Racing Around the Sun

Earth. This planet is a paradise. Porcelain-colored plasti-steel skyscrapers stretch 500 stories up with gardens and parks filling the spaces between them. It only takes a few minutes by maglev train to get to the other side of the world, force dampeners mean that they can accelerate as fast and as much as they want. Spaceships have become almost as common as cars so anybody can take the weekend trip to the terraformed moons of Jupiter or the controlled environments on Venus. There hasn't been a war here since the Combined Nations subdued the Eastern Bloc of China nearly 100 years ago. Sure the outer planets are rebelling but that will be over in a few weeks at most, they can't really succeed.

Setting-

The Combined Nations have colonized the Solar System. Mars is fully terraformed, as are some of Jupiter's moons. Venus and most of the other planets have large sealed cities allowing people to live there. Advances in technology mean that spaceships can get up to 45500 kilometers per second, nowhere near light speed but fast enough to get to Mars in 20 minutes when Earth and Mars are closest. Force dampeners mean that almost anything can accelerate enormously quickly, pilots can perform 180 degree spins while going at full speed. Space elevators have been almost entirely phased out as taking off from a kilometer up is just as easy as from 42,000.

There hasn't been a war in nearly 100 years. Once the Combined Nations united Earth, there was no need for an army and it became phased out. Instead, police forces became the technological powerhouses. Elite groups known as Cleaners were developed to put down riots, terrorist groups, and political enemies. With the restriction of intelligent androids on Earth, the Cleaners got another job. With the rebellion in the Outer Reaches, there suddenly became a need for a military. One was drafted, mostly from the poor

The political climate has become increasingly heated as the war has dragged on. Terrorists have become much more vocal in the two years since the rebellion started. The army is using seriously outdated technology and has little funding to better their state. The majority of ground troops are human, supplemented with simple androids, little more than weapon platforms with a friend/foe identification system.

Themes- These can be used as ideas for different games in this setting

Soldiers- You are on the front lines in the outer reaches. Uranus, Neptune, the multitude of asteroids and comets beyond, they are filled with rebels, maybe. You can never tell if somebody is a rebel or not so what can you do? They said the whole thing would be over in a few weeks, they had to draft the entire army, but they said it wouldn't be long. Now you have been here nearly two years. It is hard to find somebody hiding in the entire Kuiper Belt, it is harder still to destroy them. Sample Motivations- get out of here alive, win the war.

Cleaners- The elite police forces of the Combined Nations. They go after terrorists, rebels, and androids on worlds where they are illegal. Cleaners typically have little government oversight and usually little is done about any crimes they commit.

Smugglers- Outlaws, you smuggle drugs, arms, and people for anybody who will pay. This war has been good for business but made everything that much more dangerous. Where do you operate, do you have a legitimate front, have you ever been caught, what happened? Sample Motivations. Make a quick buck, go legitimate, feed your family.

Terrorists- You are members of a terrorist group. You have some agenda that the Combined Nations are refusing to do anything about whether it is the ecological destruction of the expansion of civilization or the deportation of the poor to other worlds and you have decided that traditional politics won't work. Where do you stand on these issues, are you a low or upper level member of your group, do you actually believe in what you espouse or are you just in it for the fame or the chance to kill some people. Sample Motivations- Overthrow the government, become famous, promote your political ideas.

Political- You are movers and shakers in the upper levels of solar politics, are you a high-ranking politician, a lobbyist for one of the major corporations, or a reporter digging up the dirt.

Rebels- You are fighting for freedom, for a government that actually cares about the outer colonies, or because you are bored. Do you operate in the Inner Planets, messing with Combined Nation operations, or are you on the front lines, trying to expel the oppressors from your land.

Basic rules- Roll 2d6, on 5- it is a miss, on 6-10 it is a hit but with some complication, on 11+ it is a hit

Assets give you +1d6 while complications give -1d6.

Assets include training, equipment, assistance from another character, etc. Complications might be rain obscuring vision, a target sprinting away, fighting a lot of people at once, etc.

Making a roll is rolling with all the assets and complications factored in.

Characters start trained in 3-5 skills, usually 4. Skills are specific areas a character can be trained in like lock picking, rifle use, fast talking,etc. Broad categories are not skills so combat is not a skill. A trained skill counts as an asset for any applicable rolls.

Characters also have two motivations and a flaw. A motivation is something that the character is actively pursuing. A flaw is some vice that the character has.

Each character has a personal motivation and one that is shared by the group. If it doesn't make sense for everybody to have the same group motivation, smaller groups can be made. It might turn out that everybody has two personal motivations but only do this if it makes sense that way.

A motivation is something a player is striving for. If they complete a major step towards that goal, the character gets 1 xp. If a motivation is completed, the player should choose a new one.

Flaws are vices, anytime a flaw gets a character into trouble, they get 1 xp. A flaw might be addiction, poor manners, anxiety

You can spend 1 xp to get an asset on a roll, 2 xp to remove a major consequence, and 5 xp to get training in another skill.

Conflicts, whether combat, feats of strength, an argument, or anything else where two or more people face off are decided by each participant making a roll and the higher number winning. The degree of success (difference between the two rolls) should inform the outcome.

Note that shooting somebody from distance is not a conflict roll, instead what the opponent is doing should be an asset (if say they are sitting still) or a complication (if they are running away). Only when the opponent can directly affect what happens (if they are shooting back or if they are close enough to engage) will a conflict roll happen. On the conflict roll what they are doing should not be a complication for the shooter, it is taken into account in the roll.

When someone loses a conflict roll or takes damage, they may gain a consequence. An adjective describing what happened. Somebody who got shot might be "bleeding out" or "incapacitated" while somebody who lost an argument by a wide margin might be "shamed." Consequences can be invoked to give an asset or complication to a roll depending on who is rolling. They also might entail some other consequence that is approaching. If somebody who is "bleeding out" doesn't get medical care quickly they might become "incapacitated" as well.

Consequences come in two forms, minor consequences, which can be overcome quickly or with some basic tools, and major consequences, which take much more to remove. Minor consequences can be removed with an action or two, bandaging wounds or standing up. Major consequences can be removed with time, effort, and 2 xp. Healing a broken bone, repairing a ship, etc.

Most weapons are ballistic in nature, laser based weapons are still prohibitively expensive and ballistic weapons can be even more deadly in a vacuum.

A majority of melee weapons are energized to either deliver a shock or to burn through materials.

Recently, companies have been developing pheromone based devices to alter target's emotions. While these are becoming illegal, they are hard to detect while they are being used and it is almost impossible to prove they were used afterwards. They are an asset when used to change somebody's mind.

Full sized humanoid androids can be played as characters (remember they are illegal on earth) and all manner of robots are used in daily lives

The majority of Earth is city and while the invention of plasti-steel has allowed more upward expansion, the majority of wilderness areas have been adapted into small parks surrounded by vast skyscrapers. As the colonization of the solar system gained steam, the Combined Nations looked to push the lower classes off world in pursuit of their urban paradise. Some of these poor have gone to the less terraformed planets where the costs of living is much cheaper and many went farther out to work as miners in the Kuiper Belt

Mars is much more open and the entire planet has developed into a suburban/rural atmosphere. Being entirely terraformed and about 25 minutes from Earth attracted parts of the upper class so beyond a few cities, much of Mars is owned by about 100 people.

Character Sheets

Name:_____ XP:_____
Theme:_____
Who are you to others:_____
Who are you really:_____
Who is your best friend:_____
Do you have a rival:_____
What do you do in your spare time:_____
Group Motivation:_____
Motivation:_____
Flaw:_____
Skills:_____
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Consequences:_____
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