

STARSIEGE™

EVENT HORIZON

FIELD MANUAL



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Based on the Castles & Crusades SIEGE Engine originally developed by Davis Chenault, Mac Golden, Stephen Chenault, and Todd Grey

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DEDICATED TO THE MEMORY OF ERNEST GARY GYGAX (1938 – 2008).

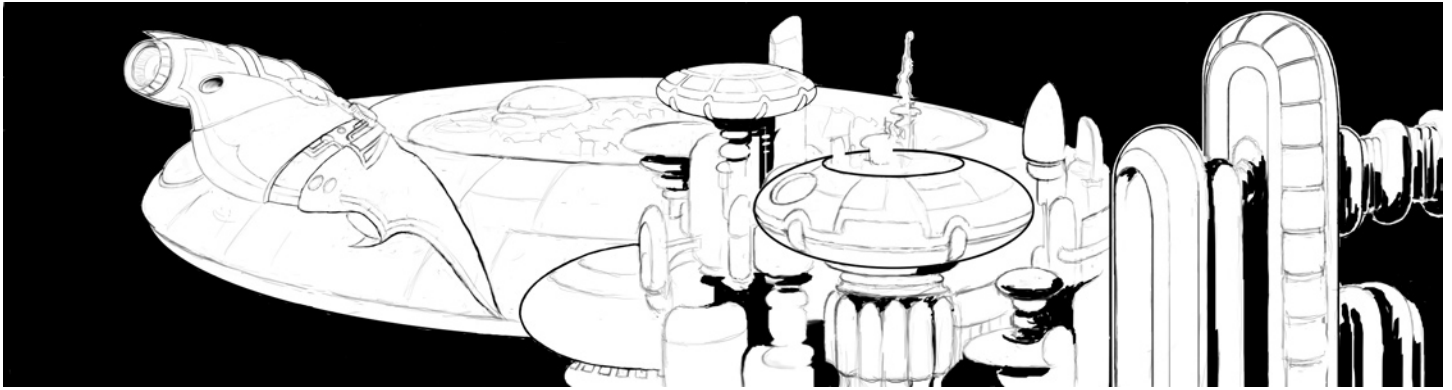


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WELCOME TO STARSIEGE: EVENT HORIZON



Science Fiction has a long and varied history. From old radio serials, television series, pulp magazines, and fiction; countless worlds have been created and explored. It can be pulpy like Buck Rogers of the 31st Century or a dramatic space opera such as the “Star Wars” saga. Science Fiction can even be found much closer to where we stand now like “Blade Runner”. Science Fiction is such a vast genre that it can conform to just about any mold that one may care to build for it. In this genre you can find the works of Mary

Shelley, Issac Asimov, Orson Scott Card, and Robert Heinlein.

For the uninitiated, StarSIEGE: Event Horizon is a Role-playing Game (RPG) set in an undefined Science Fiction realm. A Role-playing Game is game designed to allow for the players of the game to collaborate and tell stories of fictional characters, which the players create and control. RPGs were popularized in the late 1970s by the creation of Dungeons & Dragons, the first commercial RPG.

In an RPG, the players assume the roles of fictional characters. The players then cooperate to tell the story of their characters. In many RPGs one of the players acts as a director and referee. In StarSIEGE this player is called the SIEGE Engineer. It is the job of the SIEGE Engineer to craft the plot and world that the other players, called Player Characters (PCs) will inhabit and explore. The SIEGE Engineer also serves as an arbiter of the game rules.

WHAT YOU’LL NEED

To play the game all that is needed are some friends, this rulebook, at least one twenty-sided die (referred to as a d20, available in most hobby stores and some are included with the boxed set), some pencils and paper, and a healthy imagination. This game is a toolkit that allows for fans of Science Fiction to create and tell their own stories; to create their own worlds. StarSIEGE does this by adapting the popular SIEGE Engine as found in the

Castles & Crusades Role-playing Game to the Science Fiction genre. It is modular, allowing players to pick and choose the elements they wish to incorporate into their game while still maintaining the speed and ease that is the core of the SIEGE Engine.

Since StarSIEGE: Event Horizon is a toolkit rather than a specific game, there is little setting information provided. Moreover,

any assumed setting information (such as the information on different alien species) can be dropped or changed as a group sees fit. StarSIEGE should be seen as a jumping off point for players to create their own adventures and worlds rather than a set paradigm to which players must conform.

HOW IT WORKS

Role-playing Games work much differently than other, more traditional, games. While they share a common heritage with board and miniature war games, RPGs also have roots in the oral traditions of call-and-response storytelling. Many cultures have oral traditions where stories are told and embellished upon by those listening, creating an interactive experience out of the story. RPGs are a more structured take on these ancient traditions. They combine the interactive call-and-response from traditional storytelling and add to it rule mechanics to provide an understood baseline of how the story will be told.

In StarSIEGE: Event Horizon there are two types of players in the game: the SIEGE Engineer and the Players. For most games there will be a single SIEGE

Engineer and numerous Players, but for particularly large or involved games some players may share the responsibilities of the SIEGE Engineer.

THE PLAYER’S ROLE

The Player’s responsibilities lie in the creation of their character, often called the Player Character or PC, in all of its auspices. Player Characters are meant to be the focus of the stories to be told in the game. They need not necessarily be heroes in the traditional sense, but all the players should work hard to create a group that suits the particular play style for their group. It is suggested that first time players create cohesive and cooperative groups, in order to aid in the understanding and enjoyment of these initial sessions. Some groups may prefer less cohesion

and even competition. This game does not assume any specific play-style, but merely suggests that beginners aim more for cooperation than competition. Character creation is outlined a little later in the rulebook.

Once a character is created, the Player is responsible for portraying their character during game sessions. This doesn’t mean that the player must physically act out what their character is doing, but it does mean that the player should try their best to act and react as they believe their character would. In many ways, being a Player is much like radio actors inasmuch that the player must represent their character simply through voice characterization as well as description of the character’s action. But one need not be a good voice actor to play a RPG; voice

characterization just helps in the telling of a story.

THE SIEGE ENGINEER

The role of the SIEGE Engineer is far more diverse than that of the Player Character. SIEGE Engineers take on the role of moderator and referee in the game. They arbitrate the actions of the characters through the game system. Furthermore, they provide descriptions of the world at

large and the other characters in the world to the Player Characters. In their role as the moderator, SIEGE Engineers will often portray anyone who is not a PC, referred to as Non-Player Characters (NPCs). NPCs are the other people in the world that the Player Characters interact with from the waiter at a local restaurant to the queen of a galactic empire. Any person of note that the PCs interact with that is not another PC

falls to the purview of the SIEGE Engineer. As you can see, the job of SIEGE Engineer is a large one. More tips will be provided later on how to best take on the role of SIEGE Engineer.

LEXICON

What follows are some common terms and abbreviations found in StarSIEGE: Event Horizon. They are presented here to help familiarize the player with new terms.

Class: The Class of an item or power is the Skill Bundle that must be used to make use of the item/power. Some items or powers might have Automatic listed as their Class. This means that they can be at will and do not require an action to use. The SIEGE Engineer may limit the maximum number of Automatic Class items/powers that can influence a given task, however.

Drain (abbreviated D): Drain is a part of Special Abilities or psychic powers that determines how taxing the power is to use. A power that has a Drain listed means that the character must wait a number of rounds equal to the Drain before using another power. Drain only applies to powers that have a Drain of 1 or more. Thus a character that activates a power with a Drain of 2 must wait two rounds before activating another power with a Drain of 1 or more, but can use powers or abilities with a Drain of 0 without penalty. A character can Over-channel to use powers while under the Drain of another power.

Experience Cost (abbreviated X): Special Abilities and psychic powers often have an Experience Cost associated with them. This is the amount of Experience Points the character must spend to gain access to the power. No Special Ability or power can have an X score of less than 1. After all, Heinlein did teach us that there is no such thing as a free lunch.

Functions: The Functions of an item or power is merely a list of the mechanical effects the item/power produces. This could range from bonuses to Specialties, Skill Bundles, or Attributes all the way to flaws limiting when and where the item can be used.

Non-Player Character (NPC): The NPC is the cast of others that are portrayed by the SIEGE Engineer when the Player Characters interact with the world around them. They can be as in depth as a PC, with their own personality, stories, or goals (such as villains or rivals for the PCs) or they can be simple amalgamations of stats with purely mechanical uses (like a horde of zombie minions sent to destroy the PCs).

Over-Channeling: Also called Amping or Burning, Over-channeling is used by psychics who need more power out of their psychic resources. Over-channeling can be used to activate powers that the character does not have sufficient Psi score to use (called Amping) or to activate a power with a Drain greater than 1 while under the Drain of another power (called Burning).

Player Character (PC): The character created by the participants in the game. The group of PCs is often the focus of the stories told in the game sessions.

Potency (abbreviated P): Potency measures how powerful a psychic a character must be to utilize a special ability. A character's Psi score must be greater than or equal to the Potency of a special ability or the character cannot access the power without Over-channeling.

Reliability (abbreviated R): Reliability is a rating that is used in place of discrete numbers for tracking how well built an item is or how much ammo something carries. Whenever an item is used, if the raw d20 roll is equal to or less than the Reliability rating for the item, then the item ceases to function. This could be due to using up an item's energy, ammunition, or just poor craftsmanship. A character must spend at least one round "restarting" the item.

SIEGE Engineer: The SIEGE Engineer serves as the game moderator. This role is known as Castle Keeper (CK), Game Master (GM), Judge, or DM in other games.

Size (abbreviated S): The Size of a character or item is a value that gives a general gauge to the height, mass, and/or volume of an item. Size 10 is assumed to be normal human size with each step up in Size equaling a doubling of the previous value and each step down halving the previous value.

Tech (abbreviated T): The Tech rating of an item rates how high tech a piece of equipment it is. A character cannot effectively use items whose Tech rating is higher than their own personal Tech Score.

Value (abbreviated V): The Value of an item is much like the Size of an item, but Value tracks the general cost rather than size. Value is scaled just like Size save that Value 10 is considered to be around 75,000 credits. It is related to the character's Credit score.

CHARACTER GENERATION

Characters in the world of StarSIEGE: Event Horizon are diverse. In fact, the system encourages players to create the characters they want. This can mean playing an archetype or breaking the mold to create a persona from scratch. The most vital role of the player in the game is the creation of their character. Character creation is important because it is the Player Characters that are the focus of the story being told. They are the principle actors in the tales the group will work together to create. As such, the player must work hard to create an interesting character to depict.

The first step in creating a character is that of Concept. What type of character is the player wishing to play? This could be something simple like an Archetype such as "I want to play a Fighter Pilot" or "I want to be the Terminator". Concepts can also be more detailed like "I want to play an orphan, born to a backwater planet, who was scorned for displaying latent psychic ability." Any concept will do as it will help drive the remainder of the character generation. After the concept has been determined, there is a specific process to allow the player to model their character. This process follows the stages of Species, Attributes, Professions, Specialties, and Equipment.

Once the character is modeled in the rule system and the character sheet is filled out, it is then suggested that the player do their best to construct a history for their character before play begins. This helps the player to understand the motives and knowledge of their character and will better help characterization. Moreover, a rich character history gives the SIEGE Engineer opportunities to incorporate the character's past into the existing story. A character history does not need to be long and detailed; it could just contain a few interesting moments from the character's past or could even just be a timeline of the character's life.

STEP ONE: STATISTICS

Player Characters are represented by a variety of numerical statistics that measure the character's effectiveness in the system. Since StarSIEGE is a game, it makes use of randomizers to determine the outcome of certain situations. So, while the player may decide a course of action they wish their Player Character to make, it is sometimes

left to fate (i.e. the dice) to determine whether the character succeeded or failed at a certain course of action. A character's Statistics are used in various ways in the system to help determine the mechanical efficacy of a character.

There are many different aspects that make up the general Statistics of the character. These aspects are: Attributes, Size Score, Move Score, Cyber Score, Tech Score, Psi Score, and Nova Points. Each Statistic is described in greater detail below.

STEP 1.1: ATTRIBUTES

Attributes cover the character's basic, innate abilities. They represent the core aspects of the character and give the player a general guide to how strong, smart, or charismatic the character is. But characters aren't merely a matter of their Attributes, as these are measures of the character's inherent nature. Skills and training, represented later as Skill Bundles and Specialties, also greatly affect the character's abilities.

Characters have six attributes: Physique, Reflexes, Savvy, Knowledge, Confidence, and Empathy. They represent the character's baseline competencies in broad areas. Attributes are rated on a scale of -4 to +4 for most characters (though the values can go higher and lower than these values for exceptional characters) with the average being 0. These six attributes basically break down into two attributes for each of the three aspects of a character: the character's Physical efficacy (Physique and Reflexes), Mental prowess (Savvy and Knowledge), and Emotional bearing (Confidence and Empathy).

A character's Attribute score is added to all Skill rolls whenever the character is attempting an action that falls under that Attribute's purview. Only the single most appropriate Attribute is added to any given Skill check and is usually determined by the SIEGE Engineer as to which Attribute applies.

PHYSIQUE

Physique covers the character's overall physical prowess especially regarding their strength, constitution, endurance, or physical

power. Physique should be added to any rolls when the character is utilizing their physical power or fortitude. A character gains additional Wound Boxes equal to their Physique Score, if it is positive. Furthermore, a character can carry an additional item whose Size is equal to 5 plus their Physique Score (up to a maximum of the character's actual Size) when determining Encumbrance. Finally, Physique is added to all melee combat rolls.

REFLEXES

Reaction time and agility is the purview of the Reflexes Attribute. This Attribute also measures the character's fine manipulation and manual dexterity. Reflexes should be added to any rolls covering the character's gross body movements or hand-eye-coordination. Reflexes also are rolled into the character's base Combat Defense rating, but only if the character's Reflexes are positive (this means a character's Reflexes will never detract from their Combat Defense rating, only add to it). A character's Reflexes are added to all Ranged combat rolls.

KNOWLEDGE

What a character knows is very important to how they react to the world around them. The Knowledge Attribute measures the character's general knowledge and understanding of the world around them. It represents education, both formal and informal, as well as memory recollection. Knowledge applies to rolls involving information recall, general knowledge, or other memories of data.

SAVVY

The Savvy attribute measures a character's technical expertise and mental acuity.

This covers reasoning, logic, and aptitude with technical and mechanical theories. The character uses Savvy when using their mental faculties to solve problems. A character's Savvy additionally benefits repair and craft rolls made.

CONFIDENCE

A character's confidence is a measure of their self-worth as well as their general social influence over others. It serves as the character's charisma, force of will, and even ego. Confidence should be added to rolls when the character attempts to charm, intimidate, or even resist the charms of another. Confidence is also used to determine the number of Stress Boxes a character has, with the character's positive Confidence score adding additional Stress Boxes (a negative score has no effect on the Stress Boxes). Confidence is also added to the character's Psyche Defense score to resist Psionics. Confidence can also be used in Purchasing Rolls to buy equipment, if the SIEGE Engineer feels the character has a chance to haggle on the price.

EMPATHY

Measuring how well a character gets along with others as well as their own understanding of their psyche is the function of the Empathy Attribute. Empathy measures how well the character understands others and self as well as their overall likeability and presence. Empathy should be added to rolls when the character is trying to understand the

A -3 SAVVY? BUT I WANTED TO BE THE TECHNICIAN!!

Some groups dislike the use of random Attribute generation. Those groups, with the SIEGE Engineer's approval, gain 7 Attribute points that can be allocated to their attributes as the player sees fit. In this method, all attributes default to a value of -1. The Attribute points raise the character's Attributes on a one-for-one basis. Players can voluntarily lower their character's Attributes (but no lower than -4) to gain more Attribute points to spend on other Attributes (but no Attribute can be raised higher than +3). Players of Alien races should remember to take into account the race's Attribute bonuses after spending their Attribute points. Alien Species bonuses may allow for the Attributes to break the -4 to +4 scale.

D20 FOR ATTRIBUTES?

Players familiar with Castles and Crusades know that a 3d6 scale is often used to create Attributes rather than a single d20. 3d6 generates a more natural probability curve than the simulated one created with the d20. A d20 was selected for StarSIEGE: Event Horizon to simplify the game down to a single necessary die. For players wishing to utilize 3d6 to generate character attributes, the following table is provided. This table will favor more "gritty" characters as the odds of extremely high or low Attributes are greatly different from the default scale.

3d6	Attribute
3	-3
4 – 5	-2
6 – 8	-1
9 – 12	0
13 – 15	+1
16 – 17	+2
18	+3

actions of others or to even read hidden intentions or deception. Empathy affects the character's Cyber Score and is added to the base to determine how much metal the character can integrate into their body. Furthermore, Empathy also is used on all Channeling rolls.

GENERATING ATTRIBUTES

StarSIEGE utilizes a random method for generating the starting Attributes of all characters. This is to simulate the lack of control people have over the types of aptitudes and inborn abilities they have. To generate a character's starting attributes, roll d20, for each Attribute, and cross reference the number rolled on the following table. The value listed in the Attribute column is then noted as the character's Attribute (the initial d20 roll is discarded and only the value from -3 to +3 is kept).

It is suggested that the player be able to place the scores wherever they see fit for their character concept. Some SIEGE Engineers might require the rolls be made in order, with the player rolling for each Attribute in order and not allowing any shifting of scores around, but it isn't suggested.

D20	ATTRIBUTE
1	-3
2 – 3	-2
4 – 7	-1
8 – 13	0
14 – 17	+1
18 – 19	+2
20	+3



STEP 1.2: CYBER SCORE

A character's Cyber Score shows how much the circuitry that has replaced their body is affecting the character's interaction with their own body and the world at large. A high Cyber Score means the character can integrate a large amount of Cybernetics. Characters with too much Interference (which represents the difficulty of integrating cyberwear with an organic host) will have trouble interacting with others and society as they are used to. This is due to the body's tolerance for the imbedded circuitry being taxed. Training and therapy can help increase the body's tolerance (via the Cyber-Empathy Specialty).

The Cyber Score Base is determined by the group and SIEGE Engineer, depending on how prevalent the group wishes Cybernetics to be in the game. It should be set before play starts and should be the same for every character in the group.

To determine a character's total Cyber Score, the player should add the character's Empathy Attribute, as well as any ranks in their Cyber-Empathy Specialty to the agreed up on Cyber Score Base. This score determines how much Interference can be taken on by the character by the cybernetics in their bodies. More details are provided in the Cybernetics section.

CYBER SCORE BASE	
PREVALENCE	BASE CYBER SCORE
Rare or Dangerous Cybernetics	5
Common Cybernetics	10
Ubiquitous or very Safe Cybernetics	15
Cyber-Culture	25

STEP 1.3: TECH SCORE

Technology is often ubiquitous in most forms of science fiction. But for its commonplace demeanor, there are often gulfs between two cultures and their understanding of science. The Tech Score puts this technologic understanding on a scale that helps players approximate their character's overall competence with technology as well as can be used to quickly characterize a planet or Non-Player Character (NPC). The Tech Score in StarSIEGE: Event Horizon goes from 0 to 12 with each step representing a leap in understanding.

The provided Tech scale gives just an example of how players and SIEGE Engineers can lay out a Tech scale. Players and SIEGE Engineers should work together to help cement their own understandings of what each Tech Level means for their setting. Furthermore, some planets may be a mishmash of Tech Scores, due to following a different technology path than assumed here. The SIEGE Engineer should adjudicate these cases as best they can, or can even feel free to create a completely new Tech Scale for their setting.

USING TECH SCORE

A character's Tech Score represents the level of technology they are most familiar with. A character can easily and safely use, maintain, and repair any item with a Tech Rating equal to or less than the character's Tech Score. Characters attempting to use items with a higher Tech

Rating than their current Score must either gain some rudimentary training on the item from someone with the appropriate Tech Score or roll a natural 20 on a single d20 roll. If neither of those conditions is met, the character cannot use the equipment. Otherwise, the character can use the equipment but halve (rounding down) all Functional bonuses the item grants to rolls (e.g. a +3 Shooting bonus would become a +1 bonus).

STARTING TECH SCORE

The starting Tech Score for characters is based off of the setting the players and SIEGE Engineer have decided upon. As such, the SIEGE Engineer should tell the characters what the "Galactic Standard" Tech Score is for the game. The players can then roll on the following table to see if their Tech Score differs from the norm. The SIEGE Engineer can allow players to select their Tech Score if they wish. A character's Tech Score can never go below 0. See the Character Advancement section for the costs of raising a character's Tech Score.

A character cannot attempt to fix or maintain something whose Tech Rating is greater than the character's Score, but they can take it apart (and, in the process destroy it) in hopes of gaining some understanding. Some SIEGE Engineers may allow a player to gain XP equal to the difference in the Tech Rating of the item destroyed and the character's Tech Score. So if a character with a Tech Score of 4

tries to disassemble a Slip Suit (Tech of 6), they can destroy the suit but gain 2 XP in the process.

Tech score also affects the cost and Value of items. On low tech worlds, higher Tech items will garner greater prices. This is described in more detail in the Operations Manual.

D20 BASE TECH SCORE MODIFIER

D20	BASE TECH SCORE MODIFIER
1	-2
2 – 4	-1
5 – 15	0
6 – 19	+1
20	+2

THE NOBLE SAVAGE

Some groups may wish to explore the effects of technology on more "primitive" cultures. In these cases, the SIEGE Engineer should set the starting Tech Score for the players as well as the "Galactic Standard" Tech Score. This disparity will allow the players to explore stories where they start at a distinct "disadvantage" from most other inhabitants of the game world

TECH SCORE	EFFECT
Tech 0	Stone Age: Stone or bronze weapons, hunter-gatherer societies
Tech 1	Iron Age: Smelting, agriculture, animal domestication
Tech 2	Pre-Industrial Age: steel, zero-based mathematics, simple gunpowder
Tech 3	Industrial Age: Basic metallurgy, steam power, telegraph, repeating guns
Tech 4	Nuclear Age: fission power, microelectronics, computers, fission bombs
Tech 5	Information Age: Worldwide communications, gene therapy, renewable energies
Tech 6	Solar Age: solar-system travel, fusion power, cybernetic interfaces, nanotech
Tech 7	Expansion Age: fast space travel, rudimentary AI, biotech, satellite colonies
Tech 8	Star Age: terraforming, contragravity, cryogenic stasis, generation ships
Tech 9	Galactic Age: Planet building, FTL travel, anti-matter, matter replication
Tech 10	Gravatic Age: Gravity manipulation, mass quantum manipulation, rejuvenation serums
Tech 11	Dysonian Age: Dyson spheres, ringworlds, teleportation, immortality systems
Tech 12	Technologic singularity: Technology can accomplish anything



STEP 1.4: PSI SCORE

Psychic powers are quite common in many science fiction stories. The idea that humanity may one day unlock some supernatural inborn abilities is a very common theme throughout much of the genre. As such, the Psi Score has been added to StarSIEGE: Event Horizon to allow for this element to be added to games, if the players so wish.

A character's Psi Score measures their overall strength and prowess in the psychic realm. It could also be renamed Mana, Magic, or even Will depending on how the SIEGE Engineer and players wish to define Psionics in their setting. Basically the Psi Score represents the character's ability in paranormal activities, allowing them to produce fantastic effects outside the realm of normal behaviors for their species.

The SIEGE Engineer should decide what the "default" Psi Score should be for the setting, but should, of course do so with the input of the players. In general, the Psi Score is rated from 0 to 12, much like Tech score, but there really isn't an upper limit if the players and SIEGE Engineer agree. Games where everyone has some kind of latent psychic ability might see a low Psi Score base in the 1 to 2 range while settings where humanity has unlocked its much of its Psionic potential might have a base in the 3 to 5 range. A game set in a world with few to no Psionics would have a base of 0.

Once the Psi Score base is determined players can roll to see where their Psi Score rests on the scale. If the setting does not allow Psionics at all, all characters should

set their Psi Score to 0 and then ignore it. The table provided allows for Psi Scores to range from one under to two above the setting's default. Note that a Psi Score can never be less than 0.

D20	BASE PSI SCORE MODIFIER
1 – 4	-1
5 – 15	0
16 – 19	+1
20	+2

PSI SCORE	EXAMPLE
Psi 0	No repeatable psychic phenomenon
Psi 1 to 3	Low powered or highly specialized psychics available,
Psi 4 to 6	Powerful and reliable Psionics
Psi 7 to 9	Very common and high powered psychic abilities
Psi 10+	Almost ubiquitous psychic phenomenon almost godlike power

STEP 1.5: TAINT SCORE

Some groups may wish to play games where radiation, genetic diseases, or some other fantastic elements might affect the character. This is covered by the optional Taint Score of a character. Most characters will start with a Taint Score of 0. If a player wishes their character to have a Taint Score of more than 0, and the SIEGE Engineer approves, then they can set their Taint Score to any Value up to the maximum listed on the table below. The SIEGE Engineer should outline for the player the overall Taint range for the setting.

Taint affects how the character gains mutation Defects as well as the possibility of special Mutation XP that can be used

to purchase special powers. The SIEGE Engineer should be consulted with how Defects and Mutation XP are gained for the setting being played. If Mutation XP are gained (check with the SIEGE Engineer), the player can spend these XP at character generation.

INTENSITY RATING

Intensity Rating determines how beneficial mutations and Taint are in the genre being played. Some settings have mutants wielding great powers while others leave mutants as twisted wrecks. The Intensity Rating for a game is set by the SIEGE Engineer

and determines how much Mutation XP the character gains for any points of Taint they gain. The Intensity Rating serves as a multiplier for the number of Taint Points gained that translates directly into Mutation XP. So a character that gains 4 Taint points in a game with a Intensity Rating of 0 would get 0 Mutation XP while in a Intensity Rating 5 game the same character would gain 20 Mutation XP.

Overall Taint	Example	Max Starting Taint Score
No Taint	Modern life	0
Low Taint setting	Near a nuclear reactor meltdown site	5
Medium Taint setting	Exposed to small amount of strange "gamma rays"	15
High Taint Setting	Widespread nuclear Fallout	25



STEP 1.6: NOVA POINTS

Nova Points can be thought of as the resource that makes characters into heroes. They can be used to automatically succeed at any single roll, shrug off death, or even to make seemingly impossible actions possible. Every character starts the game with two Nova Points. The SIEGE Engineer may grant additional Nova Points at character generation, depending on the game's genre conventions. Furthermore, characters will be granted more Nova Points for good characterization and playing within the genre as well as for heroic acts.

USING NOVA POINTS

Nova Points have four uses for characters. First, they can be used to automatically succeed at any single roll. In this case, the character will succeed without any complications as if they had rolled the Target Number exactly. They can be used in this manner only before a roll is made. The second use of Nova Points is to prevent a character from dying or going insane. Whenever a character reaches the "Out" critical box in either Health Track, the player can spend a Nova Point. Doing so means that the character is considered "Out" until the situation that caused the damage is over (i.e. combat ends or the threat to the

character leaves). During the rest of the situation, the character is left for dead, but as soon as the threat is over, the character immediately heals their "Out" damage level and is left at "Down" or "Fractured" as appropriate. Nova Points can also be spent on Editing. A player can spend a Nova Point to introduce a change to the scene as laid out by the SIEGE Engineer. This change should be small and should focus on the Player Character.

The SIEGE Engineer can adjust the effects of the Edit, but should do their best to not undermine what the player was attempting. Similarly, the player shouldn't use the Edit option to completely re-write the SIEGE Engineer's session. A good example of using a Nova Point for Editing would be, after a player has been imprisoned, the player uses their Edit to find a file hidden in their cell, which allows them to break their bonds and attempt escape. Another example of an Edit would be that the supply closet in the building the character is hiding, weaponless, from an enemy within happens to have all the chemicals required to build a make-shift bomb. Edits shouldn't require a roll on the player's part since they change the nature of the surroundings, not the character's

actions.

Finally, a player can spend a Nova Point to have their character Attempt the Impossible. Using a Nova Point in this way allows the character to attempt actions that are far beyond the realm of possibility. For example, the character could use a Nova Point to attempt to grab a live grenade and throw it back or to jump from a building and land on a truck speeding away. Attempting the Impossible gives the character license to act like an action-movie hero. These tasks may still require a roll (and thus may fail), but the Nova Point allows the character to even Attempt the Impossible. Of course, a second Nova Point could be spent to automatically succeed at these impossible tasks, if the player so wishes. Some groups may find "Attempting the Impossible" too distracting for the type of game they are playing. These groups should feel free to ban or severely limit (e.g. require 2 or more Nova Points to Attempt the Impossible) the use of Nova Points in this manner if they so wish.

GENRE	EXAMPLE	ADDITIONAL NOVA POINTS
GRITTY/REALISTIC	Starship Troopers (novella)	0
PULPY	Star Wars: A New Hope (film)	3
FOUR-COLOR	Cowboy Bebop (anime/manga)	5
SUPER-HEROIC	Star Wars: Attack of the Clones (film)	7

STEP TWO: SELECT SPECIES

As a toolkit game, the StarSIEGE universe is varied, allowing for all kinds of creatures to be created. As such, there aren't any truly canonical races. Presented in the base rules are some examples of traditional as well as some non-traditional sci-fi races to provide a starting point for players. A player should select a Species that best fits the character they wish to play. If the races do not fit the character the player is envisioning, then the player and SIEGE Engineer should work together to create a more appropriate Species.

STEP 2.1: SIZE SCORE

A character's Size is determined by the Species they select in the first stage of character creation. Size is outlined in greater detail in the Fashioning Worlds section of the Operations Manual. It is a doubling scale that is based off of Size 10 being equal to the height, mass, or volume of a normal adult human (approximately 2 meters, 70 kg, or .071 cubic

meters). Each step up the Size scale doubles the previous value and each step down halves the previous value. The SIEGE Engineer has a table that outlines some examples of Sizes. Size will also determine the character's base Unarmed damage.

UNARMED DAMAGE

A character does an amount of Wounds in an Unarmed attack equal to their Physique bonus plus their Size divided by 6 (round down, minimum 0). Thus a Size 9 character with a -1 Physique that makes an unarmed attack would do 1 Wound box in damage ($\text{Size} + \text{Physique} = 8 / 6 = 1.33$, rounding down) while a Size 15, Physique +2 creature would deal 2 Wound boxes by default ($\text{Size} + \text{Physique} = 17 / 6 = 2.833$, rounding down).

STEP 2.2: MOVE SCORE AND SCALE

The Move score listed for each species denotes the number of Range Increments a character can move in a single Move action. The Move Score will also list the default locomotion type the character can traverse. The different locomotion types are: Flight, Ground, Hover, Subsurface, or Surface. The SIEGE Engineer should be consulted if there are any questions as to what the different locomotion types mean. Finally, the Scale the character moves at is also listed. The player should note all three of these aspects down on their character sheet.

More details and options on the Move Score are provided in the Operations Manual. To determine a character's overall speed, the Move Score can be multiplied by 60 meters as well as the Scale modifier (which is just x1 for the Personal Scale) to get the approximate number of meters per round (six seconds) the character moves at their top speed.

STEP 2.3: SPECIAL ABILITIES

Species grant a variety of special abilities and modifications to the character's Attributes. The player should make note of any Attribute modifiers (which modify the actual Score, not the d20 roll to determine attributes) granted from their species. The player should note down the special abilities and their effects on their character sheet.

Furthermore, most species have other advantages. These Special Abilities are listed in the Other Advantages section of the species writeup. They list the Potency (P) required to use the power (if any) which is the minimum Psi score the character must have to use the power. Special abilities may also have a Drain (D) rating that states how long a player must wait in rounds before using another power or ability with a Drain score. Finally, Special Abilities have an Experience cost (X). This is how many Building Points (BP) or Experience Points (XP) the power costs to purchase. Assume all Experience costs are paid when the character picks their Species (i.e. the character gets all species Special Abilities at no Experience or Building Point cost).

Special Abilities will also have a Class listed after the Potency, Drain, and Experience notes. This Class determines what rolls the Special Ability modifies. Automatic Class powers are always considered to be active and can affect any rolls the SIEGE Engineer approves. Other Classes, which match up with one or more Skill Bundles, state the Skill Bundle check that the Special Ability modifies. The SIEGE Engineer can outline this in more detail. For the most part, Species Special Abilities will be Automatic.

STEP 2.4: SPECIES TYPE

ANDROID

MECHANICAL CONSTRUCTS AND ROBOTS, ANDROIDS ARE THE CREATIONS OF SENTIENT LIFE THAT WERE BUILT TO AID IN EXPLORATIONS OF THE COSMOS. ANDROIDS PROVIDED COMPANIONSHIP, MUSCLE, AND UNERRING DEVOTION TO THEIR PRIME PROGRAMMING. OVER TIME, THOUGH, ANDROIDS HAVE EVOLVED, GAINING THEIR OWN CONSCIOUSNESS. NO LONGER SIMPLE ROBOTS FULFILLING THEIR PRIME PROGRAMMING, ANDROIDS HAVE BECOME THEIR OWN RACE. IN FACT, MANY SECOND GENERATION ANDROIDS—ANDROIDS BUILT BY OTHER ANDROIDS—NOW EXIST, FURTHER DISTANCING THEMSELVES FROM THE INITIAL SUBSERVIENT ROLE THEY LIVED FOR MANY YEARS.

AS FAR AS SOCIETIES GO, THE ANDROIDS HAVE NONE OF THEIR OWN, YET. THE RECENT ORGANIZATION OF MANY LIBERATED ANDROIDS HAS GIVEN RISE TO A NASCENT MOVEMENT IN ANDROID UNIFICATION. THIS MOVEMENT IS REGARDED WITH SUSPICION BY MANY HUMAN SOCIETIES, MOSTLY OUT OF FEAR OF THEIR OWN CREATIONS. WITHIN HUMAN SOCIETIES ANDROIDS ARE TREATED AS PROPERTY FOR THE MOST PART, MAKING IT TOUGH FOR LIBERATED ANDROIDS TO OPERATE.

THOSE WHO OWN ANDROIDS TREAT THEM WITH VARYING LEVELS OF RESPECT AND CARE DEPENDING ON THE OWNER AND THEIR VIEWS ON THE SAPIENCE OF ANDROIDS.

THE ANDROID CLASS CAN ALSO BE USED TO GENERATE ARTIFICIAL INTELLIGENCES AND COMPUTER-BASED CHARACTERS. SIMPLY REMOVE THE MOVE SCORE AND SPEND THE BUILDING POINTS ON OTHER ADVANTAGES.

Appearance: Androids come in a variety of forms. Generally their form has a human-like appearance, in homage to their original creators, but Androids can be built to match any form. The example here assumes a humanoid biped.

Size: 10 (10 BP)

Move: 2 (Ground), Personal (6 BP)

Attribute Mods: -2 to Empathy, +3 to place in any Attributes as follows design intent (18 BP)

Other Advantages (16 BP)

More Human than Human (P0 D0 X8; Automatic. Flaw: Social Stigma—Mistrusted, Flaw: Psi Ban, +2 to Lore Skill Bundle, +5 to distribute to any Specialties as follows intent of design)

A Mere Machine (D0 P0 X8; Automatic. -1 to Spiritual Skill Bundle, Subsystem 6 (x4), Durability 8, Flaw: Construct)

More Human than Human – Many human-like androids can blend into a crowd fairly easily. It is for this fact that Androids are often feared by the general populace and mistrusted in general unless they are under tight supervision (assume this flaw gives a +2 CL to all social interactions the Android makes with organic based life-forms). And while they may have social problems, their positronic brains allow for an almost encyclopedic knowledge which affords them a +2 bonus to their Lore Skill Bundle, but prevents them from tapping into any psychic powers (which is a 12-point Flaw). They also gain an additional +5 points to distribute to any Specialties as follows the design intent of the Android (this could be five +1 Specialties or a single +5 to one Specialty or any combination in between).

A Mere Machine – Their constructed nature serves as a limitation to many interactions. Due to this, all Androids suffer a -1 to their Spiritual Skill Bundle checks. Being a construct, Androids are treated as a vehicle or other piece of equipment (which is a 12-point flaw) mechanically. This means they cannot heal damage naturally and instead must be repaired by external forces and they are immune to critical attacks (treat any attack that deals a Critical Wound as dealing a normal Wound instead). But they are hardier than organic life and gain a Durability rating of 8 (giving the Android 8 wound boxes and a Disabled "critical box" like any other piece of equipment or vehicle). Androids also have mounts for up to four Size 6 or smaller subsystems according to the jobs the Android was designed to perform.

ERVA

A RACE OF LARGE QUADRAPEDAL HERBIVORES, THE ERVA EVOLVED THE ABILITY TO STAND UPRIGHT AND GRASP SO THEY COULD EAT LEAVES OFF TALLER TREES. MILLIONS OF YEARS LATER THEY RULE THEIR WORLD AND ARE VENTURING INTO SPACE IN LARGE HERD SHIPS. IN THESE SHIPS, THE ERVA BEHAVE MUCH AS THEY DO IN THEIR NATIVE LANDS, ACCORDING TO A STRICT HIERARCHY. THE ERVAN HIERARCHY IS ESTABLISHED DURING THE INDIVIDUAL ERVA'S FIRST GRASP, WHICH IS A CEREMONY THAT OCCURS DURING ADOLESCENCE AND MARKS THEIR TRANSITION INTO ADULTHOOD. THE FIRST GRASP DETERMINES THE ERVA'S STATION IN LIFE BY TESTING THE ERVA'S NATURAL ABILITIES AND SELECTING THE CASTE THAT BEST SUITS THE INDIVIDUAL. BUT ERVAN SOCIETY IS NOT WITHOUT DYNAMISM. MEMBERS CAN MOVE UP AND DOWN THEIR CASTE THROUGH CHALLENGES OF SKILL. MOREOVER, AN ERVA CAN EVEN MOVE FROM ONE CASTE TO ANOTHER WITH MAJORITY VOTES FROM THE DIVINE COUNCIL OF THE CASTE THEY WISH TO MOVE INTO.

THE ERVAN SOCIETY IS SET UP AS A MIXTURE OF BOTH DIRECT AND REPRESENTATIVE DEMOCRACY. MEMBERS OF A CASTE VOTE DIRECTLY FOR THOSE THAT MAKE UP THEIR CASTE'S DIVINE COUNCIL. THAT COUNCIL THEN MAKES RULES AND LAWS THAT AFFECT THEIR CASTE AS WELL AS SENDS REPRESENTATIVES TO THE HERD CASTE WHO SERVE AS OVERALL POLICY-MAKERS FOR THE RACE.

ENCOUNTERED INDIVIDUALLY, ERVA ARE VERY DEPENDABLE AND HELPFUL CREATURES. THEIR NATURAL DESIRE FOR HIERARCHY SOMETIMES CAUSES DIFFICULTIES IN SOCIETIES RULED BY HIGHLY INDIVIDUALISTIC HUMANS, BUT THE ERVA DO THEIR BEST TO RESPECT THE FOREIGN WAYS. ERVA MAKE WONDERFUL MEMBERS TO ANY TEAM DUE TO THEIR NATURALLY COMPLIMENTARY NATURE AND EASE IN WORKING AS A PART OF A WHOLE.

Appearance: Two arms, two legs with bilateral symmetry, the Erva have shaggy fur, curled horns, and can walk on all fours with the knuckles or rear back and shamble forward. They are powerfully built and slow but intelligent thinkers.

Size: 11 (11 BP)

Move: ½ (Ground), Personal (1 BP)

Attribute Mods: +1 to Physique and -1 to Reflexes (0 BP)

Other Advantages (38 BP)

Massive Build (P0 D0 X15; Automatic. Armor 1)

Caste (P0 D0 X19; Automatic. +2 to any one Skill Bundle, +1 to one Specialty as follows Caste assignment)

Shamble (P0 D0 X4, Automatic. Move 1 (Ground), Flaw: Quadruped)

Massive build – Erva are solidly built creatures. They gain a natural Armor Rating of 1.

Caste – Erva are placed in the caste that best fits their natural predilections and abilities at a young age. As such, they are very well suited for the tasks that they

devote their lives to. All Erva gain a +2 bonus to a single Skill Bundle of the Divine Council's choice at character creation. Since the Divine Council should rule on the character's worth, some groups may leave the determination of the character's Caste to the SIEGE Engineer or even a random roll. Assume that allowing the player to decide their caste makes the character a "caste-jumper". Erva also gain a single +1 bonus to be applied to any Specialty that most applies to their Caste assignment.

Shamble – Ervas are still natively quadrupedal. They can increase their Move to 1 whenever they wish, but must use all four limbs for locomotion, making it impossible to carry things in their hands and move at this rate (this is a 6-point Flaw).

FELOID

FELOIDS ARE A PROUD WARRIOR RACE WHOSE ENTIRE CULTURE REVOLVES AROUND THE HUNT. FELOIDS OFTEN LIVE IN SMALL GROUPS, REFERRED TO AS GANGS, WHICH WORK TOGETHER FOR SUSTENANCE. FELOIDS RESPECT COMPETENCY AND DEPENDABILITY MORE THAN ANYTHING ELSE. WEAK OR USELESS MEMBERS OF A GANG WERE GENERALLY WEEDED OUT. THE SOCIETY OF THE FELOIDS IS RELATIVELY SMALL, WITH FEW LARGE GROUPS OR ORGANIZATIONS. THE GANG SERVES AS BOTH THE SMALLEST COMPONENT PART OF THE SOCIETY AS WELL AS THE LARGEST. IN THESE GANGS, THE FELOIDS FORM A SOCIAL AS WELL AS FAMILIAL BOND THAT IS HARD TO SHAKE. AS SUCH, MOST INDIVIDUAL FELOIDS ENCOUNTERED IN THE GALAXY ARE OFTEN FROM GANGS THAT WERE BROKEN UP IN SOME WAY SUCH AS DEATH OR ENSLAVEMENT.

INDIVIDUAL FELOIDS TEND TO BE MORE IDIOSYNCRATIC THAN THEY WOULD BE IF FOUND WITH THEIR OTHER GANG-MATES. BUT THEIR INHERENT COLLECTIVE NATURE WILL USUALLY GET THE BETTER OF THEM. AS SUCH, FELOIDS WILL SOMETIMES ATTACH THEMSELVES TO COMPETENT, WELL-ORGANIZED GROUPS OF DISPARATE RACES, WHICH ACTS AS A SURROGATE GANG FOR THE DISPLACED.

THE FELOID SOCIETY'S FOCUS ON THE SMALL TRIBAL STRUCTURE OF GANGS NEVER LENT ITSELF TO LARGE SCALE ECONOMY OR TECHNOLOGY. ANY SPACE-FARING FELOIDS USUALLY DO SO UNDER THE COMMAND OF ONE OF THE OTHER INTERGALACTIC RACES, AS THERE ARE NO MAJOR TECHNOLOGICAL OR MANUFACTURING PLANTS IN THE FELOID SECTOR. THE FELOID SOCIETY IS ONLY NOW BEGINNING TO ATTEMPT TO ORGANIZE INTO A LARGER COLLECTIVE IN HOPES TO CAPITALIZE ON THE ADVANCES THEY HAVE BEEN PRESENTED WITH BY VISITORS TO THEIR WORLD.

Appearance: Two arms, two legs, long tail, bi-lateral symmetry, and humanoid anatomy. Feloids have clawed hands and are covered in fur. Fur colorations are as varied as those of earth felines. Feloids are smaller than humans rarely growing larger than most human children. They are also capable of movement as a quadruped which provides them limited but amazing bursts of speed.

Size: 9 (9 BP)

Move: 1 (Ground), Personal (4 BP)

Attribute Mods: +1 to Reflexes (18 BP)

Other Advantages (27 BP)

Visual Acuity (P0 D0 X5; Awareness. Observation +2, SFX: Low Light Vision)

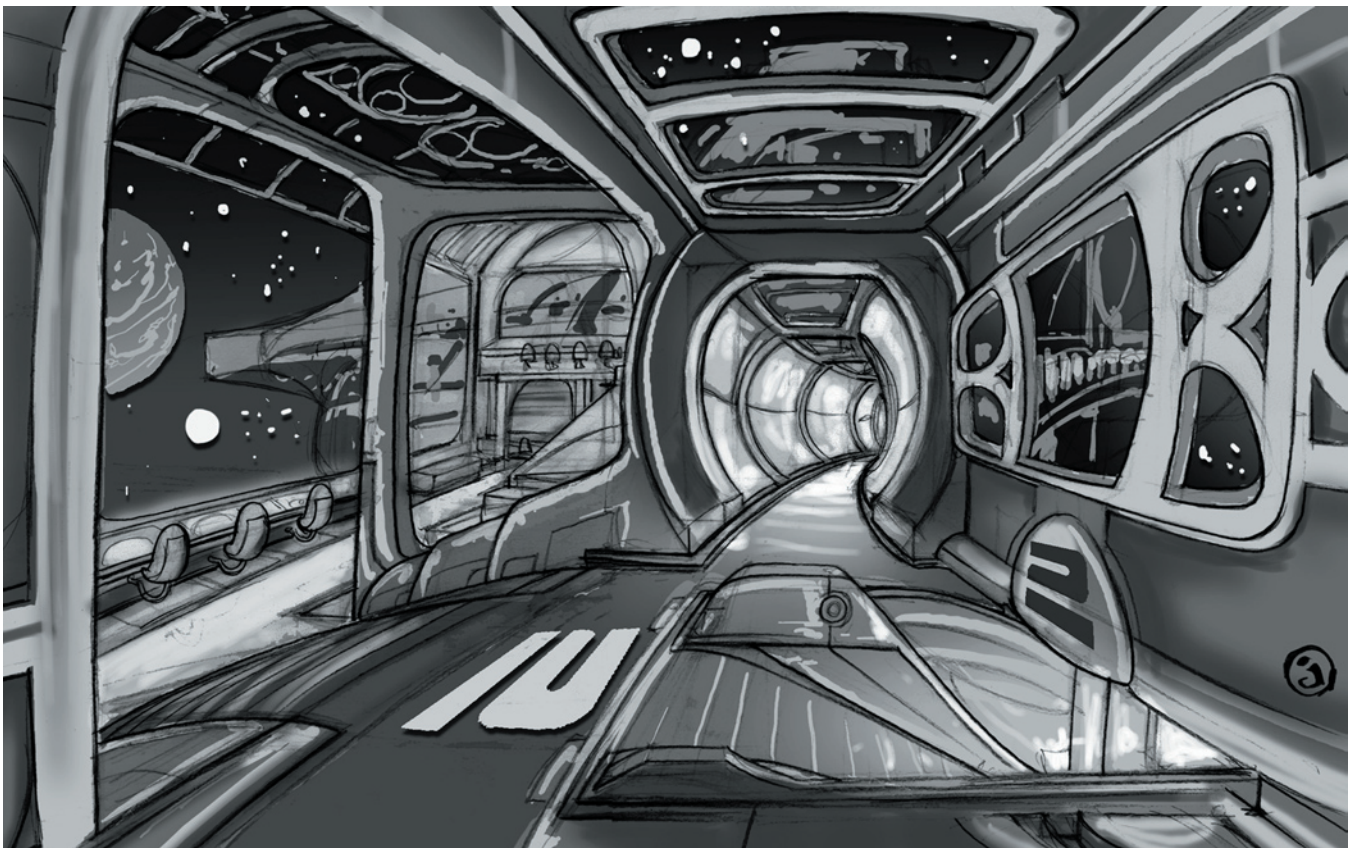
Claws (P0 D0 X6, Combat or Athletics. Melee +1, Close Range Only, Climbing +1, SFX: Retractable, SFX: Bonus Class)

Speed Burst (P0 D5 X5; Automatic. Flaw: Quadrupedal, Move 4 (Ground), SFX: Persistent, Flaw: Taxing)

Backwater (P0 D0 X3, Automatic. -1 to Tech Score, +1 to Environmental Skill Bundle)

Visual Acuity – Feloids get low light vision allowing them to see twice as far as humans in environments with little light. Complete darkness leaves Feloids as blind as a human, however. Their keen senses also grant them a +2 to all Observation based rolls.

Claws – All Feloids are born with retractable claws. They are mostly used for climbing (+2 to Climbing Specialty) but also have limited effectiveness in close combat (+1 for Melee attacks and do a single damage box).



Speed Burst – Feloids can do quick bursts of speed. The speed burst requires the Feloid move on all four limbs, however, preventing them from carrying anything in their arms (which is a 6-point Flaw). Using this power allows the Feloid to run as if their Move was a 4 for up to three contiguous rounds (one level of Persistent). Afterwards, they must rest for 5 hours (Drain of 5 with the Taxing Flaw) before using the power again.

Backwater – Feloids come from a technologically stunted society. Therefore, they start out with a -1 to their starting Tech Score. They do, however, excel at "living off the land" and gain a +1 to their Environmental Skill Bundle.

HUMAN

HUMANS ARE THE GALAXY'S STANDARD WHEN IT COMES TO SENTIENT RACES. A HARDY AND ADAPTABLE RACE, HUMANS CAN BE FOUND LIVING IN ALMOST EVERY ENVIRONMENT. WHILE THEIR BIOLOGY IS RELATIVELY DELICATE COMPARED TO SOME OTHER RACES, THE HUMAN MIND FINDS WAYS TO ADAPT THE ENVIRONMENT TO THEIR NEEDS. IT IS THIS ADAPTABILITY THAT HAS MADE HUMANS THE MOST POPULACE RACE IN THE UNIVERSE.

HUMAN CULTURE IS AS VARIED AS THE ENVIRONMENTS YOU CAN FIND THEM LIVING IN. THEY RANGE FROM LONERS TO COLLECTIVE MEMBERS; FROM AUTOCRACIES TO THEOCRACIES. HUMANS ARE, FOR THE MOST PART, A HIGHLY SOCIAL RACE AND WILL OFTEN FORM STRONG BONDS. THE REASONS FOR THESE BONDS, HOWEVER, DEPEND ON THE INDIVIDUALS FORMING THEM.

Appearance: Two arms, two legs, bilateral symmetric, with humanoid anatomy. There is a wide variance in appearance for humans, in body type, hair color and length, as well as skin tones.

Size: 10 (10 BP)

Move: 1 (Ground), Personal (4 BP)

Attribute Mods: None (0 BP)

Other Advantages (36 BP)

Adaptation (P0 D0 X36;
Automatic. Bonus Skill Bundle)

Adaptation – Humans are extremely adaptable as well as quick learners. As such, Humans can select one additional Skill Bundle during character creation.

OEL (OH-EL')

THE OEL ARE A RACE OF HUMANOID ALIENS THAT HAVE LONG TRAVELED THE GALAXY. THEY ARE MASTERS OF SPACE FLIGHT AS WELL AS CHANNELING PSYCHIC ENERGY. CALLED "GREYS" BY MOST OTHER RACES, IN REFERENCE TO THEIR DULL GREY SKIN, THE OEL ARE SMALL IN STATURE AND STRENGTH. THEY MORE THAN MAKE UP FOR THESE SHORTCOMINGS WITH THEIR INTELLECT, HOWEVER.

OEL ARE A GENDERLESS RACE THAT HAS STRONG COMMUNAL GROUPINGS. THEY REPRODUCE VIA CLONING WITH CAREFULLY ENGINEERED MUTATIONS TO PREVENT HOMOGENEITY. MOST OTHER RACES FIND THE OEL TO BE UNFATHOMABLE AND DISQUIETING, ESPECIALLY

THEIR LARGE PROBING EYES. MEANWHILE, OEL FEEL QUITE AT HOME WITH ONE ANOTHER, THEIR HIGHLY REFINED PSYCHIC MIND ALLOWING THEM TO SENSE AND COMMUNICATE WITH ONE ANOTHER THROUGH THOUGHTS ALONE. WITH OTHER RACES, OEL FEEL MORE DISCOMFORT, BUT THEIR NATURAL BIAS TOWARDS PSYCHIC POWERS MAKES THEM MORE EMPATHIC IN GENERAL. AS SUCH, OEL ARE HARD PRESSED TO BE TOO STANDOFFISH IN SOCIAL SITUATIONS.

THEIR HIGHLY ADVANCED TECHNOLOGICAL SOCIETY PUTS THE OEL FAR AHEAD OF MANY OTHER RACES IN THE GALAXY. THEY HAVE TRAVELED MUCH OF THE UNIVERSE AND EVEN HAVE A REPUTATION AMONGST MANY CULTURES OF PERFORMING EXPERIMENTS ON THEIR FOREBEARS. THIS REPUTATION IS VEHEMENTLY REFUTED BY OEL CULTURAL TECHNICIANS.

OEL SOCIETY IS HIGHLY REGIMENTED WITH EACH MEMBER ASSIGNED THEIR STATUS ACCORDING TO THEIR SKILLS AND INTERESTS. YOUNG OEL ARE RUN THROUGH A RIGOROUS TRAINING AND EVALUATION PROCESS TO ENSURE THE BEST FIT FOR THE OEL AND ITS EVENTUAL APPRENTICESHIP AND TRAINING. MUCH OF THE OEL SOCIETY IS AUTOMATED TO THE POINT THAT VERY LITTLE PERSONAL INITIATIVE ENTERS INTO THEIR SOCIAL AND POLITICAL LIVES. THEIR SOCIETY HAS FUNCTIONED SO WELL FOR SO LONG, FEW QUESTION THE LAW THAT HAS BEEN PASSED DOWN FROM GENERATION TO GENERATION. THESE LAWS, CALLED THE WAY, ARE A WELL-ORGANIZED AND THOUGHT OUT RUBRIC OF BEHAVIORS AND RULES FOR SOCIAL INTERACTION. AS SUCH, THERE IS VERY LITTLE STRIFE WITHIN A HOMOGENEOUS OEL SOCIETY. THE WAY, HOWEVER, ONLY SEEMS TO WORK FOR THE PEOPLE THAT HAVE BORNE IT AND MANY NON-OEL FIND ITS LOGIC AND BEHAVIORS TO BE STRANGE AT BEST AND INSULTING AT WORST.

Appearance: Oel are of a humanoid build, bi-lateral symmetric with two long arms, two squat legs, and large heads. They are generally half the size of a normal human, have grey skin, large black eyes, and are devoid of any body hair.

Size: 9 (9 BP)

Move: ½ (Ground), Personal (1 BP)

Attribute Mods: +1 to Savvy, -1 to Physique (0 BP)

Other Advantages (40 BP)

Telepathy (P0 D0 X7; Automatic.
Flaw (x3): Oels Only, Close
Range Only, Personal Scale,
SFX (x2): Sense Sentient Life,
SFX (x2): Telepathy)

Psionic Resonance (P0 D0 X15,
Automatic. +2 to Psi Score, Mental
Endurance +3, Flaw (x4): Cybernetics
Ban)

Cutting Edge (P0 D0 X18,
Automatic. +1 to Mechanics Skill
Bundle, +2 to Tech Score, Flaw
(x2): Tech Ban—Tech Level 2 or
less)

Telepathy – Oel can automatically communicate with any other Oel within 50 meters telepathically regardless if they can see them (this is a 6-point Special Effect). Oel can also sense any other sentient Oel (this is a 6-point Special Effect) within 50 meters. The fact that these powers are limited only to other Oel is a 9-point Flaw.

Psionic Resonance – Oel are so innately attuned to the psychic realms

that they gain a +2 bonus to their starting Psi Score and a +3 to their Psyche Defense Specialty. This is due to their extreme control and understanding of their own forms and willpower. This affinity, however, is costly in the fact that "unnatural" additions to their bodies like cybernetics are completely rejected (this is treated as 12 point "Flaw" to ban the use of Cybernetics).

Cutting Edge – The Oel are masters of technology and gain a +1 to their Mechanics Skill Bundle as well as a +2 bonus to their starting Tech Score. All their advantages, however, translate into a technologic blind spot, making them completely unable to understand low-tech devices (of Tech Level of 2 or less, which is a 6 point Flaw). This Ban means that regardless of the Oel's Tech Score, they treat items of Tech Level 2 or less as if they did not have a sufficient Tech Score to use or repair the item. For some Oel, this is more of a prejudice than an actual deficiency (i.e. the Oel would never be caught using something as crude as a club rather than lacking the knowledge to swing a blunt stick at someone's head), so the SIEGE Engineer should allow players to spend 6 XP (either from their starting amount or from XP earned in play) to buy off the Tech Ban if they wish.

STROEM

THIS HUMANOID RACE DWELLS ON A HARSH WORLD LASHED BY CONTINUAL STORMS, THUNDER, AND LIGHTNING. THE STROEM HAVE ADAPTED WELL TO THEIR CRUEL HOME WORLD, HOWEVER. THEY SEE WELL IN LOW LIGHT, AND HAVE EXTRAORDINARY ABILITIES TO RESIST THE RAGES OF THE CONSTANT ELECTRICAL STORMS. THIS ADAPTATION HAS EVEN DEVELOPED FURTHER INTO THE ABILITY TO GENERATE A MINOR ELECTRICAL CHARGE. THE STROEM USE THIS INHERENT GIFT TO POWER MUCH OF THEIR OWN PERSONAL EQUIPMENT AND EVEN FOUND USE FOR IT AS A DEFENSIVE TOOL IN TIMES OF DURESS AGAINST LESS ELECTRICALLY RESISTANT FOES.

THEY ARE EMOTIONAL BEINGS WHO CAN RAGE AND BLUSTER LIKE NO OTHER RACE. BUT THEY CAN BE STOIC AS WELL, ENDURING PHYSICAL TESTS AND WITHSTANDING HARDSHIP AS NO OTHER RACE CAN. BEING SO EMOTIONAL, STROEM ARE OFTEN RECKLESS AND FLAMBOYANT. THIS IS GENERALLY REPRESENTED BY A SHORT ATTENTION SPAN AND EVEN A DEVIL-MAY-CARE ATTITUDE.

THE STROEM SOCIETY IS HIGHLY ECCENTRIC, PRIZING THE ROLE OF THE INDIVIDUAL OVER ALL OTHERS. IN MANY WAYS, THERE ARE STRONG SIMILARITIES BETWEEN HUMAN AND STROEM SOCIETY. THE STROEM AREN'T AS POPULACE AND INFLUENTIAL AS HUMANS MOSTLY DUE TO THEIR LOW BIRTH RATES (THEIR GESTATIONAL PERIOD IS ALMOST THRICE THAT OF A HUMAN'S) AND THEIR ONLY NASCENT STAR-TRAVEL TECHNOLOGY.

STROEM TECHNOLOGY, WHILE LAGGING BEHIND ALL BUT THE FELOIDS, IS A WORK OF EXQUISITE BEAUTY. THEIR ATTUNEMENT TO ELECTRICITY AND THEIR SILICON-BASED ORGANICS HAS LED THEM TO BUILD DEVICES THAT MELD NEARLY SEAMLESSLY WITH THEIR BODIES. IN FACT, MOST PERSONAL EQUIPMENT ON A STROEM IS POWERED BY THE STROEM ITSELF RATHER THAN ANY OUTSIDE SOURCE. LARGER PIECES GENERALLY HAVE NUMEROUS STROEM WORKING IN TANDEM TO BOTH OPERATE AND POWER THE DEVICES. ONLY TRULY MASSIVE SCALE EQUIPMENT WILL LEAD A

STROEM TO USE AN EXTERNAL POWER DEVICE. THIS RELIANCE ON THEIR NATURAL ABILITIES HAS LEFT THE STROEM FAR BEHIND ECONOMICALLY, SINCE MUCH OF THEIR EQUIPMENT IS UNUSABLE BY OTHER RACES IN THE GALAXY, BUT THEIR NEWLY ENGINEERED POWER DRIVES AND LARGE SCALE REACTORS ARE FAST BECOMING THE GALACTIC STANDARD AND ARE PUSHING THE STROEM'S ECONOMY FORWARD.

Appearance: Silicon-based life-form with bilateral symmetry. Stroem posses two legs, two arms, and two smaller manipulators right below their chest. The smaller manipulators allow for delicate work and possess an amazing amount of fine motor control, but they are very fragile. They have blue-black slightly shiny skin, no hair, and lidless grey eyes.

Size: 10 (10 BP)

Move: 1 (Ground), Personal (4 BP)

Attribute Mods: +1 to Confidence and -1 to Empathy (0 BP)

Other Advantages (36 BP)

Electrogenesis (P0 D0 X3; SFX: Power Pack, +2 to Defensive Maneuver Specialty, Close Range Only)

Haywire (P0 D5 X10; +2 Melee, Close Range Only, Deal 1 Critical Wound Box, Flaw: Taxing)

Visual Acuity (P0 D0 X8; +2 to Observation Specialty, "Low Light Vision", "Thermal Vision")

Fine Manipulators (P0 D0 X15; +1 Reflexes, Flaw: Delicate Work)

Electrogenesis – Stroem can constantly give off a faint electric charge which can cause discomfort to most organic-based lifeforms in close-quarters to the Stroem. Because of this, assume a +2 Defensive Maneuver bonus against all melee attacks at the Stroem. They also are able to power any electrically powered device of their Size or smaller from their own personal stores, acting as their own private "Power Pack". Treat any electrical equipment in the Stroem's possession as having a Reliability of two less (at no modification to Value, minimum of 0), but only if it is used directly by the Stroem.

Haywire – A Stroem can generate a high-voltage jolt of electrical energy. This is physically taxing to the Stroem, which converts the Drain of the power from rounds to hours, but only applies to the Haywire power and Electrogenesis. This jolt can wreak havoc on electrical devices as well as stun most living beings. By simply touching their target (or making a Melee attack roll) and expending their charge, the Stroem can deal a burst of energy that does a single Critical Wound box to the target. Inanimate, unattended objects are automatically struck and affected by the surge. Using this will also cause the Stroem to be unable to use their Electrogenesis to power items for the duration of the Drain as well.

Visual Acuity – A Stroem can see twice as far as a normal human in low-light conditions. They also can see thermal radiation, allowing them to see even in complete darkness, but with no fine detail. They also gain a +2 to their Observation Specialty.

Fine Manipulators – One set of delicate but extremely dexterous manipulators rest in the upper thorax region of the Stroem. These manipulators are very delicate, making them physically weak and easily harmed, but allow for the Stroem to work more finely and accurately than most robotics created by humans. These manipulators gain a +1 bonus to any Reflex related rolls when they are used. Their fragility means that they can't handle anything larger than Size 2 and they are also easily damaged (these are the first limbs lost if the permanent injuries rules are used), so the Stroem are wary of using them for anything that isn't vitally important.



STEP 3: SELECT PROFESSION AND SKILL BUNDLES

Professions represent the character's basic areas of expertise and in-depth training. This doesn't mean that this is the extent of their knowledge, but simply shows the areas the character has focused the majority of their learning and experience. Each character selects a single Profession when they generate their character. In many instances, a character's Profession is tightly linked to the initial character concept. The list of Professions below is not exhaustive. Players should feel free to develop additional Professions as they see fit, if those provided don't seem to apply.

Once a character's Profession is selected, the character is granted two Skill Bundles to be chosen from the Skill Bundles listed for the Profession. Some races might grant an additional Skill Bundle. In these cases, the player is not necessarily limited to the Skill Bundles of their Profession, unless the SIEGE Engineer specifies otherwise. Also, a group may decide to ignore Professions entirely and simply allow the players to select the Skill Bundles that best fits the character's concepts. Regardless of how

the player chooses the Skill Bundles, a character cannot take the same Skill Bundle twice (not even by spending Experience Points).

Professions do not have any specific mechanical bonuses in StarSIEGE. SIEGE Engineers may choose to grant players small bonuses (+1 to +3) to certain rolls that a certain Profession might excel at, but these are completely optional. Professions mostly help with player concept and understanding the character's role in the galaxy at large. They play a larger part if the Competence optional rule is used instead of Specialties (see the "Specialties? Seems to fiddly to me" text box for more details).

Advisor: Lore, Persuasion, and Spiritual.

Breaking and Entering Expert/Rogue: Awareness, Persuasion, and Mechanics.

Bounty Hunter: Awareness, Combat, and Environmental.

Engineer: Lore, Mechanics, and Handling.

Explorer: Handling, Environmental, and Lore.

Hacker: Awareness, Persuasion, and Mechanics.

Pilot: Awareness, Handling, and Lore.

Psion: Awareness, Lore, and Spiritual.

Savage: Athletics, Combat, and Environmental.

Scout: Athletics, Awareness, and Environmental.

Smuggler: Combat, Handling, and Persuasion

Speaker: Awareness, Persuasion, and Spiritual

Soldier: Athletics, Awareness, or Combat

Trader: Lore, Persuasion, and Handling

Technician: Handling, Mechanics, and Lore

SKILL BUNDLES

Skill Bundles determine a wide area of character training and knowledge. A character's Profession establishes the Skill Bundles available to be chosen. Any activity that falls under the purview of a character's Skill Bundle is considered a Primary Ability (see the SIEGE Engine section for more details on Primary vs. Non-Primary Abilities). This means that the character is most skilled in the dealings of their Skill Bundles than in any other area. Characters can always attempt actions that fall outside of their Skill Bundles, but those tasks are done with quite a bit more risk and chance of failure. Any activities outside of the character's Skill Bundles are considered to be Non-Primary Abilities.

Some characters may develop or start with Skill Bans that prevent the character from using certain Skill Bundles. In these cases, the character is unable to ever perform actions that fall under the prohibited Skill Bundle.

ATHLETICS

The Athletics Skill Bundle covers physical excellence and training. A character trained in Athletics is well-adept at all forms of physical prowess. Athletics aids the character in all attempts to perform feats of strength, agility, or endurance.

Examples of Athletic Checks: Climbing a cliff, balancing on a beam, or leaping onto a moving car.

AWARENESS

Awareness covers the character's overall perceptions of the world around them. A character adept at Awareness knows the best places to use for cover or where to best lie in ambush. Awareness also aids the character in the arts of stealth and sneaking as well as tracking.

Examples of Awareness Checks: Noticing a concealed weapon, sneaking past a guard, or shadowing someone through a crowd.

COMBAT

Combat covers the wide range of melee and ranged combat. A character possessing the Combat Skill Bundle is well-skilled in all forms of combat. Specialties under Combat further refine the character's ability to perform in combat.

Examples of Combat Checks: Firing a shotgun, fencing, or throwing a grenade.

ENVIRONMENTAL

The realm of Nature is a vast and varied thing. It encompasses the knowledge of animals, surviving the elements, as well as understanding the natural balance in the whole world. Characters skilled in the arts of Nature can exist in harmony with natural surroundings.

Examples of Environmental Checks: Identifying an animal by its tracks, surviving for a week in a desert, or camouflaging oneself in the woods to avoid detection.

HANDLING

The Handling Skill Bundle covers the operation of all forms of transportation, from the simplest animal driven cart to large star cruisers. Characters versed in Handling find themselves at home behind the controls; able to perform grant stunts and maneuvers.

Examples of Handling Checks: Piloting a starship, driving a horse-drawn buggy, piloting a dirigible.

LORE

It is often said that knowledge is power. Characters who are adept at the Lore ability can often attest to that statement. Lore grants the character a wide range of knowledge and understanding. Lore covers the bulk of scientific, medical, anthropological, or even trivial knowledge, to name a few. A person skilled at Lore is well-versed in the combined knowledge of the universe and is a veritable fount of information.

Examples of Lore Checks: Using medicine to heal an injured comrade, recalling a bit of forgotten lore, or translating an ancient text.

MECHANICS

The Mechanics ability covers the realm of the creation, understanding, and maintenance of all kinds of objects. Mechanics subsumes the realms of tools, mechanical devices, or crafting of any kind of object. Characters skilled in the arts of Mechanics find themselves in high demand, being able to repair and build all sorts of contraptions that others would leave abandoned for parts.

Examples of Mechanics Checks: Repairing a damaged vehicle, building a small hut out of available materials, or designing a new type of firearm.

PERSUASION

A character skilled at the arts of Persuasion is a formidable force. Persuasion gives the character the ability to lead others, to change their minds, or even to bluff their way through sticky situations. Persuasion differs from the Spiritual Skill set in that it deals with forceful changes to others while the Spiritual realm comes to agreements through understanding. They can be used to similar effects, but the intent (and often times outcomes) are very different.

Examples of Persuasion Checks: Smooth talking a bouncer to get into an exclusive club, convincing a group to follow your lead, or performing a very influential speech to change the votes of key members of a parliament.

SPIRITUAL

The Spirit is a very vast realm, dealing with matters of faith, devotion, and connection to the universe as a whole. The Spiritual Skill Bundle also covers the character's overall understanding and compassion for others. It can be used in situations to bring calm, encouragement, and even peace. It differs from Persuasion in that it is used to sway the emotions rather than the logic of others.

Examples of Spiritual Checks: Talking down a greatly agitated friend from a rash action, rallying routed troops through appeals to their honor, or inciting a mob to riot.

STEP 4: SPECIALTIES

A character is not subject simply to the whims of their Professions and Skill Bundles. Oftentimes a character will pick up little bits of knowledge that isn't expansive enough to be considered a Skill Bundle. These tidbits of knowledge are called Specialties. Specialties are rated on a bonus starting at 0 and going up, similar to Attributes. Specialties can be added to any rolls that they would apply to, but only one Specialty can be added to any given roll.

In the default setting, a starting character gains 10 XP to purchase their starting Specialties. These points need not be spent immediately, however, and can be saved for later character advancement. Each +1 bonus to any Specialty costs 1

XP, and starting characters cannot put more than a +5 in any single Specialty. These XP can also be spent on Psionic powers or Special Abilities. Check the Character Advancement section for more details on this process.

Specialties do not need to fall into a Skill Bundle the character has access as Primary. A character can gain specialties in any Skill Bundle (unless they have a Skill Ban). Each Skill Bundle will list some examples of Specialties that would fall under them, and the player can choose those or can create their own with the aid of their SIEGE Engineer. Specialties should be specific and apply to a very limited area of expertise.

The provided list of Specialties is not comprehensive, but is provided to give players a frame of reference for appropriate Specialties. Groups should feel free to introduce new Specialties into their games if the player and SIEGE Engineer feel something is missing. The example Specialties also have the Skill Bundle they will most be associated with listed in parenthesis. This is to further aid in the understanding and has no mechanical bearing on how the Specialties are used. Specialties are added to whatever roll the Player Character and SIEGE Engineer feel is appropriate. Thus, it is entirely possible for a SIEGE Engineer to allow a player to add their character's Shooting Specialty to a Lore roll to remember some obscure fact about the peculiarities of a certain weapon.

There are three Specialties that are marked as Special rather than with a specific Skill Bundle. They are Cyber-empathy, Defensive Maneuvers, and Mental Endurance. More details on these Specialties are listed in their descriptions below.

I WANT TO PLAY THE GRIZZLED VETERAN!

The default rules for creating characters in StarSIEGE is functionally the same as each character starting with 10 Experience Points (XPs) to spend on Specialties when they are created. SIEGE Engineers may wish to start characters with more XP for more “experienced” starting characters, and that option is of course completely up to the individual groups. Furthermore, a SIEGE Engineer may award bonus Experience Points to starting characters for good background stories or particularly interesting plot-hooks for their character. In these cases, players should just be given an amount of starting Experience Points and be allowed to customize their character per the normal Characters Advancement rules.



SPECIALTY DESCRIPTIONS

Agronomy (Environmental): Agronomy covers the character’s understanding of dealing with all aspects of using plants or animals for food, fuel, feed, fiber, or more. Agronomy can cover simple farming to animal sciences.

Allay (Spiritual): Allay gives the character a bonus in easing the suffering of others. Allay can be used to help characters ignore penalties from being Disabled (see the Wounds section), but cannot actually heal any damage.

Animal Handling (Handling): The Animal Specialty under the Handling Skill Bundle covers both riding and/or driving animals.

Anticipate (Awareness): The Anticipate Specialty covers the character’s ability to read into situations and make logical inferences to what actions may follow. A character can use Anticipate to study a situation and guess at what may come next. This could help a character know which door a foe may emerge from or even help to “feel in their bones” an upcoming weather change.

Bluff (Persuasion): In the wide expanses of the galaxy, people aren’t always completely honest with one another. The Bluff Specialty represents characters that excel at lying or deceiving another with their words or actions.

Bolster (Spiritual): Characters specialized in the Bolster ability can utilize their faith to aid those around them. Characters Specialized in Bolster can use their Specialty to aid others (see the Cooperation section for more details).

Camouflage (Environmental): Camouflage is meant to use coloration or even items from the environs to cause something to blend into the background. Camouflage can also cover blending into the urban environment by making oneself seem to be just another “person in the crowd”.

Channeling (Spiritual): The Channeling Specialty tracks the character’s understanding of how to push their psychic powers to their limit and can be added to any Channeling or Over-channeling rolls the character makes.

Charm (Spiritual): The Charm Specialty is used affect someone’s feelings of good or ill-will towards the character. It can be used to ingratiate oneself or to hobnob.

Climbing (Athletics): A character with the Climbing Specialty is well-versed at the art of scaling surfaces, be they sheer, rock, or even ropes and ladders.

Computer Operations (Mechanics): The use of computers, for good or ill is covered by this Specialty. It can be used to glean information, reroute power, or even hack systems.

Corruption (Persuasion): Corruption grants a bonus to any rolls made to determine the success of a character using money, goods, or services to sway someone’s (especially an official or person of power) opinions or actions.

Craft (Mechanics): Craft affords the character a better understanding of how to create items or devices. It grants a bonus to any checks to build an item or device from its component parts.

Cultural Understanding (Lore): Cultural Understanding grants the character a more intimate knowledge of the customs and beliefs of various cultures. This grants a bonus on all rolls pertaining to knowledge in those areas.

Cyber-Empathy (Special): Cyber Empathy represents training and counseling to better help a character deal with integrating Cybernetics. It is added to the character’s Cyber Score to determine Disconnection penalties.

Defense (Special): A character can specialize in defense rather than offense. The value of this Specialty is added to the character’s Combat Defense Score.

Detection (Awareness): Detection helps characters find things when actively searching for them, such as ambushes, traps, or hidden items. Players would use Detection when searching an area or looking for more details.

Disable (Mechanics): Disable grants the character a bonus on all rolls to disable or take apart any items or devices encountered. Popular with tinkers and scavengers, being able to disassemble things also finds its way into the repertoire of thieves and scoundrels as well.

Doctrine (Lore): Doctrine Lore is the understanding of religious theology and ritual. This specialty can be added to any rolls to recall, observe, or discuss the dogma and theology of religions.

Feats of Agility (Athletics): Feats of Agility represents the character's training in tumbling, leaps, and other forms of graceful movement

Feats of Strength (Athletics): A specialty in Feats of Strength allows the character to perform amazing actions using their brute strength. They can batter down doors, lift great weights, or even bend bars.

Flight (Handling): The Flight Specialty denotes the character's familiarity with piloting airborne craft. This specialty covers flight in atmosphere, deep space, or any other path in which the craft defies the gravitational pull of planets/stars/etc.

Ground (Handling): Land vehicles come in a variety of shapes and sizes. This Specialty grants a bonus whenever utilizing any self-powered craft that moves along solid surfaces.

Hover (Handling): Hover locomotion type is a hybrid between the Ground, Flight, and Surface locomotion types. Hover items/powers/crafts require a gravitational field as well as some form of matter (be it solid, liquid, gas) underneath, but do not require direct contact with the matter. This Specialty allows the character to pilot Hover based craft.

Hunting (Environmental): A character with Hunting is better able to track quarry or to hunt for sustenance.

Leadership (Persuasion): People naturally follow someone who is confident, but the aspect of knowing how to direct others can be learned. The Leadership Specialty represents this aspect and grants bonuses to direct the actions of others.

Melee (Combat): Close quarters combat utilizing weapons all into the Melee Specialty. Characters use this whenever trying to do harm in close combat with weaponry.

Mental Endurance (Special): Mental Endurance represents training one's mind to deal with the strains of various sources such as combat, torture, or even psychic assault. A character can add the value of this Specialty to their Psyche Defense Score.

Navigation (Lore): Navigation is used to read maps, plot courses, use compasses or sextants, or utilize complex astrogation computers to make travel amongst the stars.

Obscure Knowledge (Lore): The Obscure Knowledge specialization grants the character a bonus to any rolls made to recall obscure or known facts.

Parley (Spiritual): Characters with the Parley Specialty are well versed in the arts of negotiation and agreement. Parley can be used to help diffuse hostilities or to otherwise calm the nerves of others.

Repair (Mechanics): Characters with this specialty find all manners of way to fix broken things. They may add their Specialty bonus to any rolls to fix or repair mechanical or electrical devices.

Reasoning (Persuasion): Reasoning allows characters to perform acts of persuasion. It can be used to sway people to a cause via oration, debate, or even in the written form.

Scavenge (Environmental): Scavenging allows the character a chance to find useful items or equipment from the environment. Characters with this Specialty are well versed in knowing how to best "make-do" with similar items or the best places to look for things cast-off by others.

Sensors (Mechanics): There are various types of sensors and communications devices throughout the galaxy. This Specialty grants a bonus whenever the character makes use of these pieces of equipment.

Shooting (Combat): The Shooting Specialty represents the character's overall familiarity with all forms of firearms and ranged weapons.

Stealth (Awareness): Stealth aids the character in any attempts to sneak or hide using only available cover rather than blending into the environment.

Subsurface (Handling): A character trained in the Subsurface Specialty is skilled at maneuvering and piloting craft that travel beneath the surface of any liquid. Subsurface travel does not include the ability to pilot craft traveling along the surface of the water, however.

Surface (Handling): The Surface Specialty represents familiarity with piloting vessels that travel along the surface of any liquid.

Survival (Environmental): A character with the Survival Specialty knows how best to weather a variety of situations. Survival allows for basic foraging for necessary water and foodstuffs as well as the basics of building shelters and preparing for environmental hazards. Some SIEGE Engineers may wish to force players to choose a single environment that the Survival Specialty covers. Some examples of these would be Desert, Vacuum, Forest, or Tundra. In these cases, the character would require separate Survival Specialties for each environment.

Swimming (Athletics): Swimming grants the character bonuses to all feats in bodies of water.

Tactical Maneuvers (Combat): The Tactical Maneuvers Specialty allows for the character to make better use of the combat environment. Characters would use this skill to erect temporary defensible positions or formations or to set up ambushes.

Technical Knowledge (Lore): A character versed in Technical Knowledge finds understanding machines and all forms of electronics second nature. This Specialty grants bonuses when recalling information on all forms of technology and the theories behind their design.

Tracking (Awareness): Tracking covers the ability to follow trails and shadow targets without being noticed.

Treatment (Lore): First aid and surgery is often very difficult and requires years of study. Utilizing the vast amounts of medical knowledge garnered throughout the course of history falls under this Specialty.

Unarmed (Combat): Characters with the Unarmed Specialty are well-acquainted with fighting without weapons.

Zero-G Maneuvers (Athletics): The character is greatly adapted to maneuvering in a Zero-G environment.

SPECIALTIES? SEEMS TOO FIDDLY TO ME!

Some groups might not like Specialties in their games. They might wish faster resolution, where the progression isn't as tied to very specific rolls. In these cases, the players can choose to drop Specialties and replace them with a Competence Score. A character's Competence score tracks additional training and advancement gained through the game sessions. Instead of spending XP on buying new Specialties, the player can spend 9 XP to increase their Competence score by 1. Using this option removes Specialties from the game (except for those granted as Special Abilities from Alien species, Psionics, or from equipment).

A character's Competence score is added to any rolls that falls within the purview of the character's Profession. The SIEGE Engineer and player should work together to decide what does and does not fall within the character's Profession. A character's Competence score should always be added to rolls for which the character has a Skill Bundle. Competence is not necessarily tied to Skill Bundles, however. It should be added on a case-by-case basis to non-Primary Skill Bundle checks according to the character's Profession/concept.

Competence is also used to determine the character's Defense Scores. A character can add 1/2 of their Competence score (rounding down) to both of their Defense scores. Thus, a character with a Competence of 7 would add 3 to both their Combat and Psyche Defense scores. If the character has either the Combat or Spiritual Skill Bundles, they can add their full Competence score to the appropriate Defense score.

STEP 5: CREDIT, DEBT, AND BEGINNING EQUIPMENT

Characters start with equipment appropriate for their Credit Score. Instead of making Purchasing rolls (see the Economics Section for more details) for every piece of starting equipment, a player can automatically start with equipment. How and what depends on the character's starting Credit and Profession. If the player was allowed to take on Debt during character generation, add the Debt value to their Credit Score for determination of starting equipment.

STEP 5.1: CREDIT

The character's Credit rating determines the character's overall wealth and access to funds. The Credit score is used in purchasing rolls, described in the Operations Manual. The Credit Score is added to the character's Confidence attribute and a d20 roll is made against a Target Number set by the SIEGE Engineer (which is modified by the Value and availability of the object desired) to purchase items. Additional aspects are tied to Purchasing rolls, but the player should check with the SIEGE Engineer for full rules. To determine a character's base credit score, roll on the table below.

STARTING CREDIT SCORE

D20	CREDIT SCORE
1	7
2 – 3	8
4 – 7	9
8 – 13	10
14 – 17	11
18 – 19	12
20	13

A Character's Credit score will vary a lot with purchases and gaining of wealth. The Credit score cannot be increased with experience. Instead, it must be gained via roleplaying. Players should check with the SIEGE Engineer for more details on gaining or losing Credit.

STEP 5.2: DEBT

Some characters may, in the course of their adventures, develop debts via loans. The character's Debt Score reflect these debts. All characters start with a Debt score of 0. If a player wishes to start with a Debt score of greater than 0, the player and SIEGE Engineer should agree to this. Debts are monies owed to outside forces. A player that starts with Debt can add their Debt Score to their Credit Score when determining the allowed Values of their starting equipment.

STEP 5.3: ENCUMBRANCE

StarSIEGE: Event Horizon uses a very simple Encumbrance system. A character can carry one object of each Size under their Size Rating. So the Size of the object must be less than, but not equal to the character. So a character with a Size of 10 can carry one Size 0 object, one Size 1 object, one Size 2 object, etc up to Size 9. If a character wants to carry two objects of the same Size rating, then the second object must take the slot of a higher Size object. So a character wanting to carry two Size 4 handguns would take up their Size 4 and Size 5 slots. Characters also gain a single "bonus Encumbrance slot" with a Size equal to their Physique Attribute plus 5 (to a maximum of the character's Size minus 1). For example, a Size 7 character with a Physique of 2 would have one slot for the following Sizes: 0, 1, 2, 3, 4, and 5 and would have two Size 6 Slots.

Once a character has two or fewer slots available, then that character is Encumbered and gains a +2 Challenge Level to all physical actions. Any character that has all slots full is Overburdened. These characters have their Move decreased by one step (e.g. Move 1 becomes Move ½, Move 3 becomes Move 2, etc.) and suffer a +4 Challenge Level penalty to all physical actions and -2 to their Combat Defense Score. Characters that are Size 3 or less do not suffer the Encumbered penalty, but are subject to being Overburdened.

ENCUMBRANCE AND CARGO

Equipment that has Cargo slots or Subsystems does not have items in the Cargo or Subsystems slots count against the Encumbrance of characters carrying them. Only the base item counts for Encumbrance purposes, as the Cargo and Subsystems are considered in the bulk of the item's Size. Thus, a Size 8 Backpack that is full only counts as the Size 8 encumbrance slot for the character, regardless of what it is carrying.

LIFTING CAPACITY

A character cannot carry anything that has a Size rating greater than their size, but they can generally lift objects over their head equal to their Size rating plus their Physique. A character can make a Feats of Strength Specialty check with the Athletics Skill Bundle to lift larger objects. The Challenge Rating of the roll is equal to ½ the Size of the item the character is attempting to lift (rounding down).

The lifting capacity of a character allows the character to lift the object, and possibly move around very slowly (SIEGE Engineer's discretion). Any character lifting is effectively a motionless target and suffers a -10 to their Combat Defense Rating and fails any rolls requiring physical action. So a Size 9

character with a +2 Physique can lift up to a Size 11 (Size 9 + 2 Physique = Size 11) object, but cannot move around easily. This character could try to lift a Size 12 object but would need to succeed at an Athletics Skill Bundle check with a Challenge Rating of +6.

STEP 5.4: SELECT STARTING EQUIPMENT

A character can start with one piece of equipment with a Value equal to their Credit Score. This one piece of equipment must be tied to the character's core concept or profession. Furthermore, a character can have three pieces of equipment whose Values are up to two less than their Credit that apply directly to their Profession. Finally, the character can have any reasonable amount of equipment whose Values are one-half of their Credit Score (rounding to the nearest whole number) and are commonly available (i.e. would not require a Non-Prime Purchasing roll).

So a character with a starting Credit Score of 7 can have one Value 7 piece of equipment that meets the character concept or profession as well as any reasonable amount common equipment that are Value 4 or less. Finally, the character can have up to three pieces of equipment that are Value 5 or less and that are tied to the character's Profession. Any additional or more valuable equipment must be purchased normally.



STEP 6: FINISHING TOUCHES

STEP 6.1: HEALTH TRACKS

In StarSIEGE, the character's overall health and well-being is managed via two Tracks: the Wound Track and the Stress Track. Each track has a number of boxes (generally referred to as wound boxes or stress boxes respectively) that represent the amount of trauma a character can endure. The actual nature of a damage box is left up to the SIEGE Engineer and situation that the character is wounded during. A single wound box could represent a gash from a knife while a stress box could be lost to helplessly looking on as one's family is carried off by the authorities.

A character that has taken any damage, be it to their Stress or Wound Tracks, will suffer penalties to all actions until the damage is healed. Each Health Track also contains three "critical" damage boxes that represent serious and dire damage to the character. A character that has taken damage to "critical" boxes will suffer additional penalties and possibly lasting damage as outlined in the Health section later.

WOUND TRACK

The Wound Track represents the damage the character has taken from various sources. It is very abstract, leaving a lot of interpretation to the player and SIEGE Engineer. Most characters start with 4 wound boxes plus an additional number of wound boxes equal to their Physique score. Characters with negative Physique Attributes do not lose any of the base 4 wound boxes. Characters also receive 3 additional "critical" wound boxes. These boxes are "Disabled", "Down" and "Out".

STRESS TRACK

All characters possess a Stress Track which functions as the character's mental and psychic Wound Track. Characters take damage to their Stress Track from over-channeling as well as from environmental hazards. Just like the Wound Track, most characters start with 4 stress boxes. To these, they add an additional box per positive rating in their Confidence Attribute (a negative Confidence score has no effect on the character's stress boxes). Similarly, the character has three additional "critical"

stress boxes: "Shaken", "Fractured" and "Out".

STEP 6.2: DEFENSE RATINGS

All characters have a Combat Defense and Psyche Defense score. Both scores default to the character's Reflexes (for Combat Defense) or Confidence (for Psyche Defense) Attribute scores. Only equipment or defensive Specialties can increase a character's Defense score. The Defensive Maneuvers specialty will factor into the Combat Defense score while the Mental Endurance Specialty modifies the Psyche Defense Score. The character's Defense score is added as a Challenge Level modifier to the Challenge Base of all incoming attacks against the character for the appropriate type. Thus, physical attacks are made against the Combat Defense rating for a character while psychic or mental attacks are made against the character's Psyche Defense.

SO, HOW MANY HIT POINTS DO I HAVE?

Many games use Hit Points as a manner of determining a character's Health. StarSIEGE: Event Horizon's Wound and Stress Tracks are merely simplified Hit Points, with each character getting 4 Hit Points and 3 "negative hit points". Some groups may wish to use a more traditional Hit Point mechanic in their games.

In these cases, each character starts with 2d6 in Hit Points. If the character has any of the following Skill Bundles then bump the Hit Die type up one level (d6 to d8, d8 to d10, and d10 to d12; to a maximum of a d12 hit die type): Combat, Athletics, Environmental, or Spiritual. Each Skill Bundle the character has will increase the Hit Die type, so a character with both the Athletics and Spiritual Bundles would have a d10 Hit Die. Furthermore, a character gains +1 Hit Die for every bonus in their Physique Attribute. More Wound Hit Dice cost 6 XP.

Stress Hit Dice start at 2d6 and are upgraded just like Wound Hit Dice except they go off of the following Skill Bundles: Awareness, Combat, Persuasion, or Spiritual. For every bonus point in the Confidence Attribute, the character gains a bonus starting Hit Die. Additional Stress Hit Dice cost 6 XP as well.

A character is considered "Disabled" if they are between 0 and -5 or Hit Points, "Down" if they are between -6 and -10 Hit Points, and are "Out" at -11 or more Hit Points.

Items are considered to have 1d6 of Hit Points with each level of Durability adding +4 to that total. An Armor Rating on a character has its rating multiplied by 3 and serves as damage reduction for incoming attacks. So a 3 Armor item reduces all incoming attacks by 9 points. Armor can still only reduce a number of attacks equal to one plus the Durability of the armor (as per the normal armor rules in the Operations Manual, see the SIEGE Engineer for more details). Weapons and items do 1d8 damage base for every Wound listed in their description.



STEP 7: CHARACTER BACKGROUND

Once the character is completed mechanically, the player should spend some time developing a background. Character backgrounds provide insight for the player as well as give the SIEGE Engineer plot points and ways to personalize the game for the character. Simple things such as a list of friends, family, and even enemies can both help flesh out the character as a real person. Furthermore, the SIEGE Engineer can utilize these connections to build stories. For example, if a character had a beloved younger brother, the SIEGE Engineer could choose to put that sibling in peril to create dramatic tension for the character, and thus the player. In fact, the recovery of a kidnapped loved-one could become the focus of an entire series of stories.

When designing a character's background, the player should do their best to balance a good story with open-ended aspects that the SIEGE Engineer can interpret. Making a character's story too rigid leaves nothing for the SIEGE Engineer to turn into plot hooks. A character's background should serve as a starting point for the character's story, rather than an end. By carefully crafting a background, the player can show the SIEGE Engineer the kind of story they wish to tell with their character. As such, it is highly recommended that the player submit a background to their SIEGE Engineer and then the two discuss the points of the story, change bits if necessary, and agree upon any backgrounds before play starts. This way both the SIEGE Engineer and player

are on the same page. This also helps when the SIEGE Engineer has a specific starting point they want the character's backgrounds to lead to.

Working with other players to create intermingled backgrounds is also recommended, especially for beginning players. By deciding another Player Character is a long-time friend, sibling, spouse, or even rival instantly creates connections between characters that the players can capitalize on during play. This also helps group cohesion in groups that prefer cooperative style play.

BUILDING A BACKGROUND

There are many methods to building a background. Some players prefer to write small or even long pieces of fiction describing their character's life before the game begins (this is called the Story method). This, however, does not suit every player. As such, some examples of other methods are provided to help the less literary inclined players create useful and interesting backgrounds.

One very important thing to remember when building a background is that no one's life is perfect. Trials and tribulations will find their way into even the most charmed existence. Putting defeats and problems into the character's background makes the character a lot more interesting. Furthermore, they make great plot hooks and they can really help the player in the characterization of their persona.

TIMELINE

The timeline method allows the player to outline their character's life by simply creating a timeline and marking important occurrences on the line. The timeline should start with the year of the character's birth and end with the year of the game's start. These could include births or deaths of siblings, deaths, divorce, marriages, friendships, enemies, mentors, competitions, or any other important happenings in the character's life. The timeline can be as detailed as the player wishes to make it, thus making this one of the easier methods to use.

LIFEPATH

Lifepaths are a more involved way of designing a character. A Lifepath is sort of a skeletal outline of the character's story. It's kind of a hybrid between the Timeline method and the Story method. To use the Lifepath method, the player should first determine their character's age, which will set the Phase of the character's life. The five Phases are Childhood, Adolescence, Young Adulthood, Maturity, and Old Age. For each of these phases, the player should determine if there were Setbacks or Boons that affected the character. There is a table

provided that determines a random amount of Boons and Setbacks if the player wishes to use it; otherwise, the player should decide the amount.

After determining the amount of events, the player should choose (either randomly or manually) the different events that apply to their character during that phase of the character's life. The player should flesh out these occurrences to personalize them to the character and the setting. The options are left as general as possible to allow for as much flexibility in setting and genre, but some rough examples are provided. Remember that the events do not necessarily need to happen to the character, but should affect the character. Thus, an Infirmary might affect the character's mother, requiring the character to care for her or a best friend might be isolated in prison and the character vows to clear his name.

The events provided below are by no means exhaustive. Players and SIEGE Engineers should feel free to expand

these lists to fit their settings and play-styles if they wish. Furthermore, the random determination is simply provided for players who wish to use them, it is completely optional.

D20 PHASE EVENTS

1	2 Setbacks, 0 Boons
2 – 3	2 Setbacks, 1 Boons
4 – 6	1 Setbacks, 0 Boon
7 – 14	1 Setback, 1 Boon
15 – 17	0 Setback, 1 Boons
18 – 19	1 Setback, 2 Boons
20	0 Setbacks, 2 Boons

D20 SETBACK

1	Isolation (e.g. indoctrination, imprisoned, sheltered, neglect, etc.)
2 – 3	Tough Living (e.g. homeless, life of crime, abuse, etc.)
4 – 6	Family Tragedy (e.g. death, failed relationship, disgrace, orphaned, etc.)
7	Weird and disconcerting (e.g. saw a ghost, fearful premonition, curse, night terrors, etc.)
8 – 10	Social Difficulties (e.g. blackmail, scandal, humiliation, dishonor, etc.)
11	Environmental (e.g. major storm, hurricane, earthquake, other natural disaster, etc.)
12 – 14	Financial Difficulties (e.g. robbery, market crash, unemployment, etc.)
15 – 17	Rival (e.g. nemesis, rival gang, competitor, sibling rivalry, etc.)
18 – 19	Hostilities (e.g. war, fight, assault, etc.)
20	Infirmary (e.g. illness, injury, psychological break, etc.)

D20	BOON
1	Absolution (e.g. forgiveness, epiphany, support, etc.)
2 – 3	Easy Street (e.g. good luck, reversal of fortune, charmed existence, etc.)
4 – 6	Family Joy (e.g. birth, marriage, prestige, new relationship, etc.)
7	Weird, but comforting... (e.g. glimpse of future, lucky charm, extreme lucky break, etc.)
8 – 10	Social Gain (e.g. medal, appointment, title, leverage over another, etc.)
11	Mentor (e.g. special teacher, powerful ally, esoteric contact, etc.)
12 – 14	Financial Windfall (e.g. inheritance, market gains, promotion, etc.)
15 – 17	Associate (friend, contact, partner, assistant, etc.)
18 – 19	Passion (e.g. torrid love affair, inspiration, new hobby, creating art, etc.)
20	Travel (e.g. visit new area, sight seeing, move, etc.)

INTEGRATING BACKGROUNDS

After all the backgrounds for each character are done, or even during the development of the backgrounds, the players should get together with the SIEGE Engineer and see how each character's background inter-relates. Some groups may wish for a great amount of autonomy between characters, with their backgrounds only leading to the group getting together very recently (think of the lives of well-known smuggler and moisture farm-boy before they met in a rough and tumble cantina). Other groups may want their characters backgrounds to be tightly interwoven, to create better group cohesion (like the lives of a brown-coat-wearing sergeant and his second-in-command). The amount of interaction in the character's backgrounds should be decided by the group before backgrounds are worked out.

Once the amount of intermingling is decided, the players should be left to

try to organically decide how they want their backgrounds to interact. The SIEGE Engineer should facilitate this by offering suggestions and simply making sure no one is left out (unless they specifically want to be).

The SIEGE Engineer should then take all the character's backgrounds into account when designing adventures, plots, and stories for the characters. Using aspects of the character's backgrounds to color the scenery or as direct plot points will help the players feel more invested in the game, since the surroundings match their expectations. This doesn't mean the SIEGE Engineer should use every aspect of every character's story, but that the backgrounds should be there to allow the SIEGE Engineer to mine for ideas. Players should also feel free to

make suggestions to the SIEGE Engineer, either through their character's actions or outside of the game environment, as to how they'd like to see their character's background integrated to the game. Some players have specific stories they want to tell with their characters and the SIEGE Engineer should work to incorporate those stories if at all possible. That said, both player and SIEGE Engineer should not take offense to suggestions made, and should make suggestions rather than demands. Integrating stories is sometimes hard and allowances should be made for creative license. In the end, it is the SIEGE Engineer's job to arbitrate elements for the sake of the story and their final decision should be honored by all parties.

CHARACTER ADVANCEMENT

Characters do not stay static from when they are first created. Their many adventures and experiences will result in the character growing and learning over time. This growth is represented with Experience Points (XP). The more adventures and experiences the characters have the more skilled and adept they will become.

How Advancement is handled should be decided by the group before play begins. Some groups prefer to have Character Advancement occur during down time (i.e. long periods of time that is not directly role-played), to represent the character's taking time to train and learn new skills. Other groups prefer instantaneous advances as bursts of insight or as a representation of practical learning picked up "on the job". It is all a matter of how the group looks at Experience Points. Provided the group is in agreement, however, either style of Advancement works well.



AWARDING EXPERIENCE POINTS

Every game session the character will gain XP from their actions, awarded by the SIEGE Engineer. Generally, a character can expect to gain one to three XP for a game session depending on how well the player role-played as well as the challenges overcome. These Experience Points can be spent to advance the character.

ADVANCING ATTRIBUTES

A character's natural abilities and faculties aren't set in stone. Over time a character can increase their fitness level, advance their savvy, or generally improve their innate abilities. This generally takes a long time and a lot of focused effort on the part of the character. To advance a character's Attributes, the cost is 18 XP for each +1 to any Attribute.

BUYING NEW SKILL BUNDLES

Skill Bundles represent both a depth and width of training that few characters can boast during their adventures. Skill Bundles are learned through a long and arduous apprenticeship and training time, educating the character to the great nuances and minutiae of that particular realm of experience. As such, purchasing a new Skill Bundle costs 36 XP for the character. Some SIEGE Engineers may require characters find a tutor before they can begin learning a new Skill Bundle. This task can be, in and of itself, a great in-game plot.

ADVANCING OR PURCHASING SPECIALTIES

Picking and improving Specialties is the most common way to advance a character.

Characters gain little insights and pick-up new tricks relatively quickly. As such, Specialties are fairly inexpensive to gain. The XP required to purchase or improve a Specialty is 1 XP.

ADVANCE	COST
+1 to Specialty	1 XP
+1 to Attribute	18 XP
+1 to Tech Score	9 XP
+1 to Psi Score	9 XP
New Skill Bundle	36 XP
+1 to Competence (optional)	9 XP

EXAMPLE OF CHARACTER GENERATION

Liam is running a Star SIEGE: Event Horizon set in a home-brewed science fiction setting. The setting is a low-psi, high-tech style game with a goodly amount of cybernetic tech floating around in a space operatic world spanning numerous planets. As such, he informs his players that the Galactic Standard are Psi 0, Tech 8, and Cyber 10.

Susan is playing in Liam's game and has gotten together with Liam to build her character. Liam informs her that the first step is to develop her character's concept. After some discussion with Liam regarding the type of game they both want to play, she decides on a concept of "Ne'er do well and vagabond". She envisions her character as a kind of free-wheeling rogue gallivanting around the galaxy getting into all kinds of trouble. This fits well with the space-opera feel that Liam was hoping to run. Susan decides to name her character "Paul Sunstryder". She also decides that Paul will be Human, thus rushing through the Species step. On her character sheet she makes note of Paul's Size (10), Scale (Personal), Move (1, Ground), and Special Abilities (Adaptation).

The next step is to generate Paul's Statistics. First, she must determine his Attributes. Liam lets her know that she will a d20 six times and then can place the scores in whatever order she chooses. Her rolls come out as 6, 9, 15, 17, 18, and 20. Looking at the table, she sees that she has the following Attribute bonuses to distribute: -1, 0, +1, +1, +2, and +3. Thinking of her concept, she sees Paul as dashing and charismatic, so she decides to place the +3 in Empathy and puts a +2 into Confidence. She also sees him as a quick-thinker who is fast on his feet, putting his two +1s into Reflexes and Savvy. This leaves her a 0 and -1. She decides to put the -1 in Paul's Physique as she doesn't see him relying much on brute strength, which means he is just average in his Knowledge Attribute.

Now she must determine his Tech base.

Again rolling a d20, she gets a 17, which results in a +1 to the Galactic Standard, means Paul comes from a slightly higher tech culture and she notes his Tech Score of 9 on the sheet. Finally she needs to determine Paul's Psi score. A roll of a 1 results in a -1 to the Galactic Standard, but since the standard already is set at 0, Susan notes Paul's Psi Score is still 0. Discussing with her SIEGE Engineer, Susan learns that the game he is going to be running will be free of Taint and mutations, so she can ignore Paul's Taint Score and Intensity Rating. For finishing touches, she notes that Paul starts with 2 Nova Points and a Cyber Score of 13 (the base of 10 plus his Empathy Attribute of +3). Liam lets her know that due to the space opera feel he's aiming for, Paul will start with 5 additional Nova Points.

After Statistics, Susan moves on to Paul's Profession. Looking at the example list, she feels that the Rogue profession best fits her plans for Paul. After noting that down on her character sheet, she now has to choose two Skill Bundles from the list provided. It doesn't take long for her to decide on Awareness and Persuasion. At this point, she also decides to choose her bonus Skill Bundle for her Species Special Ability of Adaptation. She decides to break from the list of suggested Bundles for her Profession and chooses Athletics to give Paul a more swashbuckler type angle.

Now it's on to Specialties. Susan is given the base 10 XP to buy Paul's specialties. Looking at the list, she notes that she wants to make up a little bit for Paul's lack of strength and buys the Feats-of-Strength Specialty at +2. She also wants to ensure some survivability in combat and puts +2 into both Defensive Maneuvers and Shooting. With 4 XP left, Susan puts 2 XP into Cultural Understanding to give Paul some general knowledge and 2 XP in Flight to increase his familiarity with the ubiquitous rocketships that will be available for his gallivanting.

The penultimate step to creating his character is selecting Paul's starting equipment. First Susan determines Paul's Credit Score by rolling a d20. She curses her luck at rolling a 3, and notes down Paul's Credit of 8, which puts him well below a comfortable living but not starving. Paul will start with one piece of equipment at Value 8 as well as up to three Value 6 pieces of equipment. Susan will also be able to select up to six pieces of Value 4 equipment. After looking through the equipment list Liam provided for her, she chooses the following equipment:

Finally, Susan has to put together a background for Paul. Working with Liam, she decides to use the Lifepath system to jump-start her imagination. She decides Paul has just reached majority age (18) and, as such, is in his Young Adulthood, according to Liam. This means she will roll for Setbacks and Boons for two phases: Childhood and Adolescence. For her Childhood, she rolls a 4 which means Paul suffered a single Setback and no Boons during his Childhood. Rolling on the Setback table, she gets a 13, which translates to Financial Difficulties. For his Adolescence she rolls a 10, resulting in a Setback and a Boon. For his Adolescence Setback, Susan rolls a Family Tragedy (4) and for Paul's Boon she rolls a 7 giving him a "Weird, but comforting experience". Looking over the whole character, Susan decides to use the Financial Difficulties from Paul's childhood to explain his low Credit Score compared to his high Tech score. She describes Paul's family as well-off on one of the more prosperous and developed worlds, but an economic downturn saw his mother (who had been employed as an engineer and was the family's chief bread-winner) laid off when Paul was very young. The family fell on hard times and right when it looked as if Paul's father might find a better job, Paul's younger sister fell deathly ill (Family Tragedy). The family spent the rest of its savings trying to help her recover, but she eventually succumbed. This left Paul reeling

and rebelling through his adolescence. Paul eventually ran away from home, sneaking aboard a Free Trader vessel headed for the outer rim. It was during his time hiding in a small cargo bay that Paul discovered his “lucky” blaster (Weird, but comforting) that he liberated from a small cargo box labeled “experimental”. Paul has lived off of his wits since leaving home, bouncing from job to job always hoping to find that one big score that will put him on easy street. His easy, affable

nature draws people to him and often allows consequences for his reckless behavior to roll off him. Paul hasn’t contacted his family since he ran away at 16 and doesn’t plan on it any time soon, even though he worries about how his youngest brother is coping with the dual loss of his sister and Paul.

Liam approves this background, as do the other players in the game. In fact, another player in the group (Steven), after hearing Paul’s background has decided to play a very

young, tough street kid that Paul has recently befriended. Steven and Susan decide that his character’s young age will remind Paul of his brother back home and will serve as a point of connection between the two characters as Paul looks at the young Torg as a surrogate brother. Liam absolutely loves this idea and even chooses to award both players two bonus XP for integrating their backgrounds so well. Susan decides to spend this extra XP to purchase a +2 Computer Operations specialty for Paul.

PLAYING THE GAME

The players need not be as intimately familiar with the rules to enjoy a role-playing game, since it’s the SIEGE Engineer’s duty to adjudicate the rules for the players. As such, the rules are covered in more detail in the SIEGE Engineer’s Manual. But, players should still be familiar with the basic concepts that will concern their characters. Having at least a rudimentary understanding of the game will help players understand how their character’s statistics and abilities can be used in the game.

THE SIEGE ENGINE

The core rule for all of StarSIEGE: Event Horizon lies in the SIEGE Engine. This game mechanic was first presented in the Castles & Crusades fantasy role-playing game by Troll Lord Games. The SIEGE Engine centers around two core concepts: Primary and Non-Primary Abilities. Primary Abilities, also known as Primes, represent a focused and directed learning path that a character has undertaken. They represent a large amount of skills and knowledge. In StarSIEGE: Event Horizon, a character’s Skill Bundles represent their Primary Abilities. Any action the character undertakes that the SIEGE Engineer rules to fall under one of the character’s Skill Bundles will benefit from the character’s Primary Ability training.

Non-Primary Abilities are anything else the character attempts to do. This means that a character can attempt almost any action, even if they have no experience (no Skill Bundle or even Specialty) whatsoever to speak of with that ability. Now, some actions might be patently impossible for a character to attempt without any kind of training (e.g. an illiterate person trying to read an ancient Sanskrit text). These situations are up for the SIEGE Engineer to adjudicate. This is left open so players don’t feel hemmed in by the abilities listed on their character sheet. Players are encouraged to think outside of the box and to try things that their character might not be perfect in (i.e. Non-Primary Abilities or even things that aren’t really covered by any Prime or non-Prime). The main reason to play this game is to have fun, and half the fun is being able to do whatever the players can imagine. As such, the players and SIEGE

Engineer should work together to make sure they are all having fun but being reasonable in their expectations.

CHALLENGE BASE

Once a player decides on a course of action for their character, the SIEGE Engineer determines what (if any) Skill Bundle the action applies to. Only one Skill Bundle can apply to a given task. Once that is determined, the player then knows the Challenge Base for their action. The Challenge Base is a Target Number of either 12 or 18. If a character possesses the Skill Bundle for the action as a Primary Ability, then the Challenge Base for the action is 12. Otherwise, any action that the character lacks the Skill Bundle or has no associated Skill Bundle has a Challenge Base of 18.

The Challenge Base is the base Target Number for the d20 roll to determine if the character succeeded at their attempted action. It can be modified by a Challenge Level set by the SIEGE Engineer.

CHALLENGE BASE OF 12? ISN’T THAT JUST A +6 BONUS?

Many players may notice that the 12/18 Challenge Base split is functionally the same as a Challenge Base of 18 for all actions with Primary actions gaining a +6 bonus. This is true. Players should feel free to utilize the +6 for Prime Skill Bundles rule and have all Challenge Bases set at 18 if they so wish. Just make sure everyone in the group is on the same page for this.

CHALLENGE LEVEL

The Challenge Level for an action varies according to the SIEGE Engineer’s opinion on how complex the attempted

task is. Some tasks, like combat or psychic powers have built in Challenge Levels (i.e. a character’s Combat Defense score is the Challenge Level to hit the character in Combat) while other tasks, like picking a lock or deciphering an ancient text, would have Challenge Levels set by the SIEGE Engineer. The following chart gives the player a general breakdown of what the different Challenge Levels mean on a scale of difficulty. These are not “hard and fast” numbers, however, just a guideline so the player has a general understanding of what an ad hoc Challenge Level may mean.

THE ACTION ROLL

Once a player knows their Challenge Base and Challenge Level, they have a Target Number for their action by simply adding the two together. Then, they can make an action roll. To do this, the player rolls a d20 and adds the single most appropriate Attribute and Specialty. Any items or Special Abilities that are being used add any functional bonuses they have as well. If the roll, plus the character’s modifiers, are greater than or equal to the Target Number then the action was successful. Otherwise, the character failed their attempted action.

Some actions may have penalties for failure, and others may allow the character to make subsequent attempts even after failing. These situations are to be determined by the SIEGE Engineer. The player should make sure they know any failure conditions or whether or not they can re-try an attempt before they make a roll. This keeps things fair and helps the player to know what is at stake for their character on every roll.

GENERAL CHALLENGE LEVEL CHART

DIFFICULTY	CHALLENGE LEVEL	PRIMARY TN	NON-PRIMARY TN
EASY	-6	6	12
AVERAGE	0	12	18
DIFFICULT	+2	14	20
STAGGERING	+6	18	24
HOPELESS	+12	24	30
IMPOSSIBLE	+18	30	36

EQUIPMENT

Sci-fi is well known for being a trapping-heavy genre. After all, what would Star Wars be without the lightsaber or Star Trek without the phaser? StarSIEGE: Event Horizon allows for SIEGE Engineers and groups to design any types of trappings or items needed to populate their worlds with equipment that matches the setting. That said, provided here are some examples of more common equipment for inspiration as well as to save some time for groups so they don't need to sweat the small stuff.

The items below are examples only. Groups should feel free to modify the items below as they wish to fit their games. For example, if a Size 9 character wishes to use armor that has a Size of 9 listed, the SIEGE Engineer could raise the Tech or Value of the armor by one and reduce the Size by one, thus making it wearable by a Size 9 character.

Equipment is listed using the following layout:

Equipment Name: R(eliability rating) S(ize rating) T(ech rating) V(alue rating), Class. Functions.

Players should check the Lexicon provided earlier in the Field Manual or check with their SIEGE Engineer for more details on the different aspects of Equipment.

ARMOR

Hide: R0 S9 T0 V2, Automatic. Armor 1, Durability 2.

Utilizing the hides of animals provides rudimentary protection.

Chain Hauberk: R0 S9 T1 V4, Automatic. Armor 1, Durability 4, Defense +1.

Chain requires a more advanced society to produce the metals required, but the results are in more durable armor with near uniform coverage.

Plate Suit: R0 S9 T2 V7, Automatic. Armor 2, Durability 4, Defense +2.

Plate Armor requires good metallurgical knowledge and advances in armor design. The protection it affords is quite robust. Moreover, the overlapping plates make it harder to find a chink in the armor to exploit.

Bulletproof Vest: R0 S8 T4 V4, Automatic. Armor 2, Durability 4, SFX: Concealable, Flaw: Impact Only.

So-called "bulletproof" vests are common in cultures where slug-throwing technology is the height of arms technology. These vests provide basic coverage and are easily hidden under other clothing. Their one flaw is that they are only resistant against blunt force attacks like bullets. Edged or energy based attacks (lasers) cut right through the armor.

ProtecVest: R0 S8 T6 V5, Automatic. Armor 2, Durability 3, Defense +4.

The ProtecVest is a robust armor system capable of defeating most small arms attacks. It is modular and consists of numerous overlapping small high tensile ceramics and impact reducing fibers.

ProtecSkin: R0 S9 T6 V7, Automatic. Armor 1, Durability 3, Defense +6, SFX: Concealable.

ProtecSkin is a full body suit of a similar make to the ProtecVest, save that the armor protection is lighter. The increased coverage, however, makes scoring a telling blow more difficult. ProtecSkin is also highly concealable, making it a good suit of armor for those who don't wish to advertise.

ProtecSuit: R0 S9 T7 V8, Automatic. Armor 2, Durability 5, Defense +4, SFX: Environmental.

A fully enclosed environmental suit capable of withstanding large amounts of punishment, the ProtecSuit provides a complete armor system capable of handling almost any combat condition.

Reflec Suit: R0 S9 T6 V5, Automatic. Armor 3, Durability 2, SFX: Reinforced, SFX: Concealable, Flaw: Energy Only.

The advent of energy based weapons, like lasers and blasters, forced armor developers to find new ways to defeat these threats. The Reflec Suit provides excellent light-weight protection from energy based attacks, but is useless against any other threats.

Synthetic Woven Monocrys Vest: R0 S8 T8 V6, Automatic. Armor 3, Durability 4, SFX: Concealable.

A high-tech version of the bulletproof vest, the Monocrys weave affords great protection in a compact package. Synthetic-woven monocrys fibers are easily spun into various forms and can easily be disguised as normal coats, jackets, or shirts.

Bi-phase Carbide Suit: R0 S9 T8 V8, Automatic. Armor 3, Durability 5, Defense +2, SFX: Environmental.

Bi-phase Carbide is an advancement of silicon carbide plates that combines maximum defensibility with maneuverability. This suit is easy to wear and provides the wearer with a fully contained environmental system.

Slip Suit: R0 S9 T9 V5, Automatic. Stealth +4, Camouflage +4, Defense +6, SFX: Concealable.

Not traditional armor, per se, the Slip Suit is designed to aid in the arts of stealth and camouflage and follows the axiom that an unseen enemy is one you cannot strike. Equipped with electronic dyes capable of shifting to mimic the environment as well as sound and heat dampers, the Slip Suit provides its wearer with an active camouflaging element.

Void Suit: R0 S9 T4 V4, Automatic. Armor 1, Durability 3, Zero-G Maneuvers + 2, SFX: Environmental.

The Void Suit is a traditional suit designed for harsh environmental conditions, such as space or even deep-sea missions.



It has rudimentary protection abilities, maneuver verniers and a fully contained environmental system to aid its wearer in harsh environments.

E-Frame Mark 2: R1 S11 T10 V14, Automatic. Move ½ (Ground), Vehicle Scale, Feats of Strength +5, Sensors +2, Shooting +2, Defense +4, Durability 8, Quarters 10, Subsystem 8, Subsystem 4, Flaw: Volatile.

More a vehicle than an actual suit of armor the E-Frame is a basic model exoskeleton powered armor suit. It provides good protection as well as mobility, allowing for speeds upwards of 160 km/hr. The powered armor grants the wearer strength amplification, advanced detection systems, and a basic threat assessment system that provides target tracking and defensive

maneuvers. It is also capable of mounting two subsystems, usually some kind of communication unit and a heavy weapon system. The wearer of the suit still has full use of their hands and can use any normal hand weapons the pilot wishes. The only drawback to this unit is its tendency to explode when it takes too much damage.

RANGED WEAPONS

Bow: R3 S6 T0 V0, Combat. Shooting +4, Medium Range, SFX: Ammo, Flaw: Slow, 2 Wounds

Beyond the thrown stone, the bow is the most basic of ranged weapons found in the galaxy. It deals decent damage, but takes time to reload.

Crossbow: R4 S7 T2 V1, Combat. Shooting +6, Medium Range, SFX: Armor Piercing, Flaw: Slow, 3 Wounds

Arefinement on the Bow, the Crossbow requires less training than the Bow to use effectively. The Crossbow is also well designed to punch through armor due to its stronger pull. It still suffers from the reload time issue as the bow, however.

Slug Thrower Pistol: R3 S4 T3 V4, Combat. Shooting +6, Medium Range, SFX: Ammo, 1 Wound

The development of chemical propellant allows for a jump in weapons technology allowing for slug-throwers to become popular. Slug throwers are some of the most common weapons in the galaxy due to their hardy nature and ease of production. Slug throwers are easy to use and can be outfitted with various types of ammunition, making them highly adaptable weapon.

Hand Cannon: R4 S4 T3 V4, Combat. Shooting +5, Short Range, 2 Wounds, SFX: Ammo

The Hand Cannon is a larger and more dangerous version of the Slug-thrower Pistol.

Submachine Gun: R2 S5 T4 V5, Combat. Shooting +6, Short Range, SFX: Rapid Fire, SFX: Ammo, 1 Wound

The submachine gun takes slug-throwing technology and pairs it with a high rate of fire allowing for multiple shots. This gun lets the user attack multiple times in the same round by spreading their fire around.

Hunting Rifle: R4 S7 T3 V4, Combat. Shooting +6, Long Range, Flaw: Slow, SFX: Ammo, 3 Wounds

The Hunting Rifle is one of the most ubiquitous weapons found in the galaxy. It has great range and deals terrific damage. Its only flaw is that it takes time to reload and set up the next shot (Slow Flaw).

Assault Rifle: R2 S6 T4 V5, Combat. Shooting +6, Medium Range, SFX: Rapid Fire, SFX: Ammo, 2 Wounds

A mainly military weapon system, the Assault Rifle is the mainstay of many military units. Its good range, damage, and rate of fire makes it an excellent all

around weapon.

Sniper Rifle: R4 S7 T3 V5, Combat. Shooting +6, Extreme Range, Flaw: Slow, SFX: Ammo, 4 Wounds

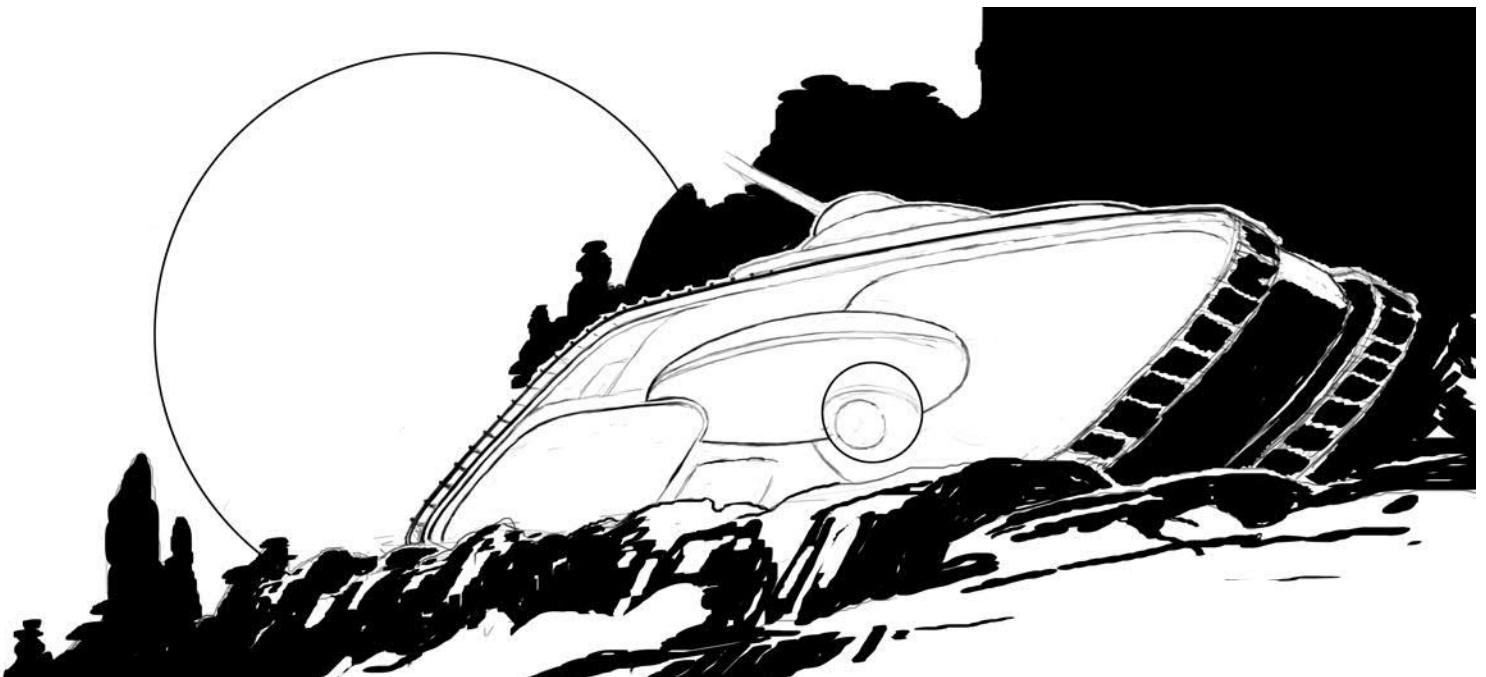
The Sniper Rifle is a military version of the Hunting Rifle. It functions in almost exactly the same way save that it deals a far more powerful punch at a greater range.

Shotgun: R4 S6 T2 V2, Combat. Shooting +8, Close Range, SFX: Ammo, 2 Wounds

This is my boom stick! The Shotgun is one of the least developed chemical projectile weapons, but it is still frighteningly effective in its primitiveness. Commonly loaded with buckshot (which grants the Rapid Fire effect in the Ammo place) or slug (which deals an additional Wound), the Shotgun is a very effective close-range weapon.

Heavy Machinegun: R4 S8 T4 V7, Combat. Shooting +9, Long Range, SFX: Ammo, SFX: Rapid Fire (x2), Flaw: Temperamental, 3 Wounds.

The Machinegun is a devastating battlefield weapon. It has a very high rate of fire, allowing it to be spread amongst up to three combatants and delivers its payload at a long



range with devastating power. It is a bit twitchy in operation, however, and requires more time to reload or change out barrels when there is a malfunction.

Lase Pistol: R0 S4 T6 V5 Combat. Shooting +8, Extreme Range, SFX: Armor Piercing, 1 Wound

Laser technology advanced far enough that the Lase process managed to create coherent beams of light capable of damaging their targets with relatively low power needs. This advance in technology allowed for potent, small, and very reliable weapon systems like the Lase Pistol that are capable of defeating all but the most advanced armor systems.

Blaster Pistol: R0 S5 T6 V4, Combat. Shooting +8, Short Range, 3 Wounds

Blaster technology isn't as refined as Lasers and their Lase cousins.

Utilizing a very brutal method of sending barrages of superheated slugs, the Blaster is a vicious weapon on the battlefield.

Lase Pulsar: R0 S5 T6 V5, Combat. Shooting +8, Medium Range, SFX: Rapid Fire, SFX: Armor Piercing, 1 Wound

Combining Lase technology with pulse lasers, the Lase Pulsar is the submachine-gun of the Lase world.

Lase Rifle: R0 S7 T6 V4, Combat. Shooting +6, Line of Sight Range, SFX: Rapid Fire, SFX: Armor Piercing, 2 Wounds

The Lase Rifle is a common long-arm in sufficiently advanced military groups. It deals decent damage, has long range and can deliver pulses of energy similar to the Pulsar. In all, it is probably the most deadly military long arm in use to date.

Blastgun: R0 S6 T6 V4, Combat. Shooting +10, Close Range, 4 Wounds

Blaster technology is primitive when compared to the Lase weapons, but the Blastgun makes good use of such simple technology. This is a ruinous close range weapon capable of tearing through unarmed opponents with ease.

Disintegrator: R2 S5 T8 V10, Combat. Shooting +4, Close Range, SFX: Vicious, 1 Critical Wound, 1 Wound.

A science-fiction mainstay, the Disintegrator pistol is a dreadful weapon capable of making quick work of the opposition. It fires a very powerful beam of particles that destroy their target on an subatomic level, delivering terrible wounds in the most unsavory of manners. Opponents who witness a Disintegrator in use against their allies often blanch at their comrades dying screams.



MELEE WEAPONS

Club: R0 S5 T0 V0, Combat. Melee +4, SFX: Stun, Close Range Only, 2 Wounds

A simple hunk of wood, this simple beating stick is the most common weapon in the galaxy.

Knife: R0 S3 T1 V1, Combat. Melee +4, SFX: Fast, Close Range Only, 1 Wound

Small blades are common in many low and high tech cultures.

Sword: R0 S6 T1 V2, Combat. Melee +8, Close Range Only, 3 Wounds

Swords and other highly refined melee weapons (like a mace or axe) represent a refinement of melee weapons technology that makes them fearsome close-range weapons.

Chainsaw: R1 S6 T3 V0, Combat. Melee +3, SFX: Vicious, Close Range Only, 4 Wounds

Designed to cut trees and branches, the Chainsaw has at times found itself put to uses far beyond its manufacturer's specifications.

Nova Sword: R0 S6 T6 V2, Combat. Melee +5, Defense +2, SFX: Fast, SFX: Armor Piercing, Close Range Only, 3 Wounds

The Nova Sword is probably one of the most highly developed melee weapon technology in wide use. It is actually a near transparent field of force fashioned into a blade shape. It is an extremely fast

and deadly weapon that ignores most armors. Moreover, the field generated by the blade creates a distortion effect around the user making them harder to hit.

Vibroblade: R0 S3 T5 V1, Combat. Melee +5, SFX: Fast, SFX: Armor Piercing Close Range Only, 1 Wound

A refinement of the small blade, the vibroblade is sharpened to a razor point and then small motors cause the blade to vibrate at a high rate allowing it to slip through all but the most hardened of armors.

GEAR

STM-2 Personal CommComp: R3 S5 T7 V7, Automatic. +1 Lore Skill Bundle, Short Range, Vehicular Scale, SFX: Telecommunication, Flaw: Fragile

The Communications Computer has become the most omnipresent piece of equipment in the galaxy. It allows for instantaneous communications to other CommComps within a kilometer as well as access to many information networks, putting near encyclopedic knowledge at the user's fingertips. Communication outside of the kilometer range would require communication satellites that would boost the range to anywhere on the planet for sufficiently advanced planets.

CTM-4 Combat CommComp: R2 S5 T8 V9, Automatic. +1 Lore Skill Bundles, Medium Range, Vehicular Scale, SFX: Telecommunications.

The military version of the CommComp is more rough and tumble than the personal models and boasts a range of almost 2 kilometers of basic communications.

CU-xx Cultural CommComp: R2 S5 T7 V10, Automatic. Cultural Understanding +4, +1 Tech Score, Line of Sight, Personal Scale, SFX: Telecommunication, Flaw: Fragile

The Cultural CommComp is a must-have for ambassadors and attaches to foreign nations and planets. It stores information on various customs and rituals and is very adaptable to foreign networks and technology. It is far more limited in its range than the normal CommComps, useful only within a few hundred meters.

Glow Stick: T4 R1 S1 V0, Automatic. SFX: Low Light Vision, Flaw: Obvious

These useful items are sometimes known as flash lights, lanterns, or light-rods. They make seeing things in the dark a lot easier, but draw a lot of attention.

Mechanics Tool Kit: R0 S10 T8 V5, Automatic, +2 Mechanics Skill Bundle, Repair +5

This is pretty much the most complete tool kit a mechanic could possibly ever need. It's a bit bulky because of this, but it makes repairing and modifying equipment a breeze.

Security Bypass Kit: R1 S4 T6 V3, Mechanics. Disable +6, Computer Operations +5, SFX: Concealable

This handy little computer aids in defeating those pesky alarms, locks, and other annoyances that criminals often run into in their line of work. As a bonus, it's designed to look much like a CommComp, making it easy to hide from prying eyes.

Towel: R0 S9 T1 V0, Automatic. SFX: Distributed Weight, Allay +1

A man with a towel is clearly a man to be reckoned with.

Low-light Goggles: R0 S4 T5 V3, Automatic. SFX: Low-light Vision, Detection +2, Observe +1

These goggles allow users to see in low-light conditions without drawing attention to themselves. Moreover, these goggles are equipped with some advanced sensors for detecting threats.

CrashKit: R4 S6 T4 V4, Automatic. Treatment +4, Allay +3, Bolster +3, Durability 2

The CrashKit is common across most cultures and is useful in treating those wounded from various sources. It can be

used to heal wounds, calm traumatized patients, or even rile up a patient through the use of stimulants. These kits are the most basic tools required for treating wounded characters.

MediKit: R5 S7 T6 V6, Lore. Treatment +5, Heal 1 Critical Wound, Durability 1

The MediKit is a far more advanced amalgamation of tools, drugs, and serums. Through a proper use of the Treatment specialty, a trained physician can heal almost any wound a character could suffer.

StimKit: R0 S1 T8 V4, Automatic. Heal 1 Wound or Stress, SFX: Fast, SFX: Persistent, Flaw: Disposable, Durability 1.

The Stim Kit represents a jump in medical technology. These single use kits are designed to quickly close wounds and inject the patient with a proper mix of drugs to get them up and running again. Using this kit will instantly heal a single Wound box as well as grant the recipient the Fast effect for the next three Rounds. Of course, its main drawback is that it is a single use item.

Jump Pack: R1 S7 T7 V3, Mechanics. Feats-of-Agility +6, Zero-G Maneuvers +4, Move 3 (Ground), Personal Scale

The JumpPack is designed to greatly increase its wearer's mobility. It resembles a set of bird legs that the wearer straps on. Wearing this allows for greatly increased speed and agility for the wearer.

Jet Pack: R1 S6 T8 V6, Mechanics. Flight +6, Sensors +3, Vehicle Scale, Move 2 (Flight)

Take to the heavens with the Jet Pack. This highly advanced piece of equipment can be strapped to the characters back allowing them to fly through the air. It has a rudimentary sensory array to aid the pilot in the skies.

CYBERNETICS

Full Prosthetic Limb: R0 S7 T6 V7, Automatic. Durability 4, Interference 4, SFX (x4): Prosthesis, Subsystem 6.

A fully functional replacement limb, the Prosthetic limb functions exactly as the limb it replaced. There is even a slot to allow for the attachment of some subsystem, be it a concealed weapon or a strength boosting module.

Bionic Enhancer: R1 S6 T6 V7, Automatic. +1 Physique, +1 Athletics Skill Bundle, Interference 5

Bionic enhancers are common modules built in to those who are looking for some kind of physical boost. These enhancers can also be mounted on a Prosthetic limb in the subsystem slot.

Subdermal Monocrys Weave: R0 S8 T7 V8, Automatic. Armor 2, Interference 2, SFX: Concealable

At the forefront of armor technology stands the Subdermal Monocrys weave which modifies the recipients skin in such a way that it reacts to trauma by hardening and repelling the damage.

ShimmerSkin: R2 S7 T7 V5, Automatic. Stealth +5, Camouflage +5, Defense +5, SFX: Concealable, Interference 3.

Stealth technology in dermal form, ShimmerSkin grants the user an array of options to baffle the senses of their opponents.

Cyberoptic: R0 S0 T6 V6, Automatic. +1 Awareness Skill Bundle, SFX: Low Light Vision, SFX (x1): Expanded Spectrum (choose one), Interference 3.

Cybernetically enhanced optics are a very common replacement. These eye-replacements grant the user a greater awareness of their surroundings as well as enhanced spectrum sensing capabilities.

Adrenal Booster: R1 S1 T6 V8, Automatic. +1 Reflexes, Defensive Maneuvers +2, Interference 5.

An adrenal booster module can greatly increase the reaction time and defenses of those using it.

Hook: R1 S5 T1 V3, Automatic. Durability 1, SFX (x1): Prosthesis, 1 Wound, Interference 1.

This is a very rudimentary replacement for a hand. It has little to no manipulation capabilities and adds a +3 Challenge Level to all manual dexterity tasks. Then again, it's better than nothing.

VEHICLES

Mount: R6 S11 T0 V5, Automatic. Animal Handling +2, Move 4 (Ground). Personal Scale, Cargo 12, Flaw: Temperamental, Durability 1.

A mount can be any type of animal capable of bearing a rider for long distances. This could represent a Horse, Camel, or some other fantastic creature.

Crawler: R3 S15 T3 V9, Automatic. Ground +4, Defense +1, Move 1 (Ground), Vehicular Scale, Quarters 12, Cargo 12, Terrain Ban: Rocky, Durability 3.

Crawlers represent a wide variety of ground transportation. They could be automobiles, jeeps, or even some strange multipedal insect that is used as transportation. Crawlers have trouble traversing rocky, broken land. They have enough room to seat 4 comfortably, but the Cargo space can be used to fit more passengers rather than equipment.

Trawler: R1 S18 T2 V13, Automatic. Surface +3, Sensors +2, Defense +1, Move 2 (Surface), Personal Scale, Quarters 14, Cargo 20, Terrain Ban: Shallows, Durability 5.

Water travel is a common form of travel across the galaxy and the Trawler class of vehicle can be used as a jumping off point for designing the various forms that the vehicle takes. This vehicle can slide through all but the shallowest of waters at a comfortable pace. It has ample room for its crew as well as a cargo capacity upwards of 50 metric tons.

Space Fighter: R1 S22 T9 V24, Automatic. Flight +5, Sensors +2, Defense +4, Move 2 (Flight), Subluminal Scale, Quarters 10, Subsystem 10 (x2), Subsystem 8, Flaw: Volatile, Durability 5.

A common craft found serving in the militaries throughout the galaxy, Space Fighters are one-man affairs that are used as interceptors, bombers, or recon craft. They are well armed, fast, maneuverable, and explosive when damaged beyond repair. They are also a ton of fun to pilot and are transatmospheric.

Freighter: R2 S24 T8 V18, Automatic. Flight +1, Sensors +3, Defense +1, Move ½ (Flight), Subluminal Scale, Quarters 14, Cargo 22, Subsystem 12, Subsystem 8, Subsystem 6, Flaw: Temperamental, Flaw: Volatile.

A stock light freighter with widespread use in the galactic shipping lanes. It is temperamental in operations and volatile when damaged and not the fastest of crafts around. That said, it has ample storage space (well over

200 metric tons) and cabins for up to 16. A wide variety of subsystems can be mounted on the craft as well, including weaponry, shielding, enhanced sensors, or even jump drives. Larger versions of the Freighter are available with greater cargo and crew capacities but they lack the transatmospheric nature of the standard light Freighter.

Gunship: R2 S24 T8 V23, Automatic. Flight +2, Sensors +4, Defense +2, Move 1, Subluminal Scale, Quarters 13, Subsystem 10 (x3), Subsystem 7, Flaw: Volatile, Durability 5.

This type of craft is a typical interceptor or fast attack gunship. It is used by militaries as patrol craft or can sometimes be found in the employ of pirates.



SUBSYSTEMS

Jump Drive: R0 S12 T10 V12, Automatic. Navigation +6, SFX: Teleport, Flaw: Bulky, Flaw: Slave, Durability 4

A Jump Drive allows for instantaneous transportation to another point provided the user can correctly generate the navigational data. It is a huge device requiring large amounts of power, thus it is only mounted on larger craft capable of carrying it.

Deflector Screen: R0 S6 T8 V8, Automatic. Defense +6, Flaw: Slave, SFX: Reinforced, Armor 2, Durability 4.

A popular defensive screening that is resistant to all forms of attack.

Light Assault Cannon: R4 S8 T8 V11, Combat. Shooting +4, SFX: Ammo, Flaw: Slave, Flaw: Bulky, Short Range, 3 Wounds.

The Light Assault Cannon is an extensively used weapon throughout the galaxy. It uses chemical propellants and solid state ammunition to deliver

a devastating barrage of metal into the opposition.

Missile Battery: R4 S10 T6 V9, Combat. Shooting +6, Medium Range, Subluminal Scale, SFX: Ammo, Flaw: Bulky, Flaw: Slave, 4 Wounds.

The Missile Battery fires a barrage of semi-guided warheads at the target. The warheads can be hot-swapped at a moment's notice, but the system is both large and requires a lot of power and space.

SPECIAL ABILITIES

Double-Jointed: P0 D0 X9, Combat or Athletics. Feats of Agility +3, SFX: Fast, SFX: Supplemental Class.

A double-jointed character is exceptionally fast and agile when performing Athletic or Combat related activities.

Fast Healing: P0 D0 X12, Automatic. SFX: Halve Natural Healing Time, Flaw: Tranquility

The Fast Healing Special Ability grants the character an increased healing rate. So long as they are in a completely tranquil environment while they are recuperating, they halve their normal healing times (this is a 9 point Special Effect). The environment must be free of extremes in temperature, stress, or physical duress.

Hardiness: P0 D0 X15, Automatic. Armor 1.

A Hardy character just naturally shrugs off damage. Treat this character as if they always had an Armor Rating of 1.

Invisibility: P2 D4 X6, Automatic. SFX: Bend visible light, Flaw: Pacifist, SFX: Continual.

This power allows the psychic to completely mask their presence. They cannot be seen within the spectrum of visible light by any character or piece of technology that relies on visible light (like cameras—this is a 6 point Special Effect). The character using this power cannot take any aggressive action while invisible or else the power fails. This power continues to function so long as the character keeps a small amount of their attention on keeping it active.

Jaunte: P4 D14 X10, Spiritual. Navigation +4, SFX: Teleport.

The Jaunte power allows the user to instantaneously transport themselves to any other point that they can visualize. This requires a Navigation check based off of the Spiritual Skill Bundle. The character carries with them any items directly in their possession.

Prestidigitation: P1 D1 X5, Automatic. SFX: Various minor effects (puff of smoke, minor heat, change colors, etc.), Close Range Only, Personal Scale.

Prestidigitation allows the character to perform minor special effects around them, which is a 3-point Special Effect. This could include moving very small objects (Size 0) a small distance, creating puffs of smoke, faint lights, change in colors, or even up to a 5% temperature change. They can only affect objects within 60 meters of the character.

Quick: P0 D0 X12, Combat. SFX: Time Dilation

This ability grants an additional Action each Round whenever the character uses their Combat Skill Bundle.

Read Minds: P4 D6 X5, Spiritual. Detection +4, Line of Sight, Personal Scale, SFX: Telecommunications, Flaw: Receive only.

A character that can read minds can focus their power and make a Detection roll off of the Spiritual Skill Bundle to any target they can see. They can only receive thoughts from their target, not send them (this is a 3-point Flaw). This allows the character to read the surface thoughts of their target. These thoughts may include the target's emotional state as well as any mental disorders the target suffers from.

Sixth Sense: P0 D0 X16, Automatic. Defense +2, Detection +2, SFX: Danger Sense.

A character with Sixth Sense is highly attuned to their surroundings, making them harder to hit. They are also very good at picking out things that were meant to be hidden. Moreover, the character is never surprised and gets a prickling sensation whenever they are in immediate danger (this is a 6-point Special Effect).

Telekinesis: P1 D6 X3, Spiritual. Feats of Agility +2, Feats of Strength +2, Close Range Only, Personal Scale, SFX: Telekinetics.

A Telekinetic can manipulate objects at a distance (this is a 9-point Special Effect). They can affect an object that the character could normally lift but they substitute their Psi Score in place of Physique to determine the maximum size. They can affect any object they are strong enough to handle within 60 meters.

Telepathy: P4 D4 X10, Automatic. Medium Range, Vehicular Scale, SFX: Telecommunications.

Telepathy allows the character the ability to communicate with another sentient being through thought alone. The communication is only one-way however. The target has to be within just under 2 kilometers from the sender for this to work, but the sender need not necessarily know the exact location of the receiver.

Telekinetic Punch: P3 D4 X3, Automatic. Close Range Only, Personal Scale, SFX: Armor Piercing, 1 Wound.

This ability allows the user to automatically deliver a wound that ignores all armor to any target within 60 meters of the psychic.



