

**PUG** Politically  
Incorrect  
Games



**GENRE**  
DIVERSION™ *i*

# II HARD NOVA



**SPACE ACTION ADVENTURES**

# HARD ][ NOVA

## SPACE ACTION ADVENTURES

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Welcome to **HardNova 2: Space Action Adventures**. This game can be played as a one-shot adventure, series of adventures, or as a foundation for your own campaign. And if you do not care for the included setting, replace it with that of your favorite movie, television program, comic, or novel. Regardless of your intentions, **HardNova 2** is a toolkit for your own space action adventures—designed to be versatile, so that only your imagination can limit your enjoyment.

## WHAT DO I NEED TO PLAY?

All you need is this book, two six-sided dice, some paper, a pen or pencil, and two or more friends. And if you can't convince your friends to come over, you can always play via the internet using a messenger program, browser-based chat site, message board, or even email.

One player must be the gamemaster (also known as the director), who acts as referee and narrator. His job is to project the proper atmosphere, advance the plot, and assume the role of all characters in the game not controlled by the other players. Basically, he sets the stage for the players.

While roleplaying experience is only required for the gamemaster, it certainly does not hurt the game if other players are also familiar with it.

## CHANGES IN THIS EDITION

Quite a bit is different between this edition and the original. Most importantly, **HardNova 2** uses the new genreDivergence *i* system, which is not only more intuitive than its predecessor, but also 99% compatible with Impresa Modular Roleplaying and cross-compatible with Active Exploits Diceless, our universal roleplaying rules.

A setting is now included to help you plot your own adventures and better visualize the intent behind certain elements—mental powers, for example. The system is also fairly generic, so you can use it with your own setting, ignoring whatever included information you don't like or don't need.

Icons (showing difficulty changes, for example) have been replaced with abbreviations. While icons are easier to use for some, many found them confusing.

## THE SETTING

Space travel has transformed Earth into a galactic superpower. Humans command respect among the majority of known worlds. It was this respect that allowed Earth to forge a galactic alliance, the United Sovereign Worlds, which maintains the peace and empowers weaker members by way of trade, status, and shared technologies.

The United Sovereign Worlds charter was signed over two centuries ago by founding worlds, Earth, Alpha Centauri, and Digron, shortly after their war against the warlike tarkosians.

They realized that a mutual defense and trade agreement would benefit all. The United Sovereign Worlds is also known as the USU. Whereas USW is more appropriate as an abbreviation, some of the alien members had difficulty grasping the concept of a “double U”, let alone a “regular U,” and over time, people liked the easier, alienesque version—USU.

The war which prompted the formation of the USU was actually the third conflict with the tarkosians. A war of attrition, the tarkosians fought to the bitter end and became near-extinct. Because their natural resources were harnessed for militaristic purposes, food and energy production became a problem even for the limited numbers remaining. Since the close of the war, no further contact was made with the tarkosians until approximately fifty years ago when they sought out other worlds with which to trade. One such compassionate world was the small human colony of Berkeley. They provided them with food originating from Earth. After thirty years of countless debates by the USU Council and acts of terrorism by xenophobic radicals against the tarkosians, the world of Tarkos was finally welcomed to join the alliance. Twenty years later, tarkosians begin to share equal status with the founding members.

In recent years, three other worlds have been granted full member status—Migado, Kt'Sor, and X21. All have contributed much to the advancement of technology and culture. In addition to the worlds mentioned above, there are over twenty worlds of colonial status under USU jurisdiction with more petitioning for membership each year.

## FUNDAMENTAL CONCEPTS

<b>Player Character</b>	any role which is portrayed by a player not acting as the gamemaster
<b>Non-Player Character</b>	any role acted out by the gamemaster as opposed to the other players
<b>Ability</b>	any one of five elements representing a character's potential and raw talent
<b>Skill</b>	any specific form of training or life experience which provides knowledge and proficiency to aid a career; whereas abilities determine a character's potential, skills determine what he knows or is trained to do
<b>Task</b>	any attempt to put an ability or skill to use in order to accomplish a specific goal
<b>Difficulty</b>	the difference between the skill total (ability+skill) and the dice roll required for a success, represented by the abbreviation <i>DIFF</i> (advanced rules only)

# CHARACTERS

We start here, because characters are the driving force behind the game. While task resolution is also important, reading about it first would be pointless without understanding the components making up a character—ability, skill, background, gimmicks, and health.

## CHARACTER ABILITIES

Abilities describe the areas in which a character has talent. A rating of zero (0) reflects a disability—unless a player wishes his character to be disabled, one (1) is the minimum permitted rating. Five (5) is the maximum rating allowed by player characters.

### CHARACTER ABILITY RATINGS

0	disability
1	low average ability
2	average ability
3	high average ability
4	noteworthy ability
5	gifted ability

<b>Fitness</b>	the character's strength, agility, and physical resistance
<b>Awareness</b>	the character's sensory ability, power of observation, and intuition
<b>Creativity</b>	the character's spiritual, personal, and artistic affinity
<b>Reasoning</b>	the character's mental ability—logical deduction, memory, and mental resistance
<b>Influence</b>	the character's social standing, charisma, and popularity

## CHARACTER SKILLS

Skills describe a character's general knowledge, training, and fields of study. Each skill is associated with a single ability and rated from one (1) to eight (8). Any skill may be attempted untrained except for those listed with this symbol: ⊗—these represent advanced studies which are too complex for even guessing without formal training. A list of skills is presented later in this chapter.

### CHARACTER SKILL RATINGS

0	untrained
1	passing knowledge
2	undertrained
3	novice
4	solid training
5	proficient
6	seasoned
7	professional training
8	expert training

## CHARACTER GIMMICKS

Gimmicks are special properties possessed by the various species and are, essentially, special abilities. Unlike abilities and skills, however, they do not use a rating system and their effects are either automatic or modify tasks in certain situations. A list of gimmicks can be found at the end of this chapter.

## CHARACTER SPECIES

The United Sovereign Worlds consists of five different species besides humans. While racism and xenophobia do exist, it is usually isolated to fringe groups and less developed worlds. Each species has a number of colonies, so characters of the

same race need not come from the same world. In addition to some species being limited in certain abilities and requiring certain gimmicks, each includes a set of optional gimmicks which may be chosen when creating characters.

### HUMANS

Humans are the movers and shakers of the USU, and originate from Earth and its colonies. They have found new homes on many worlds and are the most common of species found in known space. One the surface, there is little difference between modern humans and their futuristic descendants. Some, however, have taken to improving their capabilities through technological implants, commonly termed biomechanics. These *altered humans* are often viewed as morally corrupt because of the way they mutilate their bodies with technology.

Human culture is also the most diverse of all the known species. There are ancient religious sects and tribal lineages as well as new-age, cosmological-based religions and biomechanical brotherhoods (these are mostly gangs, however). If you can dream it, some human has probably done it.

The moral decay of society is an important issue for the leaders of the human colonies. It is widely held that man, despite his technological and xeno-political accomplishments, has strayed from its true glory. Politicians, backed by their constituents, have proposed legislature to increase penalties on small colony worlds, where law is often difficult to enforce. This has inflamed the ruthless corporations and organized crime families operating within the colonies who employ illegal methods. Some fear civil war is imminent or at the very least, more colonies will declare their independence.

### HUMAN CHARACTERS

#### Limitations

none

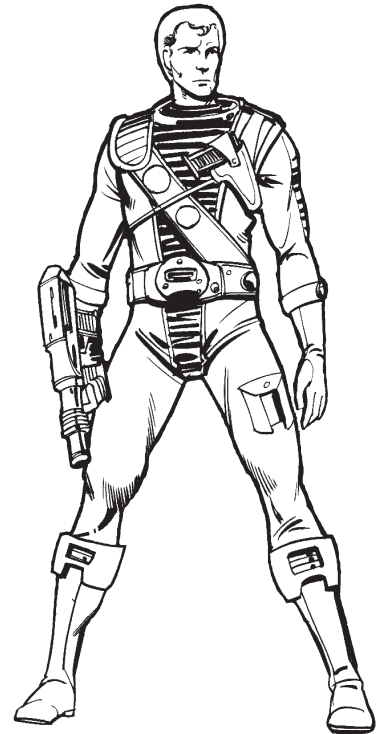
#### Required Gimmicks

none

#### Optional Gimmicks

cultural  
enhancements\*

\* *characters with these gimmicks are considered to have biomechanical implants*



### CENTAURIANS (HUMAN VARIANT)

The human colony of Alpha Centauri declared its independence from Earth nearly a half century before the formation of the USU. They are now recognized as a major galactic power, and while their technological advances have not been as extreme as Earth's, they are well equipped with USU technology as are other worlds.

While virtually identical to humans, many centaurians have developed psionic powers. These individuals are closely monitored by planetary government officials and must register with the Xenobiological Regulation and Immigration Service (XRIS).

### CENTAURIAN CHARACTERS

#### Limitations

none

#### Required Gimmicks

none

#### Optional Gimmicks

cultural  
psionics



### KT'SORII

The planet of Kt'Sor is home to an insectoid species known as the kt'sorii. Compound eyes, antennae, and miniscule hair-like sensors make the kt'sorii among the most intuitive and aware species in known space. All kt'sorii also have small appendages which are connected to their torsos. These are apparently remnants of their evolutionary past and seem to have no apparent function, other than being very sensitive. If one of these appendages is hurt, whether by falling on it, being burnt, or getting shot, a kt'sorii automatically receives one (1) grade of fatigue (see the next section, Character Health).

Males are in the majority and also make up the entirety of the military, while females occupy the Inner Ministry, the ruling political body. Because females are very beauracratc and diplomatic-minded, a Ministry Attache of no more than ten members serves aboard all kt'sorii warships and military installations, ensuring that operations are carried out in accordance with current government protocols.

Kt'Sorii make excellent business partners, soldiers, and comrades. While their manners and personalities leave a lot to be desired, most are extremely loyal and protective of their friends and allies. Never cross one, however—they often take revenge to the extreme.

### KT'SORII CHARACTERS

#### Limitations

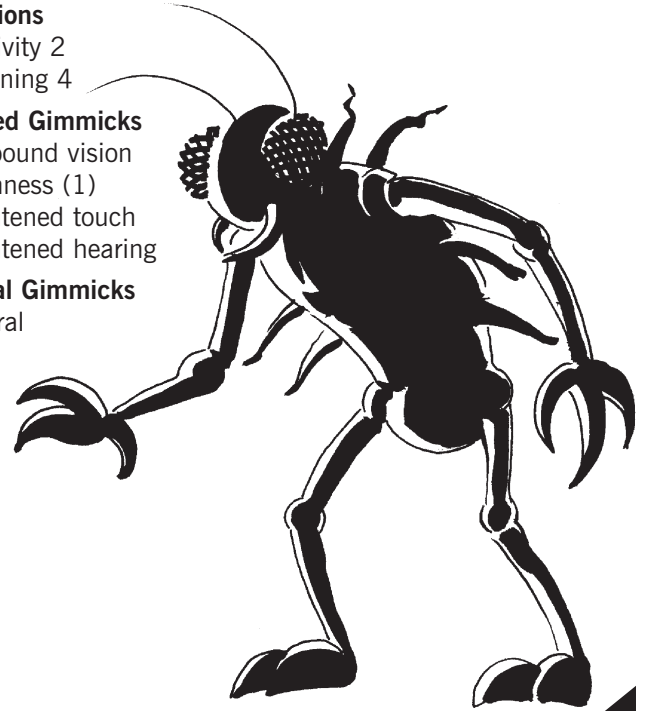
creativity 2  
reasoning 4

#### Required Gimmicks

compound vision  
toughness (1)  
heightened touch  
heightened hearing

#### Optional Gimmicks

cultural



### DIGRONIANS

Digronians closely resemble upright chimpanzees, and originate from Digron and several other planets in the Siriak star system. Their faces are very much human except for their large round eyes (either black, red, or brown) and yellowish skin which accentuates their brownish arteries. They maintain sharp, claw-like fingernails, but only have three fingers and a thumb on each hand.

Their society recognizes only a single tribe per city. Criminals, trespassers, and tribeless individuals are cast out of cities, forced to live a life in the untamed wilds. While digronian males are all taught the ways of unarmed combat, many are also interested in exploration. Unwed females are considered sacred, but once a bride is taken, she becomes the prized possession of her husband. Most males grow no larger than one and a half meters tall, but some females have been known to grow as tall as two meters, yet their small muscle mass prevents them from posing a threat.

An equal rights movement for females has been gaining support in recent years. It is suggested that females will soon be given the opportunity to influence tribal decisions. Until that time, however, player characters may only portray male digronians.

### DIGRONIAN CHARACTERS

#### Limitations

none

#### Required Gimmicks

musclebound  
night vision  
claws

#### Optional Gimmicks

cultural



## MIGADO

Migado originate from a planet of the same name and are said to be the fattest species in the universe. In reality, their bodies don't support much fat. Their obese appearance is due to an excessive number of redundant organs, filling the space—three hearts and six lungs, to name a few. For some unknown reason, organ failure is a common problem among the migado and this was apparently evolution's way of keeping them alive. Many are so large that they cannot move or even stand upright without the aid of tailor-made bioframes—the character's body grows tired extremely fast when not in a low-gravity environment, such as their homeworld. The migado have further adapted—roughly eighty percent of the migado population are now capable of psychokinesis, the power to move objects with the mind.

Since they cannot move far without tiring, migado spend much of their time reading or conducting research, making them excellent engineers and designers. Quite a few have also turned to transporting goods across the galaxy in the weightless confines of cargo ships.

## MIGADO CHARACTERS

## Limitations

fitness 3  
awareness 4

## Required Gimmicks

reduced stamina  
clumsy  
constitution  
toughness (1)  
psychokinesis\*

## Optional Gimmicks

cultural

\* roll one die; on a roll of 1 to 5, the character possesses the psychokinesis gimmick



## TARKOSIANS

Tarkosians are native to the planet Tarkos. Apart from translucent hair and slender frames, they look very much like humans. Their outward appearance hides most of their failed attempts at genetic engineering, however. After their final war with Earth and its allies, the tarkosians' resources were exhausted and they turned to technology to ensure survival. Microscopic machines, called nano-symbiants, were implanted in their bodies to slow the effects of aging and the need for sustenance. Their bodies adapted over time and the biological improvements were better than expected. Their bodies became healthier and their mental facilities were greatly increased.

There was an eventual downside to all of these improvements, however—children are now born dependent on the nano-symbiants and failure of these life-balancing machines now means eventual system-wide shutdown, typically within a few days. Recent attempts to reverse this genetic catastrophe have caused the latest generation to be born without fingers, requiring metal digits to be grafted to their hands.

Tarkosian youth of today are trendy and proudly display their defects as signs that they can overcome anything. Many of these youth also form criminal gangs, protesting the duplicity of government in their suffering. Dyeing their hair to match a gang's colors or patterns is common. While many of the old prejudices against the tarkosians no longer exist, these gangs have helped to create new ones, and many (even average citizens) are met with disdain.

## TARKOSIAN CHARACTERS

## Limitations

influence 4

## Required Gimmicks

constitution  
sure-footed  
musclebound  
electrical vulnerability  
discrimination

## Optional Gimmicks

cultural





## X-ANS

The current inhabitants of the planet X21 are synthetic beings, originally constructed without an outer skin, displaying only their skeletal frame. Most modern X-ans, however, appear human (except for hair) in an attempt to blend in with organic beings. The X-ans were hunted by their creators for millennia after developing a rudimentary intelligence and refusing to follow orders. While they cannot reproduce emotional responses or fully understand diplomacy, X-ans do grasp the need for basic freedoms and humane treatment. Other species have also attacked the X-ans out of fear—machine-like spacefaring entities do not usually impart a sense of ease.

As part of their membership in the USU, X-an colonies are considered protected worlds and off limits to organics. Only USU inspection teams may visit their colonies and only under the strictest of confidentiality agreements. They believe their citizens deserve the right to evolve without outside influence—something that has not been permitted until only recently. X21 does not share this protection and is open to all USU member races. It thrives as a tourist attraction.

## X-AN CHARACTERS

## Limitations

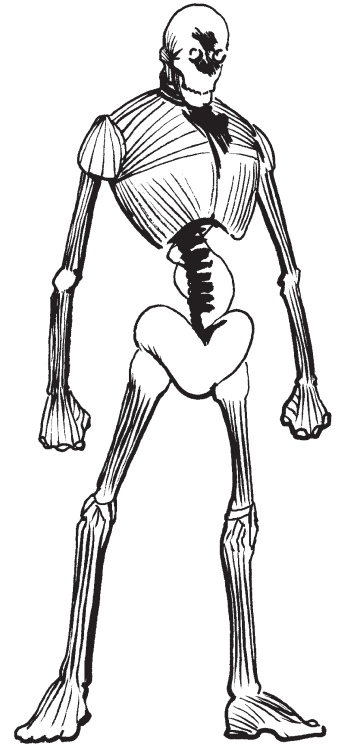
creativity 2  
influence 1

## Required Gimmicks

toughness (3)  
logic  
tolerance to pain  
inexhaustible energy  
electrical vulnerability  
clumsy

## Optional Gimmicks

enhancements  
mechanical



## CHARACTER HEALTH

Health is used to measure a character's current physical condition. There are two types of health: fatigue and injury. Both have five grades of severity—as a character's health is affected by damage, he receives an increase in difficulty on certain tasks when using the advanced task resolution rules.

## FATIGUE AND INJURY

GRADE	FATIGUE	INJURY
1	dazed	bruised
2	stressed	sprained
3	strained	wounded
4	exhausted	maimed
5	unconscious	incapacitated

## FATIGUE

Fatigue represents excessive effort which wears down a character, causing him to tire. Fatigue can also result from blunt trauma and physical strain. When a character has sustained five grades of fatigue, he falls unconscious. If he receives additional levels of fatigue, it is applied as injury. Fatigue may be decreased at a rate equal to the character's fitness rating per day. The medicine skill can increase the rate at which fatigue is restored by one grade. Fatigue is represented by the abbreviation *FAT*.

## INJURY

Injury represents lacerations, breaks, internal damage, and burns. When a character has sustained five grades of injury, he falls unconscious and is totally incapacitated. If the character receives additional levels of injury, he dies. Injury may be decreased at a rate equal to the character's fitness rating per week. The medicine skill can increase the rate at which injury is restored by one grade. Injury is represented by the abbreviation *INJ*.



## CREATING CHARACTERS

The steps required for creating your own characters are quite simple. If you wish to forego this process, the sample characters provided in the back of this book may be used instead.

- Step 1** Choose character species.
- Step 2** *Allocation Method:* Distribute twelve (12) points among abilities.  
*Random Method:* Roll one die for each ability, rerolling sixes.  
*Optional:* Allocate an extra one to four points for more heroic games.
- Step 3** Distribute thirty (30) points among skills. Certain skills may only be chosen by qualifying characters (see requirements included with each).  
*Optional:* Allocate an extra five to ten points for more heroic games.
- Step 4** Write down all required gimmicks on your character sheet. Optional gimmicks may be chosen, but each one reduces an ability by one (1) point or a skill by three (3). Detrimental gimmicks provide one (1) extra point for abilities or three (3) extra points for skills.  
*Optional:* up to two optional gimmicks by the character's species may be chosen for free.
- Step 5** Roll two dice and multiply their sum by twenty (20) to determine how many credits with which the character begins play; purchase desired gear for the character. This step is largely unnecessary for customized settings.  
*Optional:* The gamemaster can provide the group with gear he feels is appropriate without the need to purchase it.

## SPECIES CHARACTERISTICS

SPECIES	ABILITY LIMITS	OPTIONAL GIMMICKS	REQUIRED GIMMICKS
Human	none	cultural, enhancements	none
Centaurian	none	cultural, psionics	none
Kt'Sorii	creativity 2, reasoning 4	cultural	compound vision, toughness (1), heightened touch, heightened hearing
Digronian	none	cultural	musclebound, night vision, claws
Migado	fitness 3, awareness 4	cultural	reduced stamina, clumsy, constitution, toughness (1), psychokinesis ( <i>see description</i> )
Tarkosian	influence 4	cultural	constitution, sure-footed, musclebound, electrical vulnerability, discrimination
X-an	creativity 2, influence 1	enhancements, mechanical	toughness (3), logic, tolerance to pain, inexhaustible energy, electrical vulnerability, clumsy

## SKILL LIST

### FITNESS-BASED

<b>Athletics</b>	climbing, swimming, throwing, and gymnastics
<b>Brawling</b>	punching, kicking, grappling, and parrying
<b>Finesse</b>	sleight of hand tricks, pilfering, lockpicking, and safecracking
<b>Firearms</b>	use and general maintenance of pistols, rifles, and shotguns
<b>Gunnery</b>	operation of turret-based (vehicle-mounted) weapon systems
<b>Melee</b>	use of clubs, staves, knives, and swords in combat
<b>Piloting (Ground)</b>	operation of ground vehicles
<b>Piloting (Spacecraft) ⊗</b>	operation of sublight fighters and shuttles
<b>Zero-G</b>	moving oneself about and using equipment in a zero-g environment

### AWARENESS-BASED

<b>Gambling</b>	playing games of chance by way of deducing odds and bluffing
<b>Interrogation</b>	acquiring information through subterfuge, intimidation, and even torture if necessary
<b>Investigation</b>	acquiring information through examination, observation, and research
<b>Memory Assault</b>	the character can remove any desired memory from an individual, although no more than four memories may be removed from any one target <i>requires the brain pick gimmick; the character gains 1FAT each time this is used</i>
<b>Noise</b>	the character can use his telepathic powers to confuse <u>all</u> individuals who possess the empathic sense, telepathic sense, or telepathy gimmicks within a number of meters equal to five times the character's awareness rating; the confusion prevents those affected from acting for two turns <i>requires the brain pick gimmick</i>

### Psychokinetic Control

the character can move objects solely with the power of his mind and with precision; difficulty is determined by the size of the object (the gamemaster may also adjust for distance)

*requires the psychokinesis gimmick*

### PSYCHOKINESIS DIFFICULTIES

size of a mouse	trivial
size of a cat	routine
size of a sofa	complex
size of an automobile	challenging
size of a fighter-craft	impossible

### Tracking

following trails, tracks, and other signs of disturbance to locate creatures or people in the wild

### CREATIVITY-BASED

<b>Crafts</b>	designing and fabricating pottery and crude metallic alloys
<b>Design</b>	painting, drawing, sculpting, metal-working, graphic design, and photography
<b>Disguise</b>	altering one's appearance by cosmetics and clothing
<b>Forgery</b>	duplicating another person's works (legal documents, paintings, etc.)—useless if the character does not possess another skill on which the work relies (crafts, design, or music)
<b>Scavenging</b>	locating that which is considered junk to others, but useful to the character

### REASONING-BASED

<b>Academics</b> ⊗	knowledge of law, politics, and history
<b>Advanced Engineering</b> ⊗	knowledge of high-technology construction sciences, such as reactors, hyperdrives, and cybernetics
<b>Archaeology</b> ⊗	study of beliefs, customs, practices, and origins of ancient civilizations
<b>Astronavigation</b> ⊗	knowledge of plotting courses to distant stars and traversing the vastness of space; for use with supralight travel

<b>Biomechanics</b> ⊗	knowledge of biomechanical implants and their design and repair
<b>Commodities</b>	appraising the value of antiques, gems, jewelry, and other items of trade
<b>Computers</b> ⊗	operation, hacking, and basic repair of computer systems
<b>Demolitions</b>	use of explosive materials, such as dynamite
<b>Engineering</b> ⊗	knowledge of construction sciences, such as architectural, aerospace, civil, and naval engineering
<b>General Knowledge</b>	knowledge of limited historical, geographical, political, social, and trivial information—perfect for game show contestants
<b>Mechatronics</b> ⊗	knowledge of robotic design and repair
<b>Medicine</b> ⊗	knowledge of healing and treatment
<b>Piloting (Starships)</b> ⊗	operation of supralight-speed starships
<b>Scanning</b> ⊗	operation of starship sensor systems
<b>Sciences</b> ⊗	knowledge of physics, advanced mathematics, and chemistry
<b>Streetwise</b>	foraging for food and shelter, and otherwise surviving in urban areas
<b>Survival</b>	foraging for food and shelter, and otherwise surviving in the wilderness

**INFLUENCE-BASED**

<b>Mesmerism</b>	<p>the character can momentarily entrance an individual by looking into his eyes; once entranced, the target may be given command words, which when later spoken, trigger the target to carry out a specified action—this action cannot be anything which would physically harm himself; this may be contested with an influence-based composure roll</p> <p>the character may also remove command words previously given to an entranced individual</p> <p><i>requires the character to be able to use psionic gimmicks</i></p>
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<b>Negotiation</b>	bartering and persuading others to one's advantage
<b>Performance</b>	orating, singing, and acting
<b>Seduction</b>	tempting others by way of sexual attraction to one's advantage
<b>Street Cred</b>	using contacts to discover information, locate people, and procure goods
<b>OTHER SKILLS</b>	
<b>Composure</b>	remaining calm in the face of danger or temptation

**GIMMICK LIST****CULTURAL GIMMICKS**

<b>Criminal</b>	<p>the character has been in prison and is known to the law—while he may be straight now, the character is always under suspicion and may not be granted access to some areas or services by planetary, USU, or corporate personnel; fortunately, he can still make use of old, underground and blackmarket contacts; criminals may only begin play with credit chits or an equivalent value in gold or other commodities</p> <p>a roll of one die on a given world indicates the number of contacts present which can be easily found</p> <p>snake eyes on a roll of two dice aboard a non-official starship (freighter, passenger transport, etc.) indicates that one contact is present</p>
<b>Elite</b>	<p>the character is not only wealthy and a major political contributor, but is also very influential in local and planetary politics; multiply the character's starting wealth by ten</p> <p>a roll of two dice in any given city on his homeworld indicates the number of contacts present</p> <p>a roll of one die on another USU planet indicates the number of contacts present which can be easily found</p>

### Military Rank

the character is a member of his species' military (or USU Rangers) and holds an officer's rank, which is determined by the gamemaster (title doesn't matter so much as level of authority); the character does not only possess a level of authority pursuant to his rank, but also an equal amount of responsibility and will most likely be court-martialed if it is not taken seriously

### Multilingual

the character grew up in a multilingual home and may speak up to two more dialects of his native species or one alien language

### Planetary Authority

the character is a member of a specific planet's government (council-member, law enforcement, or even just a clerk) and can gain special access to sensitive areas or information related to the planet; he may also be assisted by USU personnel if they feel the character is trustworthy

### USU Authority

the character is a member of the USU Diplomatic Services, Merchant Union, Intelligence Service, Rangers, or other authoritative agency which can gain special access to sensitive areas or information, and quick passage to any USU member or associate world

## ENHANCEMENT GIMMICKS

### Claws

the character possesses sharp claws in place of finger nails, inflicting an additional 1*INJ* when using them in combat; they may also be used to dig or climb certain structures

### Compound Vision

the character possesses large and round, compound eyes, much like a fly's—all awareness-based tasks when trying to notice motion receive -2*DIFF*, but all those in which fine details are a factor receive +2*DIFF* instead; the character's vision is also peripheral, which means that his field of vision is nearly 360°, allowing him to see from all sides and angles

### Constitution

the character's immune system is extremely powerful, making all infections, toxins, and drugs ineffective against him

### Dextrous

the character is unusually nimble with his hands, able to manipulate small objects and better direct their positioning and movement—his fitness rating is two greater for all tasks involving manual coordination

### Electrical Discharge

the character's body builds up an excessive amount of electrical current and may be discharged no more than twice per day; he receives 1*FAT* and anyone standing next to him receives 2*FAT* when this is done

### Heightened Hearing

the character's sense of hearing is better than normal—all awareness-based tasks in which hearing is a factor receive -2*DIFF*

### Heightened Smell

the character's sense of smell is better than normal—all awareness-based tasks in which smell is a factor receive -2*DIFF*

### Heightened Taste

the character's sense of taste is better than normal—all awareness-based tasks in which taste is a factor receive -2*DIFF*

### Heightened Touch

the character's sense of touch is better than normal—all awareness-based tasks in which touch is a factor receive -2*DIFF*

### Heightened Vision

the character's sense of vision is better than normal—all awareness-based tasks in which eyesight is a factor receive -2*DIFF*

### Logic

the character possesses the ability to perform computations and recall information more quickly than normal—all reasoning-based tasks involving these factors receive -3*DIFF* psionics targeting the mind do not work on the character

### Musclebound

the character is unusually strong for his size—his fitness rating is two greater for all strength-related tasks (this also includes damage rolls)



**Night Vision**

the character can see in the dark without penalty

**Remote Access**

the organic character is capable of connecting to a computer terminal via an interface port located somewhere on his body; this port is clearly technological in origin and requires a connecting cable (usually carried with one's gear)

the X-an character is capable of connecting to a computer terminal via his built-in transmitter; no external components are required  
should the computer be protected by security, hacking must be done in order to gain access

**Sure-Footed**

the character is unusually graceful for his size—his fitness rating is two greater for all agility-related tasks (this does not apply to tasks involving hand-eye coordination, rather physical grace and balance)

**Toughness**

the character is unusually tough and can take more physical harm than normal; this gimmick may be taken up to four times—each time it is, the character gains one permanent point of armor

*toughness (3), for example, means that this gimmick was selected three times for the character and he has a permanent armor rating of three*

**MECHANICAL GIMMICKS****Appendages**

the character has an extra set of appendages attached, which can act as a duplicate set of either arms or legs—using two legs to run increases speed; the extra set of arms can be used to make extra attacks, or hold more or larger equipment without penalty

**Inexhaustible Energy**

the character does not gain fatigue as a result of illness, and can ignore all penalties due to fatigue; in addition, the character possesses an armor rating of four (4) against fatigue

**Microscanners**

the character can detect motion and heat signatures as if part of his natural senses; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)

**Programmed Imitation**

the character is capable of imitating the mannerisms and voice of any person or creature he observes; this can fool all but the most advanced computer analysis systems

**Spare Parts**

the character maintains a supply of replacement components in case of serious damage; since these parts can be quite cumbersome, they are often kept nearby, such as in his quarters or place of business

**Tolerance to Pain**

the character can ignore all penalties due to injury

**PSIONIC GIMMICKS****Astrosense**

the character is strangely connected to the cosmos and can perform astronavigational computations for charted areas in his head

**Attuned**

when two characters possess this gimmick and link it to each other, they may share their thoughts and sensory information up to a distance of two-thousand kilometers; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)

**Aurasense**

the character can detect other characters who possess psionic gimmicks within a number of meters equal to ten times his awareness rating; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)

**Brain Pick**

the character can forcibly invade the subconscious of an individual, gaining access to valuable information

*requires the telepathic sense or telepathy gimmick; the character gains 1FAT each time this is used*

**Empathic Sense**

the character can sense an individual's conscious emotional state

### Kinetic Assault

the character is capable of directing his psychokinetic power directly at another individual—this is handled like a brawling attack, except that awareness is used in place of fitness (this includes one extra point of fatigue damage if the character's awareness rating is four or greater)  
*requires the psychokinesis gimmick*

### Locate

the character can locate anyone with whom he is familiar within a radius of two-thousand kilometers; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)

### Mental Assault

the character can attack the psyche of an individual, flooding his conscious mind with disturbing images and thoughts, thereby inflicting a number of points of fatigue equal to the roll of one die (make a damage roll, using the target's reasoning rating as armor)  
*requires the brain pick gimmick; the character gains 1FAT each time this is used*

### Mental Illumination

the character can cause another individual's mind (up to four) to stand out in a crowd as if it was radiating an aura—any character with the following gimmicks may detect this feature: empathic sense, telepathic sense, or telepathy

### Mental Illusion

the character can alter the senses of an individual using his telepathic powers; a number of senses equal to the character's awareness rating may be changed simultaneously to reflect whatever he desires; this is treated as a standard untrained creativity task (automatic at the gamemaster's discretion)  
*requires the brain pick, and telepathic sense or telepathy gimmicks*

### Mental Revelation

the character, using the minds of others around him, receives -2DIFF on any one reasoning-based task  
*requires the telepathic sense or telepathy gimmick; the character gains 1FAT each time this is used*

### Mental Shield

the character can create a psychokinetic shield directly in front of him which acts a shield against all ranged attacks—this shield has an armor rating equal to the character's awareness rating  
*requires the psychokinesis gimmick*

### Post sense

the character can sense past events in his immediate vicinity; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)

### Psychokinesis

the character can move objects solely with the power of his mind, although his control over them is limited—direction and velocity are not consistent or finely tunable

### Radiance

the character can excite air molecules, using his psychokinetic power, to create a ball of plasma in his hands, which can be thrown at someone (by way of the psychokinetic control skill)—touching or being hit by the plasma inflicts a number of points of injury equal to the character's awareness rating  
*requires the psychokinesis gimmick*

### Sixth Sense

the character adds two (2) to his initiative roll if he has not received any injury or fatigue on the previous turn

### Telepathic Sense

the character can sense an individual's conscious thoughts

### Telepathy

the character can not only sense an individual's conscious thoughts, but also mentally communicate his in return

### Telesense: Hearing

the character can hear the sounds detected by an individual up to two kilometers away; this cannot be used at the the same time as telesense: vision or telesense: touch; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)  
*requires the brain pick, and telepathic sense or telepathy gimmicks*

**Telesense: Touch**

the character can feel everything touched by an individual up to two kilometers away; this cannot be used at the the same time as telesense: vision or telesense: touch; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)

*requires the brain pick, and telepathic sense or telepathy gimmicks*

**Telesense: Vision**

the character can see everything viewed by an individual up to two kilometers away; this cannot be used at the the same time as telesense: vision or telesense: touch; this is treated as a standard untrained awareness task (automatic at the gamemaster's discretion)

*requires the brain pick, and telepathic sense or telepathy gimmicks*

**Trickery**

the character can alter his appearance or even turn invisible—this is purely illusionary and affects all organic individuals within thirty meters

**DETRIMENTAL GIMMICKS****Clumsy**

the character is unusually clumsy for his size—his fitness rating is two less for all agility-related tasks (this does not apply to tasks involving hand-eye coordination, rather physical grace and balance)

**Discrimination**

the character faces considerable discrimination and prejudice as a result from his culture's past ills; all influence-based tasks against these people are considered impossible

a roll of two dice in any given city on any world except those populated by his culture indicates the number of bigoted people present in any public scene (roll for each scene)

a roll of one die aboard a starship not owned by his culture indicates the number of bigoted people present

**Electrical Vulnerability**

the character is susceptible to electricity of even the smallest amount—any exposure to electricity (lightning and other electrically-charged storms, electrical circuits, or anything greater than a static charge). If exposed roll one die, adding the amount of damage sustained (if any) from the electricity and consult the table below

**ELECTRICAL EXPOSURE**

1	1 <i>FAT</i>
2	2 <i>FAT</i>
3-4	one sensory system may not be used (sight, sound, etc.)
5-6	one enhancement gimmick may not be used
7-8	one mechanical gimmick may not be used
9+	double damage

**Enslaved**

while slavery is illegal within the USU, the slave trade does exist near the frontier and away from USU authorities; an enslaved character may own no possessions and faces the threat of torture or death if he does not comply with his master's orders; players are not recommended to choose this gimmick for their characters, but it could make an interesting plot hook and a springboard for future adventures (being hunted by his master, creating an underground movement, escaping to a USU world, etc.)

**Poor**

the character begins play with only one-quarter of the normal number of credits

**Reduced Stamina**

the character receives 2 *FAT* after two hours of continuous physical exertion in addition to +1 *DIFF* on all fitness-based tasks until he can rest

**Weak**

the character is unusually weak for his size—his fitness rating is two less for all strength-related tasks (this also includes damage rolls)

# STARSHIPS

# 2

Starships are treated very similarly to characters. They have abilities and gimmicks, as well as integrity, which is the same as health. Starships do not run by themselves, however, as their abilities primarily interact with and adjust a character's own.

## STARSHIP ABILITIES

Starships use two different sets of abilities, each utilizing different scales. The first set of abilities, speed, handling, and sensors, are measured on a scale from -5 to +5. They represent a penalty or bonus to the pilot's own ability, although his ability rating may not be reduced below zero (0) or increased beyond twice its own value when applied.

### SPEED AND HANDLING RATINGS

-5	abysmal performance
-4	dreadful performance
-3	poor performance
-2	poor performance
-1	below average performance
0	average performance
+1	above average performance
+2	good performance
+3	good performance
+4	exceptional performance
+5	wonder of engineering

<b>Speed</b>	the starship's top velocity and acceleration; while it is not an accurate measurement, it does affect the ability of an operator to outrun or pursue another vehicle
<b>Handling</b>	the starship's maneuverability and responsiveness; it affects the operator's ability to perform stunts, establish formations, and evade attacks
<b>Sensors</b>	precision and scope of the starship's scanning systems; it affects the operator's ability to detect other craft and objects

### FOR EXAMPLE

A character with a fitness of 3 is attempting to make it to an asteroid field in his fighter before his opponent can get to him. Because his heavily modified spacecraft's speed rating is +4, his total ability would be 7. However, his fitness rating doubled is only 6, so the total ability for speed-based tasks would be 6.

The second set of abilities, frame and shields, are rated on a scale from zero (0) to five (5) just like character abilities.

### FRAME AND SHIELDS RATINGS

RATING	FRAME	SHIELDS
0	feeble or exposed frame	no shields
1	average frame	weak shields
2	above average frame	average shields
3	reinforced frame	strong shields
4	armored frame	multi-layered shields
5	next-generation frame	next-generation shields

<b>Frame</b>	efficiency and durability of the starship's internal structure and outer hull
<b>Shields</b>	effectiveness of the starship's shielding; it offers protection against energy weapons, radiation, and shockwaves

## STARSHIP INTEGRITY

Starships possess health levels just like characters, only they are called integrity levels. There are two types of starship integrity: *mechanical stress* and *structural damage*. Like character health, both have five grades of severity and as a starship's integrity is affected by damage, it causes an increase in difficulty on all related tasks when using the advanced tasks resolution rules.



## STRESS AND DAMAGE

GRADE	MECHANICAL STRESS	STRUCTURAL DAMAGE
1	engaged	dented
2	distressed	impaired
3	overworked	breached
4	overheated	compromised
5	disabled	wrecked

## MECHANICAL STRESS

Mechanical Stress represents fatigue and wear on the starship's engines and power systems. When a starship receives five grades of stress, it may still function, but additional grades are applied as structural damage. Stress may be sustained by certain tasks, environmental situations, or even specially designed weapons. Stress may only be decreased by one grade after at least one hour of rest. This gives the components time to cool down. Repairs can be performed at any level of stress, provided the starship's main reactor is powered down. Mechanical stress is represented by the abbreviation *MEC*.

## STRUCTURAL DAMAGE

Structural Damage represents damage sustained by the starship. When it receives five grades of damage, the starship may not function. The only way to remove a starship's structural damage is to have it repaired, but only if it has not passed beyond the compromised level of damage. Repair requires the appropriate engineering skill. The piloting skill is also acceptable, but the task should be penalized for more difficult repairs. Parts may also be a factor and should be taken into account when characters are performing repairs. Structural damage is represented by the abbreviation *STR*.

## STARSHIP WEAPONS

All weapon systems are either fixed to fire in one direction or mounted on rotating turrets, capable of targeting any object within multiple bearings. Half of all the turreted systems may target any logical firing arc at any given time—front, left, right, side, up, down. Please use your best judgement.

## FOR EXAMPLE

*A space cruiser with four turrets could lock two of them onto a target in front of it. The other two can be locked onto any other firing arc.*

Numerical ranges are not used for starship weapons. Instead, they are given approximations of their effective distances. Anything greater than this amount should be penalized. See chapter 4 for more details.

## STARSHIP GIMMICKS

Starships may possess specialized gimmicks just like characters. They are mostly used to provide optional design and technological elements.

<b>Assault Bay</b>	bay(s) designed to carry a complement of marines and their planetary landing and assault craft
<b>Cargo Bay</b>	specially constructed bay(s) for transporting cargo; quarantine and exotic environmental sections may also be included
<b>Cloaking Device</b>	when activated, the starship is invisible to sensors (+5DIFF); the cloaking device may not operate in an atmosphere, ion storm, nebula, or hyperspace
<b>Fighter Bay</b>	bay(s) designed to carry a compliment of sublight fighter craft and all required support personnel
<b>Hyperspace Generator</b>	the starship is capable of traveling at supralight speeds; its rating is provided as a secondary value with the speed ability
<b>Passenger Quarters</b>	berthing and suites for passengers
<b>Reinforced Systems</b>	the starship's systems (such as its engines, sensors, or shield generator) are exceptionally well armored and can take two direct hits (from called strikes) before suffering from damage
<b>Remote Network</b>	a multitude of remote scanning systems, which can be interlinked to relay information between each other and extend their range
<b>Shuttle Bay</b>	bay(s) designed to carry small shuttlecraft
<b>Stasis Chamber</b>	the ship is equipped with an emergency chamber cut off from the rest of the ship, and designed to protect the crew from radiation
<b>Synthetic Matrix</b>	the ship's computer is endowed with artificial intelligence and has a mind of its own, provided it follows specified directives (see Robots in Chapter 5)
<b>Troops Bay</b>	bay(s) designed to carry a compliment of enough marines to board and capture an enemy starship

# BASIC TASK RESOLUTION

This is the quick and dirty method of determining when a character succeeds or fails at a task. Extra dice are used to simulate complications and simplifications to actions, and if the details surrounding the circumstances or outcome of a task are desired, the gamemaster will need to use his best judgement.

Tasks represent actions taken by characters using their skills and/or raw ability. In order to determine if a task succeeds, first determine the skill total, which is equal to the sum of the relevant ability and skill rating. Then roll two six-sided dice and calculate their sum. This gives us a **dice total**. A character accomplishes a basic task when his **dice total** is less than or equal to his **skill total**. Also, snake eyes (double ones) is an automatic success and boxcars (double sixes) is an automatic failure.

## FOR EXAMPLE

*Riksaw is attempting to ascertain the value of an unusual gem using his commodities skill. His reasoning ability is 4 and his skill level is 6—this makes a skill total of 10. He rolls two dice which result in a 5 and 4, and totals 9. Since the dice total of 9 is less than the skill total of 10, the task is successful and Riksaw is able to determine its value.*

When two or more characters are directly competing against each other, the winner is the one whose skill total less the dice total (this is called the margin: skill total - dice total) is greatest.

In order to simulate varying degrees of difficulty, a number of **bonus** or **penalty dice** may also be assigned by the gamemaster. Compute the sum of the two lowest dice when using bonus dice and the sum of the two highest dice when using penalty dice. Bonus dice and penalty dice cancel each other out, so if a gamemaster assigns two bonus dice (perhaps time spent aiming a gun) and one penalty die (the target is walking), the character

would roll one extra die (the bonus die) and use the sum of the two lowest dice. Some sample uses for bonus/penalty dice are listed below. If you see references to changes in difficulty (for the advanced rules), they may be applied as bonus or penalty dice as well—every two increases in difficulty (+2DIFF) may be converted to a penalty die and every two decreases in difficulty (-2DIFF) to a bonus die.

## SAMPLE MODIFIERS

knocked down	1 penalty die
heavily fatigued/injured	1 or 2 penalty dice
high ground/tactical advantage	1 bonus die
task outside of typical skill use	1 penalty die

## FOR EXAMPLE

*Revisiting the preceding example, the gamemaster decides to add 1 penalty die to the roll, because the gem is from an alien world and not commonly found. This time around, Riksaw rolls 3 dice (the 2 normal ones plus 1 penalty die) which result in a 2, 2, and 6. Since we are dealing with a penalty die, the sum is computed by adding up the 2 highest dice—2 + 6 = 8. Once again, 8 is less than his skill total of 10, so the task is successful.*

## BASIC PERSONAL COMBAT

When in combat, characters perform actions in blocks of time called turns—an abstract measurement of time roughly one to five seconds. One action may be performed per turn.

In order to determine the order in which characters act, each player rolls one die and adds his fitness and awareness ratings to it. The characters may then act in the order of highest result to lowest. If there are ties, compare fitness ratings—highest acts first. If there is still a tie, both characters may act simultaneously.

All attack and defense rolls are made using the fitness ability and a fitness-based skill as listed below.

### PERSONAL COMBAT TASKS

<b>melee attacks</b>	<b>fitness + melee</b>
axes, clubs, swords, rocks, knives, spears	
<b>thrown attacks</b>	<b>fitness + athletics</b>
rocks, knives, shuriken, grenades, etc.	
<b>brawling attacks</b>	<b>fitness + brawling</b>
punching, kicking, and grappling	
<b>firearms attacks</b>	<b>fitness + firearms</b>
pistols, rifles, and shotguns	
<b>melee defense</b>	<b>fitness + melee</b>
block or parry melee attacks	
<b>brawling defense</b>	<b>fitness + brawling</b>
block or parry punches and kicks	
<b>dodging and evasion</b>	<b>fitness + athletics</b>
dodge melee, brawling, and ranged attacks	
<b>escaping</b>	<b>fitness + athletics</b>
break free from and avoid grappling attacks	

#### FOR EXAMPLE

*Jamin is firing his blaster at an approaching wild creature. This calls for a fitness + firearms task.*

When an attack is made against someone who is defending, there can be only one winner—the character whose margin is greatest wins (a winning defender fends off his opponent while a winning attacker successfully strikes). Ties always go to the defender. When two (or more) characters are attacking each other at the same time, they may be both successful—no comparison of margins is required.

## DETERMINING PERSONAL DAMAGE

Successful attacks will potentially inflict damage to an opponent, but the amount and type of damage depends on the attack. Keep in mind that blunt weapons and fists cause fatigue, while sharp blades and guns cause injury. The gamemaster is free to assign his own damage values or alter those of existing weapons to best fit the story.

### PERSONAL DAMAGE VALUES

brawling	1FAT
archaic slug throwers	2INJ
ep weapons	3INJ
autothrowers	5INJ
blasters	4INJ
electrostun weapons	4FAT
clubs	1FAT
knives	1INJ
swords	3INJ
plasma swords	5INJ

Characters wearing armor (or anything resembling armor) can reduce their chances of being hurt by making a damage roll. This consists of rolling a number of dice equal to the **damage value**. Each die which is less than or equal to the armor rating indicates that the armor has negated one point of damage. Otherwise, the character receives one grade of the relevant damage (fatigue or injury) from that die.

### ARMOR VALUES

ARMOR	RATING
heavy/rugged clothing	1
archaic armor	2
flight suit	3
armored flight suit	4
power suit	5
plasma screen	5

#### FOR EXAMPLE

*Josh was hit by a blaster with a damage rating of 4INJ. If Josh wasn't wearing any armor, he'd take four grades of injury. Since he's wearing a flight suit, a damage roll is required. A damage value of 4 means we roll 4 dice, for a result of 6, 2, 1, and 5. We now compare those values to the armor rating of 3. Because 4 and 5 are not equal to or less than 3, they penetrate the armor. 2 and 1 are equal to or less than 3, so they do not penetrate. Two penetrations means that Josh sustains two grades of injury.*

## BASIC STARSHIP COMBAT

Starship combat uses the same procedures as personal combat with a few modifications as listed below.

- When rolling to determine the order in which players act, add the starship's speed rating to the roll.
- Scanning rolls must be made in order to detect and acquire guidance locks on targets at distant ranges or those obscured by obstacles. In other words, you cannot fire at targets at long ranges without first making a successful scanning roll.
- Consult the table below to determine the appropriate skill combination for attacks and defenses.

### STARSHIP COMBAT TASKS

<b>pilot attacks</b> firing forward-mounted weapons while operating the ship	<b>fitness + piloting ± handling</b>
<b>gunnery attacks</b> firing turret or non-forward weapons	<b>fitness + gunnery</b>
<b>ramming</b> ramming another vehicle	<b>fitness + piloting ± handling</b>
<b>overtaking/outrunning</b> losing or pursuing another vehicle	<b>fitness + piloting ± speed</b>
<b>evasive maneuvers</b> evading weapons fire, missile locks, or other objects	<b>fitness + piloting ± handling</b>
<b>scanning</b> firing rockets and missiles; detecting other starships & obstacles	<b>reasoning + scanning ± sensors</b>

Like personal combat, when an attack is made against a defending ship, there can be only one winner—the ship whose margin is greatest wins (a winning defender avoids being hit while a winning attacker successfully strikes his target). Ties for starship combat also go to the defender. When two (or more) ship are firing at each other at the same time, they may be both successful—no comparison of margins is required.

## DETERMINING STARSHIP DAMAGE

Like personal combat, the amount of damage inflicted depends on the type of attack—either mechanical stress or structural damage (most cause the latter).

### STARSHIP DAMAGE VALUES

machine guns	1STR
cannons	2STR
rockets/missiles	6STR
small laser cannons	2STR
dual laser cannons	3STR
laser batteries	6STR
particle cannons	5STR
ion cannons	4MEC

Before damage from energy weapons (laser, particle, and ion cannons) can be applied to a vehicle, it is reduced by the vehicle's shields—decrease the damage value by the current shields rating. The shields rating is also reduced by one if the damage value is greater than its current rating. Otherwise, the shields rating will increase by one each turn until it is restored to its original value.

#### FOR EXAMPLE

*A fighter with a shields rating of 2 has been hit by a laser cannon with a damage rating of 2STR. Luckily, the shields reduce the damage to 0, and since the damage value is not greater than the shields rating, the shields remain intact. On the other hand, if the damage rating was a 3, 1 point of damage would have gotten through the shields and the shields rating would have been reduced by 1.*

Once damage is reduced by shields, a damage roll is made using the resulting value as the number of dice rolled. Each die which is less than or equal to the ship's frame rating indicates that the vehicle's armor and structural integrity have negated one point of damage. Otherwise, the vehicle receives one grade of the relevant damage (mechanical stress or structural damage).



## 4

ADVANCED  
TASK RESOLUTION

Advanced task rolls add a bit more realism by utilizing varying levels of difficulty which are assigned by the gamemaster. While advanced task rolls are not required, they are recommended. Not every rule must be utilized, however. If you feel that a particular type of task is too complicated and slows down play, feel free to ignore it. Bonus and penalty dice are not used with the advanced rules.

## DIFFICULTIES

Difficulties affect the outcome of tasks by altering the chances of success. Lesser difficulties can be assigned to easier tasks, while greater difficulties can be assigned to harder ones. The different difficulty ratings are explained below. Each one has two values. The gamemaster has the freedom to choose which value best suits the task—for the sake of speeding up play, however, go with the first value unless there is call to add a slight edge to the task. Difficulty is represented by the abbreviation *DIFF*.

<b>Trivial</b>	<b>(-2 to -1)</b>	mundane labors that usually require little or no training. We generally take them for granted
<b>Routine</b>	<b>(0 to 1)</b>	innocuous actions that must rely on training and experience and require minimal thought or effort
<b>Complex</b>	<b>(2 to 3)</b>	slightly more difficult than routine tasks, represent actions requiring some degree of precision or accuracy
<b>Challenging</b>	<b>(4 to 5)</b>	require above average skill and represent actions unfamiliar to a character. They can also be fairly dangerous, thereby allowing calamities to occur.
<b>Impossible</b>	<b>(6 to 7)</b>	all dangerous or improbable situations. Characters attempting such actions are either very brave or very stupid.

Task difficulties may be increased or decreased by a character's actions or his environment. Changes in difficulty reflect changes in the numerical value and not the name of the difficulty level.

## FOR EXAMPLE

*Simon is attempting to forge a Vendosian travel visa. Since the Vendosian Customs Service uses advanced electronics tracking systems built into each visa, this is a challenging task, which means the difficulty rating is a 4. Simon always carries a special toolkit for just such an occasion. The gamemaster decides that the toolkit is a big help to Simon and really does a lot of the work for him, so he modifies the difficulty by -2DIFF. So, the final difficulty of the task is now a 2 (4 - 2).*

## OUTCOME

In order to determine the success of a task, we must first compute the margin, which is the difference between the **skill total** and the **dice total** (skill total - dice total). If the margin is equal to or greater than the assigned difficulty, the task succeeds.

## FOR EXAMPLE

*Using the example above, let's assume Simon's skill total is 9 and he rolls a dice total of 7. His margin (skill total - dice total) is 2 (9 - 7). Since the margin is equal to the assigned difficulty value of 2, the task is successful. It would also have been successful if the margin was greater than 2, but had it been less, the task would have failed.*

There are two optional outcomes which may also be used at the gamemaster's discretion: *calamities* and *triumphs*.

**Calamities** represent horrible mishaps or backfires. This could be missing an opponent and accidentally shooting a friend, or a chase down a flight of stairs resulting in a serious fall. Trivial and routine tasks cannot result in calamities, but all other tasks do if the margin is less than the assigned difficulty minus ten (10).

**FOR EXAMPLE**

The assigned difficulty for a task is 7 and the margin is -4 (in this case the dice total is greater than the skill total which would normally result in a failure). Because the margin of -4 is less than -3 ( $7 - 10 = -3$ ), the task results in a calamity.

**Triumphs** are just the opposite and represent miraculous outcomes. This could be incapacitating an opponent with one punch or convincing an enemy of your good intentions. Triumphs result by achieving a margin equal to or greater than six (6) plus the assigned difficulty.

**FOR EXAMPLE**

The assigned difficulty for a task is 2 and the margin is 9. Because the margin of 9 is greater than 8 ( $6 + 2 = 8$ ), the task results in a triumph.

In addition, if the dice used for the dice total are both ones (snake eyes), the task is a triumph. And, if the dice used for the dice total are both sixes (box cars), the task is automatically a failure (though not necessarily a calamity).

**UNTRAINED TASK ROLLS**

All skills can be attempted without prior training unless otherwise noted (those with a ⊗ cannot). Such rolls are considered untrained tasks and the skill total would be equal to the associated ability only.

**CONTESTED TASK ROLLS**

There are bound to be situations which place two people at odds with each other in some sort of struggle. To resolve this conflict, both parties make task rolls and the character with the highest margin wins the struggle. If neither roll is successful or in the case of ties, both parties fail.

When attempts are made to undo previously successful tasks performed by other characters (such as spotting forged documents) the difficulty should be increased by an amount roughly proportional to the original success.

**FOR EXAMPLE**

If a forged passport was made by a task very close to the required margin, the difficulty should not be modified. But, if the original margin was very high compared to what was required for success (say, a margin of 6 for a difficulty of 2), the gamemaster should modify the task by +2DIFF or +3DIFF, and even more for better results.

**COMPOSURE TASK ROLLS**

There are times when a character must restrain his desires, habits, and responses to stimuli. To do so, he must make a successful composure roll (using the composure skill). The

difficulty is determined by the gamemaster and the ability used is based on the nature of the restraint.

**Fitness**

the character is attempting to control responses from physical stimuli such as crying out or flinching from pain

**Awareness**

the character must recognize and prevent his habits such as nervous tics and unconscious speech patterns like stutters, as well as controlling his temper

**Reasoning**

the character must prevent either compulsive patterns of behavior such as addictions, or immoral acts such as sadism or infidelity

Calamities indicate that the character runs away and may be tainted as a coward if anyone is around to witness him. Failures indicate that the character backs down from attempting a dangerous task. He may try to talk his way out of it in order to save his reputation. Successes and triumphs indicate that the character may attempt the task normally.

**COMPOSURE DIFFICULTIES**

witnessing gore	complex (2) or higher
bad temper	challenging (4)
witnessing the paranormal	challenging (4) or higher
psychological abuse	complex (2) or higher
pain and torture	+1DIFF per grade of injury

**AUTOMATIC TASKS**

Automatic tasks allow a character to forego the process of rolling dice. Instead, the gamemaster can look at the character's ability or skill rating and choose to make the task an automatic success if all of the following conditions are met:

- The character's raw ability is equal to or greater than the assigned difficulty or the character's skill rating is equal to or greater than two plus the assigned difficulty.
- The task is not contested.
- The player provides a descriptive explanation of his actions.
- The task does not disturb the gamemaster's vision of the story.

Automatic tasks can also be used for situations not covered by skills or as a replacement for composure rolls—if the character's raw ability is equal to or greater than the assigned difficulty and the task is not contested or disruptive to the story, it is successful.

**FOR EXAMPLE**

*Breaking down a door (fitness), spotting someone sneaking around (awareness), dressing to stand out in a crowd (creativity), recalling a name from memory (reasoning), or intimidating someone by reputation alone (influence) don't necessarily fit any skill and so could be easily decided by comparing the assigned difficulty with a character's ability.*

**PROSTRATED TASK ROLLS**

A character may choose to over-exert himself in order to receive -2DIFF on any fitness-based task roll. In exchange for this bonus, the character receives one (1) grade of fatigue. This also applies to starships: -2DIFF may be gained on any speed or handling-based roll in exchange for one (1) grade of mechanical stress.

**TERMINOLOGY FOR TASKS**

margin	skill total - dice total
difficulty	value indicates margin required for success
calamity	margin is less than or equal to -(difficulty)
triumph	margin is (6 + difficulty) or greater

**ADVANCED PERSONAL COMBAT**

Advanced personal combat builds upon the procedures and mechanics of basic combat. Please make sure you have read the previous chapter already.

**REACTION ROLLS**

A reaction roll is made just like in the basic rules, except that it may be modified by any of the specific conditions listed below (the modifier is applied to roll).

**PERSONAL REACTION MODIFIERS**

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
stressed/sprained	-1
strained/wounded	-2
exhausted/maimed	-3

**ACTIONS**

Each character present in the combat exchange must inform the gamemaster of his actions. These actions may be: *attack*, *defend*, *use skill*, *move*, or *aim*.

<b>Attack</b>	strike or shoot another character
<b>Defend</b>	block, parry, or dodge an attack (this is a contested task)—weapons may be used to block all weapon and unarmed attacks, while only non-weapon attacks may be blocked by an unarmed character  or wait in a state of readiness and if the character is not attacked by the end of the turn, he may attempt another action
<b>Use Skill</b>	attempt a non-combat skill task, such as driving or hacking into a computer
<b>Move</b>	move or run to a specific area, duck, jump, or dive—ranged attacks may also be attempted while moving, but with +2DIFF on the task roll, and aiming modifiers are not applied
<b>Aim</b>	aim a ranged weapon attack, providing -1DIFF for each turn spent aiming (up to three turns)—being struck by an attack interrupts a character's aim and he loses the use of the aiming bonus.

## COMBAT TASK ROLLS

The base difficulty for all non-ranged attack rolls is routine unless otherwise noted (defenses are contested tasks against an attack). The difficulty for ranged attacks is determined by the range. Each ranged weapon is given a single value for range—this is for long range. Medium range is half this number, short range is one fourth the number, and point blank is almost within direct contact. Some weapons also have accuracy modifiers which alter the difficulty of the attack roll.

## RANGE DIFFICULTIES

point blank	trivial (-2)
short	routine (0)
medium	challenging (4)
long	impossible (6)

## WEAPONS ACCURACY AND RANGE

WEAPON	ACCURACY	RANGE
archaic slugthrower	+1DIFF	50m
ep pistol	-	75m
ep rifle	-	200m
autothrower	-1DIFF / +1DIFF / +3DIFF <sup>1</sup>	50m
light blaster	-	120m
blaster pistol	-	120m
blaster carbine	-	150m
electrostun pistol	-1DIFF	25m
plasma sword	+1DIFF	-

<sup>1</sup> point blank & short / medium / long

## FOR EXAMPLE

*Sigilay spends one turn aiming his EP rifle at a target 50m away. Since this is 1/4 the normal range, it is a short range shot which is routine difficulty. Sigilay fires on his next turn and lowers the difficulty by 1 (it is now -1) because of the one turn spent aiming. Sigilay only needs a margin of -1 in order to hit his target.*

## ZERO-G OPERATIONS

When in a zero-gravity environment, the skill value added to a fitness-based task may not be greater than his zero-g skill rating.

## FOR EXAMPLE

*Chounok is throwing a punch at his opponent in the weightlessness of space. His fitness is 4, brawling is 6, and zero-g is 3. So, his skill total would be 7 (4+3), since his brawling skill is limited by his zero-g skill.*

## ENVIRONMENTAL MODIFIERS

Various environmental or situational factors can affect the outcome of an attack. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations. A few examples are listed below.

## Moving Target

ranged attacks targeting moving characters receive +2DIFF

## Cover

characters may take cover behind walls and other obstructions for protection against ranged attacks—if the character is only partially hidden, the attack receives +2DIFF, otherwise he may not be targeted

## Partial Light

characters receive +2DIFF on all combat actions attempted in partial light; any attempt to attack in total darkness is at the gamemaster's discretion and has a difficulty of impossible (7)

## Quickdraw

a character may attempt to draw his weapon and attack with it in the same turn, but the task receives +2DIFF

## Second Weapon

two weapons may be used at the same time against a single opponent, but each weapon requires a separate attack roll and the difficulty for each is +2DIFF

## Second Attack

two attacks of the same type or from the same weapon may be attempted against a single target, but each attack requires a separate roll and the difficulty for each is +1DIFF

## Second Target

two attacks may be attempted at different targets, but each attack requires a separate roll and the difficulty for each is +2DIFF

## Called Strike

characters may aim for specific body parts while attacking, but the difficulty of the attack roll is +2DIFF (see *determining damage*)

## Fatigued

fatigue penalties apply to any task during the first turn of combat only (see *table below*)

## Injured

injury penalties apply to all fitness and awareness-based tasks (see *table below*)



## FATIGUE AND INJURY PENALTIES

GRADE	FATIGUE	INJURY	DIFFICULTY
1	dazed	bruised	-
2	stressed	sprained	+1DIFF
3	strained	wounded	+2DIFF
4	exhausted	maimed	+3DIFF
5	unconscious	incapacitated	—

## DETERMINING HIT LOCATION AND DAMAGE

All hits are assumed to be non-specific unless a called strike is used. In other words, the damage is caused by hits to the chest or from general bruising throughout the body. If a specific body part is targeted (via a called strike), the attack roll receives +2DIFF. A success indicates that the targeted body part is hit (see hit locations, *below*) and the effect is left up to the judgement of the gamemaster, who can allow a fitness-based composure task roll to counter the effect.

## HIT LOCATIONS (CALLED STRIKES)

## hands

if the character is holding a weapon, he drops it

## head

fatigue: the character loses consciousness

injury: the character becomes comatose or dies

## legs

the character collapses or stumbles, and is knocked down

## stomach

fatigue: the character forfeits his next action to regain his breath

## FOR EXAMPLE

*Sigilay successfully aims and shoots his opponent in the leg. The gamemaster allows the target to make a fitness-based composure roll. If it's not successful, the target falls to the ground in pain.*

Some conditions can alter the amount of damage inflicted and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

## DAMAGE MODIFIERS

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled

## PERSONAL WEAPONS DAMAGE

WEAPON	DAMAGE
archaic slug thrower	2INJ
ep pistol	3INJ
ep rifle	4INJ
autothrower	5INJ
light blaster	3INJ
blaster pistol	4INJ
blaster carbine	5INJ
electrostun pistols	4FAT
electrostun grenade	6FAT
plasma grenade	8INJ
club	1FAT
knife	1INJ
vibro knife	2INJ
sword	3INJ
plasma sword	5INJ
garrotte/rope	1INJ <sup>1</sup>
poison	1-4INJ/turn

<sup>1</sup> plus asphyxiation damage

If a character receives a number of grades of injury or fatigue greater than his fitness rating in one turn, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based rolls.

## USING ARMOR

Armor functions in the same manner as in the basic combat rules, except for the following additions:

- Not all armor offers the same protection. Some types protect against fatigue, others against injury, and still others against both. When armor worn by a character protects against the appropriate type of damage (fatigue or injury) (and covers the specific part of a character's body when the attack is a successful called strike), a damage roll is required.
- When multiple called strikes are directed at the same location of a target and a damage roll applies, the armor rating used for each attack past the first is reduced by one (but never less than one).

## FOR EXAMPLE

*Josh is wearing an ablative vest and three people have taken shots at his stomach with blasters. Since each attack is successful, the armor is worn down in that location. The armor rating is 3 against the first attack, 2 against the second, and 1 against the third. If there was a fourth attack, the armor would remain at 1. The armor rating is 3 again next turn or if hit in a different location.*

- In addition to armor components, a character with a fitness rating of four (4) or higher receives an automatic level of armor—that's one (1) point of armor effective against fatigue only. A character's total armor rating can **never** go above five (5), however.
- If the total amount of dice rolled against a character for damage in one attack is greater than his fitness rating, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based rolls.

**Optional:** If the total amount of injury sustained by a character from a single attack is less than his armor rating, it is converted to fatigue damage. This simulates the physical impact of the attack even when armor does its job.

### PERSONAL ARMOR TABLE

ARMOR	RATING	PROTECTION	COVERAGE
heavy/rugged clothing	1	FAT	all but head and hands
archaic vest	2	FAT/INJ	back, chest, and stomach
archaic armor suit	2	FAT/INJ	all*
flight suit	3	FAT	all*
ablative vest	3	blasters only	back, chest, and stomach
armored flight suit	4	FAT/INJ	all*
power suit	5	FAT/INJ	all*
plasma screen	5	INJ	all

\* excludes head if helmet is not worn

### OTHER SOURCES OF DAMAGE

#### Fire and Smoke

Fire can cause either fatigue from smoke inhalation or injury from burns. If the character is in an enclosed area filled with smoke, a roll is required to determine the number of grades of fatigue sustained. The damage rating from smoke can vary from 1FAT to 2FAT depending on the amount, and the damage rating from the actual fire can vary greatly—a small flame would be around 1INJ while a serious fire would be 5INJ. The damage roll is made in the same manner as damage from an attack, except that the character's fitness rating is used as the armor value.

#### Asphyxiation

A character can normally hold his breath for a minute or two at the most when prepared. When caught off guard, however, he receives damage. This requires a fitness-based composure roll in order to avoid gaining one grade of fatigue. Another roll is then made after a number of turns equal to the character's fitness rating, and so on until he is no longer being asphyxiated or he dies. Once the character is unconscious, he receives injury instead of fatigue.

#### Falls

Falling a great distance can either cause fatigue or injury—a fall on a padded surface may cause only fatigue damage, while a fall on jagged rocks would most likely cause severe injury. This is treated in the same manner as a damage roll from an attack. The damage rating is equal to one (1) per six foot drop.

#### Radiation

Characters exposed to radiation gain fatigue or injury once per hour. The type of damage depends on the the proximity of the source—a nearby source inflicts injury, while a distant one inflicts fatigue. The damage rating should be adjusted based on the strength and distance of the source, ranging from one (1) grade for slight exposure or extreme distance to five (5) grades for direct contact or active sources. A damage roll is made in the same manner as damage from an attack, except that the character's fitness rating is used as the armor value.

## ADVANCED STARSHIP COMBAT

Advanced starship combat builds on the procedures and mechanics of basic starship combat and advanced personal combat.

### REACTION ROLLS

The specific conditions listed below are used to modify the reaction roll.

#### STARSHIP REACTION MODIFIERS

travelling in obscured areas (nebulae, storms)	-3
surprised	-2
hauling heavy cargo	-1 to -2
damaged	-1 to -4
distressed/impaired	-1
overworked/breached	-2
overheated/compromised	-3
disabled (for weapons only)	-4

### ACTIONS

Each character in a starship may perform one action per turn. These actions may be: *pilot*, *attack*, *launch*, *evade*, *use skill*, *move*, or *aim*.

<b>Pilot</b>	pilot the starship
<b>Attack</b>	fire gunnery systems (or personal weapons)
<b>Launch</b>	target and fire rockets and missiles with the sensors
<b>Evade</b>	dodge an attack or collision (this is a contested task)
<b>Use Skill</b>	attempt a non-combat skill task, such as repairing a starship's computer circuits or scanning for the enemy
<b>Move</b>	move about the starship—to a gunnery station or different deck, for example
<b>Aim</b>	aim a turreted weapon at a starship, providing -1DIFF for each turn spent aiming (up to three turns)—if the vehicle is struck by an attack which causes any damage or stress, the aim is interrupted and the bonus is not applied

### RANGE

While ranges are important in starship combat, actual numeric values are not used for the sake of simplicity. Instead, ranges are based on degrees of effectiveness. The gamemaster is free to alter the distance of these ranges at any time to best suit the feel of the setting.

<b>Point Blank</b>	close enough to see inside the cockpit of a fighter (typical narrow formation)
<b>Short Range</b>	close enough to reach a target within the next few turns (typical wide formation)
<b>Medium Range</b>	about the distance between planets
<b>Long Range</b>	about the distance between one end of a star system to the other

### SCANNING TASK ROLLS

A Starship's sensors are invaluable. Not only do they keep the craft away from hazardous obstacles, such as debris and ion storms, but also guide rockets and missiles, and aim weapons systems at distant ranges or when targets are obscured. The base difficulty for a scanning task is determined by range and may be modified by various situations—sensors are less reliable at ranges other than short.

At point blank and short ranges, sensors may also be used to determine the number and type of lifeforms aboard a starship, as well as types of energy weapons and special cargo, such as radioactive material.

#### SCANNING RANGE DIFFICULTIES

point blank	complex (2)
short	routine (0)
medium	complex (2)
long	challenging (4)

#### SCANNING MODIFIERS

target stationary at point blank range	+2DIFF
target firing weapons	-2DIFF
target stationary at long range	+2DIFF
target cloaked by larger mass	+1 to +4 DIFF
target/starship in an ion storm, nebula	+4DIFF
target/starship in a planet's atmosphere	+4DIFF

#### FOR EXAMPLE

*The captain has ordered a missile to be fired at a ship at medium range, but it has disappeared in a nebula. The scanner operator must make a roll to detect it. Medium range indicates complex (2) difficulty, but the nebula adds 4, making a final difficulty of 6.*

## COMBAT TASK ROLLS

Tasks are the same as for basic starship combat. In addition, difficulty is based on range to a target. Some weapons also have accuracy modifiers which alter the difficulty of the attack roll.

## WEAPONS RANGE DIFFICULTIES

point blank	trivial (-2)
short	routine (0)
medium	challenging (4)
long	impossible (6)

## STARSHIP WEAPONS ACCURACY

laser cannon (linked pair)	-1DIFF <sup>1</sup>
laser cannon (linked trio)	-2DIFF <sup>1</sup>
laser battery	-3DIFF <sup>1</sup>
particle cannon	+2DIFF
hunter-killer missile	+3DIFF / +1DIFF / — <sup>2</sup>
rocket battery	-2DIFF / — / +4DIFF <sup>2</sup>

<sup>1</sup> point blank and short range only

<sup>2</sup> point blank & short / medium / long

**Optional:** It may take a few turns for missiles and rockets to reach their targets at greater ranges. Wait one turn for medium range and two turns for long range, and then have the character make the roll, but think of it as occurring during the turn in which the weapon was launched. All environmental modifiers (see below) present in the current turn should be applied to the roll, however.

## ENVIRONMENTAL MODIFIERS

Various factors can also affect the outcome of a starship task. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations.

<b>Supralight Speed</b>	maneuvers, attacks, or other handling-based tasks may not be performed while traveling at supralight speeds (this does not affect speed-based tasks)
<b>Stargate</b>	the speed ability is considered zero (0) when speed-based tasks are performed while traveling through a stargate
<b>Moving Target</b>	ranged attacks targeting moving starships receive a change in difficulty based on the target's speed rating

## TARGET'S SPEED RATING

-5	-3DIFF
-4	-2DIFF
-3	-2DIFF
-2	-1DIFF
+2	+1DIFF
+3	+2DIFF
+4	+3DIFF
+5	+4DIFF

## Called Strike

characters may aim for specific parts of a starship (shield generator, engines, cargo bay) while attacking, but the difficulty of the attack roll is +2DIFF (see *determining damage*)

## Obscured Areas

all actions attempted in obscured areas such as ion storms and nebulas that rely on the handling ability receive +2DIFF

## Confined Areas

all actions attempted in confined areas such as asteroid fields that rely on the handling ability receive +1DIFF to +3DIFF

## Atmosphere

all actions attempted while coming into contact with the outer edges of a planet's atmosphere receive +2DIFF

## Adverse Conditions

situations such as shockwaves may alter the difficulty from +1DIFF to +3DIFF, depending on the severity

## Stressed

mechanical stress penalties apply to all speed-based tasks (see *table below*)

## Damaged

structural damage penalties apply to all speed and handling-based tasks (see *table below*)

## STRESS AND DAMAGE PENALTIES

GRADE	MECHANICAL STRESS	STRUCTURAL DAMAGE	DIFFICULTY
1	engaged	dented	-
2	distressed	impaired	+1DIFF
3	overworked	breached	+2DIFF
4	overheated	compromised	+3DIFF
5	disabled	wrecked	+4DIFF

**DETERMINING STARSHIP HIT LOCATION & DAMAGE**

Like personal combat, all hits for starships are assumed to be non-specific unless a called strike is used (in which case, the normal +2DIFF is applied to hit).

**HIT LOCATIONS (CALLED STRIKES)****bridge**

mechanical stress: all systems (sensors, comm, etc.) are offline  
structural damage: a number of bridge officers equal to damage rating are incapacitated

**sublight engines**

mechanical stress: course corrections cannot be made for one turn  
structural damage (more than frame rating): engines offline

**hyperspace generator**

mechanical stress: hyperspace generator offline for two turns  
structural damage (more than frame rating): generator offline

**weapons mount**

mechanical stress: weapon offline for one turn  
structural damage: weapon destroyed

**shield generator**

mechanical stress: shields offline for one turn  
structural damage: shields destroyed

**cargo bay**

cargo destroyed

**troops/assault bay**

troops killed and any vehicles present are destroyed

**fighter bay**

mechanical stress: fighters cannot launch for two turns  
structural damage: a number of fighters in bay equal to roll of one die are destroyed

**sensor mount**

sensors destroyed

Energy weapons may be overloaded to inflict one (1) additional grade of structural damage at the expense of gaining one (1) grade of mechanical stress, but only one weapon (or set of linked weapons) may be overloaded per turn. Some other conditions can also alter the amount of damage inflicted and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

**DAMAGE MODIFIERS**

energy weapons	+1STR in exchange for 1MEC
ramming	1STR per frame rating
triumph	double the damage value

**STARSHIP WEAPONS DAMAGE**

laser cannon	2STR
laser cannon (linked pair)	3STR
laser cannon (linked trio)	4STR
laser battery	6STR
particle cannon	5STR
ion cannon	4MEC
hunter-killer missile	8STR
rocket battery	5 / 3 / 1STR <sup>1</sup>

<sup>1</sup> point blank & short / medium / long

The damage from all called strikes to the same location by energy weapons is added together when subtracting the shields rating.

**FOR EXAMPLE**

*A starship with a shields rating of 4 has been hit by 3 rockets in the same location, all from medium range. Each rocket has a damage value of 3 for a total damage value of 9 (3 x 3). Subtracting the shields rating from this leaves a damage value of 5 (9 - 4). A damage roll must now be made against the starship's frame rating.*

The shields rating is also reduced by one if the original damage value is greater than its current rating. Otherwise, the shields rating will increase by one each turn until it is restored to its original value.

**SHIELDS IN USE**

damage is greater than current shields	reduce shields by 1
damage is less than current shields or 0	restore shields by 1

Shields may also be extended to protect other smaller craft which are in extremely close proximity at the expense of gaining one (1) grade of mechanical stress. Extended the shields around another vehicle of the same size (doubling shields) would cause two (2) grades of mechanical stress.

If the total amount of dice rolled against a vehicle for damage in one attack is greater than its frame rating, it is knocked off course and either must spend the next turn correcting its heading or continuing on the new course.

**FOR EXAMPLE**

*In the example above, the starship must roll 5 dice for damage, but has a frame rating of 3. Therefore, its course is altered by the blast from the rockets.*



### OTHER SOURCES OF DAMAGE

#### Ramming and Collisions

A starship involved in a collision inflicts an amount of structural damage equal to its frame rating to the other starship (make a damage roll against shields only). Obstacles such as asteroids inflict damage based on their size (1 to 5). Characters should also receive half this value as either fatigue or injury (at the gamemaster's discretion).

#### Ion Storms

These can cause disruption to a starship's circuits and inflict one or two grades of mechanical stress. Shields and sensors may also fail to work in these conditions.

#### Radiation

Light or latent exposure to cosmic radiation can cause a starship's crew to sustain fatigue, while severe and constant exposure can cause injury. Shields can block an amount of damage from radiation up to its rating. See Radiation in the Personal Combat section.

#### Shockwaves

Exploding starships and objects can cause shockwaves which may disrupt a starship's course or cause structural damage. Shields can block an amount of damage from shockwaves up to their rating as well as limit course deviation. The amount of damage is left up to the gamemaster.

## 5

## THE COSMOS

We all know that space is big, but what else is there? This chapter delves into a brief guide to the USU, nearby regions of space, aliens, and equipment. While this guide is by no means complete, it should provide a springboard with which you can base your own adventures and better understand those in Chapter 7.

## THE UNITED SOVEREIGN WORLDS

The United Sovereign Worlds has stood for democracy and freedom for the last two hundred years. Member worlds have always resolved their disputes with one another in peaceful forums. Still, many oppose the fundamental principles of peace and attempt to undermine that which the USU represents.

In order to defend known space against domestic threats, the USU has commissioned a law enforcement agency dubbed the *Rangers*, whose mission is to investigate crimes, infiltrate terrorist and criminal organizations, and bring those who violate USU law to justice.

### PLANETARY RIGHTS

Each world is guaranteed its sovereignty. Each can govern in whatever manner it sees fit, so long as the USU Articles of Sentient Rights is upheld. Each world can maintain its own military force, both local and foreign. Each world can trade in whatever fashion it so chooses with non-member worlds, but may not impose tariffs on trade with member worlds.

Since the USU does not maintain a unified military, it enforces interstellar law by way of the *Rangers*. But when serious threats require military action, member worlds are organized into a coalition fleet under direct control of the USU military council. To increase efficiency in these situations, member military units have dual designations—their common duty information and their coalition pre-established assignments.

### CURRENCY

The standard currency used throughout the USU is the credit, an electronic transfer and reserve system. Most transactions are completed via a USU Banking Office, often connected to starships and colonies through computer relay systems.

All citizens of the USU are issued Identification and Banking Cards, which are computerized data systems used to interact with banking relays. Those who prefer cash transactions may also use credit chips, but these are not tracked or guaranteed against fraud, making them ideal for illegal transactions.

### LANGUAGES

Each race enjoys a multitude of languages and dialects. Since all USU Identification and Banking Cards also include a vocalized translation system, most citizens speak their native language and rely on the card to communicate with other species and nationalities. If players wish their characters to read and speak multiple languages, they can choose the multilingual gimmick during character creation.

### SPACECRAFT

There are two general types of spacecraft: *sublight* and *supralight*. Sublight vessels are not capable of travelling through hyperspace on their own, while supralight are. Sublight craft usually take the form of fighters, planetary shuttles, planetary cruisers, and intersystem shuttles. The term starship is used to describe any supralight vessel, although it is sometimes also used to incorrectly refer to smaller craft. Starships are mostly military vessels, cargo transporters, and exploratory ships.

Each species builds its own craft, although most of their technology is shared with other USU members. Thus, most starships within the USU have similar characteristics. It is not uncommon to see wild designs during one's travels throughout the cosmos, however. All craft, from small shuttles to commercial liners require registration with the USU and must have the necessary licenses (hazardous cargo, passenger insurance, weapons permits, etc.) obtained by regular inspections in order to operate legally.

### SPACE TRAVEL

Sublight craft use a variety of methods to travel between worlds (ion propulsion, solar sails, and fusion rockets). Some are more efficient than others, but for the sake of simplicity, only a craft's speed rating is relevant. Picture them using whatever method you like best.

In addition to the same sublight propulsion systems used in sublight craft, all starships are also fitted with hyperspace generators which allow the vessel to breach the confines of our universe and enter the pseudo-parallel realm of hyperspace. It is impossible to travel faster than the speed of light when confined to the laws of our universe. But in hyperspace, the light barrier is easily broken. Ships in hyperspace can travel distances in hours which would normally take hundreds of years or more in our familiar environment. Travel times of three or more days is relatively common compared to hours, however.

Permanently accessible windows to hyperspace, or stargates, have also been set up between the major worlds. These act as navigational beacons and allow smaller craft to travel through hyperspace along specified routes only. Since starships do not require the use of stargates, they can travel to any star system known to their astronavigation computer. An experienced astronavigator is necessary for travel to uncharted space. Stargates also connect smaller, colony worlds to their closest beacon world.

Travel through stargates or between the known worlds by starships generally takes anywhere from a few hours to several days. On the other hand, journeying through uncharted regions can take weeks, months, or years for several reasons:

- It is near impossible to detect habitable planets at supralight speeds.
- Hyperspace coordinates do not overlap those of normal space—calculations are based on predetermined spacial matrices, interpolation, and practical experience.
- Theoretical hyperspace travel is horribly dangerous. Miscalculations can mean being stranded in an unknown section of space, so smaller hyperspace jumps are attempted to lessen the possibility of erroneous coordinates and the effects of becoming stranded.

### COMMUNICATIONS

A vast hyperspacial communications network exists through USU space. It can transmit messages slightly faster than the quickest supralight starship, making communications times take a few hours to a few days, depending on the distance between relays. Communication to areas outside of USU influence is tricky at best. Since these areas of space cannot rely on redundancies in the network, some messages do not make it to their proper destinations and some even get lost in hyperspace.

### MULTIWORLD CORPORATIONS

Because the USU is based on both military and economic alliances, capitalism is encouraged throughout its influence. Member worlds sponsor countless corporations through grants and public contracts. Many companies grow so large that they create subsidies and new branches on many worlds. These are the multiworld corporations (or megacorporations)—they are responsible for much of the labor forces, industry, and wealth in the USU.

The law of the galaxy is sacred to most, but sometimes, greed grips a board of directors and people lose money or even get hurt as a result. It is not uncommon for corporations to operate in black market goods or perform inhumane scientific tests outside USU-controlled areas. The names of these multiworld corporations are not really important, so much as their intent and sphere of influence—that we leave up to the gamemaster's imagination.

## REGIONS OF SPACE

The USU sends regular patrol and exploration missions to areas outside its influence, out of curiosity and a need for security. Some of these outer regions can be quite dangerous, but others provide a wealth of resources, making travel to these areas often worth the risk.

### THE ASTAYIK EXPANSE

This is a large nebula devoid of life-sustaining planets. Numerous expeditions have entered the nebula. Some have experienced strange and infrequent energy readings, but no quantifiable information is available. A few worlds have been found, containing large deposits of elements used in supralight propulsion systems—USU and multiworld corporation mining vessels visit them regularly.

### THE BADLANDS

This region contains nothing but ion storms and is devoid of inhabitable worlds. Traversing the Badlands is extremely dangerous since the sheer level of electrical activity is harmful to computer, sensor, and shielding systems. This is also a death sentence to lifeforms dependent on biomechanical implants or electrical conduction.

### THE LIVING FRONTIER

This section of the frontier is quite active when it comes to scouting and colonization missions. Recently, however, there has also been a surge in pirating and conflict with an alien race known as the Ruthdii Komar. Their planet of origin is unknown, but they pose a serious threat to further expansion in this region. Freelancing spacers are commonly hired by corporations to protect their interests, whether as planetary security or convoy escorts.

## THE QUIET FRONTIER

This frontier has proven light on inhabitable worlds, but rich in planetary and floating (asteroids) resources. No conflicts have been reported and many corporations have built up their wealth with mining operations here.

## THE X-AN PROTECTED WORLDS

These planets have been quarantined by the USU as part of X21's membership. Visiting one of these worlds is punishable by imprisonment.

## CREATING YOUR OWN WORLDS

We have included simple guidelines to help you create your own worlds for players to explore. Rather than take a scientifically-accurate approach, the rules are designed for entertainment value. Nothing is set in stone—feel free to discard or alter the results as needed.

### 1. STAR SYSTEM

Type of star system; roll one die and consult table below:

1-3	typical star system <i>single sun with multiple planets</i>
4	dying star system <i>old sun with icy planets</i>
5	binary star system <i>two suns with multiple planets</i>
6	trinary star system <i>three suns with multiple planets</i>

### 2. HABITABLE PLANETS

Number of habitable planets—these may be capable of supporting some form of life, but not necessarily humanoid life; roll one die and consult table below:

1-2	one habitable planet* <i>capable of supporting humanoid life</i>
3	one barely-habitable planet <i>devoid of all but the toughest lifeforms, yet capable of support humanoid life if necessary</i>
4	cluster of habitable planets* <i>two or more capable of supporting humanoid life</i>
5	habitable moons only <i>some of the planets in the system have satellites which can support humanoid life</i>
6	habitable planetoids only <i>many planetoids or asteroids are habitable throughout the system, but no major worlds</i>

### 3. POPULATION

Culture and population on the planet—if the result from step two has an asterisk (\*) next to it, roll one die and consult table below:

1	primitive cultures <i>small, dispersed settlements of primitive humanoids; mostly tribal and nomadic cultures</i>
2	feudal cultures <i>medieval-level kingdoms and empires spread throughout most of the major continents</i>
3-4	industrial cultures <i>countless cities and industrial operations throughout the world</i>
5	advanced cultures <i>advanced cultures, possessing USU-equivalent technologies</i>
6	enlightened cultures <i>advanced cultures, possessing technologies of which one can only dream</i>

### 4. HAZARDS

Dangers present in the system or habitable worlds; roll one die and consult table below:

1	typical dangers; nothing out of the ordinary
2	heavy solar activity <i>solar flairs are commonplace, periodically disrupting communications, electrical circuitry, and computers (hazardous to those with the electrical vulnerability gimmick)</i>
3	cosmic radiation <i>either the sun(s) radiate an excessive amount of cosmic energy or the planet's atmosphere is not capable of shielding its inhabitants from it; this can cause fatigue or even injury if exposed for extended periods of time</i>
4	hostile inhabitants/aliens <i>the system/planet is claimed by an alien species who will protect it against intruders</i>
5	wild asteroid field <i>the system contains countless asteroids which orbit the sun(s) in erratic patterns, posing a serious hazard for spacecraft</i>
6	plague <i>the planet is infected with a highly contagious viral strain; anyone who is exposed to either the air, water, or plant life (or any combination thereof) becomes infected</i>

## ALIEN THREATS

### RUTHDII KOMAR

This race of worm-like creatures, who seem to follow no hierarchical structure, is a growing threat for the USU. They function in apparent anarchy, but in reality, maintain order by way of subtle mannerisms which act as threats, intimidation, and might to other Ruthdii Komar.

Young ruthdii bodies are long, narrow, and limbless, although more mature ones often have limbs. They take advantage of lacerations and, instead of healing normally, allow injured portions to split from the main body and grow into rudimentary appendages. They can support their weight with only a fraction of what can be described as their tail section. In the middle of their bodies, typically what we would call waist-high, is a thick six-inch band of sensory organs. With this band, they have access to vision, hearing, and touch. Although they can also touch throughout their bodies, this band focuses sound and light waves, making it possible to detect movement, colors, shapes, and sounds as well.

Ruthdii Komar spacecraft are fast and deadly. They focus on speed and offensive power rather than durability and protection. Of course, this information is based on contact with smaller vessels—those attacked by larger, capital ships are never heard from again. The USU is currently drafting plans for a defensive posture in the Living Frontier.

### OTHER ALIEN CREATURES

The galaxy is full of evil, alien races, waiting for their chance to destroy weaker, peace-loving ones. With all the uncharted planets in the galaxy and even within USU's sphere of influence, some of them will no doubt make their presence known to unsuspecting starships, colonies, and outposts. The guidelines presented below are intended to help you design alien races with a simple and speedy approach.

Fitness and Awareness are the only abilities required for animal-like species, while sentient beings should be created like player characters (or using the extras rules in the next chapter).



### 1. HABITAT

The species has adapted to or originated from a specific habitat; roll one die and consult table below:

1	normal terrestrial habitat
2	arboreal habitat <i>the aliens live high in the trees and are adept at climbing, jumping, and maintaining their balance</i>
3	marine habitat <i>the aliens live under the water (or other liquid) and can only survive out of the water for very short periods of time</i>
4	volcanic habitat <i>the aliens live in or near volcanic vents and require high temperatures to survive</i>
5	subterranean habitat <i>the aliens live in darkness, deep underground, and are susceptible to bright light</i>
6	arctic habitat <i>the aliens live in frozen regions of the planet, devoid of heat, which would otherwise kill them</i>

### 2. ATMOSPHERE

The species' respiratory system requires certain elements; roll one die and consult table below:

1	oxygen/terrestrial air
2	sulfuric acid
3	methane
4	carbon dioxide
5	radioactive particles mixed with one of the above
6	none <i>the alien has an unusual anatomy, which cannot be explained by modern xeno-biology</i>

### 3. EATING HABITS

Not all species eat the same things; roll one die and consult the table below:

1-2	herbivore <i>the alien eats vegetation and is not a threat as a predator</i>
3-4	carnivore <i>the alien eats meat and may hunt strangers as prey</i>
5-6	omnivore <i>the alien eats just about anything and may hunt strangers as prey</i>



#### 4. DISPOSITION

Not all species are friendly; roll one die and consult the table below:

1	friendly <i>the aliens will welcome visitors</i>
2	apathetic <i>the aliens don't care about visitors and will ignore them if possible</i>
3	defensive <i>the aliens do not like visitors and will attempt to drive them off, attacking if necessary</i>
4	irate <i>the aliens will apprehend or discourage visitors using any means at their disposal</i>
5	hostile <i>the aliens will pursue visitors and either capture or kill them</i>
6	vengeful <i>the aliens will not only pursue and kill visitors, but also continue to destroy every last one of them remaining</i>

#### 5. ADVANTAGES

Some species are better equipped to protect themselves than others. Simply choose gimmicks which best fit the species you have in mind. In addition, you can also make aliens poisonous, inflicting injury from bites or stings, or just invent a new gimmick or set of gimmicks for them. Roll two dice and consult the table below for a random pick:

2	claws
3	night vision
4	toughness
5	compound vision
6	heightened hearing
7	sure-footed
8	dextrous
9	musclebound
10	heightened smell
11	constitution
12	telepathy

## ROBOTS

Robots, or simply bots, come in a variety of shapes and sizes, and are also quite valuable. There is a thriving bot industry within the USU, but it doesn't stop there. Countless gray and black-market syndicates operate on and around smaller colony worlds, providing both stolen and illegally reprogrammed bots.

Bots are not normally permitted to harm any sentient life form, although they may protect themselves or their owners against animals and other bots. All bots require licenses and are subject to routine maintenance checks just like starships. There are three classifications of bots: ubots, warbots, and ibots.

### UBOTS

Ubots are essential utility robots, programmed with specific skills to carry out menial tasks, such as farming, maintenance, and instruction. Their appearance is often designed to fit their purpose. For example, a maintenance bot might be fitted with all sorts of appendages, ranging from sonic brooms to laser welders.

### WARBOTS

Warbots, like ubots, are programmed with a specific purpose in mind. In their case, it is combat operations—these are the only bots permitted to kill, and their use is limited to the military. Smaller, covert units often hide concealed weapons and communications equipment, but larger, battlefield warbots also exist to hunt down opposing ground forces in environments where living beings dare not go. Warbots are most commonly humanoid in appearance, although some are designed to look like animals.

### IBOTS

Ibots are essentially humanoid robots with the ability to learn from their actions, making them semi-sentient. Ibots are purposely designed to appear human and are provided with personalities to help them communicate better with sentient life. They look humanoid in every way except for their skin, which is somewhat plastic and rigid. More advanced designs, as rare as they may be, make ibots virtually undetectable, however, passing as sentient beings unless confronted with emotional or creative stimuli.

*A selection of typical bots can be found in the templates section of this book.*

### TOOLS OF THE TRADE

#### GENERAL EQUIPMENT

##### **Magnalenses** 30-75 credits

These are essentially computerized binoculars, capable of displaying images from great distances, but also in near-total darkness, and while providing data on size, velocity, and identification (if the target object is in the magnalenses' computer database).

##### **Ration Packs** 2/10/35 credits

There are three levels of ration food packs—quick rations (high-protein and high-calorie snacks for those on the move), common rations (backup supplies used aboard starships), and emergency rations (for when you don't care about taste). Each pack is good for one to three meals, depending on one's willpower.

##### **Hand Scanners** 150-350 credits

There are many different types of scanners used throughout the galaxy. Most USU explorers and scientists carry a standardized version, roughly four inches wide by six inches tall. They can be set to detect most electromagnetic wavelengths (visible light, radiation, infrared, etc.), as well as motion. Many can also be custom-programmed for detecting specific objects and carrying out special scanning operations.

##### **Hand Matrix** 500-750 credits

These small computers are about the size of a wallet and can be used to interface with free-ranging systems—open computer networks, designed to bear the load of executing specialty programs for smaller systems. Free-ranging systems are commonly found aboard starships, scientific colonies, and major cities. They also act as banking relays and community hubs, providing much-needed resources to many individuals. Hand matrices offer their users a convenient way to perform research, store information, and interact with others while carrying all their crucial information with them.

#### SPECIALTY EQUIPMENT

##### **Medkit** 50 credits

This kit includes all the necessary gear (bandages, laser scalpel, medical scanner, etc.) for anyone attempting first aid or basic field surgery.

##### **Mechakit** 500 credits

Mechakits contain engineering tools, such as wrenches, laser cutters, micrometers, and ion meters, as well as spare bot parts.

##### **Biokit** 750 credits

This kit aids biomechanical surgeons when emergency repairs or inspections need to be performed outside of properly equipped facilities.

##### **Systemskit** 125 credits

This is a kit designed to aid computer engineers. It contains spare memory and subprocessing chips, as well as test meters and some spare parts.

##### **Specialty Scanners** 15-800 credits

Capitalism within the USU provides an excellent array of useful scanning products, from security scanners (motion and heat detection) to bioscanners (for detecting mutations, radiation exposure, and viral infections).

##### **Portable Power Source** 50-1,000 credits

Battery power can be very important. There is no limit to the variety of sizes and charge levels of mobile power sources.

##### **Zero-G Kit** 150 credits

This kit includes a flight suit patch system, velcro straps, magnetic restricters, and microthruster unit.

##### **Offworld Survival Kit** 100 credits

This kit includes emergency rations, fire starters, flares, high-powered comm unit, and emergency shelters.

#### WEAPONS

##### **Archaic Slug Throwers** 25-50 credits

These weapons are basically old-fashioned firearms, which use gunpowder to propel a bullet towards a target. They are messy and often unreliable.

##### **EP Weapons** 100-300 credits

The successor to slug throwers, EP, or explosive projectile weapons, fire caseless, micro-explosive rounds by detonating a gaseous propellant contained within the ammo magazine. They are very effective, but magazines tend to detonate when exposed to extreme heat.

##### **Autothrowers** 300-450 credits

These are EP weapons which fire multiple, but smaller rounds. They are quite powerful and very accurate at closer ranges.

##### **Blasters** 200-500 credits

Blasters fire high-energy laser beams emitted by contained electro-nuclear detonation. They are very efficient and deadly.

**Electrostun Weapons****50-150 credits**

Originally designed for law enforcement officials, these weapons fire small, ionized bolts of plasma attuned to the humanoid nervous system (the settings can be changed for other types of species). They do not often cause injury, as electrostun weapons are intended to disable, rather than harm a suspect.

**Plasma Grenades****500-1,000 credits**

These grenades are essentially overpowered electrostun grenades. They are designed to inflict maximum damage.

**Vibro Knives****30-55 credits**

Knives have been around for ages. This is the latest incarnation, utilizing sonic energy to increase the efficiency of the blade's edge.

**Plasma Swords****200-1,000 credits**

Only available on the black market, their *blades* are composed of high-energy plasma contained within an electromagnetic shell. When contact is made with a target, the plasma both burns and cuts into the victim's flesh.

**Miscellaneous**

Common weapons, such as clubs and knives, can be picked up almost anywhere. Price is largely irrelevant and the gamemaster should improvise damage ratings based on interpolation.

**ARMOR & PROTECTIVE SUITS****Heavy or Rugged Clothing****25-100 credits**

More durable clothing offers a minimal of protection against physical damage. Examples would be heavy furs, skins, and reinforced fibers.

**Archaic Armor****50-300 credits**

This can represent just about any old-fashioned type of armor, from kevlar vests to full-body alloy suits. The gamemaster can adjust the areas of protection to suit the components.

**Flight Suits****100-500 credits**

Fighter pilots and maintenance crewmen often wear flight suits to minimize acceleration forces and offer protection against unexpected decompressions (when wearing the matching helmet). These are considered *heavy armor* for the purposes of making reaction rolls.

**Ablative Vests****600-1,000 credits**

These vests protect the body against blaster fire. They are expensive and relatively heavy, and as such, are considered *heavy armor* for the purposes of making reaction rolls.

**Power Suits****5,000 credits**

Power suits are self-contained armor units similar to flight suits, except that they are fitted with hydraulic systems and intended for battle. Punches and kicks from power suits inflict *4INJ*. If the suit loses power, the character cannot move and must remove himself from it. The character receives +3*DIFF* on all fitness-based tasks relying on movement while wearing a power suit.

**Zero-G Suits****7,000 credits**

These are identical to power suits, except that they are designed for use in zero-g environments. Their attached thrusters can be used to propel the suit. No penalties to movement are applied when using this suit in zero-g.

**Plasma Screens****20,000 credits**

Plasma screen emitters are small boxes, about the size of a book. When activated, the emitter creates a magnetically-controlled stream of plasma that encircles the wearer, thereby offering considerable protection.

**SURFACE TRANSPORTATION****Migado Bioframe****200-500 credits**

Many migado are just too heavy to walk around. This bioframe includes an antigrav pack to move them about.

**Flyers****25,000-50,000 credits**

These low-flying craft make transportation to distant cities simple and efficient.

**Hover Rides****3,000-100,000 credits**

These antigrav-equipped cars are a common form of transportation in cities and colony worlds. They range from economy to luxury models.

**Cabs****2-100 credits**

Cabs are, by far, the most economical and simplest way to travel within city limits. Most are operated by bots.

**Subways****5-50 credits**

Another efficient mode of transportation, subways utilize magnetic skirting propulsion, making a smooth and fast ride.

**Monorails****5-75 credits**

Like subways, monorails in larger cities are propelled by magnetic skirting propulsion, but are elevated structures, interconnected by tall buildings and starports.

### SHUTTLES AND PODS

50-300 credits

Traveling between planet and orbit is simple enough. If your starship is not equipped with its own shuttle, there are countless services available. Shuttles transport people and goods between the surface and orbit, while smaller pods do so between starships or orbital stations. Many are operated by bots.

### SUBLIGHT SPACE CRAFT

25,000-750,000 credits

Small, sublight craft are mostly used for transporting people or cargo between planets within the same star system.

### STARSHIPS

500,000+ credits

Starships can range from small, one-man vessels, to huge battleships and luxury liners. See the templates in the back of this book.

### STARSHIP WEAPONS

#### Laser Cannons

Laser cannons are similar to blasters, except that they fire a focused stream of high-intensity light, which can be tracked across a target to make precision cuts. Multiple emitters can be linked together, so that a single control mechanism can direct more than one stream, making the cannon even more deadly.

#### Laser Batteries

Unlike laser cannons, laser batteries are powered by electro-nuclear detonation, and fire multiple pulses from an array of emitters.

#### Particle Cannons

Particle cannons fire a stream of magnetically-accelerated micro-particles. These weapons are very powerful and can slice through most starship hulls.

#### Hunter-Killer Missiles

These high-explosive warheads are designed to track and destroy targets at long ranges. Their effectiveness at shorter ranges is reduced, however.

#### Rocket Batteries

Rocket batteries are light warheads that launch in salvos designed to target craft at short ranges. They lose both effectiveness and destructive power at longer ranges.

## TOOLS OF THE TRADE (PRICE LIST IN CREDITS)

DESCRIPTION	LOW QUALITY/USED	TYPICAL QUALITY	TOP QUALITY/ALTERNATE CHANNELS
magnalenses	30	50	75
ration packs: quick rations	-	2	5
ration packs: common rations	-	10	-
ration packs: emergency rations	-	35	-
hand scanners	150	250	350
hand matrix	500	650	750
medkit	30	50	-
mechakit	300	500	-
biokit	500	750	-
systemskit	50	125	-
specialty scanners	15-300	450	800
portable power source	50	500	1,000
zero-g kit	50	100	150
offworld survival kit	-	100	-
archaic slug thrower	25	35	50
ep pistol	100	125	200
ep rifle	150	200	300
autothrower	300	400	450
light blaster	200	250	300
blaster pistol	225	300	350
blaster carbine	300	400	500
electrostun pistol	50	75	125
electrostun grenade	100	125	150
plasma grenade	500	750	1,000
vibro knife	30	40	55
plasma sword	200	500	1,000
heavy or rugged clothing	25	75	100
archaic armor	50	200	300
flight suit	100	300	500
ablative vest	600	750	1,000
power suit	-	5,000	-
zero-g suit	-	7,000	-
plasma screen	-	20,000	-
migado bioframe	200	400	500
flyer	25,000	30,000	50,000
hover ride	3,000	40,000	100,000
cab (depends on distance)	2-25	5-50	40-100
subway (depends on distance)	-	5-50	-
monorail (depends on distance)	-	5-75	-
shuttle/pod passage	50	100	300
space craft passage	100	500	1,000
starship passage	250	1,000	20,000
space craft purchase	25,000	200,000	750,000
starship purchase	500,000	10,000,000	∞



# EXPANDING THE GAME

While everything you need to play has already been presented to you, this chapter contains additional material that can extend its usefulness. This includes improving characters and starships in on-going games, time-saving suggestions for non-player characters, making the game more cinematic/operatic, and, finally, converting characters between different systems.

## IMPROVING CHARACTERS

If you intend to use these rules for extended gaming (multiple sessions or an entire story), players should be allowed to gain and spend experience points on their characters. Experience reflects that which is learned during the course of the characters' adventures and can improve their skill and, sometimes, their ability.

Experience may be gained in the following ways after each gaming session:

- Players who repeatedly chose to forego violence and roleplayed their way out of a dangerous situation receive two (2) points of experience for each occurrence.
- Players who stayed in character the entire session, not straying from their characters' beliefs or backgrounds, receive three (3) points of experience.
- Players who repeatedly described their characters' actions cinematically or creatively receive two (2) points of experience.
- Each character receives one (1) point of experience by default if no other experience was awarded.

Experience may be used in the following ways after each gaming session:

- The expenditure of twenty (20) points increases an ability rating by one. The ability may not be raised above five (5).
- The expenditure of ten (10) points increases a skill rating by one if the associated ability is two or less. The skill may not be raised above eight (8).
- The expenditure of five (5) points increases a skill rating by one if the associated ability is three or more. The skill may not be raised above eight (8).

- The expenditure of ten (10) points adds a new skill at level 1 to the character's repertoire if the associated ability is two or less.\*
- The expenditure of five (5) points adds a new skill at level 1 to the character's repertoire if the associated ability is three or more.\*
- *Optional: The expenditure of thirty (30) points adds a new species-optional gimmick.*

\* If no one ability is relevant (such as for composure), the cost is ten points.

## IMPROVING ROBOTS

Robots can be improved in much the same way as player characters, except that both experience points and money can be used. Experience can only be spent to improve robots if the character possesses the mechatronics skill with a minimum rating of three (3)—this may be ignored at the gamemaster's discretion, who should heavily regulate all experience expenditures for robots.

Currency may be converted to experience for the purposes of improving robots—this simulates paying someone else to do it or purchasing the necessary parts. Since all improvement costs are in experience points, credits must first be converted. Each experience point is equivalent to one-thousand (1000) credits. Some restrictions apply, however, and they are listed below.

- A maximum of 80% (four-fifths) of the total experience points required for the improvement may be converted from credits
- no more than one-half the total experience points required for the improvement can be converted from credits when raising the creativity or influence ability or skill

Experience may be used in the following ways after each complete story only:

- The expenditure of fifteen (15) points increases the fitness, reasoning, or awareness rating by one.
- The expenditure of thirty (30) points increases the creativity or influence rating by one. The ability may not be raised above four (4).
- The expenditure of five (5) points increases the rating of a reasoning-based skill by one. The skill may not be raised above eight (8).
- The expenditure of five (5) points increases the rating of a fitness-based skill by one. The skill may not be raised above eight (8).
- The expenditure of ten (20) points increases the rating of an awareness, creativity, or influence-based skill by one. The skill may not be raised above eight (8).
- The expenditure of ten (10) points adds a new reasoning-based skill at level 1.
- The expenditure of ten (10) points adds a new fitness or awareness-based skill at level 1.
- The expenditure of thirty (30) points adds a new creativity or influence -based skill at level 1.
- The expenditure of thirty (20) points adds an enhancement or mechanical gimmick.

#### FOR EXAMPLE

*Connie wants her character's bot to be able to drive him around, so she needs to add the piloting (ground) skill. Adding one level will cost 10 points of experience. Connie's character recently came into some money, so she will spend 8,000 credits, converting them to experience. Since one fifth of the total required (10) cannot be converted, she must spend 2 points of experience as well.*

## IMPROVING STARSHIPS

Starship improvements are just like that of robots, except that experience can only be spent to improve them if the character possesses the advanced engineering skill with a minimum rating of three (3). Currency may be converted to experience for the purposes of improving starships, as well, but the conversion rate is much higher than that for robots. Each experience point is equivalent to ten-thousand (10,000) credits. A maximum of 80% (four-fifths) of the total experience points required for the improvement may be converted from credits.

Experience may be used in the following ways after each complete story only:

- The expenditure of thirty (30) points increases the speed, handling, or sensors rating by one.
- The expenditure of forty (40) points increases the shields rating by one.
- The expenditure of fifty (50) points increases the frame rating by one.
- The expenditure of seventy-five (75) points adds a gimmick. Please use common sense—a fighter cannot possess the fighter bay gimmick.
- The expenditure of twenty (20) points adds a new weapon; another ten (10) points makes it turret-mounted; another five (5) makes it fire-linked to another weapon (which must be added separately).

## EXTRAS

Extras can be important in a game. They are used as henchmen, friends, obstacles, sources of information, and of course, cannon fodder. What sets extras apart from the antagonist/protagonist set of characters is that they require very little detail and can be created and dealt with much quicker than normal.

### CREATING EXTRAS

Extras only possess one ability—this determines their primary function. Its rating represents not only the extra's potential, but also his training—assign a rating based on the desired level of competence (see the *Abilities table* on page 3). Gimmicks are also assigned depending on species or at the gamemaster's discretion.

### TYPES OF EXTRAS

physical extras	fitness
observant extras	awareness
artistic extras	creativity
intelligent extras	reasoning
social extras	influence

#### FOR EXAMPLE

*For example, a police officer would possess the fitness ability since he must chase down suspects, but a police detective whose job it is to solve cases through investigation would possess the awareness ability. An experienced and talented extra would have a rating of four or five, while an average one would have a rating of two or three.*

## HURTING EXTRAS

The gamemaster is not required to track health for extras, but may do so if he chooses. A simpler method is for successful attacks which inflict fatigue to cause extras to fall unconscious, and attacks which inflict injury to cause extras to become incapacitated. If an extra has a gimmick protecting him from injury or fatigue, allow him to take two hits instead of the one before becoming incapacitated.

## DRAMATICS & HEROICS

The following rules changes can be adopted in order to alter the intensity of the game to one of two extremes—dramatics and heroics.

### DRAMATICS

Rolling dice can be a trap to some. It encourages a reliance on high skill ratings rather than creative roleplaying. One way to prevent this is to use dramatics. This is achieved by making abilities limit skill ratings—no skill rating may be raised above twice the value of the corresponding ability. For example, a character with a fitness of three (3) cannot have a firearms rating greater than six (6). This style of play works best for more serious or ongoing games in which the gamemaster wants to foster a sense of character development or verbal interaction.

### HEROICS

Normal characters probably won't last long in a combat-intensive game—players should either learn to avoid combat or understand the advantages of taking cover. One way to keep characters in the game longer is to make them heroes—simply give them a constant armor rating of four (4) or five (5). By going this route, it will take considerable firepower to incapacitate them.

Another method is to make all players roll a bonus die when attempting tasks. This works just like the way bonus dice are used in the basic rules—compute the sum of the two lowest dice for your dice total. This will greatly increase the character's odds of success. This style of play works best for one-shot and operatic games.

## CONVERTING TO IMPRESA

Making genreDiversions characters compatible with Impresa Express or the Impresa Modular Roleplaying System is very simple. All abilities, skills, backgrounds, and gimmicks work with Impresa. The only required modification is to change skill ratings of one (1) to zero (0) for normal skills and two (2) for academia (skills which cannot be used without training).

## GOING DICELESS

Characters can also be converted so that they may be used with Active Exploits Diceless Roleplaying. While there is more involved in this process compared to the Impresa conversion, it is still rather simple.

### Abilities

All abilities in **HardNova 2** are also used in Active Exploits, so it is just a matter of converting the numbers.

### ACTIVE EXPLOITS ABILITIES

HARDNOVA ][ RATING	ACTIVE EXPLOITS DRAMATIC RATING	ACTIVE EXPLOITS HEROIC RATING
0	-1	-1
1	0	0
2	0	+1
3	+1	+2
4	+1	+3
5	+2	+4

### Skills

All skills in **HardNova 2** can be used with Active Exploits, so just convert the numbers to ratings.

### ACTIVE EXPLOITS SKILLS

HARDNOVA ][ RATING	ACTIVE EXPLOITS RATING
0	unskilled
1	unskilled*
2	unskilled*
3	novice
4	novice
5	proficient
6	proficient
7	expert
8	expert

\* use novice for academia

### Backgrounds and Gimmicks

These should work without modification, although some difficulty modifiers may be changed to effort modifiers by the gamemaster.

## UPDATING CHARACTERS

Updating characters made with the original HardNova game is also possible.

### Abilities

Consult the table below and simply use the relevant trait rating as the new ability rating, or roll a die to determine its rating. In either case, sixes should be counted as fives.

### MOVING TRAITS TO ABILITIES

HARDNOVA ][ ABILITY	HARDNOVA TRAIT
fitness	fitness
awareness	empathy
creativity	willpower
reasoning	reasoning
influence	roll one die (rerolling on 6)

You can ignore the reaction and stamina ratings since they are no longer used.

### Skills

Skills and their ratings can remain the same unless the gamemaster wishes to change them. The only thing to remember is that skill ratings now only go as high as eight (8), so if you come across one with a larger number, reduce it to eight. Also, make sure you verify to which ability each skill is now associated. Most psionics are now gimmicks, rather than skills—you will need to find the closest match.

### Backgrounds

Backgrounds are not used with this version. Choose a gimmick that closely resemble the original background or, at the gamemaster's discretion, keep using the background.

### GAME MECHANICS

While the task resolution rules in this book replace those from the previous edition, if you intend to use backgrounds, they may provide task modifications in the form of bonus and penalty dice and difficulty levels. These can be converted for use with genreDiverion *i* by using the guidelines below.

References to losing or gaining stamina or taking damage may be converted to either fatigue or injury (gamemaster's discretion) at a rate of three points of stamina to one grade of health (3:1). This is a rough conversion and should be adjusted to best suit the situation.

### Basic Task Resolution

The use of bonus (+❶) and penalty (-❶) dice remains consistent with basic task resolution.

### Advanced Task Resolution

References to difficulties (such as trivial and routine) require no changes, although the gamemaster should feel free to tweak difficulty levels if he feels it is appropriate. Each change in difficulty level in the old rules is now the same as  $\pm 2$  (each **❶** = -2diff and each **❷** = +2diff). References to +❶ should also be read as -1diff and -❶ as -1diff (on a 1:1 ratio).

## SCENARIOS

7

SCENARIO 1  
LOST TRIBES

The characters are approached by a messenger who invites them to the estate of Rufus P. Radwether, a wealthy but slightly eccentric explorer and intergalactic adventurer. When they arrive at his palatial estate, Radwether greets them and invites them on his *next thrilling adventure*. In fact, Radwether is recruiting a crew for his next expedition into uncharted space. The job pays very well, and Radwether promises to pay half the characters' fee (of 10,000 credits each) up front.

If asked, Radwether will be happy to supply the limited information he has on the unexplored region to which he intends to travel. The segment of space has no name, just a thick gas cloud that defies scans and very few exploitable resources. Of course, the information has only been gathered via scans and probes, and Radwether intends to find out for himself what lies beyond that gas cloud.

Radwether will also be happy to introduce the characters to his ship, the *Magellan*. The ship is outfitted with the latest and greatest in amenities, and even if nothing happens, the crew should be quite comfortable. The ship can be crewed by a minimum of two people, and can carry up to ten.

## RUFUS P. RADWETHER

2	1	4	4	5
---	---	---	---	---

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

## SKILLS

general knowledge 6, archaeology 7,  
academics 7, athletics 2

## GIMMICKS

elite

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

## THE MAGELLAN

## MEDIUM INTERSTELLAR EXPLORER

+2	+1	+3	3	2	<input type="checkbox"/>	MEC	I	STR
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

SPEED HANDLING SENSORS FRAME SHIELDS

## WEAPONS

1 laser cannon turret (linked pair)  
1 rocket battery (forward)

## GIMMICKS

hyperspace generator (supralight speed: +2)  
cargo bay

## THE JOURNEY

The adventure truly begins once the characters take off with Radwether. The ship emerges from hyperspace on the edge of the gas cloud, and Radwether enthusiastically plunges in. Unfortunately, the cloud hides an asteroid belt that damages the *Magellan*, and Radwether is forced to retreat. The ship is badly beaten, and on top of that, the navigation computers are damaged. The next hyperspace jump sends the *Magellan* deep into totally uncharted space on an unknown vector. The ship drops out of hyperspace again, this time with no way to determine its location.

While the characters rush about the ship, attempting to stay operational and preserve life support, the ship scanners pick up an approaching vessel. The ship greatly resembles those of the Ruthdii Komar, and any character with military experience should be very alarmed. The *Magellan* is equipped with a reasonable amount of firepower, but in her wounded state, could not stand a prolonged battle with a Ruthdii opponent.



## RUTHDII SOLEX SCOUT SHIP

## SMALL INTERSTELLAR SCOUT

<b>+3</b>	<b>+3</b>	<b>+2</b>	<b>1</b>	<b>2</b>	<input type="checkbox"/>	MEC	I	STR
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF		<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF		<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF		<input type="checkbox"/>
					<input type="checkbox"/>	+4DIFF		<input type="checkbox"/>

## WEAPONS

1 laser cannon turret (linked pair)

## GIMMICKS

hyperspace generator (supralight speed: +1)

If the characters decide to start firing before the other vessel can get too close, Radwether tries to stop them. He is not opposed to violence, but he prefers to know who he is killing. As the approaching vessel has not taken any offensive actions, Radwether would rather wait and attempt negotiation before opening fire.

If the characters do fire on the approaching vessel despite Radwether's objections, the mystery ship turns out to be very adequately equipped. The fight should be relatively short, with the opposing vessel flying away for minor repairs while the Magellan becomes so much space junk.

Assuming the characters do not take hostile action, they may hail the ship. Universal translators will take a few minutes to parse the strange language from the other vessel, but once they do, the ship will identify itself as a forward scout for the Ruthdii Solex.

## THE RUTHDII SOLEX

Centuries ago, on the alien homeworld of Ruthdii, a civil war literally tore the planet apart. The ruthless Ruthdii Komar used terrible weapons of mass destruction with no regard for their long-term effects. Both the Ruthdii Komar and their defeated foes, the Ruthdii Solex, were forced to flee the planet in the wake of the destruction wrought by the Komar's weapons. The Ruthdii Solex were badly outnumbered and viciously hunted by their oppressors, the Ruthdii Komar, and barely managed to escape with several thousand citizens.

While the Ruthdii Komar went on a campaign of space-faring world conquest, the Ruthdii Solex hid themselves in a remote corner of the galaxy, hoping to live in peace. A few times in the couple hundred years, visitors have accidentally stumbled across the home of the Ruthdii Solex. When this happens, the unhappy travelers are either destroyed or captured, and taken to the refugee world to live out their days. While the Ruthdii Solex have managed to build a considerable military and

interplanetary navy, they are not ready to take on the incredibly powerful Ruthdii Komar, and will allow nothing to jeopardize their secrecy.

## TYPICAL RUTHDII SOLEX

<b>4</b>	<b>3</b>	<b>1</b>	<b>4</b>	<b>1</b>	FAT	I	INJ
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	-	<input type="checkbox"/>

## SKILLS

athletics 5, brawling 3, zero-g 3, firearms 4, interrogation 3, survival 8, mesmerism 2, composure 5

## GIMMICKS

heightened touch, heightened hearing, toughness (2), reduced stamina

## CAPTURED

The Ruthdii Solex aboard the alien vessel will demand that the characters surrender and follow them to their nearby home. Considering the obviously superior weapons on the Ruthdii Solex vessel, the characters would be wise to comply. The Ruthdii Solex do not want to kill the characters, but will definitely take that route rather than risk exposing their secret.

The Ruthdii Solex escort the Magellan to their new home, a mostly watery planet with many floating domes. The explorers are shown to one of these domes, where they are told they will be living from now on. The Magellan is taken to one of the few land masses for repairs, so that the Ruthdii Solex can add it to their fleet.

At this point, the gamemaster can allow the characters to be frustrated, attempt to escape, or simply skip ahead to the next event. There is considerable potential for interaction on the planet, as the Ruthdii Solex will come regularly to question the explorers about the state of the galaxy.

## THE PROPOSAL

After the characters have been imprisoned for a few days (or weeks, however the gamemaster decides to play it), a Ruthdii Solex comes to them with a panicked request. Long range scans have picked up a Ruthdii Komar scout ship entering the planetary system, probably following the characters. If the ship locates the Solex home, they will be forced to flee again, and may even be destroyed before they can get far. They do not want to send their own ships to destroy the scout, since that would also tip off the scout. The Ruthdii Solex have a proposal—if the characters will take the Magellan and destroy the scout without

allowing it to discover the new Ruthdii Solex home, they will be given the astronavigation coordinates needed to return home.

The characters will discover that the Ruthdii Solex have not wasted their time with the Magellan. The ship has been equipped with superior weaponry and guidance systems, which will be sorely needed when attempting to deal with the Ruthdii Komar scout. The scout is manned by an experienced, deadly crew and will be quite a challenge for the characters.

### THE UPGRADED MAGELLAN

<b>+2</b>	<b>+2</b>	<b>+4</b>	<b>3</b>	<b>2</b>	<input type="checkbox"/>	MEC		STR
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

#### WEAPONS

- 4 laser cannon turrets (linked pairs)
- 2 laser batteries (1 forward; 1 aft)

#### GIMMICKS

- hyperspace generator (supralight speed: +2)

### RUTHDII KOMAR SCOUT SHIP

#### SMALL INTERSTELLAR SCOUT

<b>+4</b>	<b>+3</b>	<b>+2</b>	<b>1</b>	<b>3</b>	<input type="checkbox"/>	MEC		STR
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

#### WEAPONS

- 2 laser batteries (forward)
- 2 rocket batteries (1 forward; 1 aft)

#### GIMMICKS

- hyperspace generator (supralight speed: +2)
- reinforced systems

Should the characters succeed at destroying the Ruthdii Komar ship, they can return to the Ruthdii Solex planet for repairs. The Ruthdii Solex will allow them to keep the upgraded equipment, and provide their astronavigation computers with coordinates for a return trip. If the characters can persuade the leaders of the Ruthdii Solex that they are no longer alone against the Ruthdii Komar, they may even be able to open up negotiations between the USU and the Ruthdii Solex, gaining a valuable ally against the Ruthdii Komar.

## SCENARIO 2 THE MAGNIFICENT SEPTEMBER

The Megoroid Mining Company (MMC) hires the characters to investigate the mining colony of B-137. The colony, located deep in the Badlands, has recently stopped communicating with the company. The MMC is concerned that the colony may have been destroyed, and wants the troubleshooters to verify the status of the colony. If the colony still exists, the characters are to attempt to correct the problem and reestablish communications.

Travel to the colony is sketchy at best, but the MMC provides the characters with an experimental vessel with superior electronic shielding that should protect the ship and its occupants from the electronic storms that plague those traveling through the Badlands. The ship, christened the **September**, is the first of its kind, and has withstood tremendous testing and come through with flying colors.

### THE SEPTEMBER

#### MEDIUM INTERSTELLAR TRANSPORT

<b>0</b>	<b>0</b>	<b>-1</b>	<b>2</b>	<b>5</b>	<input type="checkbox"/>	MEC		STR
SPEED	HANDLING	SENSORS	FRAME	SHIELDS	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

#### WEAPONS

- 2 particle cannon turrets

#### GIMMICKS

- hyperspace generator (supralight speed: 0)
- experimental shielding (negates ionic disruption)

### ARRIVAL

The trip to the mining colony of B-137 is largely uneventful. The electronic disturbances that would destroy a lesser ship barely affect the September. Roll only once on the Electronic Disturbances table included at the end of this scenario.

### B-137 MINING COLONY

This rocky outpost is a resource-rich mining colony for Megoroid Mining Company. The colony itself is established on a small moon circling a gas planet. Powerful generators create an artificial atmosphere and artificial gravity, allowing the miners and their families to live in relative normality.

B-137 supports roughly 350 miners along with their families, for a total of about one-thousand people. There is a healthy mix of all galactic species, and they tend to get along remarkably well, especially considering their proximity.

The gasses mined from the nearby planet power the generators which maintain life on colony B-137. These powerful gasses are also the primary export of the colony, and are quite valuable as energy sources. The generators powered by the mined gas allow the miners to walk freely without protective suits or domes, and small amounts of terraforming have even produced scrubby growth and a small creek on the otherwise rocky moon.

Though the colony is relatively small, there is a reasonable amount of civilization. The head MMC representative, Malcolm Grover, is the acting mayor of the colony, and it is his responsibility to protect the security and well being of the colony and the MMC—though not necessarily in that order. Grover is a good man, however, and will stand up for his people. Without his security detail, he is having a hard time protecting his charges.

As the September approaches the moon base of B-137, the characters will be unable to raise a comm link with anyone on the surface. They may become certain that the colony is extinct, but they may also be in for a surprise. Their landing will be unimpeded, but their boarding will not go unnoticed.

When the characters attempt to leave the September, they will be faced with a motley crowd carrying several canisters. They offer them to the characters, and plead that this is all they have. Until the characters identify their relationship with the MMC, the colonists will continue to act relatively pathetic.

Once the characters are able to convince the colonists that they have been sent to help, the colonists welcome them with open arms. They escort the characters to see Malcolm Grover, who makes them aware of the current situation.

Grover tells the characters that the colony has recently come under attack by pirates, and apologizes for their rude welcome. The pirates steal nearly all of the gas the colonists can mine from the planet, leaving just enough to keep the colony alive. They have promised to destroy the colony if the gas does not continue to flow. The pirates destroyed all radio communications, stranding the colonists without a way to plead for help. Many of the colonists have been killed in the attacks, and the colonists have all but given up hope.

Grover recommends that the characters leave at once and bring back troops. He will be quite dismayed to learn that there are no troops, and that the characters are, in fact, the rescue force. He explains that there are a large number of pirates, and that they are well armed. The pirates killed his security detail

with ease, and will most likely do the same to the characters should they defy the pirates when they return.

If the characters can convince Grover that they are staying, he will shrug and provide them with shelter. He will hide the September, saying that it would be wise not to attract the attention of the pirates at their next landing. Once the characters have a chance to settle in, the pirates return.

## TRIBUTE

In the middle of the night, while the characters are resting nearby, a single pirate shuttle lands on B-137 and demands its biweekly tribute of gas. A local boy will wake the characters and tell them of the pirates. It will be a very easy task for the characters to overpower or kill the pirates, and they can capture a pirate landing craft at the same time.

## PIRATE LANDING CRAFT

### MEDIUM SUBSYSTEM TRANSPORT

-2	-3	-4	5	0
SPEED	HANDLING	SENSORS	FRAME	SHIELDS

### WEAPONS

2 rocket battery turrets

### GIMMICKS

none, although this ship is engineered to run without any electricity at all, and is therefore not susceptible to electrical storms.

## TYPICAL DIGRONIAN PIRATE

3	2	2	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

### SKILLS

athletics 5, brawling 4, firearms 3, gunnery 3, zero-g 2, scavenging 5, computers 4, street cred 4, composure 3

### GIMMICKS

criminal, night vision, claws

### EQUIPMENT

archaic slugthrowers

### NOTES

*You will have to adjust the abilities and gimmicks for each pirate who is not digronian, according to his species' ability limitations and required gimmicks.*

All of the pirates are human, digronian, or kt'sorii. This distinction may not mean much to the characters at first. However, the pirate base is located beyond a dense electrical storm, and no creature with any electronic components could survive the storm to reach the pirate outpost. The outpost can only be reached by ships that are nearly stripped bare, with no electronics on board at all, and all instruments and controls are entirely mechanical. The pirates navigate by sight along a difficult course that avoids the most destructive portions of the storm, and without a willing guide, the characters could not hope to reach the base.

Unfortunately for the pirates, the characters have the September, and will therefore be able to reach the outpost. They can learn the location from a pirate captive, or if they have killed all of the pirates, a chart inside the landing craft can provide the specifics.

## OFFENSIVE ACTIONS

The trip to the pirate outpost will be significantly more traumatic than the trip to the colony. Roll four times on the Electronic Disturbances table included at the end of this scenario, or simply pick four effects. The characters should be almost relieved to come out of the storm and be staring at the pirate outpost.

The pirates have built their base inside an enormous asteroid, which was mined extensively, and is now riddled with narrow, twisting caverns. Once it was devoid of useful minerals, it was jettisoned, but the pirates have put it to an exceptionally good use. They have a generator deep inside the asteroid that provides heat and light, and recycles the air. A complex series of airlocks seal out the cold of space.

The September will not be immediately recognized as a pirate vessel, and the outpost will launch small interceptors (up to a dozen) to verify the identities of the characters. If the characters have had the foresight to disguise themselves as the pirates they defeated on B-137, and to steal the landing codes from the landing craft, they should be fine. If not, they could be in for a hot landing. The September should be able to defend herself from these interceptors, but not for long. The characters will need to dock quickly or escape in a hurry.

## PIRATE INTERCEPTORS

+4	+3	+1	1	1		MEC	I	STR
SPEED	HANDLING	SENSORS	FRAME	SHIELDS		<input type="checkbox"/>	-	<input type="checkbox"/>
						<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
						<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
						<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
						<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

## WEAPONS

2 linked pairs of laser cannons (forward)

## GIMMICKS

none

The air inside the asteroid is quite foul due to its extended recycling, and all the pirates wear breathing masks while there. Assuming the characters are able to get inside, they should be able to maintain their disguises long enough to set the generator to self-destruct. If they are involved in a protracted battle, they had better have a lot of firepower, as the pirates are armed to the teeth and defending their home.

Ideally, the characters will be able to destroy the pirate outpost and send a radio message back to the MMC explaining the situation. The MMC can then send out replacements and reinforcements, now that it knows its colony is safe and secure.

## ELECTRONIC DISTURBANCES

Roll three dice and consult the table below:

3	slight power drain, but no serious effects
4	loss of internal communications systems for a number of turns equal to the roll of one die
5	loss of external communications systems for a number of turns equal to the roll of one die
6	loss of shields for a number of turns equal to the roll of one die
7	loss of maneuverability for a number of turns equal to the roll of one die
8	loss of sensors for a number of turns equal to the roll of one die
9	loss of weapon systems for a number of turns equal to the roll of one die
10	loss of external communications systems for a number of hours equal to the roll of one die
11	loss of sensors for a number of hours equal to the roll of one die
12	loss of sublight engines for a number of hours equal to the roll of one die
13	loss of hyperspace generator for a number of days equal to the roll of one die
14	loss of sublight engines for a number of days equal to the roll of one die
15	erratic life support system troubles <i>each member of the crew receives 1FAT</i>
16	serious life support system troubles <i>each member of the crew must make a damage roll; the damage value (INJ) is equal to the roll of one die; each individual's armor rating is equal to his fitness rating</i>
17	light strain on the ship's systems <i>the craft receives 1MEC</i>
18	serious strain on the ship's systems <i>make a damage roll for the craft; the damage value (MEC) is equal to the roll of one die</i>

## SCENARIO 3 RUMORS OF WAR

The characters (who should be USU Rangers) are called in from the field for a meeting by the regional chief. A serious situation is brewing, and the Rangers need the characters to sort it out immediately.

Three days ago, a Tarkosian battle cruiser attacked and destroyed a harmless Centaurian pleasure cruiser. The attack was apparently completely unprovoked, and the Centaurian government is screaming for restitution. Until this morning, the USU was preparing for war, even though the tarkosians were offering their humblest apologies and promising a complete investigation.

The USU continues to prepare for war, but the Rangers have uncovered evidence that could clear the tarkosians and prevent war. An informant who claims to be a member of the terrorist group *Centaurian Retribution Now (CRN)* contacted the Rangers this morning, claiming that the CRN was responsible for the attack. The CRN carries a deep enmity for the tarkosians, and wants them to pay for their transgressions in the earlier wars against the USU. The CRN vehemently opposes the Tarkosians' entry into the USU, and while many other citizens of the USU would agree, very few would wish for a war.

The informant, a centaurian named Tog Rimmek, claimed that the attack was the result of a network of powerful centaurian psychics purposely altering the perceptions of the crew of the Tarkosian vessel, causing them to believe that they were under attack. Rimmek hates the tarkosians, but is appalled at the thought of so many unnecessary centaurian deaths. He wants the Rangers to bring him in so he can testify and prevent a needless war.

This is where the characters come in. Rimmek is currently hiding out aboard a drifter colony several days out. The characters can take their own ship or the Rangers can provide them with one. They are to travel to the colony, secure Rimmek, and return to Ranger HQ.

### THE COLONY

The trip to the colony is largely uneventful. The gamemaster may wish to inject one or more encounters intended to portray the building galactic tension, or simply relay news reports of growing hostility. The heroes should understand that their mission is important to the safety of the entire galaxy—failure means war and the needless deaths of thousands, if not millions.

### THE DRIFTER COLONY

The colony has no name or even official designation. It is merely a collection of assorted ships and small starbases, cobbled together and welded into place. Some areas within the colony have gravity generators and others do not. Furthermore, the gravity does not always pull in the same direction, so visitors may find themselves walking out of a room to float down a corridor, then landing on their backs as they enter another room. The entire arrangement is quite random, with ships attached wherever there is room and corridors ending for no reason.

The main purpose for the existence of the colony is as a refueling outpost, but the colony also supports a substantial criminal population. The colony is a fantastic place to disappear, though it is also an easy place to be killed. All manner of illegal activity is carried out in the dark corners of the colony.

The colony does not support a dock of any sort. Ships can anchor themselves to the hull of the colony and request a shuttle taxi from the colony, or they can leave a skeleton crew and use their own shuttle to carry them close enough to dock with an airlock. Only the smallest and nimblest of vessels are capable of docking with the colony's irregular surface, and any ship capable of interstellar travel will be forced to use a shuttle.

Once the heroes arrive at the colony, they can take a shuttle and begin their search for Rimmek. The gamemaster should feel free to add as much or as little side adventuring as desired to convey the anarchic atmosphere of the colony. It should be relatively easy to find Rimmek, however, as he has provided his precise location.

Rimmek is waiting for the characters in a crowded, smoke-filled restaurant. He will be easily recognized from the image provided by Ranger HQ, though he will not recognize the heroes. As they approach, they notice a man sneaking up behind Rimmek. Before the characters can reach either of them, the mysterious figure draws a gun and shoots Rimmek in the back of the head, then flees through the crowd.

Rimmek's death is not mandatory, though he should be badly disabled and unable to travel any time soon. It should be obvious to the characters that they must find the murderer before he leaves the colony. The problem is that while they have seen the killer up close, they will not see that face again. The killer is a centaurian psychic who uses his abilities to alter his appearance.

In order to find the killer, the characters will have to do some good old-fashioned detective work. They will have to bend ears, bribe, ask around, and possibly break some thumbs. They may



also wish to post someone at the docks, because the killer will definitely be looking for an opportunity to shuttle back to his ship.

The heroes can find a handful of clues that might lead them to the killer, but as the killer is only biding his time until he can leave, it might be best to simply let them bump into him on his way to a shuttle. They might capture him—if so, he detonates an explosive device inside his skull that kills him and harms everyone nearby (3*INJ* within 2 meters). However, with the killer apprehended, they can seize his ship, and with the ridiculously low level of law enforcement on the drifter colony, this is even easier than finding the killer himself.

The assassin's vessel is a small starship, but can adequately carry all the characters. It is very fast and well maintained, and was capable of carrying the murderer across the galaxy wherever he was needed.

### THE ASSASSIN (MR. BLACK)

4	3	2	3	1	FAT	I	INJ
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>

FITNESS AWARENESS CREATIVITY REASONING INFLUENCE

**SKILLS**  
 athletics 4, brawling 4, melee 6, firearms 7, finesse 5, piloting (spacecraft) 4, piloting (starships) 6, gunnery 4, streetwise 5, computers 3, scanning 4, demolitions 5, street cred 3, composure 3

#### GIMMICKS

criminal, mental illumination, trickery, locate, telesense: hearing

#### EQUIPMENT

blaster pistol, hand matrix

### THE ASSASSIN'S STARSHIP

#### SMALL INTERSTELLAR CUTTER

+3	+4	+3	1	2	<input type="checkbox"/>	MEC	I	STR
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

SPEED HANDLING SENSORS FRAME SHIELDS

**WEAPONS**  
 1 linked pair of laser cannons (forward)

#### GIMMICKS

hyperspace generator (supralight speed: +3)  
 cloaking device

The ship contains an electronic memo from CRN to the assassin (Mr. Black), which says that they intercepted the message sent by Remmick to the Rangers. The memo asks Mr. Black to travel with all haste to the drifter colony and eliminate Remmick. The memo also notes that upon completion of the assignment, Mr. Black may proceed to the CRN orbital station for payment. Unfortunately, the memo does not provide coordinates for the orbital station. Fortunately, Mr. Black had the coordinates pre-programmed into his ship, but this will only prove helpful if the characters are wise enough to check the ship's navigation computer.

Hailing codes and coordinates for the CRN orbital station are contained within Black's ship, and the CRN are looking for that ship, so it is probably a good idea for the characters to head toward the orbital in Mr. Black's ship, as opposed to taking their own.

The heroes will probably want to call for reinforcements. The problem is that the CRN is obviously able to trace hyperspatial transmissions from the area around the colony, and the characters do not have any hard evidence of the tarkosian frame-up. If the CRN gets wind of their approach, things could get very bad, very quickly. Not only will the characters be shot to pieces before they reach the orbital, but the orbital will be abandoned and destroyed before any other Ranger forces can be deployed to it. So while the heroes may want to send word back to the Rangers via secure channels, they will almost certainly need to proceed on their own, and with no outside communication.

The characters may also decide that the evidence they have gathered is enough to prevent the war. If they head back to Ranger HQ, they will miss the opportunity to raid the orbital station. However, the evidence may be enough to avert the war, or it may not—that decision is ultimately up to the gamemaster.

### THE ORBITAL STATION

If the characters proceed to the CRN orbital station in Mr. Black's ship, they will have a two-day hyperspace trip before arriving at a remote and unregistered station orbiting the only planet in a small and uninhabited system. Powerful guns protect the station, and if the characters do not provide the correct hailing codes, they will be destroyed immediately. However, as long as they *'fly casual'* and provide the correct codes, they will be directed to land in a docking bay.

From the time they land to the time they leave, the heroes are in for a fight. The CRN knows Mr. Black, and will know that the heroes are not the assassin. The base is fairly large, and if the characters wish to launch without proper authorization codes, they will have to disable the station's guns. The evidence they need to prevent the war can be obtained by hacking a computer aboard the orbital station, but it may be difficult to gain the time

needed to access a computer. Hundreds of armed centaurs roam the station, looking for the heroes, who will have to be clever, skilled, and lucky enough to get what they need and get out alive.

If the heroes succeed in procuring the evidence and escaping the centaurian station, they can avert a war and save millions of lives. The orbital station will be space junk by the time any Ranger forces can return to it, however, and the CRN continues to strike out against their tarkosian enemies.

### TYPICAL TERRORIST GUARD

<b>3</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>1</b>
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

#### SKILLS

brawling 2, athletics 3, melee 4, firearms 5

#### GIMMICKS

sixth sense

#### EQUIPMENT

various firearms and club-like, bludgeoning weapons

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

## SCENARIO 4 ARTIFICIAL INSANITY

This scenario assumes that the heroes have some connection with the police force on the technological planet of Pantego IV. They may be members of the Rangers or local police officials, or they may simply have a close working relationship with the police.

### PANTEGO IV

The world of Pantego IV is covered in buildings. The parks that exist on the planet are inside buildings, and complex structures cover even lakes or rivers. Only very large bodies of water such as oceans retain areas free of technological wonders, and even then, the residents of the planet have built enormous structures that jut far out over the surface and below it.

Travel on Pantego IV is efficient, if somewhat harried. A person providing his or her own transportation may find the tangle of roads and tunnels confusing, and the hovercars and private jets zipping around the city-planet make assertive driving absolutely necessary. Thankfully, considerable public transit is available in the form of trains, grav busses, and hydraulic tubes that shuttle people between stops with incredible speed.

Because the urban sprawl of Pantego IV builds upward as well as across the globe, bridges and tunnels traverse the skies and catwalks stretch between buildings, so it is not uncommon for people born on Pantego IV to live their entire lives and never set foot on the ground. Of course, with all the construction that has been done on the ground, they probably wouldn't know the difference, anyway.

Pantego IV is an absolute melting-pot of racial diversity. Every species from across the galaxy is represented on the planet, and while there are certainly intolerant people, the population as a whole is not considerably prejudiced toward any one particular race.

The heroes are called in to help investigate the murder of Senator Wyndham, a prominent legislator. The senator was found murdered in his home, shot several times. The characters can investigate the crime scene, and discover the following clues:

1. The senator was relaxing at home, and apparently made no attempt to fight back, despite the fact that he was shot twice in the chest, once in the left arm, and once in the face. It does not appear that he even attempted to dodge the shots.

- The shots were fired from a small slugthrower, which was apparently emptied. Bullet holes in the wall behind the senator point to a poorly aimed weapon, so the assailant had to have been close.
- Security tapes show no evidence of anyone entering the senator's home, and show no one leaving. The senator's notes and computer show no appointments for a meeting, and it is doubtful that he would have entertained in pajamas and slippers, which is what he was wearing when he was killed.
- The senator has a long list of enemies, and many of them might have wished him dead.

While the heroes are investigating the scene, the senator's ubot enters the room on a pre-programmed assignment. Depending on the time of day, this could be anything from simple tidying to bringing a drink. As the robot is leaving, however, it bumps into one of the characters, possibly knocking him down. Any character with the advanced engineering or mechatronics skill should instantly know that such an action violates the primary priority of service robots, which is: avoid harm to humans at all costs.

### THE SENATOR'S UBOT

5	2	0	1	0
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

#### SKILLS

brawling 6

#### GIMMICKS

muscle, remote access, toughness (3), appendages (2), tolerance to pain, inexhaustible energy

FAT	I	INJ
<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	-	<input type="checkbox"/>

A cursory examination of the ubot's circuitry will reveal that it has been altered. The directive that prevents the robot from harming a human has been completely removed, and a burn mark inside the chip set shows evidence of a chip burning out and destroying itself. The ubot has no memory of the time covering the murder, and there is a simple explanation for that—the ubot was deliberately programmed to murder its owner, then to forget the whole thing.

The characters can find the gun the ubot used to kill the senator if they search the garbage. The ubot simply threw it out after its work was done. The chip which caused the ubot to kill the senator burned itself up after the murder to prevent discovery and erase the ubot's memory. The ubot did not know what to do with the weapon, so it assumed it was trash and discarded it with the leftover food. It then alerted police to its owner's demise, according to its protocol.

By checking the maintenance records of the senator's ubot, the heroes can determine that the robot was last checked two days ago. The address for the bot technicians is available from Wyndham's address book in his computer. Comm signals to the location will not be answered.

A visit to the technician's shop does not provide too much more evidence. The technician is dead inside his shop with a well-placed bullet behind his ear. His body is ripe enough that he has been there for some time, and someone has evidently been doing his work for him.

While the characters are investigating the senator's murder, the killer strikes again. In fact, the killer has now programmed three more robots, this time to kill prominent figures in organized crime. Two of the targets are killed, but the third escapes with non-lethal wounds by destroying the robot before it can kill him. The characters can question him at a local care unit (hospital).

### THE CARE UNIT

The surviving target is a digronian named Roograton. He is almost delighted to see the heroes, and will gladly tell them whom he believes has tried to kill him. He is absolutely certain that his would-be killer was working for Kigato Mutsikitaro, a migado crimelord who has recently begun a rise to power. Roograton wants the heroes to bring down his nemesis, but will not share information about his relationship to this man, because of his own illegal activities.

Kigato is a huge smuggler in an illegal drug that Wyndham was trying to legalize. The other two murder victims and Roograton were business competitors. Kigato hired an incredibly talented X-an who goes by the name *Lightman* to reprogram robots to be his perfect assassins.

Unfortunately for the characters (and for the rest of the city), Kigato has ears inside the care unit. He hears that the police are coming for him and know of his plans, and decides to cut and run. He leaves Lightman to his own devices and flees, abandoning the prodigy and jumping the first ship off the planet.

Lightman is none too pleased to be discarded. He begins to work feverishly, and as the characters are leaving the care unit, taps into the matrix which runs the city. He begins to take control of nearly every robot for one hundred kilometers, making quick alterations and then moving on to the next. He cannot make global changes to the entire robot population, but he can force robots to act chaotically to try to stop the heroes from reaching him.

### CHAOS OUT THE DOOR

By the time the characters reach the front door of the care unit, the city has devolved into anarchy. The robots that normally maintain order in the city are dismantling it. The

heroes can attempt to save innocents as they race to Kigato's mansion, or they can make haste on their own. Keep in mind that they must now procure their own transportation, and as the robot taxi drivers are also out of control, it is a challenge just to drive three blocks.

Some possible chaotic scenarios which the heroes could encounter include:

- A taxi bot has been reprogrammed to pick up fares with the hood of his car. He will pursue any humanoid in sight, attempting to ram them with his hovercar.
- A security bot is arresting anyone it sees. The bot will not use deadly force, but will use stun weapons and handcuffs.
- A repair bot working in the sewers is redirecting sewage. Spouts of raw sewage could shoot out of the street in front of the characters, or it could cause water mains to rupture and flood areas of the city.

The director should try to convey the absolute anarchy as the restraints placed upon these robots are replaced with a program of mayhem, and the city is in total disarray.

Once the heroes arrive at Kigato's house, they will have to deal with the guard bots employed by Lightman. Finally they can break in on Lightman in his private programming booth, surrounding by holographic displays and computers, tapping into the city in a feverish attempt to summon aid.

The characters can, of course, force Lightman to stop the rampaging bots, but only if they refrain from killing him. The X-an is as close to being angry and frightened as an X-an can possibly come, and will tell them anything he can about Kigato if they agree not to kill him.

The characters can then attempt to put their city back together, and the gamemaster can consider the possibility of a second mission to apprehend Kigato.

### LIGHT GUARD BOTS

3	3	0	2	0	FAT	I	INJ
					<input type="checkbox"/>	-	<input type="checkbox"/>
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	-	<input type="checkbox"/>

#### SKILLS

brawling 3, melee 3, firearms 2, athletics 3

#### GIMMICKS

toughness (1), tolerance to pain, inexhaustible energy

### LIGHTMAN

2	5	2	5	1	FAT	I	INJ
					<input type="checkbox"/>	-	<input type="checkbox"/>
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	-	<input type="checkbox"/>

#### SKILLS

firearms 2, piloting (ground) 5, computers 8, mechatronics 8, streetwise 1

#### GIMMICKS

toughness (3), logic, tolerance to pain, microscanners, inexhaustible energy, electrical vulnerability, programmed imitation

## BASIC TASK REFERENCE

## PERSONAL COMBAT TASKS

<b>melee attacks</b>	<b>fitness + melee</b>
axes, clubs, swords, rocks, knives, spears	
<b>thrown attacks</b>	<b>fitness + athletics</b>
rocks, knives, shuriken, grenades, etc.	
<b>brawling attacks</b>	<b>fitness + brawling</b>
punching, kicking, and grappling	
<b>firearms attacks</b>	<b>fitness + firearms</b>
pistols, rifles, and shotguns	
<b>melee defense</b>	<b>fitness + melee</b>
block or parry melee attacks	
<b>brawling defense</b>	<b>fitness + brawling</b>
block or parry punches and kicks	
<b>dodging and evasion</b>	<b>fitness + athletics</b>
dodge melee, brawling, and ranged attacks	
<b>escaping</b>	<b>fitness + athletics</b>
break free from and avoid grappling attacks	

## STARSHIP COMBAT TASKS

<b>pilot attacks</b>	<b>fitness + piloting ± handling</b>
firing forward-mounted weapons while operating the ship	
<b>gunnery attacks</b>	<b>fitness + gunnery</b>
firing turret or non-forward weapons	
<b>ramming</b>	<b>fitness + piloting ± handling</b>
ramming another vehicle	
<b>overtaking/outrunning</b>	<b>fitness + piloting ± speed</b>
losing or pursuing another vehicle	
<b>evasive maneuvers</b>	<b>fitness + piloting ± handling</b>
evading weapons fire, missile locks, or other objects	
<b>scanning</b>	<b>reasoning + scanning ± sensors</b>
firing rockets and missiles; detecting other starships & obstacles	

## PERSONAL DAMAGE VALUES

brawling	1FAT
archaic slug throwers	2INJ
ep weapons	3INJ
autothrowers	5INJ
blasters	4INJ
electrostun weapons	4FAT
clubs	1FAT
knives	1INJ
swords	3INJ
plasma swords	5INJ

## STARSHIP DAMAGE VALUES

machine guns	1STR
cannons	2STR
rockets/missiles	6STR
small laser cannons	2STR
dual laser cannons	3STR
laser batteries	6STR
particle cannons	5STR
ion cannons	4MEC

## ARMOR VALUES

ARMOR	RATING
heavy/rugged clothing	1
archaic armor	2
flight suit	3
armored flight suit	4
power suit	5
plasma screen	5



## ADVANCED TASK REFERENCE 1

## DIFFICULTIES

RATING	DESCRIPTION	RANGE	SCANNING RANGE
-2 to -1	trivial	point blank	-
0 to 1	routine	short	short
2 to 3	complex	-	point blank/medium
4 to 5	challenging	medium	long
6 to 7	impossible	long	-

*It is possible for difficulty ratings to go lower than -2 or higher than 7.*

## COMPOSURE DIFFICULTIES

witnessing gore	complex (2) or higher
bad temper	challenging (4)
witnessing the paranormal	challenging (4) or higher
psychological abuse	complex (2) or higher
pain and torture	+1DIFF per grade of injury

## PERSONAL REACTION MODIFIERS

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
stressed/sprained	-1
strained/wounded	-2
exhausted/maimed	-3

## STARSHIP REACTION MODIFIERS

travelling in obscured areas (nebulae, storms)	-3
surprised	-2
hauling heavy cargo	-1 to -2
damaged	-1 to -4
distressed/impaired	-1
overworked/breached	-2
overheated/compromised	-3
disabled (for weapons only)	-4

## PERSONAL ENVIRONMENTAL MODIFIERS

moving target	+2DIFF
partial cover	+2DIFF
partial light	+2DIFF
quickdraw	+2DIFF
second weapon	+2DIFF each
second attack	+1DIFF each
second target	+2DIFF each
called strike	+2DIFF
fatigued or injured	+1DIFF to +3DIFF

## STARSHIP ENVIRONMENTAL MODIFIERS

traveling supralight speed	cannot maneuver
traveling through stargate	speed = Ø
moving target	see speed modifiers, below
called strike	+2DIFF
obscured areas	+2DIFF
atmosphere	+2DIFF
adverse conditions	+1DIFF to +3DIFF
stressed or damaged	+1DIFF to +4DIFF

## STARSHIP SPEED MODIFIERS

TARGET'S SPEED RATING	ATTACKER'S DIFFICULTY MODIFIER
-5	-3DIFF
-4	-2DIFF
-3	-2DIFF
-2	-1DIFF
+2	+1DIFF
+3	+2DIFF
+4	+3DIFF
+5	+4DIFF

## STARSHIP SCANNING MODIFIERS

target stationary at point blank range	+2DIFF
target firing weapons	-2DIFF
target stationary at long range	+2DIFF
target cloaked by larger mass	+1 to +4 DIFF
target/starship in an ion storm, nebula	+4DIFF
target/starship in a planet's atmosphere	+4DIFF

## ADVANCED TASK REFERENCE 2

## PERSONAL WEAPONS

WEAPON	ACCURACY	DAMAGE	RANGE
archaic slug thrower	+1DIFF	2INJ	50m
ep pistol	-	3INJ	75m
ep rifle	-	4INJ	200m
autothrower	-1DIFF / +1DIFF / +3DIFF <sup>1</sup>	5INJ	50m
light blaster	-	3INJ	120m
blaster pistol	-	4INJ	120m
blaster carbine	-	5INJ	150m
electrostun pistol	-1DIFF	4FAT	25m
electrostun grenade	-	6FAT	thrown
plasma grenade	+1DIFF	8INJ	thrown
club	-	1FAT	-
knife	-	1INJ	-
vibro knife	-	2INJ	-
sword	-	3INJ	-
plasma sword	-	5INJ	-
garrotte/rope	-	1INJ <sup>2</sup>	-
poison	-	1-4INJ/turn	-

<sup>1</sup> point blank & short / medium / long<sup>2</sup> plus asphyxiation damage

## PERSONAL DAMAGE MODIFIERS

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled

## PERSONAL ARMOR TABLE

ARMOR	RATING	PROTECTION	COVERAGE
fitness is 4+	1	FAT	all
heavy/rugged clothing	1	FAT	all but head and hands
archaic vest	2	FAT/INJ	back, chest, and stomach
archaic armor suit	2	FAT/INJ	all*
flight suit	3	FAT	all*
ablative vest	3	blasters only	back, chest, and stomach
armored flight suit	4	FAT/INJ	all*
power suit	5	FAT/INJ	all*
plasma screen	5	INJ	all

\* excludes head if helmet is not worn

## STARSHIP WEAPONS

WEAPON	ACCURACY	DAMAGE
laser cannon	-	2STR
laser cannon (linked pair)	-1DIFF <sup>1</sup>	3STR
laser cannon (linked trio)	-2DIFF <sup>1</sup>	4STR
laser battery	-3DIFF <sup>1</sup>	6STR
particle cannon	+2DIFF	5STR
ion cannon	-	4MEC
hunter-killer missile	+3DIFF / +1DIFF / — <sup>2</sup>	8STR
rocket battery	-2DIFF / — / +4DIFF <sup>2</sup>	5 / 3 / 1STR <sup>2</sup>

<sup>1</sup> point blank and short range only<sup>2</sup> point blank & short / medium / long

## STARSHIP DAMAGE MODIFIERS

energy weapons	+1STR in exchange for 1MEC
ramming	1STR per frame rating
triumph	double the damage value

## SHIELDS IN USE

damage is greater than current shields	reduce shields by 1
damage is less than current shields or 0	restore shields by 1

## FATIGUE AND INJURY PENALTIES

GRADE	FATIGUE	INJURY	DIFFICULTY
1	dazed	bruised	-
2	stressed	sprained	+1DIFF
3	strained	wounded	+2DIFF
4	exhausted	maimed	+3DIFF
5	unconscious	incapacitated	—

## STRESS AND DAMAGE PENALTIES

GRADE	MECHANICAL STRESS	STRUCTURAL DAMAGE	DIFFICULTY
1	engaged	dented	-
2	distressed	impaired	+1DIFF
3	overworked	breached	+2DIFF
4	overheated	compromised	+3DIFF
5	disabled	wrecked	+4DIFF

NAME

SPECIES

FITNESS

REACTION TOTAL

AWARENESS

CREATIVITY

REASONING

INFLUENCE

## SKILLS

## FATIGUE

## INJURY

DAZED ☐

-

☐ BRUISEDSTRESSED ☐+1<sub>DIFF</sub>☐ SPRAINEDSTRAINED ☐+2<sub>DIFF</sub>☐ WOUNDEDEXHAUSTED ☐+3<sub>DIFF</sub>☐ MAIMEDUNCONSCIOUS ☐

-

☐ INCAPACITATED

## GIMMICKS AND GEAR

## BACKGROUND AND NOTES

## TASK REFERENCE

MARGIN = ABILITY + SKILL - 2 DICE

## CALAMITY

MARGIN IS LESS THAN  
DIFFICULTY - 10

## FAILURE

MARGIN IS LESS THAN  
DIFFICULTY (OR BOX CARS)

## SUCCESS

MARGIN IS EQUAL TO OR  
GREATER THAN DIFFICULTY

## TRIUMPH

MARGIN IS EQUAL TO OR  
GREATER THAN DIFFICULTY + 6  
(OR SNAKE EYES)

## ARMOR REFERENCE

IF FITNESS IS 4 OR GREATER,  
GAIN EXTRA POINT OF ARMOR  
AGAINST FATIGUEIF MULTIPLE CALLED STRIKES TO  
SAME LOCATION, EACH DAMAGE  
ROLL PAST THE FIRST CAN  
IGNORE ONE POINT OF ARMORIF DAMAGE DICE IS GREATER  
THAN FITNESS RATING,  
CHARACTER IS KNOCKED DOWN

HARD ]NOVA

INFLUENCE

FITNESS

CREATIVITY

REACTION TOTAL

AWARENESS

REASONING

FATIGUE

/

INJURY

DAZED ☐  
STRESSED ☐  
STRAINED ☐  
EXHAUSTED ☐  
UNCONSCIOUS ☐

-  
+1DIFF  
+2DIFF  
+3DIFF  
-

☐ BRUISED  
☐ SPRAINED  
☐ WOUNDED  
☐ MAIMED  
☐ INCAPACITATED

SKILLS

GIMMICKS AND GEAR

HARD ]NOVA

INFLUENCE

FITNESS

CREATIVITY

REACTION TOTAL

AWARENESS

REASONING

FATIGUE

/

INJURY

DAZED ☐  
STRESSED ☐  
STRAINED ☐  
EXHAUSTED ☐  
UNCONSCIOUS ☐

-  
+1DIFF  
+2DIFF  
+3DIFF  
-

☐ BRUISED  
☐ SPRAINED  
☐ WOUNDED  
☐ MAIMED  
☐ INCAPACITATED

SKILLS

GIMMICKS AND GEAR

HARD ]NOVA

INFLUENCE

FITNESS

CREATIVITY

REACTION TOTAL

AWARENESS

REASONING

FATIGUE

/

INJURY

DAZED ☐  
STRESSED ☐  
STRAINED ☐  
EXHAUSTED ☐  
UNCONSCIOUS ☐

-  
+1DIFF  
+2DIFF  
+3DIFF  
-

☐ BRUISED  
☐ SPRAINED  
☐ WOUNDED  
☐ MAIMED  
☐ INCAPACITATED

SKILLS

GIMMICKS AND GEAR

HARD ]NOVA

SHIELDS

SPEED

HANDLING

SENSORS

FRAME

MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED ☐ - ☐ DENTED

DISTRESSED ☐ +1DIFF ☐ IMPAIRED

OVERWORKED ☐ +2DIFF ☐ BREACHED

OVERHEATED ☐ +3DIFF ☐ COMPROMISED

DISABLED ☐ +4DIFF ☐ WRECKED

WEAPON SYSTEMS

GIMMICKS AND NOTES

HARD ]NOVA

SHIELDS

SPEED

HANDLING

SENSORS

FRAME

MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED ☐ - ☐ DENTED

DISTRESSED ☐ +1DIFF ☐ IMPAIRED

OVERWORKED ☐ +2DIFF ☐ BREACHED

OVERHEATED ☐ +3DIFF ☐ COMPROMISED

DISABLED ☐ +4DIFF ☐ WRECKED

WEAPON SYSTEMS

GIMMICKS AND NOTES

HARD ]NOVA

SHIELDS

SPEED

HANDLING

SENSORS

FRAME

MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED ☐ - ☐ DENTED

DISTRESSED ☐ +1DIFF ☐ IMPAIRED

OVERWORKED ☐ +2DIFF ☐ BREACHED

OVERHEATED ☐ +3DIFF ☐ COMPROMISED

DISABLED ☐ +4DIFF ☐ WRECKED

WEAPON SYSTEMS

GIMMICKS AND NOTES



## HARD [[NOVA

HUMAN  
SMUGGLER

4

INFLUENCE

3

FITNESS

1

CREATIVITY

2

REACTION TOTAL

AWARENESS

2

REASONING

Human merchants and traders are the epitome of capitalism. Many work just to survive, but there are always those who look to make a quick credit at someone else's expense. That's you! Illegal cargo is perfectly safe unless you're faced with a blockade.

FATIGUE

/

INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

SKILLS

firearms 3  
astronavigation 4  
negotiation 5  
composure 3

piloting (starships) 6  
commodities 5  
street cred 4

GIMMICKS AND GEAR

## HARD [[NOVA

CENTAURIAN  
ROGUE PSION

1

INFLUENCE

2

FITNESS

1

CREATIVITY

5

REACTION TOTAL

AWARENESS

3

REASONING

You've committed a multitude of felonies with your unregistered psionic abilities and now the centaurian authorities are after you. To escape capture, you must stay on the run, finding whatever passage you can, moving from planet to planet.

FATIGUE

/

INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

SKILLS

brawling 2  
streetwise 4  
academics 4

firearms 3  
memory assault 5  
mesmerism 3

GIMMICKS AND GEAR

criminal  
brain pick

telepathic sense

## HARD [[NOVA

HUMAN  
BIORAD

1

INFLUENCE

2

FITNESS

3

CREATIVITY

2

REACTION TOTAL

AWARENESS

4

REASONING

You're a member of the Biomechanical Radicals (BioRad), a gang of enhanced thugs, who terrorizes corporations on Earth and her colonies by hacking into their computer systems, and stealing the latest biomechanical and mechatronic designs.

FATIGUE

/

INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

SKILLS

biomechanics 6  
sciences 5

computers 7  
street cred 3

GIMMICKS AND GEAR

criminal  
remote access

dextrous

## HARD [NOVA]

**MIGADO  
ENGINEER**

**3**

**INFLUENCE**

**1**

**FITNESS**

**2**

**CREATIVITY**

**2**

REACTION  
TOTAL

**AWARENESS**

**4**

**REASONING**

You love to tinker. Engineering is your life. You were given the opportunity to join the crew of a corporate research starship. Unlike government ships, they let you experiment to your hearts content, so long as it doesn't eat into their profits. Ethics and rules don't need to get in your way.

**FATIGUE**

/

**INJURY**

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

**SKILLS**

investigation 2  
advanced engineering 6  
mechatronics 4  
psychokinetic control 4

design 3  
computers 6  
sciences 5

**GIMMICKS AND GEAR**

reduced stamina  
constitution  
psychokinesis

clumsy  
toughness (1)

## HARD [NOVA]

**KT'SORII  
DIPLOMAT**

**3**

**INFLUENCE**

**2**

**FITNESS**

**1**

**CREATIVITY**

**3**

REACTION  
TOTAL

**AWARENESS**

**3**

**REASONING**

As a member of the Inner Ministry (and a female), you are charged with carrying out diplomatic negotiations with other USU members. They often send you on missions when mining, trading, or labor disputes begin to affect the homeworld.

**FATIGUE**

/

**INJURY**

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

**SKILLS**

firearms 2  
academics 4  
negotiation 6  
composure 2

interrogation 2  
commodities 4  
performance 7

**GIMMICKS AND GEAR**

compound vision  
heightened touch  
planetary authority

toughness (1)  
heightened hearing

## HARD [NOVA]

**TARKOSIAN  
RANGER**

**2**

**INFLUENCE**

**4**

**FITNESS**

**1**

**CREATIVITY**

**2**

REACTION  
TOTAL

**AWARENESS**

**2**

**REASONING**

You've always wanted to make a difference. Joining the Rangers was the best decision you've ever made, but sometimes, you feel out of place working beside the pure races. You are uncomfortable because of your differences and your prosthetic fingers are a constant reminder of them.

**FATIGUE**

/

**INJURY**

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

**SKILLS**

athletics 4  
firearms 5  
zero-g 2  
survival 4

brawling 4  
piloting (spacecraft) 3  
computers 4  
composure 4

**GIMMICKS AND GEAR**

constitution  
musclebound  
discrimination

sure-footed  
electrical vulnerability  
military rank

## HARD [NOVA]

**DIGRONIAN  
BOUNTY HUNTER**

**1**

**INFLUENCE**

**4**

**FITNESS**

**1**

**CREATIVITY**

**3**

REACTION  
TOTAL

**AWARENESS**

**3**

**REASONING**

You're not a violent person, but you were trained well. Why not use your talents to make a little money? You hunt down the scum that the authorities can't touch or corporations don't want to get their hands dirty chasing. You do well for yourself, and in the end, that's all that matters.

**FATIGUE**

/

**INJURY**

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

brawling 4  
interrogation 4  
tracking 3  
composure 5

firearms 5  
investigation 4  
computers 4

### GIMMICKS AND GEAR

musclebound  
claws

night vision

## HARD [NOVA]

**HUMAN  
FIGHTER PILOT**

**2**

**INFLUENCE**

**3**

**FITNESS**

**2**

**CREATIVITY**

**3**

REACTION  
TOTAL

**AWARENESS**

**2**

**REASONING**

You signed up with the Space Force when you were only 17, and after years of hard work, you became a starfighter pilot. Sure, you've seen some action against pirates and rogue species, but that's nothing compared to the rush you get by performing stunts that usually send you to the brig.

**FATIGUE**

/

**INJURY**

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 3  
piloting (spacecraft) 6  
gambling 2  
composure 4

firearms 3  
zero-g 4  
survival 4

### GIMMICKS AND GEAR

military rank

## HARD [NOVA]

**X-AN  
EXPLORER**

**0**

**INFLUENCE**

**4**

**FITNESS**

**0**

**CREATIVITY**

**2**

REACTION  
TOTAL

**AWARENESS**

**5**

**REASONING**

X-ans are a curious bunch and you are no different. You've signed up with several exploration ships over the years just to see what's out there. No matter how much data you collect and bring back to X21, it's never enough. Each time you return from one mission, you're ready for another.

**FATIGUE**

/

**INJURY**

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

brawling 2  
academics 4  
astronavigation 5  
scanning 4

investigation 5  
archaeology 6  
piloting (starships) 4

### GIMMICKS AND GEAR

toughness (3)  
logic  
tolerance to pain  
inexhaustible energy

electrical vulnerability  
clumsy  
spare parts

## HARD [[NOVA

**CENTAURIAN  
ARCHAEOLOGIST**

**2**

**INFLUENCE**

**1**

**FITNESS**

**2**

**CREATIVITY**

**3**

REACTION  
TOTAL

**AWARENESS**

**5**

**REASONING**

You specialize in the cultures of alien species and, instead of exploring regions of space, only concentrate on one planet at a time. To you, uncovering the past of an extinct species is the greatest knowledge one can discover. For the ancients hold not only the secret to the past, but also our future.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

investigation 6  
archaeology 7  
general knowledge 4

academics 5  
commodities 4  
negotiation 4

### GIMMICKS AND GEAR

post sense  
reduced stamina

weak

## HARD [[NOVA

**KT'SORII  
SPACE PIRATE**

**2**

**INFLUENCE**

**4**

**FITNESS**

**2**

**CREATIVITY**

**3**

REACTION  
TOTAL

**AWARENESS**

**1**

**REASONING**

The military was just never for you. Your parents disowned you when you refused to serve and eventually, you banded together with other outcasts and turned to piracy. Bitterness has filled your days, but the sight of a full cargo vessel means a little bit of happiness—it is a purpose for living.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

brawling 2  
finesse 2  
firearms 5  
gunnery 3  
interrogation 3

scavenging 3  
astronavigation 2  
street cred 4  
composure 2  
forgery 4

### GIMMICKS AND GEAR

compound vision  
heightened touch

toughness (1)  
heightened hearing

## HARD [[NOVA

**DIGRONIAN  
VETERAN**

**2**

**INFLUENCE**

**2**

**FITNESS**

**2**

**CREATIVITY**

**3**

REACTION  
TOTAL

**AWARENESS**

**3**

**REASONING**

As a retired member of the digronian armed forces, you have a lot to offer those in need of advice. You sell your services as a consultant to corporations and get paid a handsome salary. You might not be as fit as you once were, but you haven't forgotten a thing.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 4  
brawling 5  
firearms 6  
gunnery 3

survival 5  
composure 6  
demolitions 4  
computers 3

### GIMMICKS AND GEAR

musclebound  
night vision  
weak

reduced stamina  
claws

## HARD [NOVA]

HUMAN  
NATURALIST

3

INFLUENCE

2

FITNESS

2

CREATIVITY

2

REACTION TOTAL

AWARENESS

3

REASONING

You despise technology and speak out against it whenever possible. Oh sure, you'll travel by way of starship or use a computer, but biomechanical implants are unnatural. Tarkosians are perfect examples of how technology can destroy a species and you remind people constantly.

FATIGUE

/

INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

SKILLS

design 4  
medicine 5  
academics 4

general knowledge 6  
performance 6  
sciences 5

GIMMICKS AND GEAR

## HARD [NOVA]

TARKOSIAN  
GANGER

3

INFLUENCE

2

FITNESS

3

CREATIVITY

2

REACTION TOTAL

AWARENESS

2

REASONING

You get into a lot of trouble for a teen. You revel in disrupting the efforts of the tarkosian authorities. Obstructing arrests and instigating violent protests all seem to work, but the most effective use of your time is to sabotage relations with the other species.

FATIGUE

/

INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

SKILLS

brawling 2  
firearms 2  
streetwise 5  
disguise 4  
street cred 4

melee 2  
demolitions 2  
performance 5  
forgery 4

GIMMICKS AND GEAR

constitution  
musclebound  
discrimination

sure-footed  
electrical vulnerability

## HARD [NOVA]

MIGADO  
PATHOLOGIST

3

INFLUENCE

1

FITNESS

1

CREATIVITY

2

REACTION TOTAL

AWARENESS

5

REASONING

You were curious about alien diseases and infections ever since contracting the Ximbaradii Flu. This drove you to join a USU medical research corporation. Your position often takes you to different worlds, where you can study cases and collect new data on rare diseases.

FATIGUE

/

INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

SKILLS

zero-g 4  
biomechanics 4  
sciences 7

investigation 5  
medicine 7

GIMMICKS AND GEAR

reduced stamina  
constitution  
psychokinesis

clumsy  
toughness (1)  
elite



## HARD [[NOVA

UBOT  
MAINTENANCE

0

INFLUENCE

4

FITNESS

0

CREATIVITY

1

REACTION TOTAL

AWARENESS

1

REASONING

This is a typical ubot designed for cleaning and general household or office repairs.

### FATIGUE / INJURY

DAZED <input type="checkbox"/>	-	<input type="checkbox"/> BRUISED
STRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> SPRAINED
STRAINED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> WOUNDED
EXHAUSTED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> MAIMED
UNCONSCIOUS <input type="checkbox"/>	—	<input type="checkbox"/> INCAPACITATED

### SKILLS

engineering 2  
mechatronics 4

computers 4

### GIMMICKS AND GEAR

inexhaustible energy  
clumsy

tolerance to pain

## HARD [[NOVA

UBOT  
LABORER

0

INFLUENCE

5

FITNESS

0

CREATIVITY

3

REACTION TOTAL

AWARENESS

1

REASONING

This is a typical ubot designed to work in areas too dangerous for life forms or as part of an assembly line.

### FATIGUE / INJURY

DAZED <input type="checkbox"/>	-	<input type="checkbox"/> BRUISED
STRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> SPRAINED
STRAINED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> WOUNDED
EXHAUSTED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> MAIMED
UNCONSCIOUS <input type="checkbox"/>	—	<input type="checkbox"/> INCAPACITATED

### SKILLS

### GIMMICKS AND GEAR

inexhaustible energy  
clumsy

tolerance to pain  
musclebound

## HARD [[NOVA

UBOT  
DRIVER

0

INFLUENCE

4

FITNESS

0

CREATIVITY

4

REACTION TOTAL

AWARENESS

2

REASONING

This is a typical ubot designed to operate public ground-based vehicles as well as cabs.

### FATIGUE / INJURY

DAZED <input type="checkbox"/>	-	<input type="checkbox"/> BRUISED
STRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> SPRAINED
STRAINED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> WOUNDED
EXHAUSTED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> MAIMED
UNCONSCIOUS <input type="checkbox"/>	—	<input type="checkbox"/> INCAPACITATED

### SKILLS

piloting (ground) 4

engineering 4

### GIMMICKS AND GEAR

inexhaustible energy  
clumsy

tolerance to pain  
dextrous

## HARD [[NOVA

WARBOT  
ASSAULT

0

INFLUENCE

5

FITNESS

0

CREATIVITY

5

REACTION TOTAL

3

AWARENESS

REASONING

This is a typical warbot designed for battle.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

brawling 6  
zero-g 6

firearms 7

### GIMMICKS AND GEAR

inexhaustible energy  
musclebound  
toughness (4)

tolerance to pain  
microscanners

## HARD [[NOVA

WARBOT  
RECON

0

INFLUENCE

5

FITNESS

0

CREATIVITY

5

REACTION TOTAL

3

AWARENESS

REASONING

This is a typical warbot designed for reconnaissance work.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

firearms 7

zero-g 4

### GIMMICKS AND GEAR

inexhaustible energy  
weak  
microscanners

tolerance to pain  
sure-footed  
toughness (3)

## HARD [[NOVA

WARBOT  
SECURITY/GUARD

1

INFLUENCE

5

FITNESS

0

CREATIVITY

5

REACTION TOTAL

3

AWARENESS

REASONING

This is a typical warbot designed to guard military and other important installations.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

brawling 5  
investigation 4

firearms 6  
tracking 4

### GIMMICKS AND GEAR

inexhaustible energy  
microscanners

tolerance to pain  
toughness (3)

## HARD [[NOVA

IBOT  
COMPANION

1

INFLUENCE

2

FITNESS

3

CREATIVITY

2

REACTION TOTAL

AWARENESS

1

REASONING

This is a typical ibot designed to act as someone's companion. They are also called pleasurebots.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

design 2  
seduction 5

performance 5

### GIMMICKS AND GEAR

inexhaustible energy  
programmed imitation

tolerance to pain

## HARD [[NOVA

IBOT  
ASSISTANT

1

INFLUENCE

2

FITNESS

1

CREATIVITY

1

REACTION TOTAL

AWARENESS

2

REASONING

This is a typical ibot designed to assist executives with their day to day business affairs.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

design 3  
commodities 6

academics 5  
general knowledge 8

### GIMMICKS AND GEAR

inexhaustible energy  
programmed imitation

tolerance to pain

## HARD [[NOVA

IBOT  
MEDICAL

1

INFLUENCE

3

FITNESS

0

CREATIVITY

3

REACTION TOTAL

AWARENESS

4

REASONING

This is a typical ibot designed to treat the injured and sick. They are common in both colony hospitals and military units.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

investigation 4  
biomechanics 7  
sciences 6

crafts 3  
medicine 8

### GIMMICKS AND GEAR

inexhaustible energy  
microscanners

tolerance to pain  
heightened touch

## HARD [[NOVA

RUTHDII KOMAR  
ZERO-G TROOPER

1

INFLUENCE

5

FITNESS

1

CREATIVITY

3

REACTION TOTAL

AWARENESS

2

REASONING

The majority of Ruthdii Komar are soldiers.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 5  
zero-g 6  
survival 6  
composure 7

brawling 4  
interrogation 3  
mesmerism 4

### GIMMICKS AND GEAR

heightened touch  
toughness (2)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII KOMAR  
OFFICER

2

INFLUENCE

4

FITNESS

1

CREATIVITY

4

REACTION TOTAL

AWARENESS

3

REASONING

Ruthdii Komar officers are hard to distinguish from regular troopers.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 5  
zero-g 4  
survival 7  
composure 7

brawling 4  
interrogation 6  
mesmerism 6  
scavenging 5

### GIMMICKS AND GEAR

heightened touch  
toughness (2)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII KOMAR  
CHIEFTAIN

3

INFLUENCE

4

FITNESS

2

CREATIVITY

3

REACTION TOTAL

AWARENESS

3

REASONING

Ruthdii Komar chieftains would be the equivalent to human admirals. They wield fantastic authority not only over their soldiers, but also entire territories and the reproductive habits of their people.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 4  
survival 4  
composure 5  
commodities 4

crafts 5  
mesmerism 4  
scavenging 4  
performance 4

### GIMMICKS AND GEAR

heightened touch  
toughness (4)

heightened hearing  
reduced stamina

## HARD [[NOVA

TYPICAL  
SHUTTLE



Shuttles are primarily used to ferry people between starships or planets. They are slow, small, and defenseless.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

### GIMMICKS AND NOTES

## HARD [[NOVA

TYPICAL  
FREIGHTER



Freighters and cargo transporters abound in USU space. They come in various shapes and sizes, but this version is the most common.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

2 laser cannon turrets

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: 0)  
cargo bay

## HARD [[NOVA

TARKOSIAN  
SCOUTING SHIP



Tarkosians like to explore. New colonies are very important to them. They get all they need from the USU, but having their own self-sufficient worlds brings them closer to gaining respect among those who view them as a welfare race.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

1 laser cannon turret (linked pair)

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +3)

## HARD [[NOVA

USU  
EXPLORER

2  SHIELDS

0 SPEED -1 HANDLING

+4 SENSORS 2 FRAME

The USU sponsors a lot of corporate and non-profit research in uncharted space. This custom spacecraft was jointly designed by USU member species.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

2 laser cannon turrets (linked pairs)

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +4)  
reinforced systems  
remote network

## HARD [[NOVA

HUMAN  
T-50 FIGHTER

2  SHIELDS

+4 SPEED +3 HANDLING

0 SENSORS 1 FRAME

This is just one of the starfighter designs employed by the Earth Space Force. It is a one-man craft capable of excellent sublight speeds and maneuverability.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

1 linked pair of laser cannons (forward firing)

### GIMMICKS AND NOTES

## HARD [[NOVA

HUMAN  
T-60C FIGHTER

2  SHIELDS

+3 SPEED +2 HANDLING

+1 SENSORS 1 FRAME

This Earth Space Force starfighter is a bit slower and less maneuverably than most, but it packs a punch with its particle cannon.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

1 linked pair of laser cannons (forward firing)  
1 particle cannon turret

### GIMMICKS AND NOTES



## HARD [[NOVA

CENTAURIAN  
PATROL CRAFT

2

SHIELDS

+2

SPEED

+2

HANDLING

+2

SENSORS

1

FRAME

The Alpha Centauri Guard, the centauri law enforcement agency, has agreements with all the member races to operate within sovereign space when pursuing suspect starships. Their patrol craft are designed to track rogue freighters and transports.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

2 laser cannon turrets (linked pairs)  
1 hunter-killer missile launcher (forward; 5 missiles)  
1 ion cannon

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +1)

## HARD [[NOVA

MIGADO  
FREIGHTER

0

SHIELDS

-2

SPEED

-1

HANDLING

+2

SENSORS

2

FRAME

This is a common freighter design used by migado merchants.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

4 laser cannon turrets

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +1)

## HARD [[NOVA

KT'SORII  
CORVETTE

3

SHIELDS

+1

SPEED

-1

HANDLING

+3

SENSORS

3

FRAME

The kt'sorri are known for their efficient and durable corvettes. These are utilized by the kt'sorri military as escorts and patrol craft. An unarmed version is also available as a corporate cruiser.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

5 laser cannon turrets (linked pairs)  
1 hunter-killer missile launcher turret (5 missiles)

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +3)  
reinforced systems  
troops bay

## HARD [[NOVA

### TARKOSIAN CORVETTE

**3**  **SHIELDS**

**+1** **SPEED** **0** **HANDLING**

**+1** **SENSORS** **3** **FRAME**

Tarkosian corvettes are found everywhere because of their solid design. The migado and digronian militaries, and the Rangers are well stocked with these.

#### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

#### WEAPON SYSTEMS

6 particle cannons (2 forward; 2 aft; 2 turrets)  
hunter-killer missile launcher turret (5 missiles)

#### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +2)  
troops bay  
shuttle bay

## HARD [[NOVA

### HUMAN CARRIER

**4**  **SHIELDS**

**-4** **SPEED** **-5** **HANDLING**

**+4** **SENSORS** **5** **FRAME**

The Earth Space Force employs carriers to protect their battle groups and colonies. While slow, they are well defended and offer incredible fire support with their fighters.

#### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

#### WEAPON SYSTEMS

3 hunter-killer missile turrets (5 missiles each)  
4 rocket batteries (1 per side)  
4 laser battery turrets

#### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +1)  
troops bay  
fighter bay  
remote network  
shuttle bay  
reinforced systems

## HARD [[NOVA

### KT'SORII CRUISER

**4**  **SHIELDS**

**-2** **SPEED** **+2** **HANDLING**

**+4** **SENSORS** **4** **FRAME**

This is a very common cruiser design used by many USU member species.

#### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

#### WEAPON SYSTEMS

8 laser battery turrets  
2 huntet-killer missile launcher turrets (10 missiles each)  
1 rocket battery (forward)

#### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +2)  
assault bay  
reinforced systems  
shuttle bay

## HARD [[NOVA

JOINT  
DREADNOUGHT

4  SHIELDS

-4 SPEED -3 HANDLING

+4 SENSORS 5 FRAME

This is a jointly designed USU battle cruiser. It is used by the Rangers and USU member militaries.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

10 particle cannon turrets  
2 hunter-killer missile launcher turrets (20 missiles each)  
4 rocket battery turrets

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +2)  
assault bay shuttle bay  
remote network

## HARD [[NOVA

UNITED TOURS  
GALACTIC LINER

0  SHIELDS

-3 SPEED -3 HANDLING

0 SENSORS 3 FRAME

This is a standard passenger liner. The luxury space cruise business is very profitable.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: -2)  
passenger quarters  
shuttle bay

## HARD [[NOVA

RUTHDII KOMAR  
ASSAULT CRAFT

3  SHIELDS

+4 SPEED +4 HANDLING

+2 SENSORS 2 FRAME

When the Ruthdii Komar attack, they do so in waves of these fast and powerful attack craft.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

2 laser batteries (forward)  
2 rocket batteries (1 forward; 1 aft)

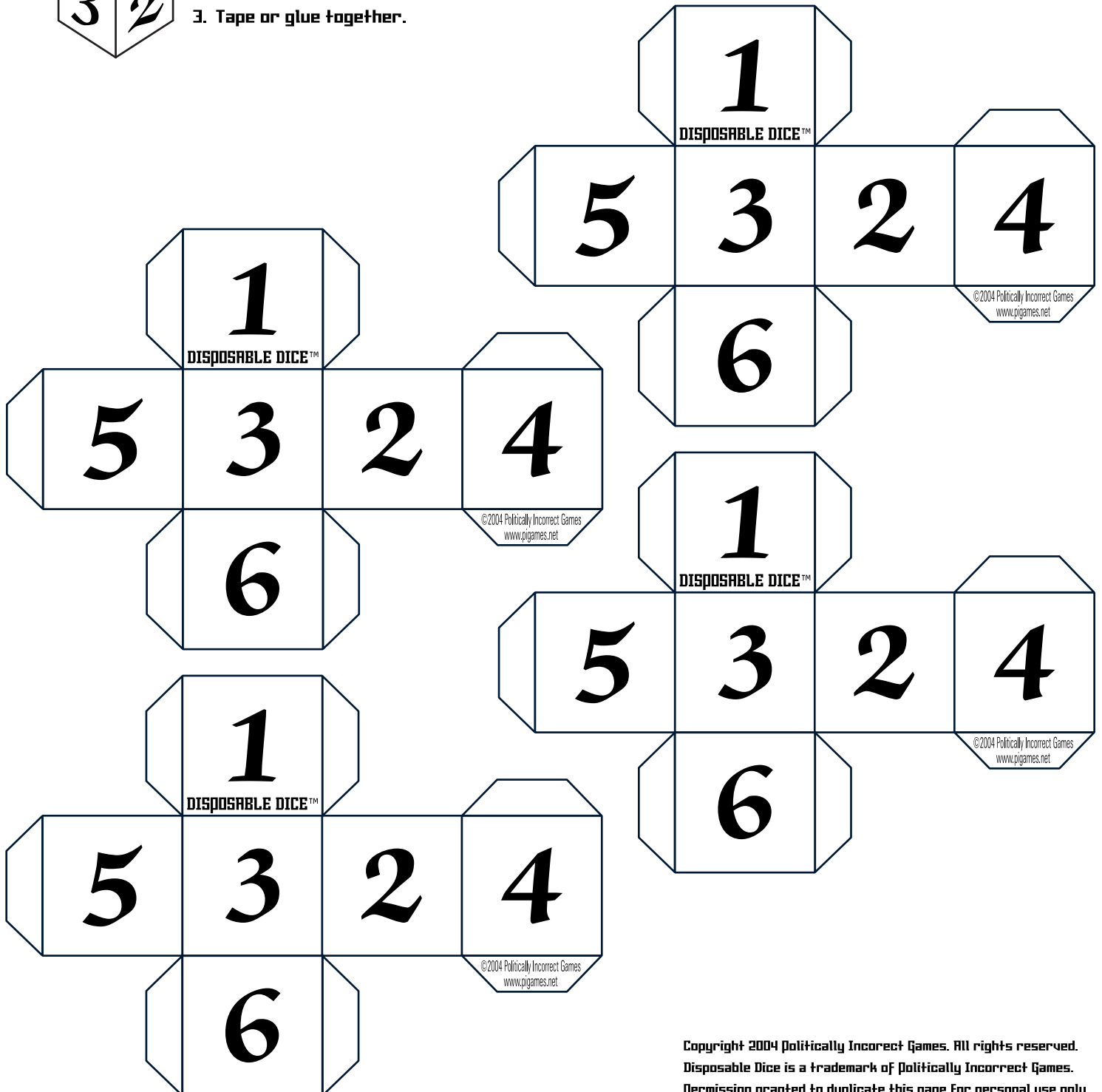
### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +2)  
cloaking device  
reinforced systems

# DISPOSABLE DICE™



1. Cut along the outer edges.
2. Fold each square area and tab.
3. Tape or glue together.



# UNITED SOVEREIGN WORLDS

