

Lore:

Base game 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: Robot with no need to eat, drink, sleep, or breathe. You can be rebuilt after dying.

Insectoids: Insect-person who has a Brawn+1 melee attack at all times.

Glimmers: Being made partially of light. -2 Max HP, +3 Dodge Score

Congeloid: Slime person, enemy can not make aimed attacks against you. You can also squeeze through holes as small as 1/4 meters in diameter.

Ships:

Starships: piecemeal vehicles with stats and separate rules. More components, generally equals slower. Can be part of faction rewards.

Flying played in a separate plane. Each part of the ship can sustain 3 hits before going offline, except hubs which can sustain 5. Ship remains intact unless the hub takes 5 hits.

Lightspeed jumps take 3 turns to make.

Hubs:

- Small Chassi - 4 movement units, 2 connectors, lightspeed
- Light-speed Chassi - 2 movement units, 4 connectors, lightspeed
- Fleet Chassi - 1 movement unit, 5 connectors, lightspeed
- Flagship Chassi - 1 movement unit, 8 connectors, lightspeed

Guns (need party member in component to operate):

- Beam Type - 1 damage to two parts
- Light Missile - 2 damage to one part, finite ammo
- Heavy Missile - 3 damage to one part, finite hard to find ammo
- Scattershot - 1 damage to 3 random parts.

- Laser - 2 damage to one part, one turn recharge
- Heavy Laser - 3 damage, 4 turn recharge.

Utility:

- Shield - block everything other than missiles, on a 3 turn recharge.
- Engine Drive - increase movement by one
- Juicer - once per combat reduce a recharge by one.
- Warpdrive - Lightspeed jumps take 2 turns instead
- Greatshield - block everything twice, 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 someone to another ship or planet surface, takes 2 connections

Standoff Mechanic:

Standoff: Every participant at the start of a fight does a roll off via a Swift stat check. Highest succeeds on an attack deals 1 additional damage and the second highest also makes an immediate attack.

Skills

Ray-slinging

- Draw! - Passive, +2 to your Standoff roll
 - Nice Shot! - Passive if you have the highest Standoff roll, the wound score inflicted is 2 higher instead of just 1.
- Aiming Down Sight - Passive, subtract 1 instead of 2 from the total value on targeted shots.
 - Deep Breath - Active once per combat, your targeted attack has no penalty.
- Space Evasiveness - Passive, +2 dodge score when the attack is laser-based
 - Space Samurai - Passive, if you are holding a melee weapon, you block as many ranged attacks as you have unused actions.

Space-flying

- Good Piloting - Passive, bonus dice for rolls related to piloting
 - Barrel Roll - Action, your ship dodges an attack, Cannot use two turns in a row.
- 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 restore it by one hit to said component.

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 - Once per rest perform a Charisma check of 6 to avoid combat.
- In-flight Diplomacy - you may spend a faction point of the appropriate type, if that faction is attacking you via ship vs ship to stop combat.
 - The Diplomat - While aboard your ship, you gain +1 dice to Charisma rolls.
- Inspirational Leader - if you did not attack on your turn, sometime in the future, you may add +2 dice to a party member's roll. You only have one of these stored up at once, but it lasts even after combat is over.
 - Chosen One - Once per combat pass all checks and all attacks miss you this turn.

Droid Construction (you can have as many droids active at a time as your Intellect stat)

- 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 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.
 - Siege - Passive, ALL droids can explode and deal 2 damage to surrounding targets if you wish.
- Heavy Turrets - Action, construct a 4/2, 2d6+2 ranged attack, 5HP turret that has 0 meters of movement.
 - Plating - Passive, ALL droids gain +2 to their Armor Score and +3 HP.

Factions:

United Galactic Council:

1 Cost:

Recognition for Exploration (active) - if you are in UGC space, your

ship is entitled to free repairs.

2 Cost:

Uncharted Travel (ability) - you always know the direction of the next nearest inhabited spaceport or planet.

3 Cost:

Peace (one-time) - you may buy this only *once*. Force any combat to end. Any combat, even if you are not involved or are horribly outgunned.

Wild Starspace:

1 Cost:

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

2 Cost:

Confounding Stranger (ability) - when you enter the deathstate, a mysterious creature comes and makes an 8 dice attack against whomever put you in the deathstate.

3 Cost:

Jetcloak (item) - you are given a jet cloak that adds 10 meters to your movement speed and on turns where you don't melee attack, add 3 to your dodge score. Can't explore wildspace without this.

The Grand Imperium:

1 Cost:

Resting on Laurels (ability) - heal an additional wound per rest. If you heal no wounds on a rest, gain +2 dice to your next Charisma roll.

2 Cost:

Imperial Decree (active) - you are given a medal made of platinum which will prevent Imperium faction members from taking hostile actions against you, once you display this. Can be sold or transferred.

3 Cost:

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

The Eastward Expanse:

1 Cost:

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)

2 Cost:

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

3 Cost:

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

Birthplace of Ships:

1 Cost:

Body Shop - Gain a Small or Lightspeed Chassi.

2 Cost:

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

3 Cost:

Ability Drive - Gain any Utility ship part.

Obsidia Zealots:

1 Cost:

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

2 Cost:

Obsidia's Creed (onetime) - Lose two Charisma permanently and gain three to either Brawn or Swift.

3 Cost:

Cell Strike (onetime) - have 10 Obsidia Zealots with base level stats stage an attack on any member of the UGF or Imperium factions.

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. Feel free to flavor it to be like your favorite sci-fi.

Weapons: