TWO-PAGE SPACE vz.o

By: Casey Garske

Two-Page Space is a simple d20 based RPG about flying around in space and shooting aliens.

BASE MECHANIC

1d20+modifiers≥target # is a success. Round up where applicable.

CHARACTER CREATION Class

Fighter: skilled in the arts of combat. Professional: an expert in their field. Psionic: a master of mental powers. Attributes

Assign 3 attribute points to:

Body: Strength, toughness, and endurance. Used for skill rolls involving strength and physical power and to calculate melee combat ability. Coordination: Dexterity and reflexes. Used for skill rolls involving speed. stealth, or hand-eye-coordination and to calculate ranged combat ability.

Mind: Intelligence, education, and willpower. Used for skill rolls involving science, reasoning, or technology and to calculate mental combat abilities for psionics.

After assigning points, you may lower one 0 to a -1 and add +1 to another attribute if you wish.

Level (Lvl)

Start at level 1.

Hit Points (HP)

How much damage a PC can take. Special Abilities

Fighters and Professionals choose one Special Ability at 1st level. Psionics choose one Psionic Power at

1st level.

Backgrounds

Your life experience up until you started adventuring. What did you do in the past? What are you doing now? Max 5 points to a background.

Physical Defense (PD)

Defense against physical damage.

Mental Defense (MD)

Defense against mental attacks. Combat Specialty

Choose if you are better at ranged or melee combat, or if you are equally adept at both.

SKILL CHECKS

The GM determines the difficulty of any tasks the PCs might encounter and has them roll a skill check:

1d20+applicable background (if any) +applicable attribute+level \geq difficulty.

THE GM'S HELPER

A favorable condition grants a + 2 to a

Hit Points: (8+Body)*Lvl

Special Abilities Armor: +2 to PD & +1 Body.

Blast (ranged) or Cleave (melee): Once per combat, make attacks against 1/2 level+1 nearby (ranged) or engaged (melee) enemies. Deadeve: Once per combat re-roll a

missed attack.

Deadly: +2 to ranged or melee attack rolls (choose one).

Eat Dirt: Once per combat, negate all damage from one physical attack. Intimidate: Once per combat, make mental attacks against 1/2Lvl+1 nearby enemies.

Hit: Targets lose next turn or if 1/2 or less HP remaining, retreat.

Quick Draw: +4 to initiative. If you have the highest initiative, x2 Dm on your 1st attack this combat.

Hard as Nails: HP now equal (10+Body)*Lvl. +2 to death saves.

Backgrounds: (6+Mind) points. Ex: rebel soldier, space marine, wasteland savage, bounty hunter, redshirt, imperial officer, corporate enforcer, cyborg samurai, wandering gunslinger, alien templar,

PD: 14+level+Coor.

MD: 10+level+Mind

Combat Specialty: choose one. Ranged: Ranged Dm=(Coor.+2)*Lvl Melee Dm=Body*Lvl (min 1) Melee: Melee Dm=(Body+2)*Lvl Ranged Dm=Coor.*Lvl Balanced: Ranged Dm=(Coor+1)*Lvl Melee Dm=(Body+1)*Lvl (min 1)

Skill Check Difficulties by Level				
Level	Normal	Hard	Hardest	
1-3	15	20	25	
4-7	20	25	30	
8-10	25	30	35	

roll or defense attribute. Use sparingly, except for cover. Allow cover liberally.

COMBAT

A round of combat is 6 seconds long. On your turn you may:

- · Move and make an attack.
- Move and use a psionic power.
- Move and make a skill check. · Disengage from melee (see below).
- Run to Far range.

PROFESSIONAL

Hit Points: (6+Body)*Lvl

Special Abilities

Armor: +2 to PD & +1 Body. Distraction: Once per combat. make mental attacks against level+1 nearby enemies. Hit: -4 penalty to target PD for 1 rnd.

Expert: +2 to one background. This may raise a background over 5. Lucky: Once per in-game hour, reroll a failed skill check.

Jack of all Trades: +2 to skill checks you don't have a background for. Medic: Make a Hard skill check to give a dying ally a ½Lvl+1 bonus to death saves. You may also heal each ally for (Mind+1)*Lvl up to their Body+1 times per day (min. 1). Skilled: +3 points to new or existing backgrounds, 5 still max.

Combat Training: Choose ranged or melee attacks. You use your total Lvl, not ½Lvl. when calculating Dm.

Backgrounds: (10+Mind) points. Ex: tramp freighter pilot, punk hacker. cat burglar, smuggler, diplomat, xeno-archeologist, astro-engineer, combat medic, colonial scout, science officer, alien infiltrator.

PD: 12+level+Coor.

MD: 12+level+Mind

Combat Specialty: choose one. Ranged: Ranged Dm=(Coor.+2)*1/2Lvl Melee Dm=Body*1/2Lvl (min 1) Melee: Melee Dm=(Body+2)*1/2Lvl Ranged Dm=Coor.*1/2Lvl Balanced: Ranged Dm=(Coor+1)*1/2Lvl Melee Dm=(Body+1)*1/2Lvl (min 1)

Movement

If you are not engaged you are free to move anywhere nearby. If you move away from an engaged enemy, you must give up any other action or all enemies you are disengaging from may make a free melee attack. Range

Engaged: Directly in contact with. Nearby: Close, but not engaged. Far: Requires a full round to reach. Initiative

At the beginning of combat the PCs and GM roll for initiative. The PCs roll 1d20+Coor. The GM rolls 1d20+1. The PCs and GM take their turns in descending order. When everyone has gone, start from the top of the order.

PSIONIC

Hit Points: (4+Body)*Lvl

Psionic Disciplines and Powers

Each psionic discipline has 3 powers, two lesser (L) and one master (M). Master powers can only be selected after the two lesser powers for that discipline have been learned.

Biomorphics

A PC may have Biomorphics used on them a number of times per day equal to their Body (min 1).

Healing (L): Heal yourself or an adjacent ally (Body+1)*Lvl HP. Alternatively, give an ally one automatic success on a death save. Augmentation (L): Raise your own or an adjacent ally's Body or Coor. by ¹/₂Lvl for 5 minutes or one combat.

Mass Healing (M): As Healing, but heals all nearby allies. **Mental Combat**

Mind Assault (L): Mental attack. (Mind)*LvI Dm to non-psionic. & (Mind+1)*LvI Dm to psionic enemies. Mind Fortress (L): Once per combat or in-game hour, negate all damage

or effects from one mental attack. Mental Screech (M): Once per combat make a mental attack against 1/2Lvl+1 nearby enemies.

Hit: Target loses next turn.

Precognition

Omen (L): Once per day, look into the future Mind+Lvl hours to get a general idea if a course of action will have a positive or negative outcome. Cheat Fate (L): Once per combat, cause a physical attack to miss.

Quantum Curse (M): Mental attack. Hit: Allies gain +2 to attacks against the target for one round.

Telekinesis

TK Blast (L): Make mental attacks against ¹/₂Lvl+1 nearby or engaged enemies. (Body+1)*Lvl Dm.

Move Object (L): You can move nearby non-living objects with a Body equal to your Body+level.

TK Armor (M): Telekinetic force constantly repels attacks. Subtract Lvl from all physical damage.

Telepathy

Group Mind (L): All willing nearby intelligent beings can communicate mentally. +1 initiative for all PCs. Mind Probe (L): Mental attack.

Hit: reveals the surface thoughts of the target. Usable once per in-game hour.

Mind Control (M): Mental attack. Hit: the target makes an action of the PC's choice on the target's next turn. Cannot be used to force suicide. Teleportation

Blink (L): You randomly teleport tinv distances. Add ½LvI+1 to PD. Jump (L): You can teleport 100 meters per level. You must've been to the place you are teleporting to. Greater Jump (M): You can teleport anywhere on the planet you are on as long as you have been there before, including to/from orbit.

Backgrounds: (6+Mind) points.

Ex: mutant outcast, tribal shaman, alien priest, military interrogator, precognitive detective, psychic researcher. criminal mastermind. faith healer.

PD: 10+level+Coor.

MD: 14+level+Mind

Combat Specialty: choose one. Ranged: Ranged Dm=(Coor.+1)*1/2Lvl Melee Dm=Body*1/2Lvl (min 1) Melee: Melee Dm=(Body+1)*1/2Lvl Ranged Dm=Coor.*1/2Lvl

Combat Rolls

Melee attack roll (engaged enemies): 1d20+Body+Level ≥ target's PD Ranged attack roll (nearby/far targets): 1d20+Coor.+Level ≥ target's PD Mental attack roll (range varies): 1d20+Mind+Level ≥ target's MD Damage

Damage is based on class, combat specialty, and special ability used. Subtract damage from the target's HP. A roll of a natural 20 does x2 damage. A modified roll of exactly the targeted enemv's defense does 1/2 damage.

Stunts

deny the effect.

Healing

When a PC wishes to perform an action such as disarming, knocking down, or pinning an enemy, they declare they are performing a stunt. Make an appropriate attack roll. If successful the target must accept the stunt effect or take damage as if hit by the attack.

If the attack misses, subsequent

attempts of the same stunt do 1/2

damage. A natural 20 on a stunt roll is

always successful & the enemy cannot

PCs may be healed by Biomorphics or

the Medic special ability. PCs also heal

1/4 of their HP per night of rest.

Death & Death Saves

An enemy reduced to 0 HP is dead, or knocked out if the attacker wishes. A PC reduced to 0 HP is unconscious and can take no actions except making death saves. Death Save roll: $1d20+Body \ge Difficulty 15$

A PC dies after three failed saves. A PC stabilizes at 0 HP after three successful saves and does not make further rolls.

ADVANCEMENT

PCs advance in level as they complete adventures or achieve goals set by themselves or the GM. When you level up, calculate your new HP, PD, MD, combat rolls, & attack damage. Level 10 maximum.

Special Abilities

Fighters and Professionals choose a new Special Ability at 4th & 8th levels. Each ability may only be taken once. Psionics choose a new Psionic Power at 2nd, 4th 6th, 8th & 10th levels.

Attribute Bonuses At 5th & 9th Lvl, +1 to any attribute.

SPACESHIPS

Every party starts with a sloop-class ship suitable for piracy, smuggling, exploration or all of the above. This ship levels up along with the party.

Hull Points

Hit Points for ships. Fittings

Pick one at 1st, 3rd, 6th, & 9th levels. Characteristics

Backgrounds for ships. What is the ship designed or outfitted to do?

Physical Defense (PD)

The ship's ability to defend against space combat. Each PC mans one or physical damage.

Electronic Defense (ED)

The ship's ability to defend against selects one of the below actions for electronic warfare.

SPACE COMBAT

Space combat is slightly different from A PC can be assigned to more than regular combat.

Initiative

The Pilot rolls for the sloop. The PCs can take their actions in any order, but highest result. the gunner should go last.

Space Combat Rolls

Weapons attack roll:

 $1d20+Coor.+Level \ge bogev's Defense$ EM attack roll: $1d20+Mind+Level \ge bogey's Defense$ Crew Station skill roll:

1d20+applicable background+

attribute+level \geq bogey's Skill.

Crew Stations & Actions

The ship's crew works together in

SLOOP

Hit Points: (5+Engineer's Engineering/Repair background)*Lvl

Fittings:

Armor Plating or ECM: +2 to PD (Armor Plating) or ED (ECM) EMP: EM attack. Once per combat. Hit: target loses it's next turn. Emergency Thrusters: Once per combat, negate all damage from one weapon attack. Heavy Weapons: 3*Lvl Weapon Dm. Homing Missiles: Once per combat

you may re-roll a missed attack. Psionic Amplifier: Once per combat, allows a psionic to use Mind Assault. Cheat Fate. Ouantum Curse, TK Blast, or Move Object at ship scale.

Souped Up: +2 to one crew station's skill rolls. May be taken once for each station.

Self-Repair System: Once per combat, repairs 3*Lvl HP of damage. Shields: Subtract level from physical damage done to the ship.

Targeting Computer: +2 to weapon attacks.

Characteristics: 6 points. Blockade runner, smuggler, pirate ship, colonial scout, research vessel, messenger packet.

PD: 10+level+Pilot's background

ED: 10+level+EW/ECM Officer's computer/technical background

Damage: 2*Lvl

more stations they have an appropriate background for. The PC their station and makes the Crew Station skill or attack roll.

one station but still only takes one action. Two PCs assigned the same station agree on an action and use the

Pilot Actions

Immelmann: Skill roll. +2 gunner's next weapons attack. Guns-D: Skill roll. +2 PD for one

round. Split-S: Skill roll. Difficulty is bogey's Skill+5. Ends engagement.

Engineer Actions

More Power: Skill roll. +2 Dm to next weapons attack.

Repair: Skill roll. Fixes Mind*1/2Lvl HP.

Flank Speed: Skill roll. +2 to pilot's at most is best. Examples: next roll.

EW/ECM Officer Actions

the bogev for 1 round. round.

round.

Gunner Action

Weapons Attack: HP damage. Suppressive Fire: Weapon Attack. -5

to bodev skill for one round. Repairs

Damage not fixed by the end of a Weak Spot: Natural 20 kills this space battle is serious and can only be repaired in port. In port an Engineer can repair Mind*1/2LvI HP per day. Sucking Vacuum

A PC ship or bogev reduced to 0 HP is unable to take actions and is at the mercy of its attacker to be boarded or destroved.

ANTAGONISTS

If you're going to fly around space, you need someone to shoot with a blaster. Below are the base stats for antagonists level 1 to 10. Most of the time, ">Def" will be PD unless the antagonist is psionic, in which case it will be MD.

Base Antagonist Stats					
Lvl	Att	Dm	HP	>Def	<def< th=""></def<>
1	+3	2	6	13	11
2	+4	4	12	14	12
3	+5	6	18	15	13
4	+6	8	24	16	14
5	+7	10	30	17	15
6	+8	12	36	18	16
7	+9	14	42	19	17
8	+10	16	48	20	18
9	+11	18	54	21	19

These values are baselines and can be easily tweaked by +1 or -1 to Attack & PD or MD as seems appropriate. Other examples of variations: Glass Cannon: +3 attack, ²/₃ HP. Offensive: +3 attack. -3 defenses. Defensive: +3 defenses, ²/₃ HP. Large or veteran: x11/2 Dm, x2 HP. Huge or elite: x2 Dm. x3 HP. Special Abilities

20

60

22

20

10

+12

Antagonists can also have special abilities. One or two flavorful abilities

Fast: +4 to initiative. Flight: Disengage from combat freely. Hack: EM attack. Disable 1 fitting of Mook: Does 1/2 Dm. 1 HP only. Poison: On a hit, the PC must EM Attack: Target is -2 to PD for one immediately start making death saves. Psionic: Powers as psionic of same lvl. EM Defense: Skill roll. +2 to ED for 1 Assume a 2 Body or Mind for powers. Their normal attacks do ½ Dm. Regeneration: Regain ¹/₂ HP twice per combat.

> Thrashing Tentacles: +2 to stunts. 2 Attacks: each attack does 1/2 Dm. Vicious: On 16+ make another attack. enemv.

BOGEYS

Antagonist spaceships are generally meant to be fought one-on-one. Below are the stats for enemy sloops 8, Def 14, Skill 15. levels 1-10. Att, HP, & Def can be adjusted up or down by up to 2 for a Pirate Fighter, Lvl 1, Att +3, Dm 2, HP greater or lesser challenge

Base Bogey Stats					
Lvl	Att	Dm	HP	Def	Skill
1	+3	2	8	14	15
2	+4	4	16	15	15
3	+5	6	24	16	15
4	+6	8	32	17	20
5	+7	10	40	18	20
6	+8	12	48	19	20
7	+9	14	56	20	20
8	+10	16	64	21	25
9	+11	18	72	22	25
10	+12	20	80	23	25

Bogey Actions

On their turn bogeys can: Make a Hack/EM & a Weapons Att.

• Split-S: Bogey's Lvl+4 ≥ PD+5.

Fittings

Antagonist ships have fittings per their level as PC ships do.

Fighter & Frigate Class Ships

A bogey might also be a squadron of fighters or a larger frigate-class ship. Fighter: A small ship that usually attacks in flights of 4-6. ½ Dm, 1 HP. Makes only weapon attacks. Split-S maneuver to escape \geq Skill+10. Frigate: Smallest class of capital ships, well-armed but less maneuverable. x1¹/₂ Dm. x2 HP. Split-S maneuver to escape is \geq Skill.

ANTAGONISTS & BOGEYS

Asteroid Worm, Lvl 2, Att (tentacles) +7. Dm 6. HP 24. PD 11. MD 9. Large, Thrashing Tentacles Insecto-rat, Lvl 1, Att (mandibles)+3, Dm 1, HP 1, PD 13, MD 11. Fast (+4 init). Mook Space Pirate, Lvl 1, Att (fractal cutlass or blaster)+3, Dm 2, HP 6, PD 12, MD 12.

Space Pirate Psionic, Lvl 2, Att (fractal cutlass or blaster)+4, Dm 2, HP 12, PD 14, MD 14. Psionic (Mind Assault 4/6 Dm, Blink) Space Pirate Captain. Lvl 2. Att (fractal cutlass or blaster)+4, Dm 3, HP 24, PD 14, MD 12. 2 Attacks. Veteran Pirate Sloop, Lvl 1, Att +3, Dm 2, HP Homing Missiles 1. Def 14. Skill 15. Heavy Weapons Pirate Frigate, Lvl 1, Att +3, Dm 3, HP 16. Def 14. Skill 15. Homing Missiles FAC & DESIGN NOTES

A 0 in Coordination means I might not do any ranged damage?

Yes. If you want to do ranged damage, take at least a 1 in Coordination. Why is there no equipment?

All equipment is built into your stats. PCs are assumed to have whatever equipment and weapons they need for their attacks and backgrounds. Define those however you want.

Why is there no money?

Any money earned is assumed to go into supplies, fuel, and improving your equipment, ship and lifestyle.



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Ideas and mechanics stolen freely from 13th Age by Rob Heinsoo and Jonathan Tweet, Stars Without Number by Kevin Crawford, and Weird West by Stuart Robertson among others. Go buy their games.



2-PAGE SPACE CHARACTER 2-PAGE SPACE SPACESHIP

NAME			
PLAYER			
DESCRIPT	TON		
GDAL	-		
CLASS/LE	VEL		
ATTRIBUT	TES		
BODY_	_	OORDINATION	
PD		HIT POINTS_	
C	De la	Daviage	DEATH SAVES FAILURE D D 🕱 SUCCESS D D D
SPECIAL /	ABILITIE	5/PSIONIC POWERS	
י 2	1		
z 3	-		
3 <u> </u>			
7 5			
5 <u> </u>			1975
BACKGRO			
		100	
COMBAT		ROLL	
MELEE		LVL+800Y+=	
RANGED		LVL+CODR+=	
MENTAL		LVL+MIND =	

SHIP NAME

DESCRIPTION

EVEL	
PD .	EO HULL POINTS
	DAMAGE
FITTINGS	
I	
2	
3	
4	
CHARACTER	ISTICS
CREW STAT	ions Roll
	LVL+BACK+COOR+=
	LVL+BACK+MIND+=
EW/ECN	LVL+BACK+MIND+=
SUNNER _	LVL+CODR+=
	Damage
	LVL+BACK+=
	LVL+CODR+=