### Character Creation

**Class**
- Fighter: skilled in the arts of combat.
- **Psionic**: a master of mental powers.

**Attributes**
- Assign 5 attribute points.
- **Strength (Str)**: Lift, break, or hurt things.
- **Dexterity (Dex)**: Shoot, dodge, sneak, or fly a spaceship.
- **Constitution (Con)**: Shrug off a hit, run a marathon, resist a poison.
- **Intelligence (Int)**: Fix a spaceship, do research, teach a slave a language.
- **Wisdom (Wis)**: Spot a clue, discern a lie, follow a trail, find water in a desert.

**Backgrounds**
- Your life experience up until you started adventuring. What did you do before?
- Given the highest initiative, choose one background at 1st level.

**Hit Points (HP)**
- How much damage a PC can take.

**Combat Specialty**
- Choose one. Ranged or melee attacks. Use your total Lvl, not ½Lvl, when calculating Dm.

**Equipment**
- Fighter:
  - **Armor**: +2 to PD & +1 to Str or Dex.
  - **Blade (ranged) or Cleave (melee)**: Once per combat, make mental attacks against level+1 nearby enemies.
  - **Deadeye**: Once per combat re-roll a missed attack.

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

### Fighter

<table>
<thead>
<tr>
<th>Level</th>
<th>Hit Points:</th>
<th>Skill Check Difficulties by Level</th>
<th>Proficient Skills</th>
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<tbody>
<tr>
<td>1-3</td>
<td>(8+Con)*Lvl</td>
<td>1-3</td>
<td>Class</td>
</tr>
<tr>
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<td>(8+Con)*Lvl</td>
<td>4-7</td>
<td>Special Ability</td>
</tr>
<tr>
<td>8-10</td>
<td>(8+Con)*Lvl</td>
<td>8-10</td>
<td>Combat Specialty</td>
</tr>
</tbody>
</table>

**Special Abilities**
- **Armor**: +2 to PD & +1 to Str or Dex.
- **Blade (ranged) or Cleave (melee)**: Once per combat, make mental attacks against level+1 nearby enemies.

**Combat**
- A round of combat is 6 seconds long.

**Hit Points:**
- (8+Con)*Lvl

**Skills**
- **Biomorphics**: Once per combat, re-roll a missed attack.
- **Mental**:
  - **Assault**: Once per combat, make mental attacks against level+1 nearby enemies.
  - **Combat Training**: Choose ranged or melee attacks. Use your total Lvl, not ½Lvl, when calculating Dm.

**Hit Points:**
- (8+Con)*Lvl

**Combat Specialties**
- Choose one. More than one specialty is allowed.

**Combat**
- A round of combat is 6 seconds long.

**Hit Points:**
- (8+Con)*Lvl

**Combat**
- A round of combat is 6 seconds long.
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+Con ≥ 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 spils, & 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 levels.

**Attribute Bonuses**

Hit Points for ships.

**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 physical damage.

**Electronic Defense (ED)**

The ship’s ability to defend against electronic warfare.

**Space Combat**

Space combat is slightly different from regular combat.

**Initiative**

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

**Space Combat Rolls**

Weapons attack roll: 1d20+Dex+Level ≥ bogy’s defense EM attack roll.

1d20+Int+Level ≥ bogy’s defense Crew Station skill roll.

**Crew Stations & Actions**

The ship’s crew works together in space combat. Each PC mans one or more stations they have an appropriate background for. The PC selects one of the below actions for their station and makes the Crew Station skill or attack roll.

**EWI/C Officer**

Hacker: EM attack. Hit: disable 1 fitting of the enemy ship for 1 round.

EM Attack: Hit: target loses its next turn.

EM Defense: Skill roll. +2 to ED for 1 round.

**Gunner**

Weapons Attack: Hit: damage.

**Repairs**

Damage not fixed by the end of a space battle is serious and can only be repaired in port. While in port an Engineer can fix Int+½Lvl HP per day.

**Sucking Vacuum**

A bogy reduced to 0 HP is destroyed.

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

**Antagonists**

If you’re going to fly around space, you need someone to shoot with a blaster. Below are the stats for enemy sloops.

Lvl 1-10. Att, HP, & Def can be adjusted up or down by up to 2 for a greater or lesser challenge.

**Antagonist Ships**

**Base Antagonist Stats**

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Att</th>
<th>Dm</th>
<th>HP</th>
<th>Def</th>
<th>Skill</th>
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<tbody>
<tr>
<td>1</td>
<td>+3</td>
<td>2</td>
<td>6</td>
<td>13</td>
<td>11</td>
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<tr>
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<td>+12</td>
<td>20</td>
<td>60</td>
<td>22</td>
<td>20</td>
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</table>

These values are baselines and can be easily tweaked by +1 or -1 to Att & PD as MD seems appropriate.

Other examples of variations:

- Glass Cannon: +3 attack, 70% HP
- Offensive: +3 attack, -3 defenses
- Defensive: +3 defenses, 70% HP
- Large or veteran: x1.5 Dm, x2 HP
- Huge or elite: x2 Dm, x3 HP

**Special Abilities**

Antagonists can also have special abilities.

One or two flavorful abilities at most is best.

Examples: Fast: +4 to initiative.

Flight: Disengage from combat freely.

Headshot: Natural 20 kills this enemy.

Mook: 50% Dm, 1 HP only.

Poison: On a hit, the PC must immediately start making death saves.

Psionic: Powers as psionic of same lvl.

Assume a 2 Cha/Con for powers. 50% against an antagonist is psionic, in which case it needs someone to shoot with a blaster.

**Antagonist spaceships are generally meant to be fought one-on-one.**

**Base Bogey Stats**

<table>
<thead>
<tr>
<th>Lvl</th>
<th>Att</th>
<th>Dm</th>
<th>HP</th>
<th>Def</th>
<th>Skill</th>
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<tr>
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<td>80</td>
<td>23</td>
<td>25</td>
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</table>

**Bogey Actions**

On their turn bogeys can:

- Make a Hack/EM & a Weapons Att.
- Split-S: Bogy’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 fights with a small bogey ship or a larger frigate-class ship.

**Base Characteristics**

<table>
<thead>
<tr>
<th>Base</th>
<th>Attack</th>
<th>Hit Points</th>
<th>Physical Defense</th>
<th>Electronic Defense</th>
<th>Space Combat</th>
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</table>

**Space Populations**

**The City**

Outskirts

**The Frontier**

**The Jungle**

**The Desert**

**The Frozen North**

**The Deep Sea**

**Space Pirate Captain**

Lvl 2 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