tiny craft or 4 Small ships

Marine Barracks [2 Slots] 15%

Although larger vessels may have a security department, those personnel will be fairly lightly armed and armoured and are not considered soldiers. If a ship requires marines to board enemy vessels, repel boarders, make planetary assaults or other military tasks, this module is required. Providing somewhat cramped accommodation, training area, armoury

and recreation area, this area can be completely separated from the ship crew if required. Larger ships may also have storage space for small vehicles or power armour.

Tiny	-
Small	5 Marines
Medium	10 Marines
Large	20 Marines
Huge	60 Marines

Auto-Repair Unit [1 slot] 35%

In a high tech setting, deep space ships can fit auto-repair modules. This system uses nano-technology to automatically repair either hull points or damaged modules. It can even repair a ship whilst the crew are busy repairing another part, thereby speeding up ship repair. This module contains spare parts and simply needs to be directed to the system in need of repair. Full rules for this module are given in Chapter 6c.

Science Lab [2 slots] 10%

This module provides the scientific equipment and resources to allow investigation of almost any scientific area. Most modules of this type are general laboratories, although it is also possible to fit a specialised lab, which provides a +2 bonus to science tests in that area but a -2 penalty to tests outside the specialised area.

Advanced Science Lab [3 slots] 20%

This module, available in high tech settings, provides cutting-edge scientific analysis equipment. This module provides a +2 bonus to science tests, or +4/+0 if the lab is specialised.

AI Computer [1 slot] 30%

Available in high tech settings, this module augments the standard starship computer systems with a true artificial intelligence. This AI computer is able to take over most or all functions of the crew (treat as SKILL 6) if required and can communicate verbally with all onboard. In addition to the backup capabilities, this module also grants a +1 bonus to all knowledge tests for crew onboard.

Colony Unit [4 slots] 60%

This large module can only be fitted to Huge ships, and contains enough living space, supplies and facilities to carry 100 colonists on very long journeys. A specialised version of this module is a bio-dome that carries no colonists but instead can transport a small enclosed ecosystem including animals, plants, birds and microorganisms.

Escape Pod [1 slot] 5%

This module fits multiple small emergency escape pods sufficient to evacuate the entire standard crew. Each pod has thrusters and life support for one month, along with an emergency beacon and basic navigation system. Multiple modules must be fitted if passengers or marines are also to be evacuated.

Stasis Unit

[1 slot] 15%

This module provides several stasis booths, each capable of putting one standard sized person into a form of suspended animation. Low tech settings will induce a deep coma, whilst higher tech settings will freeze time within the booth. Persons placed into a booth will not age, diseases, poisons and injuries will not worsen and in essence time does not pass. These booths are used on very long journeys but also when a member of crew is in danger of dying and suitable medical facilities are not available on board. The number of booths per module depends on the size of the ship.

Tiny	1 person
Small	2 people
Medium	4 people
Large	8 people
Huge	32 people

Synthesiser

[1 slot] 40%

Available in some high tech settings, this module uses a soup of elemental materials to create almost any food or basic item on demand. Most synthesizers are voice activated, and most are pre-loaded with a huge library of items and food. These modules can also be taught to create new items once installed.

Seating Module

[1 slot] 5%

While a passenger bay is designed to provide accommodation for a few passengers over long distances, this module provides seating for many more people. It would not be comfortable to stay in these seats for more than a day, but for short distances this module can carry a multitude of people.

Tiny	12 people
Small	24 people
Medium	48 people
Large	96 people
Huge	192 people

Mining Module

[1 slot] 10%

This unit will harvest and process mineral ores from an asteroid, meteor or planet that the starship has landed on. It will also process smaller meteorites and ore chunks that are captured using a tractor beam and drawn in. The recovery rates will vary wildly, depending upon the quality and density of ore and many other factors.

Terraforming Unit

[3 slots] 30%

This large and expensive module is usually dropped onto a planetary surface (but can work whilst mounted to the starship) whereupon it will begin to create a habitable atmosphere and even a basic biosphere. This process can take some time, even with many hundreds of these units deployed, and so they are often shipped out en masse. The performance will increase with bigger units (depending on ship size) and units from tiny and small ships are normally only used to create a working habitat inside a biodome or similar.

Attachment Module

[1 slot] 10%

This module allows the starship to attach to another vessel. If attaching to a smaller vessel, that target is immobilised and prevented from escaping. If the unit is used to attach to a larger vessel, the target will drag the starship along with it, even into warp space (although the extra mass will distort the navigation calculations). The module includes an airlock insertion system to allow for boarding actions. If one ship tows another using this module, the towing ship reduces its Speed and Combat ratings by 1 each.

SAMPLE STARSHIPS

<i>TS-97 Light Fighter</i>	
Size:	Tiny
Crew:	1
Speed:	Fast
Combat Rating:	+2
Hull:	4
Armour:	Light
Weapon Slots:	1
Module Slots:	2
Weapons:	Light Blaster
Modules:	Warp Drive Shielding Unit
Cost:	29,500 Cr

This small and agile fighter is routinely carried in larger vessels to act as an interceptor, assault and defence craft. Cheap to buy and effective en masse, these fighters also have their own warp drive to allow them to jump into a target system. However, the living space onboard are both limited and rudimentary.



Glow-worm Far Trader

Size:	Medium
Crew:	9
Speed:	Slow
Combat Rating:	-1
Hull:	14
Armour:	Light
Weapon Slots:	2
Module Slots:	5
Weapons:	2x Red Lasers
Modules:	Warp Drive 2x Cargo Holds Passenger Bay
Cost:	275,000 Cr

P-45 Scout

Size:	Tiny
Crew	2
Speed:	Fast
Combat Rating:	+2
Hull:	4
Armour:	Light
Weapon Slots:	1
Module Slots:	2
Weapons:	Red Laser
Modules:	Enhanced Warp Drive Advanced Sensors Fuel Scoop
Cost:	24,500 Cr

This interesting trader has a small command section and a larger "body" section behind. The cargo hold has a capacity of 100t and the standard passenger bay can accommodate eight second class passengers. Named for the green glow seen at the rear of the craft (from the thruster vents), this ship is a common sight in near space.

The P45 is a common small scout craft, used for long range military patrols and the scouting or new sectors. Able to make long warp jumps and operate in the field for long periods, this vessel has comfortable and well equipped quarters for the two crew.

Auras Patrol Corvette

Size:	Medium
Crew:	15
Speed:	Medium
Combat Rating:	+1
Hull:	16
Armour:	Medium
Weapon Slots:	4
Module Slots:	5
Weapons:	2x Light Blaster Blaster
Modules:	Warp Drive Shielding Unit Fighter Bay
Cost:	397,000 Cr

Shard Heavy Shuttle

Size:	Small
Crew:	3
Speed:	Slow
Combat Rating:	-1
Hull:	8
Armour:	None
Weapon Slots:	None
Module Slots:	3
Weapons:	None
Modules:	2x Cargo Hold
Cost:	51,000 Cr

This craft is a staple of system defence and customs services and is also found in many navies. Well armoured and armoured and maneuverable, there is also the capacity to carry two fighter or shuttle craft, with the TS-97 a favourite. The ship normally carries a comprehensive armoury to allow the boarding of criminal ships.

Used at space stations and starports to transfer cargo and passengers to and from very large vessels, the Shard is capable of transporting 20 tons of cargo and 24 passengers at a time. The crew of three usually includes a pilot, co-pilot and loading agent.

Although these ships provide comfortable seating for the passengers when new, constant journeys transporting space miners, starship crew and other hard working folk tends to mean that they look tatty very quickly.



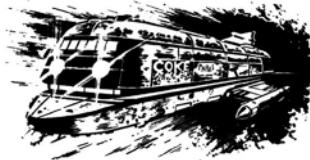
CHAPTER SIX c - VEHICULAR COMBAT

The Heroes may own a starship or vehicle to trade, explore, smuggle or just travel between interesting sites, but at some point their transport will end up in a battle. It may be a dogfight in an asteroid belt, a war robot skirmish on a border world or even a couple of space cruisers firing heavy weapons at each other. Whatever the circumstances, a slightly modified version of the personal combat rules are used to resolve the battle.

Weapons and Armour

A wide range of weapons can be mounted on vehicles and starships. The descriptions and damage tracks given below apply to both vehicle mounted and starship mounted weapons. If a starship's Light Blaster is used against another starship, it will have the same damage range as a vehicle's Light Blaster used against another vehicle. (For rules on vehicles firing against starships and vice versa, see Personnel vs Vehicles vs Starships, below.)

These weapons are divided into three categories; Light Weapons use 1 weapon slot, Medium Weapons use 2 slots, and Heavy Weapons use 3 slots. The Director has the final say as to whether a particular weapon is available in the campaign setting.



Weapon Descriptions

Red Laser [1 Mounting] Long Range

These weapons have a Long range and fire a beam of amplified light that heats and damages the target. These lasers have relatively low energy compared to the other laser types, but are also quite small.

Light Blaster [1 Mounting] Medium Range

This weapon is an adaptation of the laser, and fires a rapid burst of laser light at the target, using a wider range of wavelengths. This approach increases the damage, but also decreases the effective range due to the lower focus.

Tractor Beam [1 Mounting] Short Range

This weapon actually inflicts no damage but will grab hold of the target. If the beam hits, the target cannot extend the range on the following round. If the craft with the tractor beam is bigger than the target, the target suffers a -1 penalty to their Speed and Combat ratings.

Multigun [1 Mounting] Short Range

This weapon has multiple barrels, and fires high speed projectiles from each barrel in turn, keeping up a ferocious hail of bullets. This weapon can inflict considerable damage given its small size, but only has short range. In addition, it carries enough ammo for 48 rounds, with a full magazine costing 500Cr.

Lt Missile Launcher [1 Mounting] Long Range

This launcher can fire one high explosive missile each round at a target up to Long range away. The launcher carries 6 missiles as standard, with each restock missile costing 100Cr.

Blue Laser [2 Mountings] Long Range

This weapon fires a higher energy blue laser beam at the target, inflicting more damage than a red laser at the same Long range. These lasers are however larger than their red counterparts.

Blaster [2 Mountings] Medium Range

A larger and more powerful version of the Light Blaster, this has the same medium range but higher damage capability.

Fusion Gun [2 Mountings] Medium Range

This weapon focuses fusion particles into an energized core and fires it at the target. While the projectile can lose intensity over distance, it can also inflict catastrophic damage. On any Critical hit, add 2 to the dice roll to determine the result.

Plasma Gun [2 Mountings] Short Range

This weapon fires a stream of superheated plasma at a target within short range. Although shields are very effective at stopping this plasma, armour and hull structures are vulnerable, and hits against unshielded hulls gain a +2 bonus to the damage roll.

Autocannon [2 Mountings] Short Range

This weapon is a larger and heavier version of the Multigun, firing larger calibre bullets at a faster rate, although still over a short range. This weapon has enough ammo to be fired for 28 rounds, with a refill costing 500Cr.

Ion Gun [2 Mountings] Short Range

This weapon fires a burst of polarised ions at the target vehicle. This beam will cause discomfort but no damage to living beings. Against a vehicle or electronic target however, the beam will cause a temporary short circuit to one system if the damage roll is a 3 to 6. On the following round, anyone wishing to operate the vehicle will require a successful Computers special skill test to restart that system.

Med Missile Launcher [2 Mountings] Long Range
A larger version of the Light Missile launcher, this weapon carries twelve standard missiles.

UV Laser [3 Mountings] Long Range
This large laser fires an almost invisible Ultraviolet light beam at the target. This laser beam is of higher energy than the other laser types and so will inflict more damage.

Heavy Blaster [3 Mountings] Medium Range
This weapon fires powerful bursts of laser energy, inflicting considerable damage at medium range. A more powerful version of the light blaster, this weapon is also much larger.

Fusion Cannon [3 Mountings] Medium Range
This weapon is a larger version of the Fusion Gun, and also adds +2 to any critical rolls inflicted. The weapon still inflicts very variable damage, but if the beam is coherent upon impact, the damage can be devastating.

Plasma Cannon [3 Mountings] Short Range
This is a large version of the Plasma Gun and also has a +2 on the damage roll if the target is unshielded.

Railgun [3 Mountings] Medium Range
This weapon uses a magnetic process to accelerate a shell along the barrel, allowing it to reach a very high speed. The high speed and explosive shell can cause significant damage, but as with all projectile weapons, it does not have the longest range. The ammo rack contains 26 shells, costing 1500Cr to replenish.



Ion Cannon [3 Mountings] Short Range
Like the Ion Gun, this heavier version causes no physical damage at all but against electronic targets, a short will be caused on a 2-6 on the damage roll. With this heavier version of the weapon, there is a -2 penalty to computer rolls to act on the disrupted round.

Hvy Missile Launcher [3 Mountings] Long Range
Like the light and medium versions of this weapon, the Heavy Missile Launcher fires standard missiles at the target, although two can be fired in a single round. This weapon has a standard capacity of 24 missiles.

The damage tables given below apply to both Vehicle and Starship mounted weapons:

Light Weapons	1	2	3	4	5	6	7+
Red Laser	3	4	4	5	5	6	7
Light Blaster	4	4	5	5	5	7	8
Tractor Beam	-	-	-	-	-	-	-
Multigun	2	3	5	5	6	7	8
Missile	4	5	6	6	6	6	7
Medium Weapons	1	2	3	4	5	6	7+
Blue Laser	3	4	5	5	6	6	7
Blaster	4	5	5	5	7	7	8
Fusion Gun	2	2	2	2	3	7	9
Plasma Gun	2	3	3	4	4	5	6
Autocannon	3	5	5	6	7	7	8
Ion Gun	-	-	-	-	-	-	-

Heavy Weapons	1	2	3	4	5	6	7+
UV Laser	5	6	6	7	7	8	9
Heavy Blaster	5	5	5	6	7	8	8
Fusion Cannon	2	2	2	3	4	8	10
Plasma Cannon	3	4	4	5	5	6	7
Railgun	5	6	6	7	7	8	8
Ion Cannon	-	-	-	-	-	-	-

Armour

Most vehicles and starships that expect to be in danger will be equipped with armour of some sort. The exact form the armour takes will vary by setting. Some armour consists of heavy metal plates welded to the outside of the ship or vehicle, whereas other armour is composed of intelligent advanced composites that either absorb and dissipate energy or else ablate the damage by vapourising and protecting the hull itself.

Whatever the in-game description of the armour, the game mechanics are exactly the same as those for personal armour.

Armour	1	2	3	4	5	6	7+
Light	0	1	1	2	2	3	4
Medium	1	2	2	3	3	4	5
Heavy	2	2	3	3	4	5	6

Combat Rules

A vehicle or starship combat round generally takes about the same time as a personal combat round, but is slightly different in composition. The starting range between the vehicles is decided by the Director, based upon the circumstances at the time, but will be either Point Blank (the vehicles are next to each other), Short, Medium, Long or Very Long.

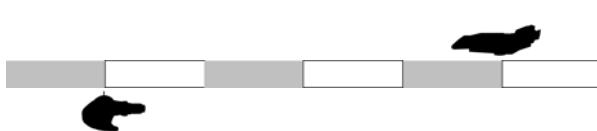
Movement

At the start of each combat round, the pilot of each vehicle must decide whether to try to close the range, extend the range or keep it the same. A vehicle moves one category during the round, and so the range can vary from -2 categories to +2 categories. If both attempt to close, the distance drops by two categories (with a minimum of Point Blank). If the range extends beyond Very Long, the combat is considered ended until the two vehicle re-engage.

If one vehicle attempts to flee and the other chases, and they both maintain this movement for three combat rounds, the faster ship will receive an extra move. Thus if the faster ship is fleeing, the range between will extend by 1 every three rounds, and if the faster ship is chasing, the range will drop by 1 every three rounds.

The faster ship in this situation is the one with the better Speed rating. If both craft have the same rating, improved thrusters (or equivalent) on one craft will break the tie.

Generally, unless it is important to the plot, the actual locations of the vehicles does not need to be recorded, only their relative distances. If multiple combatants are involved in a fight, it is probably easiest to maintain a single linear "distance track".



Example: The pirate craft Solar Lance has ambushed the scout vessel Canopus as it emerged from a warp jump. The Director rules that the starting distance is Long between the starships. Canopus makes an immediate attempt to flee whilst they scan their attacker.

On the first round, Canopus moves away, and Solar Lance follows. This means that the distance between the ships remains at Long. As it happens, Solar Lance is faster and so it would, after two further rounds, reduce the range to Medium.

Knowing that escape is futile at this stage, Canopus turns and heads towards Solar Lance. As they both reduce the range by one each, they will be at Short range in the next round.

Declare Actions

Once the movement and ranges have been determined, the captain of each craft must declare their actions. This should include what combat actions will be chosen, which weapons will be fired at which enemies and what other actions the crew and officers will take.

Of course, a single pilot fighter or war robot combines the role of captain, engineer, and gunner in one, so the person making the decision is the one taking the actions.

The pilot will make the Piloting test at this stage, and can also take one other action if desired. Every other ship's officer can take one action during the round. The actions taken could include:

- Firing a weapon or weapons at a single enemy target
- Making a Computers test to bring a subsystem back on line
- Making an Engineering test to restart a system
- Making a Sensors test
- Attempting communications

If a starship has a large crew with separate departments, each department can take a single action. The exception to this is the Gunnery department which (if at full strength) can fire all of the vessel's weapons in the same round, at as many targets as there are weapons.

Combat Options

The commander of a vehicle is free to choose one of these options on each round of combat, but it is also possible to choose no specific option. The Director is also free to design new options if desired. The Director may allow a captain to choose the Fast Shot option in addition to one other option.

Defensive Weaving

This option sees the vessel manoeuvring sharply to try and avoid incoming enemy fire. As such it adds +2 to the Defensive Total of the craft for that round but also deducts 2 from all Gunnery tests made from the craft due to the extreme movements.

Focussed Attack

This option sees the vessel align itself on its target to unleash a hail of attacks. The lack of weaving reduces the defensive total by 2 for that round, but also adds a +1 modifier to any damage rolls made.

Fast Shot

A ship utilising this option is attempting to fire weapons at the enemy before the enemy themselves can fire their weapons. When utilising this option, the commander will decide what penalty to take to their Gunnery tests. If one vessel uses this option and their enemy does not, the option will allow the ship to fire first. If both ships use this option, the vessel that takes the largest penalty will fire first.

Full Evasion

This option is an extreme version of Defensive Weaving. Only available in ships that have a Combat rating of +1 or better, this option allows double the Combat rating to be added to the Defensive Total. However, the vessel cannot itself make weapon attacks during the round.

Coordinated Attacks

Only a vessel with more than one weapon can choose this option. If used, all weapon attacks must be made at the same target, even if different gunners actually control the weapons. All attacks are made at a -2 penalty, but a +1 is applied to all damage rolls.

Example: The captain of Canopus opts for the Defensive Weaving combat option. The Pilot concentrates on flying the craft, allowing the gunner to fire all of the weapons. The communications officer conducts a longer range scan looking for help.

Piloting Test

Once actions have been declared by the commander of the craft, the pilot must make an appropriate Piloting test, rolling 2D6 as normal and adding their SKILL and Piloting special skill. The Combat rating of the vessel of the craft is added to this total, as is another +1 if the vehicle is the fastest in the combat. There may be other modifiers as appropriate.

The total of this roll is the target number for all attacks targeted at the craft during that round and is referred to as the Defensive Total.

At this time, the other officers should make non-weapon tests and determine any effects.

If a ship is offline or the engines or thrusters damaged or destroyed, this Piloting roll is still made but without adding SKILL, Piloting special skill or any other modifiers. The 2D6 alone will determine the Defensive Total for that round.

Example: The pilot of Canopus, with SKILL 7 and 3 Piloting, rolls an 8. This totals 18, but is further increased to 19 due to the +1 Combat rating of their ship. The pirate vessel has a Combat rating of +1 but is faster so adds a total of +2 to the pirates' Defensive Total. However, the pirate roll is poor and has a total of 15 this round.

Weapon Attacks

In a standard combat round (where no craft are using the Fast Shot option) all attacks will take place simultaneously, even though each ship will actually go through the process of resolving said attacks in turn.

A weapon can only be fired if the target is within range on that round, although there is no minimum range.

An individual gunner may fire one or more weapons at a single target in a single round. A gunner may never fire at more than one target, irrespective of how many weapons they fire. A gunner firing multiple weapons will still have to make separate Gunnery tests, however.

Each gunner making an attack will roll 2D6 and add their SKILL, their Gunnery special skill rating and the Combat rating of the craft. If the total is equal to or greater than the Defensive Total, the attack for that weapon is a success and damage should be rolled as described below..

If the test is a Critical Success (double 6), a single D6 should be rolled on the Critical Hit table in the next section without modifiers in addition to the standard damage roll.

If the test is a Fumble (double 1), a D6 roll should be made on the Fumble table below:

D6 Gunnery Fumble

- 1 Poor control results in software failure. The weapon control systems go offline temporarily and the weapon is unavailable next round only.
- 2 The power fails to the weapon and all damage rolls suffer a -1 penalty for 1D6 further rounds until the power returns to normal.
- 3 The weapon mounting has partly seized, inflicting a -1 penalty on combat rolls for the rest of this combat. Repair takes less than an hour.
- 4 Overenthusiastic firing overheats the weapon, rendering it inactive. A D6 should be rolled on each subsequent round, and the weapon becomes fully available again on a roll of a 4-6.
- 5 Terrible control forces the weapon control systems offline for this weapon only. The weapon remains unavailable until a round is spent rebooting, requiring a successful Computers test.
- 6 Somehow the weapon has become damaged and is now inoperative until repaired using the standard repair rules.



Example: The gunner aboard Canopus fires a Light Blaster and a Fusion Gun at the pirate. The pirates have a Defensive total of 15 this round, which is the target number for the gunner, although a -2 must be applied to the total for the Defensive Weaving option. The first attack (Fusion Gun) is a 15, meaning that this attack just hits. The second attack with the Light Blaster however is a Critical success. Both of these attacks will have damage rolls made, but a D6 will also need to be rolled on the Critical table.

In return, the pirates fire two heavy blasters. Their first attack total is a 14, which is a miss, and the second is a Fumble. A roll of 2 on the fumble table reduces the weapon power for D6 rounds.

Damage Resolution

When a weapon attack is successful, a damage roll should be made on a D6, in exactly the same way as for personal combat. The number on the lookup table is the amount of HULL damage inflicted by the weapon.

The target craft should make an Armour roll on the appropriate lookup table, and deduct the value from the inflicted damage.

If the damage is reduced to 0, the armour has blocked the attack and nothing further need be done.

If damage still remains, the Shields (if any) on the target should now be reduced by that amount. The Shields value of a craft cannot be replenished during a fight however. Once the shields have been reduced to 0, any remaining damage will be applied to the HULL rating.

If the target has no shields, or the remaining Shield rating is insufficient to absorb all of the damage, any remaining points will be deducted from the HULL rating.

As long as HULL is above 0, the craft is structurally intact and functions normally. However, if HULL is reduced to 0 or lower, the internal systems will start to be damaged and the vehicle or starship may cease functioning or even explode!

If at the end of a round, a vehicle has 0 or negative HULL points, 1D6 should be rolled on the Critical table below, also adding the negative HULL value. Thus a starship reduced to 0 HULL would roll a D6 alone on the table, whilst a ship reduced to -3 would roll D6 and add +3. After the Critical roll has been made and effects applied, the ship is returned to 0 HULL. Of course, further damage on the following round will reduce the ship to negative HULL for the next Critical roll.

Once combat ends, through escape, surrender or destruction of enemies, a successful Engineering test and the efforts of the entire crew for a round will stabilise the craft and prevent further Critical rolls until damage is taken again.

1D6 Vehicle Critical Effect

- 1 Crew shaken, and all have a -1 penalty for next round
- 2 The crew are badly shaken, and have a -1 penalty for D3 rounds
- 3 One random component or module goes offline
- 4 Two random components or modules go offline
- 5 One random component or module is damaged
- 6 One random component is destroyed
- 7 All crew and passengers take D3 STAMINA damage.
Armour does not apply.
- 8 The whole ship goes offline, and requires a successful Computers test to restart
- 9 Three random components or modules are damaged
- 10 Two random components or modules are destroyed
- 11 The vehicle goes offline and explodes 1D6 rounds later.
- 12 The craft is destroyed on the following round. A SKILL test is required to escape .

A component or module that goes offline is inactive until restarted by a successful Computers or Engineering test. If the whole vehicle is offline, nothing will work until the vehicle is restarted. Although the restart will take the action of a crewmember, it will normally happen early enough in a combat round to allow the component to function. The component or module affected can be determined as described below.

If a component or module is damaged or destroyed, the craft will suffer the effect described below until a repair can be enacted. A component or module damaged twice is destroyed.

If the vessel blows up, the crew can escape in escape pods (if fitted) or can just flee through airlocks or doors. If in space or a hostile environment, crew not in escape pods will need rescuing promptly to avoid death.

If a destroyed module is hit again, there is no further effect on the craft as the attack blasts an already smoking area!

Damaged modules will not function until repaired, and destroyed modules must be replaced. If a cargo bay is destroyed, so is the cargo carried.

To identify the component or module that is offline, damaged or destroyed, the component table can be used for most vehicles and starships. If a Module or Weapon is indicated, the players or director can create a random table for the fitted modules. Each module slot should have an equal chance of being hit.

<i>2D6</i>	<i>Component</i>
2	Life Support
3	Cockpit/Bridge
4	Controller Systems
5	Supplies/Armoury
6-8	MODULE or WEAPON
9	Crew Quarters
10	Sensors
11	Engines
12	Power Plant

Life Support

If damaged, the crew has twenty four hours of habitable environment left. If destroyed, there will only be an hour of environment left. Even a destroyed life support can be engineered to provide a further 24 hours if the vessel is out of combat.

Cockpit/Bridge

The vehicle suffers a -1 penalty to all ship rolls until repaired. If destroyed, this penalty increases to -3. Each crewmember on the bridge takes 1D6 STAMINA damage, although armour will apply.

Controller Systems

If damaged, a -1 penalty is applied to all Piloting and Gunnery tests, with -3 penalty if destroyed.

Supplies/Armoury

This component is the storage for food, water, weapons and equipment for the crew. If damaged, half of the supplies are useless until restocked or repaired. If this component is destroyed, none of the stores are available.

Crew Quarters

This component is where the crew eat, sleep and relax. Although it has no impact on combat, a damaged section will only allow the crew to recover 1 STAMINA from sleep. A destroyed quarters will prevent any healing from sleep whatsoever!

Sensors

If damaged, all sensor tests are made with a penalty of -2. If destroyed, sensor tests cannot be made although emergency backup will still allow the craft to sense other vessels and obstacles within short range.

Engines

If damaged, Combat and Speed ratings are reduced by 2 each. If destroyed, the craft cannot move and can be hit automatically.

Power Plant

If damaged, the vessel will make all rolls at -2. If destroyed, the vehicle cannot move at all and attacks against it will hit with no gunnery test.

Example: The Fusion Gun damage roll is a 3, inflicting 3 points of damage. The pirate vessel has medium armour and so their armour roll of a 3 stops 2 points of this. Although 1 point of damage is unstopped, the pirate vessel has 2 points of shields. After this attack, the shields are reduced to 1. The second attack is a critical with the Light Blaster. What is more, the damage roll is a 5, inflicting 5 points of damage. The pirates roll a 1 for their medium armour, stopping only 1 point of this damage. The damage is further reduced by 1 (from the remaining shields) and so the HULL of the pirate vessel is reduced by 3.

However, the D6 critical roll is a 3, meaning that a random component or module goes offline. The 2D6 roll indicates that the controller systems go offline, meaning that at the start of the next round, a successful Computers or Engineering test will be required to take any action at all.

The fight is not progressing as the pirates would have hoped!

EXTRA RULES

The rules given above cover most combat situations, although the sections below clarify certain unusual circumstances.

Personnel vs Vehicles vs Starships

Generally, starships will fire at other starships, vehicles at other vehicles and characters at other characters. However, sometimes it will be necessary for characters on foot to fire at a vehicle or starship, and vice versa.

If a single character shoots at a vehicle, the damage rolled on the weapon table is halved (rounded up), and then armour applied as usual. If vehicle mounted weapons are fired at a single character, damage is rolled as normal and then doubled. Again, armour is applied as normal before remaining points are deducted from STAMINA.

The same principle applies if vehicle mounted weapons are fired at starships (halved) or starship weapons at vehicles (doubled). Again, damages are multiplied before armour is applied.

If a character, for whatever reason, fires a personal weapon at a starship, the damage is divided by four. A starship firing at an unlucky character will quadruple the damage applied.

If a critical hit is rolled in any of these situations, the damage should be doubled (before armour) and no critical table roll should be made. Fumbles are resolved as usual.

Unusual Battlefields

Most battles between starships will take place in the vastness of space, with little in the way of obstacles or other hazards. Likewise, many vehicle battles will take place in open country, air or water, again with few hazards. But what if a space battle is to happen within a thick asteroid belt, amongst the debris from an exploded planet, or even in and out of the craters of a giant moon? What if the vehicle battle is taking place in crowded streets, a dense forest of supertrees, or amongst giant reefs? Although the Director is free to apply whatever modifiers seem sensible, here we offer a simple sliding scale of hazards.

Minor Hazards are those where there are some obstacles. This could include spread-out buildings, open forest, a sandstorm, a light asteroid belt, etc. In general, enemies will be able to see each other for most of the time. In these situations:

There is a -1 penalty to the Piloting test.

The Piloting test must be 12 or higher or the craft will take 1D3 Hull damage (armour applies).

Attacks made against the craft have a -1 penalty for Lasers and Blasters and -2 for other weapons.

Attacks may only take place at Long range or less.

Major Hazards are those where the obstacles are much closer together, such as desert mesas, city buildings, a normal asteroid belt or the surface of a moon. In these situations:

There is a -2 penalty to the Piloting test.

The maximum speed rating that can be used is +2 (faster craft count as only +2).

The Piloting test must be 14 or higher or the craft will take 1D6 Hull damage (armour applies).

Attacks made against the craft have a -2 penalty for Lasers and Blasters and -3 for other weapons.

Attacks may only take place at Medium range or less.

Severe Hazards are where the obstacles are tightly packed and the craft will be out of direct visual contact for much of the time. This could be dense jungle, the narrow alleyways of an old city, a dense sandstorm, or the wreckage of a giant starship. In these situations:

There is a -3 penalty to the Piloting test.

The maximum speed rating that can be used is +1 (faster craft count as +1).

The Piloting test must be 16 or higher or the craft will take 2D6 Hull damage (armour applies).

Attacks made against the craft have a -3 penalty for Lasers and Blasters and -4 for other weapons.

Attacks may only take place at Short range or less.

If one of the craft is within a hazardous area and the other is outside, the piloting penalty, maximum speed and potential damage will apply only to the craft in the area. The maximum combat range will apply to both craft but the penalty to attacks will only apply to craft firing into the area.



VEHICLE REPAIR

If a starship or vehicle loses HULL points or suffers damage to modules or subsystems, the fastest and easiest way to repair all of this damage is to retire to a space station, starport, garage or other repair facility as appropriate for the vehicle type.

In a fully equipped repair facility, HULL can be repaired at a rate of 3 points per day. Damaged integral subsystems such as life support, flight control, and so on can be repaired in a single day. Damaged optional modules require 1 day per module slot.

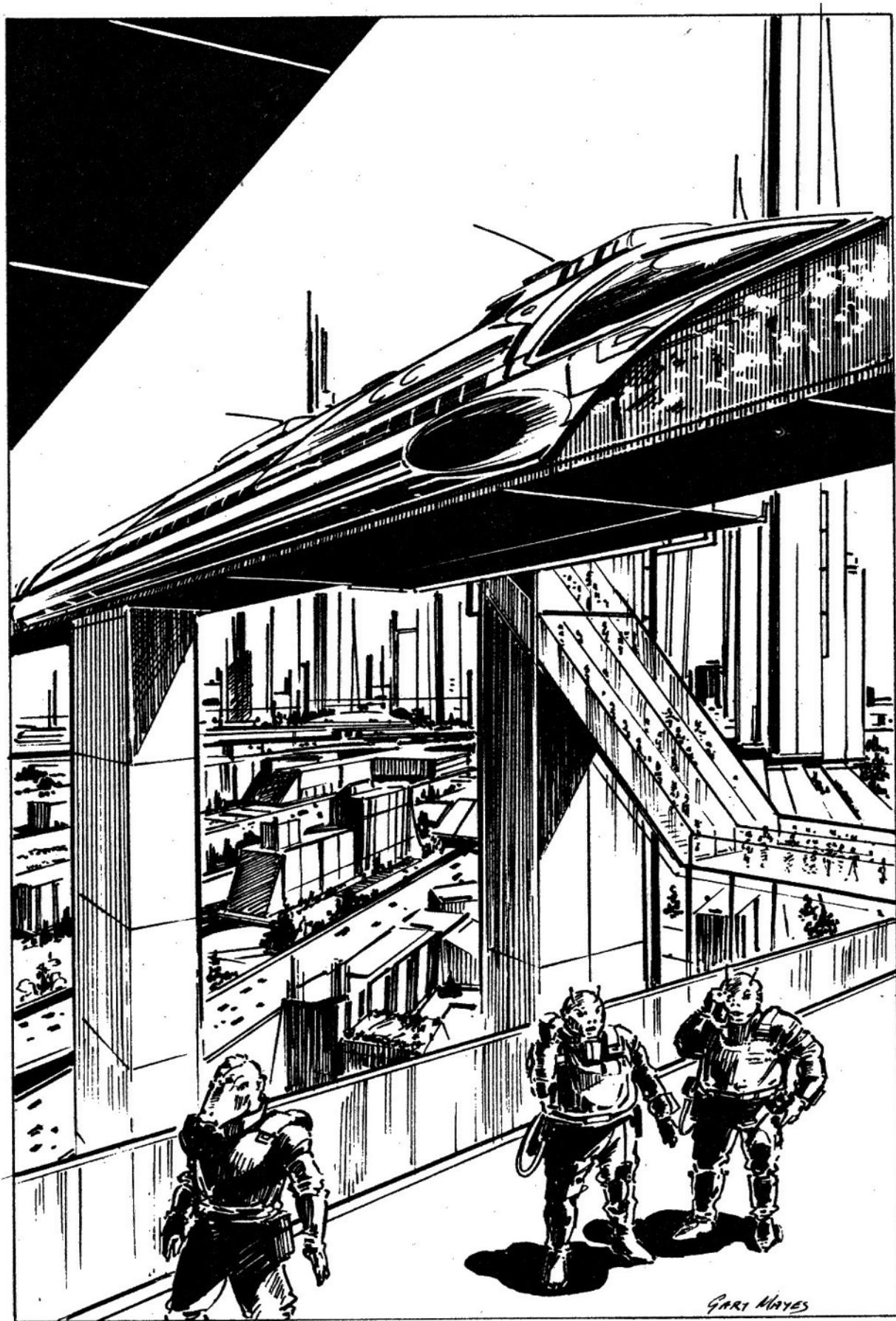
If a repair facility is not available, a starship can be repaired in space or on a planetary surface and vehicles can be repaired almost anywhere as long as the environment is not too extreme. In both of these cases the vehicle cannot travel for the day that repairs take place, and starships cannot be in the midst of a warp jump. In such circumstances, HULL can be repaired at a rate of 1 point per day, subsystems take 2 days and modules take 2 days per slot.

Wherever the repairs take place, the chief engineer will need to make a successful Engineering test, with a bonus of +1 if skilled assistants are available to help. If the roll fails, no damage is repaired. If the test is a critical failure, 1 point of HULL damage is inflicted. If the test is a critical success, however, either the repair only takes half of the day or double the number of HULL points are repaired.

If the crew is performing the repairs themselves, it will take most of the attention of the crew, even those not actively involved in the repair.

If a module or subsystem is destroyed, it will need to be replaced before it can be used again. The Director may allow a crew to salvage modules and subsystems from suitable craft if such are available. Replacement takes double the time it would take to repair.

If a craft has an auto-repair unit, this can be engaged to repair either 1 point of HULL, 1 subsystem or 1 module slot per day. This auto-repair requires no Engineering test and can take place whilst the craft is travelling or indeed whilst the crew are also engaged in separate repairs.



GARY HAYES

CHAPTER SEVEN - PSIONICS

Although not suitable for every Science Fiction campaign, Psionics can be a key element of many, taking the place that magic does in a fantasy game. The ability of a talented human or alien to manipulate the world around them without the use of technology can be a fantastic aid to the heroes. It can also be a dangerous threat if a Psionic enemy challenges them. However, the dynamic will be different in higher tech settings. In a fantasy game, the ability to fly is incredibly powerful because only some creatures can do the same. In a game with jetpacks, hoverbikes or anti-grav belts, being able to fly through psionics is merely convenient!

If psionics are included in the setting, this chapter provides the rules.

Psionics Rules

A Psionic hero has an additional Characteristic called PSIONICS. This characteristic describes how developed the psionic ability is in the hero (or other character), which can be up to 7 for a starting character.

A psionicist will also have PSI points, which when fully recharged are at 3 PSI points for every point of PSIONICS. These are used to actually power the psionic abilities and are recovered with a full night's sleep (or equivalent).

Example: Kenad is a newly created psionicist character. Because Kenad is to be a full psionicist, she has a PSIONICS score of 7 and 21 PSI points.

Traditions

A psionicist will also belong to one (and only one) psionic Tradition. These are fully described in the next section. A Tradition defines both how the psionic abilities are learned and what the abilities can do.

An Academic Tradition psionicist will learn their abilities at a college or university, where there are likely to be researchers and an organised hierarchy. The abilities taught at these colleges tend to be "classic" abilities such as telepathy and precognition. Wild Psionics, however, are normally self-taught and are generally destructive and unfocused abilities.

It is down to the Director to decide which Traditions are available in their setting. Some might have a single tradition whilst others might have two or even three different Traditions, which may coexist peacefully or be rivals.

Example: Kenad is to be an Academic Psionicist. She was identified at an early age and as an adolescent was sent to the planetary Psionics Institute for training and education. She has only recently graduated and has now made her way into the galaxy.

Every Tradition has a defined list of eight abilities that most followers of the Tradition will have access to. Each of these abilities must be purchased as a Special Skill, either at character creation or later with experience, following all normal rules for Special Skills.

Example: Kenad takes the Precognition and Scrying abilities at rank 2, and Astral Projection and Telepathy at rank 1 at character creation. Control Animals, Aura Reading, Control Emotion and Mind Shield will all have to wait until Kenad has some XP to spend!

After character creation, PSIONICS and psionic abilities can be improved exactly as any other characteristic or special skill. Like other special skills the maximum rank for an ability is 6, although above rank 4 is difficult to achieve (see Chapter 10).

Example: Kenad completes a complex adventure and is awarded 50xp. To increase Telepathy from rank 1 to rank 2 would cost 20xp. To increase PSIONICS from 7 to 8 would cost 120xp, so more than she has.

Psionic Use

To activate (use) a psionic ability, the psionicist will normally need to use a full round's action, and only one power can be activated in a single round. Some abilities, such as Boost Skill, can be used in the same round as other actions. Others, such as Psychic Armour, are always active, and the psionicist can decide on any particular round whether to use it or not. If a power does not require a full round action, it will be noted in the description of that ability.

Activating a power normally requires a roll against PSIONICS plus the Ability rank, in exactly the same way that a special skill test is made. The Director may, in certain circumstances, apply bonuses or penalties to this roll depending on natural or artificial psionic fields or other specifics. A psionicist may, before the roll is made, sacrifice extra PSI points to gain a bonus of +1 to the test for every extra PSI point spent, and there is no limit on how many PSI points can be spent in this way.

If the test succeeds, the ability activates, takes effect as normal and the PSI points are deducted from the current total. If the test fails, the ability does not activate, but no PSI points are spent.

If the test is a critical success, the psionicist may choose to either double the effect, duration or range of the power, or else activate another known ability at a cost of no PSI points. If the test is a fumble, a roll must be made on the fumble table below:

Psionics Fumble Table

<i>2D6</i>	<i>Result</i>
2	The psionicist is thrown into the air as psionic power rips out of their body through the skin and orifices. The psionicist reduces their temporary SKILL by 1D6+1 points from major injuries.
3	The psionicist reduces their temporary PSIONICS by 1D6, which recovers at 1 point per day.
4	The psionicist and all persons within 10 feet lose 1D3 rounds of activity as they are stunned by an uncontrolled wave of psionic power.
5	If targeted at an enemy, the ability will affect the psionicist, and if targeted at a friend or self, the ability will affect the nearest enemy.
6	The psionicist loses the normal PSI points of the ability, plus one extra PSI point as the ability fails.
7	The psionicist suffers a minor annoyance, such as a strange change in appearance, odd sensations, uncontrollable twitching, etc.
8	The psionicist is stunned and loses their action for the next round.
9	The ability fizzles and in addition to the normal PSI point cost, the psionicist also loses an additional 1D6 PSI points.
10	The psionicist loses 2D6 PSI points, and for each point lost, a nearby living being takes 1 STAMINA damage. The nearest being is affected first, with each further point of damage being applied to the next nearest target.
11	There is a burst of psionic ability, and all within short range of the psionicist takes damage from the Psionic Damage table. Armour does not protect against this damage.
12	The temporary PSIONICS characteristic is reduced to 0, and returns at a rate of 1 point per week.

Example: Our new psionicist Kenad activates her Telepathy ability to communicate with a friend in a firefight. Kenad has PSIONICS of 7 and Telepathy at 1, so she must roll an 8 or below. A roll of a 4 is a success and she is able to relay tactical information successfully, and uses up 1 PSI point. On the following round, she attempts to use the same power again. This time, she rolls a 2, which is a critical success. She could increase the short range of this power (somewhat pointless as the target is within normal range), or contact two targets, or send information for two rounds. However, she instead decides to activate her Scrying power to see what enemies are approaching along the neighbouring corridor.

Resistance

Some abilities that affect unwilling targets may be resisted. In these cases, the psionicist makes a PSIONICS + ability roll and the target makes a PSIONICS + Mental Strength roll (non-psionicists may use SKILL in place of PSIONICS). If the target wins the contest, the power is resisted. If the psionicist wins the contest, the power takes effect. PSI point(s) are expended regardless of whether the power is resisted.

Example: After eventually acquiring the Control Emotion ability, Kenad attempts to use it to get past a military guard at the spaceport. Kenad has PSIONICS of 7 and Control Emotion of 1, and rolls a 9. The total of the ability test is 17. The target, who is not a psionicist, has a SKILL of 8 and rolls a total of 7. The guard therefore has a total of 15, and doesn't quite resist the ability.

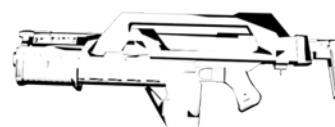
**Damage**

Some psionic abilities cause variable direct damage to enemies. When this happens, the damage table below should be used in exactly the same way as any other weapon. Other powers will deal a fixed amount of damage and not use this table.

<i>Roll</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7+</i>
<i>Damage</i>	3	4	4	4	4	5	6

Most psionic damage will ignore armour, as the damage is applied directly to the mind of the target. Of course, this also means that most psionic attacks cannot damage robots, items of technology or other non-living beings. Any psionic attack that causes damage via physical means, such as Pyrokinesis or Psychic Blade, will be reduced by an armour roll. Physical psionic damage can be healed as any other injury, and direct mental damage can be healed with appropriate drugs and technology.

Example: Kenad comes up against a Wild Psionicist who releases a Wild Burst. Against Kenad, the damage roll is a 5, therefore inflicting 4 STAMINA damage. Armour will be of no use against this damage.

**Dark Temptation**

Psionic abilities tap into the huge potential power of the brain and channel that power into an ability. Within every psionicist, however, is an even deeper well of power that can be tapped at times of dire need. But using this dark power is not without serious danger to the psyche.

Any psionic character can attempt to tap their Dark Temptation. This does not count as the hero's action. It grants one of the following bonuses:

- A +2 to the PSIONICS roll to activate a power
- A +1 bonus to the rank of a psionic ability for one use
- Gain 1D6 PSI points (although this cannot exceed normal maximum)

Following this bonus, the psionicist must test their LUCK, although they do not lose a LUCK point as a result of making this test. If the LUCK test succeeds, all is well. If the LUCK test fails, the psionicist must either lose 1D3 LUCK points, or act in an evil way. The Director is the final arbiter on whether an action is considered evil or not.

If the LUCK test is a double 6, the loss of LUCK or evil act will still apply, and the psionicist is now "Tainted". A double 1 on the LUCK test will count as a success, and will also remove Taint if the psionicist is currently tainted.



A tainted psionicist will often give other characters (especially psionic ones) "the creeps" and will be prone to bouts of irrational anger or sadism. However, this taint makes it easier to further tap Dark Temptation, as well as making it more dangerous.

Tapping into Dark Temptation whilst tainted gains a psionicist the following bonuses:

- A PSIONICS roll to activate a power will automatically succeed
- A +2 bonus to the rank of a psionic ability for one use (to effect only)
- Gain 2D6 PSI points (although this cannot exceed normal maximum)

If a tainted psionicist's LUCK test is a double 6 when tapping into Dark Temptation, then they are irrevocably lost to their evil side. The hero will quickly escape from their current life and follow the path of evil, becoming an NPC and probably an enemy of the other heroes. An NPC who becomes lost will go insane and will have no limits at all on their actions.

Example: Kenad is in dire straits. If she cannot use Emotion Control on the patrol captain, will find herself in deadly danger. Her ability total of 8 may not be enough, and the emotion change of 1 step (she only has 1 rating in the ability) is also not really enough.

Kenad taps Dark Temptation and opts to increase the rating of the ability by 1 step. She still rolls using a total of 8, but can change the attitude by 2 steps rather than 1. She succeeds, and changes the attitude of the captain, allowing her to escape. She must also make a LUCK test, which she fails. Kenad is now tainted, and must tread carefully, even though tapping dark temptation now produces even greater power!

Gaining Psionics

Most heroes with psionic abilities will start the game with them, improving and expanding their powers as the campaign progresses. It is possible that a hero will wish to acquire psionic abilities at a later date. The possibility of this will very much depend on the campaign setting. Some campaigns will have those who are born with the ability and those who are not. Others will allow almost anyone to acquire the powers with enough training.

Example: Kenad, as an Academic Psionicist, wants to learn a tradition ability she does not yet have. Given her tradition and the details of the setting, she must apply to, and attend, an institute and university for an appropriate amount of time to gain a rating of 1. This may require a payment or service to facilitate the course.

Psionics Traditions

Physical Adept

This Tradition uses psionic energies to boost and enhance the physical prowess of the psionicist. All of the abilities affect only the adept and cannot affect other targets. Unlike in most other traditions, the adept must already have a good level of physical ability in order for the enhancement to be of great use.

Physical adepts are sometimes quasi-religious in nature, and most are taught at a "monastery" of their order. Sometimes, an experienced adept will take on an apprentice to train in the skills and abilities.

The available abilities of the Physical Adept are:

Boost SKILL

This ability does not require a full action to activate, and can be used in the same round as a physical action. This ability costs 1 PSI point to use and applies a bonus to SKILL equal to the rank of this ability for the same round.

Boost Special Skill

Like Boost SKILL, this ability can be used in the same round as a physical action and does not require a full action to activate. The adept gains a special bonus to one special skill for that round, equal to +2 per rank in this ability. This ability costs 1 PSI point per use.

Psychic Evasion

This ability allows the psionicist to avoid attacks, and can be used to replace the Dodge special skill in or out of combat. The ability is always active, and can be used in response to an attack if desired.

The psionicist spends 1 PSI point and can make a Dodge roll, using the rank of this ability as the Dodge rank. A new D6 roll is made, and the best protection from either armour or this ability (but not both) is applied to the damage. This ability can be used in the same round as another psionic ability.

Impossible Moves

This ability allows the adept to take all but impossible physical actions. Using this power the psionicist could leap a 50 foot wide chasm, sprint along a taught nanowire, run up a sheer wall and spring from ledge to ledge. There is a minimum cost of 1 PSI point per action which can, at the discretion of the Director, span more than one round.

The psionicist may actually spend more than 1 PSI point on this ability to make even more impressive moves, up to a maximum of the ability rank. With a 6 point PSI spend, the adept could leap a 500 foot wide chasm, climb a skyscraper in a couple of rounds, etc.

Heal Self

This ability requires a full round to activate, and heals 1 STAMINA per rank of this ability at a cost of 1 PSI point. The STAMINA takes a full round to heal, and this ability cannot regenerate limbs, restore SKILL points, or heal other wounds.

Psychic Blade

This ability can take several forms, but generally summons a glowing energy blade of pure psychic force. Some settings require an attuned handle for the blade whilst others will generate a blade attached to a wrist, etc. It takes a full round to activate or deactivate the blade, but this does not require any PSI points.

Once activated, the psionicist can attack with the blade using the Melee Weapons special skill as normal. The blade uses the Psionic damage table, with a bonus on the damage roll equal to the ranks in this ability. Armour can protect against this attack. If the blade inflicts at least 1 STA damage on the target, the psionicist must spend 1 PSI point. If the psionicist does not have any PSI points remaining, the blade cannot inflict damage.

Levitation

Taking one full round to activate, this ability allows the adept to fly at a rate of 10 mph for a number of minutes equal to the rank in this ability. The psionicist may carry their normal equipment, but if carrying another being or heavy weight, every round counts as a minute of flight time.

Telekinesis

Using this ability allows the adept to manipulate, lift or move objects at a distance (within sight, as long as the item can be clearly seen). The cost to use this ability, which requires a full round to activate, is 1 PSI point. With a rating of 1, the adept can push a button, move a small level or pick up a knife. With a rating of 3 points, the adept could wield a sword, and even attack with it, using the lower of the ability rank or Melee Weapons special skill. With a rank of 6, the adept could lift a hefty person and their equipment or push over a soldier in power armour! The single action allowed may be extended over several consecutive rounds (not more than the rating of the power) if appropriate.



Academic Psionicist

This tradition is a scientific and organised one. Academic Psionicists are trained at universities, colleges and institutes, where they also learn about the theory behind psionic abilities, perform research and further investigate the phenomenon.

In some settings, teams from these institutes will travel the worlds and space stations of the galaxy, locating and identifying those with potential and marking them for future training. In other settings the abilities will not become apparent until later on in life, when potential psionicists will present themselves at their nearest university for training.

It is recommended that an Academic Psionicist take at least 1 rank in the Science (Psionics) special skill, although this is not compulsory.

The abilities developed by this tradition could be considered "Classic" psionics, and focus on mental detection, communication and control.

Telepathy

This ability allows the psionicist to communicate mentally with another sentient being who is either known personally or within sight (range is also determined by the ability level). If the psionicist and target share a language, the communication is in words, but if not it will be in feelings and emotions. The target cannot block the communication (unless they have an appropriate ability or bit of technology) but also does not have to respond. This ability does not grant mind reading, and so a target can remain silent if they so desire.

A successful roll is required to activate the link. This ability costs 1 PSI point and takes a full round to use, although once activated, the link can be maintained at no further cost until broken. The psionicist cannot use other psionic abilities whilst a link is active.

With a rank of 1, the ability can be used in the same room.

Rank 2 allows communication within 10 miles.

Rank 3 has a range of 500 miles.

A Rank of 4 allows communication anywhere on the same planet or its orbit.

With Rank 5, the link can be established with a target in the same star system.

Rank 6 allows communication anywhere at all!

Control Animals

This ability requires a full round to activate and costs 1 PSI point. The target of this ability must be a non-sentient animal or creature. A successful PSIONICS + Ability roll is required to activate the power, with a penalty equal to half of the SKILL of the animal. If successful, the psionicist can exert a measure of control over the animal, as determined by the level

of ability. The psionicist must concentrate fully on the control, and once this concentration lapses, the link is broken and the power reactivated.

Rank 1 allows gentle control sufficient to make the animal pause for a round in an attack, come a bit closer than it normally would etc.

Rank 2 allows emotional control of the animal, making the animal angry, friendly, frightened, etc. The animal will then react to this emotion.

Rank 3 allows the psionicist to direct the animal to take normal actions, though the psionicist cannot dictate exactly how the action is to be executed.

Rank 4 gives full control as long as the suggested action would normally be taken by the animal.

Rank 5 allows control, although the animal will not take obviously suicidal actions.

Rank 6 allows complete and utter control of all actions of the creature.

Aura Reading

Activating this ability uses a full round, requires a test and costs 1 PSI point. The psionicist can read the psychic aura that surrounds all sentient beings. The target of this ability will not be aware that they are being examined. The amount of information acquired will depend on the rank of the ability, with all lesser rank information also being read.

Rank 1 gives the current major emotion (fear, anger etc).

Rank 2 gives a rough idea of the current intentions of the target.

Rank 3 provides a more accurate idea of the target's intentions.

Rank 4 gives a general description (two words) of the personality of the target.

Rank 5 provides a comprehensive overview of the character of the target.

Rank 6 allows the psionicist to read the main surface thoughts that round.

Astral Projection

Use of this ability allows the spirit of the psionicist to leave their body and travel at a normal walking speed. Activation takes a full round, during which the body of the psionicist slumps into a coma, costing 1 PSI point and requiring a successful test. The "ghost" of the psionicist can pass through walls and through a vacuum with no ill effects, although there may be some technological and natural barriers.

The psionicist cannot have any physical effect on the world whilst astral, but may still use other psionic abilities. However, every minute spent in astral form costs another PSI point and if these points are all used up while the psionicist is away from their body, they must make an immediate Astral Projection test or die from the shock.

Control Emotion

This ability requires a full round to activate and costs 1 PSI point. The target, who must be visible to the psionicist, can resist if they are a sentient being. If the ability succeeds, the attitude of the target towards either the psionicist or one other person (or even object) within sight can be altered. Attitudes can be changed by 1 step for each point the psionicist has in this ability. For reference, the attitudes are:

Infatuated > Ally > Friend > Acquaintance > Neutral >
Disapproval > Dislike > Hatred

Attitudes may be improved or worsened by this ability, but once changed, this ability may not be used on the same target until the target has slept (or equivalent).

Precognition

This ability allows the psionicist to get a "gut feeling" about future events both near and distant. In practice, the psionicist activates this power, taking a whole round, and makes a test to see if the power succeeds. The psionicist can then spend a number of PSI points up to the rank they have in this ability and can ask the Director a question about the future. This question could be phrased as "what would happen if...", could be "will X happen?" or could be some other question. Within the constraints of the number of PSI points used (see below), the Director should then provide some information. However, it should be noted that the future is not accurately predictable even with psionic powers and so the visions/feelings may not come true if steps are taken to change events.

- 1 point allows a general gut feeling about an event in the next few rounds.
- 2 points provides a feeling about an event up to a day in the future.
- 3 points will give a strong feeling about an event up to a week away.
- 4 points will allow a very brief glimpse of the future up to a month in the future.
- 5 points will give a vague or cryptic vision up to six months away.
- 6 points will give a fairly specific vision up to a year in the future of a likely outcome.

Scrying

When activated, this ability allows a psionicist to see and hear (or even smell) at a distance, even through walls or in the dark. The power takes a full round to activate and requires a successful test. Once activated, the psionicist must close their eyes and concentrate for a full round to sense as if they were in the remote location. The power costs 1 PSI for every minute (or part thereof) and will remain active as long as PSI points are spent, even if there is no active scrying. The psionicist can either specify a distance and direction (15 feet straight ahead) or a location known to the psionicist (the starship bridge) each round and as long as the location is

within range, the psionicist will sense as if they were there (with basic dark vision). This ability can be blocked by certain technologies in some settings.

A Rank of 1 allows scrying up to 10 feet.

Rank 2 allows the psionicist to scry up to a mile away.

Rank 3 has a range of 10 miles.

With Rank 4, the scrying works up to 100 miles.

Rank 5 has a range of 1000 miles.

Rank 6 allows scrying anywhere on the same planet or its orbit.

Mind Shield

This ability takes a full round, 1 PSI point and a successful test to activate. Once active, it blocks all other psionic powers targeted at the psionicist or immediate area. Attacks, mental control, mind reading and similar directed at the psionicist are blocked, as are scrying attempts in the immediate area. Only psionic powers that have a lower rating than this ability are blocked, and each power blocked costs another 1 PSI point. If no powers have been blocked for a full minute, another PSI point must be expended to maintain the power, which can be deactivated at any time and at no cost.



Mental Healer

Followers of this tradition are able to focus the power of their mind into healing and protective energies for themselves or others. This discipline can even be triggered by the unconscious mind, so that a badly injured Mental Healer can heal themselves.

Psionicists of this tradition are often, although certainly not always, peaceful and kind folk. Some will train in remote and isolated communities. Others will learn their trade at the side of a master. Most Mental Healers also take some points in the Medicine special skill in order to better understand what their abilities are doing to their patient, although it is not unknown for a mental Healer to have absolutely no idea of any medical science, trusting instead to the power of their mind.

Empathy

This ability allows the Healer to accurately diagnose the condition of a patient. This takes a full round, requires a successful roll and costs 1 PSI point. The type of conditions diagnosed vary with the number of points in the power.

With a single use, a Healer will diagnose any and all ailments and injuries that can be detected. Use of this ability will grant a bonus of +2 to mundane or technological attempts to heal the injury or wound, but can also diagnose mystery ailments that confound science.

A rank of 1 allows external injuries to be accurately assessed. With rank 2, internal injuries can be determined and identified. Rank 3 will identify diseases common to the species of the patient.

Rank 4 will identify any active poisons or residual damage. A rank of 5 diagnoses mental afflictions in the patient. Rank 6 will identify almost any affliction, including xenopathogens.

Psychic Surgery

This ability allows the rapid healing of both minor and major wounds and injuries. To heal a minor injury (a loss of 1 SKILL or similar) costs 2 PSI points. Healing a major injury costs 3 PSI points. The ability requires a full round to use and also a successful test.

The time taken for the injury to fully heal will depend on the rating of this ability.

1 point will heal the wound in 2 days.

2 points will heal the wound in 1 day.

3 points will heal the wound in 12 hours.

4 points will heal the wound in 3 hours.

5 points will heal the wound in 1 hour.

6 points will heal the wound in 10 minutes.

Energy Medicine

This ability restores general health and energy to the psionicist or a patient. The ability costs 1 PSI point per use and takes a full round and a successful test to use. The healer must touch the patient, although whether skin-to-skin contact is required will depend on the setting. When used, this ability will instantly heal a number of STAMINA points equal to the rank of this ability.

Mental Healing

With this ability, the Mental Healer can remove mental afflictions suffered by the patient, whether natural or induced via psionics, drugs or technology. The Healer must lay their hands on the head of the patient, make a successful test and spend 1 PSI point. The use of this ability takes a full round for each rank required. The affliction will then be removed totally and permanently.

Rank 1 in this power will remove extreme fear or other powerful emotion.

Rank 2 will remove phobias and similar minor compulsions.

Rank 3 will cure more serious afflictions that do not manifest all of the time.

Rank 4 will cure more serious afflictions that are manifested all of the time.

Rank 5 will remove mania and major afflictions.

Rank 6 will cure catatonia and complete mental collapse.

Protection

This power is not strictly a healing ability, instead working to protect another target from damage. The Healer must touch the target and make a successful test, spending a full round to activate. The physical form of the target will be strengthened and will gain extra STAMINA for one hour per point in this ability. The Healer can decide how many PSI points to spend when the ability is activated (up to the rank of the ability) and each PSI point grants 2 temporary STAMINA. These temporary points are recorded separately to the normal STAMINA, are deducted first and cannot be healed or restored.

Boost

The Mental Healer can improve the physical strength and agility in another being that they can see. The ability takes a full round to use, and requires a successful test and 1 PSI point. The target gains a special bonus of +1 to their SKILL, applicable to all tests and lasting for one combat round per rating in this ability.

Stasis

This ability allows a Mental Healer to shut down their physical processes and not only appear to be dead, but also minimize the need for essentials. The ability takes a full round to activate and needs a successful test. The actual stasis can be delayed for up to one combat round per rank in this

ability if desired, but at that time must be entered or the PSI point is lost.

Once activated, the Healer falls as if dead, although the psionicist will still have a very dim awareness of their surroundings, and can certainly recognise friends saying "wake up" and enemies saying "let's kill him!" The psionicist can leave stasis at any time, taking a full round and requiring another roll. Whilst in stasis (and unless noted otherwise below) the Healer will not die even if mortally wounded but will still require air, water and nutrition. A Healer will not heal naturally whilst in stasis, although other psionic abilities may be used.

At rank 1, the psionicist will appear dead to other beings, even trained medics.

Rank 2 will allow the Healer to appear dead even to technology.

A rank of 3 means that the Healer does not need food whilst in stasis.

Rank 4 allows the Healer to survive without water.

With rank 5, the psionicist does not need a breathable atmosphere.

Rank 6 allows the psionicist to survive even in a vacuum whilst in stasis!

Exorcism

A Mental Healer can use this ability to expel external control of another character's mind. This control could be technological, chemical, psionic or from a spirit creature. The Director should determine the rating of the control (1-6), but not inform the Psionicist. The Healer must lay their hands on the head of the patient and make an ability test, spending 1 PSI point.

If the psionicist's ability is rated higher than the control, then the patient regains control of their own actions. If the psionicist's ability is lower or equal to the control, then an opposed test must be made. If successful, the control is expelled.



Dark Power

This tradition is one that may not always be known by this name, but could be considered evil to learn and to use. Of course, a Director may decide that this tradition is not evil in their setting or is only evil if used for malicious ends. This tradition is normally taught by a master to an apprentice and will rarely if ever be taught in a formal setting.

Choke

This ability takes a full round to activate and requires a successful test. The Dark Psionicist can make a grabbing motion and one target within sight will begin to choke. On this first and subsequent rounds, the target takes Psionic Damage (see above) until either the Dark Psionicist stops concentrating, the target moves out of sight or the target dies.

However, this ability cannot be maintained for a number of rounds exceeding the ability rating. This ability costs 1 PSI point per round and the target also suffers a penalty of -1 to all actions whilst choking. Armour provides no protection against this ability.

Dominate

Using this ability, the Dark Psionicist can force a target within sight to act against their will, in a way demanded by the Dark Psionicist. The ability requires a full round to activate, and then the Dark Psionicist and target must both make opposed PSIONICS + Ability tests, although a non-psionicist can make a SKILL test instead. If the target loses, they will be under the control of the Dark Psionicist for a number of rounds equal to the ability score.

The Dark Psionicist does not need to issue a verbal command each round, but for each command, they must spend a PSI point. If the target moves out of sight, the domination ends.

Induce Fear

This ability will induce extreme fear and terror of the Dark Psionicist into one target in sight. This ability has an activation time of one round and costs 1 PSI point.

Upon activation, the Dark Psionicist and target make an opposed test. If the Dark Psionicist wins, the target becomes afraid of the psionicist and will need to make a SKILL test to avoid running away any time they see the psionicist. Even if they do stay and fight, the target will suffer a penalty of -2 to all actions. The Psionicist may renew the effect each new day at a cost of 1 PSI point per target, and may have a maximum number of active Fear effects equal to the rank of the ability.

Sense Enemy

This ability allows the Dark Psionicist to detect a specific known enemy within 1 mile of their location. This power activates automatically when the enemy is within 1 mile, costing the psionicist 1 PSI point. This activation does not require a roll, nor does it require an action. Although it tells the psionicist that the enemy is within range, it does not give exact direction or distance.

A Dark Psionicist may have as many enemies linked to this power at any one time as they have ranks in this ability. It takes a full hour of meditation to add or replace an enemy.

Weakness

This ability temporarily drains the energy and vitality from its target. It can be used on a single target within sight, and requires a full round and successful test to activate. Thereafter, for as many rounds as the Dark Psionicist has points in this ability, the target will suffer a penalty to their SKILL equal to half the rank in this ability (rounded up). The psionicist does not need to use any action to maintain the weakness, nor does the target need to remain within sight. Only one target may be weakened at any one time. For every round the power is active, 1 PSI point is used.

Drain Power

A Dark Psionicist with this ability can drain the power from a laser or other energy weapon, or a powered item of equipment. The weapon or device, or its power pack, must be in plain sight to be affected. The ability takes a full round to use, costs 1 PSI point and requires a successful test to drain the power pack of all of its remaining charges. The power pack can be recharged later as normal. This ability does not affect projectile weapons. It may also be possible, in some settings, to partially drain the power from a vehicle.

Drain Life

This dangerous ability inflicts 1 STAMINA point of psychic damage to every sentient target within range. The ability takes a full round to activate and costs 1 PSI point. A successful test is also required.

Once activated, a wave of psychic energy expands outwards from the Dark Psionicist and damages everyone within range, whether friend or foe. Armour will not protect against this damage. A Dark Psionicist cannot exempt anyone from the effect unless they are physically touching them.

1 point = 5 feet range

2 points = 10 feet range

3 points = 20 feet range

4 points = 50 feet range

5 points = 100 feet range

6 points = 300 feet range

Insanity

With this ability, the Dark Psionicist can inflict a temporary or permanent mental affliction on one target. This ability takes a full round to use, and requires an opposed roll with the target. If successful, the Dark Psionicist can use one or more PSI points (up to their rank in this ability) to impose the desired affliction. If the affliction is permanent, it can be cured with medication, technology or another appropriate psychic ability.

1 PSI point will inflict temporary fear, lasting 2D6 rounds.

The target must pass a SKILL test every round to take any action other than run or hide. At the discretion of the Director, a Dark Psionicist may inflict a different powerful emotion.

2 PSI points will inflict a permanent phobia of the psionicists choice. The target must pass a SKILL test to overcome this phobia every time they encounter whatever it is they fear.

3 PSI points will inflict a more serious mental affliction that will come and go, seemingly at random. Some days the target will suffer badly, and others they will not. The Director should determine the details.

4 PSI points will inflict a serious mental affliction (similar to 3 PSI points) that manifests all or most of the time.

5 PSI points will inflict a very severe affliction which manifests all of the time.

6 PSI points will inflict a crippling affliction such as catatonia or mental collapse, effectively preventing the target from acting at all until cured.



Astronavigator

This tradition will only be found in certain settings, and indeed in some of those it may actually be the only way of navigating a starship between systems, making a psionicist of this tradition incredibly useful. In these settings, the Astronavigation Special Skill will not be available to other characters nor to starship computers.

Astronavigators use the power of their mind (instead of a computer) to plot a course through warp space. They back up this incredibly useful ability with other psionic powers of use to starfarers. In settings with this tradition, Astronavigators are highly sought after by official navies and often paid very highly for their services. Those who refuse to sign up often "vanish" mysteriously to prevent their abilities falling into the wrong hands. This tradition is usually taught in official institutes, often under military control.

The Astronavigator powers are:

Mental Pilot

This ability allows the Astronavigator to link their mind to that of an organic spaceship (or even an animal mount). The psionicist has reduced awareness of what is happening around their own body (-2 to Awareness tests) but can control the linked ship or mount as if it were their own body.

The ranks in this ability can be used as Piloting or Riding special skill, and in many cases the Director will apply a special bonus of +1 or even +2 to allow for the instinctive control this ability allows. The link takes a full round to establish or break, and once active, costs 1 PSI point per day to maintain (even if the link is broken and restored several times during the day).

Mental Navigation

This is the archetypal ability of the Astronavigator tradition, and one which replaces the Astronavigation special skill in some settings.

The Astronavigator uses this ability exactly like the Special Skill, but does not need a navigation computer or access to star charts. The ability costs 1 PSI point and requires a full hour to use. For every 10 minutes this time is reduced, the Astronavigator suffers a -1 penalty to the test.

Shield Ship

This incredibly useful ability allows an Astronavigator to reduce the damage a starship takes from weapons and even collisions. This takes a full round to use, and requires an ability test. If successful, the Astronavigator can sacrifice 1 PSI point to negate each point of hull damage (up to their rank in this ability).

Ship Support

This ability can only be used when a starship the psychic is on is reduced to 0 Hull. At a cost of 3 PSI points per day, the Astronavigator can prevent the destruction of the ship. The ability can be maintained for a number of days equal to the rating of this ability, and a successful test must be made each day. A failed test can be reattempted, at a further cost of 3 PSI points per attempt. If the ship has not made it safely to port by the end of this period, it will be destroyed.

False Signals

This ability requires absolute concentration from the psionicist for a full round. When used, the ability will allow the Astronavigator to mislead the sensors of other starships or space stations. The psionicist makes an opposed test against the Sensor special skill of the other vessel, and if successful, the Astronavigator can decide what crew, cargo, and other information is detected. External modules such as weapons and thrusters cannot be masked, nor can the type and appearance of the vessel be altered. Each use of this ability costs 1 PSI point.

Sense Malfunction

This ability allows the Astronavigator to detect malfunctions both large and small aboard the starship. This ability can be used in two different ways. Active use costs 1 PSI point and acts as a "scan" of the ship, detecting any problems allowed by the ability rank. This use requires a successful test, takes a full round and requires total concentration.

Passive use takes a full round to activate and another full round to deactivate. Whilst activated, the psionicist must determine at what rank the power will operate (a lower rank can be chosen) and thereafter all malfunctions or problems will be detected, at a cost of 1 PSI point for each detection. To change the detection rank also takes a full round. Passive use does not require a successful test.

1 point - Hull points and overall function.

2 point - Complete Module function.

3 point - Major Module subsystems.

4 point - Minor Module subsystems.

5 point - Core Minor components.

6 point - Every component - failure and location.

Interface

This ability allows the Astronavigator to directly access any computer within sight without having to touch or talk to it. Security must still be overcome, if necessary. The Astronavigator can then use this ability as the Computers special skill and take action as if they were normally interacting with it. If this ability is used to link to a Robot, the ability acts as Telepathy, and the two can communicate freely.

Overcharge

With this ability, the Astronavigator can convert PSI points into bonuses to ship systems and tests. After making a successful test, the psionicist can add +1 to one ship system for each PSI point spent (up to their rank in this ability):

Ship Combat rating
 Ship Speed rating
 +1 to Sensors test
 +1 to other module test
 +1 to a specific Damage roll
 +1 to a specific Armour roll

The psionicist can choose which systems to boost, although no system can have more than a +1 bonus from this ability in any one round.

Wild Psionics

As its name suggests, this tradition is only barely under the control of its practitioners. Wild psionics are very rarely taught, and are normally self-learned by those with natural ability but no access to a formal tradition. In essence they are a natural outlet for the build-up of psychic energies!

Many of the abilities in this tradition are damaging to enemies, and most are expensive in terms of PSI points. Wild Psionicists tend to burn brightly and briefly!

Wild Burst

This ability allows the wild psionicist to release an uncontrollable burst of psychic energy within a limited area, affecting all sentient beings. This ability requires a full round and a successful test to use, and costs 3 PSI points. Every target within range (friend or foe) will take damage from the Psionic Damage table with armour providing no protection.

Rank 1 has a 5' range
 Rank 2 has a 5' range and a +1 to the damage roll
 Rank 3 has a 10' range and a +1 to the damage roll
 Rank 4 has a 10' range and +2 to the damage roll
 Rank 5 has a 30' range and applies +2 to the damage roll
 Rank 6 has a 30' range and +3 to the damage roll

Pyrokinesis

A Wild Psionicist with this ability can ignite a flammable material within sight by the power of thought. The ability takes a full action to use and requires a successful test. At the end of the round, with the expenditure of 1 PSI point, the material will burst into flames. For the first few rounds, the extent of the fire will depend on the rank of the ability. After that time, the fire may spread, grow or go out depending on the material ignited. The intensity of the original fire and damage inflicted are listed below.

- 1 point will produce fire equivalent to a burning branch, inflicting 1 STAMINA damage
- 2 points will produce a small fire, inflicting 1D3 STAMINA damage
- 3 points will produce a medium fire causing 1D6 STAMINA damage
- 4 points will ignite a large fire causing 1D6+3 STAMINA damage
- 5 points will produce an inferno causing 2D6 STAMINA damage
- 6 points will produce extreme flames causing 3D6 STAMINA damage

Short Circuit

This ability is similar to Wild Burst, but rather than producing an expanding wave of mental power, this ability produces an electromagnetic pulse. This EMP will not affect biological beings at all, but will cause damage to robots, computers, vehicles and other electronic items.

Like Wild Burst, the ability requires a full action to use, needs a successful test and costs 3 PSI points. The psionic damage table is again used, although damage to vehicles and starships is halved or quartered as with other personnel vs vehicle attacks. Armour provides no protection against this ability.

Rank 1 has a 5' range
 Rank 2 has a 5' range and a +1 to the damage roll
 Rank 3 has a 10' range and a +1 to the damage roll
 Rank 4 has a 10' range and +2 to the damage roll
 Rank 5 has a 30' range and applies +2 to the damage roll
 Rank 6 has a 30' range and +3 to the damage roll

Communicate

Using this ability, a Wild Psionicist can understand (and make themselves understood) by just about any sentient being. The Psionicist does not know the language, cannot read or write the language, and cannot understand radio communications or recorded speech.

The ability combines the knowledge of both languages from the minds of the two beings to allow translation. The rating in this ability is used as the language rating (see Special Skills). The ability does not require an action to activate, although it does require a successful test. The PSI cost is 1 point per conversation.

Direct Blast

This ability allows a Wild Psionicist to target one enemy within Short range (as per the standard combat ranges). This ability requires a full action to use and a successful test to activate. The psionicist can choose how much STAMINA damage to inflict, with the maximum being the rating in this ability. Each point of damage costs 1 PSI point and armour is ignored.

Stunning Wave

When activated at a cost of 2 PSI points, this ability will stun all biological beings within 10' that have a SKILL equal to or less than 2x the rating in this ability. Stunned opponents lose their next available action. Activation of this ability requires a successful test. This ability cannot be used on consecutive rounds due to the mental strain involved.

Healing Surge

This ability allows a Wild Psionicist to heal STAMINA in others (but never themselves). The targets must be within 10', and the psionicist can heal 1 target per point in this ability, at a cost of 2 PSI points per target. The number of STAMINA restored is determined using the psionic damage table, and is rolled separately for each target.

Block Damage

This ability takes a full hour to activate or deactivate, requiring a successful test, but costing no PSI points. Once active, the ability will protect the psionicist against damage from attacks or other effects.

This ability will be automatically triggered when the psionicist takes damage, reducing the damage by 2 STAMINA points at a cost of 1 PSI point (after armour, and even if the residual damage is 1 STA point). This ability can be used multiple times per round or not at all for long periods of time, but is used up once it has reduced a number of successful attacks equal to the rating in this ability.

New and Modified Traditions

The traditions given in this chapter should be sufficient for most sci-fi campaigns, but there will always be settings that require either a completely new or modified tradition.

There are several ways that a Director can tailor a tradition to their specific setting. One is the manifestation of the abilities. A physical adept using Psionic Evasion in some settings may dodge with supernatural grace out of the way of attacks; in others they may phase in and out of existence to avoid being hit; in still others the blow may be turned aside at the last minute. Specifying the details in this way does not change the actual effect or game mechanics of the power, rather it changes what onlookers will see when the ability is used.

Another way to customise the Traditions is to mix and match the abilities. A Director should take care with this approach not to create a "super-character". The

Traditions as written have a mix of powerful and less powerful abilities, although all are useful. Combining the best abilities from each Tradition into a new one could unbalance the game. However, with care this can be a useful approach to creating new traditions.

Creating whole new powers can also be used to customise psionics to a setting. Like mixing and matching, care should be taken not to create either a very weak ability or a very strong one without suitable thought. Equally, it is recommended that a maximum of eight abilities be assigned to each tradition.

Lastly, some thought should be given to the social aspects of the tradition. Are psionicists wanderings "magicians", feared and little understood, able to do things no-one can understand? Or are they trained from birth by governments to be super-soldiers, interfacing psionic powers with technology? Or are they mystic protectors of a forgotten past? Assigning a background and place for the tradition will help the player of a psionic hero fit into the campaign much better.



CHAPTER EIGHT - ALIENS

Although not found in every science fiction setting, Aliens are a common component of many campaigns both as Hero types, enemies and as "monsters"

Alien Types

Some sci-fi settings will have humanoid aliens with a variety of head shapes, skin colours and sizes, somewhat akin to the humanoid races found in many fantasy settings. These alien types are often suitable for use as player character heroes as they are most similar to humans and thus easiest to play. Many of these races will have interstellar cultures of their own, and may have their own starships, weapons and even psionic traditions.

The second major alien type is the bestial alien. These could be vast worms burrowing below the sands of a desert planet, strange creatures lurking deep in an alien jungle or hardy beasts used as mounts on a snow-covered world. Essentially natural animals from another world, these creatures could take almost any form imaginable and could have almost any sort of biology.

The third, and rarest, type of alien is the truly weird intelligences found in an infinite universe. These could range from organic starships, space dwelling parasites, intelligent clouds of gas, beings composed purely of energy or indeed just about anything. As a rule, these make poor player character heroes due to their incredibly inhuman nature.

Alien Characters

In the right sort of sci-fi campaign, some players will want to have an alien hero. As mentioned above, humanoid aliens are the best type for this, although the Director has the final say.



Before setting out to design an alien character, it is a good idea to have a concept in mind. Some thought should also be given to the origin of the alien, the planet type they evolved on, their culture and history. Are they a warlike race that evolved on a jungle world, or a technologically advanced aquatic race? This concept may (will!) change over the course of the design process, but the task will be easier when starting with a concept in mind.

The base SKILL and STAMINA for the character should be decided upon, and should be between 1 and 6 for SKILL and between 5 and 10 for STAMINA.

Now add together the SKILL and half of the STAMINA values (round down). If this total is exactly 8, then initial LUCK is also 8.

If the SKILL/STAMINA total is greater than 8, reduce the LUCK score of 8 by this excess. For example, if a large and dangerous alien has SKILL 6 and STAMINA 10, the total here is 11, and so initial LUCK will be reduced by 3, down to 5.

If the SKILL/STAMINA total is less than 8, then either LUCK may be increased from 8 using the excess points (to a maximum of 12) or PSIONICS may be increased by the excess points. For example, if a tiny and inoffensive alien has SKILL 1 and STAMINA 5, the total is 3, that would give 5 points to increase initial LUCK and/or PSIONICS.

Example: We want to create Blaz-Tar, a mercenary from a warlike alien race. We assign a 6 for SKILL and an 8 for STAMINA, both high at this stage. Because this totals 10 (6 SKILL plus half the 8 STAMINA), and is therefore two higher than 8, we must reduce our LUCK to 6. This is not so great!

This is the base characteristic line for that alien race. The player may now customise their alien using 18 design points. These points are spent as follows:

SKILL/LUCK/PSIONICS +1	1 point
STAMINA +2	1 point
Special Skill at 2 points	1 point
Two Special Skills at 1 point	1 point
Minor Talent (Alien or standard)	2 points
Major Talents (Alien or standard)	4 points
Minor Drawback	-1 point
Major Drawbacks	-2 points
Can fly	1 point
Light natural armour	1 point
Medium natural armour	2 points
Heavy natural armour	3 points
Small natural weapon	1 point
Medium natural weapon	2 points
Large natural weapon	3 points

SKILL and PSIONICS may be increased to 7 and STAMINA may be increased to 20. LUCK may be increased to 12 at this stage.

An alien character will also need to have their starting special skills decided now. As many skills as desired may be chosen, but a special skill may only be taken once at either 1 or 2 points.

An Alien character may choose one talent from the standard character list (Chapter 1) if they wish, and up to one major and one minor (or two minor) alien talent. Major talents are those that are applicable to combat actions or psionics actions, such as Crack Shot, Directed Aggression, or Hotshot. Minor talents are those that have some other benefit, such as Hawkeye or Natural Leader. Alien talents and drawbacks are described below, along with their designation.

The game statistics of natural weapons and armour are described fully in Chapter 3, but their exact form should be decided now. If an alien with natural armour wears further armour, they must choose which armour track to use, but gain a bonus of +1 to the armour roll.

Example: Now we have to create our character. Firstly we will choose our Alien talents, and we have decided to choose Incredibly Strong and Rapid Regeneration. These are a minor and a major respectively, so we have spent 6 of our 18 points. We also take the Aggressive drawback, so this restores 1 point, leaving us 13. We take Light Natural armour (1 point) as well, and now have 12 points for characteristics and special skills.

We go for Melee Weapons at 2 (1 point), Firearms Light at 2 (1 point) and Dodge at 2 (1 point). We also choose Firearms Heavy, Armour, Medicine, Sensors, Sneak and Awareness all at 1 each (3 points). We then increase our SKILL by 1 (1 point) and our STAMINA by 10 (5 points).

Alien Talents

Climber (minor)

This alien race can climb even a sheer smooth surface with ease, moving as fast as if they were walking across a flat floor. The alien may or may not need to use their hands, depending on their body type.

Cloaking (major)

This alien type can cloak itself by spending 1 LUCK point. They will remain invisible until they make an attack, are hit by an attack or use a psionic power. The alien may still be detected by advanced sensors of the appropriate type, although the sensors may only reveal the alien's presence, rather than any specifics.

Devourer (minor)

This alien talent allows the character to eat almost anything, organic and even some inorganic. The alien can derive as much nutrition from a leather shoe as they can from a steak. The alien can eat plants, animals, soft stone, soil and much more. The alien is hard to poison, although actual toxins could still cause damage.

Ethereal (major)

This alien has a non-physical form, and is instead formed of energy. The alien will generally not be able to interact with the physical world and will be unharmed by physical attacks, although they will still be damaged by energy weapons. The exact capabilities of this form will need to be agreed with the Director.

Extreme Environment (minor)

This alien type evolved in a very harsh environment and so can survive in very hot (or cold) temperatures without shelter. The exact limits of this tolerance will depend on the origin of the alien and should be agreed with the Director.

Extreme Senses (minor)

This alien race has an advanced sense such as radar, microscopic vision, life detection, thermal vision, radio hearing etc. The alien can use this sense at will and will be very experienced at interpreting what they sense.

Healer (minor)

This alien race can transfer their own STAMINA to another target with a touch. As much STAMINA can be transferred with a single touch as the alien has current LUCK points. This reduction in STAMINA is not a wound, and so the alien cannot be treated with a medikit or similar to restore it, but the STAMINA can be regained through eating and sleeping.

Hive Mind (minor)

This alien is part of a much greater single organism and can pass and receive information between members, even at a distance. Within sight, two members can communicate freely, including mental images. Even on the same planet, simple messages can be sent to all or specific members. Within the same star system, feelings and emotions can be sent from either more powerful members of the mind or from a large group.

Immune to Energy Weapons (major)

This talent grants the alien complete immunity to energy weapon attacks, and can only be taken with the approval of the Director. The alien can still be damaged by physical attacks, however.

Incredibly Strong (minor)

This alien type has big muscles, applying a bonus of +1 to damage rolls for natural weapons or unarmed attacks. There may also be a +1 bonus to tests to lift or break.



Natural Psionics (costs 6 development points)

This race is naturally psionic, and all members of the race have every individual power (at 1 point) in the appropriate discipline. This is a powerful alien talent, and the Director should approve its choice. A reduced version of this talent (costing 2 development point) grants the Alien one specific Psionic power.

Parasite (major)

This alien talent allows the alien to steal STAMINA from a target. The alien must touch (but not hit) the target, which may require a successful unarmed attack with an unwilling target. The touch will drain 1-3 STAMINA from the target, healing the alien by the same amount. Armour does not protect against this, although sealed armour will prevent this talent being used if worn by either the target or alien.

Poisonous (major)

This alien type exudes poison. If the race also has a natural weapon such as a claw, horn or spikes, the poison will coat those weapons and take effect if that weapon causes damage. If the alien does not have a natural weapon, the poison may

be exuded onto the skin and require the touch of a hand etc. This poison could cause a -1 penalty on the following round, 1 point of STAMINA damage, cause a penalty to awareness tests, or have some other somewhat minor effect determined by the Director.

Rapid Regeneration (major)

This alien talent grants regeneration of injuries and wounds. The alien recovers 2 STAMINA per hour (on top of recovery from food and sleep) and will recover lost SKILL at a rate of 1 point per day. Medical attention will still be of benefit.

Shapeshifter (major)

This alien race can change their shape (but not their mass) to almost any form. Natural weapons and armour can be mimicked but will not be functional, nor will wings if the original race cannot fly. The alien can, with careful study, take on the appearance of another specific person, but some acting talent would be required to accurately impersonate the target. This shapechange takes between 1 and 3 rounds depending on the extent of the change.

**Specialised Forms** (minor)

This alien may morph between different (but similar) forms, each with a specific purpose. Whilst in the specific form, all linked actions gain a bonus of +1, but non-linked actions suffer a penalty of -2. For example, an alien may have a "movement" form that grants bonuses to running, jumping and climbing, although if that form attempts to operate a computer, it would have a penalty of -2. Changing forms takes at least 1-6 full rounds. Some other examples might include a Burrowing form, regeneration cocoon, vacuum survival form etc.

An alien with this talent has two forms each time the talent is chosen, and one form may be a "base" format, which has no penalties or bonuses.

Teleport (major)

Members of this alien race can teleport short distances as a single action. The range is normally limited to 100 yards or so, and only to a location within sight. The alien cannot teleport through metal or stone walls, force fields or other such barriers. The alien can carry normal equipment, but cannot carry another person.

Vacuum Resident (minor)

This alien race evolved either in space or on a world without an atmosphere, and so has no need for oxygen and can easily survive unprotected in a vacuum. This talent may or may not be combined with the "Damage From Oxygen" drawback.

Alien Drawbacks

Aggressive (minor)

The race from which this alien comes is truculent and aggressive, and responds to insults, attacks (however puny) and even nasty looks with violence. Aliens of this sort should never be provoked. The alien may, at the discretion of the Director, test their LUCK to resist the rising violence inside!

Damaged by Oxygen (major)

This drawback is often taken if the alien has the "Vacuum Resident" talent. The alien is damaged by the oxygen in a normal atmosphere (such as on some planets and many starships). The alien takes 1 STAMINA damage per minute in a normal atmosphere, 1 per round in a high-oxygen atmosphere and 1 point every ten minutes in a very thin atmosphere. Most aliens with this drawback wear specialised spacesuits or other sealed suits to keep out the poisonous oxygen.

Physically Weak (minor)

This alien race is fairly puny, and will have a -1 penalty on all melee damage rolls. This drawback cannot be taken if the alien has the "Incredibly Strong" talent. If a character takes the "Strongarm" talent from Chapter 1, then the +1 and -1 will cancel each other out, allowing the alien to make melee damage rolls without penalty.

Poor Senses (minor)

This drawback means that the alien has very poor eyesight, hearing, smell or touch, and suffers a -3 penalty on all awareness tests. If the alien has a specialised sense, this penalty does not apply to that sense.

Rampant Carnivore (minor)

This alien is a carnivore and must eat fresh, real meat every day. If there is no real meat to feed on, the alien must make a LUCK roll or lose control of their actions. They will then try and eat a nearby creature, even if that creature is sentient and an ally of the alien! A successful SKILL test is required to regain control, but only if there are no edible life forms in sight or some other person tries to restore calm.

Rigid Thinking (minor)

Aliens with this drawback have brains that do not like change. Once a plan is decided upon, the alien will strongly resist changing it, even if it looks like the plan is not working. The Director may require a SKILL test for this alien to change its mind, but should also ensure that the alien is resistant to change.

Susceptible to Blades (major)

This drawback means that the alien is affected more than normal by knives, swords, claws, teeth and other non-energy slashing weapons. Armour protects as normal, but whatever damage gets through the armour is doubled before being deducted from STAMINA.

Susceptible to Energy (major)

This drawback means that the alien is affected more than normal by lasers and other energy weapons. Armour protects as normal, but whatever damage gets through the armour is doubled before being deducted from STAMINA.

Susceptible to Projectiles (major)

This drawback means that the alien is affected more than normal by bullets, crossbow bolts and other projectiles. Armour protects as normal, but whatever damage gets through the armour is doubled before being deducted from STAMINA.

Terrible Reputation (minor)

This drawback means that the alien race is hated, feared and mistrusted by most other space dwellers. Space bars will fall silent when this alien walks in, security officers will check starship holds at every port if the pilot is of this race and some starports will refuse to allow a ship to dock if this alien is on board.

Weak Spot (major)

This alien has a major weak spot on their body, which if struck will kill the alien instantly. In combat, if any enemy rolls a critical hit, the alien may die. When this drawback is chosen, the alien should choose either a dice range of 2-4 or 10-12. These results on the critical roll will kill the alien instantly. If taken twice, then either range will result in instant death.

Weakness to Psionics (major)

This drawback gives the Alien a wide-open mind to a psionicist, and means that the alien cannot test their LUCK to avoid the effects of any psionic power. Any direct damage rolls also gain a +1 bonus to the roll. This drawback does not preclude the use of psionics by the alien.

Once the above process has been completed, the character should be finished off in exactly the same way as a character created in Chapter 1. Equipment and cash should be assigned, and a description, history and personality described for the character. The alien hero is now ready to explore the galaxy!

Example: Our final character sheet looks like this:

ALIEN RACE: Amar-Tar	TYPE:										
<table border="1"> <tr> <td>BASE SKILL 8</td> <td>BASE STAMINA 8</td> <td>BASE LUCK 6</td> <td>BASE PSIONICS 0</td> <td>TO SPEND 8</td> </tr> <tr> <td>EXTRA POINTS</td> <td>EXTRA POINTS</td> <td>EXTRA POINTS</td> <td>EXTRA POINTS</td> <td></td> </tr> </table>		BASE SKILL 8	BASE STAMINA 8	BASE LUCK 6	BASE PSIONICS 0	TO SPEND 8	EXTRA POINTS	EXTRA POINTS	EXTRA POINTS	EXTRA POINTS	
BASE SKILL 8	BASE STAMINA 8	BASE LUCK 6	BASE PSIONICS 0	TO SPEND 8							
EXTRA POINTS	EXTRA POINTS	EXTRA POINTS	EXTRA POINTS								
FEATURES Light Armour	1	TALENTS Incredibly Strong Rapid Regeneration	2 4	SPECIAL SKILLS ?	2						
				?	2						
				?	1						
				?	1						
				?	1						
DRAWBACKS Aggressive	-1										



If this character is to form the basis of a race to be used by other characters, then the base stat line created in the first part should be retained, as should any alien talents and drawbacks (including natural weapons and armour). Any design points used to buy special skills and extra characteristics points should then be available for each new character of this race to spend.

Example: The SKILL of 6, STAMINA of 8 and LUCK of 6 would be the base stats for by an alien of this race. The alien racial talents of Incredibly Strong and Rapid Regeneration would apply to all members, as would the Light Natural Armour and the Aggressive drawback. These talents (and Drawback) cost a net 6 development points, so another alien character created of this race would have 12 development points left to buy characteristics, special skills and a character talent from Chapter 1. A "standard" member of this alien race would have the same SKILL, STAMINA and alien talents and drawback, but would not have the LUCK score or the extra development points.

Random Alien Creation

Although alien races for player character heroes should be created using the process described above, sometimes a Director will need to quickly create an alien bounty hunter encountered in a sleazy starport bar, a wild alien encountered on a primitive planet, or even the contents of a bio-transport crate. In those cases, where game balance is not an issue, the tables below can be used to design a random alien.

The Director could use all or some of these tables as they see fit. If there are some elements that are to be pre-determined (intelligence, form, etc.) then they can of course be chosen, with the other tables used to fill in the gaps.

Example: The heroes are exploring a hot and sweaty jungle world, and are hacking their way through the thick and aggressive undergrowth. The Director knows that there is a predatory alien beast lurking here that the heroes will have to deal with, and decides to create it randomly.

Roll on each of the following tables and then extrapolate to a description.

First, generate the general type. Mindless creatures are akin to basic robots, only reacting to a few specific stimuli (e.g. shellfish). Animal intelligence could range from chicken (very dim) to dog (quite bright). Semi-Intelligent aliens would be along the lines of a chimpanzee or dolphin. Intelligent creatures are those that have (or could have) formed a civilisation.

Intelligence (D6)

1	Mindless
2-3	Animal
4	Semi-Intelligent
5-6	Intelligent

Example: We know that this alien creature is a beast, and so we don't even roll on this table but choose "Animal" as the intelligence of the creature.

The basic physical form of the creature is determined next. A biped will be at least roughly humanoid. A multiped could be a quadruped like many mammals or have as many as 14 legs. A flying creature normally has one or more pairs of wings and legs. To find out how many legs the creature has, roll D6-1 and multiply by 2. A creature with no legs could be snake-like or could even be ball-like and roll along the ground! A strange creature could be a composite cloud of insects in humanoid form, a flat floating disc with long tail and tentacles, a spreading mat of organic matter, or anything else.



Physical form (D6)

1	Biped
2-3	Multiped (1D6+1 x2 legs)
4	Flying
5	No legs
6	Strange

Example: A roll of 1 means that this creature propels itself on two legs. It could be humanoid, bird-like or even similar to a T-rex in its locomotion!

Next, determine what the creature eats. Carnivores prey on other creatures, large or small. Omnivores eat whatever they can get: dead animals, fruits and plants, live prey, etc. Herbivores eat plant matter exclusively. Those that are Special derive nutrition from sunlight, radiation, hot vents, psionic energy, or something else.

**Diet (D6)**

1-2	Carnivore
3	Omnivore
4-5	Herbivore
6	Special

Example: Again, we know that the creature is a predator and so we choose "Carnivore" as the diet of our alien.

Now we have to work out how big the alien is. There is of course much variation within each category below. A huge alien, for example, could be as big as a house or as big as a starship!

Size (D6)

1	Tiny	e.g. Mouse
2	Small	e.g. Dog
3-4	Medium	e.g. Human
5	Large	e.g. Horse
6	Huge	e.g. Elephant

Example: For size, we roll a 4. That means that the alien is roughly human-sized.

The SKILL of the alien should be generated next. If the Director has no preference for what they want, a simple roll will suffice. However, it is recommended that the SKILL of a creature is instead specified to fit with the details already determined.

Skill 2D6

Example: The SKILL of the alien is rolled randomly and comes up as a 6. Not the highest, but maybe it is a pack predator?

STAMINA is determined next, in a similar way to SKILL:

Stamina 2D6 + Half Skill

Example: We roll a double 1 for STAMINA, so each of these beasts only has 5 STAMINA (a roll of 2 plus half the SKILL of 6). Again, not high, so even more suggestive of a pack predator.

A 1D6 roll should now be made to see if the alien has any natural weapons. Modifiers should be applied if the alien is a carnivore or omnivore. If the result is a 7 or more, the creature will have two different natural weapons to choose from. The exact form of this natural weapon should be determined based upon the details generated so far.

Natural Weapons (D6)

+4 if Carnivore
+2 if Omnivore

1-4	None
5-6	As below
7+	Two from list below

1	Claws
2	Bite
3	Stinger
4	Horns
5	Tentacle/Tail
6	Strange

Example: We roll a 6 here and with the +4 modifier as a carnivore, we have a total of 10 which means two natural weapons. Rolls of 1 and 2 mean that this creature has a mouthful of sharp teeth and wicked claws to attack with.

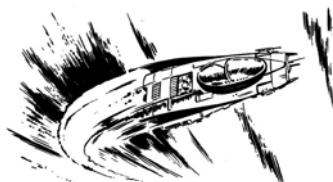
Most creatures have one attack, although a few have two attacks; that is to say that they can attack two enemies in the same round, each with their own attack total.

Attacks (D6)

1-5	One
6	Two

Example: With a roll of 5, this alien has a single attack each round.

The next roll determines whether the alien has any natural armour. This could be in the form of thick hide, armour plates, scales or even very thick fur.

**Natural Armour (D6)**

1-4	None
5-6	As below
1-3	Light
4-5	Medium
6	Heavy

Example: The roll for armour is a 3, so the creature has no armour.

Next, any special abilities should be generated. Some alien creatures will have none, whilst others may have unique abilities not on this list. All of these are alien talents described in the section above and can be tweaked slightly to fit the emerging creature.

Special Abilities (D6)

1	None
2-5	One
6	Two

1-2	1	Teleport
	2	Hive Mind
	3	Natural Psionics
	4	Vacuum Resident
	5	Shapeshifter
	6	Healer
3-4	1	Extreme Environment
	2	Poisonous
	3	Extreme Senses
	4	Parasite
	5	Cloaking
	6	Specialised Forms
5-6	1	Non-physical
	2	Immune to energy weapons
	3	Climber
	4	Incredibly Strong
	5	Nutrition from anything
	6	Rapid regeneration

Example: We roll a 6 here, and so have two special abilities. The first roll is a 4/5 and so the creature can cloak itself. The second roll is a 6/2 and so the creature is immune to energy weapons. The ability to cloak itself may explain the low SKILL and STAMINA for a predator. The immunity to energy weapons is unlikely to have many benefits in the creature's natural environments but will certainly surprise the heroes!

Whether the creature has a weakness should be determined now, which map to the alien drawbacks of the last section. If a weakness contradicts a special ability, one or the other should be re-rolled. Keep whichever one seems to fit the creature better.

Weaknesses (D6)

1-3	None
4-5	One
6	Two

1-3	1	Double damage from lasers
	2	Double damage from projectiles
	3	Double damage from blades
	4	Damage from oxygen
	5	Weakness to psionics
	6	Aggressive
4-6	1	Rampant Carnivore
	2	Terrible Reputation
	3	Poor Senses
	4	Weak Spot - Critical hit of 2-4 will kill
	5	Rigid Thought Processes
	6	Physically weak

Example: A roll of a 5 gives this alien one drawback. A roll of a 2/1 is "Double damage from lasers", which does not work with the earlier immunity, so we re-roll the drawback. A 2/6 makes the alien Aggressive, which actually works well with our building concept!

Lastly, the technology level of the alien race should be determined, but only if the creature is intelligent. A modifier should be applied based on the general tech level of the campaign. For most creatures, the Director will probably know this before the start of the process.

Technology Level (D6)

- Intelligent Only
- Low Tech setting -1
- High Tech setting +1

0	Basic
1-3	Low
4-5	Medium
6	High

Example: This creature is not intelligent and so we do not need to roll this.

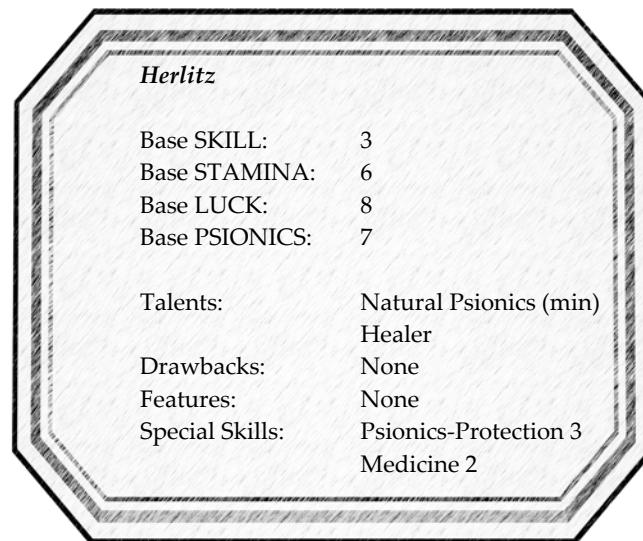
To finish the race off, the physical appearance, basic biology, planet of origin, culture and general personality type should all be described for the alien race. The details determined by the tables above should be taken into account, as should the original requirement for the alien. How does the alien reproduce? Where does it live? Where in the galaxy is it found? How does it communicate? All of these questions and more should be answered to round out the alien race.

Example: Talangian Ghostclaw

SKILL:	6
STAMINA:	5
Attacks:	1
Weapons:	Medium Bite & Medium Claws
Armour:	None

This bipedal alien is a short barrel shape with a huge mouth, short clawed arms and legs and a tufted tail. The creature does not move fast, but is a good climber, well suited to its jungle home. The Ghostclaw can naturally cloak itself, and so although it moves slowly, it can use its natural stealth to creep up on its prey, at which it will launch a frenzied attack. Ghostclaws are famed for never retreating once they have drawn blood! These creatures are also immune to lasers and other energy weapons, making them a dangerous foe for any visiting scout, explorer or biologist.





A Kumashami character has 5 points to spend on characteristics, with any spent on STAMINA increasing that by 2.

SKILL may only be increased to 7 and STAMINA to 20.

The character may also choose two further Special Skills at rank 2 and four Special Skills at rank 1.

These heavyset aliens hail from the planet Sham in the westward marches. Roughly seven feet tall and weighing in at a third of a ton, they are covered with tough and bumpy hide. They also have very sharp hand claws, one on each of their seven fingers.

The Kumashami are a warrior culture, and have waged war amongst themselves and against outsiders for millennia. The constant focus on warfare and personal combat has ensured that civilian technology is somewhat rudimentary on the planet, whilst weapon technology is some of the finest in the known galaxy. There are Kumashami philosophers, poets and artists, although inevitably the focus of the arts is purely on battle and conflict!

Kumashami have live young, which are removed at birth and sent to a Deti (combat training facility). These strange nurseries encourage brawling and rough-and-tumble amongst their infant charges and by the time the child becomes an adult at age 12-13 years, it is already experienced in fighting.

The most famous Kumashami is the mercenary Prough Nage. Part of the defending force at the Battle of Salvation Wynd, Prough single handedly defended one entrance against wave after wave of attacker. Known to have killed 37 before the attack was called off, Prough was one of only six survivors from the original garrison of three hundred and eighty nine. The loss of two limbs, one eye and 68% of his brain provided some hindrance to further employment, although cybernetics have at least replaced the limbs and eye.

A Herlitz character has 2 points to spend on characteristics, with any spent on STAMINA increasing that by 2. PSIONICS may not be increased further.

The character may also choose two further Special Skills at rank 2 and four Special Skills at rank 1.

A tall and angular bipedal alien species, the Herlitz have long been famed for their natural affinity with healing and medicine. All Herlitz would be considered qualified physicians in other cultures, even those that go on to be professional soldiers, pilots or other careers.

Despite their ability with surgery and medicines, the Herlitz are not always popular on starship crews or in spaceports. Their culture makes a huge virtue of plain speaking, and indeed very plain speaking. This tends to be interpreted by most other races as rudeness, and so Herlitz are often shunned.

These aliens evolved on a largely aquatic world, and although land dwellers, they only eat algae, fish and shellfish of various sorts. The eating of higher animals is repulsive and nauseating to Herlitz and they will never knowingly eat food made from meat.

The Herlitz have a very striated society, although it is also meritocratic. The better a Herlitz does in life, the higher their social status and therefore the more respect they demand from the rest of their race. On their home planet records are kept of all achievements, however small, these are awarded "scores" and so every individual has their own merit total. Off world, Herlitz keep their own score and update their records if and when they return home. It is a matter of personal honour to be truthful about their achievements and a Herlitz proved to have lied faces being struck from the records all together.

Moyalan Reaperbeast

SKILL:	8
STAMINA:	14
Natural Weapons:	Bite and Claws
Attacks:	One
Armour:	Heavy
Special Abilities:	Immune to En. Weapons
Weaknesses:	Rigid Thinking
Intelligence:	Semi-Intelligent
Physical Form:	Multipiped - 4 Legs
Diet:	Carnivore
Size:	Large
Technology:	None

Snowleaper

SKILL:	4
STAMINA:	8
Natural Weapons:	Horns
Attacks:	One
Armour:	None
Special Abilities:	Rapid Regeneration Nutrition from anything
Weaknesses:	Poor Senses
Intelligence:	Animal
Physical Form:	Strange
Diet:	Herbivore
Size:	Medium
Technology:	None

This large beast has four long legs tipped with wicked claws and short barrel-like body. The creature also has a long flexible neck and tail and is completely covered with shiny mirror-like plates. The head is fairly small for a beast of this size but the mouth is large and filled with razor-sharp fangs. A native of the open grasslands of Moyala, the Reaperbeast skulks through the long grass whilst stalking its giant prey. When it gets close, it erupts from cover in a blur of slashing claws and gnashing fangs. Once a Reaperbeast attacks, it does not stop until either it or its prey are dead!

Ligsid

SKILL:	5
STAMINA:	12
Natural Weapons:	None
Attacks:	One
Armour:	None
Special Abilities:	Hive Mind
Weaknesses:	Weak Spot
Intelligence:	Intelligent
Physical Form:	Multipiped - 12 Legs
Diet:	Herbivore
Size:	Large
Technology:	None

A large shaggy beast with twelve legs, the Ligsid is only found on the planet Cayrn-17. Used for centuries by human colonists as beasts of burden, it is only recently that it was discovered that they are actually intelligent! Naturally shy and gentle, they have a strong culture based on their shared mind but no technology at all. Still used by some in the same role, they have expressed a desire to long as long as they are treated kindly!

Somehow found on snow-bound planets across a whole arm of the galaxy, the leaper is about the size of a man. Looking like a flattened white frog with a large bubble underneath, this creature squats in the deep snow eating almost anything it can find there. When startled, the Snowleaper rapidly inflates the skin sac underneath causing it to leap up to 100' to safety. Although not aggressive, these beasts can attack with their horns if cornered. Used by some primitive tribes and later explorers as mounts, Snowleapers are very fast across the snows but not always the most comfortable.

Purshaw Wasp

SKILL:	11
STAMINA:	16
Natural Weapons:	Stinger
Attacks:	One
Armour:	Light
Special Abilities:	Cloaking Poisonous
Weaknesses:	x2 damage from blades
Intelligence:	Mindless
Physical Form:	Flying
Diet:	Carnivore
Size:	Huge
Technology:	None

One of the most dangerous creatures found in sector XC-7Z, the Purshaw Wasp is the size of a personnel carrier with a stinger the size of a spear. Even worse, the Wasp can cloak itself and remain silent and invisible until potential prey passes by, at which point it flies on six wings to the attack. Very agile despite its size and causing cumulative penalties of -1 to SKILL each time the target is poisoned, only the most experienced explorers escape this predator.



CHAPTER NINE - PLACES, TRADE AND CREW

Many science fiction games involve exploration or trade, and many involve large starships traversing the galaxy. This Chapter provides the rules for generating places to explore, goods to trade and crew to command.

Places

Many Science Fiction campaigns will visit vast cities, metropolitan starports and space stations teeming with aliens. It is absolutely fine to just provide the details that the heroes will see and gloss over the rest. However, sometimes it is necessary to codify these places so that everyone knows what is what for a new planet, city, starport or space station. In a post-apocalyptic desert wasteland, this system could even be used to describe the small fortified settlements the heroes will come across.

Characteristics

Like a hero, a place will have various characteristics, and indeed a place can be considered a very large and complex character! These place characteristics are also rated from 1-12 and are relative to the setting and the type of place. A small oasis settlement in a post-apocalyptic setting, a spaceport and a newly discovered plant could all have a Size rating of 7, indicating fairly average. However, the settlement might have 100 people, the spaceport 100,000 and the planet 100 million! The exact details don't necessarily matter, although as a campaign progresses and the library of places builds, the Director will have a much better idea of what a specific number means.

Example: The Director needs a small space station outpost for the heroes to visit. This is not going to be a huge station, but will need to be big enough and advanced enough to allow the heroes to upgrade a vital component of their starship.



The Place characteristics are:

Size

This characteristic represents the people, buildings and general infrastructure of the Place. A high value would indicate lots of people, many buildings, excellent transport links and so on. As with the other characteristics, this is relative to the campaign scale. It is possible that the Place has a much higher population than the infrastructure would suggest, far more buildings than people or some other imbalance, but for most places, these will all be appropriate.

Tech

This characteristic measures the technological advancement of the Place; what scientists, medics, engineers, and other technology is available. A high value would indicate that the Place specialises in technology of some sort. Again this is relative to the tech level of the campaign, with high ratings here indicating all setting tech is available here. It could be that certain tech levels are required to buy or repair certain equipment such as starship modules, robots, etc.

Trade

This represents the extent and reach of the exploited trade routes and the facilities to assist said trade. A low value might indicate that hard cash is needed to buy trade goods and that negotiations are face to face. A high value indicates that money transfers are all automated, cargo is loaded by port robots and there is a highly regulated local market. This value will also represent how busy the local trade is and will impact how easy it is to buy goods and items.

Society

This characteristic is a measure of the social advancement of the Place. The level and organisation of government, laws, social institutions, police force, healthcare and more are all covered by this characteristic. Of course, higher is not always better as a totalitarian dictatorship would probably have a high society characteristic.

Military

This characteristic is both the defensive and offensive capability of the Place. It would include the manpower, equipment and weapon quality, training and support, as well as automated defence systems. A fortified location would have a high Military value.

Resources

This characteristic measures access to natural and local resources that the Place enjoys. A small colony on a newly discovered plant may actually have a high Resources value with plentiful farmed and foraged food, plentiful mineral resources, large amounts of fresh water, and so forth. A huge city, meanwhile, may actually have low resources, having to feed and supply its citizens through imports.

Example: We have decided that our orbital space station has:

Size: 7 (reasonable size)

Tech: 11 (cutting edge)

Trade: 11 (on a major trade route)

Society: 9 (very well organised)

Military: 7 (patrol ships and some armed guards only)

Resources: 2 (supplied almost entirely by trade)

A Director could determine the values of each of these characteristics based upon the setting and the needs of the campaign, but could also simply roll either 2D6 or 1D6 plus an appropriate number if randomisation is required. If the Director has already decided that the characters are approaching a huge city, but 2 is rolled for population, it could be that it is a ghost city, has been involved in a war and bombed out, or that there is only a small live population served by a huge population of servitor robots!

These characteristics can be tested just as a hero's characteristics can be. Military could be tested to see if a raider attack can be repelled. Tech could be tested to see if a starship module is available in the starport. Society could be tested to see if a riot spreads, and so forth.

In addition to the characteristics above, a Place can also have Specifics. These act in the same way as Special Skills do for a hero, and add to an appropriate characteristic. These allow the very broad characteristics to more accurately represent the Place. There is no set list of these Specifics, and they can be very specific indeed or very broad. A Planet might have Resources 3 but Food +5 due to plentiful farms. This planet would roll against only a 3 to see whether copper could be mined, but an 8 to provide food relief for a planet in famine in a neighbouring system. The planet might also have +7 for diamonds, indicating that they are strewn liberally across the planet! It is also possible to have negative values for these Specifics if a planet is for some reason desperately short of a specific resource.

Some suggested Specifics could be:

- Food
- Industry
- Science
- Gems
- Metals
- Culture
- Alien Artefacts
- Law
- Robotics
- Computing
- Starships

Example: We decide that our space station has Science +1, Alien Technology +1 and Starships +2. This orbital station is a local centre for innovative starship design, sometimes incorporating alien technology.



Places in Gameplay

A Director can roll, or have the players roll, against any of these characteristics and specifics to find out what the Place is like. If the heroes arrive at a space station and urgently need a cutting-edge virus lab, the Director could ask for a roll against Tech.

The Director can also ask for an opposed test. If a hero is trying to bypass local laws to export certain items, the Director could ask for a Bureaucracy test vs the Society characteristic of the place. If a planet is trying to help a neighbour struck by famine, roll Resources (plus Food, if applicable) against the famine rating assigned by the Director.

The scope of these ratings will very much depend on the campaign. In a "space merchants" game, these ratings could apply to an individual space port or space station. A game of interstellar war could apply this rating to individual planets or even each star system! A post-apocalyptic survival game would apply these ratings to each settlement and group of survivors attempting to cling on.

Example: The heroes arrive at the space station and immediately look for an engineer who can upgrade their starship. The players make a test against the Tech 11 and Starships +2, although a modifier of -4 applies due to the difficulty of the task. This still requires a roll of 9 or less, and the Director rules that if the test fails, the heroes can keep looking and re-roll each day.



Trade

Not all heroes will want to make money by trading goods, but for those that do, we offer a simple but flexible system to manage purchase and sale, profits, and so on. If this system is used, the cargo types, prices and availability can all be modified by the Director to fit with a particular campaign.

Buying Goods

When the heroes turn up at a starport or space station wanting to fill their cargo hold with trade goods, the budding merchants should decide what they want to try to buy. To see if that particular trade good is available, a test should be made against the appropriate listed Characteristic (and Specific if necessary). If the test is successful, there is some of that trade good available to purchase. To determine how many tons of that trade good are available, multiply the Supply/Demand rating by the size of the Place.

The Trade characteristic can be substituted for any of the others, indicating that the heroes will buy imported goods, but then the available stock will be half normal.

If the test is unsuccessful, the specific trade good is not available. The heroes will have to wait another 1-6 days (rolled secretly by the Director) before they can try again.

Given the extensive list of goods available, it would be unrealistic to expect the Director to test for each one at every port. It will be much easier to allow the heroes to test each one as they want it.

Example: The heroes arrive at our space station looking for Luxury Food to buy. The Space Station has Resources 2, so it is highly unlikely that there will be any locally produced Luxury foodstuffs for sale. However, the Trade characteristic of the Space Station is 11, making it highly likely that there will be imported luxuries available. The Trade roll is successful. According to the Trade Goods table, normally there would be 5 tons of Luxury Food available per Size of the Space Station (which is 7), so 35 tons. But because this has been imported, there is only half the amount, so 18 tons are available to buy.

Once the availability and quantity of goods available has been determined, the purchase price should be checked. There are two purchase prices listed for each type of good, one for locally produced and the other for imported. This set price is per ton, and the heroes may buy as much or as little as they want. The actual buying process can either be skimmed over (a few buttons are pressed and a while later the goods are loaded) or can be roleplayed with the heroes finding, meeting and bargaining with the merchant. The buying hero should make a test against their Haggle special skill with the following modifiers applied:

- +1 to +3 if the heroes have a good reputation at the Place
- 1 to -3 if the heroes have a poor reputation or are wanted
- 2 if it is a Black Market deal
- Other modifiers may apply as appropriate

If the test is a success, the purchase price should be reduced by the indicated step for each point rolled under the target. If the roll is failed, the purchase price is increased by one step for every point rolled over the target.

A critical success halves the price payable for that batch, but a fumble will double the price!

Example: The hero must roll under a 9 to buy Food, which has a price of 50 Cr with a step of 2 Cr. The result of the roll is a 5. This beats the target by 4, and so the price of the food is reduced by four steps of 2 Cr, or 8Cr per ton. The final price of the food is 42Cr per ton. The hero then wants to buy some Medicines at 1200Cr with a step of 50. The roll here is an 11, and so the roll fails by 2 points. Adding two steps of 50 Cr each, the price to be paid for the Medicines will be 1300Cr per ton.

Option: Simplified Trading Rules

Not every campaign will want to spend lots of time working out the fine details of trading. In those cases, this optional system can be used.

A Bargain test should be made to sell each good, with the result determining the price achieved:

Critical Failure:	1/4x value
Failure:	3/4x value
Success:	1 1/4x value
Critical Success:	2x value]



Selling Goods

Once the target port has been reached, the heroes can attempt to sell some or all of their cargo. For each trade good, the heroes should make an opposed test of their Bureaucracy special skill against the the Characteristic or Specific. A success indicates demand for this item, and the demand tonnage is multiplied by the Size of the Place. A failure means that there is limited demand and only 1x the demand tonnage can be sold. The heroes must wait another 1-6 days until this demand can be re-tested.

Example: Our heroes travel to a neighbouring sector to sell their Food and Medicines. This Size 6 desert world has a Resources rating of 8, but a -4 Food Specific due to the lack of water. There is also little in the way of manufacturing or technology here, with a Tech score of 5. The first opposed test against Resources (Food) is a success. Food has a demand rating of 10 tons and so the heroes can sell up to 60 tons at this time. Despite the Tech rating of only 5, the second opposed test is a failure, and so there is little demand for the Medicines. The Demand rating of 3 means that only 3 tons can be sold now.

Once demand has been established for each trade good, the negotiations can take place to get a good selling price. The hero handling the negotiations must make a Haggle special skill test using the same modifiers as for buying. On an exact success, the goods are sold at the Sale price. If the target number is beaten, the price is increased by the step multiplied by the margin of success. On a failure, the price is reduced by the step multiplied by the margin of failure. A critical success doubles the sale price, but a fumble halves the sale price.

On some planets and in some cultures it may be a deadly insult to refuse to sell after agreeing to a price!

Example: The heroes decide to sell all of their food and 3 tons of their medicines. The first Haggle test (with a target of 9) is a fumble with a roll of a 12. The sale price is halved from 85Cr to 42Cr which is actually what they paid for the food in the first place! No profit beckons here. The second Haggle test is a roll of a 4, which is a success by a margin of 5. The sale step is 100 for medicines, so the price is increased by 500 to 2300Cr per ton. Although only 3 tons can be sold due to the limited demand, the profit on these 3 tons will be 1000Cr each!

Trade Goods

There are a wide range of trade goods listed below, each with various values:

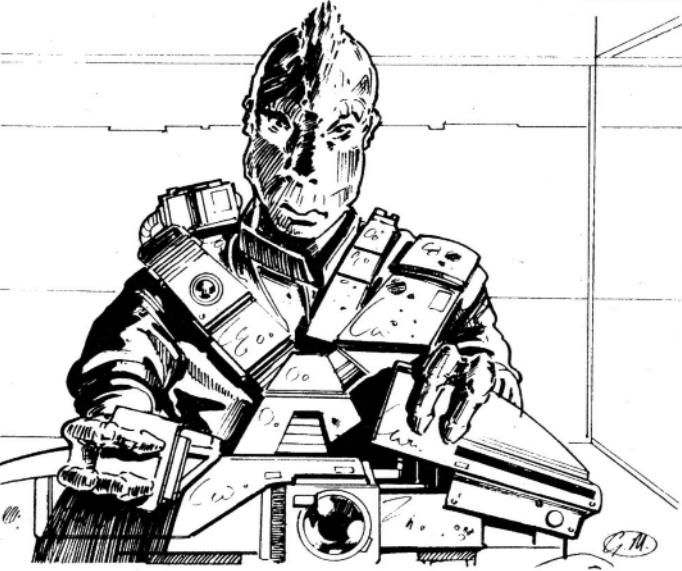
Buy/Step - This is the standard purchase price when heroes are buying from producers, and the step applied to good or bad purchase tests.

Sell/Step - This is the standard sale price when heroes are selling to customers, and the step applied to good or bad sale tests.

Supply/Demand - This is the tonnage of goods available for sale or demanded at anyone time. The value is multiplied by Size for available goods at times of high demand, and used unmodified at times of low demand.

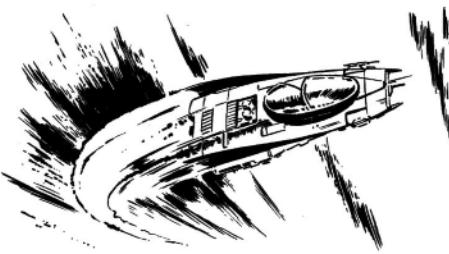
Test - This is the Characteristic and Specific that should be tested to see if goods are available or demanded.

These cargo types are divided into four main categories: Supplies, Luxuries, Hi Tech and Weapons.



Option: One Cargo Rule

If the heroes are buying or selling multiple goods, the Director may allow a single Haggle test to buy some or all of the goods together. This does reduce the number of rolls required, but also leads to "all or nothing" situations. A critical result at sale time may result in an awful lot of profit!



TRADE SUPPLIES

BASIC

<i>Goods</i>	<i>Buy/Step</i>	<i>Sell/Step</i>	<i>Sup/Dem</i>	<i>Test</i>
Food	50 Cr / 2Cr	85 Cr / 4Cr	10	Resources (Food)
Clothing	200 Cr / 3Cr	280 Cr / 6 Cr	10	Resources (Industry)
Fuel	40 Cr / 2Cr	60 Cr / 3 Cr	100	Resources (Industry)
Oxygen	60 Cr / 2Cr	80 Cr / 3 Cr	50	Size (Industry)
Water	8 Cr / 1Cr	10 Cr / 1 Cr	200	Resources (Industry)
Basic Mach.	240 Cr / 2Cr	270 Cr / 4 Cr	15	Tech (Industry)
Medicine	1200 Cr / 50Cr	1800 Cr / 100	3	Tech (Science)
Metals	30 Cr / 1Cr	40 Cr / 2 Cr	30	Resources (Industry)
Minerals	90 Cr / 2Cr	120 Cr / 4 Cr	50	Resources (Industry)
Chemicals	140 Cr / 3Cr	170 Cr / 5 Cr	40	Resources (Industry)
Mineral Oil	100 Cr / 4Cr	150 Cr / 8 Cr	40	Resources (Industry)
Plastics	160 Cr / 3Cr	200 Cr / 5 Cr	20	Resources (Industry)

LUXURIES

<i>Goods</i>	<i>Buy/Step</i>	<i>Sell/Step</i>	<i>Sup/Dem</i>	<i>Test</i>
Gems	500 Cr / 15Cr	680 Cr / 30 Cr	1	Resources (Gems)
Prec.Metals	350 Cr / 5Cr	410 Cr / 10 Cr	2	Resources (Metals)
Lux. Food	500 Cr / 15Cr	710 Cr / 30 Cr	5	Resources (Food)
Entertainment	320 Cr / 8Cr	410 Cr / 15 Cr	3	Society (Culture)
Narcotics	3,000 Cr / 90Cr	4,200 Cr / 180 Cr	1	Society (Culture)
Alien Artef	4,000 Cr / 70Cr	5,000 Cr / 140 Cr	1	Trade (Alien Art)
Slaves	2,300 Cr / 90Cr	3,500 Cr / 180 Cr	4	Society (Law)

HI TECH

<i>Goods</i>	<i>Buy/Step</i>	<i>Sell/Step</i>	<i>Sup/Dem</i>	<i>Test</i>
Robots	720 Cr / 28Cr	1,100 Cr / 56 Cr	6	Tech (Robotics)
Computers	360 Cr / 11Cr	510 Cr / 22 Cr	4	Tech (Computing)
Power Sourc	280 Cr / 9Cr	400 Cr / 17 Cr	20	Tech (Industry)
Terraforming	300 Cr / 4Cr	350 Cr / 8 Cr	50	Tech (Industry)
Fabricators	550 Cr / 12Cr	715 Cr / 24 Cr	8	Tech (Computing)
Starship Parts	410 Cr / 14Cr	600 Cr / 28 Cr	10	Tech (Starships)

WEAPONS

<i>Goods</i>	<i>Buy/Step</i>	<i>Sell/Step</i>	<i>Sup/Dem</i>	<i>Test</i>
Archaic Weap	75 Cr / 1Cr	84 Cr / 1 Cr	3	12-Tech (Industry)
Melee Weap	220 Cr / 8Cr	310 Cr / 15 Cr	5	Size (Industry)
Light Firearms	360 Cr / 3Cr	400 Cr / 6 Cr	10	Size (Industry)
Military Weap	440 Cr / 19Cr	680 Cr / 35 Cr	15	Military (Industry)
Hvy Weap	490 Cr / 9Cr	550 Cr / 18 Cr	25	Military (Industry)

Trade Good Descriptions

The descriptions here are generalised and obviously won't fit into every campaign, although a director should feel free to change whatever works for them. In some games, cargoes will be mixed, and in others the players won't even care exactly what they are shifting, only that it makes them a profit!



Food

This could be any form of nutrition from raw plants, meat or grain to fully processed foods. It could be vat-grown protein or alien food pellets. It could even be live animals for food!

Clothing

This category includes basic workwear, casual clothing, high fashion, spacesuits or even armour. Essentially, anything that can be worn.

Fuel

This category will not fit into every campaign type, but could be starship fuel, vehicle fuel, nuclear rods, antimatter capsules or any fuel type that fits the campaign.

Oxygen

This resource is normally found in vast quantities on naturally inhabitable worlds, but not at all on early terraformed planets. This commodity can be in great demand anywhere that there is not a breathable atmosphere.

Water

Like oxygen, this commodity is usually taken for granted on inhabitable planets but in huge demand on desert worlds or those planets being terraformed. It is rarely worth transporting water except in large quantities.

Basic Machinery

Vehicle engines, water pumps, earth moving equipment, mining gear, air pumps and other simple machines. Rarely with any high technology included, this commodity is in demand everywhere.

Medicine

A high value cargo, this commodity ranges from first aid kits and bandages to genetically tailored medicines and cybernetics. This could even include mobile hospital units!

Metals

This commodity includes raw and worked metals, shipped as ingots, bars, sheets or rods.

Minerals

This category includes metal ores, fossil fuels, raw and worked stone, construction materials and rare minerals used for specialist tasks.

Chemicals

This could be agrochemicals, industrial chemicals, paints or anything else synthesised in large factories.

Mineral Oil

However advanced a starship or vehicle might be, it still needs lubricants to run efficiently. These oils are refined or synthesized in huge quantities and must be shipped to where it is needed.

Plastics

These could be raw pellets or finished goods, advanced bio-plastics or more basic oil-derived materials. These are in ubiquitous demand on any inhabited world.

Gems

This commodity includes naturally mined precious stones, artificial stones, alien animal or plant derived gems and finished jewellery.

Precious Metals

Gold, silver, and platinum are the obvious precious metals, but this could also include rare metals used in computers and robots, or strange and expensive alien metals.

Luxury Food

An earth-like world may produce caviar, lobster and carefully kept beef, whilst an alien world could produce just about any weird and wonderful (but above all expensive) food. It is possible that these foodstuffs require special transport conditions or may have a very short saleable lifespan.

Entertainment

This category includes vid-slugs, musical instruments, books, artworks and other entertainment, whether hi tech or low tech.

Narcotics

This category includes many types of intoxicant, whether injected, inhaled, eaten or drunk. Many of these are illegal on more authoritarian worlds, and so when a roll is made to see if Narcotics are available, a fail will indicate they are.

Similarly, when trying to sell narcotics, a success will indicate high demand but that they are illegal, and a failure indicates that there is low demand but that they are legal to trade.

Alien Artefacts

This category includes any items derived from an alien culture, whether active or extinct. Some of these artefacts may even be from unknown cultures and of unknown function.

Slaves

Slavery is illegal on most worlds and in most sectors, although some areas will still have a flourishing and legal slave trade. Like narcotics, when a roll is made to see if Slaves are available for sale, a fail will indicate that they are.

When trying to sell slaves, a success will indicate that there is high demand but that they are illegal, and a fail indicates that there is low demand but that they are legal to trade.

Robots

Although the trade in Type V robots would be considered a form of slavery in some sectors, trade in all other types is both common and extensive. This cargo could be finished robots, second hand units, robot parts or salvage.

Computers

Computers of varying sorts are used in almost all equipment to some extent, and so are one of the most commonly traded technologies. Most of these cargoes will be small computing components rather than finished goods, but consumer computers are fairly common.

Power Sources

This cargo is often traded along with Fuel, as demand for one often implies a demand for the other. This specialised high tech cargo consists of basic generators, mini nuclear reactors, personal power generators or antimatter generators that can power a continent.

Terraforming Equipment

This category covers all of the specialised equipment needed to turn a barren planet into a world that can support life. Atmosphere processors, bio-accelerators, water synthesisers, biological seeding systems and more are all part of this cargo.

Fabricators

This cargo is normally only found in High Tech settings. Fabricators are able to create other goods, normally from basic organic and inorganic substrates. In some settings these will be found in every home and even vehicles, whilst in other settings they will be very rare.

Starship Parts

Warp drives, shielding units, structural components, pilot's seats and indeed just about anything installed on or in a starship are included in this cargo type.



Archaic Weapons

This cargo could include anything from swords, spears and crossbows, through blackpowder weapons, revolvers and bolt-action rifles. Few of these will be shipped for warfare purposes, with most traded as antiques and souvenirs.

Melee Weapons

This category consists of force swords, chainswords, stun rods and other weapons used in hand to hand combat. Trade in these weapons may be restricted in some systems.

Light Firearms

These cargoes include pistols, hunting rifles, shotguns and other light weapons, whether energy or projectile. Some strict states restrict the trade in these weapons.

Military Weapons

These weapons are assault rifles, blasters, plasma rifles and so do forth. They are normally traded to either official military organisations or mercenary companies. Even if trade in these weapons is not banned, merchants must usually inform the space station when they request docking permission that they are carrying these goods.

Heavy Weapons

These weapons are the heaviest weapons available, covering both man-portable heavy weapons as well as vehicle and starship mounted weapons. A permit is required to trade these weapons in most systems.

Random Cargo

Sometimes, it will be desirable to create a random cargo found on a derelict spaceship, in the hold of an enemy craft, or abandoned in space. The tables below can be used to generate such a cargo.

The first step is to decide how full the cargo hold is (or what amount of cargo is found). It is easiest for the Director to make a judgement on this to fit the situation. For convenience, the cargo capacity of a single cargo hold module is given below by ship size. Generally, a dedicated cargo ship should be full or mostly full whilst other types of ship will probably be about 50% full.

Ship Size	Cargo Module Capacity
Tiny	2T
Small	10T
Medium	50T
Large	100T
Huge	500T

Next, the Director should roll a 2D6 to see what class of cargo is present and how much there is of that trade good. Again, the size of the cargo ship should be used to determine the number of tons present.

Random Cargo Table

2D6	Type	Tiny	Amount (in tons)			
			Small	Med.	Large	Huge
2-3	Luxuries	1	1	1D6	2D6	2D6x5
4-7	Basic	1	1D6	5D6	10D6	5D6x10
8-10	High tech	1	1D3	2D6	4D6	4D6x5
11-12	Weapons	1	1	1D6	2D6	1D6x10

Once the type and amount have been determined, the exact trade good can be generated using the tables below:

Basic

D6	D6	Good
1-3	1	Food
	2	Clothing
	3	Fuel
	4	Oxygen
	5	Water
	6	Basic Mach.
4-6	1	Medicine
	2	Metals
	3	Minerals
	4	Chemicals
	5	Mineral Oil
	6	Plastics

Luxuries

D6	D6	Good
1-5	1	Gems
	2	Prec. Metals
	3	Lux. Food
	4	Entertainment
	5	Narcotics
	6	Alien Art
6		Slaves

Hi Tech

D6	Good
1	Robots
2	Computers
3	Power Src
4	Terraforming
5	Fabricators
6	Starship Parts

Weapons

D6	Good
1	Archaic Weap
2	Melee Weap
3	Light Firearms
4	Heavy Firearms
5	Military Weap
6	Hvy Weap

If there is still cargo to be determined, roll another good type, amount and then specific cargo type and keep going until the whole desired cargo has been generated!



Crew

Some campaigns will feature starships with the heroes as either the entire, or at least the major part of, the crew. Other campaigns, however, will have much larger starships with a crew in the tens or even hundreds. It is quite easy for the Director to handwave this in the game and just say that the crew can or cannot make an action. But most players will like to know exactly how good their crew is, and what they can do. This section is for those situations!

Department Ratings

These rules should be used for starships (and possibly some space stations) that are classified as at least Large, although the system works better with Huge ships. These starships will divide their crew between various departments, although not every ship will have every department. A dedicated warship may well not have a Science Department and a scientific research vessel might not have a Weapons department.

Like the SKILL of a hero, these departments are rated from 1-12, with 1 being minimally trained or experienced and 12 being the best of the best. A rating of 7 would be considered a standard value for most professional crew. Like SKILL, these ratings can be tested directly to see the effectiveness of the crew under stress.

The standard Departments are listed below, although the Director should feel free to include other Departments if necessary:

Bridge

This part of the crew operate the helm, the sensor arrays, the communications equipment, the astronavigation and other key controls. The Bridge crew are normally under the direct control of the Captain, although on some craft the First Officer is in charge of the Bridge crew.

Engineering

This Department is normally based in the engine rooms, wherein is also located the power plant, warp drives and other vital equipment. Although the engines are normally under the control of the bridge, the Engineering department can certainly tweak and optimise performance if required. The Chief Engineer heads this department.

Weapons

This specialist department is found on larger warships and is responsible for maintaining, loading and firing the ship-mounted weapons. On vessels with fighter bays, shuttles or armed terrestrial vessels, the pilots and gunners will also be part of this department. The Chief Weapons Officer heads this Department.

Medical

Only found on vessels with either a Medical Bay or Advanced Medical Bay, this department is normally fairly small and consists of the doctors, nurses and specialists required to maintain good crew health and treat injuries. The Chief Medical officer is in charge here.

Science

This Department is only found on ships with either a Science Lab or Advanced Science Lab. The members of this Department may all be of one discipline, as on a mining survey ship, or they could have a wide range of skills to cover every eventuality, as on a deep space exploration craft.

Security

The members of this department are not generally regarded as soldiers, and should not be confused with the contingent of marines carried on some warships, although they may be trained and equipped as such. The Security Department is responsible for internal security amongst the crew. They also guard the bridge, engines and armoury against both intruders and disgruntled crew. On customs and system defence craft, they may even board other vessels to arrest criminals. The Chief Security officer is in charge of this Department, and will have access to all areas of the vessel, along with the Captain and First Officer.

Example: Our deep space cruiser has a total crew of 120, and has all six Departments above. They are a good crew and have ratings of 8 in Bridge and Engineering, 7 in Weapons, Medical and Security, and 6 in Science.

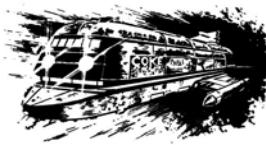
Department Specialities

In addition to the ratings described above, crew Departments can also have Specialities, the equivalent of Special Skills. Thus a Bridge crew could have a rating of 8, but a +2 in Astronavigation. The crew members responsible for calculating and plotting courses are exceptional and so would be treated as having a rating of 10. Generally, these Specialities should be between +1 and +4. Some sample Specialities are listed below. The Director and players should feel free to come up with more, although these should not be over-broad.

Bridge:	Piloting Navigation Sensors Communications
Engineering:	Power Systems Warp Drives Repair Jury Rigging
Weapons:	Energy Weapons (type) Missiles Tractor Beam Fighters

Medical:	Diagnostics Surgery Cybernetics Xeno-Medicine
Science:	Xeno Biological Astrophysical Chemical Geological
Security:	Guarding Search Investigate Boarding

Example: The deep space cruiser has +2 in Navigation, Sensors, Warp Drives and Repair, and also has +1 in Piloting, Jury Rigging, Lasers and Xeno-Medicine.



Department Sizes

The Ratings and Specialities discussed above are completely independent of the number of crewmembers that make it up. Thus a scout ship may have a Medical Department of 3 people, but a rating of 11 with a couple of Specialities of +3, simply because those few medics are both highly skilled and very experienced. Equally, a huge warship might have 45 crew in the Medical Department but only a Rating of 5 because they are all newly qualified.

It is easiest to divide up the crew as appropriate for the ship and the setting. Warships in some settings will have all weapons fired by single weapons officer on the bridge, whereas other settings will have a small crew firing each weapon (or even sat with a joystick and a "fire" button!). The former setting would need only a few weapons crew to maintain the weapons themselves and man the controls, whereas the latter would need a lot of weapons crew to ensure constant coverage.

If a department is reduced to 3/4 of its normal complement due to battle injuries, sickness or other mishap, it suffers no penalty to most tests, but does have a -1 penalty if the action is unprepared for. Thus if a starship is ambushed by an enemy vessel, or there is an act of sabotage or other unexpected urgency, the reduced crew on shift will cause additional problems.

If a department is reduced to half complement, it suffers a -1 penalty to all tests, and an additional -1 if the action is unexpected.

A department reduced to 1/4 of normal complement is really stretched, and suffers a -2 penalty to all tests, and another -2 if unexpected tests are made.

If reduced to below 1/4, but some crew remain, the starship can just barely function. There is still a -2 penalty to all actions, but a -4 penalty if the test is unexpected.

If the whole of a Department is killed, sick or missing, the actions normally undertaken by those crew will have to be performed by other departments, who will have had minimal training. These actions will be at a -4 penalty, and -6 if surprised (due to crew being in the wrong part of the ship).

Example: Amongst our crew of 120, we have a Security Department numbering 26. If six Security were killed or lost, the Department would suffer a -1 penalty to unprepared actions. Another 7 losses and the crew would have a -1 penalty to all actions, increased to -2 in an emergency.

Crew injured in battle will recover at the rate of one crew member per day per rating of the Medical Department. If there is no Medical Department, the rate will be one crewmember per day.

If crew members are killed or permanently lost, they can be replaced by recruitment at a starport or space station with an appropriate population or, in military campaigns, replaced at an appropriate naval port.

If the new crew are of the same quality, then the rating does not change. If the new crew are of lesser quality, then the Department rating and Specialities should be reduced as the Director sees fit. This reduction will depend on the difference in skill level between the replacements and the original crew, but also what proportion of crew have been replaced. A large Department replacing a few crew with slightly inferior recruits may not see a reduction at all, but a small Department replacing more than 3/4 with very inferior recruits will see a significant reduction in Rating and Specialities.

If the new crewmembers are better than the original crew, then the Rating may actually increase (using the guidelines above) as may Specialities. The Department may even acquire new Specialities if the new crewmembers have been specially trained.

Crew replenishment should be handled on a case-by-case basis by the Director. When hiring, better crew can normally be had by paying more. In a military game, a Bureaucracy test might be required to requisition good (or indeed any) crew!

Example: Having lost 13 of our Security personnel in a boarding action, the Director rules that four of them have died, whilst the rest are injured. Our Medical Department has a rating of 7, and so a day after the action, only two are still in the medbay. A day later, the Department has 22 men back on duty. It is still at between 3/4 and full strength, so suffers the -1 penalty in emergencies.

Designing a Crew

Whether the heroes start the game with a ship and its crew, or whether they are responsible for hiring a crew, or whether they acquire a ship and crew later, the players will want to know how good their crew is.

To start with, the Director should determine the base quality of the crew, which will in turn determine the base Rating for all Departments:

Terrible	3
Poor	4
OK	5
Good	6
Veteran	7
Elite	8

Then, a number of points equal to the number of Departments plus 1 should then be split between the ratings. No more than three should be spent on any one department, although there is no obligation to increase any particular rating.

A crew will also start with 2x the number of Departments in Speciality points. These can be split between whatever Specialities are desired, although the maximum rank at this stage is +2.

If the head of a particular Department is not a player character hero, they will have a SKILL equal to the Department rating +1, and the same Special Skills as the Department has Specialities.

Example: The captain of our Cruiser is assigned temporarily to a smaller vessel with 62 crew. This is a newly trained crew and so we start with ratings of 4 in Bridge, Engineering, Weapons and Security, the only Departments on the ship. We have 5 points to spend, and assign 3 to Bridge and 2 to Weapons. We also have 8 Speciality points to spend and choose: Piloting 2, Navigation 2, Lasers 2 and Missiles 2.

The Crew in Play

In play, crew can be used in many ways. The Rating should be used in any situation that requires a large scale effort, and also when a hero cannot take an action. Thus on a ship equipped with 6 weapons, one may be fired by the pilot and another fired by the Chief Gunnery officer. The remaining 4 weapons will be fired by crew from the Weapons Department, using their rating and Speciality to generate their attack total. If the Medical Department is trying to stop the spread of a plague onboard ship, the crew should make a roll to see how well they carry out the orders of the Chief Medical officer.

Generally though, the crew should not be used at times when a hero could take centre stage. Crews are there to enable the

day-to-day running of a large ship and provide a few more bodies when required.

A Department head could be a player character hero or an NPC. If an NPC, the Department head is mainly a name, and a slightly more skilled NPC. If a player hero, they should direct their Department and can even inspire them to greater effort.

If the engines of a starship need an emergency overhaul, for example, the Chief Engineer could use Leadership to direct his crew effectively, or Engineering to come up with a cunning plan to optimise things.

The test can be made against either the appropriate special skill of the department head or against the rating of the crew. If the head and crew are both present, a +1 bonus is applied to the test.

A crew can improve both its Department ratings and Specialities over time, in exactly the same way that heroes can. Crew will acquire Crew XP as a result of successful missions and combat actions, and these points can be spent on improvements. The experience and improvement section of Chapter 10 provides full rules for Crew XP.

Example: The Captain of our cruiser finds that he suddenly needs more power from the engines, and fast! The Chief Engineer thinks for a few seconds and hits upon a way of pushing the power unit just that bit more (or at least thinks he does). He adds a bonus of +1 to the crew Rating of 8, and the Crew test succeeds! The power is found, and disaster averted!







CHAPTER TEN - DIRECTOR ADVICE

Star Adventures is a toolkit RPG; that is to say we provide the rules for almost any science fiction campaign, and you as Director provide the setting. You could run a very low tech campaign in the near future with no interstellar travel or psionics. Or you could run a game set in the very far future where automated systems do almost everything for the humans and aliens that live there. You will need to make the decisions and build your setting from there.

Settings and Campaigns

The Tech level of the campaign should be the first decision you make, as this will determine the feel of the setting. There is nothing to stop a setting having elements from more than one tech level. You could have Faster Than Light (FTL) travel which is Medium Tech level, but no lasers or other energy weapons. Equally, just because the setting is nominally High Tech level, that does not mean that all advances given in this book for that tech level are available. So, decide on the base Tech level and then specify any exceptions or special cases.

There are certain technologies that will be very important. Interstellar travel is only really possible on a normal time scale with FTL drives of some form. These may work by warping space around the spaceship, opening a wormhole, or somehow accelerating the ship past the speed of light. Without FTL, the scope of the campaign will probably be limited to a single star system and will have a much smaller scope. "Standard" FTL will allow the campaign to spread out over many sectors of space, whilst super-fast FTL will allow the whole galaxy to be explored. This opens up more options in terms of civilisations, alien races, strange phenomena and so forth. On the flip side, it can be a much more daunting setting to develop because of the huge scope.

In addition to FTL, weapon and armour technology will define the feel of the campaign. Modern-ish weapons will give a more familiar (and less science fiction-y) feel to the setting, whereas plasma cannons and fusion rifles will make for a more advanced feel. Similarly, full powered armour or even personal shielding units will provide a more advanced feel than simple armoured plates. It is probably not necessary to draw up huge and exclusive lists of equipment available in the campaign, but notes on any obvious items will be useful.

Who the heroes are, and who they report to, will be important. If the heroes are part of a bigger organisation, such as the space marine corps, the imperial navy, or federal intelligence, they will probably be assigned missions. This means that they have to follow a specific mission, but it also means that they will be assigned equipment and resources. It could be that they are undersupplied and have barely enough to

achieve their mission. Or, it could be that the heroes are in command of a navy starship, complete with crew, fighter craft and shuttles, supplies and more. In the latter case, the campaign will probably not even use a monetary system, with the heroes attempting to requisition equipment rather than buying it. Free agents will be another matter. The group will start with certain resources, and after that it is make or break on their own merits. Equipment and money here will be very important, but of course the heroes will have the opportunity to go their own way and make their own decisions.

Also important when planning a campaign is deciding what it is that the heroes actually do. There are many possible campaign styles, and it is certainly possible to mix and match the styles, but some options would be:

Trading - The heroes travel from system to system attempting to make a profit by trading goods, transporting passengers and couriering packages. The trade may be legal or illegal.

Bounty Hunting - The heroes track down criminals and other undesirables across known space and bring them to justice. They could be official Space Marshals or true bounty hunters who get paid per criminal apprehended.

Exploration - The heroes travel to the edges of known space and beyond, exploring new sectors, systems and planets. They may be looking for minerals, planets to terraform, new civilisations, new lifeforms or any combination of these. Freelance scouts will get paid by results, whereas official scout service agents are dispatched to specific areas.

Official Missions - The heroes are diplomats, agents or other officials of a government. They will be sent to other governments to achieve specific goals. It could be that some of the heroes are support staff such as bodyguards, advisors, pilots, etc.

Rebellion - The heroes are rebels against an evil galactic government, fighting against the odds to try and liberate their home planet or even their entire galaxy. Of course, the heroes could also be agents or commanders in a beleaguered government attempting to stave off evil rebels...

Survival - The heroes are attempting to survive in a hostile and uncaring galaxy. Are they colonists on a newly terraformed planet, survivors on a dilapidated and falling space station, or the crew of a starship sucked through a wormhole into a distant galaxy?

Alien War - Civilisation is under attack by aliens, and the heroes are a critical part of the defence. The heroes could be space pilots trying to defend their home planet, surface based resistance fighters, or starship commanders directing great battles.

Hero Experience

As heroes survive and succeed in their adventures, they will improve and grow. To this end, you the Director will award experience points (xp) to each hero at the end of each adventure. The exact amounts awarded will depend on the campaign and Director, but it is suggested that somewhere between 25 and 50 xp per adventure is about right. Awards at the higher end of this scale will accelerate the rate at which the heroes improve, and in a long campaign could see the heroes at a high power level only half way through. Awards at the lower end of the scale will see the heroes advance slowly, so it could take quite some time for them to become powerful.

A hero can spend these xp between adventures to improve their characteristics, as long as there are opportunities for practice, training and improvement. If one adventure finishes as the heroes land on a planet, and the next starts as the starship door opens, there is no real opportunity to improve their abilities. Likewise, a three month game time gap between adventures is plenty of time, but if that time is spent electro-shackled in a prison bay, the hero cannot really improve their marksmanship!

The costs of various improvements are given below, but as in most things, the Director has the final say as to whether a hero can improve a particular characteristic or special skill at that time.

Improving SKILL costs 20x the new rating. The maximum is 12.

PSIONICS or TECH costs 15x the new rating. The maximum is 12.

Increasing STAMINA costs 5x the new rating, with a maximum of 24.

Improving a special skill costs 10x the new rating. The absolute maximum is 6, or half of SKILL, whichever is lower. Robot heroes may not have special skills that are higher than half of TECH. Psionic abilities may not be greater than half of PSIONICS.

A new Special Skill costs 20xp to gain a rating of 1, although training is required from a teacher with at least 3 in the same special skill.

Acquiring a new Talent costs 200xp, although the player must be able to justify why and how their hero gained this new ability.



Example: Gorgyr has managed to amass 220xp over several adventures and now has the opportunity to spend these. He currently has a SKILL of 7, so could spend 160 of these points to improve that to 8. To improve his 16 STAMINA to 17 would cost 85 points, and to further increase it to 18 would cost another 90 points on top of that.

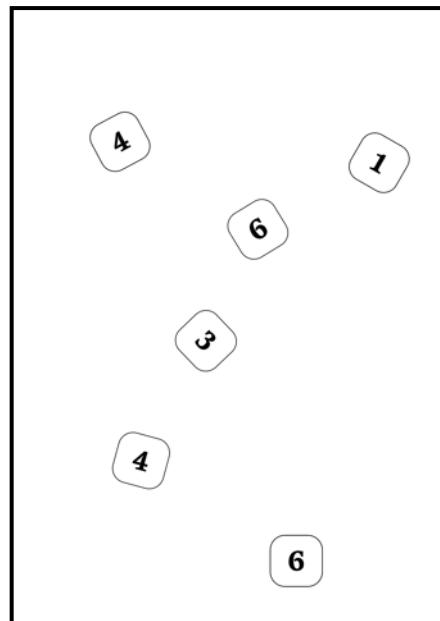
With these points, he could also increase his Firearms-Light special skill from 3 to 4 for 40xp. However, because the new rating of 4 would be higher than half his current SKILL, he must increase his SKILL before he can increase his Firearms.

System Generator

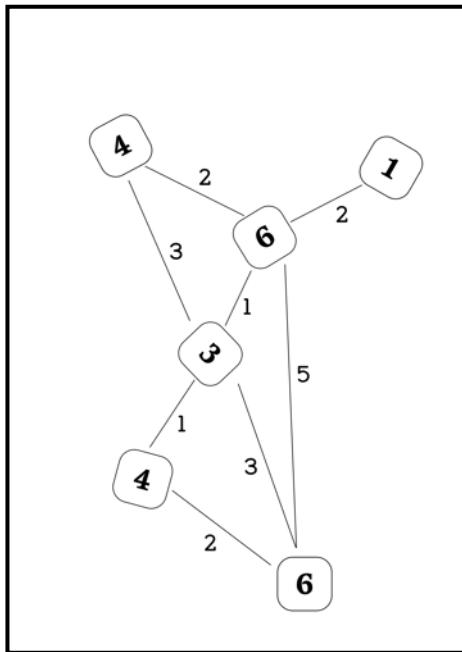
In general, it is best for a Director to carefully design a galactic sector or star system to make sure that it fits into the campaign and setting and meets the needs of the Director. However, it will often be the case that a system needs to be generated in a hurry, or indeed that a Director will have no pre-determined preference as to what is out there. It is for these instances that we provide a random generation system. Only use as much of this as you (the Director) want or need, and then actively determine the rest.

Galactic Sector Generator

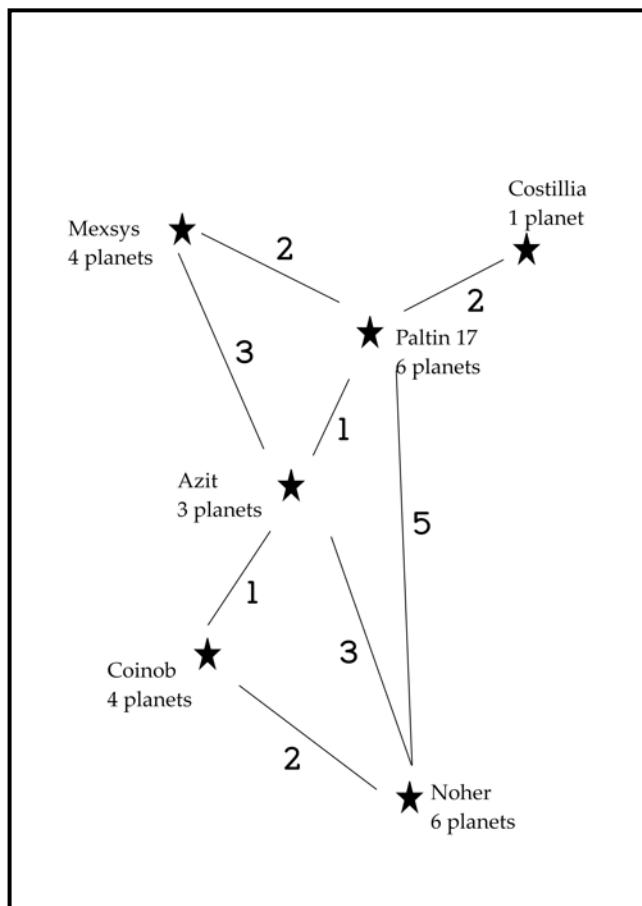
This part of the generator is the fastest and simplest. Either decide on the number of stars in the sector or roll 2D6. Then put a piece of paper in a box lid or similar and grab a handful of D6's; one for each star. Drop these dice onto the paper. Each dice indicates the location of a star. The number rolled on the dice is the number of planets orbiting that star. If two (or more) dice are touching, this system will be a binary system and have two (or more) stars within it. Mark the position of each system and the number of planets, and then remove the dice.



Now draw a line between each neighbouring star system and measure this line. Assuming a standard A4 or similar piece of paper, each inch will be a standard warp jump of about 10ly. Round off the measurement and record the distance on the line.



Now all that is needed to finish off the sector map is to name (or number) each system and make a note of the number of planets each system has. If the Heroes then visit any particular system within that sector, the next part of the generator can be used to further flesh out that system.



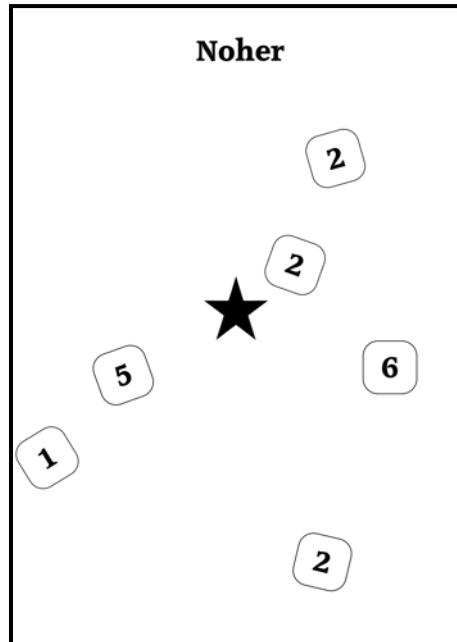
Star System Generator

If you don't already know the number of stars in this system, roll 1d6:

1-5	1 Star
6	2 Stars

Draw one star in the middle of another piece of paper. If there is more than one star, drop another dice onto the paper for each extra star and mark its position.

Next, grab a handful of D6's, one for each planet in the system. Either this will already be known from the sector generator above, or it can be randomly determined with a D6. Drop these dice onto the paper, re-dropping any that land on a drawn star. Each of these dice marks the location of a planet or other feature. Note the location of each dice and the number rolled.



Start with the "planet" nearest to the star and look up the number rolled on the table below, and then roll on the further tables to determine the details..

1	Planet (Table 1)
2	Planet (Table 2)
3	Planet (Table 3)
4	Gas Giant (Table 4)
5	Asteroids (Table 5)
6	Something Strange (Table 6)

The following tables expand on the identification above. Any planet marked with a # is capable of bearing life.



Planet Table 1

1	Ocean Planet	#	Mostly or completely covered with water.
2	Terrestrial planet	#	A mixture of land types and water coverage.
3	Mini-Planet		Very small, with low gravity
4	Lava Planet		Mostly or completely volcanic with frequent eruptions and lava lakes.
5	Coreless Planet		Standard size but very low gravity.
6	Twin Planet	#	Orbits the star and a neighbouring planet.

Planet Table 2

1	Ice Planet	#	Mostly or completely covered in glaciers and snow.
2	New Planet		Still not fully formed and very unstable.
3	Desert Planet	#	Very little surface water or large life forms.
4	Rogue Planet		Not in standard orbit and wanders around the star system.
5	Mega Planet	#	Huge and with a very high gravity.
6	Artificial Planet	#	Created by beings unknown, may take almost any form.

Planet Table 3

1	Dead Planet		Once held life, now completely dead. May have no atmosphere.
2	Comet		Icy planetoid moving in an unusual orbit.
3	Circumbinary Planet	#	(only if 2 stars, otherwise Mini Planet) Orbits both (or all) stars in the system.
4	Tidally Locked Planet	#	Has one frozen dark side and one blistering light side. Life only possible in the margin between.
5	Rogue Moon		Originally orbiting another planet, now free in the star system.
6	Protoplanet		Not yet a planet, more a loose collection of rock, dust and gas.

Gas Giant (Table 4)

1	Dwarf Gas Giant		No bigger than a terrestrial planet, but composed entirely of dense gas.
2	Large Gas Giant		Typical gas giant composed largely of hydrogen and helium.
3	Gas Supergiant		Nearly large enough to collapse into a star. Generates dangerous radiation.
4	Ringed Gas Giant		Gas giant with magnificent rings.
5	Gas Giant with Small Moons		Has 1D6 rocky or icy moons.
6	Gas Giant with Terrestrial Moon		Orbited by 1D6 small moons and one terrestrial planet (possibly bearing life).

Asteroids (Table 5)

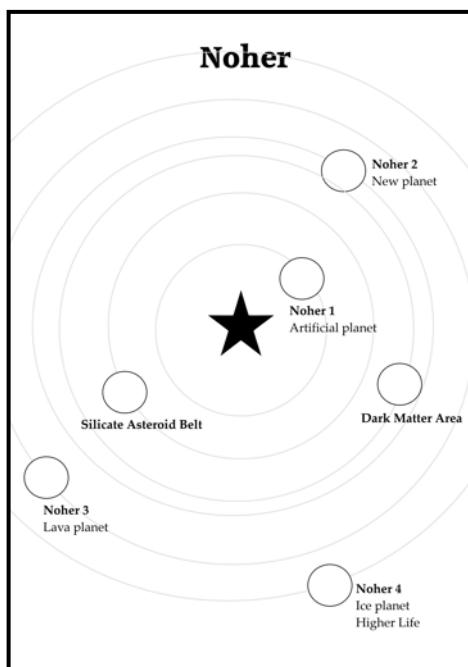
1	Micro-Asteroids		Cluster of tiny asteroids and sensor-blocking dust. Navigational hazard.
2	Ore Asteroids		Rich in metal ores for mining.
3	Silicate Asteroids		Useless for mining, but big enough to smash ships.
4	Ice Asteroids		Composed of frozen gases and liquids. Can form comets.
5	Asteroid Belt		Individual asteroids are strung out in widely-spaced orbit around the star.
6	Asteroid Field		Super-dense cluster of asteroids. Treacherous to navigate through.



Something Strange (Table 6)

D6	D6		
1-2	1	Dead space hulk	Large disabled ship of uncertain origin. May still have functioning systems.
	2	Gigantic space being	Space dwelling organism. May be capable of propulsion and communication.
	3	Colony Ship	Known or unknown race, on way to colonise a planet in this or other system.
	4	Ancient probe	Sent millennia ago to explore space, has ended up here.
	5	Floating Monolith	Alien artefact of unknown age, origin or function.
	6	Space Junkyard	Many dead and damaged space ships.
3-4	1	Dead Tech Zone	EMP pulses prevent full tech function and may damage components.
	2	Dark Matter area	Laws of nature are not as usual
	3	Hostile system defences	Automated starships and weapons attack any unrecognised vessels.
	4	Salvageable Cargo	Freely floating cargo pods, dropped by trader or due to space battle.
	5	Mini Black Hole	May engulf ships that get too close.
	6	Unknown Alien Craft	Dead vessel of unknown origin, with no working components.
5-6	1	Pirate Ambush	Distress beacon or similar lures in ships to be attacked by pirates.
	2	Dyson Sphere	Marks distance from star of complete orbit of energy capture stations.
	3	Gravity Well	Area of very high gravity could drag ships to planetary surface.
	4	Worm Hole	Offers immediate travel to another unknown star system.
	5	Escape Pod/Survivor	Distress beacon leads to survivors from accident or battle.
	6	Something very strange	Director's choice - time portal, opposed black holes, etc.

It is probably a good idea to renumber each "planet" as its identity is determined, and make a note of details on the edge of the map or another piece of paper.



Any planets that were marked with a # should now have another D6 rolled to determine if any natural life is present, and if it is, what form it takes. Any life present can be determined by the Director, with higher and intelligent life generated using the rules given in the Aliens chapter.

- 1 none
- 2 none
- 3 Bacteria only
- 4 Lower Life forms
- 5 Higher Life Forms
- 6 Intelligent Life Forms

If the star system is within known and settled space or has intelligent life, another roll is required for any habitable planet to see if there is a space port or station. Again, details can be determined by the Director or using the rules in the Places chapter.

- 1-3 none
- 4 Surface Outpost
- 5 Surface Starport or Space Station
- 6 Space Station and Surface Starport

At this stage the Director should bring all of the details together into a coherent picture. If there is only one space station in the system, why is that? Why is it placed where it is? Is the system controlled by one government or several?

There are a large number of questions that could be answered, although in all likelihood, many of them will not need be. The Director should be able to describe the system to the newly arrived heroes, and have a rough idea of the rest in case that needs to be elaborated upon.

The paragraph at the end of the universe

We have reached the end of the game, and hopefully it has inspired you to create some fantastic SciFi adventures. You don't have to use all of the rules and ideas here, just pick the parts that fit and ignore the ones that don't. Feel free to modify anything that needs modifying or create new rules.

This is your game now. Have fun with it. Now go out and explore the galaxy!



APPENDICES

STELLAR ADVENTURES

M/F RACE:

NAME:

DESCRIPTION:

SOCIAL CLASS/RANK:

AGE*i*

STAMINA

T/2

LUCK

skill

251
POINT

10

SPECIAL SKILLS

SPECIAL SKILLS

CARRIED EGYPT

OTHER EGYPT

CREDITS

STELLAR ADVENTURES

VEHICLE RECORD:

DESCRIPTION:

SIZE:

CREW:

SPEED

COMBAT

HULL

WEAPON SLOTS

MODULE SLOTS

PRICE:

MODULES

MODULES

WEAPON

ARMOUR

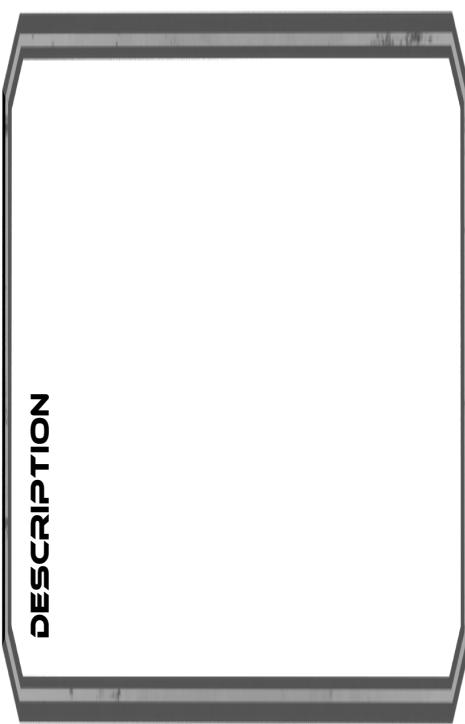
SPECIAL

WEAPON

ARMOUR

SPECIAL

DESCRIPTION



ALIEN RACE:

TYPE:

**STELLAR
ADVENTURES**

BASE SKILL	BASE STAMINA	BASE LUCK	BASE PSIONICS	TO SPEND
EXTRA POINTS	EXTRA POINTS	EXTRA POINTS	EXTRA POINTS	
FEATURES		TALENTS		SPECIAL SKILLS
		DRAWBACKS		

PLACE:

TYPE:

**STELLAR
ADVENTURES**

SIZE	TECH	TRADE	SOCIETY	MILITARY	RESOURCES
SPECIFICS	SPECIFICS	SPECIFICS	SPECIFICS	SPECIFICS	SPECIFICS
DESCRIPTION			DEFENCES		

Missile Weapons

	1	2	3	4	5	6	7+	Ammo	Ammo/Slot	Range	Special
Crossbow	2	2	3	3	4	4	5	1	20	Short	No reload
Bow	2	3	3	3	3	4	5	1	20	Short	No reload
Thrown Knife	1	1	2	2	2	2	3	1	5	Very Short	No reload
Pistol/Rifle	2	3	3	4	4	4	5	6/9	5	Short/Medium	
Assault Rifle	3	4	4	4	5	5	6	10	4	Medium	
Shotgun	2	3	3	3	4	4	5	2	10	Very Short	Targets adj enemies
Grenade	4	5	6	6	6	6	7	1	4	Very Short	No reload
Machine Gun	2	3	5	5	6	7	8	8	3	Medium	
RPG	5	6	6	6	6	7	8	1	1	Long	
Flamethrower	3	4	5	5	5	6	7	6	2	Very Short	Can Ignite
Concussion Pistol	4	4	5	5	6	6	7	10	3	Short	Fires bolts
Flechette Pistol	3	4	4	5	5	6	7	5	6	Very Short	Armour roll +2
Laser Pistol	3	4	4	5	5	6	7	16	4	Medium	
Laser Rifle	3	4	5	5	6	6	7	24	3	Long	
Blaster Pistol	4	4	5	5	5	7	8	14	4	Medium	
Heavy Laser	5	6	6	7	7	8	9	12	1	Very Long	-2 Skill
Plasma Rifle	2	3	3	4	4	5	6	6	2	Short	Sealed arm protects
Fusion Pistol	2	2	2	2	3	7	9	8	2	Medium	+2 dam vs unarm
Fusion Rifle	2	2	2	3	4	8	10	12	1	Medium	+2 dam vs unarm
Stun Pistol #	3	4	4	4	4	5	6	10	3	Short	Temp Dam
Freeze Beam	1	2	2	3	3	3	4	14	2	Medium	Dam roll 6, lose rnd
Tractor Beam	0	0	0	0	0	0	1	8	1	Long	Can push or pull

Armour

	1	2	3	4	5	6	7+
Arm. Vest	0	0	0	1	2	3	4
Arm. Clothes	0	1	2	3	3	3	4
Space Suit	1	1	1	1	1	2	3
Physical Shield	0	0	0	1	1	1	2
Guard Armour	1	2	3	3	4	4	5
Battle Armour	2	3	4	4	5	5	6
Heavy Battle Armour	3	4	4	5	5	6	7
Powered Armour	3	4	5	5	6	6	7
Ablative Armour	2	3	3	3	3	4	5
Wrist Shield	0	0	0	0	+1	+1	+2
Responsive Shield	0	+1	+1	+2	+2	+2	+3
Force Field	+1	+1	+2	+2	+2	+3	+4
Dodge 1	0	0	0	0	1	1	2
Dodge 2	0	0	0	1	1	2	3
Dodge 3	0	0	1	1	1	2	3
Dodge 4	0	1	1	1	2	3	4
Dodge 5	1	1	1	2	3	4	5
Dodge 6	1	2	2	3	4	5	6
Light Natural	0	0	0	1	1	1	2
Medium Natural	0	0	1	1	2	2	3
Heavy Natural	0	1	2	2	3	3	4
Super-Heavy Natural	1	2	3	3	4	4	5

Armour Spec Skill

[Dodging]	-	
Armoured vest	-	Energy weap +1 dam roll
Armoured clothes	1	Energy weap +1 dam roll
Space suit	1	(sealed)
Guard Armour	2	
Ablative Armour	2	Only works vs energy
Battle Armour	3	
Hvy Battle Armour	4	
Powered Armour	5	(sealed)

	Ammo	Ammo/slot
Wrist Shield	10	2
Responsive shield	10	2
Force field	12	1

Combat Ranges

Point Blank	(within melee weapon range)
Very Short	(a room distance apart)
Short	(maybe 50-100 yards)
Medium	(able to clearly see a face)
Long	(200-300 yards)
Very Long	(within clear sight range)

Combat Critical Tables: Pages 25-26

Combat Fumble Tables: Pages 27-28

Hand to Hand Weapons

	1	2	3	4	5	6	7+	Am	Am/slot
Axe	2	2	2	3	3	3	4		
Knife	1	1	2	2	2	2	3		
Club	1	2	2	2	3	3	4		
Sword	2	3	3	3	3	4	5		
Chainsaw	2	3	3	4	4	5	6	16	1
Force Sword	3	3	4	4	4	4	5	18	1
Stun Rod	2	2	2	3	3	3	4	18	1
Laser Sword	2	3	4	4	4	5	6	20	1
Energy Whip	1	1	2	2	3	4	5	24	1
Blast Rod	2	2	2	3	3	3	4	6	1
Small Bite/Claw	2	2	3	3	3	3	4		
Medium Bite/Claw	2	3	3	3	4	4	5		
Large Bite/Claw	3	3	4	4	5	6	7		
Huge Bite/Claw	4	5	5	6	6	7	9		

Combat Option

Type	Effect
All Out Attack	Melee
Assist	Any
Defensive Stance	Any
Disarm	Melee
Feint	Melee
Hyperfire	Ranged
Long Shot	Ranged
Push Back	Any
Rapid Shot	Ranged
Sniper Shot	Ranged
Quickshot	Any

Psionic Damage

Roll	1	2	3	4	5	6	7+
Damage	3	4	4	4	4	5	6

Psionic Fumble Table:

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Heat/Radiation Damage

Small Flame or low-level radiation burn	1 point of damage per round.
Small Fire or mid-level radiation burn	1D3 points of damage per round.
Large Fire or A high-level radiation burn	1D6+1 points of damage per round.
Inferno or Severe radiation burn	2D6 points of damage

Attitude Stages

Infatuated > Ally > Friend > Acquaintance > Neutral > Disapproval > Dislike > Hatred

Experience Costs

Increase SKILL	Costs 20x new score in Experience Points
Increase PSIONICS or TECH	Costs 15x new score in Experience points
Increase STAMINA	Costs 5x new score in Experience points
Increase Special Skill	Costs 10x new score in Experience points
Increase PSI Points	Costs 5x new score in Experience points
Learn new Special Skill	Costs 20 Experience points (Requires a teacher with at least 3 points)
Gain new Talent	Costs 200 Experience points (The Director must approve all new Talents)

Combat Situation	Modifier
Attacker in a Vacuum	-1
Defender in a Vacuum	-2
Attacker in Zero-G	-2
Defender in Zero-G	-3
Total Darkness	-6 / -3
Night Time Darkness	-3 / -1
Twilight	-1
Smoke/Fog	-2
Torrential Rain	-1
Knee deep in water	-2
Waist deep in water	-4
Neck deep in water	-6
Swimming	-8
Narrow space	-2
Very narrow space	-4
Vs Mounted opponent	-2
Prone	-4
Drunk	-2
Carrying heavy weight	-2
Carrying very heavy weight	-4
Outnumbering	+1 /ext att
Rear attack	+4

Action Difficulty	Modifier
Very Easy:	+4
Easy:	+2
Average:	0
Hard:	-2
Very Hard:	-4

Starship/Vehicle Weapons

	1	2	3	4	5	6	7+
Red Laser	3	4	4	5	5	6	7
Light Blaster	4	4	5	5	5	7	8
Tractor Beam	-	-	-	-	-	-	-
Multigun	2	3	5	5	6	7	8
Missile	4	5	6	6	6	6	7
Medium Weapons	1	2	3	4	5	6	7+
Blue Laser	3	4	5	5	6	6	7
Blaster	4	5	5	5	7	7	8
Fusion Gun	2	2	2	2	3	7	9
Plasma Gun	2	3	3	4	4	5	6
Autocannon	3	5	5	6	7	7	8
Ion Gun	-	-	-	-	-	-	-
Heavy Weapons	1	2	3	4	5	6	7+
UV Laser	5	6	6	7	7	8	9
Heavy Blaster	5	5	5	6	7	8	8
Fusion Cannon	2	2	2	3	4	8	10
Plasma Cannon	3	4	4	5	5	6	7
Railgun	5	6	6	7	7	8	8
Ion Cannon	-	-	-	-	-	-	-

Pilot Fumble Table:

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Starship/Vehicle Armour

	1	2	3	4	5	6	7+
Light	0	1	1	2	2	3	4
Medium	1	2	2	3	3	4	5
Heavy	2	2	3	3	4	5	6

Vehicle Impact Damage

Low Impact	1-2 points
Medium Impact	1-6 points
High Impact	2-12 points
Very High Impact	3-18 points

Starship/Vehicle Critical Table**D6 Critical Effect**

- 1 Crew shaken, and all have a -1 penalty for next round
- 2 The crew are badly shaken, and have a -1 penalty for D3 rounds
- 3 One random component or module goes offline
- 4 Two random components or modules go offline
- 5 One random component or module is damaged
- 6 One random component is destroyed
- 7 All crew/passengers take D3 STAMINA damage. Armour does not apply.
- 8 The whole ship goes offline, and requires a Computers test to restart
- 9 Three random components or modules are damaged
- 10 Two random components or modules are destroyed
- 11 The vehicle goes offline and explodes 1D6 rounds later.
- 12 The craft is destroyed on the following round. SKILL test required to escape

Starship/Vehicle Component Table

2D6	Component
2	Life Support
3	Cockpit/Bridge
4	Controller Systems
5	Supplies/Armoury
6-8	MODULE or WEAPON
9	Crew Quarters
10	Sensors
11	Engines
12	Power Plant

Starship/Vehicle Fumble Table**D6 Fumble**

- 1 Poor control results in software failure. The weapon control systems go offline temporarily and the weapon is unavailable next round only.
- 2 The power fails to the weapon and all damage rolls suffer a -1 penalty for 1D6 further rounds until the power returns to normal.
- 3 The weapon mounting has partly seized, inflicting a -1 penalty on combat rolls for the rest of this combat. Repair takes less than an hour.
- 4 Overenthusiastic firing overheats the weapon, rendering it inactive. A D6 should be rolled on each subsequent round, and the weapon becomes available again on a roll of a 4-6.
- 5 Terrible control forces the weapon control systems offline for this weapon only. The weapon remains unavailable until a round is spent rebooting, requiring a successful Computers test.
- 6 Somehow the weapon has become damaged and is now inoperative until repaired using the standard repair rules.

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Without the help of the people listed here, this book may not have happened at all or may have taken much much longer to see the light of day.

Thus I personally as well as all involved with Arion Games would like to thank these backers again and hope that the final product meets their expectations and they have lots of fun with the game!
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