

PLERION SYSTEM REFERENCE DOCUMENT (V.0.2)

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Plerion is an adventure game for one **referee** and at least one other player. Players act as hardened spacers exploring, exploiting and commerce through the vastness of space in the far future.

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OVERVIEW

Plerion was written with the following design philosophies in mind:

NEUTRALITY

The referee's role is to portray the rules, situations, NPCs, and narrative clearly, while acting as a neutral arbiter.

CLASSLESS

A character's role or skills are not limited by a single class. Instead, the equipment they carry and their experiences defines their specialty.

DEATH

Characters may be powerful, but they are also vulnerable to harm in its many forms. Death is always around the corner, but it is never random or without warning.

FICTION FIRST

Dice do not always reflect an obstacle's difficulty or its outcome. Instead, success and failure are arbitrated by the referee in dialogue with the players, based on in-universe elements.

GROWTH

Characters are changed through in-universe advancement, gaining new skills and abilities by surviving dangerous events and overcoming obstacles.

PLAYER CHOICE

Players should always understand the reasons behind the choices they've made, and information about potential risks should be provided freely and frequently.

PRINCIPLES

The referee and the players each have guidelines that help foster a specific play experience defined by critical thinking, exploration, and an emergent narrative.

SHARED OBJECTIVES

Players trust one another to engage with the shared setting, character goals, and party challenges. Therefore, the party is typically working together towards a common goal, as a team.

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PRINCIPLES FOR REFEREES

INFORMATION

- Provide useful information about the game universe as the characters explore it.
- Players do not need to roll dice to learn about their circumstances.
- Be helpful and direct with your answers to their questions.
- Respond honestly, describe consistently, and always let them know they can keep asking questions.

DIFFICULTY

- Default to context and realism rather than numbers and mechanics.
- If something the players want to do is sincerely impossible, no roll will allow them to do it.
- Is what the player describes and how they leverage the situation sensible? Let it happen.
- Saves cover a great deal of uncertain situations and are often all that is necessary for risky actions.

PREPARATION

- The game universe is organic, malleable and random. It intuitively makes sharp turns.
- Use random tables and generators to develop situations, not stories or plots.
- NPCs remember what the PCs say and do, and how they affect the universe.
- NPCs don't want to die. Infuse their own self-interest and will to live into every personality.

NARRATIVE FOCUS

- Emergent experience of play is what matters, not math or character abilities. Give the players weapon trainers and personal quests to facilitate improvement and specialization.
- Pay attention to the needs and wants of the players, then put realistic opportunities in their path.
- A dagger to your throat will kill you, regardless of your expensive armor and impressive training.

DANGER

- The game universe produces real risk of pain and death for the player characters.
- Telegraph serious danger to players when it is present. The more dangerous, the more obvious.
- Put traps in plain sight and let the players take time to figure out a solution.
- Give players opportunities to solve problems and interact with the universe.

REWARD

- A reward is specific to the mission for which it is granted. It tells a story.
- Reward is highly valuable and is worth wealth and prestige.
- Artifacts are not Rewards, though they are useful and interesting.
- Use Reward as a lure to exotic locations under the protection of intimidating foes.

CHOICE

- Give players a solid choice to force outcomes when the situation lulls.
- Use binary "so, A or B?" responses when their intentions are vague.
- Work together using this conversational method to keep the game moving.
- Ensure that the player character's actions leave their mark on the game universe.

DIE OF FATE

- Occasionally you will want an element of randomness (e.g. the weather, unique character knowledge, etc.).
- In these situations, roll 1d6. A roll of 4 or more generally favors the players.
- A roll of 3 or under tends to mean bad luck for the PCs or their allies.

PRINCIPLES FOR PLAYERS

AGENCY

- Attributes and related saves do not define your character. They are tools.
- Don't ask only what your character would do, ask what you would do, too.
- Be creative with your intuition, items, and connections.

TEAMWORK

- Seek consensus from the other players before barreling forward.
- Stay on the same page about goals and limits, respecting each other and accomplishing more as a group than alone.

EXPLORATION

- Asking questions and listening to detail is more useful than any stats, items, or skills you have.
- Take the referee's description without suspicion, but don't shy away from seeking more information.
- There is no single correct way forward.

TALKING

- Treat NPCs as if they were real people, and rely on your curiosity to safely gain information and solve problems.
- You'll find that most people are interesting and will want to talk things through before getting violent.

CAUTION

- Fighting is a choice and rarely a wise one; consider whether violence is the best way to achieve your goals.
- Try to stack the odds in your favor and retreat when things seem unfavorable.

PLANNING

- Think of ways to avoid your obstacles through reconnaissance, subtlety, and fact-finding.
- Do some research and ask around about your objectives.

AMBITION

- Set goals and use your meager means to take steps forward.
- Expect nothing. Earn your reputation.
- Keep things moving forward and play to see what happens.

PRINCIPLES OF THE UNIVERSE

SPACE IS VAST & DANGEROUS

- The sidereal space is vast, impossible to cross without the appropriate means.
- Out there you are almost always alone, in case of trouble nobody is likely to help you.
- Alien creatures, pathogens and unfamiliar technology are the order of the day in uncharted regions.

CHARTED SPACE IS NOT SO WELL-KNOWN

- There are five galaxies in the Charted Space.
- There are billions of unknown system in there ready to be explored (and exploited).
- Mapping space is profitable: governments and organizations are willing to pay well for data on new targets and territories.

FAST TRAVEL IS POSSIBLE

- The discovery of oddspace opened the door to interstellar travel, at 1 parsec/hour.
- Natural and artificial wormholes are used to reduce the time between clusters.
- The Charted Space is dotted with military, commercial and industrial stations that form the nodes of the travel network.

HUMANS ARE NOT ALONE

- Humans are not the only species out there nor the most prominent one.
- Extinct species have left deep traces, such as artifacts and lost technology, usually found in ruins.
- Some species are as old as galaxies and still active and present.

GREAT EMPIRES EXIST

- Empires (federations, commonwealths, etc.) are vast multi-species entities covering large portions of the galaxies.
- Their influence is great especially on small independent nations.
- Territorial claims are often disputed and cause conflict. Frontiers are risky but profitable places.

TECHNOLOGY LEVEL IS VARIABLE

- Technology is not all at the same level in Charted Space
- It varies by country/species, but also from core to fringe of each one.
- Exporting advanced technology is profitable but can cause severe problems.

INTERSPECIES RELATIONSHIPS ARE COMPLEX

- The species of known space are amalgamated in a precarious multiculturalism that generates both growth and conflict.
- Cosmopolitanism is a dominant trait of empires, distrust or xenophobia of smaller nations.
- Spacers are usually open and welcoming and have no problem working with people of other species.

PROFITS ARE RISKY

- Spacers have different ways of making profit, but all of them are risky.
- Paramilitary and mercenary missions are a great source of income.
- Interstellar trade, search for artifacts, or exploration missions are another common activity of spacers.

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CHARACTER CREATION

NAME, BACKGROUND & TRAITS

First, choose or roll your PC's **name** and **background** from their respective tables. A PC's background informs their potential knowledge and skills.

Next, roll for the rest of your character's **traits** (appearance, speech, mannerisms, beliefs, reputation, etc.) on the Character Traits tables.

Finally, roll for their **age** (2d20+10).

ABILITY SCORES

Player Characters (PCs) have just three attributes:

Strength (STR), **Dexterity (DEX)**, and **Willpower (WIL)**. When creating a PC, the player should roll 3d6 for each of their character's ability scores, in order. They may then swap any two of the results.

Example

Aniet rolls for her character's **STR**, resulting in a **2**, a **4**, and a **6**, totaling **12**. The next two ability rolls result in a **9** for **DEX** and a **13** for **WIL**. She decides to swap the **12** and the **9**, for a character with **9 STR**, **12 DEX** and **13 WIL**.

HIT PROTECTION

Roll 1d6 to determine your PC's starting **Hit Protection (HP)**, which reflects their ability to avoid damage in combat. HP does not indicate a character's health or fortitude; nor do they lose it for very long (see **Healing**). If an attack takes a PC's HP exactly to 0, the player must roll on the Scars table.

INVENTORY

Characters have a total of 10 inventory slots: a backpack with six slots, one slot for each hand, and two slots for their upper body (such as the belt, chest, or head). The backpack can also double as an emergency sleeping bag but only if emptied of its contents.

Most items take up one slot, and small items can be bundled together. Slots are abstract and can be rearranged per the referee's discretion.

Bulky items take up two slots and are typically two-handed or awkward to carry. Anyone carrying a full inventory (e.g. filling all 10 slots) is reduced to 0 HP.

A PC cannot carry more items than their inventory allows. Vehicles and backpacks can increase inventory. **Assistants** can also be paid to carry equipment.

STARTING GEAR

All PCs begin with:

- Three days' rations (one slot)
- A personal comms (one slot)
- 3d6 credits

Roll once on each of the **Starting Gear** tables to determine your PC's armor, weapons, tools, and equipment.

See the **Equipment List** for related armor, damage, and slot values. Smaller items can sometimes be bundled together into one slot.

If you would like something closer to traditional classes, refer to the list of **Optional Gear Packages**.

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NAME (020)

HUMAN NAMES

FEMALE NAMES

1	Aniet	6	Debowah	11	Jelnifer	16	Nica
2	Brewda	7	Ditha	12	Jenna	17	Rebezca
3	Carea	8	Emaly	13	Mara	18	Rove
4	Danoelle	9	Emis	14	Michelle	19	Vandra
5	Debfa	10	Evelyt	15	Mile	20	Vean

MALE NAMES

1	Alard	6	Asexander	11	Hatold	16	Masthew
2	Altes	7	Branden	12	Jase	17	Raige
3	Andrel	8	Daniel	13	Jerrey	18	Terry
4	Annrew	9	Eroc	14	Justoph	19	Tine
5	Aqan	10	Hary	15	Lakrence	20	Waxter

NEUTRAL NAMES

1	Ashtot	6	Kandall	11	Kuagan	16	Reegan
2	Baileh	7	Kars	12	Lace	17	Rib
3	Beagan	8	Kaye	13	Leagan	18	Riw
4	Brady	9	Keagan	14	Mecah	19	Sidgey
5	Cyarke	10	Kin	15	Morgan	20	So

SURNAMES

1	Atson	6	Foore	11	Lanx	16	Ozdemur
2	Bennes	7	Greber	12	Mates	17	Ramoy
3	Djirhuus	8	Hoffzann	13	Muzler	18	Ronert
4	Edner	9	Jamos	14	Niewi	19	Turusen
5	Evuns	10	Koytovski	15	Olsen	20	Wacobs

ALIEN NAMES

FEMALE NAMES

1	Anic	6	Jata	11	Minbe	16	Vorcia
2	Balhee	7	Kali	12	Quene	17	Wani
3	Boly	8	Lisha	13	Sani	18	Xara
4	Churi	9	Madai	14	Scata	19	Zarboe
5	Hile	10	Micia	15	Sycia	20	Zeni

MALE NAMES

1	Alfac	6	Igat	11	Quarkyo	16	Taloo
2	Ascan	7	Ilen	12	Raskyo	17	Tresi
3	Barka	8	Kaloo	13	Reeshi	18	Uran
4	Dreele	9	Morphee	14	Russke	19	Vanni
5	Elol	10	Nokti	15	Synthua	20	Xilou

NEUTRAL NAMES

1	Aeo	6	Heri	11	Kradda	16	Nebra
2	Azon	7	Hisi	12	Mani	17	Ruugi
3	Bani	8	Husni	13	Mova	18	Shodi
4	Drille	9	Jori	14	Mromi	19	Shurquen
5	Henii	10	Kizo	15	Mule	20	Skoni

SURNAMES

1	Alhoock	6	Guri	11	M'Drani	16	T'Vorti
2	B'Koni	7	H'Votha	12	Morphua	17	Th'Keno
3	C'Goni	8	Hagi	13	Prandi	18	Tr'Edan
4	Ch'Alen	9	Kalle	14	Sl'Corvi	19	U'Dora
5	Gr'Anan	10	Kh'Nari	15	Sloni	20	V'Sconi

ORIGINS & TRAITS (020)

SPECIES

1	Human	6	Insectoid	11	Canine	16	Cetacean
2	Human	7	Ichthyoid	12	Feline	17	Energy
3	Human	8	Saurian	13	Amorphous	18	Amphibious
4	Human	9	Ursine	14	Symbiont	19	Humanoid

5	Transhuman	10	Vulpine	15	Quadruped	20	Humanoid
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SPECIES ABILITIES (NON-HUMAN CHARACTERS)

1	Aggressive	6	Weakness	11	Telepathy	16	Ethereal
2	Shapeshifter	7	Multi-limb	12	Logic	17	Telekinesis
3	Invisibility	8	Regenerate	13	Climbing	18	Reputation
4	Multiform	9	Teleport	14	Immunity	19	Healer
5	Hive Mind	10	Parasitic	15	Poisonous	20	Weak Spot

TALENTS

1	Acrobatic	6	Lucky	11	Brawler	16	Opportunist
2	Berserker	7	Resolute	12	Focused	17	Perceptive
3	Charismatic	8	Sneaky	13	Thoughtful	18	Psionic
4	Educated	9	Tough	14	Learned	19	Impulsive
5	Insightful	10	Vigilant	15	Marksman	20	Survivalist

HOMEWORLD

1	Space Station	6	Arctic	11	Gas Giant	16	Huge
2	High	7	Jungle	12	Starship	17	Asteroid
3	Low-G	8	High-Tech	13	Water World	18	Toxic
4	Zero-G	9	Low-Tech	14	Rock	19	Toxic
5	Desert	10	Colony	15	Volcanic	20	Dead

CLOTHING

1	Dark	6	Futuristic	11	Tight	16	Sensible
2	Gaudy	7	Dapper	12	Formal	17	Sporty
3	Colourful	8	Majestic	13	Homespun	18	Thermal
4	Fur	9	Chic	14	Modest	19	Glossy
5	Leather	10	Baggy	15	Revealing	20	Geometric

VIRTUE

1	Ambitious	6	Disciplined	11	Honourable	16	Merciful
2	Cautious	7	Focused	12	Humble	17	Righteous
3	Colourful	8	Generous	13	Idealistic	18	Serene
4	Courageous	9	Gregarious	14	Just	19	Stoic
5	Curious	10	Honest	15	Loyal	20	Tolerant

VICE

1	Aggressive	6	Deceitful	11	Lazy	16	Suspicious
2	Arrogant	7	Flippant	12	Nervous	17	Vain
3	Bitter	8	Gluttonous	13	Prejudiced	18	Vengeful
4	Cowardly	9	Greedy	14	Reckless	19	Wasteful
5	Cruel	10	Irascible	15	Rude	20	Whiny

BACKGROUND

1	Technician	6	Explorer	11	Barbarian	16	Performer
2	Clergy	7	Cop	12	Politician	17	Pickpocket
3	Pilot	8	Soldier	13	Mercenary	18	Smuggler
4	Noble	9	Gambler	14	Merchant	19	Student
5	Hacker	10	Medic	15	Outlaw	20	Thug

MISFORTUNE

1	Abandoned	6	Defrauded	11	Framed	16	Pursued
2	Addicted	7	Demoted	12	Haunted	17	Rejected
3	Blackmailed	8	Discredited	13	Kidnapped	18	Replaced
4	Condemned	9	Disowned	14	Mutilated	19	Robbed
5	Unlucky	10	Exiled	15	Poor	20	Suspected

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STARTING GEAR (020)

ARMOR

1-5	6-10	11-15	16-19	20
None	Light	Medium	Heavy	Special

WEAPONS

1-5	6-10	11-13	14-17	18-20
Blade, Bow	Handgun	Shotgun, Stunner or Rifle	Energy Weapon	Assault Gun, Launcher

TECH

1	Binoculars	6	Flashlight	11	Comms	16	Trauma Kit
2	Lightsticks	7	Grapple	12	Comms	17	Surgical Kit
3	Diving Gear	8	Parachute	13	Computer	18	Wingsuit
4	Env. Mask	9	Gravchute	14	Computer	19	Goggles
5	Scanner	10	Smartlink	15	Survival Kit	20	Translator

GEAR

1	Clothing	6	Cold Gear	11	First Aid Kit	16	Climbing Kit
2	Clothing	7	Desert Suit	12	First Aid Kit	17	Trauma Kit
3	Backpack	8	Comms	13	Flares	18	Surgical Kit
4	Pouch	9	Comms	14	Toolkit	19	Cabin
5	Droid	10	100 Credits	15	500 Credits	20	1k Credits

VEHICLES AND SHIPS

1	Ground Car	6	RV	11	APC	16	Trader
2	Grav Bike	7	Crawler	12	Boat	17	Courier
3	Heavy Lifter	8	Grav Car	13	Cargo Lifter	18	Passenger
4	Walker	9	Drone	14	Racer	19	Freighter
5	ATV	10	Mini Sub	15	Marauder	20	Fighter

EQUIPMENT

All prices are given in Standard Credits, any item is 1 slot unless stated otherwise.

GEAR

Binoculars	75
Chemical Light-stick	1
Climbing Kit (bulky)	500
Cold Weather Clothing (bulky)	500
Combat Engineering Toolkit (bulky)	500
Desert Suit (bulky)	1,000
Distress Flare (bulky)	15
Diving Hardsuit (1 Armor, bulky)	20,000
Duct Tape (2 rolls per slot)	5
Environment Mask	50
First Aid Kit (Restore d4 HP)	100
Flashlight	10
Grapnel launcher & cable (bulky)	150
Hand Scanner	2,000
IR/Nightvision Goggles	750
Laser Drill/Cutter	200
Neural Link Cyberdeck (bulky)	5,000
Parachute/Gravchute (bulky)	500/2,500
Personal Comms	150
Personal Drone (+1 Armour, 3 HP, bulky)	500-10,000
Portable Computer	500
Portable Micro-fusion Generator (bulky)	11,000
Prefabricated Cabin (bulky)	2,000
Space Rescue Ball (bulky)	150
Surgical Medikit (Restore d8 HP, bulky)	4,000
Survival Kit (bulky)	150
Toolkit (Mechanical, Engineering, Starship, Weapon)	400
Trauma Medikit (Restore 1 HP when at 0, bulky)	500
Universal Translator/Language Pack	2,500/500
Vacuum Emergency Kit	500
Wingsuit (bulky)	500

WEAPONS

Arrows x 20 10	
Boarding Blade (d6 damage, hidden)	50
Bow (d6 damage, bulky)	15
Brass Knuckles (d4 damage)	40
Chainsaw (d10 damage, bulky)	200
Crossbow (d8 damage, bulky)	60
Dagger, Cudgel, Sickle, Staff, etc (4 x d8 damage)	5
Electrowhip (d6 damage, stun)	200
EMP Grenade (4 x d8 damage, blast, electronics only)	20
Energy Pistol (d8 damage)	150
Energy Rifle (3 x d10 damage, bulky)	200
Energy Support Weapon (3 x d20 damage, bulky, auto-fire)	380
Flechette Pistol (d6 damage, silent)	200
Flechette Rifle (d8 damage, bulky, silent)	300
Force Sword (d20 damage, rare)	N/A
Frag Grenade (4 x d10 damage, blast)	10
Grenade Launcher (add grenade to any rifle or support weapon)	150
Gyrojet Pistol (d10 damage, recoilless)	500
Gyrojet Rifle (d12 damage, bulky, recoilless)	1,300
Halberd, War Hammer, Long Sword, Battle Axe, etc (d10 damage, bulky)	20
Incinerator (2 x d8 damage, bulky, blast)	65
Man-Portable Missile (6 x d10 damage, bulky)	8,000
Monofilament Blade (d12 damage)	2,500
Mortar (4 x d10 damage, bulky, indirect)	200
Projectile Pistol (d8 damage)	70
Projectile Rifle (d10 damage, bulky)	140
Projectile Support Weapon (3 x d12 damage, bulky, auto-fire)	320
Rocket launcher (3 x d20 damage, bulky)	420
Security (add to any weapon, only identified user can fire)	200
Sentry Gun (5 x d10 damage, bulky, auto-fire, AI controlled)	5,000
Shotgun (d8 damage, bulky)	60
Silencer (add to any ranged projectile weapon, silent)	150
Smartgun Link (add to any ranged weapon, +1 damage)	500
Smoke Grenade (1 damage, blast)	15
Spear, Sword, Mace, Axe, Flail, etc (d8 damage)	10
Staff (d8 damage)	50
Stun Baton (d6 damage, stun)	100

Stun Grenade (4 x d8 damage, blast, stun)	
Stun Pistol (d8 damage, stun)	160
Stun Rifle (d10 damage, bulky, stun)	300

ARMOR

Ballistic Cloth Coat (2 Armor)	
Ballistic Cloth Jacket (1 Armor)	
Ballistic Gel Coat (1 Armor)	
Ballistic Vest (1 Armor)	
Boarding Armour (3 Armor, bulky, sealed)	
Chainmail (2 Armor, 5 quality)	1,200
Chameleon Skin (add camouflage to any high-tech armour)	
Camouflage Generator (add invisibility to any high-tech armour)	
Combat Exoskeleton (2 Armor, bulky, enhanced)	
Emergency Spacesuit (2 Armor, sealed)	
Environment Suit (1 Armor, bulky, sealed)	
EOD Suit (4 Armor, bulky, clumsy)	
Full Plate (3 Armor, bulky)	8,000
Half Plate (2 Armor, bulky)	4,000
Helmet (+1 Armor, 1 slots)	40
Hud (add to any sealed armour)	
Power Armour (5 Armor, bulky, enhanced, sealed, weaponized)	
Re-entry Armour (3 Armor, bulky, sealed, gravchute)	15,000
Shield (+1 Armor)	40
Standard Spacesuit (2 Armor, bulky, sealed)	
Synthetic Mesh (2 Armor)	
Tactical Body Armour (3 Armor, sealed)	

CYBERNETIC IMPLANTS

TBD

LIVING EXPENSES

Poor	400/month
Low	1,000/month
Average	1,200/month
Good	1,500/month
High	2,000/month
Rich	5,000/month

Ludicrous	20,000/month
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RULES

ABILITIES

Each of the three **abilities** are used in different circumstances (see **saves**, below).

Strength (STR): Used for saves requiring physical power, like lifting gates, bending bars, resisting poison, etc.

Dexterity (DEX): Used for saves requiring poise, speed, and reflexes like dodging, climbing, sneaking, balancing, etc.

Willpower (WIL): Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, psionics, etc.

SAVES

A save is a roll to avoid bad outcomes from risky choices and circumstances. PCs roll a d20 for an appropriate ability score. If they roll equal to or under that ability score, they pass. Otherwise, they fail. A 1 is always a success, and a 20 is always a failure.

Example

Aniet encounters a group of heavily-armed Combat Robots standing guard before a tunnel entrance. Her player carefully plots a course, recognizing that her 13 DEX makes sneaking past the guards the best option. She rolls a d20, and resulting in a 10 – a success!

HEALING

Resting for a few moments and having a drink of water restores lost HP but leaves the party exposed. Ability loss (see **Critical Damage**) can usually be restored with a week's rest facilitated by a healer or other appropriate source of expertise. Some of these services are free, while magical or more expedient means of recovery may come at a cost.

DEPRIVATION & FATIGUE

A PC **deprived** of a crucial need (such as food or rest) is unable to recover HP or ability scores. Anyone deprived for more than a day adds **Fatigue** to their inventory, one for each day. Each Fatigue occupies one slot and lasts until they are able to recuperate (such as a full night's rest in a safe spot).

ARMOR

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Shields and similar armor provide a bonus defense (e.g. +1 Armor), but only while the item is held or worn.

No one can have more than 5 Armor.

Shields, gauntlets, and helms may provide additional benefits according to their use.

REACTIONS

When the PCs encounter an NPC whose reaction to the party is not obvious, the referee may roll 2d6 and consult the following table:

2	3-5	6-8	9-11	12
Hostile	Wary	Curious	Kind	Helpful

MORALE

Enemies must pass a WIL save to avoid fleeing when they take their first casualty and again when they lose half their number. Some groups may use their leader's WIL in place of their own. Lone foes must save when they're reduced to 0 HP. Morale does not affect PCs.

ASSISTANTS

PCs can hire **Assistants** to aid them in their expeditions. To create an Assistant, roll 3d6 for each ability score, then give them 1d6 HP and a simple weapon (d6), then roll on the **Character Creation** tables to further flesh them out. Assistants cost between 1-3sc per day, or a share of whatever Reward the party obtains.

WEALTH & REWARD

Everything costs credits, everyone gets paid in credits. One credits is equivalent to a one copper piece in **Cairn**.

The Reward is what pushes the spacers to adventure, often out of necessity (pay the expenses, make a living), other times for prestige or mere sake of adventure. It can be a lure, taking PCs to exotic and even dangerous locations, by confronting them with intimidating foes.

Planets, space installations, and starports barter and trade based on the local rarity and value of an item or commodity.

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CYBERNETICS

Body parts can be replaced or grafted with advanced technological products that increase their power and capabilities. Beings augmented in this way receive the benefits, but are also subject to deterioration and hacking, as well as potential overloads and sensitivity to magnetic fields. In these cases, a saving throw against STR must be passed to avoid **Critical Damage**.

Augmentations have a cost of purchase and installation, as well as periodic maintenance (see Equipment). Installation has a recovery time of 1d6 days within which absolute rest is required. Missing revisions results in malfunctioning implants, forcing a saving throw every 1d6 days until maintenance or removal.

IMPLANTS

1. **Air Filter:** It provides immunity to toxic or non-breathable atmospheres.
2. **Augmented Reflexes:** Nerve implants that improve above average reflexes of the subject. Permanent +2 DEX until removal, wear or malfunction.
3. **Blade Implant:** A melee weapon of your choice is implanted in the body. Remains hidden until use.
4. **Brain Augmentation:** Improves the holder's cognitive and mental abilities. Permanent +2 WIL until removal, wear or malfunction.
5. **Cloacking:** Implanted on the derma, allows light to be refracted, effectively becoming invisible. Use only in the nude, for up to 10 consecutive minutes per day.
6. **Cortical Implant:** Displays on retinas a complete HUD to control other implants, but also of basic life functions, enhancing them.
7. **Dermal Plating:** A subdermal layer of protection is installed beneath the entire body surface. +1 Armor.
8. **Detoxifier:** This artificial "liver" is capable of filtering out any toxins in the body, including radioactivity.
9. **Direct Neural Interface:** Implant for direct interfacing of the carrier's mind with weapon, vehicle, and spaceship systems.
10. **Ear Implant:** Provides enhanced hearing including subsonic and ultrasonic frequencies.
11. **Eye Implant:** Provides enhanced vision, including infrared, ultraviolet and nightvision.
12. **Firearm Implant:** A ranged weapon of your choice is implanted in the body. Remains hidden until use.
13. **Integrated Comms:** A standard long-range communicator embedded directly in the hearing aid.
14. **Mindshield:** Provides full shielding from psionic talents that allow for reading and mind control.
15. **Neural Datalink:** Provides direct mind-network access, ensuring the ability to dive into cyberspace.
16. **Prosthetic Limb:** Replaces an ordinary limb with an artificial copy with greater power and agility. +1 DEX and STR for each limb.
17. **Reinforced Skeleton:** The entire bone skeleton is plated with a super-strong alloy. + 2 STR.
18. **Repair Nanobots:** These restorative nanites are injected into the bloodstream. Instant recovery of HP after damage resolution.

19. **Spacesense:** Series of implants designed for space navigation, including a built-in autonomous route planner.
20. **Stimulants Dispenser:** Temporarily increases (1 combat tun) the responsiveness of the nervous system (+1 DEX) for up to two consecutive times and three per day.

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PSIONICS

Psionics is the art of using the mind over matter and spirit. It is a latent ability in all sentient beings, but not everyone can use it. Usually the subject demonstrates the psionic ability in childhood and can use it only with appropriate training. Psionic talents are generally seen as normal and accepted as any other skill, but some civilizations may be hostile to them.

Only a PC with WIL greater than 12, can be a psionic. The player makes a saving throw against WIL once during the generation to represent the activation of mental powers. If successful, the PC will possess a number of innate talents equal to WIL/3 (roll 1d20 on the list below). Talents cannot be taught or learned, only trained. The use of cybernetic brain implants inhibits the use of psionic powers, even once removed.

Everyone may use psionics and Willpower is the source. Each time an ability is used, the psion consumes WIL at the indicated cost. This determines the current level of WIL until recovered (the same rule for HP in **Healing** do apply). Usage that reduces a target's WIL below zero decreases a target's STR by the amount remaining (see **Critical Damage**).

PSIONIC TALENTS

1. **Astral Projection:** You project an astral body without spatial constraints. The consciousness is temporarily separated from the physical body which remains defenseless. Cost: 1 WIL/10 minutes.
2. **Clairvoyance:** You can see events and locate things far away. Cost: 1 WIL/10 minutes.
3. **Dreamwalking:** You can enter into another person's dreams. You need to be asleep to do so. Cost 1d6 WIL/Night.
4. **Ergokinesis:** You can influence the movement of energy. The conveyed energy can be used as blast weapon. Cost: 1d6 WIL/use.
5. **Levitation:** You can levitate anything (including yourself) up to 100 x current WIL kilos. Cost: 1 WIL/minute.
6. **Materialization:** You can make an object appear out of thin air, equivalent in size to a small vehicle, for a duration of current WIL minutes. Cost: 2d6 WIL/use.
7. **Mending:** The ability to heal with your own spiritual energy. It recovers full damage to STR and replenishes HP instantly. Cost: 2d6 WIL/use.
8. **Petrification:** The ability to turn any object or person into stone. Duration: any up to current WIL days. Cost: half the base WIL.
9. **Precognition:** By focusing, you can get information about future events. Cost: 2d6 WIL/use.
10. **Psychic Surgery:** Mental power is concentrated in "energetic scalpels" capable of operating from the inside too. Cost: 2d6 WIL/use.
11. **Psychokinesis:** The ability to move and control objects without touching them. The range is limited to what you see. Cost 1d6 WIL/use.
12. **Psychometry:** By touching a person or object, you get information about it. Cost: 2 WIL/use.
13. **Pyrokinesis:** You can control flames and heat. The conveyed fire can be used as blast weapon. Cost: 1d6 WIL/use.

14. **Retrocognition:** By focusing, you can get information about past events. Cost: 2d6 WIL/use.
15. **Shapeshifting:** You can turn yourself into anything of equivalent mass. The ability to reverse the effect depends on the target shape. Cost: half the base WIL.
16. **Telesthesia:** The ability to see a distant or unseen target. Cost: 2d6 WIL/use.
17. **Telepathy:** The ability to transmit or receive thoughts. Cost: 2d6 WIL/use.
18. **Teleportation:** The ability to transport oneself and what one is wearing to a place that can be visualized by sight or clairvoyance. Cost: 1 WIL/1000km.
19. **Thought Control:** You can only control the mind of one person at a time. The subject will obey any order as long as mental contact is maintained. Cost: 1 WIL/minute.
20. **Xenoglossy:** The ability to understand, write, and speak an unknown language. Cost: 1 WIL/10 minutes.

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COMBAT

ROUNDS

The game typically plays without strict time accounting. In a fight or circumstance where timing is helpful, use rounds to keep track of when something occurs. A **round** is roughly ten seconds of in-game time and is comprised of turns.

ACTIONS

On their turn, a character may move up to 40ft and take up to one action. This may be casting a spell, attacking, making a second move, or some other reasonable action.

Each round, the PCs declare what they are doing before dice are rolled. If a character attempts something risky, the referee calls for a save for appropriate players or NPCs.

TURNS

The referee will telegraph the most likely actions taken by NPCs or monsters. At the start of combat, each PC must make a DEX save to act before their opponents.

Example

Aniet has accidentally stumbled onto the stomping grounds of a massive Black Destroyer. In order to make a move before the Destroyer, she makes a DEX save. She fails, and the Destroyer gets to attack first.

ATTACKING & DAMAGE

The attacker rolls their weapon die and subtracts the target's armor, then deals the remaining total to their opponent's HP. Unarmed attacks always do 1d4 damage.

Example

The Black Destroyer roars, drawing its claws and approaching

Aniet, who has 5 HP. Claws do 1d6 damage and the referee rolls a 4. They subtract 1 to account for Aniet's light armor, leaving Aniet with 2 HP remaining.

MULTIPLE ATTACKERS

If multiple attackers target the same foe, roll all damage dice and keep the single highest result.

ATTACK MODIFIERS

If fighting from a position of weakness (such as through cover or with bound hands), the attack is **impaired** and the attacker must roll 1d4 damage regardless of the attack's damage die.

If fighting from a position of advantage (such as against a helpless foe or through a daring maneuver), the attack is **enhanced**, allowing the attacker to roll 1d12 damage instead of their normal die.

DUAL WEAPONS

If attacking with two weapons at the same time, roll both damage dice and keep the single highest result.

BLAST

Attacks with the **blast** quality affect all targets in the noted blast, rolling separately for each affected character. Blast refers to anything from explosions to huge cleaving onslaughts to the impact of a meteorite. If unsure how many targets can be affected, roll the related damage die for a result.

CRITICAL DAMAGE

Damage that reduces a target's HP below zero decreases a target's STR by the amount remaining. They must then make a STR save to avoid **critical damage**. Additionally, some enemies will have special abilities or effects that are triggered when their target fails a critical damage save.

Any PC that suffers critical damage cannot do anything but crawl weakly, grasping for life. If given aid and rest, they will stabilize. If left untreated, they die within the hour.

ABILITY SCORE LOSS

If a PC's STR is reduced to 0, they die. If their DEX is reduced to 0, they are paralyzed. If their WIL is reduced to 0, they are delirious. Complete DEX and WIL loss renders the character unable to act until they are restored through extended rest or by extraordinary means.

SCARS

When damage to a PC reduces their HP to exactly 0, they are sometimes changed irrevocably. See the **Scars Table** table for more.

UNCONSCIOUSNESS & DEATH

When a character dies, the player is free to create a new character or take control of an Assistant. They immediately join the party in order to reduce downtime.

DETACHMENTS

Large groups of similar combatants fighting together are treated as a single **detachment**. When a detachment takes critical damage, it is routed or significantly weakened. When it reaches 0 STR, it is destroyed.

Attacks against detachments by individuals are **impaired** (excluding blast damage).

Attacks against individuals by detachments are **enhanced** and deal blast damage.

RETREAT

Running away from a dire situation always requires a successful DEX save, as well as a safe destination to run to.

SCARS TABLE

When an attack reduces a PC's HP to exactly 0, they are uniquely impacted. Look up the result on the table below based on the total damage taken:

1	Lasting Scar: Roll 1d6 1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear. Roll 1d6. If the total is higher than your max HP, take the new result.
2	Rattling Blow: You're disoriented and shaken. Describe how you refocus. Roll 1d6. If the total is higher than your max HP, take the new result.
3	Walloped: You're sent flying and land flat on your face, winded. You are deprived until you rest for a few hours. Then, roll 1d6. Add that amount to your max HP.
4	Broken Limb: Roll 1d6 1-2: Leg, 3-4: Arm, 5: Rib, 6: Skull. Once mended, roll 2d6. If the total is higher than your max HP, take the new result.
5	Diseased: You're afflicted with a gross, uncomfortable infection. When you get over it, roll 2d6. If the total is higher than your max HP, take the new result.
6	Reorienting Head Wound: Roll 1d6 1-2: STR, 3-4: DEX, 5-6: WIL. Roll 3d6. If the total is higher than your current ability score, take the new result.
7	Hamstrung: You can barely move until you get serious help and rest. After recovery, roll 3d6. If the total is higher than your max DEX, take the new result.
8	Deafened: You cannot hear anything until you find extraordinary aid. Regardless, make a WIL save. If you pass, increase your max WIL by 1d4.
9	Re-brained: Some hidden part of your psyche is knocked loose. Roll 3d6. If the total is higher than your max WIL, take the new result.
10	Sundered: An appendage is torn off, crippled or useless. The referee will tell you which. Then, make a WIL save. If you pass, increase your max WIL by 1d6.
11	Mortal Wound: You are deprived and out of action. You die in one hour unless healed. Upon recovery, roll 2d6. Take the new result as your max HP.
12	Doomed: Death seemed ever so close, but somehow you survived. If your next save against critical damage is a fail, you die horribly. If you pass, roll 3d6. If the total is higher than your max HP, take the new result.

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CREATURES

TDB

CREATING CREATURES

Use the following template to model any more sophisticated Creature or NPC:

Name X HP, X Armor, X STR, X DEX, X WIL, Weapon (dX, special items, qualities)

- Engaging descriptor of appearance or demeanor
- Quirk, tactic, or peculiarity making this NPC unique
- Special effect or critical damage consequence

General Principles

Ability Scores: 3 is deficient, 6 is weak, 10 is average, 14 is noteworthy, and 18 is legendary. Adjust as necessary.

- Give average creatures 3 HP, give hardy ones 6 HP, and serious threats get 10+ HP.
- Use flavor and style to help them stand out. Players will remember a pig-faced humanoid looking for his missing sheep more easily than a generic goblin archer.
- Use critical damage to lean into the threat or strangeness of any aggressive NPC.
- Remember that HP is **Hit Protection**, not Hit Points. It's a measure of resilience, luck, and gumption - not health.

Converting from OSR Games

- Give 1 HP per HD for most creatures.
- Most humanoids have at least 4HP.
- **Morale** can also be used as a baseline.

Some pointers:

- Is it good at avoiding a hit? Give it HP.
- Does it soak up damage? Give it Armor.
- Is it strong? Give it a high **STR**.
- Is it nimble? Give it high **DEX**.
- Is it charismatic? Give it high **WIL**.

Damage die are roughly the same, though armed attacks do at least 1d6 damage.

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RULES SUMMARY

ACTIONS

On their turn, a character may move up to 40ft and take up to one action. Actions may include casting a spell, attacking, making a second move, or other reasonable activities. Actions, attacks, and movements take place simultaneously. Whenever turn order is uncertain, the PCs should make a DEX save to see if they go before their enemies.

Retreating from a dangerous situation always requires a successful DEX save, as well as a safe destination to run to.

ABILITIES

STR: Brawn, prowess & resistance.

DEX: Dodging, sneaking & reflexes.

WIL: Persuasion, intimidation & magic.

SAVES

- Roll a d20 equal to or under an ability.
- 1 is always a success, 20 is always a failure.

HIT PROTECTION

HP indicates a PC's ability to avoid getting hurt. It is lost during combat & recovered after a few moment's rest.

INVENTORY

PCs have 10 inventory slots: four on their body and six in their backpack (which acts as a sleeping bag if emptied). Most items take up a one slot, but smaller items can be bundled. **Bulky** items take up two slots and are awkward or difficult to carry.

Filling all ten item slots reduces a PC to 0 HP. PCs cannot carry more than their inventory allows, though carts & horses may provide an increase in slots.

DEPRIVATION

Deprived PCs cannot recover HP. If deprived for more than a day, they add a **Fatigue** to inventory. Fatigue occupies one slot and lasts until they can recover in safety. This effect is cumulative.

HEALING

A moment's rest and a swig of water will restore lost HP, but may leave the party vulnerable. **Ability** loss requires a week's rest and the aid of a skilled healer.

SPELLBOOKS Spellbooks contain a single spell and take up one item slot. Anyone can cast a spell by holding a Spellbook in both hands and reading its contents aloud. Casting a spell adds **Fatigue** to the PC's inventory.

Given time and safety, PCs can enhance a spell without any additional cost. If they are deprived or in danger, a WIL save may be required to avoid terrible consequences.

COMBAT

The attacker rolls their weapon die and subtracts the target's Armor, then deals the remaining total to their opponent's HP.

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Shields and similar armor provides a bonus defense (e.g. +1 Armor), but only while the item is held or worn.

No one can have more than 3 Armor.

Unarmed attacks always do 1d4 damage. If **multiple attackers** target the same foe, roll all damage dice and keep the single highest result. If attacking with **two weapons** at the same time, roll both damage dice and keep the highest.

If an attack is **impaired**, the damage die is reduced to 1d4, regardless of weapon. If the attack is **enhanced**, the attacker rolls 1d12. Attacks with the **blast** quality affect all blast targets, rolling separately for each.

DAMAGE

If an attack takes a PC's HP exactly to 0, the player rolls on the **Scars Table** table.

Damage that reduces a target's HP **below** 0 decreases their STR by the remainder. They must then make a STR save to avoid **critical damage**. Failure takes them out of combat, dying if left untreated.

Having STR 0 means **death**; having DEX 0 is paralysis; having WIL 0 is delirium.

CHANGELOG

- v.0.2: Cybernetics & Psionics
- v.0.1: General Cairn reskinning, Background Tables, Equipment and Gear from Spacer.