VEHICLE CREATION

The directions that follow are useful for creating your vehicle step by step, however if you want to randomly generate your vehicle in part or in whole jump to Appendix A for methods to do that.

1. Choose the look of your vehicle, and name its model and manufacturer.
2. Choose your vehicle's Load, but you don't detail what gear it has at this time.
3. Create 4 Quirks for your vehicle.

VEHICLE LOOKS

Note that a vehicle in Beam Saber can be anything from a mech to a dump truck to a fighter jet to a tank. The rules and looks can work for any machine that is piloted by a person. Here are some suggestions for how to describe your vehicle's look.

- Mobility: bipedal, quadrupedal, flight, hover, wheeled, treads, anti-grav, rotor
- Arms: none, humanoid, tentacle, industrial, hardpoint, wings, ornate
- Hand: none, industrial, human, tentacle, weaponized, ornate
- Core: armored, armed, light, bulky, practical, massive, ornate
- Head: none, armored, armed, hi-tech, ornate, practical
- Cockpit: sealed, open, armored, spacious, cramped, homey, customized
- Shell: organic, hard light, ceramic, alloy, plastic, crystal.
- Style: ornate, practical, improvised, custom, fashionable, sleek, powerful, artistic

Load is the equipment that a vehicle has been outfitted with. It's an abstraction of how much of the vehicle's resources are occupied by its use. Resources such as weight, balance, bulk, and computing power. A vehicle has access to all the general vehicle gear and their class and squad's specialist vehicle gear.

At the start of the first mission decide if the vehicle is carrying a Light, Medium, or Heavy Load.

- A **Light** vehicle is faster and less conspicuous giving it improved Effect when those features are advantageous, and has a max Load of 3. The advantage of taking a Light Vehicle is that it will be faster and stealthier than others, but it will have less versatility due to its lower Load. Light Vehicles are smaller   allowing them to fit into places that others cannot, such as building interiors, or small caverns and tunnels.

- A **Medium** vehicle looks like it's geared up for trouble, and has a max Load of 5. Medium Vehicles seek to strike a balance between the two doctrines represented by Lights and Heavies. As their size is between the other types they often have access to the same options, but may require an Action Roll where smaller or larger Vehicles could automatically succeed.

- A **Heavy** vehicle is slower and looks like it's ready for war, thus giving it decreased Effect when those features are a problem, and has a max Load of 6. Heavy Vehicles have a great deal of versatility as they have double the Load of a Light, but this makes them less agile and more obvious. Heavy Vehicles larger than others meaning they can frequently reach places others cannot, and are also often out of reach for enemy operators.

There will be times where the size of a Vehicle is important, such as trying to reach a person on a rooftop. In these situations remember that the fiction is important, so what is possible and what succeeds without an Action Roll can vary. If a player really wants to take advantage of their Vehicle's physicality, they should make Quirks (see page ??) related to its size and shape.

Your vehicle has undeclared Load slots equal to your selected max Load. During a mission you can say that your vehicle has an item as part of its Load by writing the gear over a number of undeclared slots equal to the item's Load. Some items will be Load 0 and don't fill any Load slots.

Changing the gear that a vehicle is equipped with is an involved process, even for vehicles with quick release hardpoints or hands. Many pieces of gear have components that are integrated with the internals of the vehicle or communicate with its computer systems necessitating extensive calibrations and testing. Plus there's the need to requisition the gear itself.

Once a Load slot is declared it can only be changed back to undeclared during Downtime by spending Materiel equal to the number of slots occupied by the gear, but this change doesn't require an action. Additionally Vehicles never change their Load category (Light, Medium, or Heavy), except as a possible benefit from an appropriate Long Term Project. If a consequence destroys a piece of gear it isn't removed from the Load slot and continues to occupy the same Load slots but as useless "junk."

QUIRKS

Quirks are the unique qualities a vehicle possesses that a pilot familiar with it can use to their advantage. However these Quirks aren't wholly positive and if all of them are applied without maintenance the vehicle will suffer a Breakdown.

CREATING QUIRKS

Every vehicle starts with 4 Quirks that the pilot is already familiar with. These first 4 Quirks

are likely common to that model of vehicle. Up to 4 additional Quirks (for a total of 8) can be gained by filling the Upgrade track with the Upgrade downtime activity, and these ones are unique to this specific vehicle.

Each Quirk has 2 descriptors that determine when the Quirk can be used. These descriptors show how the pilot can push their vehicle in *just* the right way to get more out of it than designed for. For example a vehicle might have "Roaring Fast" and can be pushed for more speed or noise. When selecting your descriptors make sure that at least one of them can be interpreted as a disadvantage because struggling due to your Quirks provides XP at the end of the session.

If a player discovers that a Quirk isn't a good fit for their vehicle they should speak with their GM about changing it. If the Quirk is bad because it's rarely used and the player feels that a new one would be more useful, just change it and consider it no different than its previous version. If the narrative has changed the vehicle's nature making the Quirk no longer applicable, then describe what changed, how it changed, and just change the Quirk.

EXAMPLE QUIRKS

- Ominous Appearance
- Flexible Structure
- Slow and Heavy
- Military Workhorse
- Fixed Hardpoints
- Blinding Boosters
- Splintering Carapace
- Mighty Clumsy
- Light Footed
- Common Parts
- Redundant Systems
- Aggressive Targeters