

Interstellar Cyberpunk

Contents

1. Creating a starting-level character	2
1.1. Step One: Determine KOMERA scores	2
1.2. Step Two: Determine Pain	3
1.3. Step Three: Choose a Face	3
1.4. Step Four: Choose an Occupation	3
1.5. Step Five: Determine Skill Ranks	3
1.6. Step Six: Choose Equipment	3
2. Faces	4
2.1. Bahndi	4
2.2. Cy'ar	4
2.3. Dinneh	4
2.4. Gnosh	4
2.5. Hogri	4
2.6. Human	5
2.6.1. Syndicate Space	5
2.6.2. Confederation of Man	5
2.7. Mekko	5
2.8. Nurjnought	5
2.9. Modan	6
2.10. Oda	6
2.11. Ren	6
3. Occupations	6
3.1. Agent	6
3.2. Combat Technician	6
3.3. Covert Operative	7
3.4. Driver	7
3.5. Droider	9
3.6. Medic	8
3.7. Mercenary	8
3.8. Skirmisher	8
3.9. Starship Pilot	8
3.10. Starship Technician	9
3.11. Droider	9

3.12. Grifter	9
3.13. Create Your Own	9
4. Character Advancement	10
4.1. Increasing Skills and Attributes	10
4.2. Gaining Additional Skills	10
4.3. Assets	10
4.3.1. Damn Tough	10
4.3.2. Heavy Hitter	10
4.3.3. Lucky	10
4.3.4. Quick-Draw	10
4.3.5. Quick-Reload	10
4.3.6. Run and Gun	10
4.3.7. Sniper	11
4.3.8. Suave	11
4.3.9. Weapon Mastery	11
5. Equipment	11
5.1. Tag Definitions	11
5.2. Guns:	11
5.3. Grenades	13
5.4. Melee	14
5.5. Armor	14
5.6. General Equipment	14
5.7. Drones	15
6. Combat	16
6.1. Actions	16
6.1.1. Major Actions	16
6.1.2. Minor Actions	16
6.2. Death and Injury	16
6.2.1. Light Trauma	16
6.2.2. Heavy Trauma	17

1. Creating a starting-level character

This is a step-by-step guide that should help you make a character easily and without hassle. Follow each step below.

1.1. Step One: Determine KOMERA scores

KOMERA is a set of attributes that define innate abilities of a character. They are:

Knowledge
Observation
Muscle
Endurance

Reflex

Allure

Choose one of the arrays below. Assign each score to one of the attributes above.

3 2 1 1 0 0

2 2 2 1 1 0

3 1 1 1 1 1

1.2. Step Two: Determine Pain

Once you have determined your Endurance, you can find your Pain for each location. Record these totals on your character sheet:

- Head: 4 + Endurance
- Torso: 13 + Endurance
- Arms: 6 + Endurance
- Legs: 8 + Endurance

See the section titled “[Death and Injury](#)” below for an explanation of what happens when you take damage.

1.3. Step Three: Choose a Face

Choose a Face from the section titled “[Faces](#)” below. Record all abilities listed for that face.

1.4. Step Four: Choose an Occupation

Choose an Occupation from the section titled “[Occupations](#)” below. Record all skills listed.

1.5. Step Five: Determine Skill Ranks

Select five skills from your class’s list. They start with three ranks. Every other skill begins play with one rank.

1.6. Step Six: Choose Equipment

For this play test, take the following:

- Take per weapon skill: one weapon, or two one-handed weapons
- If you have shields, take a shield of your choice
- If you have Datajack, take a drone of your choice
- Take your choice of protection: a basic DFG, Light Combat Armor, or Light Organic Armor
- Take two grenades of an identical choice
- Take a fifty feet length of hempen rope, a telescoping ten foot pole, and a cell phone

- Take any one additional item in the book
 - Ask your GM about an idea for an item not in the book.
-

2. Faces

2.1. Bahndi

Precognition: At the beginning of a session, roll a d12. If the result is seven or greater, the Bahndi receives a session re-roll that may be spent at any time.

Psychosomatic Reaction: If touched for a full turn, even through gloves, a Bahndi must make an Endurance check, DC 9. If failed, the Bahndi will experience some traumatic event happening in the past or future to the person they are in contact with. For the duration of this (five minutes), they go unconscious.

2.2. Cy'ar

Psychic Aura: Cy'ar are protected by an invisible psychic barrier that will block ten points of damage before it pops, taking a day to re-materialize. It also protects them from some psychic attacks.

Levitation: Cy'ar may levitate a few inches off the ground at will, and gain ten feet per round movement speed when doing so.

2.3. Dinneh

Shapeshifting: As a physical manifestation of light, a Dinneh can change a number of features at will. They can assume the shape of another race, change their physical features to disguise themselves as specific people. They cannot disguise themselves as beings larger than a human, however. Disguises as Modan or Kha'nari are likely to be of children of those races, and Dinneh cannot pass as Zrobular at all.

2.4. Gnosh

Body of Art: A Gnosh's body is adorned with all sorts of bright and moving tattoos, all of which have the potential to distract. In addition to always having several conversation pieces (+2 to social rolls that can convincingly make use of them), a Gnosh receives a +2 to Reflex tests to avoid being hit, but has disadvantage on Stealth checks unless the Gnosh is covered from head to toe.

2.5. Hogri

Phasing: When a Hogri is attacked, they have a four in twelve chance of phasing into a latent energy form, making them invulnerable to physical attacks. However, while in this form, they are extra vulnerable to psychic attacks and

attacks using energy weapons such as beam or laser weaponry, taking double damage. This state lasts until the Hogri's next turn or the end of the current combat round, whichever happens last. A Hogri may suppress this ability at-will.

2.6. Human

Will to Live: After receiving heavy trauma, instead of immediately going into shock or dying, a human can continue to take actions. They still bleed out one endurance per round unless helped. At the end of that turn, the human must make a DC 9 Allure check. On a failure, the character goes into shock or dies as normal. On a success, the human can act the next round. This can continue until they get medical help that stops the bleeding, they fail and go into shock, or they bleed out and die (when their Endurance hits -1). Note, that if heavy trauma is received to the head or torso, no amount of medical help will prevent the human from dying.

Origin: In addition to Will to Live, a Human chooses a place of origin. They gain a trait from that origin.

2.6.1. Syndicate Space

Jacked in and Good to Go: At character creation, you may replace one of your skills with the skill Datajack.

2.6.2. Confederation of Man

Embedded Computer: Soon after birth, citizens of the Confederation of Man are fitted with a computer embedded into their spine. This computer has access to the internet, and is capable of doing simple tasks like managing appointments, sending e-mail, [REDACTED], playing entertainment, accessing the Guide, and more. The AI is not [REDACTED] and will never [REDACTED].

2.7. Mekko

Aquatic: Mekko receive a temporary bonus skill rank to all physical skills while in the water.

Athletic: At character creation, you may replace one of your starting skill with the skill Athletics.

2.8. Nurjnought

Thought-Provoking: A Nurjnought is usually so gifted with jokes and witticisms that a Nurjnought telling one can enthrall a person. Make an opposed Allure test against the target. On a success, the target is distracted for a minute (maybe more), losing sight of things around them. A loud or physical distraction, like a gunshot or being shaken, will end the effect.

2.9. Modan

Thick Hide: Modan have an armor Damage Reduction rating equal to their Endurance score, in addition to whatever armor they may be wearing.

2.10. Oda

Blinking: An Oda can jump short distances through space (maximum 100 feet) or time (one round). To blink, an Oda must make an Endurance test DC 9. If the total is under nine, the Oda still makes the jump, however, they receive pain equal to the difference between the roll and the target number to all locations. If the Oda rolls a natural one on this roll, roll again. If the natural result is below seven, the Oda vanishes into the void, never to be seen again.

2.11. Ren

Whiskers: Twice per combat, you may subtract one from the natural result of any die roll.

Traditional Weapons: At character creation, you may replace any weapon skill with the skill “Swords.”

3. Occupations

3.1. Agent

Any Weapon
Acting
Hacking *or* Operate Communications Equipment
Concealment
Sleight of Hand
Disguise
Deter
Provoke
Resist Interrogation *or* Sexual Performance
Interrogation *or* Seduction

3.2. Combat Technician

Jury Rig
Weapon Engineering/Repair
Armor Engineering/Repair
Demolitions
Ship Gunnery
Operate Communications Equipment
General Engineering/Repair

Pistols *or* Swords
Drive
Expert Knowledge: Chemistry

3.3. Covert Operative

Any Weapons Skill
Demolitions
Hacking
Concealment
Covert Photography/Cinematography
Deception
Detect Deception
Bypass Locks
Stealth
Streetwise

3.4. Driver

Computer Operated Weapons
Diplomacy
Driving
Datajack
General Engineering/Repair
Jury Rig
Operate Communications Equipment
Pistol
Streetwise
Bargaining

3.5. Droider

Droid Engineering/Repair
Computer Operated Weapons
Computer Hardware/Engineering
Hacking
General Engineering/Repair
Pistols
Jury Rig
Salvaging
Stealth
Bargaining

3.6. Medic

Administer Medicine
Provoke
Deception
Diplomacy
Deter
First Aid
Pistol
Tactics
Cybernetic Medicine
Psychotherapy

3.7. Mercenary

Alertness
Athletics
Bargaining
Concealment
Heavy Weapons
Pistols
Rifles
Ship Gunnery
Streetwise
Tactics

3.8. Skirmisher

Athletics
Alertness
Microgravity Combat
Deter
First Aid
Provoke
Shields
Streetwise
Any Melee Weapon Skill
Unarmed

3.9. Starship Pilot

Computer Operated Weapons
Hacking
Detect Deception
Engineering/Repair
Interstellar Navigation

Jury Rig Operate Communications Equipment
Pistols *or* Swords
Ship Gunnery
Starship Piloting

3.10. Starship Technician

Pistols *or* Swords
Computer Operated Weapons
Hacking
Cybernetics Engineering/Repair
General Engineering/Repair
FTL Engine Engineering/Repair
Interstellar Navigation
Jury Rig
Operate Communications Equipment
Starship Piloting

3.11. Droider

Drone/Droid Engineering/Repair
Computer Operated Weapons
Computer Hardware Engineering/Repair
Computers
Datajack
Salvage
Bargaining
General Engineering/Repair
Pistols
Jury Rig

3.12. Grifter

Alertness
Bypass Locks
Concealment or Gambling Deception Detect Deception Larceny
Deter
Provoke
Pistols
Sleight of Hand
Streetwise

3.13. Create Your Own

Select eight skills of your choice.

4. Character Advancement

4.1. Increasing Skills and Attributes

To increase a skill, spend CAP equal to next rank

To increase an Attribute, spend CAP equal to next rating x 10

4.2. Gaining Additional Skills

To purchase a skill, spend five CAP.

Alternatively, a character that rolls a natural twelve on an untrained skill check may forgo a critical bonus and instead receive the skill for free.

4.3. Assets

4.3.1. Damn Tough

10 CAP, Requires Endurance of 2

Add 3 Pain to each location.

4.3.2. Heavy Hitter

10 CAP, Requires Muscle of 3

When making an unarmed attack, instead of adding your Muscle modifier to damage, add twice your muscle to damage instead.

4.3.3. Lucky

5 Cap, Requires Allure of 2

Gain a per session reroll.

4.3.4. Quick-Draw

5 CAP, Requires Reflex of 2

Choose a specific weapon such as Beam Pistol. Drawing this weapon or two of them to dual-wield is a bonus action.

4.3.5. Quick-Reload

10 CAP, Requires Reflex of 4

You may reload a weapon as a bonus action.

4.3.6. Run and Gun

10 CAP, Requires Reflex of 5

While making a double movement, you may make an attack as a bonus action.

4.3.7. Sniper

15 CAP, Requires Observation of 4

You are trained to snipe, using controlled breathing and some math to place bullets more accurately and from distance. You may spend a major action to aim at a target. If you do so, when you attack your next turn, you have advantage on the attack roll.

4.3.8. Suave

15 CAP, Requires Allure of 6

Anytime you fail a seduction or deception check, you may re-roll it. You must take the new result.

4.3.9. Weapon Mastery

7 CAP, Requires 3 ranks in a weapon skill

Choose a weapon skill you have 3 ranks in. Your misfire rating while using this skill is lowered by one. If your misfire chance would go below zero, instead increase your crit range by that amount.

You may take this asset again when you reach 6, 9, or 12 ranks in a weapon skill. The misfire reduction stacks.

5. Equipment

5.1. Tag Definitions

Beam: After a successful hit with this weapon, the user can continue to track their target with the recoil-less beam, allowing subsequent attacks with the weapon to automatically hit.

Misfire (*X*): On a natural roll of *X* or below, the weapon malfunctions in *Y* way.

Pistol: Use the Pistols skill to fire this weapon. These weapons are one-handed.

Reload *X*: Can be fired *X* times before the weapon must be reloaded.

Full-Turn: Firing this weapon requires both actions

Sword: Use the Swords skill to strike with this weapon.

5.2. Guns:

K-Pistol 3d6 damage, pistol, reload 5 (magazine), misfire 0 (jam)

K-Rifle 4d6 damage, rifle, reload 4 (magazine), misfire 0 (jam)

Minigun 5d6 damage, 2 locations, heavy, full-turn, reload 10 (belt-fed), malfunction 0 (jam)

This weapon requires a major action to spin up the barrel before it can be used to fire. Because firing it requires a full turn, this means that it cannot be fired in the same turn that it is spun-up in.

A character spinning up this weapon has their movement speed reduced by half.

Laser Pistol d4+d2 damage, ignores armor, no reload, misfire 3 (reload optics cartridge)

This weapon deals its damage to everything in a thirty foot line.

Laser Rifle d8+d2 damage, ignores armor, no reload, misfire 3 (reload optics cartridge)

This weapon deals its damage to everything in a thirty foot line.

Beam Pistol 3d6 damage, beam, pistol, reload 10, misfire 1 (overheats, five minutes to cool)

Beam Rifle 4d6 damage, beam, rifle, reload 6, misfire 1 (overheats, five minutes to cool)

Beam Cannon 5d6 damage, beam, heavy, reload 4, misfire 1 (overheats, ten minutes to cool)

Bettertech Plasma Rifle (S) d8 imploding damage, rifle, reload 4, misfire 3 (Special)

To roll an imploding die, first roll the die, record the result, and then keep rolling until you roll the result of the first die or higher, adding all of the rolls together.

Bettertech Plasma Rifles explode when they malfunction and deal damage to the user. Those labeled with an S were part of a recall that added a coolant system the first time they malfunction. Bettertech recommends users stop using the weapon once the coolant system is expended, as a further malfunction will result in a plasma explosion.

Bettertech Plasma Launcher d12 imploding damage, heavy, reload 2, misfire 3 (plasma explosion)

To roll an imploding die, first roll the die, record the result, and then keep rolling until you roll the result of the first die or higher, adding all of the rolls together.

Flare Gun 3d6 damage, pistol, reload 4 (chamber-fed), misfire 1 (ball sticks in barrel, must be cleaned out) 4d6 damage, rifle, reload 4 (chamber-fed), misfire 1 (ball sticks in barrel, must be cleaned out)

This weapon fires an adhesive ball of chemicals that produce a lot of heat and light after striking a target. The ball casts a 60' sphere around it in bright light, and 300' feet in dim lighting. If it strikes a creature, the creature is blinded (DC 8 Endurance save ends) and the opponent cannot hide from creatures with sight. The creature takes one damage to the location hit at the start of each of its turns. A flare can be removed as a major action.

If a creature using Thermoptic Camo is hit with a flare, the Thermoptic Camo fails.

Hookshot 3d6 damage, pistol, reload 1 (chain retract), misfire 1 (chain is kinked)

Choose one: pull an object or creature of the same size or smaller to you, or, pull yourself to an object or creature of the same size or larger.

Nanite Pistol/Rifle d6 damage, pistol, beam, reload 10, misfire 1 (jam)
2d6 damage, rifle, beam, reload 10, misfire 1 (jam)

If a target is wounded, this weapon bypasses armor. At the user's choice, the operator can fire nanites that provide healing for the same amount. A willing target that is not holding still can forgo rolling a Cover check, instead rolling a flat d12.

5.3. Grenades

Fragmentation Grenade 2d6 damage to d3 locations, thrown, misfire 0 (pin not pulled) 15'x 15' area

Plasma Grenade d8 imploding damage to d2 locations, thrown, on an odd natural roll it starts a plasma fire, misfires on 1 and 3 only (detonates in hand, and yes, that's an odd natural roll). 15'x 15' area

Noxious Grenade Creates a 15x15x15' space that billows a poisonous mist for five minutes. Inhalation or absorption via skin (especially through any open wound) infects a creature with it. That creature takes 2 damage to the torso on first contact and 2 damage to the torso at the start of their turns. At the end of a turn, that creature can make a DC 8 Endurance test to overcome the poison.

Flashbang Blinds and deafens creatures within a 40' x 40' area. DC 8 Endurance save ends.

5.4. Melee

”Turkey Cutter” This weapon was widely used to tear through the carapace of the Zrobular. When you deal damage with it, the target also loses 10 armor to that location.

d8+M damage, sword, 1 handed melee, misfire 1 (jam)

Ren Rashi d12+M damage, 2 handed melee, ignores armor on a natural even hit, misfire 0 (destroyed)

Sledgehammer 2d8+M damage, 2 handed melee, misfire 1 (user falls prone)

When you strike an enemy with this weapon, you may choose to knock the target prone, or push them 5 x Muscle feet in a direction of your choice.

K-Glove 3d6 damage, unarmed, misfire 0 (take d6 damage to an arm)

5.5. Armor

Light Combat Armor Damage Reduction 7

Medium Combat Armor Damage Reduction 14

Heavy Combat Armor Damage Reduction 21

Light Organic Armor Ablative Armor 15 per location

Grows back 5 points per day, unless all locations have been reduced to 0.

Reinforced Armor +3 Damage Reduction, -2 to Cover and Evasion checks.

Basic DFG Rating 15, 1 round recharge

Armored Trench Coat 4 armor to all locations except head. Looks like normal day-clothes.

Ballistic Barrier Shield, rating 15

Essex “Angel” Barrier Shield, rating 30

This transparent energy barrier deploys to a 7’ tall, 15’ wide shield, capable of protecting others behind the shield. While deployed, the user’s movement speed is halved.

5.6. General Equipment

Dermal Regenerative Spray Restores d6 pain to one location. Stops bleeding. WARNING: DO NOT INHALE

Plasma Fire Extinguisher Exactly what it says on the tin. Covers a 30' x 30' area.

Thermoptic Camo Suit Expensive, stretchy suit that fits over armor. A battery in it will power it for 2d6 minutes of an active camo ability, which grants advantage on stealth checks, or it can be powered by power armor. The suit will fail if the wearer emits a large amount of heat or light.

Multimode Goggles/Contact Lenses/Camera These items help users see things that might otherwise be obscured by smoke, darkness, or thermoptic camo. A user gains advantage on Awareness checks to spot things hidden by these items while they use them. These items come in a few different forms: Goggles and contacts can be worn. These feature a sort of heads-up-display that trace interesting outlines for the user to see. A second form of these plugs into a user's Datajack.

5.7. Drones

A character uses Drones by connecting a wireless transmitter and receiver into their Datajack. A character may have as many drones connected as they have ranks in Datajack.

Ordering a drone is a bonus action, unless stated otherwise. A drone can move and perform its function during that bonus action.

A drone has 10 hit points, and 2 points of damage reduction armor. When a drone is attacked, a Datajack test is made in place of a Cover or Evasion test.

Utility Drone Capable of moving 300 pounds of materials at a speed of twenty feet per round. A creature can resist this with a DC 10 Muscle save.

Attack Drone Equip this drone with a weapon. As an attack action, you can attack using the drone and its weapon with a Computer Operated Weapons check.

Shield Drone Deploys a rating 10 DFG to protect a target. DFG is refreshed every other turn.

Medical Drone Sprays a target location with Dermal Regeneration Spray.

Projector Drone Projects images and can emit sound. This drone is much smaller than other drones, making it much easier to hide (+3 Stealth rolls).

6. Combat

6.1. Actions

Characters have three actions per round: a major action, a minor action, and a bonus action. Players can only make one major action per round. They can, however, trade their major action for a minor action to make two minor actions in one turn.

6.1.1. Major Actions

Attack: Characters can use an action to fire or otherwise use a weapon. Some weapons may also require the use of a minor action to fire. If you're using a melee weapon, you can also move up to your movement speed before this attack.

Dodge: Until the start of your next turn, you gain advantage on Cover and Evasion tests to avoid being hit.

Ready an action: You do not have to use your major action during a turn. If you do not, you can specify an action that will occur if an event occurs. For instance, you could say, "I'll fire my weapon at the Veximantis if it comes out the door."

Reload a weapon: Reloading a weapon is a major action.

Draw a weapon: Drawing a weapon is a major action. You may also stow a weapon as part of this action.

6.1.2. Minor Actions

Move: Characters can use an action to move up to your movement speed. Base movement speed is thirty feet (or six squares). Diagonal movement does not cost extra.

Interact: Characters during combat may still interact with things around them. Roll a skill check as normal. A skill check may take one or more actions to complete.

6.2. Death and Injury

Track pain per location.

An unharmed character gains a +2 bonus on to hit rolls.

6.2.1. Light Trauma

When a character receives damage to a location that reduces the location's pain to half or lower, that limb receives Light Trauma. This represents injuries that are debilitating, but not life-threatening.

- **Head:** character can make one less action per turn
- **Torso:** character can make one less action per turn
- **Leg(s):** for each leg that has received Light Trauma, a character's movement speed is reduced by one half.

- Arm(s): an arm with Light Trauma cannot be used for weapons or equipment. The player automatically fails any roll that requires the use of that limb.

6.2.2. Heavy Trauma

When a location is reduced to 0 or below, that limb receives Heavy Trauma. This represents injuries that are life-threatening or outright kill a character.

- Head: The character is dead.
- Torso: The character is dead.
- Leg: The leg either is or must be amputated. In addition, the character immediately goes into shock, and bleeds 1 Endurance per round.
- Arm: the arm either is or must be amputated. In addition, the character immediately goes into shock, and bleeds 1 Endurance per round.

If a character's Endurance would be lowered below 0, they instead die.