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2D6 OGL SCI-FI

FROM THE ASHES

A 2d6 OGL Science-Fiction Rule Supplement

Compatible with the Cepheus Engine Core Rules

By Omer Golan-Joel

FROM THE ASHES

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From the Ashes

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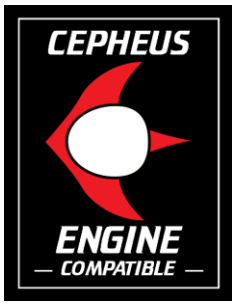

INTRODUCTION

Death lurks among the stars, forever waiting for the unwary Player Character. From laser beams and bullets to the teeth of alien predators to the vacuum of space travel itself, death is unfortunately common in the far reaches of the cosmos. However, human (and alien) ingenuity pushes back at death and injury, with the constant progress of medicine. At high tech levels, deadly wounds and even death itself are no longer absolute: medicine can repair a broken body, replacing dead flesh and bone with plastic and steel, or alternatively re-growing dead tissues with advanced bio-medicine. This booklet details advanced technologies, from trauma medicine and trauma surgery available even at lower tech levels, to cyborg conversion replacing body parts with bio-mechanical systems and defying death, to advanced bio regeneration capable of bringing the death back from the very maw of death.

Required Materials

To use this supplement, you will need a copy of the Cepheus Engine System Reference Document, available from Samardan Press™.

Alternatively, you may use any other variant of the 2D6 Science Fiction SRD such as the base System Reference Document (SRD), itself freely and legally available at http://www.travellersrd.com.

Also, to get the most from this book you will need at least two six-sided dice and some pens/pencils and paper or a computer.

References to Other Books

- 2D6 Science Fiction System Reference Document: *SRD*
- Cepheus Engine System Reference Document – *CE*

Die Roll Conventions

The *SRD* uses six-sided dice only (D6, here referred to as “D”). For example, when rolling two dice and adding together the result, the rules will refer to “2D”). Occasionally, smaller dice may be needed; the terms d3 and d2 are used. Whenever d3 is used, roll a six-sided die and use the following: 1-2: 1, 3-4: 2 and 5-6: 3. For a d2, roll a six-sided die and use the following: 1-3: 1, 4-6: 2.

D66: Various tables in this book. Particularly those regarding character generation, use this method. In this case, roll two dice, but do not add their results together; instead, consider one of them as the "tens" and the other as the "ones", yielding a result ranging from 11 to 66 (11-16, 21-26, 31-36, 41-46, 51-56, and 61-66).

Check (or Throw): To determine if a character succeeds or fails at a particular task, the player must make a check. To make a check, the player rolls 2D and adds any appropriate Dice Modifiers (such as a skill his character possesses, or a bonus from a piece of equipment). If the total is equal to or greater than the target number for that check, he succeeds. A check will usually have a skill or characteristic associated with it. For example, a check of ‘DEX 8+’ means ‘roll 2D, add your Dexterity Characteristic Modifier, and you succeed if you have a total result of 8 or more’.

Target Numbers: In many checks, the player needs to roll equal to or above a specific number (usually, eight or more). This is denoted by a number followed by a plus, such as 8+ or 10+.

Dice Modifier (abbreviated to DM): A number to be applied to a die roll before it is used. Dice Modifiers are preceded by a sign, which indicates if the number is to be added to or subtracted from the roll. For example, a Dice Modifier of –2 indicates that two is to be subtracted from the roll; a Die Modifier of +4 indicates that four is to be added to the roll.

About the Author

Omer Golan-Joel is a 34 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer from the town of Yavne, Israel. He lives with his beloved fiancée and two cats Saki and Chicha – the real masters of the house – as well as an entourage of lizards, from the gang of house geckos to the large Star Agama who graces the wall of his home in the warm and hot months. Omer is a fan of science-fiction, fantasy and history, an amateur cook, and a hobbyist herpetologist. He also writes role-playing gaming material, including **Outer Veil**, a full-scale science-fiction campaign setting published by **Spica Publishing®** in 2011.

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FROM THE BRINK OF DEATH

According to the core *SRD* rules, characters die when all three of their physical characteristic are reduced to zero. However, under the following optional rules, the science of medicine can sometimes revive a mortally wounded character. This has been possible since the dawn of modern medicine, but becomes easier to perform at higher tech levels. The key in all cases is to bring the mortally wounded character to a hospital or other full-scale medical center within the "Golden Hour" of trauma medicine – that is, within one hour from injury. Even with advanced first aid, critically injured characters whose three physical characteristics were reduced to zero will not survive without trauma care within an hour of injury. Ordinary medbays common on most starships will not suffice – a dedicated hospital, whether shipboard or planetbound, is the only facility capable of such medical operations or in a high-grade automatic medical unit (Autodoc). If no hospital can be reached within one hour, the only way to preserve the wounded is to place them into a "low berth" or cryoberth. Note that the survival Medic check upon thawing the frozen character also applies here. Also note that characters killed by vehicle-scale or starship-scale weapons cannot be resuscitated.

The following is Open Game Content

Once on the operating table, the surgeon treating the critically injured character must make a Medic check (1D hours, EDU) with difficulty based on tech level, as given in the following table.

Trauma Surgery Difficulty

Tech Level	Difficulty
0-2	Almost Impossible (-8)
3-4	Formidable (-6)
5-6	Very Difficult (-4)
7-8	Difficult (-2)
9-11	Average (+0)
12-14	Routine (+2)
15+	Easy (+4)

The end result depends on the Effect of this Medic check, as shown on the table below.

Trauma Surgery Results

Effect	Result
-6	The Character is dead and badly mangled. They cannot be brought back to life using cyborg conversion, but they can still be brought to life by bio regeneration but suffering a -4 DM to the Medic roll.
-2 to -5	The Character is dead but the body remains more or less intact. They can be brought to life using cyborg conversion or bio regeneration with no adverse DMs.
-1	The Character is resuscitated and gains 1 point of Endurance. However, their body has suffered massive damage and may require drastic surgical actions. Roll 1D: 1-2, Character loses a leg; 3-4, Character loses an arm; 5-6, Character loses both eyes and is blinded. Further surgery and healing follow the *SRD* rules.
0	The Character is resuscitated and gains 1 point of Endurance. However, they are still critically injured and will suffer severe lasting effects from the injury. Roll 1D: 1-2, Character loses a hand; 3-4, Character loses one eye; 5-6, Character suffers brain damage. Further surgery and healing follow the *SRD* rules.
1 to 5	The Character is resuscitated and gains 1 point of Endurance but suffers minor lasting damage. Roll 1D: 1-2, Character is badly scarred; 3-4, Character loses 1D3 fingers; 5-6, Character loses most teeth. Further surgery and healing follow the *SRD* rules.
6 or more	The Character is resuscitated with no special ill effects and gains 1 point of Endurance. Further surgery and healing follow the *SRD* rules.

DMs: -2 if the character is critically wounded by an area-affecting weapon; +1 if a character with at least Medic-1 administered first aid to the character within 10 minutes of injury; -1 if a character with Medic-0 or less administered first aid within 10 minutes of injury; -2 with no first aid within 10 minutes of injury; character will die if no first aid given within 30 minutes of injury.

Lasting Injuries

Here is a list the effects of the various inflictions caused by the above table.

Blinded: The character loses both eyes to injury and is blind. The character suffers DM -4 to all checks and other rolls requiring sight and is otherwise impaired at the Referee's discretion. At TL12+, a pair of cybernetic or vat-grown eyes costing Cr15,000 restores normal vision.

Brain Damage: The character's brain suffers a lasting injury, either to cognitive or memory functions. Roll 1D: 1-3, halve the character's Intelligence score, rounding down, to a minimum of 1; 1-3, halve the character's Education score, rounding down, to a minimum of 1. At TL12+, extensive cybernetic repair work can restore the character to normal functioning (and characteristics) at a cost of Cr5,000 per characteristic point restored.

Lost Arm: One of the character's arms must be amputated to save their life. The character obviously cannot use this arm for any purpose. At TL7+, a modern mechanical prosthetic costing Cr7,500 restores almost normal functionality, though any actions performed using the stricken hand suffer from DM -2 due to the arm's ungainly mechanical nature. At TL11+, a cybernetic or vat-grown arm costing Cr200,000 restores perfect functionality.

Lost Fingers: The character loses a number of fingers to injury. He or she suffers from DM -2 to all checks related to that specific hand, and DM -1 to all checks involving both hands. At TL11+, cybernetic or vat-grown fingers cost Cr10,000 each and – once all fingers are replaced – restore normal functionality.

Lost Hand: One of the character's hands must be amputated as part of medical care, though surgery saves most of the arm. The character loses all uses of the hand. At TL3+, a hook hand allowing basic griping and little else is available for Cr500. At TL8, an advanced prosthetic costing Cr10,000 can restore almost perfect

functionality, albeit at DM -2 to all actions performed with the mechanical hand. At TL11+, a cybernetic of vat-grown hand costing Cr100,000 restores full functionality.

Lost Leg: One of the character's legs must be amputated to save his or her life. The character cannot move unaided other than by crawling. Using a crotch or a wheelchair, the character may move 1 meter per minor action and cannot using at least one hand while doing so. Using a TL3+ peg leg costing Cr1,000, the character may move 1 meter per minor action but has both hands free. At TL 7+, using a simple mechanical prosthetic costing Cr10,000, the character may move up to 3 meters per minor action. At TL8+, using a high-end mechanical prosthetic leg, or a cybernetic (or vat-grown) leg, costing Cr250,000, the character may move at the full movement rate of 6 meters per minor action.

Lost One Eye: The character is blinded in one eye but retains the other, losing depth vision and drastically reducing his or her field of view. The character retains vision but suffers DM -2 to all actions requiring depth of vision, such as attacking in combat, as well as to any check related to having a normal field of vision, such as noticing someone sneaking up to the character. At TL12+, a cybernetic or vat-grown eye costing Cr7,500 restore normal vision. Firing a weapon with a TL7 or better electronic scope negates any penalty incurred by losing one eye.

Lost Teeth: Most of the characters' teeth are knocked out, making eating difficult causing DM -4 to all checks involving speech. TL7+ dentistry can restore all teeth at a total cost of Cr10,000.

Scarring: The character suffers extensive and lasting scars or burn marks from his or her injury. The character is easily recognizable and suffers a -2 DM to all social checks, except for intimidation in which he or she enjoys DM +2.

Open Game Content ends here

LESS FORGIVING INJURY DURING CHARACTER GENERATION

The Injury Table in the *SRD* provides several option of injury during character generation. This table, however, does not account for the character's Endurance, nor does it detail the nature of lasting injury behind general suggestions. The table below is an optional replacement of the standard Injury Table.

The following is Open Game Content

For more detailed results, make a Difficult (-2) (END) check and look for the Effect of that roll on the following table. The results of injury and the cost of correcting them (as Medical Debt in this case) are as given in the previous chapter, From the Brink of Death, except for characteristic damage which heals according to the *SRD* Medical Care rules. Note that if you desire a particularly brutal feel to injuries in Traveller character generation, including a real risk of death, use the Trauma Surgery given in the previous chapter assuming first aid by a medic with Medic-1, and surgery by a surgeon with Medic-3 and DEX 8.

Revised Injury Table

Effect	Result
-6 or less	Character critically injured with severe lasting implications. Roll 1D: 1-2, character loses a leg; 3-4, character loses an arm; 5-6, character loses both eyes and is blinded.
-5 to -2	Character severely injured with lasting implications. Roll 1D: 1-2, character loses a hand; 3-4, character loses one eye; 5-6, character suffers brain damage.
-1	Character is injured and heals badly, though all limbs and organs function more or less normally. Reduce one physical characteristic by 1D and the two others by 2 each.
0	Character is injured and does not heal completely, though all limbs and organs function more or less normally. Reduce any one physical characteristic by 2.
1 to 5	Character injured and suffers mild lasting injuries. Roll 1D: 1-2, character is badly scarred; 3-4, character loses 1D3 fingers; 5-6, character loses most teeth.
6 or more	Lightly injured. No permanent effects.

DMs: -2 if in combat or deep exploration service; -1 if in a support branch of the military; +0 if civilian.

Open Game Content ends here

PERSONNEL CRITICAL HITS

For a more lethal game, you may wish to include critical hits on personnel (human, alien, animal or robot) similar to the way they occur in vehicle combat. On an attack roll against a person, robot or animal with an Effect of 6 or higher will cause maximal damage, provided that the attack can damage the target at all; though armor will still apply as normal. For example, a weapon with a damage value of 3D will cause 18 points of damage on a critical hit. When considering this rule, you should take into account the fact that the characters will suffer from such hits in addition to their opposition, so this will increase the lethality of your game.

The following is Open Game Content

Optional Rule: Critical hits and armor

Under this optional rule, an attack roll with an Effect of 6 or higher, rather than causing a minimum of 1 damage point regardless of armor – will completely bypass and ignore armor, causing normal damage even to an armored target. This represents landing a strike or drilling a shot at a weapon point of the target's armor, thus bypassing its protection.

Optional Rule: Headshot!

Under this optional rule, an attack roll with an Effect of 6 or higher, rather than causing a minimum of 1 damage point regardless of armor – will completely bypass and ignore armor, and cause maximal damage to the target. This represents striking the target at a vulnerable spot through its armor. Note that this will significantly increase the lethality of your game.

Optional Rule: Carnage!

Under this optional rule, any attack with an Effect of 6 or more will force the target to roll on the Revised Injury Table (p. 8). Note that this will make for a particularly brutal game – use this optional rule with extreme caution.

Open Game Content ends here

THE FUTURE PROMETHEUS

Beginning at TL12, advanced technology can repair even a broken body, replacing dead tissues with chromium and steel. Highly invasive cybernetics can bring a dead or dying person back to life, provided that his or her brain remains relatively intact and that the body is not overly mangled. This procedure is typically available only on advanced, well-industrialized worlds. Only the best hospitals offer this treatment, typically requiring a large number of physicians, nurses and technicians to perform.

The following is Open Game Content

As part of this operation, which by itself costs MCr6, any Augment of cybernetic nature may be installed at 75% as the massive cyber-surgery makes such installation easier. Note that dead bodies decompose with time and cyborg conversion cannot restore a person dead for over a month; a "low berth" or cryoberth can, however, preserve a body indefinitely while "freezing" its state, so to speak. When performing cyborg conversion, the head surgeon makes a Very Difficult (-4) Medic check (1D hours, EDU). The end result depends on the Effect of this Medic check, as shown on the table below.

Cyborg Conversion Results

Effect	Result
-6	The character cannot be revived even with advanced cybernetics and will stay dead. No further attempts may be made to bring the character back to life.
-5	The cyborg arises from the dead, but is violently and irreparably insane due to faulty wiring and programming. The character awakens with full characteristic values as they had in life, and attacks everyone next to them with murderous rage. The character cannot be calmed down or repaired and will have to be put down.
-2 to -4	The procedure fails. Further cyborg conversion or bio reconstruction attempts may be made, but at a DM -2 and double cost. Negative DMs and cost multiplication are cumulative for repeated attempts, e.g. a third attempt after failing twice at this level will suffer DM -4 and will have a quadruple cost.
-1	The character is restored to life with 1 point of Endurance. However, their body did not recover well from the cybernetic implantation process, causing severe side effects. Roll 1D: 1-2, the character loses their memory; 3-4, the character is only partially alive and suffers from cybernetic mismatch; 5-6, the character will occasionally suffer from sudden and unexpected fits of murderous rage. Further surgery and healing follow the *SRD* rules.
0	The character is restored to life with 1 point of Endurance, though still bearing marks of terrible injury. Roll 1D: 1-2 the character suffers from partial memory loss; 3-4, the character will have severe recurring nightmares; 5-6, the character will undergo a profound personality change. Further surgery and healing follow the *SRD* rules.
1 to 5	The character is well-restored to life as a cyborg with full Endurance and will recover fully with Medical Care. However, they suffer moderate damage due to imperfect cyber-implantation. Roll 1D: 1-2, the character will be sickly; 3-4, the character suffers physical characteristic loss; 5-6, the character suffers from shaking. Further surgery and healing follow the *SRD* rules.
6 or more	The character is lucky and awakens with full Endurance and one point each in Strength and Dexterity – and no perceptible side effects. Further surgery and healing follow the SRD rules.
DMs: -2 at TL12, +0 at TLs 13-15, +2 at TL16; -2 per previous successful cyborg conversion; -1 per previous successful bio reconstruction; -1 if more than 24 hours has passed since the character's death; -3 if more than one week has passed since the character's death; cannot perform the procedure on characters dead more than a single month unless cryogenically preserved; -2 if thawed from a cryoberth or "low berth".	

Cyborg Conversion Side Effects

Here is a list the effects of the various inflictions caused by the above table.

Cybernetic Mismatch: The character is neither alive nor dead, and teeters constantly on death's door, held alive only by cybernetics on one hand and suffering from cybernetic rejection on the other. The character suffers DM -2 to all skill and characteristic throws and only has half of their movement rate (in most cases, 3 meters per minor action). Every month, the character must roll END 8+ or die from cybernetic rejection.

Memory Loss, Full: The character suffers from complete amnesia, though they will retain basic life skills and partial adventuring skills. Halve the character's EDU score, rounding down to a minimum of 1. Also, for each skill, throw INT 6+ or lose one level of the skill; a skill-0 reduced in such manner is lost.

Memory Loss, Partial: The character loses part of their memory but retains a general idea of their identity, as well as most skills. The character loses 1d3 points of EDU to a minimum of 1. Also reduce one of the character's skills which are at a level of 1 or higher – chosen at random – to Skill-0.

Personality Change: The character retains their memories intact, but will change personality in a profound manner, as negotiated between player and Referee.

Physical Characteristic Loss: The character was not completely healed and suffers from reduced abilities. Roll 1D: 1-2, the character loses 1d3 points of Strength; 3-4, the character loses 1D3 points of Dexterity; 5-6, the character loses 1d3 points of Endurance. The Characteristics cannot go below 1.

Recurring Nightmares: The character suffers from memories of being dead and other negative visages and will invariable suffer from severe recurring nightmares every night, preventing healthy sleep. As a result, the character will suffer from severe insomnia, causing a constant DM -1 penalty to all skill and characteristic throws.

Sickly: The character's body does not fully recover from being dead, and their metabolism is far weaker. Halve the character's END score, rounding down to a minimum of 1. The character also suffers DM -2 to all rolls made to resist disease, poison, radiation or any other biological effect.

Shaking: The character's cybernetic neural wiring and servos did not calibrate well, and they suffer from constantly shaky hands, causing a DM -1 to skill and characteristic throws and other actions requiring steady hands.

Sudden Murderous Rage: The character awakens as normal but the cybernetic system will eventually show critical and dangerous glitches. At times left to the Referee's discretion (recommended every week or every month, depending on how much the Referee is merciful), the character must roll INT 8+ or END 8+ (whichever is better) or fly into a murderous rage lasting 2D combat rounds, doing their best to kill any living or mechanical being in reach. After this period, they will return to normal functioning but will not remember any of the actions under this rage.

Open Game Content ends here

YOUR FLESH RENEWED

Highly advanced medical technology – at TL16 – can perform miracles undreamed of by less advanced societies. By applying cutting-edge biotechnology, an advanced hospital or laboratory can grow back a dead body and restore it to full functioning. The only requirement is that the dead character's brain must be preserved in a good enough state to allow scanning of its neural pathways for imprinting in the new body. This is a monstrously expensive process and it requires an advanced and full-scale hospital with access to the best scientific facilities and a large crew of experts in medicine and biology. Unlike cyborg conversion, however, this process is far less invasive and has a better chance of success once the technological and infrastructure requirements are met.

The following is Open Game Content

The procedure costs MCr60 – as much as a small starship. In most cases, a patron of some sort will fund the procedure, of course in return to massive favors owed by the reborn subject. Note that dead bodies decompose with time and even this advanced method of bio reconstruction cannot restore a person dead for over a year; a "low berth" or cryoberth can, however, preserve a body indefinitely while "freezing" its state, so to speak. When performing bio reconstruction, the head scientist makes a Difficult (-2) Medic check (1D weeks, EDU). The end result depends on the Effect of this Medic check, as shown on the table below.

Bio Reconstruction Results

Effect	Result
-6	The character cannot be revived even with highly advanced technology and will stay dead. No further attempts may be made to bring the character back to life.
-5	The procedure fails. Further Bio Reconstruction attempts may be made, but at DM -2 and double cost. Negative DMs and cost multiplication are cumulative for repeated attempts, e.g. a third attempt after failing twice at this level will suffer DM -4 and will have a quadruple cost.
-4 to -1	The character is restored to life with 1 point of Endurance, but suffering biological degradation – they will require 1D weeks of rest after emerging from the bio-vat. Roll 1D: 1-4, the character loses their memory; 5, the character suffers from an incurable malignant illness; 6, the character will suffer from progressive dementia due to faulty brain reconstruction and imprinting. Further surgery and healing follow the *SRD* rules.
0	The character is restored to life with 1 point of Endurance, though not perfectly so. Roll 1D: 1-2 the character suffers from partial memory loss; 3-4, the character's appearance changes radically; 5-6, the character undergoes a profound personality change. Further surgery and healing follow the *SRD* rules.
1 to 5	The character is fully regenerated with full Endurance and will recover normally with Medical Care. Roll 1D for side effects: 1-2, the character suffers from a significant but non-debilitating deformity; 3-4, the character's appearance changes partially; 5-6, the character undergoes physical characteristic change. Further surgery and healing follow the *SRD* rules.
6 or more	The character is lucky and awakens with full Endurance and one point each in Strength and Dexterity – and no perceptible side effects. Further surgery and healing follow the *SRD* rules.

DMs: -2 per previous successful cyborg conversion; -1 per previous successful bio reconstruction; -1 if more than one week has passed since the character's death; -3 if more than one month has passed since the character's death; cannot perform the procedure on characters dead more than one year unless cryogenically preserved; -2 if thawed from a cryoberth or "low berth".

Bio Reconstruction Side Effects

Here we list the effects of the various inflictions caused by the above table.

From the Ashes

Appearance Change, Radical: The character looks like a completely new person and is unrecognizable by anything but a genetic test. Even fingerprints change. The exact effects of this are up to the Referee and player.

Appearance Change, Partial: The character looks like their old self, but not perfectly so. They may be recognized by people who knows them on successful INT (6+) throw. Other effects are up to the Referee and player.

Deformity: The character is disfigured and no surgery may correct their deformity. This is not debilitating, but is ghastly and incurs DM -2 penalty to any skill or characteristic throws related to diplomacy or persuasion and but DM +2 to any roll related to intimidation. The character is also easily recognizable.

Malignant Illness: Faulty genetic regeneration causes a persistent, incurable malignancy in the character's body. Halve all physical characteristics and round down to a minimum of 1. Furthermore, each month the character must throw END (8+) or die from the malignancy. Bio reconstruction, cyborg conversion, or any other procedure cannot restore a character who died in such a way. This is a good time to deal with any loose ends from the character's previous life during their remaining borrowed time.

Memory Loss, Full: The character suffers from complete amnesia, though they will retain basic life skills and partial adventuring skills. Halve the character's EDU score, rounding down to a minimum of 1. Also, for each skill, throw INT 6+ or lose one level of the skill; a skill-0 reduced in such manner is lost.

Memory Loss, Partial: The character loses part of their memory but retains a general idea of their identity, as well as most skills. The character loses 1d3 points of EDU to a minimum of 1. Also reduce one of the character's skills which are at a level of 1 or higher – chosen at random – to Skill-0.

Personality Change: The character retains their memories intact, but will change personality in a profound manner, as negotiated between player and Referee.

Physical Characteristic Change: The character's new body grows differently than the old, natural one. Roll 2D three times and assign the values to the three physical characteristics (STR, DEX, and END) as desired.

Progressive Dementia: The character's brain was badly restored and will deteriorate with time. Each month, the character loses 1d3 points of INT and 1d3 points of EDU. When any of these characteristics reaches zero or below, the character falls into a vegetative state and will die within 1D months. If both fall below zero on the same month, the character suffers a stroke and dies immediately.

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