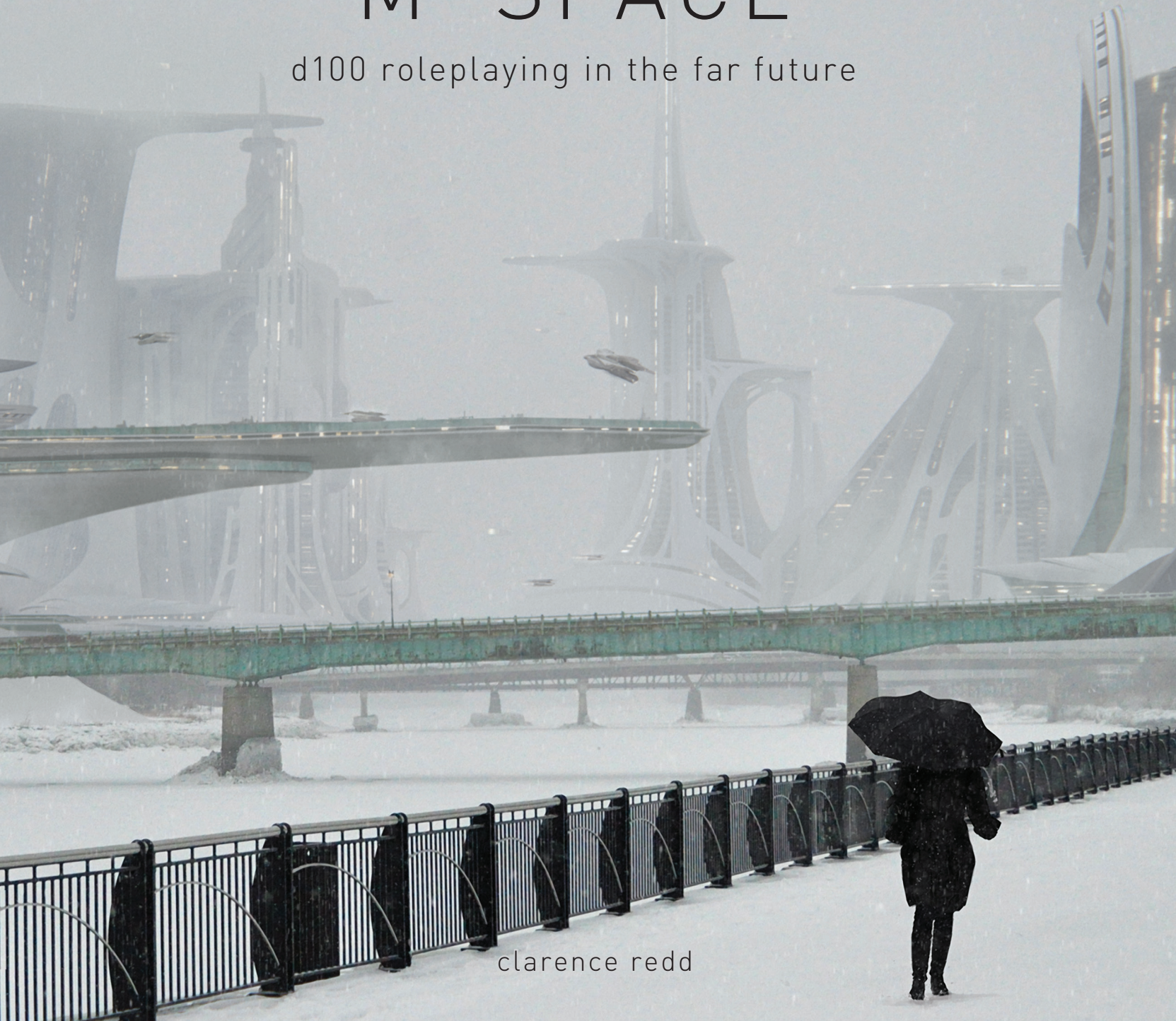# M—SPACE

## d100 roleplaying in the far future

clarence redd

M SPACE is a d100-based rules system for science fiction roleplaying. Everything needed to play sci-fi games is included here. With this book, a pencil and some paper, you will be able to create imaginary universes and play characters from a variety of cultures and careers. They can pilot starships, meet strange alien lifeforms and visit fantastic worlds.

*The game engine used for all this is Mythras Imperative. If you are familiar with any closely related d100 game, you will feel right at home.*

**MythraS**
**GATEWAY**

**ℱ**
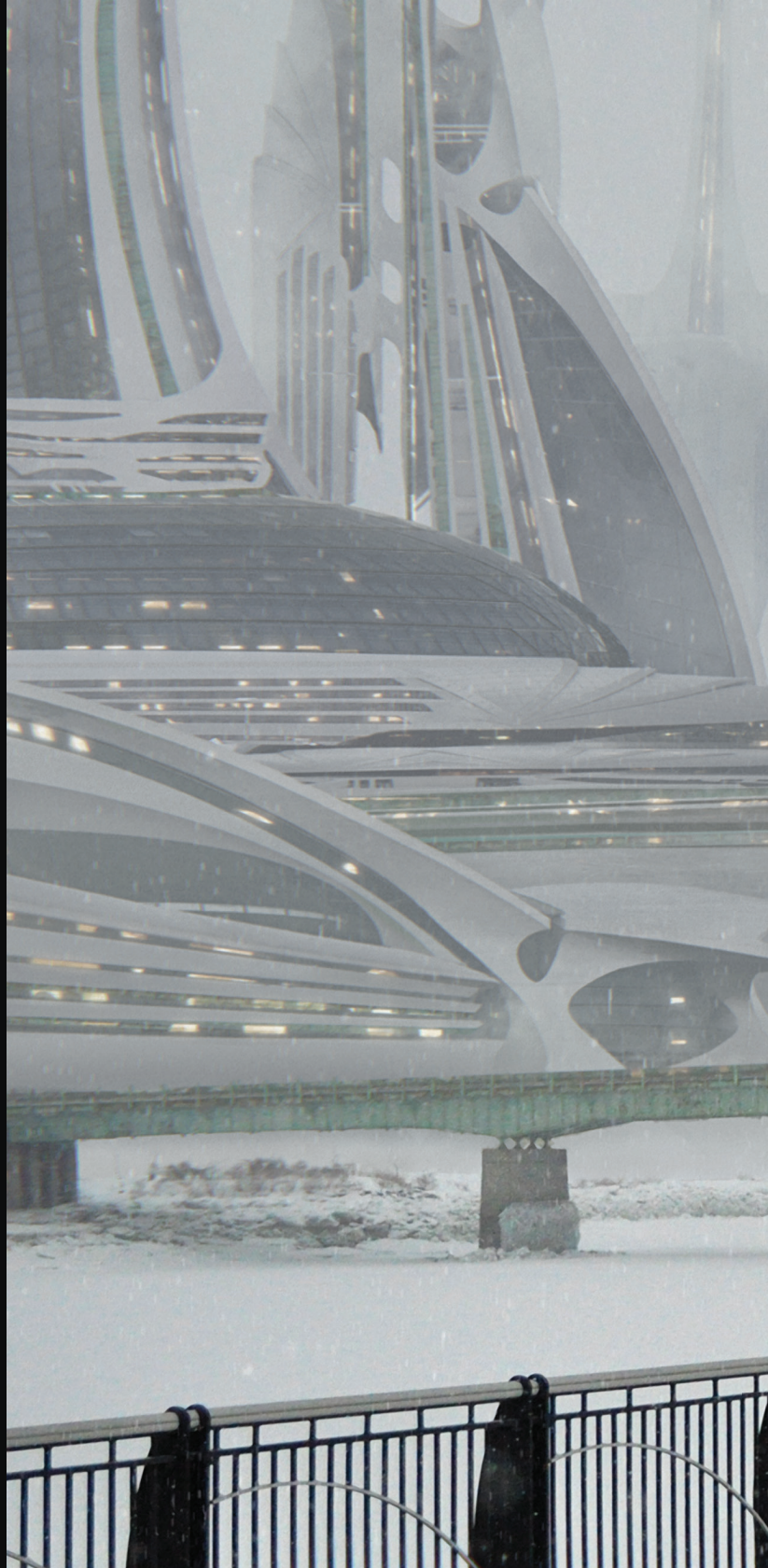
*FrostByte Books*

# M—SPACE

clarence redd

# M-SPACE 1.0

written & edited by clarence redd

additional material by
atgxtg, colin brett & jason durall

cover art by jadrien cousens

interior art by matthias utomo, david
sladek & pheidel

## MythraS
### GATEWAY

# Contents

# Introduction

M SPACE is a d100-based rules system for science fiction roleplaying. Everything needed to play sci-fi games is included here; the book is a complete game in itself. With this book, a pencil and some paper, you are ready to tell amazing stories together with a few friends. You will be able to create imaginary universes and play characters from a variety of cultures and careers. They can pilot starships, meet strange alien life forms and visit wonderful (or terrifying) worlds.

The game engine used for all this is *Mythras Imperative*, created by The Design Mechanism. If you are familiar with any closely related d100 game, like *Runequest*, *Call of Cthulhu* or *OpenQuest,* you will probably feel right at home. They have a common heritage and share a lot of basic concepts and rules.

M-SPACE is mostly intended for heroic and mythic sci-fi games, but can be used for many other styles too with a few tweaks. Everything from contemporary near-realistic settings, to 1940s pulp inspired heroes can be emulated.

This book is best described as a modular toolkit for sci-fi. Use whichever parts you need and leave the rest – the game system will not break down because of this. We have also taken great care to write the rules to help you create your own universe; no ready-made setting is holding back your creativity. Just like roleplaying games were meant to be when invented in the 1970s.

The stories are all yours here, and you can explore them in any way you want. You can create unique alien species, intricate cultures and worlds. Let a planet orbit a binary star and put the star on a map. Chart ancient courses for traders and explorers; find out who's a friend and who's an enemy. And you have already started to play.

*I write science fiction, and science fiction isn't about the future. I don't know any more about the future than you do, and very likely less. Ursula K Le Guin*

Clarence Redd, August 2016    |    www.frostbytebooks.com

## A Note on Roleplaying Games

*M-SPACE assumes that the reader is familiar with the concept of how roleplaying games work, the differences between the players, the Games Master (or referee), the use of characters and the use of polyhedral dice. If this is your first roleplaying game, we recommend that you take a look at:*

http://www.rpgamer.com/savingthrow/primer.html

*It offers an excellent overview of the different participants in roleplaying games and how a typical roleplaying game session is structured.*

# Characters

Every player in M-SPACE controls a character. A character is the player's alter-ego, and is usually very different, physically and mentally, to the player. M-SPACE characters can be everything from starship pilots and bounty hunters, to journalists and librarians! All depending on what type of scenarios you want to play.

The basic character is defined by a series of different elements that describe the character's capabilities. These elements are:

» **Characteristics:** such as Strength or Charisma
» **Attributes:** things like Hit Points or Movement
» **Skills:** expertise in fundamental abilities

Most of these elements are described in terms of numbers, and some are dependent on or calculated by others. What each element means, and how they are determined, is described in the following sections.

Characters are usually recorded on a character sheet, which is a handy way of organizing all the information about the character. It is recommended that you first design your character using scratch paper, and then transfer the information to a character sheet once you have gone through each step of the process. Use a pencil and have an eraser handy; certain numbers such as skill values will change several times during the character creation process.

An empty character sheet is included at the end of the book and also as a free download from our website.

# Character Creation Steps

### 1. Character Concept
Decide on the kind of character to play. Keep it simple for now. More will come.

### 2. Characteristics
If playing a human, 3d6 for STR, CON, DEX, POW and CHA. 2d6+6 for INT and SIZ. Allocate results to fit the concept.

Alternatively distribute 80 points amongst the characteristics. Minimum 3 (8 for INT and SIZ), maximum 18.

### 3. Calculate Attributes
Use the characteristics to determine Action Points, Damage Modifier, Experience Modifier, Healing Rate, Hit Points, Initiative, Luck Points, Movement.

### 4. Standard Skills
Calculate the base value of Standard Skills by adding together the appropriate characteristics.

### 5. Culture
Decide on a Cultural Background. Allocate 100 points amongst the listed Standard Skills, the chosen Professional Skills and the Combat Style (if any) for the chosen culture.

### 6. Career
Choose a Career from those available to the setting. Distribute 100 points amongst the career's listed Standard Skills and whatever Professional Skills were chosen.

### 7. Bonus Skill Points
Assign a final 150 points between any Standard skill or those Professional skills gained as part of Culture or Career.

### 8. Equipment
Determine Starting Equipment based on Culture and Career.

Rounding of Numbers and Results

*On some occasions you will be required to divide numbers – typically the rating in a skill (such as for determining a critical success, which is 1/10th of the skill's value). Whenever a division result creates a fraction, always round up to the whole number. So, for instance, 1/10th of 64% is 6.4; this is rounded up to 7.*

# Game System

Part of the fun and drama of M-SPACE comes in making a roll against a skill to see if success or failure is the outcome. It can be tempting to call for skill rolls for each and every challenge but there are some cases where rolls are not needed. However, when the action becomes dramatic or extraordinary, players and the Games Master should roll dice for the resolution. It is usually obvious when a skill roll is necessary, but if in doubt, consider the consequences of failure: are they crucial to the plot? Does the chance of failure heighten tension and make for an exciting possibility? Will a failure add fun to the game? If the answer is Yes to any of these, then have the character make a skill roll.

## How Do I Succeed?

The most important question in a roleplaying game is "Do I succeed or do I fail?" Next is "How well did I succeed or fail?" M-SPACE provides an easy-to-understand system to measure these chances, using dice rolls to determine whether an action succeeds or fails. Some skills (especially combat skills) are inherently dramatic and dangerous, and are always rolled for.

Whenever a character is called upon to resolve some form of test, challenge or professional ability, 1d100 is rolled and the result compared with the skill's value:

» Equal to, or less than, the skill indicates a success. If the roll was equal or less than one tenth of the skill (rounded up) it is a critical success instead

» Greater than the skill's value indicates a failure. If the roll was 99 or 00 (or only 00 if the skill exceeds 100%), then the result is a fumble

Criticals and Fumbles represent spectacular successes and failures; those cases where a character has either excelled in his

attempt or failed miserably and utterly. There are certain special cases concerning success and failure that should be noted.

» Any roll of 01-05 is always a success
» Any roll of 96-00 is always a failure, irrespective of how high the skill's value

## Modifying Skills

There are some occasions where a skill roll is required but the chances of success need to be adjusted to reflect particular conditions. Fleeing bandits, for instance, might require an Athletics roll. A wide variety of conditions such as weather, equipment or distractions can affect the difficulty of the roll, using a series of grades to determine how it is modified. These are listed in the sidebar.

Where a character is already suffering a penalty from other circumstances the hardest difficulty grade takes precedence.

What sort of modification is required for any particular skill or context is ultimately up to the Games Master to decide; according to the capabilities of the characters, his perception of the difficulty of the situation and the dramatic tension at that particular moment.

The chances for rolling a critical success or fumble are likewise adjusted after the effect of a difficulty grade has been applied. For instance a character with Pilot (Starship) 65% would normally gain a critical success with an 07 or lower, but this would be reduced to 05 if suffering a difficulty grade of *Hard*.

## Reattempting Skills

In some situations a character will fail a skill attempt but be left in a situation where he could potentially try again. Example cases might be picking a lock or attempting to climb a sheer wall. Instead of simply denying any further attempts, kindly Games Masters may permit a follow-up, last-ditch attempt. However, the character will suffer some trepidation or lack of confidence which increases the difficulty of the skill roll by one grade.

| Difficulty Grade | Skill Modifier |
|---|---|
| Automatic | No need to roll |
| Very Easy | Double the skill value |
| Easy | Add half again to the skill value |
| Standard | No adjustment |
| Hard | Reduce the skill value by one third |
| Formidable | Reduce the skill value by half |
| Herculean | Reduce the skill value to one fifth |
| Hopeless | No attempt can be made |

**Simplified Difficulty Grade Table**

*Whilst difficulty grades are designed to scale with character skill, some Games Masters may find applying penalties results in the slowing down of their game. As an alternative the following option is provided:*

| Difficulty Grade | Skill Modifier |
|---|---|
| Very Easy | +40% |
| Easy | +20% |
| Standard | None |
| Hard | -20% |
| Formidable | -40% |
| Herculean | -80% |

# Extended Conflicts

Conflicts are the driving forces of most fictional works, and the same goes for roleplaying. It can be a locked door barring the way, a dense asteroid field to pilot through, a bargain with a salesman or a regular combat. Single skill rolls, opposed rolls and differential roll are covered in the Game System chapter. Here, the optional rules for extended conflicts are presented.

**Extended Conflicts:** Several skill rolls are used by opposing forces in multiple rounds. Damage is dealt to conflict pools based on characteristics. If, or when, a conflict pool reaches zero, that side has lost and is out of the conflict.

*Example: Climbing a tree can be as easy as making a successful Climb roll. But if this part of the scene is a key moment, the player may have to roll several times in an extended conflict (loosing her DEX conflict pool gradually).*

The more important the conflict is, the more time, energy and drama should be spent on it – and an extended conflict is often the best choice for that.

Also, a character that is not satisfied with the outcome of a single or opposed roll, can always raise the intensity and determination by asking the GM for an extended conflict. This gives her another chance to succeed. But it is also riskier; more is at stake. Not only conflict pool points can be lost, skills can be temporarily lowered too.

## Using Opposed Rolls

Both extended and simple opposed conflicts use opposed rolls to determine the outcome. The concept is quick to learn: The highest successful roll wins.

*Example: While trying to bargain for an antique scroll, Nedra rolls 53 on her Commerce at 65%. Her opponent, a greedy an-*

*Be careful not to bring too many extended conflicts upon the characters. This will deplete their resources long before a scenario is over. Try to find a good balance between the number of conflicts and the time it takes to restore conflict pools. Depending on the style of play, the exact number will vary and the GM will have to try things out as the group evolves. It's often a good idea to vary both the types of conflicts used and which characters are affected – that will bring more variation, pools last longer and everyone tends to get more involved.*

tiquarian, rolls 47, and despite his skill being 70%, Nedra has rolled the highest success. Nedra gets the scroll for half the price.

Criticals always trump normal successes and if both opponents fail their rolls, nothing happens. A failed roll wins over a fumble though.

## Conflict Pools

Conflict pools work like hit points, but for any type of conflict. They are based on characteristics and are used one at a time (STR for arm wrestling for example) or several together (DEX+INT for a car race). Whenever damage is rolled in a conflict, it is subtracted from the current conflict pool. If, or when, a conflict pool reaches zero, that person is out of the conflict.

*Example: Nedra is in a heated argument with Egil. It is not going very well - she's down to 2 in her CHA conflict pool. Egil rolls 1d6 for damage after a successful Influence, and deals 4 points in damage. Nedra is out. Her physical health is untouched, but she has run out of arguments and lost the discussion. She leaves the room with a dark mind, already planning her next move.*

Different characteristics are used for different conflicts and it is up to the GM to see which one to use. The table in the sidebar provides a few guidelines.

Sometimes the task at hand is hard to categorize into just one characteristic. Getting through a formal reception in an unfamiliar culture requires not only social skills (CHA), but also knowledge about the society (INT). In these cases, use the average of the two characteristics: (CHA+INT)/2. On rare occasions you may need to combine three characteristics as well. But always try to minimize the number of characteristics used, or you will soon find that the same ones occur in every conflict.

### Round Length

*The length of a conflict round is highly flexible. For combat it will be about 10 seconds, while a journey can have a round lasting 24 hours. The basic rule is to make one skill roll per participant every round. See example conflicts below for estimates on round length.*

### Conflict Pool Examples

*STR: Breaking something, arm wrestling, lifting objects*

*CON: Journeys, hard labor, combat, poisoning*

*SIZ: Only used to gain a bonus or penalty in other conflicts. SIZ pool is never reduced*

*DEX: Lockpicking, climbing, acrobatics, driving, untangling ropes or nets, tasks including fine manipulation, combat*

*INT: Reading a hard to decipher book, solving a puzzle, tracking, understanding unfamiliar machinery, inventing new gear, culture*

*POW: Psionics, situations involving a hefty amount of luck & mental health*

*CHA: Social conflicts, influence, oratory, commerce, commanding other people, performances, cocktail party, interview*

*(CON+SIZ)/2: Physical damage, combat*

## Spot rules

Three additional spot rules are used.

*From the Hip: Shooting from the hip, without taking aim, is quick but imprecise. Add 10 to Initiative for a character using this. The default difficulty is* Hard *at close quarters (within 3 meters) and* Formidable *for longer ranges.*

*Dual firearms: With dual firearms, two shots at once is possible. They still cost one action point per shot, but both shots are fired in the attacker's first turn. Both shots are at a difficulty grade of* Formidable.

*Firing From a Moving Vehicle: To fire a handgun from a moving vehicle, the attacker's skill is capped at the pilot's Drive skill.*

### Humanoid Hit Locations

| Hit Location | 1d20 |
|---|---|
| Right Leg | 01-03 |
| Left Leg | 04-06 |
| Abdomen | 07-09 |
| Chest | 10-12 |
| Right Arm | 13-15 |
| Left Arm | 16-18 |
| Head | 19-20 |

By aiming, the character may reduce the difficulty of a Range or Situational Modifier by one grade. Additional rounds spent aiming grant no further advantage.

### Firing into a Crowd

Firing into the swirling ebb and flow of a melee can be a risky business, thus there is always a risk of accidentally striking someone other than the original target being aimed at.

When firing at a specific target at the edge of a crowd or melee, the attack suffers a difficulty grade of *Hard*. If trying to fire through a group to hit a target in its midst, or on the other side, the penalty should be raised to *Formidable*. Aiming is still permitted to help mitigate the danger.

A marksman who passes his attack roll despite the difficulty penalty has aimed true and will hit his intended target. If however the marksman fails the roll, but would have succeeded if not for the 'firing into a crowd' penalty, then an adjacent victim is struck instead (who is free to Evade or Parry as normal).

If more than one target is in the line of fire, the Games Master should determine the victim randomly. Any special effects won as part of the attack only apply to the original target, not any accidentally struck bystander.

## Hit Locations

Most successful attacks land on a specific hit location. This can be determined randomly or in some circumstances be selected by Special Effects such as Choose Location. To randomly calculate which location is been hit, roll 1d20 and compare the number rolled with the relevant humanoid or creature Hit Location table.

Animals and aliens usually have slightly different hit location tables than humanoids to reflect their own unique physiology.

# Simplified Combat

Combat is downplayed in some settings and campaigns, and the rules as written may feel too bulky at times. Below is a set of streamlined rules that are designed to make fights quicker and easier.

Combat is also slightly less lethal in this version. One shot will not incapacitate a character quite as often, though special effects like Drop Foe or a lack of armor will still make many gunfights short and dangerous.

As the group starts feeling comfortable with the simplified rules, you may want to switch to the regular ruleset. For even more detail, use the full Mythras rules.

Below is a compact description of the simplified rules; read the regular combat rules first for full comprehension.

### Hit points
In simplified combat, general hit points are used, calculated as (CON+SIZ)/2. No hit locations are used. When hit points are halved, the character gains a serious wound; see below.

### Action points
Characters have 2 action points, just as in the regular rules.

### Round length
Round length is the same; 5 seconds.

### Initiative
Initiative is determined the same way: Average of DEX and INT, plus 1d10. Rolled at the start of each fight.

## Combat Styles

Combat styles are determined by weapon type:

- » Rifle
- » Carbine
- » Handgun

### Combat Style Traits (Optional)
*Assassination.* Allows the user access to the normally restricted Kill Silently special effect.

*Blind Fighting.* Allows user to ignore any penalties imposed due to poor lighting or temporary blinding.

*Mounted/Vehicle Combat.* Allows character to ignore the penalties & skill cap placed upon combat rolls by the Ride, Drive or Pilot skills.

*Skirmishing.* The style permits launching ranged attacks whilst walking or running.

*Quickdraw.* Trains the character to draw and shoot a holstered weapon in a single, fluid motion, ignoring penalties for From the Hip.

# Starship Design

This is a simple rules system for starship creation. By combining different types of modules you need, it is very intuitive to design most types of starships, from small fighters up to mega-destroyers. To design a ship, you start with the number of people it's constructed for. For every person, you will need at least one Module, though more are often added as you go. A very simple ship, let's say an automatic rescue pod, can consist of just one Module. The majority of starships will have many more though.

With all persons (crew or passengers) accounted for, you will start to add a cockpit, engines, maneuvering, hyperspace capabilities – and sometimes a galley, sickbay, weapons or a lab. Keep adding Modules to fill the functions you need; without breaking the bank. The number of Modules will eventually make up the SIZ stat of the ship.

Many sci-fi campaigns and scenarios are built on the assumption that the characters have access to a starship. But starships are huge investments and most starting characters don't have that kind of money. There are many ways to solve this dilemma, but one of the easiest is to have a patron lend the characters a ship; perhaps a rusty bucket with loads of personality and many opportunities for upgrades, to be returned at the end of a few scenarios. If they treat it well, the ship may well become a part of a payment later on.

### Scale
These rules add the concept of scale to Mythras. Descriptions in many of the other chapters are considered as Planetside scale, while starships are in Starship scale, being roughly ten times in size, damage, armor and so on.

## Overview

The rules go through these steps:

1. Decide upon Ship Type
2. Pick the Modules you need. Determine Size & Size Rating
3. Calculate Speed & Handling. They get more expensive the more Modules you have
4. Add Shields, Armor and Apps (Skill Enhancers)

## Starship Type

First decide what type of ship you need. Many adventurers want something in between the examples here, but they can hopefully serve as a starting point.

**Example Ship Types:** Shuttle, Fighter, Far Trader, Scout, Star Liner, Scientific, Yacht, Gunship, Explorer.

## Modules

Pick the Modules you need from the list on the following pages. Write the Modules' names down on the Starship Sheet on page 102, and the number of Modules. When finished, add the number of Modules together and write it down at the bottom of the Module box. This number is the ship's Size stat.

**The following things are always included in a starship:** Hull, power plant, airlock (not for small ships), vacuum suits for complete crew, computer, life support system, communications system, sensors, repair kit and a gravity generator. There is no need to buy specific Modules for these functions.

# Starship Combat

This is a starship combat system that is somewhere between abstract and detailed; abstract enough to be quick and fun to play, but with enough details for players to make interesting choices. For more detailed rules, add some or all of the ingredients from the chapter Advanced Starship Combat.

## Combat Round

The combat round works very similar to the round in regular combat. Combat Actions, Differential rolls and Special Effects are used in the same way. Round length is multiplied by 10 though: 50 seconds. A pilot has two Action Points to spend every combat round: one for the Pilot skill, and one for Gunnery (or, more seldom, Comms, Sensors or Computers).

The Combat Round works like this:

The ship with the highest Handling plus 1d10 goes first (or pilot DEX if there's a draw).

1. Players choose Combat Actions and roll Pilot skill
2. Compare Success Levels (page 35) and pick piloting Special Effects, if any
3. Gunnery Initiative goes to the ship with the highest success level in piloting (or left unchanged if there's a draw)
4. Roll Gunnery. Include any modifiers from Pilot Combat Actions or Special Effects. Roll for other skills
5. Compare success levels and pick any Gunnery Special Effects. Roll for damage & hit location
6. Initiative for the next Pilot roll (next round) goes to the ship with the highest Success Level in Gunnery (or left unchanged if there's a draw). Keep track of any modifiers carrying over to the next round

Getting All Players Involved

*For every additional crew member that is active on a ship, one Action Point is added. Their actions are played out at the same time as Gunnery. It can be used for Gunnery, Mechanics, First Aid, Medicine, Sensors, Comms or Computers.*

*Mechanics. A skilled starship mechanic is essential in combat, doing quick-fix repairs in mid-combat.*

*First Aid & Medicine. The crew will need to be kept in shape during combat.*

*Sensors & Computers. Not all ships are easy to locate, and a skilled technician can be the key to getting a good shot.*

*Comms. Social skills, negotiations and deceits can be very useful even in the hard vacuum of outer space.*

Rinse and repeat for next player. When all ships have acted, the next Combat Round begins.

Both the choice of Combat Actions and any Special Effects can affect the following rolls with skill modifiers. Especially Pilot rolls will make or break the gunner's opportunities for a good shot. Also note that Initiative shifts continuously, often creating streaks of dominance – only to be lost by a single roll or two.

## Combat Actions

These are the Pilot Combat Actions to choose from:

### Offensive Positioning
This is the default attack roll. The pilot does her best to position the ship favorably for using its weapons; without becoming an easy target. No modifier to the following (Gunnery) roll.

### Defensive Positioning
With this positioning, the pilot optimizes the flight pattern to evade incoming fire. This leaves the gunners (or the pilot herself when firing) in a much more difficult situation. If the Pilot roll is a success, Gunnery is at *Hard* for both the opponents and the ship using Defensive Positioning. If failed, Gunnery is at *Hard* for defender only. Penalties from any Special Effects are not added to this; use only the largest one.

### Move
The ship moves a distance determined by the player, with the ship's Speed value as maximum. In complex environments, with obstacles or other moving ships, the GM may reduce top speed to half (or impose a Pilot skill penalty at *Hard* to *Formidable*).

### Hold Steady
The pilot holds the ship reasonably steady one entire round, to allow for the gunner to use Aim; see below. The ship holding steady is *Easy* to hit. If the Pilot roll is failed, the gunner receives no bonus, but the ship holding steady is still *Easy* to hit.

*Sometimes you may want to keep close track of distances between starships in combat. The easiest way to do this, is to use the slowest ship as a point of reference. Then add the difference in Speed at the end of every round, for each of the faster ships and write this number down. When this number exceeds the Range value of a weapon, additional attacks will be automatic misses.*
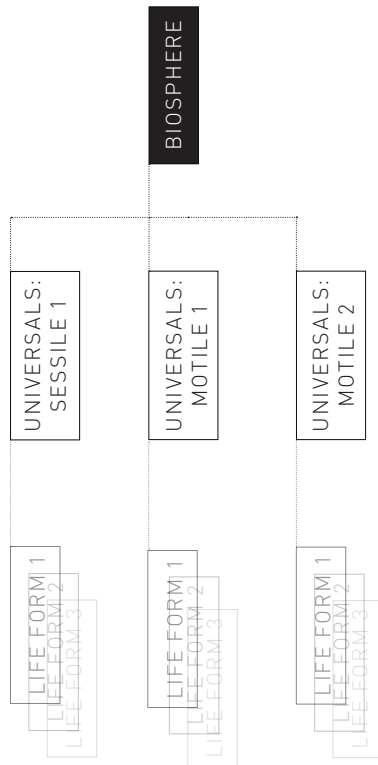
Additional Combat Actions
*Some additional Combat Actions that may be of use:*

*Speak. Free action. The crew members can communicate quite freely through the internal comms system, coordinating their efforts, report casualties, damages, and so on.*

*Use Power. For psionic pilots and gunners, using a power related to the current skill takes one Action Point. Thus, a gunner will have to wait one round for the power to take effect; a pilot must spend the second Action Point on Use Power, and the effect comes in the the next round at the power user's first action..*

# Alien Creation

Creating believable aliens can be hard. We do, after all, have very little experience of extra-terrestrial life. The images and stories spread by popular culture is not always the best source of inspiration, as those beings were created to fit a manuscript, not an alien world.

The following rules will help with the creation of aliens, making it both easier and more fun. It's not a replacement for creativity, but rather a tool to spark it.

The rules are divided into two steps. First, the universal blueprints of all living beings on a planet are defined, and next separate alien species are developed from those universals.

## Universal Life form Parameters

i.

**Strangeness:** 1-100, where 1 represents *Earth-like*, 50 *Alien* and 100 *Really strange.* The Strangeness parameter adds a good over-all picture when interpreting the dice rolls in the creation process. A low Strangeness value will indicate small variations on concepts well-known on Earth (physiology, behaviour, culture). A high value means you should interpret many of the results as differing wildly from what's common here.

ii.

Define a few basics about the biosphere.

**Biosphere:** Write down 1-3 main parameters about the biosphere, either from a world already created, or make some up.

---

BIOSPHERE

UNIVERSALS: SESSILE 1

UNIVERSALS: MOTILE 1

UNIVERSALS: MOTILE 2

LIFE FORM 1
LIFE FORM 2
LIFE FORM 3

LIFE FORM 1
LIFE FORM 2
LIFE FORM 3

LIFE FORM 1
LIFE FORM 2
LIFE FORM 3

*A biosphere can be described as hot, cold, garden world, aqueous, desert, high radiation, sulphur rich, thin atmosphere, low gravity and so on. Use the rules for world building for more details.*

Biodiversity: Define how rich life is on the planet. Default is 1 sessile (plant) group, 2 motile (animal) groups. High biodiversity: +1 sessile, +1d4 motile. Low: 1 sessile, 1 motile.

iii.

Body Plans: These work as generic blueprints for all beings on a planet, with separate body plans for the different motiles and sessiles. Number the motile and sessile groups, and roll for each body plan group to get the five values below (Size, Frame, Symmetry, Limbs, Segmentation):

Size:

| 1d100 | 01-15 | 16-30 | 31-50 | 51-60 | 61-70 | 71-75 | 76-80 | 81-85 | 86-90 | 91-95 | 96-97 | 98-00 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Size | Sub 1 | 2d4 (5) | 2d6+6 (13) Human | 2d6+14 (21) | 2d6+22 (29) | 2d6+30 (37) | 2d6+38 (45) | 2d6+44 (53) Elephant | 2d6+52 (59) | 2d6+60 (67) | 2d6+68 (75) | >2d6+74 (>81) |

Frame:
01-33 Endoskeleton, 34-66 Exoskeleton, 67-00 No frame

Symmetry:
01-25 Bilateral, 26-50 Asymmetrical, 51-75 Radial Symmetry, 76-00 Spherical Symmetry

*Bilateral: Body can be spilt in two similar parts. Radial: Body is roughly circular, with similar parts repeated radially. Spherical: Roughly spherical in form, with parts repeated all over the surface.*

Limbs:

| 1d100 | 0-10 | 11-30 | 31-50 | 51-80 | 81-90 | 91-00 |
|---|---|---|---|---|---|---|
| Limbs | 0 | 2 | 3 | 4 | 5-8 | 1d100 |

*Sex: If needed you can also decide the number of sexes: 2d3-1. One or two sexes are common on Earth, but several more are probable to occur in other places.*

Segmentation:
Many beings divide their body into parts, either the whole body, limbs or specific organs. Roll 1d4 for the number of segments. Segmented parts can be body, limbs and/or organs.

*Insects are the typical segmented earth life form.*

# Circles

With more than five people doing things together, work tends to be organized in one way or another. And with more than twelve people brought together, ideological groupings will often start to appear. Using organizations and ideologies in play can be a very effective way to make worlds and NPCs come alive, giving them clearly defined goals that the characters can either be a part of or try to hinder.

Here, organizations and ideologies are called Circles. A Circle can be any collection of people sharing an ideology or goal, from alien communities and world-spanning religions to secret illuminatis and local anti-environmentalists.

By assigning stats, attributes and traits to Circles, their relative strengths and weaknesses can be compared. If characters join a Circle, they can call for benefits and fight for its cause. This way you can make Circles an integral part of the game, from the personal level of the characters up to a galactic scale where ideologies compete for dominance.

Below you will find a way to describe Circles in more detail.

## Ideas

Ideas are what make Circles tick, the very reason for their existence. It can be the love of a god, technological advancement, the superiority of a specific group of life forms - or a combination of several ideas. Many Circles have one idea at the center of its "faith", with other ideas being added as the ideology evolves.

On page 166 is a list of ideas that have passionately engaged

many humans throughout the ages. Use them if you need some support for your creativity.

For some Circles there will be several layers of ideas: some official and some unofficial. The unofficial side can for example be a handful of core values that are kept secret from everyone but a select few, or a violent tradition called upon when needed.

This can also be modelled with Sub-Circles. Sub-Circles share most ideas, traits and attributes with the parent Circle, but have a few that sets them apart. They can either be an integral part of the parent Circle or stand a bit on the side, handling its own business.

## Types

There are four types of Circles: Organization, Ideology, Corporation, Location.

Add a descriptive word after the type, for example *Organization (Religious), Ideology (Political), Ideology (Alien), Location (City of Graath)*.

## Stats

Three stats define the basic concepts of a Circle: Influence, Size, Resources.

### Influence (INF, 1-20)
Influence measures the impact a Circle has on the society it belongs to. Not only the direct influence, but also on general policies, laws and ethics of a society.

### Resources and Tech Level
*To compare the resources of Circles from different Tech Levels, use the highest TL as reference. For every TL step lower, reduce Resources by 2 for the lower-tech Circle down to a minimum of 2. Use with caution though, as low-tech societies may have access to rare raw materials for example, that are in high demand elsewhere, giving them an unexpected edge.*
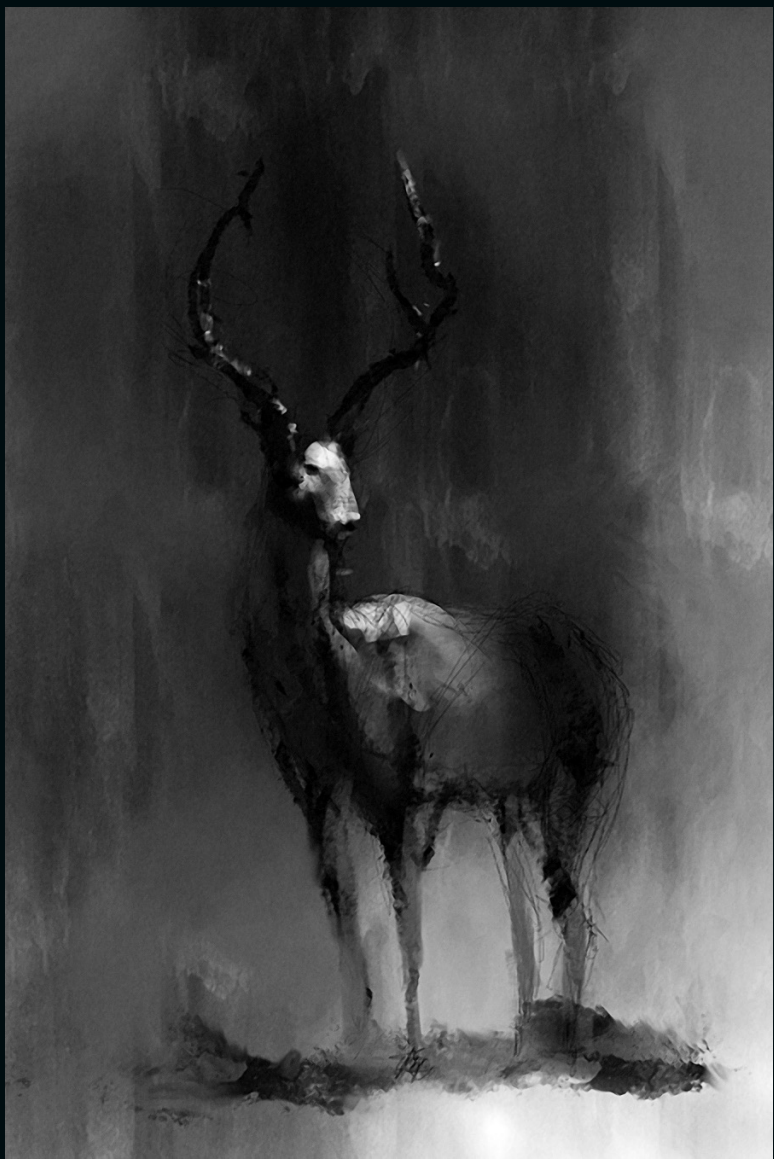
# Psionics

Psionics are the powers of the mind, reaching out to change the world without the body as an intermediate. POW is the basic characteristic defining if a mind is tuned to work with these forces.

Psionic powers are divided into three spheres: *Sense*, *Mind* and *Matter*. They describe, respectively, how well a psionic is tuned to the forces flowing through the universe, her ability to affect other people's minds and finally her ability to affect objects in the material world.

When using a power, the player decides what she wants to achieve and calculates the Power point cost. Roll 1d100 under the power's skill value. If successful, reduce Power points by the calculated value, otherwise subtract 1.

## Powers

**Base range:** 20 meters. Double Power Point cost to double range in most cases.

**Base Power point cost:** 1-10

**Default time:** 1 Action Point

**Skill value** is per power, increased as normal skills. Optionally, increase value +5% temporaly per extra Power point spent.

**Starting values:** Three powers at POW x2 + add any skill points.

All powers are treated as separate skills and increase individually as regular skills. Depending on the style of the setting the availability of powers may differ. Either all powers are allowed for everyone to learn, or the psionic can be confined to one

sphere only. Or the different *Arcs* (see below) may have specific requirements that must be fulfilled. Such requirements can for example be a POW value and a skill value (see sidebar). With less restrictions, the more powerful the characters will be.

Power points are restored by sleeping one night.

In extreme situations a character can make an extra effort, pushing his/her capacity beyond what is normally possible. In these cases Hit points can be spent as Power points.

### Finding New Powers

Spend a month in training with a teacher or in isolated meditation to awake a new power. Roll under POW x4 (training) or POW x2 (isolated meditation) to succeed. The new power starts at POW x2.

### Increasing POW

POW has a chance of being increased when a character have won a resisted or opposed roll against a more powerful opponent. Put a check mark next to POW, and at the end of the adventure roll 1d100 below (25-POW)x5, with a minimum of a 5% chance of raising POW. If successful POW will increase by 1 point.

## Sense

*First Arc:*

**Avoid Harm.** Utilizing small fluctuations in the continuum to soak up damage, the psionic can trade 1 power point for 1 point of damage when hit. Cannot be used on anyone else.

**Intuition.** The psionic is perfectly in tune with the forces surrounding her, acting as a gentle guiding hand. Adds +1% to any skill per 1 power point.

Optional Rule: Stacking Powers

*In some situations a psionic may want to combine two powers to achieve the impossible. To do this, the GM must first accept the power combination. Then both powers are rolled at* Hard *(with Power points spent as usual). If in the middle of combat, preparation time is 1 round, in which the psionic can do nothing else. The consequence is that both powers are activated at the same time and can be used simultaneously.*

# Vehicle Design

To survey vast areas or to venture into dangerous environ-
ments the characters will sometimes need specialized vehi-
cles tailored for the situation. These rules provide a framework
for that design work, from small single-person flyers up to large
mobile headquarters.

Vehicles use the same modular approach as starships, with the
biggest difference being in scale. The scale of the modules (and
the finished vehicle) is in Planetside Scale, *ie*. one tenth the size
of starships. The default Module size is defined as: 1 Module is
big enough for 1 person. Just as for starships, but here with a
very bare-bones functionality compared to space faring vessels:
Planetside vehicles don't have to withstand cosmic radiation,
keep air pressure up or micro-particles out. This also means
they require much less space, building materials, structural
support, electronics and so on.

Vehicle design follows these steps:

1. **Decide upon a vehicle type.**
2. **Pick a Movement Class.**
3. **Determine what Modules you need. Calcu-
   late Speed & Handling.**
4. **Multiply Modules according to Movement
   Class and get vehicle Size.**
5. **Add apps & pick armor.**

# Vehicle Type

Start by defining what type of vehicle is needed. Examples include: All-terrain vehicle (ATV), fly cycle, car, transportation quad copter, speeder bike, land speeder, armored walker, helicopter etcetera.

# Movement Class

Movement class represents the medium the vehicle moves in or on. It can be on or through the ground, in the air, and in or on liquid. This choice will affect the total number of Modules and sometimes Speed & Handling.

### Ground:

- » **Regular.** Add 1 Module/10 Modules (minimum 1)
- » **Terrain.** Add 2 modules/10 modules (minimum 2)
- » **Walker.** Modules x2
- » **Burrower.** Modules x3 (Speed & Handling at -90%)

### Liquid:

- » **Surface, Motor.** Modules x2
- » **Surface, Sail.** Modules x2 + sails
- » **Sub.** Modules x3

Note that Speed & Handling are at -50% for all vehicles moving in or on the surface of liquids.

### Gas:

- » **Wings.** Modules x3
- » **Anti-grav.** Add 1 module/10 modules (minimum 1)
- » **Rotor blades.** Modules x2
- » **Hover craft.** Modules x2
- » **Gas bag.** 10 modules (1 ton) need 1000 modules of default lifting gas.

*To make it possible to create all kinds of vehicles, from vespas to fighter jets, these rules are kept as flexible as possible. This means there are very few restrictions and the rules can produce fantastic or, depending on how you look at it, ridiculous results. (Vespas going at Mach 2 for example)*

*To keep vehicles in the spirit of the setting, the GM should always supervise the design and compare the results with the real world or his campaign ideas.*

### Vehicle Combat

*For vehicle combat, use the rules for starship combat.*

### Module Partials

*For small vehicles it often makes sense to work with half or quarter Modules for some functions, especially engines and maneuvering.*