**Kaleido RPG Mechanics**

**Non-combat**

Your character can roam around and interact with their environment without needing to take specific turns. You, your team, and your GM will work together and play off each other to determine where you will go, how you will get there, and what actions you will take. Keep in mind, some actions can’t be done unless unlocked as a perk in the skill tree. For instance, you cannot sneak around undetected unless you have at least one skill point in the Espionage skill tree. As another example, the GM can decide to give you Observation skill checks regardless of your level, but you can’t actively investigate your surrounding without at least one point in the Observation tree.

**Skill Checks**

When trying to do something that may have some resistance or should have an aspect of randomness to it, you should roll a skill check based on the skill the GM feels fits best. For instance, most attempts at persuading or gleaning information from people would be a Negotiation check. This also applies for knowledge checks. You can perform knowledge checks as skill checks. Knowledge checks related to cultures and such would generally fall under the Negotiation skill, though under the GMs discretion it may also fall under Observation, Espionage, Astrobiology, or even some other skill.

**Combat**

Combat encounters are done through a series of turns taken by all involved parties based on the initiative order established at the beginning of the encounter.

**Environmental Factors**

* Radiated -
* Low O2 – If you don’t have means to normalize oxygen, you will become hypoxic and be at a disadvantage on all skill checks.
* Toxic – Without protection, you will take 1d6 poison damage every hour. It can only be cured by entering a clean environment.
* Zero gravity – You are floating around and are at a disadvantage to hit with guns. Your movement is 0 unless you have means to propel yourself.
* Low Gravity – You can jump higher but your movement is reduced by 5m.
* High Gravity – Your carrying weight is decreased by 20kg.

**Races**

Humans and he Muhmins joined the space scene about the same time. The Muhmins did so after discovering the existence of the Quexi. They decided to focus on becoming space bound to attack and overthrow the Quexi. Humans on the other hand did so out of curiosity. They’re seen as intellectually inferior and aren’t always taken seriously.

Muhmins initiated an intergalactic war with the Quexi. The war lasted roughly 200 years, with the Quexi starting with the upper hand, but soon realizing that the Muhmin were highly adaptive to space combat. The Aerhza spent 10 years negotiating a peace treaty between the two races, which culminated in a landmark ceasefire during the forming of the Intergalactic Council 50 years ago. Despite the half century of peace, tensions between the two races remain high. The two races work together, but rarely enjoy each others’ company.

Koz’Aids were forced onto the space scene by Ts’tseni, who enslaved them and brought them into various places around Ts’tseni space. They were freed about 50 years ago, the same time as the MQ war ended, when the Intergalactic Council was founded. The Ts’tseni were forced to abandon the practice of slavery in order to be included in the trade agreements, which was motivation enough for them to do so. Most Koz’Aids returned to their homeworld after being freed, though some decided to continue to live their lives and find new opportunities on foreign soil.

Cybernetic augmentation is a practice that only humans employ so far. All other races consider this practice to be either barbaric or straight up blasphemous. As such, Cyborgs can often be considered barely sentient by other species. Usually this manifests as a cold attitude, but there are groups of sentients who consider cyborgs enough of an abomination to want to eradicate them.

**Space battles**

There are three different roles that can be fulfilled on a ship. The pilot, gunners, and engineers. You can only have one pilot, you can only have as many gunners as you have turrets, and you can have as many engineers as you want. Characters can shift roles but doing so is a full action as uses your whole turn.

There are four components to keep track of during ship combat. The first is the ship’s health. If this drops to 0, your crew is either captured or it is a complete game over. The second is the ship’s shield. So long as this is intact, your ship’s health will not decrease. The third are the ships engines. The engines are needed for the pilot to perform their actions, and the number depends on the ship. The fourth are the ship’s turrets, which damage enemy ships. The number and the amount of damage depends on what is installed in the ship.

On their turn, pilots will roll +Vehicles skill to maneuver their ship. You will be at disadvantage if half the engines has been disabled, and you will only have terrible movement if all your engines are disabled. Depending on the result:

* 1-5: Terrible movement – Always on a natural 1. Your weapons cannot hit, and the enemy’s are at advantage.
* 6-10: Poor movement – Your weapons are at a disadvantage and the enemy’s are at advantage.
* 11-15: Average movement – Yours and the enemy’s weapons have no advantage or disadvantage.
* 16-19: Good movement – Your weapons are at advantage and the enemy’s are at disadvantage.
* 20+: Masterful movement – Your weapons are at advantage and the enemy cannot hit you.

The ship can have as many gunners as it has turrets. On their turns, gunners will roll to hit an enemy ship of their choice. This functions similarly to guns in typical combat, and as such the gunner will use their highest gun skill modifier when manning the turrets. On a hit, they deal an amount of damage based on the turret they are using. They may receive buffs or nerfs to hit or to the amount of damage they deal based on how the other roles of the ship perform.

Engineers can pick from several tasks and roll to either heal the ship or provide buffs to the other crew of the ship.

First, they can do repairs to the ship. Based on their die result:

* 1-5: No repairs are made
* 6-10: You repair your ship for 1d8 damage
* 11-15: You repair the ship for 2d8 damage
* 16-19: Your repair the ship for 2d8 damage and can restore a ship component that was disabled.
* 20+: You repair the ship for 3d8 damage and can restore a ship component that was disabled.

Second, they can restore shields. For this, you don’t have to roll. Instead, you can redirect power from one of the other ship’s functions to the shields. You can choose to redirect power from either a turret or an engine, which will cause it to be disabled. In return, your shields return to full.

Third, you can roll to try and provide a boost to a ship component. For engines, you only have to boost one to give the pilot a buff and a complete failure will only disable a single engine. Based on your roll, you will either provide a boost to one of the other ship roles, or you may actually hinder them.

* 1-5: Whatever you were trying to boost gets overloaded and becomes disabled.
* 6-10: You cause the component to glitch, and the next person who uses it will have a -2 to their next roll.
* 11-15: Nothing happens
* 16-19: You successfully boost the component giving the next person who uses it a +2 to their next roll.
* 20+: You masterfully overclock the system of the component and the next person who uses it gets advantage.