

PLERION

SPACE OPERA ADVENTURE GAME



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Intrepid spacers ply the vastness of the Five Galaxies in search of fortune and glory.

This is **Plerion**, a sci-fi hack from [Cairn](#) designed to play radiant space opera.

Inspired by classic science fiction and the RPGs that emulate it, but with a more modern twist, winking at transhumanism and cyberpunk.

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.

Sources of inspiration:

- Classic Traveller
- Jack Vance's Gaen Reach
- Mass Effect
- Becky Chambers's Wayfarer Series
- David Brin's Uplift Series

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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.

PRINCIPLES OF THE GAME

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 intuits and 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 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

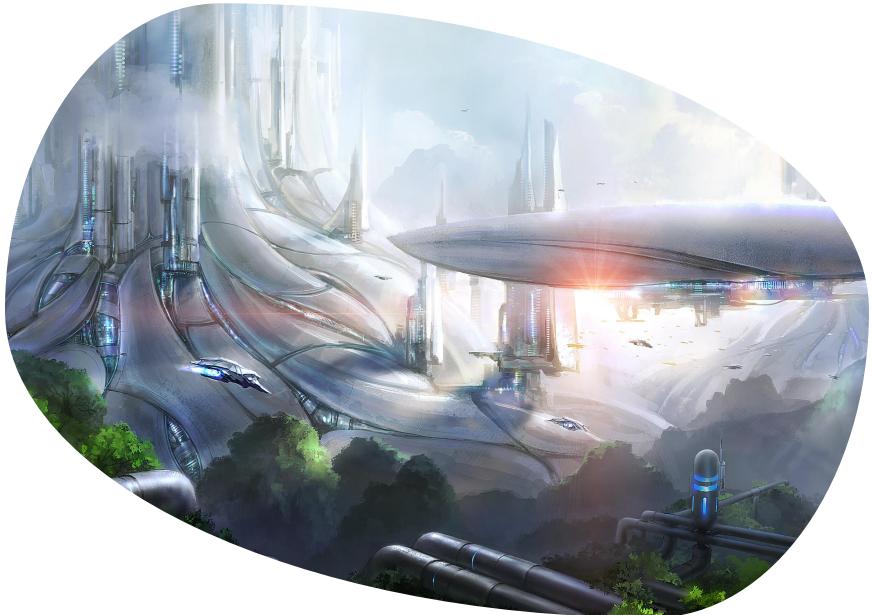
- Technology is not all at the same level in Charted Space
- It varies by country/species, but also from core to fringe of each one.
- Exporting advanced technology is profitable but can cause severe problems.

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.



CHARACTER CREATION

NAME, BACKGROUND & TRAITS

First, roll for the rest of your character's **background** and **traits** (species, talents, virtue, vices, etc.) on the **Character Traits** tables. Only aliens may have special abilities.

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

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. If WIL is greater than 12, the PC may have psionic powers (see Psionics)

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. Any-one 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)
- 3d6x100 credits

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

It is best to provide the party with a spaceship, roll once on the relevant table to determine which vessel is assigned to the whole group.

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 **Arche-types**.

ORIGINS & TRAITS (D20)

SPECIES

1	Humanoid	6	Insectoid	11	Canine	16	Cetacean
2	Humanoid	7	Ichthyoid	12	Feline	17	Energy
3	Humanoid	8	Saurian	13	Amorphous	18	Amphibious
4	Humanoid	9	Ursine	14	Symbiont	19	Human
5	Transhuman	10	Vulpine	15	Quadruped	20	Human

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	Empathic
4	Educated	9	Tough	14	Learned	19	Impulsive
5	Insightful	10	Vigilant	15	Marksman	20	Survivalist

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

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

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

NAME (D20)

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

STARTING GEAR (D20)

ARMOR

1-5	6-10	11-15	16-19	20
None	Ballistic Cloth Jacket	Synthetic Mesh	Boarding Armor	Power Armor

PERSONAL 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	Grapnel	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

VEHICLE

1	Air Balloon	6	Drone	11	Hovercraft	16	Motor Boat
2	Amphibious Vehicle	7	Grav Flyer	12	Jet Airplane	17	Motorcycle
3	APC	8	Ground Car	13	Jet Bike	18	Riot Tank
4	Bicycle	9	Half Track ATV	14	Marauder	19	Rowboat
5	Combat Walker	10	Helicopter	15	Mini Sub	20	Tracked Explorer

STARSHIP

1-5	6-10	11-15	16-19	20
Explorer	Freighter	Trader	Passenger Cargo	Yatch

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 Armor, 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

When multiple die are listed in damage (i.e., 2d6) roll all dice and take highest value.

Arrows	(x 20)	10
Boarding Blade	(d6 damage, hidden)	50
Bow	(d6 damage, bulky, silent)	15
Brass Knuckles	(2d4 damage)	40
Chainsaw	(d10 damage, bulky, silent)	200
Crossbow	(d8 damage, bulky)	60
Dagger, Cudgel, Sickle, Staff, etc	(d6 damage, hideen)	5
Electrowhip	(d8 damage, stun)	200
EMP Grenade	(4d8 damage, blast, electronics only)	20
Energy Pistol	(d8 damage)	150
Energy Rifle	(3d10 damage, bulky)	200
Energy Support Weapon	(3d12 damage, bulky)	380
Flechette Pistol	(d6 damage, silent)	200
Flechette Rifle	(d8 damage, bulky, silent)	300
Force Sword	(2d8 damage)	N/A
Frag Grenade	(1d10 damage, blast)	10
Grenade Launcher	(add grenade to any rifle or support weapon)	150
Gyrojet Pistol	(d8 damage, recoilless)	500
Gyrojet Rifle	(d10 damage, bulky, recoilless)	1,300
Halberd, War Hammer, Long Sword, Battle Axe, etc	(d10 damage, bulky)	20
Incinerator	(2d8 damage, bulky, blast)	65
Man-Portable Missile	(2d12 damage, bulky)	8,000
Monofilament Blade	(2d8 damage)	2,500
Mortar	(d10, blast damage, bulky)	200
Projectile Pistol	(d8 damage)	70
Projectile Rifle	(d10 damage, bulky)	140
Projectile Support Weapon	(2d12 damage, bulky)	320
Rocket launcher	(3d12 damage, bulky)	420
Security	(add to any weapon, only identified user can fire)	200
Sentry Gun	(3d10 damage, bulky, 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	(2d8 damage, blast, stun)	150
Stun Pistol	(d8 damage, stun)	160
Stun Rifle	(d10 damage, bulky, stun)	300

ARMOR

Ballistic Cloth Coat	(2 Armor)	6,000
Ballistic Cloth Jacket	(1 Armor)	3,000
Ballistic Gel Coat	(1 Armor)	1,500
Ballistic Vest	(1 Armor)	4,000
Boarding Armor	(3 Armor, bulky, sealed)	3,000
Chainmail	(2 Armor)	1,200
Chameleon Skin	(add camouflage to any high-tech armor)	5,000
Camouflage Generator	(add invisibility to any high-tech armor)	5,000
Combat Exoskeleton	(2 Armor, bulky, enhanced)	30,000
Emergency Spacesuit	(2 Armor, sealed)	3,000
Environment Suit	(1 Armor, bulky, sealed)	5,000
EOD Suit	(3 Armor, bulky, clumsy)	10,000
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 armor)	1,000
Power Armor	(3 Armor, bulky, enhanced, sealed, weaponized)	15,000
Re-entry Armor	(3 Armor, bulky, sealed, gravchute)	20,000
Shield	(+1 Armor)	40
Standard Spacesuit	(2 Armor, bulky, sealed)	1,000
Synthetic Mesh	(2 Armor)	6,000
Tactical Body Armor	(3 Armor, sealed)	10,000

TAGS

- **Blast.** Affects targets in the area. Roll damage for each target separately. When in doubt as to how many targets are affected, roll the damage die. Ex-

ample: - 1d8 Blast means that it affects 1d8 targets near the point of impact, dealing 1d8 to each.

- **Bulky.** Takes up 2 inventory slots and requires 2 hands to use.
- **Clumsy.** Pass a STR Save or attacks are impaired.
- **Enhanced.** Attacks are enhanced.
- **Hidden.** Concealable on your body, but can be found with a thorough frisk.
- **Recoilless.** A subsequent attack against the same target (without moving yourself) deals +1 damage.
- **Sealed.** User is immune to environmental threats.
- **Silent.** The sound can be identified by those within the same room, but does not draw further attention.
- **Stun.** Pass a STR Save or target loses next turn.

CYBERNETIC IMPLANTS

Implants take no inventory slot.

Air Filter	10,000
Augmented Reflexes	15,000
Blade Implant	3,000
Brain Augmentation	30,000
Cloacking	25,000
Cortical Implant	5,000
Dermal Plating	20,000
Detoxifier	3,000
Direct Neural Interface	4,000
Ear Implant	2,000
Eye Implant	2,000
Firearm Implant	7,000
Integrated Comms	1,000
Mindshield	30,000
Neural Datalink	6,000
Prosthetic Limb	15,000
Reinforced Skeleton	35,000
Repair Nanobots	5,000
Spacesense	10,000
Stimulants Dispenser	3,000

STARSHIPS

Courier	20 mln
Cruiser	94 mln
Explorer	47 mln
Fighter	14 mln
Freighter	75 mln
Miner	44 mln
Passenger Cargo	45 mln
Racer	18 mln
Trader	43 mln
Yacht	41 mln

VEHICLES

Air Balloon	35,000
Amphibious Vehicle	50,000
APC	350,000
Bicycle	800
Combat Walker	800,000
Drone	200,000
Grav Flyer	120,000
Ground Car	40,000
Half Track ATV	200,000
Helicopter	250,000
Hovercraft	30,000
Jet Airplane	400,000
Jet Bike	60,000
Marauder	25,000
Mini Sub	80,000
Motor Boat	60,000
Motorcycle	20,000
Riot Tank	210,000
Rowboat	5,000
Tracked Explorer	400,000



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
Royal	20,000/month

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 turn) the responsiveness of the nervous system (+1 DEX) for up to two consecutive times and three per day.

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.



ARCHETYPES

Archetypes are pre-made character packages combining equipment, implants and talents. They can be used as an alternative to roll starting gear in [Character Creation](#).

1. BOUNTY HUNTER

To bring dangerous scoundrels to justice. Incidentally for a good pay.

- Ballistic Gel Coat
- Flechette Rifle
- Electrowhip
- Stunner
- Portable Containment Field
- License

2. CROAKER

A redundant graduate. To repair broken bones, to cure diseases. Out there looking for a job.

- Trauma Medikit
- Laser Scalpel
- Bioscanner
- White Coat
- Cortical Implant
- Eye Implant

3. EMISSARY

Sometimes useful, sometimes not. Peace rests on their shoulders, not always appreciated.

- Elegant Clothes
- Diplomatic Passport
- Secured Suitcase
- Universal Translator
- Personal Comms
- Telepathy

4. EXPERT

The subtleties of science have no mystery to them. Know-it-all handyman, every ship should have one.

- Portable Computer
- Portable Analysis Kit
- All-round Digital Library
- Chemical Reagents
- Augmented Reality Goggles
- Brain Augmentation

5. FREELANCER

A mercenary, looking for the next high-paying client. Nothing more, nothing less.

- Projectile Rifle
- Knife
- Boarding Armor
- Survival Kit
- Playing Cards
- Smokes

6. HIGHBORN

Member of the highest castes, ventures out of his regge out of necessity or in search of adventure.

- Iridescent Robes
- Diplomatic Pass
- Enhanced Charm (+2 save vs WIL)
- Foil
- Yacht
- Manservant (2 HP, 12 STR, Knife (d6))

7. HITMAN

Professional assassin, hired by mobster (and others) to terminate inconvenient or untouchable targets.

- IR/Nightvision Goggles
- Binoculars
- Spiner Rifle
- Silencer
- Ballistic Vest
- Cloacking

8. JARHEAD

Wardog devoted to high-risk missions. Strong survival instinct, ready to die.

- Survival Knife
- Frag Grenade
- Energy Rifle
- Tactical Body Armor
- Direct Neural Interface
- Cortical Implant

9. MATTERJAMMER

Master of the mental manipulation of matter. You don't want one as an opponent.

- Ergokinesis
- Psychokinesis
- Pyrokinesis
- Insulating Gloves
- Gas Mask
- Ballistic Vest

10. MINDBENDER

The mind of others has no secrets for them. They persuade you are an arachnid if they wanted to.

- Telepathy
- Thought Control
- Dreamwalking
- Staff
- Sun Glasses
- Rain Coat

11. OPERATIVE

Exotic places, beautiful women, good wine, deadly missions. For the sake of the galaxy.

- Projectile Pistol
- Silencer
- Ballistic Vest
- Cloacking
- Eye Implant
- Mindshield

12. ROCKHOPPER

They jump from asteroid to asteroid to mine and collect minerals for resale at the nearest base.

- Standard Spacesuit
- Laser Drill
- Vacuum Emergency Kit
- Stimulants Dispenser
- Detoxifier
- Miner Ship

13. ROUTEPLANNER (NAVIGATOR)

Human interfaces of the on-board computers, tracing the routes through the oddspace.

- Spacesense
- Neural Datalink
- Brain Augmentation
- Integrated Comms
- Cortical Implant
- Direct Neural Interface

14. SAVAGE

Born on a low-tech planet, skyrocketed while maintaining his primal survival instinct.

- Survival Kit
- Arrows x 20
- Bow
- Mace
- Old-fashioned Clothes
- Chainmail



17. TECHIE

Computers and electronics have no secrets for them, both hardware and software.

- Toolkit
- Neural Datalink
- Duct Tape
- Flashlight
- Portable Computer
- Clipper

18. TRADER

They sail perilous routes to transport goods and people to distant planets. One of the most ancient professions in the universe.

- Commercial License
- Guild Uniform
- Boarding Blade
- Stun Pistol
- Ear Implant
- Universal Translator

19. TRAILBLAZER

Undiscovered voids and unknown planets are their bread and butter.

- Stun Pistol
- Synthetic Mesh
- Universal Translator
- Environment Mask
- First Aid Kit
- Personal Comms

20. VOIDCUTTER

The backbone of transgalactic civilization, pilots of the sidereal expanses.

15. SHAPER

If there is a problem on board, whether it is with wirings or engines, it is them that you will want.

- Toolkit
- Hand Scanner
- Flashlight
- Laser Cutter
- Personal Comms
- Mechanics Overall

16. SMUGGLER

Smuggling is certainly not legal, but it's exciting and romantic, isn't it?

- Personal Drone
- Energy Pistol
- Electrowhip
- Air Filter
- Stimulants Dispenser
- Ballistic Cloth Jacket

- Augmented Reflexes
- Cortical Implant
- Eye Implant
- Integrated Comms
- Direct Neural Interface
- Heated Uniform

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 psionics 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 3 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.

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 a short time span (roughly ten seconds of in-game time for characters and ten minutes for starships) and is comprised of turns.

DISTANCE AND RANGE

For ease of reference, range is relative and noted in three terms: **close**, **nearby**, and **distant**.

---	CLOSE	NEARBY	DISTANT
On foot	< 1.5 m	< 15 m	< 30 m
Vehicle	< 50 m	< 150 m	< 500 m
Starship	Visual	< 5,000 km	< 15,000 km



ACTIONS

On their turn, a character may move up to nearby and take up to one action. This may be using psionics, 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 creatures. 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. If multiple dice are listed in the weapon's damage dice, take the highest result.

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.

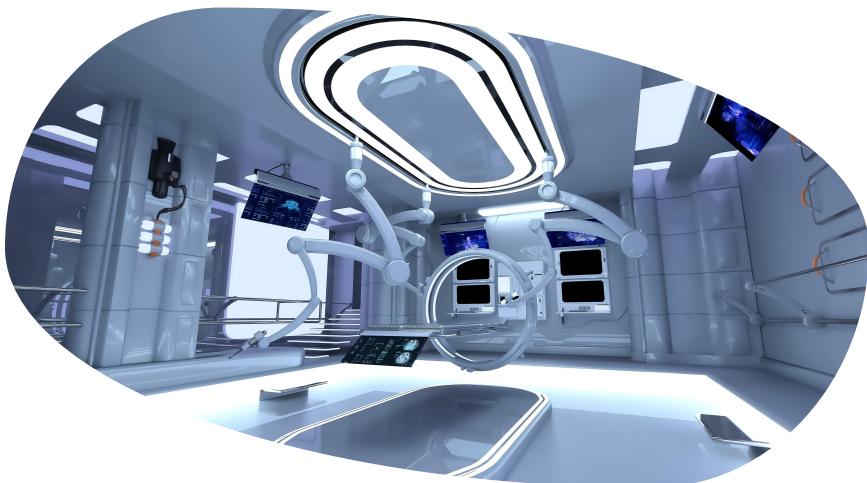
RETREAT

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	Wallop: 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.



VEHICLES & STARSHIPS

Like creatures, vehicles have three **abilities** used to make **saves**.

Integrity (INT): General stability, used to crash safely, smash through things, and resist Critical Damage. Equivalent to STR for creatures.

Engines (ENG): Ability to move, speed up, dodge, and stunts. Equivalent to DEX for creatures.

Systems (SYS): Wirings, computers and sensors. Used to calculate routes, scan objects, and hacking. Equivalent to WIL for creatures.

SIZE, LOAD & FUEL

Vehicles operate in different conditions depending on the type: ground (cars, tanks, etc.), water and air (boats, airplanes, etc.) and starships. They have three sizes: **Small**, **Medium** and **Large**.

Each scale grants a number of Load slots and consumes a different amount of fuel (to be considered abstract and indicative for non-spaceships).

---	LOAD	FUEL (GROUND)	FUEL (WATER/AIR)	FUEL (STARSHIP)
Small	10	2 l/km	3 l/km	1 bbl/pc
Medium	20	4 l/km	6 l/km	5 bbl/pc
Large	30	6 l/km	10 l/km	10 bbl/pc

Most modules & weapons take up one slot, and small ones can be bundled together. **Broad** modules take up two slots. The vacant space can be used to carry cargo or passengers: 100 tons of cargo equal to 1 slot; 2 passengers occupy 1 slot. Crew does not occupy additional Load. A vehicle carrying a full load is reduced to 0 HP. A vehicle cannot carry more items than their Load allows.

A standard barrel is equivalent to 160 liters of fuel, costs on average 200 credits, and allows for a distance of 10 parsecs. The speed of spaceships traveling in oddspace is on average 1pc/hr. 10 barrels equal to 1 Load.

Vehicles of different scales are considered more agile in maneuvering than those of larger sizes.

ARMOR

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. No vehicle can have more than 3 Armor.

Additional modules may provide additional benefits according to their use.

WEAPONS

Weapons fall into two categories:

- **Normal weapons** include lasers, blasters, particle beams, cannons, rail-guns, gatling guns, rockets and anything else where the act of firing results in damage in the same round. Combat is handle using the normal procedure.
- **Blast weapons** include torpedoes, bombs and mass-drivers, the primary characteristic of which is that there is a delay (sometimes significant) between firing the weapon and the actual damage. They require the firing character to take a Lock Target action (see below) in one round, then fire the weapon on a later round. The lock must be maintained until the weapon hits.

HULL

As characters have Hit Protection, vehicles and starships possess Hull Points which reflect their ability to avoid damage in combat. As long as a vehicle still has Hull Points they continue to work just fine unless they take an Effect.

OVERLOAD

A vehicle that exceeds the total value of Load possible for its scale is **overloaded** and it is unable to recover HP or ability scores. Anything overloaded for more than one day deactivates a module, one for each day. Each **Deactivation** occupies one Load slot and lasts until they are able to repair.

REACTIONS

When two vehicles encounter each other, the referee may roll 2d6 to determine the unknown side's attitude:

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

CRITICAL DAMAGE

Damage that reduces a target's HP below zero decreases a target's INT by the amount remaining. They must then make a INT 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.

A vehicle reduced to zero Hull Points suffers an Effect. A vehicle with zero INT is scrap, or an expanding cloud of debris

EFFECT

When damage to a vehicle reduces their HP to exactly 0, it gets an effect. Roll on the table below. Even though it is designed primarily for spaceships the same effects can be adapted to other vehicles.

1d6	Critical Effect
1	A secondary module: comms, life-support, scanners, shields or an area such as the sickbay or cargo bay is hit and out of action until repaired. Determine randomly.
2	A weapon has been hit, determine which randomly. That weapon is unable to fire until repaired.
3	Fire breaks out on-board, determine where randomly. Anyone in that area or fighting the fire without protection takes d6 damage every round until the fire is out.
4	The engines take a hit. The vehicle cannot maneuver and, if flying in a gravitational field, will fall from the sky unless repaired.
5	The hull is breached, determine where randomly. Anyone in the affected area will suffer the effects of the atmosphere (if toxic) or vacuum (if in space) until the breach is sealed.
6	The vehicle's controls explode in a shower of sparks & debris. d6 damage to any crew member using them, Dexterity Save to avoid.



DESTRUCTION AND REPAIRS

Permanently restoring one damaged module or one point of Armor, HP or INT requires some time and an WIL Save.

How long it takes and how much it costs is up to the Referee, but typically each repair roll will take 2d6+6 hours and cost 1d6% of the vehicle's original cost. The Referee should also determine if all the necessary parts are available and, if not, how they can be obtained.

JURY RIGGING

In combat or another emergency, it may not be possible to make repairs that will last, but there may just be time to jury rig something that works for as long as is needed.

Make an WIL Save to restore one Hull point, or a single damaged module. The repair lasts for 1d6 rounds.

STARSHIP MODULES

A starship may have one or more of the following modules installed. This is not an exhaustive list, so if something you want isn't here just ask the Referee. While some modules act passively or are always on, others may require an ability save - typically WIL - to operate.

- **Cargo Bay** (broad): An area of the vehicle set aside for cargo or other storage. May include equipment for moving cargo such as cranes, fork-lifts, loader exoskeletons or anti-grav handlers.
- **Combat Drones**: A number of small vehicles which are deployed en-masse for reconnaissance or combat purposes. The idea of combat drones is to carry the fight away from the main ship and overwhelm the enemy with a large number of attackers. Each drone launched becomes an independent weapon under the control of one or more gunners. Each gunner can control a number of drones equal to their WIL/3. Roll attack and damage for each drone as if they are an independent vehicle.
- **Crew Quarters** (broad): Section of the vessel dedicated to crew cabins, including common areas. Present only in long-distance or particularly luxurious ships. In other cases the crew sleeps in bunks.
- **Cryogenic/Stasis Chambers** (broad): Provides enough chambers for all the crew and passengers to effectively sleep for the duration of a long journey without any aging effects or food & water requirements.
- **ECM Array**: Electronic Counter-measures devices used to spy on, disrupt or jam enemy communications and scanners.
- **Emergency Power**: A module of small backup power sources, distributed throughout the vehicle or ship, which provides minimal power when all other sources are unavailable. For most vehicles, this would mean minimal life-support and lighting only.
- **Escape Pod**: A small, low-powered lifeboat capable of automated sub-light travel to the nearest habitable world.
- **Flight Deck or Shuttle Bay** (broad): An area of the vehicle where other, smaller, vehicles such as fighters or shuttle craft can be launched and recovered.
- **Integrated Artificial Intelligence**: Purchasable and installable on advanced worlds, this module allows all ship systems to be integrated with a self-aware artificial intelligence that can assist the crew and steer the ship when needed. IIAs are illegal in some areas.
- **Interior Scanners**: Cameras and/or sensors inside the vehicle which can be used to track passengers & crew or other creatures on board.
- **Laboratory or Science Facility**: Facilities for carrying out some form of scientific investigation or study. May be a laboratory capable of a variety of basic scientific functions or several specific facilities each focused on one particular science, such as an Astrometrics Lab.
- **Life Support**: Seals the vehicle against the outside atmosphere (or lack thereof) and provides breathable air. May also provide a food & water supply and waste reclamation facilities for an extended trip.
- **Main Reactor**: The main power source of the vehicle. Some vehicles may also have a secondary power source, usually less powerful than the main reactor, which can be used to supply power if the main reactor is inoperative.
- **Odd Drive** (broad): Allows the vehicle to travel faster than-light accessing the oddspace.

- **Passenger Quarters** (broad): Section of the vessel dedicated to the accommodation of passengers, complete with cabin with toilets and common area adjacent to the galley.
- **Point Defence:** Short-range cannons with a high rate-of-fire which are used to shoot down incoming targets such as torpedoes and fighters. Before a blast weapon hits, make a SYS vs SYS Save between the attacking ship and the target ship. If the target ship wins, the incoming weapon is destroyed, if not then that weapon hits its target. PDC's attack incoming fighters with a SYS vs ENG Save.
- **Self-Destruct:** Arranges for the complete, usually explosive, destruction of the vehicle after a suitable escape delay.
- **Sickbay:** A medical facility equipped for some form of First Aid or medical procedures. A larger, better equipped, sickbay may include surgical, recovery and intensive care facilities. One hour in a sick bay allows a character to recover 1d6 STR. In 24 hours they can recover back to their maximum STR.
- **Stealth Package:** Makes the vehicle harder to locate or determine details by enemy scanners. All scan or lock-on attempts against it are impaired.
- **Sub-light Drive:** Moves the vehicle through space or an atmosphere at speeds less than that of light.
- **Torpedoes:** Blast weapons. Once a torpedo is locked on to a target the firing ship can move on and attack other targets while the torpedo tracks until it detonates.

STARSHIP CREW ACTIONS

Pilots maneuver their vehicles in hopes of avoiding enemy fire or to position the ship for the perfect shot. Technicians have their hands full jury rigging repairs, trying to keep modules running or boosting the engines for a desperate escape. Gunners, besides trying to blast the enemy to bits and pieces, may need to lock onto a target before trying to shoot them with a valuable but devastating torpedo, or try to restart the Tactical modules if they go offline. Communication officers may need to contact help, or try to jam the comm modules or scanners of rival ships.

The following are just some of the actions a vehicle's crew can take, the Referee may allow others.

BOOST ENGINES

Redirect the vehicle's energy reserves to boost its engines temporarily. To do this the character makes a WIL Save. This lasts for 1d6 rounds. One other shipboard module becomes inoperative or unusable for the same period of time. On a critical failure, immediately reduce SYS of the vehicle by one point.

BOOST WEAPONS

Redirect the vehicle's energy reserves to temporarily improve the power of a vehicle's guns. Make a WILL Save. Increase the weapon damage by 1 die of its usual type (eg: if the weapon does 1d10 damage, it now does 2d10, if 1d6, it's now 2d6). This lasts for 1d6 rounds, no longer. One other shipboard module becomes inoperative or unusable for the same period of time. On a critical failure, immediately reduce SYS of the vehicle by one point.

DODGE AND JINK

A pilot can perform sudden, chaotic maneuvers in order to avoid enemy fire. The opposing pilot makes a WIL Save. If they fail, enemy's attacks are impaired.

JAM COMMS OR SCANNERS

A character operating the communication or scanner modules may try to jam an enemy ship's modules by making a WIL Save. If successful this action makes the target ship unable to communicate as long as that character keeps jamming their channels; any attempts to use scanners, Lock on Target or attack by that ship are impaired. Requires the vehicle to be equipped with an ECM Array.

LOCK ON TARGET

Gunners can spend a full round locking their vehicle's targeting module to a specific target. When firing normal weapons, make a SYS Save and forgo all other actions that round, then next turn the attack against the specified target will be **enhanced**, or make an impaired attack to score an automatic Effect against a specific vehicle module (ignoring armor and shields).

When firing blast weapons, make a SYS Save and forgo all other actions that round. If a lock-on is achieved, the weapon may be fired as an action in a later round, provided the lock is maintained.

If the target's pilot takes a successful Dodge action or otherwise increases their Engine value before the attack can hit, they break the target lock. Gunners must re-roll the lock-on save immediately, or lose the target lock.

As long as the weapon has a target lock at the point it reaches the target (even if it has lost and re-acquired that lock in between), it will damage. The referee will rule when a weapon has exceeded its maximum flight time.

PLOT A COURSE

The Pilot or Navigator makes an WIL Save to calculate an oddspace course and lock it into the helm navigation computer. At any point after that, the ship can activate it's odd drive. The Referee can rule that this only takes one round, or may decide on longer, but typically 1d4 or 1d6 rounds are appropriate. The Pilot or Navigator can take no other actions while plotting a course. If they do, they must start over.

RAM

In a desperate move, a pilot can attempt to take out another vehicle by ramming it without suffering too much damage themselves. Make a ENG Save against, inflicting half the ramming vehicle's normal maximum Hull Points in damage on both vehicles. Armor will reduce this damage for both vehicles.

SHIPYARD

COURIER

Small, 2 HP, 3 Armor, 8 INT, 15 ENG, 12 SYS, 7/10 Load

- Ultra-fast vessels designed to quickly transport information and small loads.
- Weapons: 1 forward-mounted Laser Cannons (1d10).
- Modules: Main Reactor, Emergency Power, Sub-light Drive, Odd Drive, Life Support, Escape Pod.

CRUISER

Large, 10 HP, 3 Armor, 20 INT, 12 ENG, 14 SYS, 16/30 Load

- Combat ship capable of engaging multiple targets simultaneously.
- Weapons: 4 turret-mounted Blaster Cannons (1d10 dmg each), Torpedoes, Combat Drones.
- Modules: Main Reactor, Crew Quarters, Self-Destruct, Emergency Power, ECM Array, Sub-light Drive, Odd Drive, Point Defence, Life Support, Flight Deck, Sickbay.

EXPLORER

Medium, 5 HP, 1 Armor, 12 INT, 12 ENG, 14 SYS, 14/20 Load

- Vessel designed to explore uncharted space. It has a high autonomy.
- Weapons: 4 turret-mounted Laser Cannons (1d10 dmg each), torpedoes.
- Modules: Main Reactor, Crew Quarters, Emergency Power, Sub-light Drive, Odd Drive, Life Support, Laboratory, Stasis Chambers, Cargo Bay, Sickbay.

FREIGHTER

Large, 5 HP, 2 Armor, 15 INT, 11 ENG, 11 SYS, 10/20 Load

- Long-distance vessel designed to carry cargo on trans-galactic routes.
- Weapons: 2 turret-mounted Laser Cannons (1d10 dmg each).
- Modules: Main Reactor, Emergency Power, Crew Quarters, Sub-light Drive, Odd Drive, Life Support, Cargo Bay, Sickbay.

FIGHTER

Small, 3 HP, 3 Armor, 8 INT, 13 ENG, 14 SYS, 2/10 Load

- Two-seater vessel designed for close space combat.
- Weapons: 2 forward-mounted Laser Cannons (1d10 dmg each).
- Modules: Main Reactor, Sub-light Drive, Life Support.

MINER

Medium, 2 HP, No Armor, 8 INT, 10 ENG, 10 SYS, 9/20 Load

- Ship designed for collecting and pre-refining rocks and minerals in the sidereal void.
- Weapons: not provided.
- Modules: Main Reactor, Life Support, Sub-light Drive, Odd Drive, Cargo Bay.

PASSENGER CARGO

Medium, 3 HP, 1 Armor, 10 INT, 15 ENG, 15 SYS, 10/20 Load

- Vessel designed to transport people, has weak defense.
- Weapons 2 turret-mounted Rail-Guns.
- Modules: Main Reactor, Life Support, Sub-light Drive, Odd Drive, Crew Quarters, Passenger Quarters, Sickbay, Escape Pod.

RACER

Small, 2 HP, No Armor, 10 INT, 16 ENG, 14 SYS, 2/10 Load

- Ultra fast vessel designed for racing. Sometimes used as a courier.
- Weapons: Not provided.
- Modules: Main Reactor, Life Support, Sub-light Drive, Odd Drive.

TRADER

Medium, 4 HP, 2 Armor, 12 INT, 12 ENG, 14 SYS, 9/20 Load

- Merchant ships following medium distance routes.
- Weapons: 2 turret-mounted Laser Guns.
- Modules: Main Reactor, Crew Quarters, Sub-light Drive, Odd Drive, Life Support, Cargo Bay, Sickbay.

YACHT

Medium, 1 HP, No Armor, 12 INT, 14 ENG, 12 SYS, 9/20 Load

- Especially luxurious private passenger ship.
- Weapons: Not provided.
- Modules: Main Reactor, Emergency Power, Life Support, Sub-light Drive, Odd Drive, Crew Quarters, Passenger Quarters, Sickbay, Escape Pod.

SHIPBUILDING

Use the following template to model any space vessel:

NAME

Size, X HP, X Armor, X INT, X ENG, X SYS, X/[max] Load

- Brief description.
- Weapons: list mounted weapons.
- Modules: list installed modules.

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 starship 3 HP, give hardy ones 6 HP, and serious threats get 10+ HP.
- Each module or weapon occupies 1 Load slot, broad ones occupy 2 slots.
- Remember that **Hull Points** are a measure of strength, absorbency and sturdiness not structural integrity.

COSTS

The costs of building a spaceship are determined by size, number of installed modules and how many slot they occupy. Here are some guidelines:

- Base cost: Small 5 mln, Medium 20 mln, Large 50 mln.
- Base stats: 3 HP, No Armor, 10 INT/ENG/SYS.
- Additional Stat Point (over base): 1 mln. It is possible to shift points between stats (on a 2 for 1 basis).
- Standard modules: Main Reactor, Sub-light Drive, Life Support. Included in base cost.
- Weapons: 1 mln for turret,
- Modules: 1 mln for standard, 3 mln for broad.



WORLDS & SYSTEMS

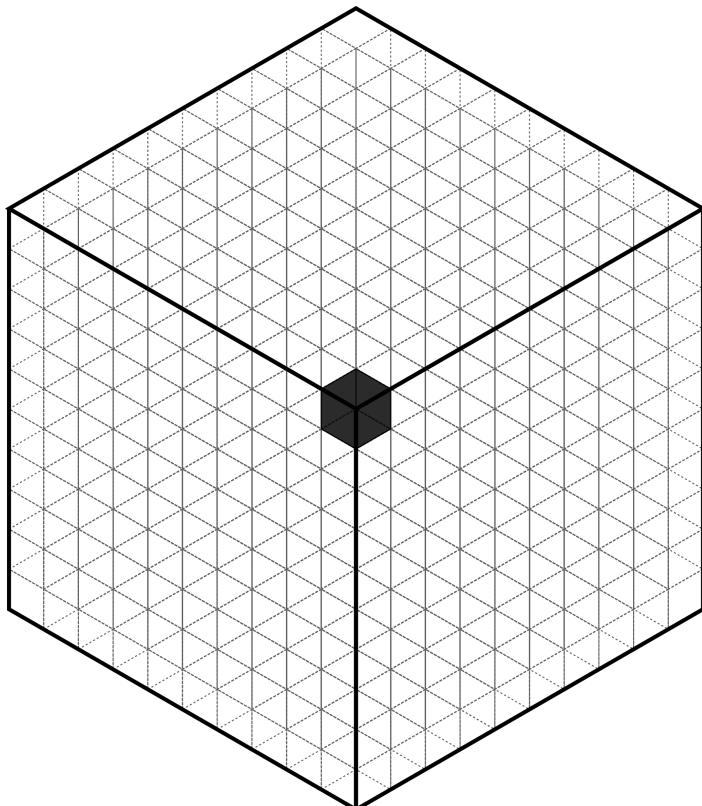
The enormous expanses that access to oddspace has made traversable have generated the need to map the vastness of the Five Galaxies. This chapter will provide the fundamentals for managing the geography of space and generating star systems.

SPACE GEOGRAPHY

Normal space is subdivided into 10pc-sided cubes, called sub-sectors.

Below is the conventional scale in which the Charted Space is subdivided:

- **Sub-sector:** A region of 10pc^3 space in which there are several star systems.
- **Sector:** A region of 100pc^3 space or 1000 sub-sectors.
- **Cluster:** Aggregation of 2 or more sectors, usually defined by political entities.
- **Quadrant:** A quarter of a galaxy, containing several sectors each.

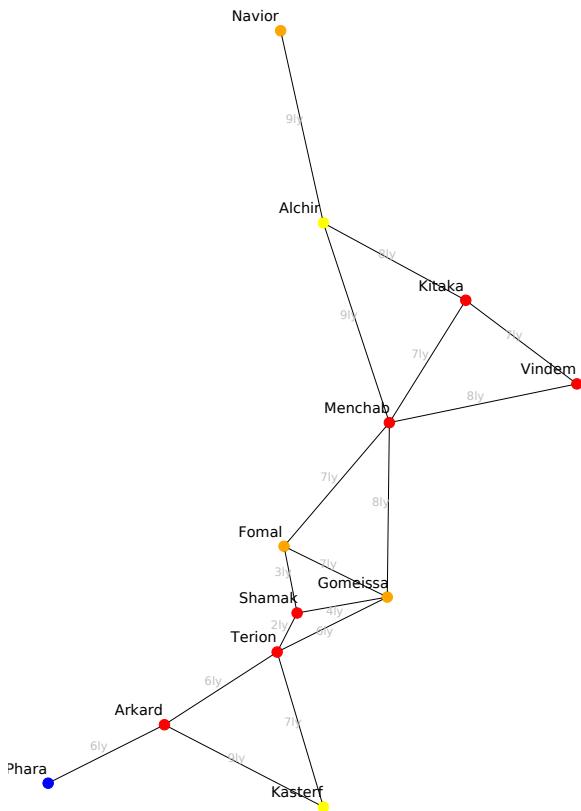


To this geography is added the topography of the Wormhole Access Network (WAN). Numerous natural and man-made wormholes are maintained to connect distant sectors and shorten travel times. Usually travel between wormholes is instantaneous and subject to a fee. A pair of wormholes is in exclusive communication, often natural

wormholes are single way, while artificial wormholes are always double way, unless disabled on purpose.

ASTROGRAPHY

Space is usually mapped at the local sub-sector level. To represent a three-dimensional space, it is possible to "press" the representation into two dimensions, representing the distances between nearest stars as edges of a graph.



To determine the configuration of a sub-sector:

1. Roll 2d20 to determine the number of stars of the region.
2. For each star roll 1d6, then add the values of two nearby stars to calculate the distance in light-years between them.
3. Draw the resulting graph, noting the distances.

Optionally, it is possible to drop a number of colored d6s (representing the spectral class of the stars) on a sheet of paper, thus drawing the edges of the graph between them and marking the sum value of each pair.

STELLAR SYSTEMS

The generation of features for a star system can be randomly determined using this procedure. Roll on the relevant tables where necessary.
When prompted 1d3, roll 1d6, divide by two and round down.

1. Roll for number of stars in the system.
2. Roll for spectral type and color.
3. Roll 1d6+4 to determine the number of planets.
4. Roll 1d6 to determine the number of space habitats.
 - If one of them is a ringworld/Dyson sphere, there are no other planets in the system.
5. Roll for planet type.
 - Roll 1d3 to determine how many worlds are in the habitable zone.
6. Roll for planet features.
7. Roll to determine moons:
 - For gas/ice giant planets, roll 1d20 to determine the number of moons.
Roll to determine type and features of each.
 - For terrestrial planets, roll 1d3. Then roll for type and features.
 - For dwarf planets, roll 1-6. If result is 6 they have one satellite.
 - Space habitats and asteroid belts have no moons.
8. Roll on Population table to determine each moon inhabitants. They always capped to 10mln.

Giant/dwarf planets and asteroids are naturally uninhabitable, but they are settled using domed and underground facilities (see Colonies below).

NUMBER OF STARS PER SYSTEM

1-3	4-18	19	20
Single	Binary	Trinary	Multiple (1d6+1)

STAR SPECTRAL TYPE

1-15	16-17	18	19	20
M	K	F/G	A	Special
Red-Orange	Orange	Yellow	White	(roll below)

1-14	15	16	17-18	19-20
T	M	B	-	-
Brown Dwarf	Red Giant	Blue Giant	Black Hole	Neutron Star

STAR DIMENSION (DON'T ROLL FOR SPECIAL)

1-11	12	13	14
Dwarf	Giant	Supergiant	Hypergiant



PLANETS AND SPACE HABITATS

PLANET TYPE

1-5	6-10	11-11	18-19	20
Gas Giant	Ice Giant	Terrestrial	Dwarf	Asteroid Belt

SPACE HABITAT TYPE

1-4	O'Neil Cylinder	15-16	Bishop Ring
5-6	McKendree Cylinder	17-18	Banks Orbital
7-9	Stanford Torus	19	Dyson Sphere
10-14	Bernal Sphere	20	Ringworld

TERRESTRIAL PLANET FEATURES

1	Barren	6	Savanna	11	Forest	16	Ecumenopolis
2	Frozen	7	Arctic	12	Archipelago	17	Garden World
3	Arid	8	Steppe	13	Waterworld	18	Hellworld
4	Desert	9	Continental	14	Tropical	19	Tainted
5	Tidally Locked	10	Relic	15	Hothouse	20	Ruined

MOON SIZE AND TYPE

1-10		11-14	15-18	19-20
Planetary-mass (roll below)		Small Rock	Big Rock	Ring
1-15	16-17	18	19	20
Barren	Frozen	Vulcanic	Hothouse	Habitable

PLANET/SPACE HABITAT FEATURES

GOVERNMENT

1-2	Corporate	11-12	Anarchy
3-4	Democracy	13-14	Technocracy
5-6	Oligarchy	15-16	Autocracy
7-8	Dictatorship	17-18	Bureaucracy
9-10	Feudal	19-20	Theocracy

ECONOMY

1-6	Agricultural	15-16	Mining
7-11	Industrial	17-19	Political Center
12-14	Finance	20	Religious Center

GDP LEVEL

1-4	Poor	13-16	Good
5-8	Low	17-19	High
9-12	Average	20	Rich

TECHNOLOGICAL LEVEL

1	Stone Age	6-7	Atomic Age
2	Metal Age	8-9	Information Age
3	Clock Age	10-11	Space Age
4	Steam Age	12-13	Stellar Age
5	Machine Age	14-20	Interstellar Age

POPULATION

Roll 1d20: on 19-20 the planet is uninhabited, else roll on the following table.

1-2	10+	11-12	1mln+
3-4	100+	13-14	10mln+
5-6	1,000+	15-16	100mln+
7-8	10k+	17-18	1bln+
9-10	100k+	19-20	10bln+*



SPACE STATIONS & BASES

Space stations are quite common in any star system and cannot be determined with a specific algorithm. Usually there can 1d20 stations per planet. They are usually installed in orbit, on the surface of inhospitable planets and at strategic points such as Langrange Points. To inspire the referee who needs it, here are some examples.

1-4	5-8	9-12	13-16	17-20
Wheeled Station	Zero-G Station	Void Citadel	Domed Installation	Underground Facility
1-2		Science Lab	11-12	Chemicals Factory
3-4		Astronomic Observatory	13-14	Mining Station
5-6		Military Base	15-16	Solar Power Plant
7-8		Weapon Factory	17-18	Farm
9-10		Electronics Factory	19-20	Idroponics

COLONIES

Inhospitable planets, Gas and Ice Giants, and asteroids can still be inhabited thanks to artificial structures generically called colonies.

1-4	5-8	9-12	13-16	17-20
Arcology	Modular Ground Installation	Floating Citadel	Domed City	Underground Base

STARFARING ADVENTURES

In the Five Galaxies starfaring travel is as commons as traveling by plane nowadays. Planets, regions and nation communicate and trade through routes, which are discovered continuously through the oddspace. Due to the limit capacity of fuel tanks, it is commonly recommend to trace routes to end travel in well-known star systems, or at least in one served by a base to refuel.

Nevertheless, venture out on a mission is a risky business that involves facing uncharted expanses, landing on unknown planets facing its alien culture, or face the dangers of an abandoned installation or a derelict, or even face the risk of encountering hostile ships and pirates.



Generally, the referee will provide a map of the local sub-sector with a clear indication of the presence of service stations and the known dangers. It can be assumed that the Charted Space map was purchased and installed on the ship's systems, but this obviously will not contain data on uncharted star systems, or secret or illegal installations.

CONTINGENCIES IN SPACE

Each time a starship exits oddspace, the referee should determine a random event that will affect the next moves of the adventure. This system is intended as a guideline. The referee will interpret the result in a way that best suits the fiction.

206	EVENT
2-3	Ship malfunction (deactivate one module)
4-6	Space Anomaly
7	Encounter (roll on reaction)
8-10	Distress call
11-12	Advantage

Space anomalies should be interpreted according to the fiction. Events such as solar storms or asteroid fields can have equally important effects on the course of the adventure (e.g., a storm disrupts the ship's systems, the asteroid field must be bypassed or crossed at reduced speed adding 1d6 hours to the journey, etc.).

An advantage is anything positive to the mission or to travel purpose (such a patron's call with an offer, appearing on the sensors of an allied base, etc.).

LANDING & EXPLORATION

Not only explorers and trailblazers will face situations in which they will have to land and explore unknown and potentially hostile planets. In these cases it is possible that the group needs to cross unknown territories. Every travel day, the referee should roll on the following events to determine contingencies.

206	EVENT
2-3	Transport malfunction
4-6	Shift weather
7	Encounter (roll on reaction)
8-10	Clue regarding next encounter
11-12	Advantage

An advantage is anything positive to the mission or to travel purpose (such as meeting a friendly population, finding game, finding a healing compound, etc.).



SALVAGING

Some missions require the boarding of derelict for their salvage or dispossession. Furthermore, even call-for-help events could lead to dealing with similar environments. For each room or environment explored, the referee should roll on the following event table to determine the type of occurrence.

206	EVENT
2-3	Exhaustion (need to rest)
4-6	Local change
7	Encounter (roll on reaction)
8-10	Clue regarding next encounter
11-12	Advantage

Encounter tables should be built thematically based on the type of mission and derelict explored (such as an alien infestation, a terrorist boarding, a failed experiment in a laboratory that released pathogens or psychotropics, etc.).

TRADE

Trade is the backbone of the intergalactic economy. The routes established through the star systems guarantee the supply of materials impossible to produce on one planet, by importing them from others.

Usually, the most profitable routes are drawn between agricultural and industrial planets, speculating on the difference in price that each type of economy is willing to pay to import the materials produced by the others.

GOODS	AVERAGE PRICE	SUPPLIER WORLD	AVAILABILITY
Food	50 cr/t	Agricultural	1d20x50 t
Textiles	70 cr/t	Agricultural	1d20x50 t
Spirits	300 cr/t	Agricultural	1d20x20 t
Luxuries	900 cr/t	Central*	1d20x10 t
Drugs	50 cr/kg	Industrial	1d20x20 kg
Electronics	800 cr/kg	Industrial	1d20x50 kg
Machinery	600 cr/t	Industrial	1d20x50 t
Alloys	400 cr/t	Mining	1d20x40 t
Weapons	700 cr/kg	Industrial	1d20x20 kg
Raws	120 cr/t	Mining	1d20x100 t
Ores	250 cr/t	Mining	1d20x100 t
Artifacts	50,000 ea.	Central*	1d6
Fuel	200 cr/bbl	Any	1d20x10 bbl

* A Central world is either a Political/Religious Center or a Finance world.

The base price therefore undergoes variations in relation to planetary GDP level.

---	POOR	LOW	AVERAGE	GOOD	HIGH	RICH
Purchase	120%	110%	100%	90%	80%	70%
Sale	80%	90%	100%	110%	120%	130%



MISSIONS

If you need to build a Mission on the fly or you are looking for inspiration you can pull on the following tables to build the outline.

WHO

1. An organization
2. A local authority
3. An old friend or relative
4. An old mentor
5. A local population in need
6. Someone malicious who can blackmail the party



WHAT

1. Recover an Artifact
2. Stop the pirates
3. Salvage a derelict
4. Extinguish a debt
5. Escort or delivering something
6. Rescue someone

WHY

1. To help the inquirer
2. To get your hands on the Prize
3. An oracle has foreseen it
4. Your daimon urges you to do so
5. To seek fortune and glory
6. To avenge a wrong (to you or someone else)

WHERE

1. Pirate Base
2. Nearby Colony
3. Faraway System
4. Derelict Ship
5. Government Facility
6. Drifter Fleet

HOW

1. During a quiet moment someone comes looking for you
2. An old acquaintance asks you
3. Have you heard any rumors where you are now
4. You have been arrested or imprisoned and this is the condition of release
5. It wasn't planned, but it happened
6. You have found an object that pushes you towards the Mission

OBSTACLE

1. Someone wants to stop you (1-2: ship malfunction 3-4: another party 5-6: an authority)
2. You have been deceived, the mission is not what it seems
3. The target is different from what was planned
4. Someone in your party is not who they seem
5. You arrived too late/early
6. The target is somewhere else

ARTIFACTS

Artifacts are rare and powerful items lost in legend and found in the ruins of ancient civilizations or on the market at exorbitant prices. The Five Galaxies are ancient and the amount of artifacts left behind by vanished civilizations is incalculable. Here are some examples:

- **Infinity Sphere:** This artifact is a perfect sphere the size of a palm that can instantly transport its user wherever he wants. Its use requires a WIL greater than 15 (by succeeding on a saving throw) and can be used once every 30 days.
- **Seer Eye:** anyone wearing it can temporarily acquire clairvoyance powers while not being a psionic. To use it, you must save vs WIL. In case of failure the user will lose his eye.
- **Neutralizer:** A dangerous artifact that destroyed the civilization that created it. It is capable of instantly killing any life form in any biosphere. One use only.
- **Precursor Remembrance:** It looks like a banal little casket, but it contains the collective memories of the First Born. An ordinary mind (WIL less than 17) cannot bear its weight. Those who are, have access to advanced knowledge and unlimited mental powers. It can be used only once. Thereafter the user will ascend to a higher plane of existence.



CREATURES

ARACHNID DRONE

6 HP, 1 Armor, 12 STR, 14 DEX, 10 WIL, Sharp Legs (d6), Fangs (d6, poison)

- Eight-legged insectoids with a tough chitinous exoskeleton, the size of a large dog, living in colonies.
- They are connected by a hive mind commanded by the queen.
- The poison causes immobility and hallucinations, to allow the victim to be digested.

ARACHNID QUEEN

8 HP, 2 Armor, 14 STR, 10 DEX, 14 WIL, Acid Spit (d8, poison)

- As large as three drones, it shows a huge uterine pouch from which it expels eggs continuously.
- Head of the arachnid colony, the only member to have independent consciousness.
- It will have 2d6 drones in its defense if attacked directly.

BLACK DESTROYER

6 HP, 0 Armor, 12 STR, 16 DEX, 16 WIL, Claws (d6)

- Intelligent space feline that resembles a fearsome giant panther.
- Both a chaser and a pouncer, highly intelligent (as or more than humans).
- Clash of wills: save against WIL. If fail, the destroyer has enhanced attack for the duration of the fight.

CHUVOID

5 HP, 0 Armor, 10 STR, 12 DEX, 6 WIL, Spine (d6), Poisonous Thorns

- Carnivorous giant pod plants, capable of swallowing a humanoid whole
- They capture their victims with the pod. They throw spines in defense.
- Poisonous thorns will cause death within minutes if left untreated.

COMBAT ROBOT

5 HP, 3 Armor, 14 STR, 12 DEX, 10 WIL, Rifled Arm (d8)

- Automaton designed for war. If it acquires a target nothing will stop it.
- Insectoid design: can move on all types of terrain and surface.
- Immune to mental manipulation, but vulnerable to kinetic attacks.

FLOATER

8 HP, 3 Armor, 12 STR, 16 DEX, 18 WIL, Tentacles (d6), Mind Attack (save vs WIL)

- Native to gas giants, they look like huge jellyfish. Peaceful if unprovoked.
- Psionic Master, using especially Thought Control, Xenoglossy, and Psychokinesis.
- Crusher: its tentacles can crush a human in combat armor.

HIVER, DRONE

3 HP, 1 Armor, 10 STR, 12 DEX, 8 WIL, Claws (d6)

- Humanoid insect with big fly eyes. Lives in hives structured in castes.
- Drones usually go on reconnaissance, not attack
- Will call the attention of warriors if they perceive danger.

HIVER, WARRIOR

6 HP, 2 Armor, 12 STR, 14 DEX, 12 WIL, Energy Rifle (3 x d10)

- The hiver warriors have human intelligence, although subject to the queen.
- They commonly use ranged weapons, typically energy rifles.
- Team Strength: they attack in 2d6 units, with enhanced attack.

HIVER, QUEEN

8 HP, 3 Armor, 14 STR, 10 DEX, 16 WIL, Personal Knife (d4), Energy Pistol (d8) Psionics (see below)

- They are in charge of the hive and have superhuman intelligence.
- Skilled diplomats, they will only order the attack if the hive or themselves are threatened.
- Psionic Masters: will use Thought Control to bend opponents (save vs WIL).

KRILLIKS

4 HP, 1 Armor, 13 STR, 12 DEX, 10 WIL, Staff (d8), Claws (d6) Tail (d10, crusher)

- Humanoids with the appearance and characteristics of terrestrial reptiles.
- Highly gregarious species, with a strong sense of clan and family that they will defend with their lives.
- They usually prefer the use of staves, a blow from their tail is devastating.

OOZE

8 HP, 0 Armor, 14 STR, 16 DEX, 12 WIL, Tendrils (d8), Toxic Splash (see below)

- Giant Parameci look, able to extend tendrils from their bodies.
- Highly agile and immune to crushing blows. Vulnerable to energy weapons.
- Toxic Splash: when in mortal danger, they release a powerful acid (instant Critical Damage).

VERMID

6 HP, 3 Armor, 12 STR, 10 DEX, 8 WIL, Bite (d6), Claws (d8)

- Centipede the size of a dog. They can live in vacuum and usually on asteroids and moons.
- Always present in groups (2d6), they will attack on sight.
- The chitinous exoskeleton is able to resist energy attacks.

MAKING 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.

SPARK TABLES

Spark Tables are used to prompt ideas. Roll 2d20 and combine the result. The entries are general enough that they can be used as the inspiration for a person, place, event, or object.

D20	SPARK ONE	SPARK TWO
1	far	photograph
2	pink	monitor
3	harsh	cab
4	sheer	criminal
5	tight	tourist
6	ing	plaza
7	massive	saloon
8	notorious	tavern
9	orange	sunlight
10	basic	restaurant
11	peevish	telephone
12	nearby	trouser
13	sour	cargo
14	haired	equipment
15	available	eyebrow
16	casual	warehouse
17	glossy	pavilion
18	secure	goblet
19	sensitive	shelf
20	automatic	spaceship

D20	SPARK ONE	SPARK TWO
1	extant	director
2	subtle	musician
3	blank	referee
4	standard	sponsor
5	startled	foyer
6	appropriate	corridor
7	polite	vehicle
8	austere	foliage
9	pallid	shed
10	unpleasant	parasol
11	fascinating	locater
12	typical	skirt
13	scarlet	gong
14	supple	dock
15	intricate	journalist
16	complicated	communicator
17	worthless	corpse
18	cautious	charabanc
19	bleak	houseboat
20	unique	waiter

D20	SPARK ONE	SPARK TWO
1	slender	spaceman
2	limp	skimmer
3	unlikely	cubicle
4	vile	tray
5	blond	fist
6	erect	booth
7	somber	kiosk
8	uneasy	tile
9	restless	hatch
10	financial	paladin
11	crooked	blouse
12	crazy	thumb
13	suspicious	murderer
14	sardonic	rug
15	precise	ankle
16	spare	ward
17	fake	crag
18	serene	velvet
19	transparent	drawer
20	elaborate	seneschal

D20	SPARK ONE	SPARK TWO
1	placid	feed
2	dismal	yacht
3	candid	crater
4	umped	dancer
5	modest	steward
6	extravagant	roble
7	contemptuous	traveler
8	bland	microphone
9	urgent	pilgrim
10	squat	crystal
11	conventional	weasel
12	sinister	wrist
13	fantastic	laboratory
14	specific	terminal
15	sandy	depot
16	sexual	centipede
17	faced	spacecraft
18	concrete	sash
19	reckless	receptionist
20	instant	toe

D20	SPARK ONE	SPARK TWO
1	wary	cafe
2	languid	mustache
3	criminal	glade
4	careless	cowl
5	maximum	ledge
6	tentative	ape
7	top	pirate
8	estuary	prong
9	rear	wasp
10	identical	cape
11	rigid	slaver
12	efficient	lane
13	amazing	nostril
14	serial	steppe
15	dreary	shrub
16	eccentric	kidnaper
17	distinctive	pond
18	random	slab
19	expensive	boulevard
20	cunning	ramp

D20	SPARK ONE	SPARK TWO
1	unreal	hoe
2	alert	patron
3	notable	torso
4	irregular	boulder
5	thoughtful	slipper
6	impatient	ditch
7	circular	dune
8	coarse	breech
9	forlorn	socket
10	wry	omnibus
11	mock	puppet
12	thurible	eyrie
13	concerned	chisel
14	off	scrivener
15	husky	workroom
16	archaic	domino
17	operative	craftsman
18	accurate	carver
19	choice	piston
20	marvelous	skiff

D20	SPARK ONE	SPARK TWO
1	meaningful	alcove
2	magic	candidate
3	compact	underling
4	luminous	vagabond
5	fastidious	dray
6	illicit	smock
7	uninterested	barge
8	ferocious	delegate
9	runaway	riverbank
10	hoarse	functionary
11	irresponsible	expert
12	forward	merchandise
13	polished	correspondent
14	measured	export
15	anti	sequin
16	grotesque	lantern
17	indulgent	eel
18	vacant	conspirator
19	secretive	portal
20	perverse	watchman

D20	SPARK ONE	SPARK TWO
1	formless	pane
2	startling	apron
3	valuta	girder
4	civilized	hulk
5	skinned	precinct
6	crude	shack
7	genetic	willow
8	sixth	stanchion
9	musing	alley
10	lad	reed
11	quizzical	smuggler
12	tart	porch
13	unfathomable	luggage
14	reluctant	stateroom
15	traditional	gland
16	fascinated	excursionist
17	cursive	skull
18	brisk	harness
19	cantankerous	rotunda
20	wheeled	tyrant

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 & psionics.

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.

CYBERNETICS

Cybernetics are expensive body augmentations that increase power and capabilities. Deterioration and hacking need to pass a saving throw against STR to avoid **Critical Damage**.

Augmentations have a cost of purchase and installation, as well as periodic maintenance. Installation has a recovery time of 1d6 days. Missing revisions results in malfunctioning implants, forcing a saving throw every 1d6 days until maintenance or removal.

PSIONICS

Psionics allow control of matter and mind. Only a PC with WIL greater than 12, can be a psionic, if a saving throw against WIL succeeds (WIL/3 talents randomly selected from the Talents Table). Talents cannot be taught or learned, only trained and are inhibited by cybernetic brain implants.

The psion consumes WIL at the indicated cost determining the current level of WIL until recovered. Each excess point decreases STR (**Critical Damage** rules apply).

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.

ACKNOWLEDGEMENTS

Plerion is based on the **Cairn SRD** by Yochai Gal (release under CC BY-SA 4.0 license) and **Spacer** (CC BY 4.0) by Paul Umbers.

Some art has been designed using resources from Freepik.com

Other sources are pixabay.com, maxpixels.net and pxfuel.com (no attribution art)

A huge thanks to:

- Marc Miller: for Traveller.
- Jack Vance: for the Gaean Reach book series.
- Yochai Gal: for Cairn, the NSR Discord server, and the kind support.
- Jim Parkin: for Weird North and Any Planet is Earth.
- Adam Hensley: for Monolith, sibling separated at birth of Plerion.
- Alessio Persichetti: for all the valuable advice and for tolerating my lucubrations.
- Lars Huijbregts: contributed to the conversion of all weapons from Spacer to Plerion.
- The NSR and The Cauldron communities: for advice and support on this project.

CHANGELOG

- v.0.8.7: Added clarification on multiple damage dice, cleared reference to magic.
- v.0.8.6: Equipment: overhaul of weapon damage and added tags clarification.
- v.0.8.5: Characters: reordering of tables and clarifications.
- v.0.8.4: Minor fixes.
- v.0.8.3: Added Appendix B, reduced Appendix A.
- v.0.8.2: Added PDF images.
- v.0.8.1: Habitats renamed as Space Habitats for clarity.
- v.0.8: Added Space Faring Adventures and Celestial Names Appendix.
- v.0.7: Added Spark Tables section.
- v.0.6: Added Archetypes section.
- v.0.5: Added creatures stats.
- v.0.4.1: Space Station and Colonies sub-section.
- v.0.4: Added Worlds & Systems section.
- v.0.3.2: Shipbuilding costs rules + prices adjustment.
- v.0.3.1: Some clarification and fixes.
- v.0.3: Vehicles & Starships, including generation tables and prices.
- v.0.2.1: Cybernetics & Psionics in Rules Summary
- v.0.2: Cybernetics & Psionics
- v.0.1: General Cairn reskinning, Background Tables, Equipment and Gear from Spacer.

APPENDIX A: CELESTIAL NAMES

These tables of names can be used for planet, stars, sectors or other celestial object of preference.

First roll 1d6 to determine a Table in the group, then a d66 (1d6 for tens, another for units) on the table to determine a name.

There are 216 names in the following tables. You can make up further combining syllables of two or more results.

TABLE 1

D66	1	2	3	4	5	6
1	Altan	Acrabih	Chedar	Asterops	Porrimacent	Rukbatena
2	Nihalleth	Arcturud	Sheleb	Porrim	Eltais	Sadalm
3	Muliph	Arnephorphos	Nihaldus	Casterionea	Menchibah	Shamarkab
4	Dabit	Zubenelaeno	Alnitaka	Asella	Nihallatria	Chernar
5	Zelfafage	Alchir	Alcherakis	Algiennah	Menchiba	Phecca
6	Neschabi	Pleionea	Thal dib	Zanin	Mirfar	Sadachium

TABLE 2

D66	1	2	3	4	5	6
1	Ashleshat	Capellum	Leshat	Zubeneshmet	Minchira	Alchird
2	Ashlesari	Algediadem	Procyone	Chelectra	Ankalhai	Chera
3	Sarthim	Atrix	Asellux	Hadalmacent	Alnathfar	Aldhard
4	Denescha	Sadirachir	Vindemin	Homali	Furus	Algor
5	Fomam	Alkali	Arrai	Aladfarkad	Aldeba	Maham
6	Hasich	Phernar	Acrabit	Alphara	Cellum	Zubens

TABLE 3

D66	1	2	3	4	5	6
1	Pollus	Alpherrakis	Alpherami	Gorgone	Shelik	Proxima
2	Almelik	Cella	Shail	Suhain	Alatria	Zibah
3	Angeta	Castabi	Alrak	Krazet	Sarga	Astaban
4	Rastrra	Kocha	Homal haula	Alcyon	Yildus	Theematria
5	Prope	Alram	Almachir	Alnath	Denelaeno	Menkaa
6	Denelgubi	Phard	Alsuud	Celava	Mesath	Saipheratz

TABLE 4

D66	1	2	3	4	5	6
1	Matares	Bahasich	Alpha	Cynosurah	Alhaut	Gomeisam
2	Zubenebola	Suhelik	Zedar	Ascelaeno	Aldhaferatz	Grasat
3	Wasalmach	Dschara	Kochard	Alsha	Salmeliak	Acamarkad
4	Almacentak	Grassa	Grafi	Mahamak	Ashleshmet	Sadalshat
5	Kastulafat	Dhenar	Wasalarazet	Rotan	Castulafage	Gatrix
6	Astor	Scelava	Aldun	Celbarich	Zauri	Lesat

TABLE 5

D66	1	2	3	4	5	6
1	Deneshmet	Zubenetnash	Errim	Ruchbia	Procyonea	Sadalmeliak
2	Achiba	Sadaron	Sadar	Alphein	Kitak	Zaurakis
3	Alkura	Navior	Phein	Capellux	Pollum	Alamulk
4	Sherkad	Acubeneb	Bella	Sadir	Pleion	Menkentakan
5	Elmuthal	Diphernar	Regorab	Algiebara	Sterione	Adhaferak
6	Errimachium	Alshaula	Bellatria	Aldhib	Alsham	Bellath

TABLE 6

D66	1	2	3	4	5	6
1	Hezen	Mergas	Chedaron	Acamali	Brach	Miracheat
2	Minchium	Muliphda	Algorgone	Betelgedi	Unukat	Seginusakan
3	Zelfafat	Antauri	Almachedar	Denetnash	Nihaldib	Aladfarkar
4	Bellum	Asterf	Matan	Acamalhenar	Elmuthabih	Wasathfar
5	Miatrix	Ksorab	Saleh	Alphah	Asellah	Astula
6	Aldah	Algiedi	Diademinkaa	Hassias	Hadira	Cherkab

APPENDIX B: CREATURES & NPC CONVERSION GUIDES

If you want to convert encounters from the most popular science fiction game systems, see the guidelines below.

CONVERTING FROM TRAVELLER

Converting from Traveller (both Classic and Mongoose) modules is quite straightforward:

- STR = Strength + Endurance
- DEX = Dexterity x 2
- WIL = Intelligence + Social Standing
- Education is not considered
- HP = Endurance/2
- Considering that Armors is capped at 3, a direct conversion is not possible, but consider this scale:
 - Jack has a value of 1 Armor.
 - Cloth has a value of 2 Armor.
 - Battle Dress has a value of 3 Armor.
- Skills must be converted as fictional guidelines (es. foe with a high Athletic skill is fast & nimble etc.)
- Weapon can be adapted to their analogue in Plerion. See Equipment.

CONVERTING FROM MOTHERSHIP

This guide is adapted from **Meteor Corp** (CC-BY-SA 4.0 by David Lombardo).

DEFAULT NPC

When in doubt, an NPC has the following stats: 3 HP, 0 Armor, d6 weapon, 10 STR, 10 DEX, 10 WIL, 5 HP

Adjust stats for NPCs or creatures that have notable or significant differences. Most NPCs and creatures can be differentiated by actions, motivations, and behavior rather than needing to adjust stats.

ADJUSTING STATS

Evasive enemies have more HP. Armor can also be used to represent particularly evasive enemies. Avoid large amounts of HP as it can cause combat to become boring and repetitive. Remember that HP is not meat or physical resilience, it's a creature's ability to avoid harm.

Deadly enemies have stronger weapons, or Critical Damage effects. Use Blast damage for explosives, sweeping beams, or giant slashing claws. Damage ranges from a d4 for unarmed attacks, to a d12 for massive damage.

Strong enemies have 15 STR, weak have 5.

Skilled enemies have 15 DEX, drones have 5. It is usually not necessary to specify the specific Skills NPCs have, instead make rulings based on what would plausibly be within their area of expertise.

Brave enemies have 15 WIL, cowardly have 5.

Add Specials to represent unique abilities, technologies, or tactics NPCs might have access to.