

# SETTING

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Kessler Syndrome is a nightmare space scenario in which the number of satellites and orbital debris is so high that collisions occur, each one generating more and more space debris and, in turn, cascading collisions.

Hire contractors to break into orbital stations/ships to obtain data/research/samples before the ships shields lose power and fail against debris from kessler strikes. Mission time limit.

Characters are scavengers and desperate people trying to earn enough money to live in stations outside the debris belt and off the dying earth.

*Sci-Fi Darkest Dungeon.*

## CHARACTERS

### Stats

- Accuracy (to-hit, crit chance)
- Agility (speed, dodge)
- Vitality (health, resistances)

Equipment modifies stats.

- Protection (armor, natural)
  - type
- Weapons
  - type - chemical, energy, physical
  - penetration (how much protection to remove)
  - damage

### Passives

Like quirks in darkest dungeon, characters will start with a perk that gives them a +10%

## MECHANICS

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Game will use a d100 system

$D100 \leq (\text{base stat}) \pm (\text{stat modifier}) \pm (\text{equipment modifier})$

Randomized ship layout with connecting rooms. Rooms may have combat encounter or narrative encounter

Combat encounters will be player squad vs 4 enemies positioning from front->back skills only hit certain positions on enemy line

## Classes

### Accuracy Classes

- Outer-rim Scav
  - Neg - vitality
  - Role - Support
  - Theme - uses gadgets to buff/protect and Weak AoE
- Discharged Merc
  - Neg - agility
  - Role - DPS
  - Theme - single target sniper

## Agility Classes

- Burned Hacker
  - Neg - accuracy
  - Role - Controler
  - Theme - disable, move using powerglove
- Shunned Chemist
  - Neg - vitality
  - Role - Healer
  - Theme - pump folks full of chems HoT/DoT

## Vitality Classes

- Belt Ganger
  - Neg - accuracy
  - Role - DPS
  - Theme - frontline Berserker, aoe, move
- Cargo-drone
  - Neg - agility
  - Role - Tank
  - Theme - guard single target friends, stun enemies