

Lore:

This module is fairly customizable, so you can flavor it to be more like your favorite sci-fi franchises.

Character Creation:

Species:

Travelers (Humans): Beings who traveled the galaxy and adapted to live on their new home planets. During character creation, you may invest 2 of your 3 skills in the same path.

Cyroid: Robots with no need to eat, drink, sleep, or breathe. Can be rebuilt after dying.

Insectoids: Insect-persons who have a Brawn, 4 damage melee attack at all times.

Glimmers: Being made partially of light. -4 Max HP, +2 Evasion Score

Congeloid: Slime person, enemies can not make aimed attacks against you. Can also squeeze through holes as small as $\frac{1}{2}$ a meter in diameter.

How do Starships work?:

Rules of Space Combat:

Space combat is played on a separate map.

Each part of the ship can sustain 3 hits before going offline, except hubs which depend on the ship. After 3 hits, the next attack destroys the part.

A ship remains intact unless the hub goes down to 0 HP.

Turn Order:

- The engaging party goes first, then the defenders.
- If that is unclear, the ship who has the highest movement goes first.
- If all ships have the same movement, have each party roll 2d6 to decide who goes first.

Ships can make as many attacks as they have manned weapons. Attacks always target a specific part.

Lightspeed jumps take 3 turns to make.

Starships:

Piecemeal vehicles with stats and similar rules to combat.

Hubs:

- **Small Chassi** - 4 movement units, 2 connectors, lightspeed. 2/5, but a 2/6 if you only use 1 of the connectors. Hub has 3 HP
- **Light-speed Chassi** - 2 movement units, 4 connectors, lightspeed. 3/5 and 4 HP Hub.
- **Fleet Chassi** - 1 movement unit, 5 connectors, lightspeed. 4/2 and 6 HP
- **Flagship Chassi** - 1 movement unit, 8 connectors, lightspeed. 5/2 and 10 HP Hub.
- **Carriers** - 1 movement unit, 12 connectors. 4/1 and 20 HP Hub.
Connectors can not be used for more than 4 weapons total.

Guns

(need party member in component to operate):

- **Beam Type** - 1 damage to two parts. 2d6
- **Light Missile** - 2 damage to one part, finite ammo. 2d6
- **Heavy Missile** - 3 damage to one part, finite hard to find ammo. 3d6
- **Scattershot** - 1 damage to 3 random parts. 2d6
- **Laser** - 2 damage to one part, one turn recharge. 3d6
- **Heavy Laser** - 3 damage, 4 turn recharge. 3d6

Utility:

- **Shield** - blocks two attacks other than missiles (skip attack rolls), on a 3 turn recharge after the second attack made against the shield.
- **Engine Drive** - increase movement and Evasion Score by one.
- **Juicer** - once per rest reduce a recharge by one.
- **Warpdrive** - Lightspeed jumps take 2 turns instead of 3.
- **Greatshield** - block everything for a single turn then 4 turn recharge.
Takes 3 connections
- **Cloak** - for 2 turns become invisible, 4 turn recharge, takes 2 connections
- **Medbay** - once per rest heal a party member to full
- **Teleporter** - teleport group of people to another ship or planet surface, takes 2 connections

Standoff Mechanic:

Standoff: The two characters who roll first and second in initiative may make an additional ranged-attack on their first turn.

Guns and Lasers:

For the sake of the setting, all guns on the generic equipment page are “Laser Weapons” and are not limited by range.

Skills

Ray-slinging

- **Draw!** - Passive, +2 to your initiative roll
 - **Nice Shot!** - Passive if you have the highest Initiative roll, deal two additional damage on your immediate bonus attack.
 - **Highest Noon** - Passive, after getting first or second in initiative, your next aimed ranged attack has no penalty.
- **Space Evasiveness** - Passive, +1 Evasion Score when the attack is from a laser weapon.
 - **Space Samurai** - Passive, if you are holding a melee weapon, you block as many ranged attacks as you have unused actions at the end of your previous turn (you have as many blocks as actions the first round of combat until your turn).
 - **Dance of Blades** - Passive, once per turn if a target within 20 meters makes a ranged attack against you, move to them and make an immediate bonus attack with your melee weapon.

Space-flying

- **Good Piloting** - Passive, bonus dice for rolls related to piloting.
 - **Good Shot** - Passive, +2 to a dice for attacks made with your ships weapons or when in combat aboard a ship.
 - **Emergency Landing** - if a ship would otherwise be destroyed, your crew and your ship gain a bonus turn. If the ship lands, it is not destroyed.
- **Good Repairing** - Action, once per rest fix a component on a ship
 - **Quick Fixing** - Action, once per rest if a component would break, you may use your Ingenuity to prevent that and also heal it 1 HP
 - **On the Fly** - Action, you may make an Intellect check of 8 to repair the hub by 2.

Galactic Diplomacy

- **First Contact** - Passive, when establishing contact with a new species of aliens, gain +2 dice to all Charisma rolls until your next rest.
 - **Come in Peace** - Passive, +1 to Diplomacy rolls. When you stop combat with Diplomacy, it counts as a rest for your whole party.
 - **Cease Fire** - Passive, +2 to Charisma rolls after combat ends until your next rest.
- **Inspirational Leader** - Passive, if you did not attack on your turn, sometime in the future, you may add +2 to a dice on an ally's roll. You can not stack this.
 - **Our Captain** - Passive, allies automatically succeed when reviving you from the Dangerstate. Also, gain +1 Charisma permanently.
 - **Chosen One** - Once per rest, pass all *possible* checks and all attacks made against you miss until the end of your next turn.

Droid Construction

(you can have as many droids active at a time as your Intellect score and can repair all of them on rest, they follow your turn in initiative)

- **Recons** - Action, construct a token that can move 40 meters of movement on your turn. You can see what the droid sees.
 - **Boosters** - Passive, ALL your droids gain an additional 10 meters of movement.
- **Infiltrators** - Action, construct a token that can move 20 meters per turn and has a 2d6+1 ranged attack that deals 2 damage.
 - **Siege** - Action, on their turn ALL droids can explode and deal 2 damage to surrounding targets if you wish.
- **Heavy Turrets** - Action, construct a 4/0, has a 3 damage 2d6+2 ranged attack, 3 HP turret that has 0 meters of movement.
 - **Plating** - Passive, ALL your droids gain +2 to their Armor Score and +2 HP.

Factions:

United Galactic Council:

Level 1:

Recognition for Exploration (active) - if you are in UGC space, your ship is entitled to free repairs.

Uncharted Travel (ability) - you always know the direction of the next nearest inhabited spaceport or planet and can warp drive directly there.

Level 2:

Peace Beacon (item) - Phone the UCG. Force any combat to end, even if you are not involved or are horribly outgunned. You may use this once.

UGC Envoy Status (active) - Expanse and Imperium ships will not attack you outside their home systems unless provoked first.

Heal Drone (item) - pocket-sized drone with a movement speed of 30 meters. Once per rest, the drone can restore 5 HP to an ally.

Level 3:

Cosmopolitan (ability) - +1 to Charisma checks when interacting with a different species than yourself

Discount (active) - 20% Discount at all shops in UCG territory.

Wild Starspace:

Level 1:

Bounty Board (active) - whenever you enter Wild Starspace, learn about criminals on the run, who will fetch a pretty penny if caught.

Jetcloak (item) - you are given a jet cloak that adds 10 meters to your movement speed. "Can't explore wildspace without this."

Free +1 Gun (item) - get a gun from basic equipment and give it +1 (ex. 3d6+1)

Level 2:

Confounding Stranger (ability) - when you enter the dangerstate, a mysterious creature comes and makes an 6d6, 6 damage attack against whoever put you in the dangerstate.

Lawless Space (onetime) - Reset all factions you have a negative FRL with back to zero.

Rocket Spurs (item) - after sprinting, you deal 1 damage to any enemies that were adjacent to you during your sprint

Level 3:

Ray Slinging (free skill) - pick free skill from Ray Slinging.

Scoped Pistol (item) - 3d6+1, 5 damage. During Standoffs you may skip your roll and make an immediate aimed attack instead.

The Grand Imperium:

Level 1:

Resting on Laurels (ability) - heal an additional 3 HP per rest..

Imperial Decree (active) - you are given a medal made of platinum that will prevent most Imperium and Expanse faction members from taking hostile actions against you.

Level 2:

Wardrive (item) - ship part from an ancient war. Once per rest, fire a 3 damage laser that pierces shields and hits cloaked ships. Takes 2 connectors

Peaceful Millenium (ability) - Passive, gain +1 to all Charisma checks made in combat.

Spice Wine (item) - expensive item. Whoever you give this item to, you gain +2 dice to all Charisma checks with them until your next wine.

Level 3:

Discount (ability) - 20% discount at shops in Imperium and Expanse Space.

Royal Armor (item) - 3 AS / -1 ES. +1 to Charisma checks while in combat.

The Eastward Expanse:

Level 1:

Free Reign (active) - you may plunder ships in Eastward Expanse territory so long as they do not belong to The Eastward Expanse (includes allowed raiding of Imperium vessels)

Eastward Flush (active) - receive an escort of 2 Eastward Fleetships to a destination of your choice, will escort for the duration of a roundtrip.

Level 2:

Designated Buccaneer (active) - any attack you make in Eastward Space will be assisted by nearby Eastward ships, unless it is against Imperium or Expanse ships.

Space Pilum (item) - (Brawn or Swift) 4 damage melee weapon that deals 2 additional damage when thrown.

Martial Prowess (ability) - Passive, in the first round of combat enemies can't use Dodge or Withstand against your attacks.

Level 3:

Commandeer (onetime) - officially confiscate a nearby Expanse ship.

Mutual Disrespect (ability) - Passive, deal +1 additional damage to enemies that are members of a faction that you have negative FRL with.

Birthplace of Ships:

Level 1:

Body Shop (item) - Gain a Small or Lightspeed Chassi.

Gun Bay (item) - Gain any ship Gun part with 2 damage or less.

Level 2:

Ability Drive (item) - Gain any Utility ship part.

Artisanal Engineer (ability) - whenever you repair a part on the ship, make an additional Intellect check of 8 to heal it for 1 additional HP.

Neutron Fuel (item) - as a free action, this item can be consumed by the ship and completely charge a component.

Level 3:

Double Connector (item) - reduce a ship parts connector requirement by one.

Space Flying (free skill) - gain a free skill from the Space Flying tree.

Planetary Isolationists:

Level 1:

Weapons Cache Locations (active) - on any planet with Obsidia Zealots, you know the location of a cache stocked full of basic weapons.

Sleeper Cell Training (onetime) - Lose one Charisma or Intellect, gain one Brawn or Swift.

Poisonous Path (ability) - Action, one per rest your attack deals poison damage.

Level 2 :

Cell Strike (onetime) - have 8 isolationists with 3/3, 7HP, and laser pistols stage an attack on any member of the UGF or Imperium factions.

Fervently Dedicated (ability) - if you would be stunned or prevented from attacking in combat, perform an attack immediately before that happens.

Upgrade (onetime) - upgrade one of your weapons by +1

Level 3:

Assassin Training (ability): Passive, full-hit targeted attacks to the deal 1 additional damage.

Known Aggravator (active) - other factions will fear you and not attempt to attack you in public places.

Equipment:

Starting Equipment

Lazer Blade - (Brawn or Swift) 5 damage melee weapon.

Stun Gun - 3d6, 3 damage ranged weapon. Forces a 8 Brawn check on full-hit. If the target fails the check, they are stunned.

Bulk Mecha Armor - +4/-1 armor. Wearing this halves your movement speed. Once per rest, as a free action move 35 meters.

Gelquid - Conduit. Once per rest, you are treated as if you are a Congeloid for the next two turns.

Cyberplacement - Item. Replace a body part with a mechanical part. You may boost your Swift or Brawn by 1.

Laser Pistol - 3d6, 5 damage ranged weapon. +1 to standoff rolls.

Mechboard - Conduit. 1.5x movement speed, but you must move every turn. If you fail to move on a turn, this is unusable until your next rest.

Instacover - Conduit. Once per rest deploy 25 meters worth of cover.

Premium Equipment

Laser Buster - 4d6, 7 damage ranged weapon. Takes an action to recharge after every two shots. This is fused to one of your arms and is always wielded. Prevents you from 2 handing any item.

Gilded Laser Blade - (Brawn +2 or Swift +2) 5 damage melee weapon. Can not be wielded unless your Brawn and Swift are both 3 or higher. You may block 1 ranged laser attack per round.

Star Samurai Mail - +1/+1 armor. Gain a bonus Dodge (*see P6 Main Rules*).

Auto-blade - 4d6 melee, 5 damage weapon. Is mounted to your back, does not need an arm to wield, and attacks made by this do not benefit from any of your melee abilities.

Suggestions:

Lore should be Star Wars meets Cowboy Bebop meets an Infinite expanse of unorganized planets a la Star Trek. So warring factions of planets trying to woo newly discovered territory into taking their side. This happens in the background as techy cities and space station outposts really don't feel the impact of a distant war. Modify the factions or the mechanics to your heart's content.

Modify to fit whatever scifi flavor you are going for.