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SPACE: 2002

A Science Fantasy RPG

This d100 Tabletop Role Playing Game, inspired by GURPS, BRP and Dungeons and Dragons, is created to run pulp Science Fantasy adventures which verge on deadliness. The game provides a zero-to-hero framework, where the players progress from spacefaring nobodies to larger than life intergalactic heroes.

WELCOME TO THE GALAXY

It is the space year 2002, measured from humanity's first FTL voyage. Three great powers dominate the Northeastern Rim, locked in an uneasy balance.

The Galactic Federation unites Humans, Felines, and Ursulan insectoids in exploration and scientific progress. They offer sanctuary to smaller civilisations and host the enigmatic Esper monks.

The Hegemony of Planets is a brutal feudal empire ruled by Cyclopean warlords and Tulian psionicists. Five thousand systems bow to their Cyberknights, whilst billions of enslaved Elves toil in bondage.

Allied Systems Incorporated controls galactic commerce through near-total monopolies. The vampire-like parasites who run the megacorporation care only for profit.

Between these empires lies **The Neutral Zone** - a lawless frontier where smugglers, bounty hunters, and criminals thrive beyond imperial authority. Your story begins here, in a glittering cantina aboard an illegal space station.

CORE MECHANICS

d100 Roll-Under System: Roll a d100. If the result is less than or equal to your skill value, you succeed. Your skill value is your percentage chance of success in ideal conditions.

Critical Rolls:

Critical Success: Roll ≤ 5 on your skill check. At higher skill levels (50+), your critical success range increases: roll $\leq 10\%$ of your effective skill (round down).

- Skill 40: Critical on ≤ 5 (you always crit at least 5% of the time)
- Skill 50: Critical on ≤ 5
- Skill 60: Critical on ≤ 6
- Skill 70: Critical on ≤ 7
- Skill 80: Critical on ≤ 8

- Skill 90: Critical on ≤9
- Skill 100: Critical on ≤10

In combat, critical hits ignore all DR and deal maximum damage (take maximum result of your damage die, add all modifiers, then apply to target).

Critical Failure: Roll ≥95 - catastrophic consequences

Difficulty Modifiers: GMs apply penalties to represent task difficulty. "Acrobatics at -10" means to reduce your skill by 10 for that check.

Modifier	Difficulty	Examples
+0	Routine	Clear space piloting, simple lock, lie to drunk person
-10	Average	Asteroid field, lockpicking in dim light, basic hacking
-20	Hard	Debris field in storm, military encryption, jury-rig FTL
-30	Extreme	Navigate explosion, decode alien language, hack black site
-40+	Legendary	Feats of superhuman difficulty

Multiple factors stack: Repairing engines (-10) whilst in combat (-5) whilst wounded (-10) = -25 total.

Opposed Rolls

When two characters directly compete (stealth vs perception, grappling, contests of strength), both roll against their respective skills. The character who beats their skill value by the highest margin wins.

Example: A sneaking rogue has Stealth 45, rolls a 23 (beats their Stealth score by 22). Patrolling guard has Perception

40, rolls 35 (beats their Perception score by 5). The sneaking rogue wins with 22 degrees of success vs 5.

If both fail their rolls, whoever rolled closest to their skill value wins. If both succeed with equal margins, higher skill value wins. Ties favour the defender/resisting party.

REST, RECOVERY AND DEATH

Short Rest (1 hour):

- Recover 2d10 + (Spirit÷4) MP through meditation
- Can use medical supplies
- Catch breath, patch wounds

Long Rest (8 hours):

- Recover all HP and MP
- Remove most temporary conditions
- Requires safe environment, sleep and/or medical attention

Death

- When your character drops to 0HP, they fall unconscious
- If your character is *below* 0HP (-1HP or less) you must roll (Spirit - Current HP value)
- For example, if you have -5HP, subtract 5 from your Spirit score and roll against that number
- On a success (equal to or below your target), you are alive but unconscious. On a failure, your character is dead!
- A character with a negative HP value must roll against death every in-universe hour, or every time they lose more HP

Natural Healing: Regenerative and Cyclopean Heritage recover 3 HP/hour automatically. If a character who had negative HP regenerates enough to come back into positive HP, they are then alive and stable.

First Aid: The First Aid skill can be used to heal allies on the field. On a successful First Aid roll, an ally can be stabilized; that is, brought from dying to stable but unconscious. This roll can only be repeated once per hour, and gains a difficulty of -10 for every failed roll.

STATS & DERIVED VALUES

Every person, creature, and even many objects in the universe of Space: 2002 are represented by four stats. These stats range from 1 to 100, and are an abstracted way to visualise someone's general physical and mental competence. The average person has a score of 50 in each stat. Someone who is a cut above the rest might have a stat in the 70s, and a truly exceptional

person may have a stat in the 80s or 90s. Those with a stat at 100 represent the absolute peak of mortal performance.

Your character's stats are the foundation upon which everything else (your skills, how much you can carry, your aptitude with magic, how fast you can move) are built.

The Four Stats:

Strength: Physical power, HP, melee damage, carrying capacity

Agility: Dexterity, movement, weapon accuracy

Mind: Mental acuity, magic, knowledge

Spirit: Willpower, magic resistance, personality

Derived Values:

- **Hit Points (HP)** = (Strength + (Spirit ÷ 4)) ÷ 2 (rounded down)
- **Mana Points (MP)** = Mind ÷ 2 (for mages only)
- **Initiative** = Agility (ties: highest Spirit, then simultaneous).. In this game you don't roll
- initiative, you simply go in order from highest to lowest
- **Movement** = Agility ÷ 10 tiles per turn (1 tile = 1.5 metres)
- **Carrying Capacity** = Strength × 0.5 kg

CHARACTER CREATION

1. Allocate Stats

- All stats start at 50
- You can distribute 40 points between them as you wish (+1 stat per point)
- Gain up to 20 additional points by reducing other stats by the same amount
- At this stage: stats cannot be <30 or >70

2. Choose Features

- Choose 2 Advantages and 1 Disadvantage
- Apply stat modifiers (can now exceed 70 or drop below 30)

3. Languages

- Choose 2 starting languages from the list below
- Linguist advantage grants 3 additional languages (5 total)
- **Federation Common** (Galactic lingua franca, most widely spoken)
- **Binar** (Machine code, for communicating with droids and AI)
- **Cyclopean** (Hegemony military language)
- **Tulian** (Psionic language, telepathic undertones)
- **Elvish** (Slave language, musical and ancient)
- **Ursulan** (Federation founding language, harmonic clicks)
- **Feline** (Federation founding language, contains purrs and growls)
- **Human Standard** (Old Earth language variations)
- **Amphibian** (Musical tones, requires practice to speak)
- **Corporate** (ASI business language, contract-heavy)
- **Underworld Cant** (Criminal codes and slang)
- **Ancient Amphibian** (Dead language, magical texts)

4. Calculate Skills

- Untagged skills = $(\text{Stat} \div 4, \text{rounded down})$
- Tag 3 Basic Skills and 2 Combat Skills
- Tagged skills = $(\text{Stat} \div 4) + 25$
- Exception: Magic Touched characters tag only 1 Combat Skill but gain 3 Magic Skills
- Choose one skill from your list of tagged skills to serve as your “speciality skill”. This skill gains an additional +15 skill points (+40 total).

5. Distribute Starting Skill Points

- All new characters receive **15 skill points** to distribute as they wish
- Tagged skills cost 1 point per increase
- Untagged skills cost 2 points per increase
- You may increase any skill, but most characters focus on their tagged skills first

Example: A character with Agility 60 tags Light Ranged. Their starting Light Ranged skill is 40 $[(60 \div 4) + 25]$. They spend 13 of their 15 starting skill points to raise Light Ranged to 53, and spend their remaining 2 points to raise an untagged skill like Athletics by 1 point.

6. Starting Equipment

- Default: 2,500 credits
- Poor disadvantage: 1,250 credits
- Wealthy advantage: 5,000 credits

SKILLS

Skills represent the things a character is good at. They may have learned their skills through formal training, they may be self-taught, or they may even be born (or built) with them. At level 1, a skill will usually be around the 40% mark, though this varies based on the

character's stats and features. As a character levels, these skills can be increased manually, which raises not only their chance of success, but their chance of critical success. This represents the character's growing expertise as their journey progresses.

Physical

- **Athletics (Strength)** is your ability to climb, sprint, swim and jump
- **Acrobatics (Agility)** is your ability to perform feats such as rolls, flips, somersaults, and to stay on your feet
- **G-Suit (Agility)** is your character's ability to use a

Gravity Suit. When wearing a G-Suit, your skill level with physical skills is capped at your G-Suit skill

- **Stealth (Agility)** is your ability to move silently and perform sleight of hand

Mental

- **Driving (Mind)** is your character's knowledge of and ability to operate land vehicles
- **Piloting (Mind)** is your character's knowledge of and ability to operate space vehicles
- **Mechanics (Mind)** is your character's knowledge and skill with maintaining and repairing vehicles and electronics
- **Operations (Mind)** is your character's knowledge of and skill with using electronic equipment
- **First-Aid (Mind)** is your ability to treat injuries, stabilise the wounded, and provide emergency medical care
- **Robotics (Mind)** is your knowledge of and skill with repairing, programming, and

understanding robotic systems and artificial intelligence

- **Xeno (Mind)** is your character's knowledge concerning alien species. "Alien" in this sense refers to any intelligent species that your character does not belong to
- **Investigation (Mind)** is your ability to notice finer details and perform deductive reasoning
- **Perception (Mind)** is your ability to perceive your surroundings; the acuity of your sight, hearing, smell and touch
- **Occult (Mind)** is your knowledge of magical theory, mystical traditions, and supernatural phenomena

Speech Skills (Spirit)

- **Charisma (Spirit)** is your people skills, and your ability to convince or rally others through speech
- **Fast Talk (Spirit)** is your ability to lie to and deceive others

Combat Skills

Melee & Unarmed

- **Unarmed (Agility)** is your ability to fight with your fists, feet, and body
- **Melee (Agility)** is your ability to fight with melee weapons like swords, axes, clubs, and spears
- **Energy Blade* (Agility)** is your ability to wield powerful energy melee weapons. These specialist weapons cannot be taken at character creation

Ranged

- **Throwing (Agility)** is your ability to throw objects, grenades, and throwing weapons accurately. The range of a throw weapon is your Strength divided by 10.
- **Light Ranged (Agility)** covers pistols, SMGs, and other small firearms
- **Heavy Ranged (Agility)** covers rifles, machine guns, rocket launchers, and heavy weapons platforms

Defence

- **Block (Agility)** is your ability to use shields to deflect and absorb incoming attacks

**Note: Energy Blades are incredibly powerful. They can parry at (Energy Blade ÷ 2) and destroy non-energy weapons on a successful parry, making them the weapons of elite warriors like Espers and Cyberknights. This is by design, as mastering an Energy Blade makes you extremely dangerous in close combat. A character with the Energy Blade skill will likely not start the game with an Energy Blade, instead obtaining one through play.*

Magic Skills

Magic skills represent your ability to channel and shape mystical energies. Each magical skill governs a different type of magical effect. In the galaxy of Space: 2002, magic and technology coexist - Star Magi study arcane arts aboard The Tower, their sorcerous mothership, while Espers focus their psionic abilities through meditation and training.

Offensive & Utility Magic (Mind)

- **Evocation (Mind)** is your ability to create and direct raw magical energy - fire, lightning, force, and elemental attacks
- **Conjuration (Mind)** is your ability to summon objects, create barriers, and call forth entities from elsewhere
- **Transmutation (Mind)** is your ability to alter the properties of matter - freezing, melting, hardening, or transforming materials
- **Illusion (Mind)** is your ability to deceive the senses, create phantasms, and bend perception
- **Divination (Mind)** is your ability to sense hidden truths, scry distant locations, and perceive magical auras

Support Magic (Spirit)

- **Enhancement (Spirit)** is your ability to strengthen, heal, and empower yourself and allies
- **Cursing (Spirit)** is your ability to weaken, jinx, and inflict misfortune upon enemies

Magic and psionics are the same force expressed differently. **Star Magi** (space wizards) study all schools through arcane practice. **Espers** (psionic monks) focus mental discipline on Transmutation, Divination, and Illusion - the "mind arts."

Note: Only characters with **Magic Touched** or **Minor Arcanist** advantages can use magic.

FEATURES

Features represent a character's background, training, biology and quirks. These influence how the character plays mechanically, and how the character behaves in roleplay. Positive features, such as the ability to fly, specialist knowledge which impacts their stats, and other special abilities are represented as Advantages. Negative features, like addictions, wounds, phobias and debilitating character flaws are represented as Disadvantages. These are not just buffs and debuffs: they represent how a

character differs from the average person, and influence their personality and behaviour.

Two Advantages and one Disadvantage are chosen at character creation, and more Advantages can be selected as the character levels up. However, Features can be gained through play as well. If a character starts using a narcotic, they may gain an Addiction. If they experience a massive wound, they may lose a limb, or gain a new fear.

Advantages

Choose 2 at character creation. More alien advantages and disadvantages are outlined in the next chapter.

Species & Biology

- **Mechanical:** You are a robot, android, or synthetic being. Natural 4 DR from metal body, +15 Mind, Unarmed damage becomes $1d8 + (\text{Strength} \div 10)$, but -10 Spirit. Mechanical characters can be healed with a Repair Kit and the Mechanics skill, just as any other character with a First Aid Kit and the First Aid skill. Many societies treat mechanicals as property rather than people
- **Alien Physiology - Armoured:** Thick hide, scales, or chitin. Natural 3 DR
- **Alien Physiology - Multi-Limbed:** Two extra arms or tentacles. +10 to climbing and grappling checks. Without Ambidextrous advantage, you have a "dominant side" - actions with non-dominant limbs are at -10
- **Alien Physiology - Winged:** Membranes, feathers, or anti-grav organs. Can fly at your normal movement speed ($\text{Agility} \div 10$ tiles)
- **Alien Physiology - Aquatic:** Gills and webbed extremities. Breathe underwater, swim at full speed
- **Apex Predator:** Claws, fangs, natural weapons. Unarmed damage becomes $1d10 + (\text{Strength} \div 10)$
- **Keen Senses:** Enhanced eyes, ears, or nose. +20 to Perception checks
- **Regenerative:** Fast metabolism or cellular repair. Recover 3 HP per hour automatically
- **Night Vision:** See in complete darkness as dim light.

Major Species Advantages

These advantages represent the major species of the Space: 2002 setting. Each provides a complete species package with unique traits and cultural background.

- **Cyclopean Heritage:** One-eyed giants from Tyranus, founders of the Hegemony. +10 Strength, natural dark vision, recover 3 HP per hour automatically, but -10 to Perception checks relying on sight (monocular vision, poor depth perception). Cyclopeans follow feudal honour codes and are known for their martial prowess. Start knowing Cyclopean language
- **Elven Grace:** Fey-folk enslaved by the Hegemony for millennia. +10 Agility, +10 Spirit, extended lifespan (mature at 30, live 200+ years). Many are escaped slaves seeking freedom, others still serve in bondage. Start knowing Elvish language
- **Amphibian Heritage:** Ancient fish-headed mages from a fallen empire. Automatically grants Magic Touched advantage, +10 to magic involving water (Transmutation and Conjunction), can breathe underwater and swim at full speed. Amphibians are nomadic and live in small tribal communities. Start knowing Amphibian language
- **Vampire Physiology:** Gaunt cannibals who founded Allied Systems Inc. +10 Agility, natural claws (unarmed damage 1d10 + Str÷10), +20 to Perception checks. Must consume blood regularly (treat as Addiction disadvantage - penalties without it). Morally flexible and profit-driven. Start knowing Corporate language
- **Ursulan Chitin:** Hard-shelled insectoids, Federation founders from Ursula Beta. Natural 4 DR from a chitinous shell, can perfectly mimic any sound or voice they've heard. Friendly, xenophilic culture known for diplomacy. Start knowing Ursulan language
- **Tulian Supremacy:** Psionic insectoids, tyrannical slavers from Tulia VII. Automatically grants Magic Touched advantage, +10 Mind for psionic abilities, and can communicate telepathically with other Tulians. Four-eyed and cruel, they are the co-rulers of the Hegemony alongside the Cyclopeans. Start knowing Tulian language

Background & Training

- **War Veteran:** You've seen real combat. +10 to initiative, +5 to one combat skill, harder to surprise or intimidate
- **Void Born:** Raised in space or low-gravity. G-Suit skill starts at 70
- **Street Smart:** Grew up rough and learned to survive. +10 to Stealth and Fast Talk
- **Military Discipline:** Drilled and trained. Tag 1 additional Combat Skill at character creation
- **Academic Background:** Educated at a proper

institution. Tag 1 additional Basic Skill at character creation

- **Magic Touched:** You can sense and manipulate magical energies. Tag 3 Magic Skills at character creation. **Note:** You may only tag 1 Combat Skill instead of the normal 2 (in exchange for your magical abilities)
- **Minor Arcanist:** You are slightly magic sensitive. Choose one Magic Skill. You cannot learn another magical

school, even through levelling up.

- **Connected:** You know people who owe you favours in most major ports and settlements
- **Wealthy:** Trust fund, inheritance, or successful business. Start with 5,000 credits
- **Tech Savant:** Natural understanding of machines and electronics. +20 to Mechanics and Operations checks

Natural Talents

- **Born Lucky:** Things just work out for you. Once per session, re-roll any failed check
- **Iron Will:** Unshakeable determination. +10 Spirit for resisting magic and fear only
- **Sharp Mind:** Natural genius or enhanced cognition. +10 Mind for knowledge checks only
- **Powerful Build:** Natural strength or muscle density. +10 Strength for carrying capacity and melee damage only

- **Quick Draw:** Your weapon is always ready. Drawing weapons is a free action
- **Ambidextrous:** Equally skilled with both hands. No penalty for using off-hand or non-dominant limbs
- **Linguist:** Knack for languages and communication. Learn new languages easily, start with 5 total languages instead of 2

Combat Specialities

- **Extra Attack:** When you take the Attack action, make one additional attack as part of same action (doesn't apply to Move & Attack)
- **Marksman:** +10 to aimed ranged attacks. This counts only for the skill check and has no effect on damage.
- **Brawler:** +1d6 damage to Unarmed attacks
- **Blade Master:** +10 to Parry with melee weapons
- **Defensive Fighter:** +10 to one defence type (choose Dodge or Block)

- **Crack Shot:** +1d4 to damage with all ranged weapons
- **Tough:** +25% maximum HP, exceptionally hardy
- **Runner:** +2 tiles to base movement speed
- **Danger Sense:** Cannot be surprised, auto-succeed Perception to detect ambush, +10 initiative
- **Inspiring Presence:** Once per combat, spend a turn to grant all allies within 10 tiles +10 to their next check
- **Favoured Enemy:** Choose enemy type (Cyberknights,

pirates, specific species, etc.), +10 all checks against them

- **Dual Wielder:** On your turn, you can attack using two weapons at

the same time. Roll separately for each weapon, off-hand weapons get -10 to their effective skill without Ambidextrous.

Authority

- **Law Enforcement Authority:** Official peace officer credentials (Federation marshal, Hegemony enforcer, ASI security). Recognised authority in jurisdiction, can arrest criminals, access restricted areas. May be targeted
- **Military Authority:** Active/reserve military officer.

Requisition equipment, command troops, access military facilities within your faction. Subject to chain of command

- **Gang Leader:** Leader of an underground gang. Command authority over a small group and respected by other gang leaders

Disadvantages

Choose 1 at character creation

Physical Limitations

- **War Wound:** Old injury that never healed right. -10 to all checks when stressed or exhausted
- **Missing Limb:** Lost an arm or leg. -20 to relevant physical checks unless you have a prosthetic
- **Fragile Constitution:** Weak immune system or brittle bones. Maximum HP reduced by 25%
- **Gravity Sickness:** Can't handle planetary gravity changes well. -20 to all physical checks in Zero-G or high-G
- **Poor Eyesight:** Vision problems. -20 to Perception checks involving sight (can be corrected with gear)
- **Chronic Condition:** Ongoing health issue requiring regular medication or treatment

- **Poor:** Grew up with nothing and still have nothing. Start with only 1,250 credits
- **Radiation Scarred** Exposure to unshielded reactor cores or weapons. Maximum HP reduced by 15%, -10 to resist disease and poison.
- **One-Eyed** Lost an eye (not Cyclopean). -20 to ranged attack rolls beyond 10 tiles, -10 to Perception checks relying on sight, no depth perception.
- **Magic Disruption** Your presence interferes with magic. Magical effects within 5 tiles of you have -10 to their effectiveness. Mages dislike working with you. Cannot take any magic advantages.

Psychological & Social

- **Haunted by the Past:** Flashbacks to traumatic events. Must pass Spirit check during intense combat to act normally, otherwise, suffer -10 to all skill checks.
- **Phobia - Confined Spaces:** Panic in tight spaces, small ships, or crowded areas
- **Phobia - Heights/Void:** Terror of open space or significant heights
- **Xenophobic:** Discriminatory against a species of group of people.
- **Addicted:** Dependent on stimulants, painkillers, spice, or other substances. A day without regular use adds the Withdrawal disadvantage.
- **Wanted:** Bounty on your head. Someone powerful wants you captured or dead
- **Massive Debt:** Owe dangerous people a lot of money. They will come collecting
- **Enemy:** Made a powerful enemy who actively works against you
- **Paranoid** Everyone's out to get you. -10 to all Charisma checks (you come across as suspicious and defensive), must pass Mind check to accept help
- **Glory Hound** Can't resist being the hero. Must pass Spirit check to let someone else take credit, take the lead, or do something impressive. Often rushes into danger.
- **Merciful** Cannot bring yourself to kill helpless opponents. Must pass Spirit check to execute surrendered enemies or finish off unconscious foes. Some situations demand harder choices.
- **Illiterate/Innumerate** Cannot read or do complex maths. -20 to Operations, Investigation, and any skill requiring reading. Must rely on audio interfaces or allies.
- **Social Outcast** Your species, background, or past makes you unwelcome. Choose a faction or region: you suffer -20 to all social checks there and are denied basic services.
- **Cursed Item** You possess (or are possessed by) a cursed item you cannot discard. GM chooses effects: occasionally takes control of your actions, attracts enemies, causes bad luck, whispers madness, etc.

Personality Flaws

- **Overconfident:** Never back down, never admit defeat. Must pass Mind check to retreat or accept being wrong
- **Compulsive Liar:** Can't help but embellish or fabricate. Must pass Spirit check to tell complete truth
- **Code of Honour:** Live by strict personal rules, even when it puts you in danger
- **Greedy:** Can't resist potential profit. Must pass Mind check to pass up valuable loot or payment
- **Hot-Headed:** Quick to anger and violence. -10 to all social checks when provoked
- **Coward:** Self-preservation above all. Must pass Spirit check to stand ground in dangerous situations

ALIENS EXPANDED

The galaxy of Space: 2002 is vast and diverse. While the major species like humans, Cyclopeans, and Elves are well-known throughout the Northeastern Rim, they represent only a fraction of the intelligent life scattered across the stars. This chapter provides extended information on the major species and guidance for creating your own alien characters.

THE MAJOR SPECIES



(left to right) a Vampire, Robot, Feline, Human, Amphibian, Ursulan, Cyclopians and a Tulian

Humans (Adaptable Generalists)

Homeworld: Sol IV (Earth)

Location: Core Federation space, though human colonies exist throughout all three empires

Humans are the most widespread species in the galaxy, having spread rapidly once they mastered FTL travel. They are one of the three founding species of the Galactic Federation, alongside the Felines and Ursulans.

What humans lack in natural advantages - no claws, no armour, no innate magic - they compensate for with adaptability and determination. Human colonists can

be found on ice worlds, desert planets, and even within the Hegemony's borders. They have an uncanny ability to learn new skills and integrate with other cultures.

Human society varies wildly. Federation humans tend toward cooperation and scientific curiosity. Those in Allied Systems Inc. space are often ruthlessly capitalistic. Humans within the Hegemony have adopted feudal customs, serving as knights and lords alongside their Cyclopean masters.

Typical Human Traits:

- No special advantages or disadvantages required
- No preference for stat point allocation
- Highly variable in appearance, culture, and temperament
- Often possess Academic Background or Connected advantages
- Natural diplomats and traders

Cyclopeans (One-Eyed Giants)

Homeworld: Tyranus

Location: Throughout Hegemony space, especially core worlds

Cyclopeans are imposing figures, typically standing 2.1 to 2.4 metres tall with broad, muscular frames. Their single central eye is their most distinctive feature - larger than a human fist and capable of seeing clearly in near-total darkness. The eye can swivel independently of head movement, providing excellent peripheral awareness despite the lack of depth perception.

Their skin ranges from slate grey to deep bronze, often bearing ritual scars that denote rank and lineage.

Cyclopean society is rigidly hierarchical and feudal. Kings rule star systems, Dukes govern planets, Lords oversee cities, and Knights serve as elite warriors. Honor and personal reputation mean everything - a Cyclopean would rather die than be branded a coward. They believe Tyranus sits at the physical centre of the galaxy (astronomically untrue, but a point of cultural pride).

Their healing factor is remarkable, allowing them to recover from wounds that would cripple other species. This has made them fearless in battle and contributed to their warrior culture.

Typical Cyclopean Traits:

- +10 Strength (mighty and imposing)
- Code of Honour disadvantage common (warrior's code, feudal oaths)
- Often possess War Veteran, Military Authority, or Tough advantages

Elves (Enslaved Fey-Folk)

Homeworld: Alfheim (conquered, renamed "Hegemony District 447")

Location: Throughout Hegemony space as slaves; small free populations in Federation space and Neutral Zone

Elves are hauntingly beautiful, with delicate features, pointed ears, and an otherworldly grace. They stand slightly shorter than humans on average but possess lithe, athletic builds. Their skin tones range from pale ivory to warm amber, and their hair colours span the full spectrum including unusual shades like silver, violet, and deep green.

What makes Elves truly remarkable is their extended lifespan - they don't reach physical maturity until their thirties and can live over two centuries. This has profound effects on their psychology; they think in terms of decades rather than years, and possess patience that other species find unsettling.

For millennia, Elves have existed as the Hegemony's slave caste. Billions toil in mines, factories, and as household servants throughout Hegemony space. Despite this oppression, Elves have maintained their culture through secret songs, hidden symbols, and whispered stories passed between generations.

Free Elves - either escaped slaves or descendants of those who fled before the conquest - are prized as diplomats and artists in Federation space. They carry deep trauma from their species' subjugation, and most harbour intense hatred for the Hegemony.

Typical Elven Traits:

- +10 Agility (graceful and precise)
- +10 Spirit (strong-willed and charismatic)
- Extended lifespan (mature at 30, live 200+ years)
- Wanted or Enemy disadvantages common (escaped slaves hunted by Hegemony)
- Haunted by the Past disadvantage common (generational trauma)

Amphibians (Ancient Mages)

Homeworld: Unknown (lost to time)

Location: Scattered tribes throughout the galaxy, especially ocean worlds

Amphibians are living reminders that the galaxy was old before the current empires rose. Their fish-like heads feature large, unblinking eyes that can see into the ultraviolet spectrum. Their skin is smooth and constantly moist, ranging from

deep blue to vibrant green, often with bioluminescent patterns that shift with their emotions.

They stand roughly a foot above human height, and are more streamlined, with webbed hands and feet. Gills line their necks, allowing them to breathe underwater indefinitely, though they can survive on land for weeks if they stay damp.

Millions of years ago, the Amphibian Empire spanned thousands of systems. Their great works - underwater cities, magical artifacts, and dimensional gates - still dot the galaxy, mostly forgotten and overgrown. Their civilization fell slowly, losing system after system to younger, more aggressive species. Now they exist in small tribal communities, usually living in the oceans of various worlds.

Every Amphibian is born with magical talent, particularly for water-based Transmutation and Conjunction. Their culture values knowledge and memory above all else. Elderly Amphibians are treated as living libraries, their memories stretching back centuries.

Typical Amphibian Traits:

- Aquatic physiology (must stay moist, uncomfortable in dry environments)
- Often possess Occult skill expertise
- Academic or mystical backgrounds common

Vampires (Corporate Cannibals)

Homeworld: Sanguis Prime

Location: Allied Systems Inc. core worlds; executives and traders throughout the galaxy

The name "Vampire" was given to this species by horrified human explorers who witnessed their feeding habits. These gaunt, pale humanoids possess pupil-less eyes that gleam like polished silver, elongated fingers tipped with retractable claws, and pronounced canines. Their skin ranges from bone white to ashen grey.

Vampires are obligate hematophages - they must consume fresh blood to survive, preferably from sapient species (the complex proteins are necessary for their metabolism). While they can subsist on cloned blood or animal sources, many prefer "authentic" feeding. Their society has no taboos against cannibalism or harming their own kind; cooperation happens only when profit demands it.

This ruthless pragmatism made them perfect founders for Allied Systems Incorporated. Vampire boardrooms are cut-throat in both metaphorical and literal senses. They view all interactions through a cost-benefit lens and have an almost supernatural ability to identify profitable opportunities.

Despite their fearsome reputation, Vampires are intelligent and can be charming when it suits them. They simply lack the instinctive empathy most species possess.

Typical Vampire Traits:

- +10 Agility (quick and precise)
- Often possess Connected, Wealthy, or Street Smart advantages
- Greedy disadvantage common

Ursulans (Diplomatic Insectoids)

Homeworld: Ursula Beta

Location: Throughout Federation space; embassies and trade posts in neutral zones

Ursulans are imposing but non-threatening. These large, humanoid insectoids stand 1.8 to 2.1 metres tall, their bodies encased in segmented chitinous plates that range from deep brown to vibrant orange. Their arms end in three-fingered hands capable of delicate manipulation. Compound eyes shimmer with rainbow hues, and their faces feature two large, flexible mandibles that vibrate to produce sound.

What makes Ursulans remarkable is their mimicry ability - they can perfectly replicate any sound they've heard, including voices, music, and mechanical noises. This makes them exceptional diplomats and translators. Their culture values communication, cooperation, and the building of connections between different peoples.

Ursulans were instrumental in founding the Federation, bringing together humans and Felines in the original treaty. They are naturally xenophilic, fascinated by other cultures and eager to learn from them. Most Ursulans serve as ambassadors, mediators, or cultural liaisons.

Their society is organized into hives based on profession rather than biology - diplomatic hives, exploratory hives, scientific hives, etc. Individual achievement is valued, but always in service to the collective good.

Typical Ursulan Traits:

- Four arms (see Multi-Limbed advantage - Ursulans can be born with 2 or 4 arms)
- Often possess Linguist or Connected advantages
- Cooperative and friendly disposition
- Charisma and Xeno skills favoured

Tulians (Psionic Tyrants)

Homeworld: Tulia VII

Location: Hegemony core worlds; rarely seen outside their territory

Tulians are the co-rulers of the Hegemony alongside the Cyclopeans, and they are universally feared. These insectoid beings stand roughly human height but possess an alien, unsettling appearance. Up to four compound eyes arranged in a square on their face give them near-360-degree vision. Their bodies are segmented and covered in dark, glossy carapace.

Every Tulian is born with psionic abilities, particularly telepathy. They communicate among themselves entirely mind-to-mind, creating a silent network of shared thoughts. When forced to speak audibly (for "lesser species"), their voices are harsh and clicking.

Tulian culture is brutally hierarchical and based on psionic strength. They view species without mental powers as little more than animals. Tulians were the primary architects of Elven enslavement and maintain the magical barriers that prevent slave uprisings.

They are cruel but intelligent, often serving as the Hegemony's administrators, interrogators, and psionic warfare specialists.

Typical Tulian Traits:

- Four eyes (enhanced peripheral vision, +10 to visual Perception)
- Often possess high Divination, Illusion, and Cursing magic skills
- Cruel and tyrannical personality common
- Enemy disadvantage common (hated by most other species)

Felines (Graceful Hunters)

Homeworld: Felinus IX

Location: Federation space; some independent colonies

Felines are bipedal felinoids standing 1.6 to 1.9 metres tall. Their bodies are covered in short fur in patterns ranging from solid colors to stripes, spots, and complex markings. Large, expressive eyes give them excellent night vision, and their powerful legs grant remarkable agility. Retractable claws tip their fingers, and most retain tails that aid in balance.

They are one of the Federation's three founding species, having joined in alliance with humans and Ursulans. Feline culture values independence, curiosity, and personal freedom - they were natural allies for the Federation's ideals.

Felines are natural scouts and explorers. Their enhanced senses and agility make them excellent pilots and infiltrators. Most Feline communities are loosely organized, valuing personal achievement over hierarchical structure.

Typical Feline Traits:

- Often proficient in Acrobatics and Stealth
- Often possess Quick Reflexes or Runner advantages
- Independent-minded, value personal freedom

Robots & Androids (Synthetic Life)

Homeworld: None (manufactured throughout the galaxy)

Location: Everywhere; status varies by location

Robots exist across a spectrum from simple drones to fully sapient beings with positronic brains capable of independent thought, emotion, and creativity. The galaxy hasn't reached consensus on whether advanced robots deserve rights or are property.

Simple Robots (drones, repair droids, combat units) follow programming and lack true consciousness. They're tools.

Positronic Robots possess genuine intelligence and self-awareness. Some are indistinguishable from organic beings (Androids). These beings often struggle with questions of identity, purpose, and rights.

In Federation space, positronic robots are generally treated as citizens. The Hegemony views them as property. Allied Systems Inc. manufactures both types and doesn't care how they're treated as long as units sell.

Many robots struggle with the purpose of their existence - they were created for a function, but do they have to fulfil it? Can they choose their own path?

Typical Robot Traits:

- No need to eat, breathe, or sleep (but may need recharging)
- Vulnerable to EMP and electrical attacks
- Often possess Tech Savant or Sharp Mind advantages
- Code of Honour common (Laws of Robotics or loyalty programming)
- Many face discrimination as "property"

CREATING YOUR OWN ALIEN SPECIES

The galaxy is vast, and the species listed above are only the most commonly encountered. When creating your own alien character, consider these aspects:

Biology & Physiology

Start with the basics:

- What do they look like? (Size, shape, number of limbs, sensory organs)
- How do they move? (Walking, flying, swimming, something stranger?)
- What do they eat? (Carnivore, herbivore, photosynthesis, energy absorption?)
- How do they reproduce? (If it matters to your character)
- What's their lifespan? (Short-lived and driven, or long-lived and patient?)

Consider physical advantages:

- Natural weapons (claws, fangs, horns, venom)
- Natural armour (scales, shell, thick hide)
- Enhanced senses (smell, hearing, electromagnetic sense, echolocation)
- Environmental adaptations (breathe underwater, survive extreme heat/cold, vacuum tolerance)
- Extra limbs (more hands for multitasking)
- Wings or other movement methods

Don't forget limitations:

- What environments are they poorly suited for?
- Do they have any physical weaknesses?
- Are there foods or substances toxic to them?

Culture & Society

Social structure:

- How is their society organized? (Democratic, monarchical, tribal, hive-mind, anarchic?)
- What do they value? (Honour, profit, knowledge, freedom, tradition, power?)
- How do they view other species? (Xenophilic friends, neutral traders, xenophobic isolationists?)
- What is their relationship with the three major empires?

History:

- Are they ancient or newly spacefaring?
- Have they conquered others or been conquered?
- What major events shaped their culture?
- Do they have any particular grudges or alliances?

Communication:

- How do they speak? (Verbal, telepathic, pheromones, sign language?)
- What languages do they commonly know?
- Do they have trouble communicating with certain species?

Homeworld & Territory

Environmental origin:

- High gravity world (strong but struggle in lower gravity)
- Low gravity world (agile but weaker than average)
- Ocean world (aquatic adaptations)
- Desert world (water efficiency, heat resistance)
- Ice world (cold resistance, thick fur or blubber)
- Exotic environment (gas giant, radioactive world, void-born)

Current location:

- Do they have an empire, or are they scattered?
- Are they within one of the three major empires' space?
- Do they live in the Neutral Zone?
- Are they nomadic or have they lost their homeworld?

Relationship with the empires:

- Federation member/protectorate (peaceful, scientific cooperation)
- Hegemony subject/slave (conquered or enslaved)
- ASI client (business relationship, mercenary work)
- Independent (avoiding entanglement)
- Hostile (at war or in hiding)

Mechanical Implementation

Choose 2 Advantages representing your species' traits. These might include:

Physical traits:

- Alien Physiology variations (Armoured, Multi-Limbed, Winged, Aquatic)
- Apex Predator (natural weapons)

- Keen Senses
- Regenerative
- Night Vision
- Mechanical (for synthetic beings)

Mental/Social traits:

- Magic Touched (innate magical/psionic ability)
- Linguist (natural communicators)
- Sharp Mind (enhanced intelligence)
- Academic Background (advanced education)

Choose 1 Disadvantage representing your species' limitations:

Physical limitations:

- Fragile Constitution (delicate biology)
- Chronic Condition (requires specific environment or substance)
- Poor Eyesight/other sensory limitation
- Gravity Sickness (poorly adapted to variable gravity)

Social limitations:

- Wanted (your species is hunted or enslaved)
- Enemy (your species has powerful enemies)
- Phobia (instinctive fear of common things)
- Addiction (biological need for rare substance)

Apply stat modifiers to represent your species' strengths and weaknesses:

- Strong, durable species: +10 Strength
- Quick, agile species: +10 Agility
- Intelligent, knowledgeable species: +10 Mind
- Charismatic, strong-willed species: +10 Spirit

Remember, your species advantages/disadvantages don't have to be unique to you - maybe you're playing a minor species with only a few thousand members, or maybe you're one of millions but we just haven't detailed your species in this book.

ADDITIONAL SPECIES-SPECIFIC ADVANTAGES

These advantages can be taken to further customize your alien character:

Chameleonic Skin (Advantage)

Your species can change colour to blend with surroundings. +20 to Stealth checks when stationary. Requires concentration and doesn't work while moving quickly or in combat.

attacks affect all connected individuals in range.

Compound Eyes (Advantage)

Multiple eyes or wraparound vision. +10 to Perception checks, cannot be flanked, but -10 to tasks requiring focus on fine detail.

Natural Glider (Advantage)

Wing membranes or similar structures. Cannot achieve true flight but can glide safely from any height, and slow falls to prevent damage. +10 to Acrobatics checks involving falling.

Echolocation (Advantage)

You navigate by sound. Function normally in total darkness, +10 to Perception checks involving sound, but suffer -20 in complete silence or areas with loud background noise.

Photosynthetic (Advantage)

Your species doesn't need to eat; you absorb energy from light. Gain nourishment from spending hours in bright light. In darkness or enclosed spaces for extended periods, suffer -10 to all physical checks.

Energy Absorption (Advantage)

Your species feeds on radiation, electricity, or heat instead of food. You can absorb energy attacks to heal (GM discretion), but must regularly expose yourself to your energy source or become Weakened.

Poisonous (Advantage)

Natural venom or toxic blood. Unarmed attacks inflict Poisoned status on hit. You are immune to your own species' poison. Some predators avoid you.

Hive Mind Connection (Advantage)

You share a telepathic link with others of your species within 100 tiles. Can communicate instantly and coordinate perfectly, but mental

Prehensile Tail (Advantage)

Your tail acts as an extra limb for grasping. Can hold items, pull levers, or aid in climbing (+10 Athletics for climbing). Cannot be knocked prone if you are conscious. Cannot make attacks or wield weapons with tail without Ambidextrous advantage.

Telepathic (Advantage)

Can communicate mind-to-mind with willing creatures within 20 tiles. Language barrier irrelevant for

telepathy. Cannot read unwilling minds without Divination magic.

Thermographic Vision (Advantage)

See heat signatures. Detect living creatures through thin walls, +20 Perception to find warm-blooded creatures, but -20 Perception in extremely hot or cold environments

(since everything is the same temperature).

Toxic Immunity (Advantage)

Your species evolved in a hostile environment. Immune to one category of hazard: poison, radiation, disease, extreme heat, or extreme cold. Specify which during character creation.

ADDITIONAL SPECIES-SPECIFIC DISADVANTAGES

Carnivore (Disadvantage)

Your species can only digest meat. Standard rations cost 2x normal. Difficult to find food on herbivore-dominated worlds. Some species view you with suspicion.

Cold-Blooded (Disadvantage)

Rely on external temperature regulation. -10 to all physical checks in cold environments. Must spend time in warmth regularly or become Slowed, then Paralyzed.

Gestalt Dependence (Disadvantage)

You are part of a hive mind or pack mentality. When isolated from others of your species for more than 24 hours, suffer -10 to Mind and Spirit checks due to psychological distress.

Hydration Dependent (Disadvantage)

Must immerse yourself in water for at least 1 hour per day. After 24 hours without immersion, suffer -10 to all checks. After 48 hours, begin taking 1d6 damage per hour.

Light Sensitive (Disadvantage)

Evolved in darkness or low-light conditions. Suffer -20 to all checks in bright sunlight or intense artificial light without protective eyewear. Prefer dim environments.

Metabolic Hunger (Disadvantage)

Require 3x normal food intake due to high metabolism or large body size. Rations cost triple. Without adequate food, suffer -10 to Strength and Agility checks within 12 hours.

Methane Breather (Disadvantage)

Your species breathes methane, not oxygen. Must wear a rebreather in oxygen atmospheres (standard for most worlds). Running out of methane supply is deadly. Limits social interaction.

Mute (Disadvantage)

Your species cannot produce vocal sounds. Must communicate through telepathy (if you have it), sign

language, written words, or electronic devices. -20 to social checks with those who don't understand your communication method.

Non-Humanoid Frame (Disadvantage)

Your body shape prevents using standard equipment. Cannot wear armour designed for humanoids. Weapons must be specially adapted (-10% effectiveness or +50% cost). Difficulty operating standard interfaces.

Radiation Sensitivity (Disadvantage)

Your species is highly susceptible to radiation. Take double damage from radiation sources. Must avoid certain star types and areas with nuclear residue. Limits space travel options.

Short Lifespan (Disadvantage)

Your species lives only 20-30 years. You mature quickly but age rapidly. Time-sensitive goals feel more urgent. Difficulty relating to long-lived species. Cultural emphasis on immediate action.

Slow Metabolism (Disadvantage)

Process information and move sluggishly. -2 tiles to movement speed (minimum 1). -10 to Agility for the purposes of initiative. On the positive side, you can hold your breath twice as long.

Flammable (Disadvantage)

Skin, shell or outer layer is vulnerable to fire. Take x2 damage from the Burning damage type.

BUILDING YOUR ALIEN: STEP-BY-STEP

1. **Concept First:** Before worrying about mechanics, decide who your character is. Are they a refugee? A soldier? A scholar? A criminal? Let the story guide the crunch.
2. **Choose or Create Species:** Select from the major species or create your own using the guidelines above.
3. **Pick 2 Advantages:** These represent your species' natural gifts. One should usually be species-related (like Night Vision or Keen Senses), the other can reflect training or background.
4. **Pick 1 Disadvantage:** This represents a limitation, either biological or social. Make sure it's something that will actually matter in play.
5. **Apply Stat Modifiers:** Based on your species' nature. Remember that +10 to one stat is significant, so choose thoughtfully.
6. **Consider Languages:** What languages would your species naturally know? Federation Common is nearly universal, but you might know your species' native tongue, regional languages, or specialized codes.
7. **Choose Starting Skills:** What has your character learned to do? A soldier tags combat skills,

a scholar tags knowledge skills, a pilot tags vehicle operation.

8. **Buy Equipment:** What gear makes sense for your species? Some species can't use standard equipment and need custom gear.
9. **Develop Personality:** How does your species' culture influence your character? Do they follow cultural norms or rebel against them?
10. **Create Connections:** How does your character relate to the three empires? Are they loyal Federation citizens? Hegemony slaves seeking freedom? ASI mercenaries? Neutral Zone outlaws?

EXAMPLE CUSTOM SPECIES

The Crystalborn (Silicon-Based Lithoids)

Biology: The Crystalborn are living crystal matrices standing 1.5 metres tall. They "see" through vibration sensing and communicate through resonance. They feed by absorbing minerals from rock and can survive in vacuum indefinitely.

Culture: Slow-thinking and patient, the Crystalborn measure time in centuries. Their civilization predates the current empires. They value knowledge preservation and maintain vast crystal archives.

Homeworld: The Singing Caves of Resonance Prime, a mineral-rich asteroid field.

Mechanical Build:

- **Advantages:** Mechanical (crystalline body provides 4 DR, +15 Mind, but -10 Spirit), Night Vision (vibration sensing works in darkness)
- **Disadvantage:** Slow Metabolism (-2 tiles movement, -10 initiative)
- **Stats:** +10 Mind (patient thinkers), -10 Agility (rigid body)
- **Skills favour:** Investigation, Occult, Mechanics
- **Special:** Immune to poison and disease, vulnerable to sonic attacks (take double damage)

The Voidborn (Space-Adapted Survivors)

Biology: Humanoid beings with translucent skin showing bioluminescent veins. Born and raised in zero gravity, they struggle with planetary gravity. Can survive vacuum exposure for up to 1 hour.

Culture: Nomadic traders and explorers who live entirely on starships and stations. View planets as "gravity wells" - dangerous traps. Tight-knit ship-family clans.

Homeworld: None - evolved in the generation ships of a forgotten exodus fleet.

Mechanical Build:

- **Advantages:** Void Born (G-Suit skill starts at 70), Keen Senses (adapted to detect hull breaches and leaks)
- **Disadvantage:** Gravity Sickness (-20 to all physical checks in standard gravity)
- **Stats:** +10 Agility (zero-G adaptation), -10 Strength (weak in gravity)
- **Skills favour:** Piloting, Mechanics, Operations
- **Special:** Comfortable in vacuum and zero-G, uncomfortable on planets

The Arborians (Plant-Folk Traders)

Biology: Plant-based humanoids standing 1.7-2.0 metres tall with bark-like skin ranging from deep green to brown. Leafy growths sprout from their shoulders and head, sometimes with colourful flowers. They photosynthesise through chlorophyll in their skin, requiring sunlight and water instead of traditional food. Their cellulose-based biology makes them highly flammable.

Culture: Relatively young spacefaring species (200 years). Their homeworld, Verdant Prime, was scorched by a catastrophic solar flare, forcing them to become nomadic. They now live in scattered colonies throughout the Neutral Zone, valued as patient traders and diplomats. Arborians are paranoid about fire safety—entire colonies have been lost to accidental fires. They maintain loose trading networks but have no centralized government.

Homeworld: Verdant Prime (scorched forest world in the outer Neutral Zone)

Mechanical Build:

- **Advantages:** Photosynthetic (don't need food, just sunlight and water; must spend 4+ hours in bright light daily or become Exhausted), +10 Spirit (patient and resilient)
- **Disadvantage:** Flammable (take x2 damage from all Burning damage)
- **Stats:** Often +10 Spirit (strong-willed)
- **Skills favour:** Charisma, Fast Talk, Piloting, Perception (trading focus)
- **Special:** Save money on rations (no food cost), but vulnerable to fire

COMBAT

Grid: 1 tile = 1.5 metres. Use square or hex grid.

Turn Order: Highest Agility first. Each turn \approx 2 seconds of in-universe time.

Actions Per Turn: Choose one

- **Attack:** Make one attack with a weapon
- **Move:** Move up to your movement speed ($\text{Agility} \div 10$ tiles, rounded down)
- **Move & Attack:** Move up to your movement speed and attack at -10 to hit
- **Aim:** Take careful aim, gaining +10 to your next ranged attack roll (bonus lasts until the end of your next turn)
- **Prepare Defence:** Brace yourself, gaining +10 to all defensive reactions until your next turn (Dodge, Parry, Block)
- **Reload:** Reload your weapon (takes full action)
- **Prepare Spell:** Begin preparing a spell (must cast on next turn)
- **Cast Spell:** Complete and cast a prepared spell
- **Other Action:** Use an item, interact with the environment, etc.

Vehicle Combat: When two parties are fighting from different vehicles, be they hovercars or flagships, the pilots or drivers make a contested roll of their piloting or driving skills. The highest margin of success goes first. On the vehicles turn, the vehicle's crew chooses one action, and the relevant crewmember rolls their relevant skill.

Off-Hand Actions: Without the Ambidextrous advantage, any action taken with your off-hand (firing a second pistol, using a weapon in your weaker hand, etc.) suffers a -10 penalty. Creatures with the Multi-Limbed advantage have a "dominant side" which contains two dominant hands, rather than a single dominant hand - non-dominant limbs suffer the same -10 penalty without Ambidextrous.

Defensive Reactions (don't consume action, refresh each turn):

- **Dodge:** ($\text{Agility} \div 2$) to avoid any attack
- **Parry:** ($\text{Melee} \div 2$) to deflect a melee attack with a melee weapon in hand
- **Block:** ($\text{Block} \div 2$) + Shield Bonus to absorb with shield

You have one Dodge, one Parry and one Block per round, which replenish at the start of each of your turns. When an enemy combatant makes a successful attack against you, you can use one of these defensive reactions. On a successful roll, you negate all damage. A dodge represents you swiftly moving out of the way of a hit. A parry represents you hitting their weapon away with your own weapon.

A block represents you moving your shield in the way of the attack. After using a block, your shield's DR is added to your armour DR until the start of your next turn.

Plasma Blades and Energy Blades parry at ($\text{Energy Blade} \div 2$) and destroy normal weapons on success. A non-energy melee weapon parrying an Energy Blade or Plasma Blade is cut in half.

Variant Dodging: The GM may instead want to remove the one-per-turn limit on Dodges, and allow players to Dodge as many times as they like each turn, each time at increasing-5 difficulty. Dodging penalties reset at the start of their next turn.

Targeting Crew in Vehicles: Attack crew through windows/hatches at -10, bypasses vehicle scale.

Resisting Spells: The target of a non-damaging spell may roll against their Spirit score $\div 2$ in order to resist being affected. For damaging spells, roll the same defences used against weapon attacks.

Cover Bonuses:

- **1/4 Cover:** +5 to defences
- **1/2 Cover:** +10 to defences
- **Full Cover:** Cannot be targeted

Called Shots

Body Part (-10 to hit):

- **Arm:** Drop held item, -10 to actions using that arm
- **Leg:** -50% movement or gain Slowed
- **Torso:** No special effect

Head (-20 to hit): +25% damage OR inflicts Blind/Stunned

Disarm (-20 to hit): Weapon knocked 1d4 tiles away.

Wounds & Dismemberment

When you take damage to a specific body part (from a called shot) equal to 50%+ of your max HP in a single hit, roll a d6.

1-2: **Nasty Scar:** Cosmetic, but intimidating. +5 to Charisma for the purpose of intimidation when the scar is visible

3-4: **Lingering Injury:** gain the disadvantage "War Wound" (-10 when stressed)

5: **Maimed Limb:** Limb is mangled. -20 to use until you can get surgery or cybernetics

6: **Severed Limb:** Limb is gone. Gain "Missing Limb" disadvantage

Cybernetic Replacement: Standard prosthetic (5,000 cr) removes penalties but is obvious. Advanced prosthetic (15,000 cr) is indistinguishable from real limb and may grant bonuses (GM discretion).

Damage & Armour

Damage Types:

- **Crushing:** Blunt force, hammers, clubs, falls (some armours resist better)
- **Piercing:** Bullets, arrows, spears (bypasses 2 DR against soft armour)
- **Slashing:** Swords, axes, claws (effective against unarmoured targets)
- **Burning:** Phasers, lasers, fire (ignores some DR, may cause On Fire)
- **Freezing:** Cryo weapons, ice magic (may cause Slowed status)
- **Lightning:** Electric attacks, may cause Stunned status, 2x effective vs mechanical enemies
- **Gravity:** Exotic weapons, crushing force, disrupts or lands flying creatures
- **Stunning:** Non-lethal force, may cause Stunned without HP damage

Most weapons deal their listed damage type. Energy weapons typically deal Burning damage and ignore some DR as noted. Magic can produce various damage types based on the spell.

Damage Calculation:

1. Roll weapon damage dice
2. Add modifiers (Str÷10 for melee, weapon bonuses)
3. Target applies Armour DR (after considering damage type)
4. Remaining damage reduces HP

Critical Hits: Critical hits (rolling ≤5 on attack) ignore all DR completely and deal maximum damage.

Range Penalties: -10 per range increment beyond weapon's listed range.

Explosives: Full damage in primary radius, half in extended radius. Dodge halves all damage taken.

Status Effects

Effect	Rules
Stunned	No actions/reactions, auto-fail defences. Usually 1 round
Paralysed	No physical actions (can speak/think), auto-fail physical checks. Varies by source
Poisoned	1d6 damage/turn, -10 physical checks. Until treated
Bleeding	1d4 damage/turn, stacks. Until treated (medkit, First-Aid -10)

Wounded	-10 physical checks, -2 tiles movement. Triggers at <20% HP AND failed Spirit check
On Fire	2d6 damage/turn, spreads. 1 turn to extinguish
Exhausted	-10 all checks, -2 tiles movement, no running. Until long rest
Disarmed	Weapon 1d4 tiles away. Move action to retrieve
Blinded	Auto-fail sight Perception, -30 attacks/physical, enemies +20 to hit you. 1d6 rounds or longer
Frightened	Spirit check each turn to approach source, -10 all checks whilst visible. Until source gone
Prone	-20 melee attacks, enemies +10 melee/-10 ranged vs you. One turn to stand
Grappled	Cannot move, -20 all actions except break free (opposed Athletics). Grappler also -10
Slowed	-50% movement, -10 Dodge, cannot Move & Attack in one turn. 2-3 rounds typically
Encumbered	Carrying more than Strength \times 0.5 kg. -50% movement, -10 to all physical checks
Withdrawal	At least 1 day without using your drug or substance of choice. -10 to Mind-based rolls until you take it. Increases by -10 for each day without use

Stacking: Most don't stack with themselves. Exceptions: Bleeding, Withdrawal and Poisoned stack. Multiple different effects may apply simultaneously.

Removing: Medical treatment (First-Aid check), Enhancement magic, long rest, or specific countermeasures.

ENVIRONMENTAL HAZARDS

Breath Holding

Characters can hold their breath for a number of rounds equal to (Strength ÷ 10, rounded down, minimum 1). After this time:

- Roll Spirit check each round to continue holding breath
- Failure: Begin suffocating, take 1d10 damage per round as air fills your lungs
- Characters with Aquatic physiology don't need to hold breath underwater.

Falling Damage

Take 1d10 damage per 3 tiles (4.5 metres) fallen, to a maximum of 10d10.

Agility Reduction: For every 20 points of Agility, reduce falling damage by 1d10 (minimum 1d10):

- Agility 40-59: Reduce by 1d10
- Agility 60-79: Reduce by 2d10
- Agility 80-99: Reduce by 3d10
- Agility 100: Reduce by 4d10

Example: Character with Agility 65 falls 9 tiles (3d10 damage). Their Agility reduces this by 2d10, so they take only 1d10 damage. Acrobatics checks at -10 per 3 tiles fallen can further reduce damage by 1d10 on success.

WEAPONS & EQUIPMENT

Money

Empires may have their own currencies, but for the purposes of intergalactic trade, they are standardized into Galactic Credits.

These credits are stored on a Credstick; a small device about the size of a pen which can plug into bank terminals, cashier's tills and even other Credsticks in order to exchange wealth. Each

character starts with a Credstick by default which contains their account balance. Its weight is negligible.

Encumbrance

Every item has a weight. Characters can carry up to (Strength × 0.5) kg before becoming Encumbered. Track your carried weight carefully - being Encumbered halves movement speed and imposes -10 to all physical checks.

Armour Type Weaknesses

Different armour materials have vulnerabilities and resistances to damage. DR from all sources stacks:

Armour Type	Examples	Vulnerable To (-2 DR)	Resistant To (+2 DR)
Soft Armour	Leather, Ballistic Vest, Cloth	Slashing, Piercing	-
Hard Armour	Combat Armour, Powered Armour, Chitin	Crushing	Slashing
Energy Shields	Personal/Military Generators	Crushing, Piercing	Burning, Lightning

Example: A character in a Ballistic Vest (6 DR, soft armour) is hit by a sword (Slashing). The vest's effective DR is reduced to 4 DR (6 - 2 = 4) against the slashing attack.

Armour Types:

Armour	DR	Weight	Cost	Notes
Civilian Clothes	0	1 kg	50 cr	-
Leather	3	5 kg	200 cr	Soft armour
Ballistic Vest	6	3 kg	800 cr	Soft armour, concealable
Tactical	10	12 kg	2,000 cr	Hard armour, light plating
Combat	12	20 kg	5,000 cr	Hard armour, full body
Powered	16	30 kg	15,000+ cr	Hard armour, +10 Str carrying

Shields:

Shield	Block Bonus	DR	Weight	Cost	Notes
Buckler	+0	3	2 kg	100 cr	-
Medium	+5	6	5 kg	300 cr	-
Riot	+10	7	7 kg	600 cr	-
Tower	+15	10	15 kg	1,000 cr	-1 tile movement
Personal Generator	-	6	3 kg	3,000 cr	Energy Shield. Can spend an action to increase by 2DR (stacks), up to 15DR
Military Generator	-	10	5 kg	8,000 cr	Energy Shield. Can spend an action to increase by 3DR (stacks) up to 20DR

Melee Weapons:

Weapon	Skill	Dmg.	Type	Weight	Cost
Unarmed	Unarmed	1d4+(Str÷10)	Crushing	-	Free
Improvised	Melee	1d6+(Str÷10)	Crushing	Varies	10 cr
Knife	Melee	1d8+(Str÷10)	Concealable, Piercing	0.5 kg	25 cr
Baton	Melee	1d8+(Str÷10)	Crushing (non-lethal)	1 kg	50 cr
Machete	Melee	1d10+(Str÷10)	Slashing	1.5 kg	100 cr

Sword	Melee	2d8+(Str÷10)	Slashing	2 kg	200 cr
Axe	Melee	2d8+(Str÷10)	Slashing, adds Bleeding	3 kg	250 cr
Hammer	Melee	2d8+5+(Str÷10)	Crushing, Ignores 3DR	4 kg	300 cr
Spear	Melee/Throw	2d8+3+(Str÷10)	Piercing	2 kg	150 cr
Plasma Blade*	Energy Blade	2d10+4+(Str÷10)	Burning	1.5 kg	2,000 cr
Energy Sword*	Energy Blade	3d10+6+(Str÷10), destroys non-energy/plasma melee weapons on a successful parry	Burning	2 kg	N/A

Plasma Blade ignores 5 DR, Energy Sword ignores 10 DR

**Takes one round to Ready. Another round for the blade to form.*

Ranged Weapons - Ballistic

Weapon	Skill	Dmg.	Type	Range	Capacity	Weight	Cost	Notes
Holdout Pistol	Light Ranged	1d8+2	Piercing	10	8	0.5 kg	150 cr	Concealable
Light Pistol	Light Ranged	1d10+3	Piercing	15	12	1 kg	300 cr	-
Heavy Pistol	Light Ranged	2d8+3	Piercing	20	8	1.5 kg	500 cr	-
Revolver	Light	2d8+2	Piercing	20	6	1.5 kg	400 cr	Never

	Ranged							jams
SMG	Light Ranged	1d10+2	Piercing	15	30	3 kg	800 cr	Burst: +1d8, uses 3x ammo
Shotgun	Heavy Ranged	3d8	Piercing	5	8	4 kg	600 cr	Close only
Hunting Rifle	Heavy Ranged	2d10+4	Piercing	40	10	4 kg	1,000 cr	-
Combat Rifle	Heavy Ranged	2d10+4	Piercing	40	30	4.5 kg	1,500 cr	Can burst fire +1d8
Sniper Rifle	Heavy Ranged	3d10+8	Piercing	60	6	6 kg	2,500 cr	-

Ammo: Standard ammo pack (50 cr) refills any ballistic weapon's capacity 5 times.

Ranged Weapons - Energy

Weapon	Skill	Dmg.	Type	Range	Capacity	Weight	Cost	Notes
Laser Pistol	Light Ranged	1d12+4	Burning	20	20	1 kg	800 cr	Ignore s 3 DR
Plasma Pistol	Light Ranged	2d10+2	Burning	15	15	1.5 kg	1,200 cr	Ignore s 5 DR
Laser Rifle	Heavy Ranged	2d12+4	Burning	45	40	3 kg	2,000 cr	Ignore s 3 DR
Plasma Rifle	Heavy Ranged	3d8+5	Burning	35	30	4 kg	3,000 cr	Ignore s 5 DR
Blaster Cannon	Heavy Ranged	3d12+6	Burning	30	20	8 kg	5,000 cr	Ignore s 8 DR

Energy Cells: Standard energy cell (75 cr) refills any energy weapon's capacity 3 times.

Explosives & Thrown

Item	Skill	Effect	Type	Weight	Cost
Throwing Knife	Throwing	$1d6+1d4+(\text{Str} \div 10)$	Piercing	0.3 kg	20 cr
Rock	Throwing	$1d4+(\text{Str} \div 10)$	Crushing	0.5 kg	Free
Frag Grenade	Throwing	$3d8 / 1d12$ (2-tile / 4-tile radius)	Piercing	0.5 kg	100 cr
Plasma Grenade	Throwing	$4d8 / 2d8$ (2-tile / 4-tile), ignores 5 DR	Burning	0.5 kg	200 cr
Smoke Grenade	Throwing	4-tile cloud, 3 rounds, blocks LOS	-	0.4 kg	50 cr
Flashbang	Throwing	3-tile radius, AGI or Stunned 1 round	Stunning	0.4 kg	75 cr
EMP Grenade	Throwing	3-tile radius, disables electronics 2d6 rounds	Lightning	0.5 kg	150 cr
Proximity Mine*	-	$3d10 / 2d8$ (2-tile / 4-tile), motion trigger	Piercing	1 kg	150 cr
Shaped Charge*	-	5d10 (vehicle scale)	Crushing	2 kg	200 cr

Grenades/explosives: Dodge halves all damage

*must be set up in advance

General Equipment

Item	Weight	Cost	Effect
Rations	1kg	25 cr	Enough food for one day. Must be eaten to long rest.
G-Suit	8 kg	1,000 cr	Required for Zero-G/vacuum
Rebreather	2 kg	300 cr	Toxic atmosphere, 6 hours
Medkit	1 kg	100 cr	Heal 2d8 HP, single use
Repair Kit	3 kg	150 cr	+10 Mechanics, consumable, works as a Medkit for Mechanical characters
Comms Unit	0.5 kg	200 cr	Long-range communication
Scanner	1 kg	500 cr	Detect electronics/hazards, 20 tiles
Grappling Hook	2 kg	100 cr	20m motorised line
Cutting Torch	3 kg	300 cr	Cut metal, sealed doors
Datapad	0.5 kg	150 cr	Computer, +10 Operations
Stim Pack	0.1 kg	50 cr	+10 Agi 1hr, -5 for 2hrs after
Combat Drug	0.1 kg	100 cr	+10 Str 30min, -10 for 2hrs, addictive
Painkillers	0.1 kg	25 cr	Ignore wound penalties 1hr

FACTION EQUIPMENT

Federation (Exploration & Science)

Item	Type	Stats/Effect	Weight	Cost
Phaser Pistol	Weapon	1d12+2, 25 tiles, 30 capacity, stun setting (Stunning), L. Ranged	1 kg	900 cr
Phaser Rifle	Weapon	2d10+3, 50 tiles, 50 capacity, stun (Stunning/Burning), H. Ranged	3 kg	2,200 cr
Sonic Disruptor	Weapon	2d8, 20 tiles, 25 capacity, ignores all DR, non-lethal (Stunning) H. Ranged	2 kg	1,800 cr
Duty Uniform	Armour	3 DR (soft), comms badge, sensors	2 kg	400 cr
Field Armour	Armour	10 DR (hard), life support 6hrs, +10 Athletics	10 kg	2,500 cr
Tricorder	Gear	+20 Investigation/Perception analysing, +10 Mechanics	1 kg	800 cr
Universal Translator	Gear	Real-time translation earpiece	0.1 kg	300 cr
Transporter Beacon	Gear	Single-use emergency recall to ship	0.5 kg	1,500 cr
Advanced Healing Stim	Gear	Heal 3d10, remove Bleeding/Poisoned, reusable	3 kg	600 cr

Hegemony (Honour & Conquest)

Item	Type	Stats/Effect	Weight	Cost
Force Lance*	Weapon	2d10+4+(Str÷10), throw 20 tiles, returns (Gravity), Melee	3 kg	1,200 cr
Plasma Mace*	Weapon	2d10+2+(Str÷10), disarms on parry, Melee	4 kg	800 cr
PSI Whip	Weapon	15 tiles, 12 capacity, Spirit check or Stunned+Frightened 1d6 rounds, Melee	1 kg	1,500 cr
Hegemony Plate	Armour	11 DR (hard), mediaeval style, -1 tile movement	18 kg	1,800 cr
Cyberknight Armour	Armour	18 DR (hard), +15 Str, 5 DR shield, jump jets, Knights only	40 kg	N/A
Noble's Regalia	Armour	5 DR (soft), +10 Charisma with Hegemony	4 kg	600 cr
Heraldic Shield	Shield	+15 Block, 12 DR, holographic banner	12 kg	1,200 cr
Honour Blade	Weapon	2d8+(Str÷10), marks bearer as noble (Slashing), Melee	1.5 kg	500 cr
Psionic Circlet	Gear	+10 all magic skills, psionics only	0.2 kg	2,000 cr
Knight's Steed	Vehicle	Hover-bike, 5 tiles/turn, 5 HP, 1 DR (vehicle scale)	-	8,000 cr

*Takes one round to Ready. Another round for the blade or plasma to form.

Allied Systems Inc. (Mass Production)

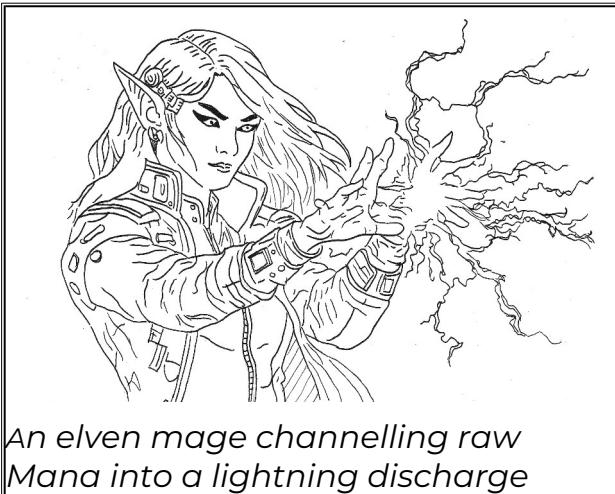
Item	Type	Stats/Effect	Weight	Cost
ASI Blaster Pistol	Weapon	2d8+2, 18 tiles, 25 capacity, reliable (Burning), L. Ranged	1 kg	450 cr
ASI Blaster Rifle	Weapon	2d10+3, 38 tiles, 40 capacity, accepts mods (Burning), H. Ranged	3.5 kg	1,200 cr
Disintegrator	Weapon	3d10+4, 15 tiles, 10 capacity, ignores 10 DR, illegal (Gravity), H. Ranged	4 kg	3,500 cr
"Negotiator"*	Weapon	3d12+4, 25 tiles, 15 capacity, (Burning), H. Ranged	5 kg	2,800 cr
Corporate Armour	Armour	9 DR (hard), helmet cam, comms	10 kg	1,600 cr
Bounty Hunter Rig	Armour	11 DR (hard), grapple, wrist blaster, binders	12 kg	3,200 cr
"Sentinel" Suit	Armour	14 DR (hard), sealed, HUD +5 ranged	18 kg	6,500 cr
Modular Kit	Gear	Scope/barrel/launcher/suppressor	2 kg	800 cr
Barrier Generator	Gear	6 DR wall (3x2 tiles), 10 rounds, single use	3 kg	1,200 cr
ASI Combat Stims	Drug	+15 Agi/Str 20min, -15 for 4hrs, addictive	0.1 kg	150 cr
Acquisition Drone	Gear	Recon, 10-tile range, can carry small items	2 kg	2,500 cr

*+10 to Charisma for the purposes of Intimidation when drawn.

Black Market (Neutral Zone)

Item	Type	Stats/Effect	Weight	Cost
Plasma Caster	Weapon	3d8+2, 12 tiles, 18 capacity, 25% jam (Burnning), L. Ranged	3 kg	600 cr
Scrap Cannon	Weapon	2d12, 8 tiles, 10 capacity, cheap ammo (Piercing), H. Ranged	5 kg	400 cr
Poisoned Blade	Weapon	1d8+(Str÷10), Poisons target (Piercing), Melee	0.5 kg	300 cr
Salvaged Plate	Armour	7 DR (hard), looks like junk	15 kg	500 cr
Smuggler's Vest	Armour	6 DR (soft), hidden pockets	4 kg	900 cr
Forged Documents	Gear	Fake IDs, documents, etc. Fast Talk to use	0.1 kg	200 cr
EMP Mine	Gear	Disables tech within 5 tiles, 1d6 hours, illegal	1 kg	400 cr
Spice	Drug	+20 Mind 1hr, -20 for 6hrs after, addictive, illegal	0.1 kg	100 cr
Roboshock		+10 to Mind, Mechanics, Operations and Robotics checks for 1hr. -20 for 6hrs after, robots only, addictive, illegal.	0.1 kg	50 cr
Cloaking Device	Gear	Invisibility 5 rounds, highly illegal	2 kg	8,000 cr

MAGIC



An elven mage channelling raw Mana into a lightning discharge

Magic is the ability to bend, weave and manipulate energies in order to produce special effects. Not everyone can cast magic, and to do so requires intense training. Some people are born with the ability to cast spells, which can be honed as easily as you or I can learn to ride a bike. Some species even have magical or psionic abilities as part of their biological makeup. Others are struck by an event which imbues them with the ability to cast spells, or train rigorously to conjure and manipulate Mana, at the cost of other skills.

When casting a spell, the mage

concentrates for a couple of seconds, and then beckons forth Mana from within their body to produce their desired effect. When playing a character with the ability to use magic, you should decide if your character needs a hand free to cast magic, uses an object like a staff or wand to cast, or simply conjures spells with their mind, hands-free.

Mana Points (MP) = Mind ÷ 2

Casting Process

1. Prepare Spell (1 turn): Declare the spell's school and desired effect

2. Cast Spell (1 turn): Roll Magic Skill with Power Level modifier

3. Resolve:

- **Success:** Spend MP, spell works
- **Failure:** Spend half MP for weakened effect OR spend nothing and the spell fizzles

Holding Spells

Once you successfully cast a spell, you may **hold** it in your mind. While holding a spell:

- You may **recast the same spell** as a single action (no Prepare turn needed)
- Recasting costs **half the normal MP cost** (round down)
- You can only hold **one spell at a time**
- The held spell remains until (one of the following):
 - You cast a different spell
 - You take a long rest
 - You choose to release it (no action required)

Example: An Esper successfully casts Plasma Blast (5 MP, -5 difficulty). The spell is now held. On their next turn, they can recast Plasma Blast for only 2 MP (half of 5, rounded down) without spending an action to prepare. If they instead prepare and cast Force Wall, they lose the held Plasma Blast.

Tactical Note: Holding a spell allows mages to respond quickly to changing battlefield conditions. A Star Mage might hold a powerful attack spell while remaining mobile, or an Esper might hold a divination spell to respond to changing futures.

Other Casting Rules

Burning Mana: Spend extra MP for +1% per MP to casting roll.

Spell Range: An amount of tiles equalling your Mind stat. A character with 70 Mind can fire a spell up to 70 tiles away, or 105 metres.

Focusing: It takes two rounds of combat to cast a spell: one to begin preparing it, and another to finally cast the spell. If you are hit while preparing a spell, you must make a Mind check to retain concentration. Otherwise, the spell fizzles without using any MP.

Avoiding Spells: When you are the target of a damaging spell, such as a

fireball, a bolt of cold energy, or a life-draining touch, roll to Dodge, as you would when dodging a sword or blaster bolt. If the spell takes up a 2-tile radius or more, dodging only halves the damage dealt by the spell. Otherwise, it negates all damage as usual. Block and Parry are not applicable when it comes to spells.

If you are the target of a spell which causes a non-damaging effect, such as a spell to transform you into an animal or unwillingly lift you off the ground, you must roll against your Spirit score ÷ 2 in order to resist its effect.

Power Levels

Damage/healing spells use d10 scaling:

Effect	MP Cost	Difficulty	Single Target	2-tile Radius	4-tile Radius	8-tile Radius
Basic	5	-5	1d10	-	-	-
Moderate	10	-10	2d10	1d10	-	-
Advanced	15	-15	3d10	2d10	1d10	-
Master	20	-20	4d10	3d10	2d10	1d10
Epic	25+	-25+	5d10+	4d10+	3d10+	2d10+

Non-Damaging Spells:

Power	Cost	Example Effects
Cantrip	0 MP, +0	Light candle, detect magic nearby
Basic	5 MP, -5	Minor barrier (4 DR), sense life, read thoughts
Moderate	10 MP, -10	Solid wall (8 DR), flight, conjure weapon
Advanced	15 MP, -15	Teleport, major conjuration, polymorph
Master	20+ MP, -20+	Permanent creations, raise dead

Example Spells

Evocation (Mind): Creating and directing raw magical energy

Plasma Blast (Basic, 5 MP, -5): Launch a bolt of flame at a single target within 20 tiles. Deals 1d10 Burning damage. On a critical success, the target catches fire (On Fire status).

Plasma Sphere (Moderate, 10 MP, -10): Hurl an explosive sphere of flame. Choose: 2d10 Burning to single target within 30 tiles OR 1d10 Burning in a 2-tile radius. Sets flammable objects ablaze.

Lightning Chain (Moderate, 10 MP, -10): Unleash a crackling bolt of electricity that arcs between foes. Deals 2d10 Lightning damage to primary target, then arcs to 1 additional enemy within 3 tiles of the first for 1d10 Lightning damage. May cause Stunned (Spirit check).

Cryo Storm (Advanced, 15 MP, -15): Summon a blizzard of razor-sharp ice in a 2-tile radius. Deals 2d10 Freezing

damage. Targets must pass Spirit check or become Slowed for 1d4 rounds. Covers area in ice (difficult terrain).

Meteor Strike (Advanced, 15 MP, -15): Call down a burning meteor from above. Deals 3d10 Burning damage in a 2-tile radius, centred on a point you can see within 40 tiles. Everything in the area catches fire (On Fire status). Leaves a crater and scorched earth.

Disintegration Ray (Master, 20 MP, -20): Focus raw destructive force into a narrow beam. Deals 4d10 Burning damage to a single target within 30 tiles, ignoring all DR. On a critical success, the target must pass a Spirit check or be vaporized instantly (if reduced to 0 HP).

Zero-Point (Epic, 30 MP, -30): Unleash apocalyptic destruction. Deals 5d10 Burning damage in a 4-tile radius. Utterly destroys non-magical objects

and structures in the area. Living creatures reduced to 0 HP are obliterated, leaving no remains.

Conjuration (Mind): Summoning objects, creating barriers, and calling forth entities

Summon Weapon (Basic, 5 MP, -5): Conjure a simple melee weapon (sword, axe, spear, etc.) from thin air. The weapon lasts 10 minutes and has normal stats. Vanishes when the duration ends or if you dismiss it. Summoned weapons use your Conjuration skill when rolling to hit.

Force Wall (Moderate, 10 MP, -10): Create a shimmering barrier of magical force. The wall is 3 tiles long, 2 tiles high, has 8 DR, and 20 HP. Lasts 5 rounds or until destroyed. Blocks movement and ranged attacks.

Summon Creature (Advanced, 15 MP, -15): Call forth a minor creature from another realm (GM chooses appropriate creature: void rat swarm, spectral hound, minor elemental, etc.). The creature fights for you for 10

rounds, then vanishes. It has a Battle Number equal to your Conjuration skill.

Teleport (Advanced, 15 MP, -15): Instantly transport yourself to any visible location within 20 tiles. You can bring one willing adjacent creature with you. Cannot teleport through solid barriers you cannot see through.

Mass Teleport (Master, 20 MP, -20): Transport yourself and up to 5 willing creatures within 3 tiles to any location you've visited before, up to 100 tiles away. If you've never been to the destination, the spell fails but you lose half MP.

Warp Gate (Epic, 35 MP, -35): Tear open a portal to another location. The gate remains open for 1 minute, allowing travel in both directions. Can connect to anywhere in the galaxy you have personally visited.

Transmutation (Mind): Altering the properties of matter

Density Shift (Basic, 5 MP, -5): Harden a creature's flesh to resist damage. Target gains +4 DR for 10 rounds. Does not stack with armour, use the higher value.

Flash Freeze (Moderate, 10 MP, -10): Instantly freeze all water in a 4-tile radius. Creatures standing in water must pass Spirit check or become

Slowed (legs frozen in ice). Lasts until ice melts naturally or is destroyed.

Rust Metal (Moderate, 10 MP, -10): Corrode and weaken metal objects. The target metal object (weapon, armour, door, etc.) has DR reduced by half (minimum 0) and loses structural integrity. Weapons deal -1d6 damage. Lasts 1 hour.

Bioshift (Advanced, 15 MP, -15):

Transform a creature into a mundane animal (cat, bird, rat, etc.) for 1 hour. The target must pass a Spirit check to resist. Polymorphed creatures retain mental stats but gain physical stats/abilities of new form. Cannot cast spells or use equipment.

Atomic Converter (Advanced, 15 MP, -15): Transform up to 1 cubic meter of matter into another non-living material of similar value (stone to iron, wood to stone, water to wine, etc.).

Transformation is permanent. Cannot create precious metals or gems (gold, platinum, diamonds).

Flight (Moderate, 10 MP, -10): Grant magical flight to yourself or one creature. The target can fly at their normal movement speed for 10 minutes. If the spell ends while airborne, the target falls (potentially taking falling damage).

Mass Bioshift (Master, 25 MP, -25):

Transform up to 6 creatures within a 3-tile radius into mundane animals. Each target makes a Spirit check to resist. Effects last 1 hour.

Illusion (Mind): Deceiving the senses and bending perception

Hologram (Cantrip, 0 MP, +0): Create a small holographic image (up to 1 tile) or simple sound. The illusion lasts 1 minute and does not move. Close inspection (Perception check -10) reveals it as an illusion.

Visual Cloak (Basic, 5 MP, -5): Make yourself appear different - change your face, body type, clothing, or even species. The illusion lasts 1 hour. Physical interaction (touching you) reveals the illusion. Visual inspection requires Perception check at -10.

Holographic Decoys (Moderate, 10 MP, -10): Create 1d4 illusory duplicates of yourself that move with you. When you would be hit by an attack, roll 1d6 - on a 1-2, an image is destroyed instead and you take no damage. Images last 5 rounds or until all are destroyed.

Invisibility (Moderate, 10 MP, -10): Turn yourself invisible for 5 rounds. You have +30 to Stealth checks and enemies have -30 to hit you. The spell ends early if you attack or cast another spell.

Terror Projection (Advanced, 15 MP, -15): Create a terrifying illusion of the target's worst fear. Target must pass Spirit check or become Frightened for 1d6 rounds AND take 2d10 damage from psychic shock. Even on a successful save, the target becomes Frightened for 1 round.

Mass Invisibility (Advanced, 15 MP, -15): Turn yourself and up to 4 allies within 2 tiles invisible for 5 rounds. Same benefits as Invisibility. Spell ends for an individual if they attack or cast.

Environment Projection (Master, 20 MP, -20): Create a massive illusion covering a 10-tile radius. Make a forest appear as a desert, hide a building,

create a fake bridge over a chasm, etc. Lasts 24 hours. Physical interaction reveals the truth.

Divination (Mind): Sensing hidden truths and perceiving magical auras

Aura Scan (Cantrip, 0 MP, +0): Sense magical auras within 10 tiles for 1 minute. You can tell if objects or creatures are magical, and with a Mind check, identify the school of magic.

Read Thoughts (Basic, 5 MP, -5): Read the surface thoughts of one creature you can see within 10 tiles. Target can resist with Spirit check. You hear their immediate thoughts but not deep memories. Lasts 1 minute of concentration.

Bio Scan (Basic, 5 MP, -5): Detect all living creatures within 20 tiles for 5 minutes, even through walls. You sense their location and approximate size but not their identity or condition.

Remote Viewing (Moderate, 10 MP, -10): Create an invisible sensor at a location you're familiar with, up to 1 kilometre away. For 5 minutes, you can see and hear as if you were at that location. You are blind and deaf to your actual surroundings while using this.

Distant Observation (Moderate, 10 MP, -10): View a distant place you've been before or a person you know well. You can see and hear the target location for 5 minutes. If scrying a person, they can resist with a Spirit check.

Reality Perception (Advanced, 15 MP, -15): See through all illusions, invisibility, darkness, and disguises within 20 tiles for 10 minutes. You also see into the magical spectrum, revealing invisible runes, hidden doors, and magical traps.

Precognition (Advanced, 15 MP, -15): Glimpse seconds into the future during combat. You gain +10 to initiative and +10 to all defensive reactions (Dodge, Parry, Block) for the entire next combat encounter.

Probability Analysis (Master, 25 MP, -25): Peer into possible futures for 1 hour. During this time, you cannot be surprised, you have +20 on all Perception checks, and once per turn you can declare "I saw this coming" to reroll any check.

Enhancement (Spirit): Strengthening, healing, and empowering

Bio-Mend (Basic, 5 MP, -5): Touch a creature and restore 1d10 HP immediately. This can stabilize a dying character.

Does not affect derived stats (HP, MP remain unchanged, but skills based on the stat improve).

Adrenal Surge (Basic, 5 MP, -5): Enhance one stat (Strength, Agility, Mind, or Spirit) by +10 for 10 rounds.

System Cleanse (Moderate, 10 MP, -10): Remove one negative status effect (Poisoned, Bleeding, Blinded, Slowed, etc.) from a touched creature. Does not work on Stunned or Paralysed.

Regenerative Field (Moderate, 10 MP, -10): Restore 1d10 HP to all allies in a 2-tile radius. Can stabilize multiple dying characters.

Time Dilation (Moderate, 10 MP, -10): Accelerate time for one creature. Target gains +2 tiles movement speed and can take an extra action on their turn (Attack, Move, or Other - not Cast Spell). Lasts 3 rounds. Target becomes Exhausted for 1 round after spell ends.

Kinetic Barrier (Advanced, 15 MP, -15): Surround an ally with protective energy. Target gains 10 temporary HP and +5 to all defences for 5 rounds. Temporary HP is lost first when taking damage.

Restoration (Advanced, 15 MP, -15): Remove ALL negative conditions from a touched creature and restore 3d10 HP. Can even cure diseases and neutralize poisons. Does not work on death or permanent injuries.

Resurrection (Master, 30 MP, -30): Bring a dead creature back to life, provided they died within the last hour and their body is mostly intact. The creature returns with 1 HP and is Exhausted.

Cursing (Spirit): Weakening, jinxing, and inflicting misfortune

Atrophy (Basic, 5 MP, -5): Sap a creature's strength. Target suffers -10 to Strength for 5 rounds. Target can resist with Spirit check.

Jinx (Basic, 5 MP, -5): Curse a target within 20 tiles with bad luck. For the next 3 rounds, the target must roll twice for any check and take the worse result. Target can resist with Spirit check.

Tissue Damage (Moderate, 10 MP, -10): Channel negative energy into a touched creature. Deals 2d10 damage (ignores armour, but target can resist with Spirit check for half damage).

Agony Field (Moderate, 10 MP, -10): Overwhelm a creature's nervous system with agony. Deals 2d10 damage and target must pass Spirit check or become Stunned for 1 round. Range 15 tiles.

Blindness (Moderate, 10 MP, -10): Strike a creature blind. Target becomes Blinded for 1d6 rounds. Target can resist with Spirit check (still Blinded for 1 round even on success).

Paralysis (Advanced, 15 MP, -15): Lock a creature's muscles in place. Target becomes Paralyzed for 1d6 rounds. Target can resist with Spirit check. Range 20 tiles.

Life Drain (Advanced, 15 MP, -15): Touch a creature and drain their life force. Deals 3d10 damage (ignores armour) and you heal for half the damage dealt. Target can resist with Spirit check for half damage.

Mass Weakness (Master, 20 MP, -20): Curse all enemies in a 3-tile radius. Each target suffers -10 to Strength and -10 to Agility for 10 rounds. Targets can resist with Spirit check.

Vital Collapse (Master, 25 MP, -25): Place a doom upon a creature within 30 tiles. Target must pass Spirit check or drop to 0 HP and fall unconscious

(not dead, but dying). Even on a successful save, the target takes 4d10 damage.

VEHICLES

Obtaining a vehicle, especially a spacefaring one, is an important milestone during a Space: 2002 campaign. Players might start working on a ship belonging to someone else, or even completely planetbound. Since a ship is prohibitively expensive, there's no way a level one character can obtain one at game start.

Vehicles function like characters with their own stats, operating at **vehicle scale** (10x personal scale).

Vehicle Stats:

- **Strength:** Hull integrity, ramming damage
- **Agility:** Manoeuvrability, evasion
- **Mind:** Sensors, targeting, automatic navigation
- **No Spirit:** Vehicles aren't alive

Derived:

- **Hull HP** = Strength ÷ 2
- **Movement** = Agility ÷ 10 tiles/turn
- **Initiative**: Pilots roll Piloting/Driving skill, highest margin of success goes first

Scale Conversion

Vehicle hits person: Roll vehicle weapon damage normally, multiply total by 10. Apply to personal scale. *Example: $3d10+8 = 21 \times 10 = 210$ damage (instant death)*

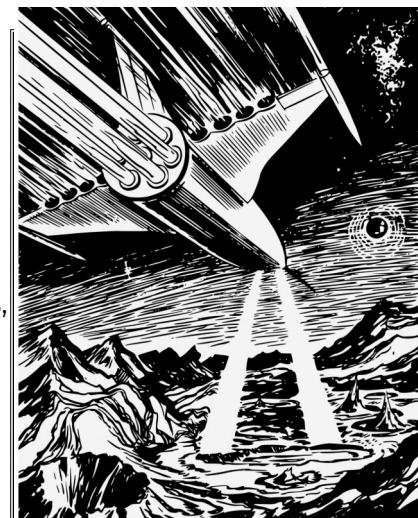
Person hits vehicle: Roll personal weapon damage normally, divide total by 10 (round down). Apply to vehicle scale. *Example: $2d10+4 = 15 \div 10 = 1$ damage (scratch)*

Damage multipliers apply AFTER modifiers, BEFORE DR at target's scale.

Crew Actions

Pilot: Move vehicle, evasive manoeuvres (grants dodge using Piloting ÷ 2), ram, complex manoeuvres

Gunner: Aim (+10 next attack) or fire weapons (Heavy Ranged typically)



A small Federation Starfighter, searching close to the planet's surface during a rescue mission.

Engineer: Repair systems (Mechanics check), boost power (risk damage for temp bonus)

Others: Sensors (Operations to scan/jam), passengers can shoot/cast (at -10 if moving)

Targeting Crew: Attack crew through windows/hatches at -10, bypasses vehicle scale.

Sample Vehicles

Civilian Hovercar

- Str 15, Agi 20, Mind 10
- Hull 7 HP, Armour 2 DR, Move 2
- Crew: 1 driver + 3 passengers
- Weapons: None
- Cost: 5,000 cr

Starfighter

- Str 50, Agi 70, Mind 50
- Hull 25 HP, Armour 8 DR, Move 7
- Crew: 1 pilot
- Weapons: Twin lasers 2d10+4 each (Burning)
- Cost: 50,000 cr

Light Freighter

- Str 60, Agi 50, Mind 40
- Hull 30 HP, Armour 12 DR, Move 5
- Crew: 2 + 6 passengers
- Cargo: 100 tons
- Weapons: Dorsal turret 2d12+6 (Burning), Ventral turret 2d12+6 (Burning)
- Cost: 100,000 cr

Gunship/Corvette

- Str 70, Agi 40, Mind 60
- Hull 35 HP, Armour 15 DR, Move 4
- Crew: 8-12
- Weapons: Plasma cannons (2) 3d10+8 each (Burning), Point defence (4) 2d8+4 each (Piercing), Missiles 4d12+10 (Crushing)
- Cost: 500,000+ cr (military)

Faction Starships

Federation Explorer ("USS Endeavour")

- Str 70, Agi 50, Mind 75 | Hull 350*, Armour 14, Move 5
- Crew: 30-50 + 100 passengers + 500 tons cargo
- Weapons: Phaser arrays (4) 2d12+4 (Stunning/Burning), Torpedoes (2) 3d10+8 (Crushing)

- Special: Advanced sensors +20, tractor beam, transporter, sickbay
- Cost: 2,000,000+ cr (government)
- Role: Exploration, first contact, research

Hegemony War Galley ("The Manticore")

- Str 85, Agi 40, Mind 50 | Hull 420*, Armour 18, Move 4
- Crew: 50-80 + 200 troops + 300 tons cargo
- Weapons: Plasma cannons (6) 3d12+8 (Burning), Lance batteries (4) 3d10+6 (Gravity), Boarding pods (10)
- Special: Reinforced prow (+5 DR forward, ram 4d10), honour hall, slave quarters
- Cost: 3,000,000+ cr (military)
- Role: Conquest, troop transport

ASI Light Freighter ("Profit Margin")

- Str 55, Agi 55, Mind 45 | Hull 27, Armour 10, Move 5
- Crew: 2-4 + 8 passengers + 150 tons cargo
- Weapons: Blaster turrets (2) 2d10+4 (Burning), Missiles 4d10+8 (Crushing) (6 missiles)
- Special: Modular cargo bay, hidden compartments (Investigation -20), upgraded engines
- Cost: 120,000 cr (civilian)
- Role: Trading, smuggling, bounty hunting

Additional Vehicle Rules

- **Hacking/Security:** Operations check at difficulty -10 to -30. Requires hacking spike/lockpick/datapad. Simple locks: 1 round. Security doors: 1 minute. Complex systems: 10+ minutes. Critical failure triggers alarms.
- **FTL Travel:** Standard jump = 1 day hyperspace travel between systems. Emergency jump (Piloting -20): 1 hour but risky. Damaged drives take 2-5 days per jump, may need mid-jump repairs.
- **These powerful flagships are given 10x HP to represent their immense scale*

CHARACTER ADVANCEMENT

Skill Points per Level

Levels	Points
1-5	10
6-10	15
11-20	20
20+	25

Tagged skills take 1 point to level. Untagged skills take 2 points.
Maximum skill = 100

Every 5 Levels (5, 10, 15, 20...): Tag 1 additional skill OR gain 1 new Advantage.
Newly tagged skills gain +25.

Every 3 Levels (3, 6, 9, 12...): Gain 5 stat points to distribute. Stats max 100. When stats increase, ALL related skills increase automatically.

Levelling Pace (Sessions)

Level	Sessions
2-3	1 each
4-6	2 each
7-10	3 each
11-15	4 each
16-20	5 each
20+	6+

The game is designed to run from around levels 1 to 10, but infinite adventures are possible. After 10th level, the character might have maxed some of their skills and stats and may focus more on diversification.

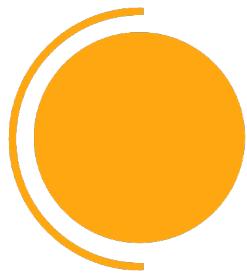
Increasing HP and MP

Every level, a character should increase their HP by (Strength / 10). A character with 50 Strength gains 5HP per level. Similarly, a character who is capable of using magic gains (Mind / 10) MP per level. Increasing Strength or Mind does not retroactively increase the character's HP/MP gains from past levels.

THE GALAXY OF SPACE: 2002

The Three Powers

The Galactic Federation



Born from a treaty between Humans, Felines, and Ursulan insectoids, the Federation now encompasses over a thousand systems. Their mission is

exploration, scientific advancement, and the protection of smaller civilisations who seek their sanctuary. The Federation maintains a fleet of exploration vessels and defence forces, but their true strength lies in diplomacy and technology sharing. They offer refuge to the Esper monks, whose flying temple drifts on the borders of Federation space, and welcome refugees from the Hegemony's slave worlds. Federation space is cosmopolitan and diverse, with representatives from hundreds of species working together in massive orbital stations and diverse colony worlds.

The Hegemony of Planets



Five thousand systems bow to the Hegemony, a brutal feudal empire ruled jointly by Cyclopean warlords and Tulian psionic

overlords. They were the first to discover FTL travel, and claim historical rights to much of the Northeastern Rim. The Hegemony is defended by Cyberknights - elite warriors in powered armour who pilot the fastest ships in the galaxy. These modern knights trace their lineage back to the mounted warriors of ancient Tyranus, and their code of honour masks the empire's darkest secret. Billions of Space Elves toil as slaves throughout Hegemony space, a practice that has continued for millennia. The Hegemony views this as tradition and refuses all diplomatic pressure to end it.

Allied Systems Incorporated



With only five hundred systems under direct control, Allied Systems Inc. nevertheless dominates galactic

commerce. They hold near-total monopolies on weapons manufacturing, starship production, robotics, and advanced computing. The corporation is controlled by Vampire-like parasites who value profit above all else. Their boardrooms are ruthless, their contracts ironclad, and their market reach extends even into

Federation and Hegemony space. Allied Systems Inc. turns a blind eye to criminal activity in their territory, so long as there's profit to be made. This makes their space stations havens for smugglers, bounty hunters, and anyone operating outside the law.

The Neutral Zone

Between the three empires lies a buffer zone - systems that all parties agreed not to colonise to prevent border conflicts. This Neutral Zone has become a lawless frontier where imperial authority holds no sway. Secret cities glitter atop illegal space stations built by Allied Systems Inc.

These neon-lit havens are home to:

- Smugglers running contraband between empires
- Bounty hunters tracking wanted criminals
- Escaped slaves seeking freedom from the Hegemony
- Rogue mages practising forbidden magic
- Pirates preying on unwary merchant vessels
- Information brokers selling secrets to the highest bidder

The Neutral Zone is where fortunes are made and lost, where the desperate seek new beginnings, and where most adventures begin.

Major Factions

Espers (Psionic Order)

The Espers dedicate their lives to mastering mental disciplines - what others call magic, they understand as the Art of the Mind. From their flying temple on the edge of Federation space, they teach students to move objects with thought, influence emotions, perceive distant locations, and even achieve teleportation and flight. Not all who possess magical ability are Espers, but the most disciplined practitioners train within their ranks. Espers typically specialise in Divination, Transmutation, and Illusion - the schools that require mental focus and inner mastery. They believe in peace, serenity and the balance between light and dark.

Espers serve the function of elite peacekeepers within Federation Space, armed with Energy Blades and Psionic mastery.

Star Magi (Arcane Practitioners)

Unlike the disciplined Espers, the Star Magi embrace raw magical power. They study all schools of magic from their sorcerous mothership, the Astral Tower. Pyromancers, necromancers, tech-mages, and summoners all find acceptance here. The Star Magi are pragmatic and hierarchical - might makes right, and the most powerful mage rules. They offer their services as mercenaries and advisors, caring little for the

politics of empires so long as they can pursue magical knowledge.

Cyberknights (Hegemony Elite)

The defenders of the Hegemony trace their tradition back thousands of years to mediaeval knights on Tyranus. Today, they pilot the fastest starfighters in the galaxy and fight with force weapons powered by miniature reactors. Cyberknights follow a strict code of honour and chivalry, viewing themselves as noble protectors of civilisation. This code conveniently overlooks the billions of slaves their empire keeps. Some Cyberknights struggle with this contradiction; most simply accept it as the natural order.

Hegemony Cyberknights wear bulky, powered armour which is reserved

only for them. They are outwardly hostile to non-faction members wearing this armour, an act which they consider heresy.

Bounty Hunters (Independent Operators)

More than ten million crime families operate as bounty hunters, some as small as a single ship's crew, others rivalling minor empires in size and reach. Officially illegal in both Federation and Hegemony space, they thrive in Allied Systems Inc. territory and the Neutral Zone. Bounty hunters track wanted criminals, recover stolen property, and settle scores for those who can pay. The most successful become legends, their reputations worth more than any weapon.

COMMON ARCHETYPES

These are some common types of adventurers found in the world of Space: 2002. These are not classes or prebuilds. They should be used for inspiration and guidance when making your character.

The Scoundrel

The Concept: A smuggler, spy or rogue who lives on the edge. Often does dirty work just to get by. Usually found in a shady cantina in the Neutral Zone.

- **Favoured Attributes:** Agility, Spirit
- **Favoured Skills:** Light Ranged, Fast-Talk, Charisma, Driving, Piloting, Stealth, Melee
- **Favoured Advantages:** Street Smart, Born Lucky, Connected, Quick Draw
- **Favoured Disadvantages:** Addicted, Massive Debt, Wanted

The Cyberknight

The Concept: A Hegemony Knight or similar who soaks up damage for a living. Wears heavy armour and hits hard.

- **Favoured Attributes:** Strength, Spirit
- **Favoured Skills:** Energy Blade, Melee, Block, Heavy Ranged, Athletics

- **Favoured Advantages:** Cyclopean Heritage, Military Authority, Tough, Powerful Build, War Veteran
- **Favoured Disadvantages:** Hot Headed, War Wound, Code of Honour (Chivalry)

The Synth

The Concept: A man-made man, powered by a positronic brain. Intelligent and strong, but not built for war.

- **Favoured Attributes:** Strength, Mind
- **Favoured Skills:** Robotics, Unarmed, Xeno, Mechanics, Operations
- **Favoured Advantages:** Mechanical, Keen Senses, Tech Savant, Sharp Mind, Night Vision
- **Favoured Disadvantages:** Code of Honour (Laws of Robotics), Overconfident

The Esper

The Concept: A disciplined Psionic Monk who fights with an Energy Blade, while manipulating the minds and senses of their foes.

- **Favoured Attributes:** Mind, Agility
- **Favoured Skills:** Energy Blade, Light Ranged, Divination, Illusion, Transmutation, Enhancement, First-Aid, Occult, Acrobatics
- **Favoured Advantages:** Magic Touched, Danger Sense, Blade Master
- **Favoured Disadvantages:** Code of Honour (Esper Teachings), Poor, Enemy

The Star-Mage

The Concept: A person who has dedicated their life to practising magic. They're skilled at it, but can do little else.

- **Favoured Attributes:** Mind, Spirit
- **Favoured Skills:** Evocation, Conjunction, Illusion, Cursing, Occult, Melee
- **Favoured Advantages:** Magic Touched, Iron Will, Sharp Mind
- **Favoured Disadvantages:** Fragile Constitution

The Ace

The Concept: A well travelled pilot, independent or otherwise, who knows how to keep themselves and their crew safe and has accumulated knowledge throughout the galaxy.

- **Favoured Attributes:** Mind, Agility
- **Favoured Skills:** Piloting, Driving, Light Ranged, Heavy Ranged, G-Suit, Charisma, Xeno, Mechanics, Operations

- **favoured Advantages:** Void Born, Linguist, Connected, Inspiring Presence, Academic Background
- **favoured Disadvantages:** Addicted (Spice), Wanted, Haunted By The Past, War Veteran

GAME MASTER GUIDANCE

THE LEVEL 1 REALITY CHECK

In SPACE: 2002, starting characters are competent but not legendary; they're capable survivors learning to thrive in a dangerous galaxy. It is vital for the Game Master to understand the reality of Level 1 play.

The Math of Early Success: A standard Level 1 character with a strong Core Stat (60) who has tagged a skill will have a base skill of 40 $[(60 \div 4) + 25]$. With their 10 starting skill points focused into 2-3 primary skills, they should have **45-50%** in their specialities. This means:

- **Your character succeeds at their speciality about half the time** in ideal conditions
- Difficulty modifiers matter significantly (-10 drops success to 35-40%)
- Critical successes ($\leq 5\%$ of the time) feel genuinely heroic
- Players should expect failure and learn to adapt

This is intentional. You're not playing with invincible heroes. You're playing with scrappy underdogs who grow into legends through play.

Starting at Higher Levels: If your campaign demands competent professionals from Session 1, consider starting at Level 2-3. This provides additional skill points to push primary skills into the 60-70% range, reflecting experienced characters:

- **Level 2 characters** (20 additional points): Can have 2-3 skills at 60%+
- **Level 3 characters** (30 additional points): Can have multiple skills at 65%+, feeling like seasoned professionals

The Fail Forward Rule: Because failure happens frequently at early levels, don't let failed rolls stop the story. If a Smuggler fails to pick a lock, they might still get the door open, but they trigger a silent alarm or break their lockpicks in the process. **Success with complications** keeps the game moving while maintaining tension.

Cover, Defence, and Tactics Matter: With active defence reactions (Dodge, Parry, Block), damage reduction from armour, and cover bonuses, characters who fight smart can survive seemingly impossible odds. Encourage tactical thinking:

- Seek cover before shooting (+5 to +10 to defences)
- Use Prepare Defence action when expecting attacks (+10 to all defences)
- Focus fire on single targets rather than spreading damage

- Use the environment (close doors, create choke points, trigger hazards)

A character with 36 HP might seem fragile, but with 10 DR from armour, half cover (+10 to defences), and smart positioning, they're far more resilient than the numbers suggest.

NAVIGATING THE THREE POWERS

The setting is defined by three conflicting philosophies. Use these as "thematic anchors" for your NPCs and locations:

- **The Galactic Federation:** Emphasize bureaucracy, idealism, and the "clean" aesthetic of high-tech exploration. Missions here should involve moral gray areas and diplomatic puzzles.
- **The Hegemony of Planets:** A landscape of feudal honour and psionic terror. Encounters should feel dangerous and hierarchical. The Hegemony does not negotiate; it demands fealty.
- **Allied Systems Inc. (ASI):** The realm of corporate vampirism. In ASI space, everything is a transaction. Use these encounters to lean into the "Cyberpunk" elements of the game: neon-lit boardrooms, mercenary contracts, and the literal blood-debt of the Vampire executives.
- **The Neutral Zone:** This is the frontier. It is lawless, dirty, and dangerous. In the Neutral Zone, the only thing that matters is your current Reputation and the charge in your blaster.

ADJUDICATING COMBAT AND LETHALITY

Combat in this system is fast and punishing. A single lucky shot can end a character's journey.

- **Respect the Critical:** Remember that a Critical Success (**10% of effective skill**) ignores all Damage Reduction (DR) and deals maximum damage. Describe these moments with visceral detail: a blaster bolt melting through heavy plate or a blade finding the gap in a droid's chassis.
- **The Importance of Cover:** Encourage your players to seek cover. A flat -10 or -20 penalty to an enemy's hit chance is often the only thing keeping a character alive.
- **Energy vs. Ballistic:** Be mindful of the damage types. Energy weapons are devastating against armour, while Ballistic weapons are more reliable but easily mitigated by high DR.

MEDIATING THE VOID

As the GM, you are the arbiter of the rules and the gatekeeper of the game's tension.

- **Mana Scarcity:** Magic is a powerful tool, but it is taxing. Be strict with the

meditation rules for MP recovery. An Esper who spends all their mana in the first room of a space station should feel the weight of that choice in the rooms that follow.

- **Opposed Rolls:** When two characters clash (such as a Stealth check vs. a Perception check), use the **Margin of Success**. The character who rolls the furthest below their skill level wins the exchange.
- **Environmental Hazards:** Don't forget the world around the players. Vacuum breaches, toxic atmospheres on alien worlds, and the "Burning" tag on plasma weapons should be constant threats that force players to think tactically.

Faction Reputation System

Track the party's reputation with each major faction on a scale of 0-100:

Score	Status	Effects
0-10	Wanted Criminals	Shoot on sight, bounties posted, denied entry
11-25	Hostile	Harassed at checkpoints, inflated prices (+50%), denied services
26-40	Unfriendly	Watched closely, standard prices, minimal cooperation
41-60	Neutral	No special treatment, normal interactions
61-75	Friendly	Welcome guests, discounts (-10%), minor favours granted
76-90	Allies	Significant aid offered, major discounts (-25%), priority access
91-100	Legendary	Honorary citizenship, free docking, military support

Gaining/Losing Reputation:

- Completing faction missions: +5 to +20
- Failing faction missions: -5 to -10
- Attacking faction members: -10 to -30

- Destroying faction property: -5 to -20
- Saving faction lives: +10 to +25
- Major story victories: +20 to +40

Cross-Faction Consequences: Gaining reputation with one faction often costs reputation with their rivals:

- Federation +20 = Hegemony -10
- Hegemony +20 = Federation -10
- ASI reputation is independent (they care about profit, not politics)

SOCIAL RESOLUTION MECHANICS

WHEN TO ROLL VS. WHEN TO ROLEPLAY

Not every conversation needs a dice roll. Use these guidelines:

- **Don't Roll When:** The outcome is obvious (asking directions from a friendly NPC, buying standard goods at list price, casual conversation with no stakes)
- **Do Roll When:** There are real consequences for failure, the NPC has reason to resist, or the request is significant (convincing a guard to look the other way, negotiating a better price, extracting classified information)
- **Roleplay First, Then Roll:** Good roleplaying should grant bonuses. If a player delivers a compelling argument or plays to an NPC's known motivations, grant +5 to +20 to their roll.

THE SOCIAL SKILLS

Charisma (Spirit): Used for honest persuasion, inspiration, leadership, and building genuine rapport. Use when you're trying to convince someone through sincerity, logic, or emotional appeal.

Fast Talk (Spirit): Used for lies, manipulation, misdirection, and deception. Use when you're trying to con someone, create a false impression, or talk your way out of trouble through quick thinking.

Other Skills in Social Situations:

- **Investigation (Mind):** Reading body language, detecting lies, noticing tells
- **Xeno (Mind):** Understanding alien cultural norms and avoiding offense
- **Perception (Mind):** Noticing social dynamics, who's really in charge, sensing danger

SOCIAL DIFFICULTY MODIFIERS

Apply these modifiers based on the situation:

Modifier	Situation	Examples
+10	Very Easy	Target is predisposed to help, drunk, or distracted
+0	Routine	Reasonable request from neutral party
-10	Challenging	Request goes against target's interests slightly
-20	Difficult	Target is hostile or request is dangerous to them
-30	Very Difficult	Target has strong opposing motivation
-40	Nearly Impossible	Asking someone to betray core beliefs or face certain death

Reputation Modifiers: Apply faction reputation bonuses/penalties to social rolls with faction members:

- Friendly (61-75): +10
- Allies (76-90): +20
- Legendary (91-100): +30
- Unfriendly (26-40): -10
- Hostile (11-25): -20
- Wanted (0-10): Auto-fail in most cases

EXTENDED SOCIAL CHALLENGES

For complex negotiations, interrogations, or prolonged cons, use this framework:

1. Set Stakes: What does success mean? What does failure cost? What happens on a partial success?

2. Determine Thresholds:

- **Simple Challenge:** Single roll
- **Standard Challenge:** 2-3 successful rolls needed
- **Complex Challenge:** 4-5 successful rolls needed

3. Track Progress: Each successful roll adds 1 "success." Players can use different social approaches each round (Charisma one round, Fast Talk the next, even Investigation to read the target).

4. Consequences of Failure: Three failed rolls ends the challenge. The NPC becomes suspicious, ends negotiation, or sees through the deception.

Example Extended Challenge: *The party needs to convince a Corporate Executive to grant them access to restricted docking bay records. The GM sets this as a Standard Challenge (2 successes needed). The player makes a Charisma roll to establish rapport (+0 difficulty), then follows with Fast Talk to fabricate a convincing cover story (-10 difficulty). Two successes = access granted.*

SOCIAL COMBAT SITUATIONS

Some social situations are adversarial: interrogations, debates, cons. Treat these as **Opposed Rolls:**

Both sides roll their relevant social skill. The character who beats their skill by the highest margin wins the exchange.

Interrogation Example:

- Interrogator rolls Charisma to extract truth: rolls 35 against Charisma 60 (beats by 25)
- Prisoner rolls Spirit to resist: rolls 48 against Spirit 55 (beats by 7)
- Interrogator wins with 25 degrees of success vs. 7, extracting useful information

Con Artist vs. Investigator Example:

- Con artist uses Fast Talk 55, rolls 23 (beats by 32)
- Investigator uses Investigation 50, rolls 44 (beats by 6)
- Con artist's lie is believed

CONSEQUENCES & COMPLICATIONS

Social rolls shouldn't be binary. Consider these outcomes:

Critical Success (≤ 5 or 10% of skill):

- Target becomes genuinely helpful, offers additional aid
- You gain a valuable contact or ally
- You learn something extra beyond your original question

Success:

- You achieve your stated goal
- Information is accurate and complete
- Deal is struck on reasonable terms

Failure:

- Target is unconvinced but not hostile
- Information is partial or vague
- Deal falls through but you can try again later with penalty

Critical Failure (≥ 95):

- Target becomes actively hostile
- Your cover is blown
- You've made a dangerous enemy
- Word spreads about your failure (-5 to reputation with this faction)

SOCIAL ENCOUNTER TABLE (d20)

When you're unsure how an NPC should react, roll:

Roll	NPC Reaction
1-3	Hostile - Refuses outright, may attack or report you
4-7	Suspicious - Requires significant convincing (-20 to social rolls)
8-12	Neutral - Standard difficulty, can be swayed either way
13-16	Friendly - Willing to listen (+10 to social rolls)
17-19	Helpful - Actively wants to assist (+20 to social rolls)
20	Ally - Goes out of their way to help, offers additional aid

Modify by faction reputation and context.

SPECIFIC SOCIAL SITUATIONS

Negotiating Prices:

- Standard haggling: Charisma check at -10
- Success: 10-25% discount
- Failure: Offend merchant, prices increase 10%
- Critical Success: 30-50% discount or extra goods thrown in

- Success: Target complies out of fear but may seek revenge later
- Failure by 20+: Target calls your bluff, situation escalates

Gathering Information:

- Casual questions in bars/markets: Charisma at +0
- Sensitive information: Charisma at -10 to -20
- Classified intel: Fast Talk at -20 to -30, may require bribes (10-100 cr)
- Critical Failure: You're asking too many questions, someone notices

Seduction/Romance:

- Use Charisma for genuine connection
- Use Fast Talk for manipulation
- Apply -10 to -30 based on target's situation and personality
- Critical Failure: Target is offended, you've made a scene

Bluffing Your Way Past Security:

- Fast Talk check, difficulty based on security level
- Civilian checkpoint: -10
- Military checkpoint: -20
- Black site: -30
- Forged documents grant +10
- Uniform/disguise grants +10
- Each previous attempt at same location: -10 cumulative

Intimidation:

- Use Charisma (honest threat) or Fast Talk (bluffing threat)
- Target resists with Spirit check

SOCIAL MOMENTUM

In extended social scenes, build momentum:

First Impression: The first social roll in an encounter sets the tone. Success grants +5 to all subsequent social rolls with that NPC this scene. Failure imposes -5.

Pushing Your Luck: Players can attempt multiple social checks in one scene, but each attempt after the first takes -5 cumulative penalty as the NPC grows tired, suspicious, or annoyed.

WHEN SOCIAL ROLLS FAIL

Don't let failed social rolls stop the story. Instead:

- **Yes, but...** - You get what you want, but at a cost (higher price, future favour owed, information is incomplete)
- **No, but...** - You fail, but learn something useful or gain a different opportunity
- **No, and...** - You fail and things get worse (guards called, reputation damaged, NPC becomes hostile)

EXAMPLE SOCIAL ENCOUNTER

The party needs to bribe a Hegemony port official to overlook contraband in their cargo hold.

Setup:

- Official is Neutral starting disposition (roll: 10)
- Contraband is Elven refugees (highly illegal in Hegemony space)
- Party has Unfriendly reputation with Hegemony (-10 to rolls)

Approach 1 - Bribery: Player offers 500 credits and makes Fast Talk check at -20 (contraband is serious, Hegemony reputation penalty). Rolls 42 against Fast Talk 55. Success! Official accepts the bribe but warns them: "This is your only warning. Next time, you'll be vaporized on approach."

Approach 2 - Authority Bluff: Player claims to be on classified ASI business and flashes forged corporate credentials. Rolls against Fast Talk -10 (official is suspicious). Rolls 67 against Fast Talk 55. Failure. Official doesn't buy it and begins scanning the ship more thoroughly. Now the party needs a new plan with an additional -5 penalty...

SKILL USES & APPLICATIONS

THE KNOWLEDGE PRINCIPLE

Every skill represents both ability and knowledge. A character with Light Ranged doesn't just shoot well: they know pistol mechanics, ammunition types and weapon models. When a player asks "Would my character know this?" consider their relevant skills.

PHYSICAL SKILLS

Skill	Standard Use	Knowledge	Creative Examples
Athletics (Str)	Climbing, swimming, jumping, lifting	Physical limits, leverage, technique	Break down doors; carry wounded allies; scale moving vehicles; win contests for info
Acrobatics (Agi)	Dodging, tumbling, balance, flips	Center of gravity, falling safely, dangerous terrain	Catch yourself when falling; squeeze through tight spaces; parkour escapes; navigate zero-G gracefully
G-Suit (Agi)	Zero-G/vacuum operations	Suit mechanics, decompression risks, malfunctions	Repairs in vacuum; use thrusters for speed; recognize tampering; jury-rig seals; navigate debris fields
Stealth (Agi)	Silent movement, hiding, pickpocketing	Sightlines, security protocols, surveillance equipment	Plant tracking devices; read lips; hide objects in plain sight; move through crowds; palm data chips

SOCIAL SKILLS

Skill	Standard Use	Knowledge	Creative Examples
Charisma (Spr)	Persuasion, leadership, inspiring	Social dynamics, authority structures, etiquette	Rally allies in combat; convince crowds; defuse tension; negotiate truces; gain exclusive entry; convince surrender
Fast Talk (Spr)	Lying, deception, cons, bluffing	Con artistry, common scams, detecting deception	Create cover stories; bluff past security; sell worthless goods; plant false info; impersonate authority; talk down prices

MENTAL SKILLS

Skill	Standard Use	Knowledge	Creative Examples
Driving (Mind)	Ground vehicles, hovercrafts	Vehicle models, traffic laws, maintenance	Hotwire vehicles; controlled crashes; read tire tracks; jury-rig controls; recognize tampering
Piloting (Mind)	Spacecraft, fighters, orbital vehicles	Hyperspace routes, ship classes, orbital mechanics	Navigate asteroid fields; identify ships by engine signature; emergency jumps; recognize ambush positions
Mechanics (Mind)	Repairing vehicles, electronics, machinery	Engineering principles, components, failure points	Sabotage equipment; jury-rig from scrap; identify malfunction causes; create improvised weapons; estimate repair time
Operations (Mind)	Computers, hacking, electronics	Network architecture, security protocols, OS types	Forge digital documents; trace communications; recover deleted files; disable security; decrypt messages
First-Aid (Mind)	Treating injuries, stabilizing wounded	Anatomy (multi-species), diseases, drug interactions	Determine time of death; identify poisons; fake injuries; know where to strike; recognize augmentation
Robotics (Mind)	Repairing, programming robots/AI	Robot models, AI logic, programming languages	Reprogram hostile robots; recognize malfunctions; identify positronic systems; hack security droids; spot androids
Xeno (Mind)	Alien species, cultures, biology	Species traits, cultural taboos, biological needs	Avoid diplomatic offence; exploit species weaknesses; identify disguised aliens; navigate social hierarchies
Investigation (Mind)	Crime scenes, deduction, details	Criminal methodology, forensics, patterns	Reconstruct events; predict criminal behaviour; find hidden compartments; spot staged scenes; profile people
Perception (Mind)	Sight, hearing, smell, touch, awareness	Sensory limitations, what to look for	Spot ambushes; hear through walls; notice concealed weapons; smell poison; detect invisible enemies; recognize footsteps
Occult (Mind)	Magical theory, mystical traditions	Spell effects, magical schools, magical history	Identify spell schools; know countermeasures; recognize enchanted items; understand ancient texts

COMBAT SKILLS

Skill	Standard Use	Knowledge	Creative Examples
Unarmed (Agi)	Fighting with fists, feet, body	Martial arts, pressure points, grappling	Break restraints; disarm opponents; non-lethal knockouts; identify trained fighters; fight in confined spaces
Melee (Agi)	Swords, axes, clubs, spears	Weapon types, fighting styles, armour weak points	Cut through obstacles; deflect projectiles; hook/trip opponents; identify craftsmanship; intimidating displays
Energy Blade (Agi)	Plasma blades, energy swords	Energy containment, power cells, blade types	Cut through blast doors; deflect energy fire (-20); identify wielder's faction; seal wounds; improvised welding
Throwing (Agi)	Throwing objects, grenades, weapons	Ballistics, blast patterns, grenade types	Create distractions; deliver items to allies; hit switches from afar; skip grenades around corners; test for traps
Light Ranged (Agi)	Pistols, SMGs, small firearms	Pistol models, ammo types, ballistics, weapon sounds	Shoot objects from hands; recognize weapons by sound; identify position by muzzle flash; estimate shots fired
Heavy Ranged (Agi)	Rifles, machine guns, heavy weapons	Weapon platforms, military tactics, firing lanes	Suppressive fire; shoot through cover; identify military units; trick shots; set up firing positions; recognize mods
Block (Agi)	Using shields to deflect attacks	Shield mechanics, energy shields, defensive positions	Protect nearby allies; bash as weapon; mobile cover; deflect environmental hazards; identify shield weaknesses

MAGIC SKILLS

Skill	Standard Use	Knowledge	Creative Examples
Evocation (Mind)	Destructive energy, elemental attacks	Energy manipulation, elemental interactions	Create light sources; melt locks; start fires; identify attack patterns; estimate mage power; clear obstacles
Conjuration (Mind)	Summoning, barriers, entities	Dimensional theory, summoning circles	Create temporary tools; summon from other locations; identify summonable creatures; create environmental barriers
Transmutation (Mind)	Altering matter properties	Material science, atomic structure	Weaken structures; change liquids; make objects float; create breathable air; identify transmuted items
Illusion (Mind)	Deceiving senses, bending perception	Psychology, illusion techniques, tells	Create alibis; mask sounds; create ghost effects; identify others' illusions; disguise magical auras
Divination (Mind)	Sensing truths, perceiving auras	Precognition theory, scrying methods	Locate lost objects; sense danger; read object history; detect invisible creatures; know when being scryed
Enhancement (Spr)	Strengthening, healing, empowering	Biological processes, healing limits	Remove fatigue; stabilize dying; purify food/water; recognize enhanced individuals; boost morale; temporary immunity
Cursing (Spr)	Weakening, jinxing, misfortune	Curse mechanics, curse-breaking, cursed objects	Sabotage equipment "magically"; make areas seem haunted; identify curses; detect dark magic; create lasting hexes

ENCOURAGING CREATIVE SKILL USE

As GM, reward players for thinking outside the box with their skills. If a player wants to use Athletics to intimidate someone by bending a metal bar, or use Piloting knowledge to hotwire a ground vehicle because "the principles are similar," consider it! Apply appropriate difficulty modifiers, but encourage this kind of creative problem-solving.

Combining Skills: Sometimes a task might require multiple skill checks in sequence. Climbing a wall while remaining stealthy? Athletics check followed by Stealth check. Hacking a computer to learn about alien technology? Operations check followed by Xeno check.

Skill Synergies: Grant +10 to a roll if a player can justify how a different skill helps them. A character with high Xeno knowledge might get +10 to Charisma when dealing with a specific alien species because they understand cultural norms.

Docking Fees & Services

Standard docking fees vary by faction and location:

Federation Space:

- Major stations: 100 cr/day (safe, well-maintained)
- Colony worlds: 50 cr/day (basic facilities)
- Military stations: 200 cr/day (restricted, require clearance)
- Refuelling: 50 cr per jump
- Repairs: Standard rates, +10% quality

Hegemony Space:

- Core worlds: 150 cr/day (heavily monitored)
- Border stations: 75 cr/day (less oversight)
- Military ports: 300 cr/day (Knights only, severe restrictions)
- Tribute required: 10% cargo value declared
- Refuelling: 75 cr per jump
- Repairs: Cheap labour, -10% cost but -10% quality

Allied Systems Inc. Space:

- Corporate stations: 200 cr/day (premium facilities)
- Trading hubs: 125 cr/day (bustling, anonymous)
- Black market ports: 50 cr/day (no questions asked)
- Refuelling: 100 cr per jump (monopoly pricing)
- Repairs: Variable rates, parts readily available

Neutral Zone:

- Illegal stations: 25-100 cr/day (lawless, dangerous)
- Refuelling: 150 cr per jump (smuggled fuel, questionable quality)
- Repairs: Negotiate individually, often done in trade

Reputation Modifiers: Friendly status grants -50% docking fees. Hostile status adds +100% if allowed to dock at all.

QUICK NPC CREATION

For simple NPCs, assign:

- Stats (30-70 typical)
- HP (calculate normally)
- One Advantage (optional)
- **Battle Number:** Single percentage for all combat/relevant checks

Example: "Guard, Battle Number 40" - shoots at 40%, dodges at 40%, notices at 40%

Sample Enemies

Corporate Guard (Average): Str 50, Agi 50, Mind 40, Spirit 45 | HP 30, Battle# 40, 11 DR, Blaster Pistol 2d8+2 | Professional, calls backup, won't die for wages

Space Pirate (Dangerous): Str 55, Agi 60, Mind 45, Spirit 50 | HP 33, Battle# 45, Quick Draw, 9 DR, Heavy Pistol 2d8+3 | Ruthless, dirty tactics, flees 50% HP

Hegemony Soldier (Disciplined): Str 60, Agi 50, Mind 40, Spirit 55 | HP 36, Battle# 42, War Veteran, 14 DR, Plasma Mace 2d10+8 | Loyal to death, honour code, never surrenders

Federation Explorer (Non-Combatant): Str 40, Agi 45, Mind 65, Spirit 50 | HP 26, Battle# 30 (55 knowledge), Sharp Mind, 4 DR, Phaser 1d12+2 | Prefers stun/negotiate, runs from threats

Void Wyrm (Beast): Str 80, Agi 60, Mind 25, Spirit 40 | HP 45, Battle# 50, Armoured+Apex Predator, 3 DR | Bite 3d10+8 (Piercing), Tail 2d10+8 (Crushing, arc), vacuum-adapted, ambush predator

Scrap Rat Swarm (Nuisance): Str 20, Agi 70, Mind 10, Spirit 30 | HP 13 (collective), Battle# 50, 0 DR | Bite swarm 2d6+Bleeding (Piercing), fills 2 tiles, flees 50% HP, fears fire

Star Mage Mercenary (Dangerous Mage): Str 40, Agi 50, Mind 75, Spirit 55 | HP 25, MP 37, Battle# 40 (68 magic), Magic Touched+Sharp Mind, 10 DR (Tactical Armour), Laser Pistol 1d12+4 | Evocation 68, Conjuration 60, Enhancement 55 | Prefers Plasma Blast (2d10), conjures Force Wall (8 DR barrier) for cover, uses Enhancement on self (+10 stat) | Pragmatic. Negotiates if outmatched

ASI Bounty Hunter (Elite): Str 55, Agi 65, Mind 50, Spirit 50 | HP 32, Battle# 55, Quick Draw+Marksman, 11 DR (Bounty Hunter Rig), ASI Blaster Pistol 2d8+2, Wrist Blaster 1d10+2, Grapple launcher | Uses cover aggressively, aims for disabling shots, always has escape plan, captures targets alive for better pay

EXAMPLE PLOT HOOKS

Cantina Confidential: Your favourite information broker has evidence of an ASI executive literally eating a Federation diplomat during trade negotiations. The recording is worth millions to the right buyer, but publishing it could start a war between the superpowers. Do you help her sell it, expose it publicly, or destroy it to keep the fragile peace?

The Knight's Dilemma: A disgraced Cyberknight contacts you in secret: his noble house is breeding Elves for genetic experiments, creating "perfect soldiers" in hidden labs. He cannot stop them alone without breaking his honour code and condemning his entire family, including innocent children, to execution. Will you help him expose the conspiracy, or let it continue?

Tournament of Blades: You receive an invitation to the Grand Melee on Tyranus: a gladiatorial tournament where the winner receives a title, land, and an Energy Blade. The catch: it's to the death, broadcast across the Hegemony, and refusing the "honour" insults a powerful Duke. One of the other contestants is an Elven slave fighting for their freedom.

Chains of Starlight: An Elven refugee ship with 200 escaped slaves crosses your path. No faction will grant them asylum. The Federation doesn't want to provoke the Hegemony, ASI wants to sell them back, and Neutral Zone ports can't feed them. The refugees speak of "Alfheim's Children," hidden free colonies deep in unclaimed space. Finding them might be suicide... Abandoning the refugees certainly is.

First Contact Protocol: You discover a pre-FTL civilisation decades from achieving spaceflight. Standard Federation protocol demands you observe and leave. But you've detected a Hegemony scout ship that arrived first... and the primitive locals are now worshipping the Cyclopean visitors as gods. Do you break Federation law to prevent their enslavement?

The Franchise Wars: Two ASI subsidiaries are waging actual war over franchise rights to a lucrative trade route. Mercenary fleets clash, stations burn, executives die. You're hired by one side... until you realise both subsidiaries are owned by the same parent company. It's all theatre, a PR stunt to drive up stock prices. Thousands are dying for quarterly earnings reports.

Repo Job Gone Wrong: Simple job: repossess a light freighter from a debtor three months behind on payments. The ship is her only home and livelihood. She's a single mother with two children. She's rigged the ship to explode if anyone but her touches the controls. ASI doesn't care about the collateral damage. You have 24 hours before they send kill-authorised bounty hunters.

The Null Zone Expands: A region of space where magic simply doesn't work is growing at one light-year per day. Espers lose their powers inside it. Enchanted items fail. Some mages die as the mystical energy sustaining them vanishes. The Federation thinks it's a Hegemony weapon. The Hegemony blames the Star Magi. The Star Magi are genuinely terrified.

The Last Spell: An ancient Amphibian mage emerges from stasis with knowledge of a spell that could end death itself! True resurrection, with no limits. He's dying and wants to teach someone before his knowledge is lost forever. Every government wants to control it. Three separate factions want to kill him to prevent it. You must decide: preserve the knowledge, destroy it, or let the old mage die with his secrets?

Blood Debt: You saved someone's life a few sessions ago. Now their entire crime family considers you "family", and they WILL help whether you want it or not. Need a ship? Stolen. Need information? Extracted through torture. The patriarch demands you attend his daughter's wedding, where seven rival families will also be present. Declining the invitation is unthinkable. Attending is probably suicidal.

Synthetic Rights: The android in your crew receives repossession papers. Technically, they're still ASI property, and their emancipation documents were forged. They have 30 days before bounty hunters arrive with legal authority. Fighting it in court costs 100,000 credits and might still fail. Going on the run makes everyone fugitives. Or you could find the engineer who created them and forge real freedom papers... but she's in a Hegemony supermax prison.

The Gate Network: Someone has activated an ancient Amphibian gate network, which provides instant travel between 1,000 systems, no ships needed. It's revolutionary for trade and exploration. It also means any faction with access can invade anywhere instantly, bypassing all defences. All three empires are racing to seize control. You found the master gate first. The entire balance of galactic power rests on your choice.

The Void Leviathan: Something massive is moving through deep space... a creature the size of a moon that feeds on starships. It's heading toward Federation core worlds, leaving a trail of shattered vessels in its wake. Weapons don't harm it. Magic doesn't affect it. But your Esper glimpsed its thoughts: it's been in agony for thousands of years, and it just wants the pain to stop.

The Uprising: Elven slaves across 500 Hegemony worlds simultaneously revolt. Someone broke the psionic control networks. Millions die in the first 48 hours. The Hegemony deploys Cyberknights to burn entire planets. The Federation wants to help but fears total war. ASI sees profit opportunities. Your party's Elven member learns their sibling is leading the rebellion, and without external support, the revolution will be crushed in weeks.

GAME MASTER TABLES

Loot Tables (Roll d100)

Poor Enemies (Scavengers, Thugs, Street Criminals)

Roll	Loot
1-30	1d10 credits
31-60	1d10×10 credits + light pistol or knife
61-85	1d10×10 credits + improvised weapon or cheap gear
86-95	Medkit or stim pack
96-100	Datapad with useful information or contacts

Average Enemies (Soldiers, Mercenaries, Bounty Hunters)

Roll	Loot
1-20	2d10×10 credits
21-50	2d10×10 credits + combat rifle or heavy pistol
51-70	2d10×10 credits + ballistic vest or tactical gear
71-85	Tactical armour or advanced medkit
86-95	Faction-specific equipment (roll on faction table)
96-100	Rare item (energy weapon, special gear, classified data)

Elite Enemies (Cyberknights, Star Magi, Crime Lords)

Roll	Loot
1-30	1d10×100 credits
31-60	1d10×100 credits + energy weapon or powered armour piece
61-80	Powered armour, faction-specific rare gear, or ship component
81-95	Vehicle access codes, small starship, or major equipment cache
96-100	Unique artifact, legendary weapon, or priceless intelligence

Weapon Malfunction Table (Roll d20 on Critical Fail)

Roll	Malfunction
1-5	Jam - Weapon jammed, requires action to clear
6-10	Misfire - Weapon fires but deals no damage, wastes ammo
11-14	Overheated - Cannot fire next turn, must cool down
15-17	Power Cell Depleted - Energy weapons out of charge, needs replacement
18-19	Damaged - Weapon suffers -10 to hit until repaired (Mechanics check, -10 difficulty)
20	Critical Failure - Weapon explodes, deals 2d10 damage to user, destroyed

Spell Failure Table (Roll d20 when Spell Critically Fails)

Minor Failure (1-10):

Roll	Effect
1-4	Spell fizzles harmlessly, lose half MP cost
5-7	Wrong element/effect (fire becomes ice, healing harms, etc.), lose full MP
8-10	Delayed effect - spell happens 1d6 rounds later than intended, lose full MP

Major Failure (11-17):

Roll	Effect
11-13	Spell targets random creature within range instead, lose full MP
14-16	Spell backfires on caster for half effect, lose full MP + take 1d6 damage
17	Magical feedback - lose full MP + Stunned for 1 round

Critical Failure (18-20):

Roll	Effect
18	Spell explodes, affects 2-tile radius around caster for full effect, lose double MP
19	Dimensional rift - summons hostile creature (GM choice), lose full MP
20	Mana burn - lose double MP + cannot cast magic for 1d6 rounds

Vehicle Malfunction Table (Roll d20 During Stress)

Roll	Malfunction
1-5	Engine Sputter - Lose half movement speed for 1d6 rounds
6-10	System Glitch - Sensors/comms offline for 1d6 rounds, -20 to Piloting
11-14	Weapon Jam - One weapon system offline until repaired (Mechanics)
15-17	Hull Breach - Lose 1d10 HP per round until patched (Mechanics -10)
18-19	Critical System Failure - Life support, engines, or weapons failing
20	Catastrophic Failure - Vehicle takes 3d10 damage, all systems offline

Random Complication Table (Roll d20 When Things Go Wrong)

Roll	Complication
1-3	Reinforcements arrive - enemy backup shows up in 1d6 rounds
4-6	Environmental hazard - fire, vacuum breach, toxic gas
7-9	Innocent bystanders - civilians caught in crossfire, moral dilemma
10-12	Alarm triggered - security alerted, lockdown initiated
13-15	Equipment failure - crucial gear malfunctions at worst time
16-17	Betrayal - ally turns on party or contact sells them out
18-19	Time pressure - bomb timer, ship leaving, target escaping
20	Multiple complications - roll twice and combine result

TAG INDEX

DAMAGE TYPE TAGS

Tag	Effect
Burning	Fire/plasma/laser damage. Ignores some DR. May cause On Fire (2d6/turn)
Piercing	Bullets/arrows/spears. Bypasses 2 DR vs soft armour
Slashing	Swords/axes/claws. Effective vs unarmoured
Crushing	Blunt impact. Some armour resists better
Freezing	Cryo weapons. May cause Slowed
Lightning	Electric attacks. May cause Stunned
Gravity	Exotic gravitational force, disrupts or lands flying enemies
Stunning	Non-lethal. May cause Stunned without HP damage

WEAPON PROPERTY TAGS

Tag	Effect
Concealable	Small enough to hide on person
Burst Fire	+1d(x) damage, uses 3x ammo
Close Only	Effective only at short range (5 tiles)
Never Jams	Immune to jam malfunctions
Ignores X DR	Bypasses specified Damage Reduction
Adds Bleeding	Inflicts Bleeding status (1d4/turn, stacks)
Destroys Non-Energy on Parry	Cuts through normal weapons when parrying
Takes One Round to Ready	Requires activation before use
Illegal	Banned, possession risks arrest or fine
Highly Illegal	Extreme contraband, severe penalties

ARMOUR TYPE TAGS

Type	Vulnerability	Resistance	Examples
Soft Armour	Slashing/Piercing (-2 DR)	None	Leather, Ballistic Vest
Hard Armour	Crushing (-2 DR)	Slashing (+2 DR)	Tactical, Combat, Powered
Energy Shield	Crushing/Piercing (-2 DR)	Burning/Lightning (+2 DR)	Personal/Military Generators

EQUIPMENT PROPERTY TAGS

Tag	Effect
Single Use	Consumed/destroyed after one use
Consumable	Limited uses, degrades with use
Reusable	Can be used multiple times
Requires Setup	Must be placed/prepared in advance
Stun Setting	Can switch to non-lethal Stunned damage
+X to Skill	Grants bonus to specific skill checks

Tag	Effect
Life Support	Provides breathable atmosphere (duration varies)
Sealed	Airtight, protects vs vacuum/toxins
Addictive	Causes Addiction disadvantage with regular use

GRENADE/EXPLOSIVE TAGS

Tag	Effect
X-tile / Y-tile Radius	Dual radius: primary blast / extended effect
Motion Trigger	Activates when detecting movement
Vehicle Scale	Designed to damage vehicles at vehicle scale
Blocks LOS	Creates visual obstruction
Disables Electronics	Shuts down technological devices
Dodge Halves Damage	Successful Dodge reduces damage by half (not negates)

FACTION-SPECIFIC TAGS

Tag	Description
Federation	Exploration/science focus, non-lethal options
Hegemony	Medieval aesthetic, honour-focused, brutal
ASI	Mass-produced, modular, profit-driven
Black Market	Cheap, unreliable, or illegal items
Knights Only	Restricted to Hegemony Cyberknights
N/A Cost	Cannot be purchased, acquired through play

SPECIAL COMBAT TAGS

Tag	Effect
Non-Lethal	Designed to incapacitate without killing, cannot drop target below 0HP
Returns	Thrown weapon returns to wielder
Disarms on Parry	Successful parry knocks opponent's weapon away (1d4 tiles)
Jump Jets	Armour includes powered flight
Holographic Banner	Shield projects visual heraldry
+X to Intimidation When Drawn	Weapon provides social bonus when displayed
Modular	Accepts customization attachments
HUD	Heads-up display with tactical information

AUGMENTATION TAGS

Tag	Effect
+X Strength	Increases effective Strength stat
+X to Stat Checks	Bonus to specific stat uses, not all derived values
X DR Shield	Separate shield DR, can be activated/boosted
Wrist Blaster	Integrated weapon system
Grapple	Includes grappling hook/launcher
Binders	Includes restraint devices
Hidden Compartments	Concealed storage (Investigation check to detect)

UTILITY TAGS

Tag	Effect
Long-Range Communication	Enables interstellar comms
Detect Electronics/Hazards	Identifies tech signatures and dangers
Motorised	Includes powered assistance
Real-Time Translation	Instant language conversion
Emergency Recall	Single-use teleportation to linked ship
X-tile Range	Equipment effective range in tiles
X Hours Duration	Limited operational time

STATUS EFFECT TAGS (Equipment-Inflicted)

Tag	Effect
Poisoned	1d6 damage/turn, -10 physical checks
On Fire	2d6 damage/turn, spreads
Stunned	No actions/reactions, auto-fail defences (1 round)
Frightened	Spirit check to approach, -10 all checks while the object of fear is visible
Slowed	-50% movement, -10 Dodge, no Move & Attack
Withdrawal	Lack of addictive substance, escalating penalties

MISC DESCRIPTIVE TAGS

Tag	Effect
Reliable	Functions consistently, cannot malfunction
Cheap Ammo	Ammunition costs less than standard
Looks Like Junk	Appears worthless despite function
Helmet Cam	Includes recording device
25% Jam	Has chance to malfunction
Accepts Mods	Compatible with modification attachments

Tags stack and combine. Example: A weapon might be "Concealable," "Piercing," "Ignores 5 DR," and "Illegal."